

ACE Game Club Newsletter

Minutes of the September 5 Meeting

Noel opened the meeting by drawing attention to the upcoming club elections. My reign as President ends at the next meeting, said Noel. [There is a one-year term limit on the office of club President –Ed.] We will have to beg Dave to be Scribe again next year. Noel and Jim Destromp shared the duties of Treasurer for the last few months. In other personnel news, Calvin and Beth are engaged, reported Noel, and this is why they have not been around much. Noel noted that there are indeed a few women in the club.

Noel said that Brett is asking people to run games at the upcoming Pembroke mini-con. Noel said he had volunteered already. The club's membership as a whole has expertise in nearly every game in existence, so we ought to be able to help out. Participation in the Pembroke event will probably be low due to lack of lead time.

Noel reported that the Game Club made \$50 after paying for the resin mech prize at the last BattleTech tournament. A game of this sort may be run on a quarterly basis in the future. Many thanks to Rich for the fabulous paint job on the prize mech, including authentic markings on the missile warheads.

Kent sent around a sheet for people who are interested in ordering out-of-print Games Workshop figures from England.

Kent reported that the new fall Warhammer 40,000 league will start soon. The summer 40K league apparently fell apart after Paul departed. Kent said he is considering either a tournament format, or a campaign-style format like the group at ODU used.

Noel recommended the campaign format, because it tends to place more importance on battles when monetary and strategic issues come into play.

Kent suggested that the campaign might start with two territories and 500 points required for garrison forces for each player. Several members responded favorably to this suggestion. Kent said that a rules committee would meet later, and that several issues in the third edition 40K rules had been clarified at Games Day. No objections were made to Kent's desire to both play and manage the campaign. He offered to supply an extra army like Paul did in the summer league. The plan is to run the fall campaign up to Christmas, and finish up just after the holidays.

The fall league will meet at 3:00pm on Saturdays, though Kent will be unavailable at this time two weekends in the month. The length of most 40K games makes it impractical to meet on weeknights.



Vor: The Maelstrom is a thrilling science-fiction miniatures game of tactical combat in the twisted realm of the Maelstrom. A fast-playing, detailed rules system lets players lead their forces against myriad opponents in a battle for survival in an ever-changing environment.

Jim Thorpe suggested that it would be more interesting if certain planets in the campaign could only produce certain things—only Industrial worlds could produce new Armor. Kent added that he would love to combine the campaign with BattleFleet Gothic and do a really sweeping conflict. Jim added that in such a campaign territories could be either planets or parts of planets. Kent liked the idea of a system-wide campaign (as opposed to an inter-stellar campaign), where territories could be planets, parts of planets, or moons. Individual games will be scenarios like those in the 40K book, but not the ones in the book. There will be a standard force organization chart for each scenario. A force size of 1250 will be good, to help out non-Tyranid players. Rules and forces will include the new third edition codexes (sorry Tyranids and Imperial Guard), plus all the Chapter Approved rules for forces with unreleased codexes. While third edition rules are available for all the resin models now, these will not be allowed in regular games. There will be a couple of scenarios during the campaign where resin will be allowed.

Jim Destromp noted that FASA has a new \$75 boxed game called “Vor: The Maelstrom” somewhat like 40K. The figures look like Warzone marines and the box art is great. It looks neat.

Jim said that he is looking for guys to run BattleTech games and other events. He did not think that the

96X thing [see last issue of the newsletter] will work out. If they are asking for \$1200, we will pass. It is not worth doing unless the space is free.

Jim asked if the club is going to run BattleFleet Gothic. He said that people are showing up on Monday nights and going away disappointed. Jim said that he is going to go ahead and start DBA on Tuesday nights this coming week. He also asked that people schedule games around (rather than during) peak hours for the "Poke-Folk." The store gets very crowded otherwise. Please park in back or on the grass.

Jim passed along some game trade news. Wizards of the Coast bought a chain of 50 stores nation-wide, and even their stores are being rationed Pokemon cards. WOC has raised their booster pack prices to \$3.29 per pack. TSR prices are also going up. Meanwhile, Hasbro and Upper Deck are both bidding on Wizards of the Coast. There has been no word on the other rumored buy-outs (ie GW).

Jim said that the club has purchased a new batch of T-shirts with the new "fireball" logo. Sizes from S to XXXXXL are available, so there are no excuses. If you don't wear a club shirt, you don't get your club discount at the register. Speaking of the club discount, said Jim, all the game distributors have dropped their discounts to 5%-7%. This means that I can't afford to give the members discount any more, but I will do it anyway as long as I can. The recent mergers in the game and game distributor arenas mean that miniatures lines have dwindled from 700 down to 200 at the distributors. Ordering direct from the manufacturers the prices are worse and shipping is more.

Jim said that he wanted to give Rich a big "attaboy" for the awesome painted Madcat that was the prize in the last BattleTech tournament. Great job!

Dave Peterson said that one week from Monday will be the first session for BattleFleet Gothic. The game will run from 7:00pm to 9:00pm, with setup starting at 6:30pm. Beginners are welcome, as the rules will be taught and extra miniatures will be available.

Noel said that Mike Brindle is working on rules for a Crimson Skies campaign. For a different set of campaign rules, check out <http://www.teleport.com/~gubbinz/campaign.htm>.

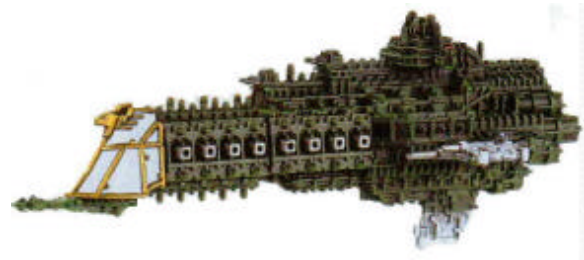
Mike did not survive the all-nighter, so he was not available to share details. Noel shared some other war stories from the previous evening's all-nighter, including a report on the Samurai Swords game and the Crimson Skies game.

Jim asked if anyone knew of a local company that refurbishes toner cartridges for photocopiers. The

club needs to locate a source of cheaper refills for the copier. Someone with pickup and drop-off service would be good.

Jim reminded the members that the October meeting will be the club's elections. Of course, no one wants to run as usual. Also, any special orders now need to put down 50% of the money up front. Jim is tired of getting stuck with bizarre things. Jim thanked everyone who participated in the club all-nighter for making it a great time. It was really fun.

Noel declared the meeting over.



BattleFleet Gothic Sets Sail at ACE!

Monday night BattleFleet Gothic got under way on September 13th with a 250-point per player introductory game. Four players participated in this free-for-all scenario.

The second BattleFleet Gothic night on September 20th featured a 500-point per player free-for-all scenario. Problems with multi-player turn sequencing the previous week suggested that the players in opposite corners would move on the same turn. Again four players participated, and again a great time was had by all.

The third BFG scenario on September 27th bumped the fleet size to 750 points per player in a team match. Randy Dilday and Dave Peterson's Imperial and Space Marine team battered Alfred Felipe and Eric Dilday's Eldar fleets-- until they were reinforced by Mike Powers' Chaos fleet on turn three!

The next BFG game will be on October 4th from 7:00pm to 9:00pm, with setup beginning at 6:30pm. Fleets will be 750 points per player, and the scenario will be a Planetary Assault. New players are welcome.

Hasbro Acquires Wizards of the Coast, Inc.

Pawtucket, RI (September 30, 1999) - Hasbro, Inc. [NYSE:HAS] announced today that it has successfully completed the previously announced acquisition of Wizards of the Coast, Inc., the world's largest publisher of hobby games and a leading publisher of fantasy and science fiction literature.