

ACE Game Club Newsletter

Minutes of the October 3 Meeting

"Guess we had better get started," said Noel More to open the meeting. He continued with a description of the opening of the new Warhammer 40,000 "Fall League." The games started yesterday [Oct 2], and went quite well, according to Noel. Two armies are knocked out already. Players can join later as there are open spots. Even the old players can start new armies in the league after losing their original army.

Noel said that the "adults" in the game room need to make a point of keeping after the kids to keep the place cleaned up. Tabletop and RPG players need to make a point of picking up cans before they clear out. Also, the "mapping" Plexiglas needs to be cleaned off right away or it will be permanently marked. And please be careful about using the correct type of pens on it.

Game Club members are asked to park in back of the store on Saturdays unless you are making a quick stop and heading out, requested Jim Destromp. The Pokemon League now has 117 kids—more than the Game Club's membership! You would not believe some of the behavior of the Pokemon kids. Some just act so horrible, especially to their grandparents. I have never seen anything like it. On the bright side, the Game Club has a ton of shirts. We need to pay for them, and also buy more toner for the photocopier. The Club needs to start earning money to be financially sound.

Jim asked the Game Club members to bear in mind that the member discount at the register is for *your* purchases, *not* your buddies. *Please don't abuse the privilege.* If my distributors' discounts were better, I would do even more for you, said Jim, but the purchasing scene is tough right now. One of my distributors—good people—just got sued out of business, even though his lawyer assured him he was in the right. Mergers have also reduced the number of distributors.

Jim said that he had not fully calculated the Club's fund for the meeting, but that the treasury is down to about \$100. So remember, there are lots of shirts and lots of sizes to pick from. *[Makes a great Christmas gift too! -Ed.]*

Noel said that the Club will have a late-night but not all-night party on Saturday October 30th. Non-members will be excused from the premises at 9:00pm. Bring your favorite dish of munchies to share. There are also rumors of a prize for the best costume.

Noel moved on to the main item on the agenda: the election of club officers. Noel said that a treasurer is needed. The old treasurer left the area during the past year—but unlike past occasions at least he left without the Club's money. The treasurer's job is to check Jim's book keeping and report to the Club at meetings. The treasurer does not handle the money, as Jim takes care of this.

Next on the list, said Noel, is the office of scribe. Jim added, all we can say about this is Please, Please, Please, Please Dave will you do it for another year? And thanks for putting out a great newsletter.

Dave Peterson said he would accept the nomination for another year, though he probably shouldn't. But since the Club just gave him a really nice plaque he would feel guilty saying no. Dave was voted in as scribe 18-0 before he had a chance to

change his mind.

Noel asked if anyone in the room wanted to be Club president but, as usual, there were no volunteers. Jim Destromp nominated Art Raasio and assured the members that (in spite of Art's absence) he is willing to do the job. He is the most upbeat person with the best attitude you could ask for. He is a really great guy. The members voted Art in as president 18-0.

Jim said that the next three-day weekend is Columbus Day in October, and then Veteran's Day in November. We may run an all-nighter/late-nighter on one of these occasions.

Jim said that the Decipher Con rep is supposed to send him a letter about the Con in November. Jim met the rep at the Star Trek regional. Rumor has it that the FASA regional rep has been moved to Norfolk in the wake of the merger with Decipher during the summer. We would like to get closer to FASA if possible, as the Club is the biggest FASA supporter in the area. Anyway, Decipher Con will be in Virginia Beach November 10-11; the event will include the world Star Trek CCG tournament, BattleTech, and Crimson Skies. We would like to see a caravan go down for the Con. We hope to get a discount on admission. We would also like to make a powerhouse showing in the BattleTech tournaments—we have a reputation to uphold!

Jim reported that 96X is now saying that their extravaganza has been postponed until next year due to a schedule conflict. This was the event that was originally supposed to be free to the club, but ended up as a \$1200 per table show.



Jim told the members that Mordheim—Games Workshop's Necromunda fantasy game—will be out in October. It looks like you could use existing Fantasy miniatures with it. Dave reported that he had heard good things about it. Noel said that he and Noe had played the version published in *White Dwarf* and found it to be a pretty fun game. (Speaking of newer games, Jim said, has anyone seen anything of Mike Brindle and his *Crimson Skies* campaign?) Jim said that the next Club meeting will feature a Mordheim kick-off and perhaps a league sign-up.

Randy Dilday donated several board games to the club: "A Line in the Sand," "Red Storm Rising," and "Red October." He recommended them all as fun games for members to try out.

Noel declared the meeting over. A big round of applause was given for him as out-going president.

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SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1 BattleFleet Gothic 7pm - Dave Peterson Pokemon League 5-7pm	2	3 AD&D 6:30-9pm – Dave/Sean	4 Pokemon League 5-7pm RIFTS 6-9pm - Eric	5 Mordheim 5-8pm AD&D 8-12pm – Jim D	6 Poke Tourny 11-3pm Poke League 3-5pm WH40K 3-8pm Mage noon-mid. AD&D 8pm-mid. – Art
7 Game Club Meeting-Mordheim Pokemon League 1-3pm	8 BattleFleet Gothic 7pm - Dave Peterson Pokemon League 5-7pm	9	10 AD&D 6:30-9pm – Dave/Sean	11 Pokemon League 5-7pm RIFTS 6-9pm – Eric	12 Mordheim 5-8pm AD&D 8-12pm – Jim D	13 Poke Tourny 11-3pm Poke League 3-5pm WH40K 3-8pm Mage noon-mid. AD&D 8pm-mid. – Art
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21 Pokemon League 1-3pm BattleTech Tourny 1pm	22 BattleFleet Gothic 7pm - Dave Peterson Pokemon League 5-7pm	23	24 AD&D 6:30-9pm – Dave/Sean	25 Thanksgiving ACE Half-Day!	26 Mordheim 5-8pm AD&D 8-12pm – Jim D	27 Poke Tourny 11-3pm Poke League 3-5pm WH40K 3-8pm Mage noon-mid. AD&D 8pm-mid. – Art
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Also: Magic Arena League running November 7th through 27th.