

ACE Game Club Newsletter

Minutes of the November 7 Meeting

Art Raasio asked for the assembled members' attention. "I'm Art," he said. "You elected me last month when I wasn't here." Art asked the members to check with Jim Destromp to bring their memberships up to date. He also reminded everyone that they really need to park in back of the store if they plan on staying more than thirty minutes. There is also parking next door on Sunday only, courtesy of the owner there.

Art continued with a reminder that the club's terrain is fragile and needs to be put back on the shelves carefully after use. Also, please clean up after your games, and especially remember to check for cans and other things left under the tables.

Art reminded the members that their club discount is only available when they wear their ACE club T-shirt. In order to wear the T-shirt, you first have to buy the T-shirt. The club has recently bought new shirts with the new "fireball" design. They are available in sizes up to XXX ("Assault"); black shirts are \$14.95 and gray shirts are \$13.95. All proceeds go to the game club.

Art suggested that members check the newsletter calendar to see what is going on. BattleFleet Gothic is running on Mondays, and you can use any ship miniatures. The weekend D&D games are full, but there is a Monday-night D&D game starting at 6:00pm which is looking for players.

Leo said that he was donating a bunch of D&D miniatures and Games Workshop board pieces to the club. These were very much appreciated.

Art said that if you are interested in the Wednesday, Friday, or Saturday D&D games you should get on a waiting list. The Thursday RIFTS game may also have some openings (they have about five regular players). We are trying to get regular Mordheim games running Friday nights 5:00-8:00pm. Today you can get a taste, because we are featuring Mordheim after the meeting. You can join in and use your D&D miniatures, or even borrow some of the newly donated miniatures from Leo.

Art said that the Warhammer 40,000 league is running 3:00pm - 8:00pm on Saturdays. The league is in its

fourth week and is still open to new players (planets are still available). There are currently about 12 players. Also, if someone will volunteer to run it, we will run a BattleTech tournament next Sunday at 1:00pm. Tonnages and other restrictions will be announced.

Art said that next weekend may be Decipher Con in Virginia Beach. Those interested in Cons will also want to keep ImagineCon in the spring in mind. The ImagineCon organizers are looking for folks interested in helping run games for a concession on the admission.



Mike Clancy said that he has been kicking around the idea of running a new D&D campaign. See him for details.

Art confirmed that Decipher Con is next Saturday. It was suggested that a strike force-- er, contingent be sent to check out the scene. We have been hoping to hear from them about a members' discount on the admission price (ACE hosted the a session of the East Coast regional). Art said that he will check into Decipher Con and formulate definite plans for meeting, locations, and car pooling. Contact Art or Jim during the week for details.

Mike Clancy said that he had heard no word about a Sci Con this year. Dave Peterson confirmed that organizers of Sci Con had announced that there would be no event this year.

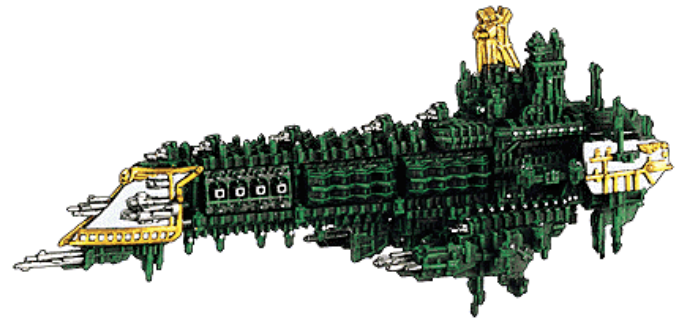
Jim said that Imagine Con is having trouble maintaining momentum; Art would like to help run stuff there to get some exposure for the club.

Jim said that he is doing a cross-promotion with AMC for the Pokemon movie, and hopes to have some tickets on Wednesday.

Jim asked what the members would like to do about an all night/late night event on Veteran's Day. The consensus was that Friday November 26 would be the next late-night gaming event. Art stressed that after 9:00pm the store will be available *only* to club members. Members are asked to bring a dish to share-- and by the way, there is supposed to be something in the dish too! Sean volunteered to work on the "members only" event flyer.

Art's final reminder of the day was to clean off the Plexiglas right after RPG games, as the markers don't tend to come off if they are not erased promptly. Be sure to use the correct markers on the Plexiglas as well.

Art dismissed the meeting and the largest Mordheim game ever played in the area got under way. At least 18 players participated on a table featuring dozens of buildings and ruins in an 8' x 12' area. The game was a rousing success and introduced many people to Mordheim.



thereafter. Room rates will be \$39.00 per night single/double. This Con features an excellent Con Suite, lots of gaming and other entertainment, and guests including Peter Schweighofer, Patty Jackson, Bud Webster, Luna-C, and Caprizzio Women of Whimsey, who did not have any other plans for the weekend anyway. LARPS will include Machiavellian Madness and Vampire: The Masquerade. Contact Ramada Inn at 800-666-8888 for reservations. Find Mars Con on the world wide web at <http://www.angelfire.com/va/marscon>. Don't miss out on the first Con of the new millennium!



Notes from the Proprietor

The Holiday Inn Hampton has asked if Atomic Comics will host a Game Convention there. This is the same location that the club looked at earlier in the year.

The folks at Imagine Con are looking for Game Club assistance with their spring event. We hope to have one of their reps at the next meeting to make their pitch.

Mars Con 2000

Mars Con 2000 will be held January 14-16 at the Ramada Inn Historic in Williamsburg. Registration is \$15 for the weekend through December 15, and \$20