

ACE Game Club Newsletter

Minutes of the Meeting of April 9, 2000

The April 9 Meeting got under way when Noel More agreed to go ahead with the meeting in spite of the absence of club President Art Raasio. Meeting attendance was 11 members. It was reported the club treasury currently holds \$589.93. The club made \$221.55 last month from memberships, and spent \$388.38 on planet terrain for BattleFleet Gothic, black felt for the game tables, and a new toner cartridge for the photocopier. Large thanks went out to Mike Clancy for fixing up the game tables: rebuilding, adding triple-strength myomers, and doing lots and lots of tightening and painting. Mike also managed to rearrange things stowed in the Game Room. Way to go Mike!

Jim Destromp said that the club is going to institute a new locker policy: members will have to pay their monthly locker fee at the meeting, and if someone does not show to pay for a locker, it immediately goes to someone who is present and wants the locker. In other words, you must be present to win. Members should realize that offering something like lockers is a privilege; requiring meeting attendance to get the privilege is not a punishment. Lockers are a privilege, not a right. If meeting attendance is required to get and keep locker privileges, it is in no way intended to be a slight to slacker members who never attend meetings. Members who have earned the bonus locker privilege have reason to thank Jim for having obtained the lockers at considerable expense and for having donated them to the club. (Whiners can spare everyone the trouble of listening to their sad stories.) This club is for people who like to play games, so it is only fair to favor the active members over those who think it is a social club or a place to hang out. Jim said that this new policy should be put to a vote, and that he will start holding up locker renewals for next month's meeting.

Jim reviewed the list of members who are or soon will be expired. Among them are: Charlie Brown, Chris Borukie, Leo, Miles, Chris Companion, Andrew, Gerard, Alfred Filepe, Peggy Freen, Christ Harkins, John Highman, Tracy, Chris Joiner, Rolly Lamb, Cliff McIvy, Brett McLean, Jason Minor, Henry and Michael Mostead, Wade, Art and Eric, Brett, Patrick Rault, Dave Sanders, Nick Scavone, Sam Slander, Rolly, Doug Steples, Gary Steadman, Kent Shozel, Mike Volotski.

Jim pointed out that the club spent more than it took in last month, and that membership is sliding as people fail to renew. Club funds are going down. Mike Clancy volunteered to call expired members and give reminders of the next club meeting.

Jim said that he had gotten the club's BattleFleet Gothic planetary scenery from Epicast at wholesale rather than retail rates, so the pieces had cost \$66 instead of \$120. We are now looking for painters. Randy Dilday and Lewis Rich volunteered (both are excellent modelers). The problem of where to store the planets, moons, and asteroids remains. Mike Clancy (truly on a roll) said that he hoped clear some junk off of the shelves to make more space.

Jim promised he would give Dave Peterson a write-up on some of the events from the April 1 all-nighter. He said that these details really need to be put down for the record.

Frank distributed the club calendar. Noe volunteered to write an article for the newsletter as well.

Jim said that he is concerned about how Imagine Con will go. At the moment, he said, he has not a clue how it will come off. He said he expects to run BattleTech, and perhaps make the ACE booth available as a club hang out. Jim said he had not received any advanced sign-ups for his BattleTech event at the con. (Beth also mentioned that Barnes & Noble is currently finding the Imagine Con folks to be evasive.)

Dave Peterson confirmed that the next club meeting will be Sunday, May 7th. Games Workshop's new Warmaster will be featured in an after-meeting demo.

Frank asked the members to help him review the club calendar. It was confirmed that 40K and WFB currently alternate weekends; BattleFleet Gothic meets on Mondays and Tuesdays at 6:30pm; for other scheduled events, see the calendar. April 29th is currently open.

Jim said that he expected to stock the rulebooks and boxed armies for Warmaster, but no blister packs (though Games Workshop is trying to "persuade" him otherwise. He will take special orders for Warmaster blister packs.

Jim said that Wayne of Campaign Headquarters had revealed that the CHQ vs. ACE BattleFleet Gothic match had been his own idea, and that there was really not any support for it. Therefore this event is not on the calendar at present. Several members thought that it would be good to pursue this.

The meeting was adjourned and Randy Dilday organized a hands-on session of preparing asteroid terrain pieces for BattleFleet Gothic. The next Game Club meeting will be Sunday June 4 at 1:00pm.

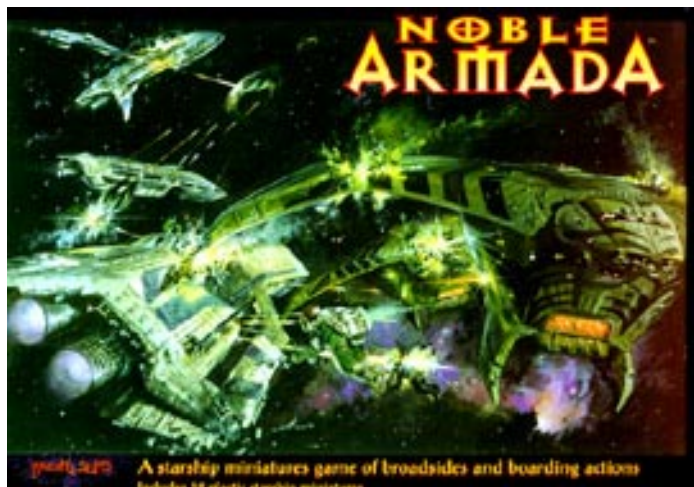
Jim's AD&D Campaign (Friday nights): April Recap

By Jim Destromp

Well, after leaving the lair of the hill and frost giants respectively, things got a little stickier.....It seems that the party's magic user "Fizzle" met an untimely end and, thanks to the efforts of the party's cleric "Elmo," was brought back to life.....Well, that's the good part.....The bad part is that Fizzle failed his resurrection role and his soul went to where all souls go.....So Fizzle is no more.....Anyway, the party was teleported to the lair of...you guessed it.....the Fire Giants.....After sneaking in the front door (which was slightly ajar).....the monk of the party "Lei Weng" craftily located the giants' observation post and was promptly pounded severely about the head and shoulders.....(He backed into their room and bumped into one of them).....After alerting the party that there were giants about he proceeded to fight a somewhat hurried "tactical retreat".....Thanks to him leaving an obvious trail of his blood to the observation room, the party quickly dispatched the two giants.....However.....it seems that there were a few more.....like 8 or 10.....and their hell hounds.....Now one of the newer party members, a dwarf named Mongo (who, by the way had discovered a somewhat magical/?? axe and had started to develop strange symptoms like being able to run fast, stink fast, and eat fast) took it upon himself to scout the corridors up ahead.....He put on his ring of invisibility and soon departed their new

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"Hideout".....The party was aware of his departure by the smell of fresh air and the lack of flies.....Soon a commotion was heard coming from the direction that Mongo had ventured towards....."Hey, that sounds like dogs!!!".....Sure enough, one could hear the pitter-patter of feet running down the hallway past the party (and the smell/flies as well) and not too far behind were a couple of large red/black hounds with red glowing eyes and smoke coming from their mouths and noses.....Now the party was careful so as not to attract any attention to themselves and the hounds rushed by and stopped in the corner by the door where they commenced to breath flame and bite "the air"?!?!....."I sure hope that Mongo knows that some hellhounds can see invisible things" said the ranger.....The other ranger said it really didn't matter as the stench of Mongo would be clue enough.....Apparently that fact finally dawned on Mongo and they heard him yell and then the dogs were out of the corner and chasing "something" out the door....."Say, that Mongo sure is smart, drawing those dogs outside so we can lock them out" said the monk.....A couple of giants then passed the party and were summarily disemboweled.....Lei Weng then went outside and could not see the hellhounds anymore, but could here them barking.....That soon changed to a rabid snarling and yapping and soon.....silence.....Repeated called down the canyon to Mongo brought no response.....The question within the party now is: If a hellhound eats a ring of invisibility, will his turds be invisible?????????.....Such things to ponder.....Stay tuned til next month to find out how the party fares!



Review of Noble Armada

By Randy Dilday

Noble Armada is the starship miniatures game set in the Fading Suns universe. It is a game of starship combat and boarding actions. It is suppose to take place at the end of the 50th century. You get to play ships from one of the five major noble houses, the Merchant League, or the Imperial Navy. When you first see one of the ship display forms, you have visions of Star Fleet Battles and how complex it is. But after a little bit of studying the ship display form it is nowhere as complex as Star Fleet Battles.

The good parts of the game are that it's fairly simple to learn. It uses 20 sided dice instead of your normal six sided. One of the things I like about it is when you shoot at another ship, you are trying to get as close to your target number as you can. (Ex: If you needed to role a 10 on a d20 to hit. any number under 10 would be a hit but if you rolled a ten

exactly, it is a crit.) The basic game comes with 32 miniatures, which need very little effort to put them together. Another thing that is great about the system is you can bring your charters from Fading Suns RPG into it if you wish. The game also comes with ship construction rules in the basic game.

About the only thing I find that is a draw back is the way the turn is broken down into different phases, And the way each phase is broken down can get confusing sometimes. One other thing is there is no provision made for campaign play at this time.

All in all I think it is a good game.

Hive 99 News: Interview with the Sump 49 Boyz

By Nevil "Da Noz fer News" Sabelgrable aka Mike Clancy

Well Folks, its News times again, and I'm here to report on the latest goin's on Of the Underhive! I recently interviewed Bob "Da Hamma" Stanly of the Sump 49 Boyz about their recent explorations of the underhive, here's what Bob had to say...

"Well See, da lads and me wuz out takin a good leg-about and followin our ways around. When old Ned dere. 'Careful there Nevil, he doesn't like it when skinny little grotta's like you make eye contact."

"Point well taken Bob!"

"Wot?"

"So you and Ned were exploring?"

"Oh, Ya Roit'. So, Like I was sayin, me and the lads were out and about, and we happened across this luvly lil bit of a Dome, hardly anyone's around at all, know what I mean? Well me and the lads decided to take a in a bit of the local scenery and see wot was wot. Now Ned there, he's a Nature Luva, and was getting himself a nice view of the surroundin local, while me and the lads we're takin a stroll down the lane there, just admirin' the local arcytecture. When All of a sudden, these lads start shootin at us! Well, he 'ad to defend ourselves roit? So me and the lads dive for some cover, and Lucky there, he pops off a shot at one of these grotta's and takes him down nice as you please... Me and the other lads tho, we aint able to get a bead on the skeaky gits. But Ned there, He's got one of 'em dead to rights.. So to Speak that is. Ole Ned there, well he Pops off a Beauty of a shot, Really Stiks it to the git, she almost jammed up on him, but Betsy came thru all right.

"Betsy?"

"Oh, Betsy is 'es 'eavy Stubba."

At this point in the interview I was distracted by the sight of Ned whipping out a positively HUGE knife. Luckily, he was only bringing it out to carve notches into the guns stock..

"Ole Ned there, he's right proud of Betsy, she had some Really FINE shootin she did" Took down three of dose guys, well, two and that otha'one"

"Other one?"

"Ya, some Crazy ole gaffa Just Sprung roit up in the middle of a fire fight a shoutin and a waving 'es arms. One of me Lads here, Saw Him Comin and shouted "ZOMBIE". But, he wasn't too close yet so me and the Ladz poured it on to dem otha fella, they'd shot Skinny Bill ya know.

Well Ned there Saw him too, but he also noticed two more of those guys comin over at us from da left. Well He let ole Betsy Rip again, and took down the Both of Em! You Shoulda SEEN One of them fella's, Blood just comin out a his 'ead like you never did see! Looked like he wasn't gonna make it. But he was still twitchin pretty good last time Ned saw him"

"Well, Skinny over there Punked out.. Er, Passed out from the 'orrible Pain he wuz in.. When All of a Sudden, dere was dat Crazy ole guy, poppin up Right in front of us, couldn't a been more that 6 or 7 feet away from us. Well he opened up his mouth like he was gonna try and Bite Skinny Bill there, when there was they Godwfull racket of Betsy goin off again. The Old Sod took Four rounds right in the chest. Ned, he was shootin Mighty fine That Day! Betsy took that guy down quik as you please."

"Do you think Maybe he was trying to Say Something?"

"Well what ever it was he was gonna say, we never did hear cause of all the 'eavy Stubba fire.. Thinking about it now, that ole guy must not of been a zombie, He was awful Quick for a zombie if he was one. Course, he was also carrying a mighty fine looking gun on his back too... We were looking for him to give him a 'elpin had as it were, after dem other guyz run off. But we couldn't find a thing. Had to be a tough old guy if he got up and away from us ladz after takin 4 to the chest!

"So, who was the other gang that started shooting at you?"

"Well, me and the ladz, we never did find that out, it was a bit touch and go, bein' sneak attacked like that. We neva got a good look at 'em but we gave a lot betta than we got!" Dim sneaky gits musta had to carry off at least three of dere fella's from all the blood splashed around"

"So, do you think you'll run into those other gangers again?"

"Oh, me and the ladz, we'll be keeping an eye out for 'em.. Gonna have to introduce ourselves Proper like to our new Neighbors. Give em a good taste of boot leather and some Lead poison'in if ya know what I mean."

"I'm sure I do Bob"

And that's the News from the Hive!

Imagine Con 2000: A Review

After a year and a half of promotion and preparation, Imagine Con 2000 is now part of history.

The original incarnation of Imagine Con looked promising: Darth Maul (Ray Park) was to be the headlining Sci Fi guest, and the turnout of about 300 at the Con preview at Pembroke Mall looked good, according to participants. The second incarnation of Imagine Con arrived silently like the night approximately four months ago. Darth Maul was otherwise engaged and would not be making the scene. A new promotional booklet featuring the face of female (a Larry Elmore illustration) instead of the face of evil was widely distributed and the number of attractions was still large, but the crafty silence over the headliner's departure and other deletions from the schedule boded ill for the con. During this time the Con dropped vast amounts of money on radio advertising in the Tidewater market, while vendors and volunteers started to consider jumping ship. The third incarnation of Imagine Con was the Phantom Menace: nervous vendors and interested parties

received assurances during the week ahead of the Con that the Con had sold 1500, 3000, or even 5000 advanced tickets. Con Guests of Honor were informed on short notice that the event would no longer be able to pay appearance fees, airline tickets, or hotel costs (though admission would be free). Game Masters, who had been told that their weekend admission would be refunded if they provided 12 hours of gaming during the weekend, were told that the refund would now occur only if funds were sufficient. Meanwhile Gaming Coordinator Brett McLean's e-mail address was deactivated and he did not return numerous e-mails, even when forwarded to the Con director. (To his credit, Con chair John Prescott did return e-mails.) The Con's web site also contained numerous programming errors, and its tournament reservation system may have been non-functional some of the time during the fortnight before the event.

Various observers' reports put the total attendance at Imagine Con 2000 at about 350 during the entire weekend of April 20-23. Thursday was practically uninhabited as far as the vendors were concerned. Friday afternoon and evening picked up a bit, but there were more contestants at the Lara Croft Look-alike event than there were customers in the dealer hall. Saturday the public gaming areas filled up, and attendance was better. Sunday must have been bleak: I have not spoken with anyone who stuck around for it after the many disappointments of the week.

To the Con's credit, the scheduled events, as far as I was able to witness, did take place, whether their attendance was adequate or not. The schedule of events as published on the Con web site did happen. (There may have been some exceptions where Game Masters did not show of course, but the Con management certainly cannot be blamed for this.) Therefore it can be said that, in terms of events if not in terms of participation, Imagine Con did deliver what it claimed in the end.

The Atomic Comics-sponsored BattleTech tournament was a casualty of the pervasive disorganization of the Con staff. The event was erroneously posted with an 1100am start time; when Game Master Jim Destromp arrived to run the event at 1200n, interested players had already left.

In spite of organizational weaknesses, there were numerous positive aspects to the weekend. There was plenty of space for open gaming, and enthusiastic gamers to play against. LARPS appeared to be well attended. There were many interesting booths and plenty of good stuff in the vendors' area, whether you were interested in games, CCG's, swords, costumes, comics, or books. Gamers had the opportunity to hook up directly with several excellent game publishers, including Agents of Gaming (Rebellion, Babylon 5 Wars, Fleet Action), Avalanche Press (Great War at Sea series, Survival of the Witless, Imperium), Holistic Games (Fading Suns RPG, Noble Armada), and Target Games (Warzone, Chronopia). As the hall was rather quiet, you could even get into a demo game right at the publisher's booth! Plenty of interesting guests did show up for the Con too, among them D&D author Gary Gygax.

If you build it, they will come? Apparently not, especially if you decide to hold your event on Easter. There is little more that the Con organization could do to put out the word: large amounts of money were spent on the venue, promotional booklets, and radio advertising. If the huge debt run up by the Imagine Con 2000 is not enough to preclude the possibility of there being an Imagine Con 2001, the way the event discredited itself with vendors and publishers by blatantly lying about ticket sales certainly does. Very few vendors who

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participated, if any, would agree to return to any event sponsored by the same people in the future.



Hive 99 News: Game Day in Sump 49

With Nevil "Da Noz fer News" Sabbelgrable aka Mike Clancy

Well Folks, Its Game Day today in Sump 49. We're here to watch the "Lord of the Spire". The Big Four have fought and killed their way top the top of their zones. And now they're here to compete to see who is the best of the worst! Some of the meanest gangers one could ever pray to never come across are here today.

The gangs are starting to gather, I can see members of the Laughin' Boys encouraging the crowd in their corner to donate to their gangs retirement fund, I'm sure the fellow w/ the flamer isn't deliberately pointing his weapon into the stands...

Now this IS an odd situation, the 2nd team in our competition have gathered in the waiting area outside of the locker room and are playing what Looks to be a game of cards.. Yes, they're Definitely playing Cards and one, my god, this is really incredible, one of the Hellbenders is actually Holding a BOOK! It appears he's trying to read! I imagine he'd be having better luck if the book was right-side-up, but it's nice to see he's trying!

Across the quad, I can see Referee Smithson giving the leader for The Sump Snakes the list of forbidden weapons and ...

OUCH!.. Oh the other Ref's aren't going to like that!

Yes, the other Ref's definitely saw that move by Ogbert. As you know, all physical contact with the Ref's is Strictly forbidden by the rules of the competition. And it looks like being targeted by 4 Autocannons is reason enough for Ogbert to let go of Referee Smithson. It Looks like Mr. Smithson will be needing a feeding straw and a neck brace for a few weeks.

We're still waiting for an appearance by the Gangrene Gang, two of their members were just delivered to the arena by the local militia. The team Favorite, Brute Winslow certainly lived up to his name last night will engaging in some "recreational activities". Brutes' body count is rapidly approaching a new record with his "evenings' off" high score

been a record 6 kills in one barfight. With this game today, Brute may well top the record of Dirty Jean Renue of..

Dear God!

Ladies and gentlemen, just now the Arena was Rocked by a Huge explosion. The air is filled w/ dust and ferrocrete, the stands directly in front of the broadcasters tower has collapsed in on itself. It appears that the locker room and access tunnel for Team four the "Gangrene Gang" has been completely destroyed! Security is approaching the wreckage, as are medics. They are beginning to pull survivors from the wreckage of the bleachers.

There's no word yet on the status of the Gangrene Gang. But looking at the damage I find it highly unlikely that anyone could have survived that blast! It looks like someone has decided to start today's game off with a Real Bang! I've just been handed an updated background check on the members of the other teams here today and I can't help but notice the extensive demolition work of "Capper" Bailey of the Hellbenders, done while he was a enlisted in the 4th Necromunda Engineering Division.

Security seems to have the same info, I can see several Rhino's and a Basilisk heading to the Hellbenders zone, it looks like the card game won't be finished today boys!

We'll be Right back after these Messages!

Don't Miss the Mayhem and Madness of the Next...

ACE Game Club All-Nighter!

Saturday Night, May 27, 2000

Scheduled Events Beginning at 7:00pm

- Only Game Club Members who have signed up for scheduled events may attend!
- No Members Under 15 will be allowed to participate after 9:00pm
- The public areas of the store will be strictly off-limits after 9:00pm

New At ACE This Month:

Warhammer 40,000 Catachans!

Empire Army Box for Warmaster!

Warhammer 40,000 Land Raider!

And More!