

ACE Game Club Newsletter

Minutes of the Meeting of May 7, 2000

Noel Moore started the meeting in the absence of Art, who was ill this week. Mike Clancy called members to remind them two weeks ago, and this much notice seems to have done the trick. Twenty-four members were present, a much higher level of attendance than any meeting in recent memory.

Noel mentioned several recent club activities. The club bought terrain for BattleFleet Gothic, which received excellent painting from Lewis Rich and Randy Dilday. Noel said that he is no longer running Necromunda on Friday nights, due to lack of attendance. He will be willing to reactivate Necromunda in the future if there is renewed interest. Dave Peterson has been running BattleFleet Gothic on Monday nights, and has kept this event well-organized.



Dave Peterson asked the members if anyone had any feedback on Imagine Con. Only a few of those present had been. Dave pointed out that, as much as he observed, events that were on the schedule were actually held. Others present said there were only a couple players for Star Trek, and demos of Star Trek and Gettysburg were put on. Con support was apparently much better for RPGA-sponsored events than for independent role-playing events. Jim Destromp said that his BattleTech tournament was cancelled because the Con staff posted it at the wrong time, and by the time the Jim arrived to run it at the correct time, the players had already left. Dave said that the Dealers that he spoke with at the Con were extremely sullen because they had no customers.

Dave asked for contributions to the next club newsletter. The May newsletter included a write-up by Jim on the doings of his Friday night AD&D campaign. The plan is to publish as many similar write-ups as possible, so that all the games will be represented. Rich, Shawn, and Walt kindly provided written accounts from their campaign games. Dave asked for as many accounts of what is happening in the regularly scheduled games as possible. Jim Destromp, Jim Thorp, and Jens Knudsen agreed to make notes on their games. Jim encouraged everyone to submit something for the newsletter; game notes can be written any way you want, and submitted hand-written, typed, or electronically.

Jim asked for a vote about running an all-nighter the Saturday evening of Memorial Day weekend. The vote was 20-0 in favor. Jim said that he might play BattleFleet Gothic, or be willing to run Warhammer

Fantasy. Noel agreed to run a large Warhammer 40,000 scenario. Tracy agreed to run Victory Games' Second Fleet board game. Walt agreed to run Gamma World, and Jim agreed to run Warhammer Fantasy. Jim reminded everyone that the same rules that were used in April apply to this event: no one under 15 will be admitted after 9:00pm. No one may be on the premises after 9:00pm unless they are signed up for a scheduled game. Participants in scheduled games who are under 15 will be exempt from the usual curfew.

Noel read the names of locker holders. At least four members requested lockers who did not have them before. The five lockers without locks are open to anyone. People with assigned lockers must check out the key from the front counter. All members should remember that locker rentals are due at Game Club meetings. Make the meetings if you want to keep your locker.



The featured event for the June 4 Game Club meeting will be a special BattleTech tournament. Jim will be providing a \$495 fully-

Painted resin Madcat model as a prize! The entry fee will be \$10. Mechs will be Inner Sphere technology of any tonnage. As you might expect, there will be surprises.

Jim and Beth plan to run a large Warhammer Fantasy demo at the July club meeting. We are hoping that Allen Angeloff of Target Games will be present to demo either Warzone or Chronopia at the August meeting.

A special thank you goes to Shawn Batey for calling members to remind them of their expirations. Thanks Shawn! Shawn plans to do further calling for future meetings.

Noel adjourned the meeting. Dave Peterson ran a special BattleFleet Gothic scenario, "Grave Robbing in Sector X," after the meeting. This scenario was set in Sector X, the Bermuda Triangle of Space, and featured drifting hulks, shifting warp rifts, and hideous space monsters!

Randy Dilday Accepted As First Field Agent

On June 2 Randy Dilday was interviewed and approved as a Field Agent for Agents of Gaming. Agents of Gaming is the publisher of Babylon 5 Wars and Fleet Action. A Field Agent is similar to a Games Workshop Outrider. The Field Agent's job is to promote games at a local level through demonstrations and Con events. The Field Agent program is brand new, and Randy is the very first Agent!



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Everyone interested in playing or in learning Babylon 5 Wars should contact Randy! He plans to schedule demonstration games as soon as his Babylon 5 fleets are painted. If you are looking to start playing Babylon 5 Wars, pick up the Second Edition boxed set and a fleet boxed set of your choice. Contact Jim at ACE for Babylon 5 Wars catalogs and special orders.

Game Club All-Nighter Special Battle Report: Hunt for the Star Child by Noel More

The Game Club's most recent all-nighter was held on Saturday night, May 27. The Club provided fried chicken dinner for participants, and several games were run. Art Raasio's regular D&D campaign met as usual that Saturday night (see pictures on page 1). Tracey and James went head-to-head in Victory Games' Second Fleet (see picture on page 3). Noel More Game Mastered a major Warhammer 40,000 conflagration with ten players. Their mission was the rescue of the reborn Emperor in order to return him to Earth.



Representing the forces of Good:

T. J.	Space Marines
Charlie	Dark Angels
Kent	Ultra-Marines
Beth	Sisters of Battle
Ken	Sisters of Battle
Justin	Imperial Guard

With the forces of Evil:

Jason	Eldar
Noe	Chaos
Jeff	Chaos
Calvin	Orks



The forces of evil made better headway early in the battle and found the Star Child first.

Using his awesome psychic abilities, the Star Child defended himself waiting for the forces of the Imperium to come and help him.

The evil alliance broke down when the Forces of Chaos realized that the Eldar were trying to kill the Star Child when they wanted to capture and suborn him. Eventually Chaos realized that they could not escape with Star Child and horrendously executed him.

Despairing of their inability of saving the Star Child, the forces of the



Empire turned on each other in a cataclysmic battle that all but destroyed the remaining forces on the battlefield.

Rich's Thursday Night D&D Campaign by Dungeon Master Rich

The journey resumes with our intrepid explorers now given their new task to destroy the powerful necromancer whom they had previously helped.

The first day the demented sword possessed ranger takes point. Even his unusual skill for finding trouble eludes him throughout the day. But never fear, as the ranger's keen eyesight spots the glistening of gold, illuminated by the setting sun, far off the road in a small cave. Not wishing to bother the others (who wants gold anyway?) he slips away from his guard post.

Finding the small cave to be littered with gold and gems, he tries to steal a bag, only to meet the owner... a young red dragon. Seeing this he fled (still clutching the gold) toward the safety of the party. Halfway there dragon fire bums him to the ground and almost to Death's door.

The rest of the party finding a dragon hovering over their ranger immediately attacked this awesome foe.

The dragon, too young to resist such a powerful party, fled back into his lair with its gold.

The party none too wisely attempted to roust the dragon from its lair. In the process the Ogre and the dwarven cleric were wounded, and the halfling thief consumed whole.

After this a hasty retreat was called for and they journeyed two more hours into the dark to find a new camp spot.

Return to the Tomb of Horrors by Shawn Batey

A small band of adventurers seeking to destroy the demilich Acererak have entered the first stage of their journey. They have entered the demilich's domain, the "Fortress of Conclusion." After encountering many small creatures in early stage of the game, the characters, Scorn (Noel), Jacob (Dave), and Brother Uti (Rich), are the only remaining original members. They fought bravely against the great bone beast (Bone Weird) and a couple other members perished, only to be reincarnated as other beings. Later they encountered a six-armed snake-like creature (Tanor'ri) which was almost the end of the group. After overwhelming the beast they laid down to rest and were almost slain by wandering monsters.

The next day further adventuring brought them to a room with many paintings and carvings on the wall and four secret doors. One of the party members, a fighter, decided to try and open the door which set free a Tanoiri (with a wolf and a snake head) and it wielded a +5 Vorpal Battle Axe of Dancing (wow!). Needless to say, the warrior died a horrible death by beheading. After killing the beast, Scorn entered the room while everyone else waited outside. He retrieved many potions which reduced their ages but unfortunately he also picked up three cursed scrolls. These scrolls exploded and everyone in the party except Scorn and Jacob aged 755 years per scroll, as they all failed their saving throws. So Scorn and Jacob are now waiting to resurrect or reincarnate their fallen comrades. This is where we left off (May 3, 2000). Three more secret doors remain. I wonder what's next?

Notes from the Greyhawk Press

Dry Wax, Dwarf Proprietor (aka Walt Kassel)

Otto Holds Special Dinner for new students, two of which simply "popped" in seemingly "out of thin air" patrons at the Wizard's Hat Inn said. Competing wizards for the apprenticeship disappointed that the great mage, Otto, should go through such effort creating students out of thin air to avoid choosing other pre-existing candidates.

Strange Brewery opens in lower market. "Drink tastes exactly like some recipes served at Wizard's Hat Inn," customers said. Fellow villagers wonder what kind of potions the wizards are trying to feed us at a discount.

Pawn Shop Raided. Three raiders killed. Two naked and incarcerated raiders complain that they were robbed but don't want to press charges. Sennard's Pawn Shop closed until further notice. Sennard unavailable for comment. Defenders of shop still at large.

Three pickpockets chased out of the lower quarter by huge hobgoblin. Count Thanadar was on hand for the capture. Count's outrider runs down pickpocket down Parade Street. Strange Elf seen amongst Count's company.

Paid for by Dugar's Brewery, Quazcap's Messenger Service, Mage Guild of Greyhawk, and Readers Like You.

Sixth Fleet End of Turn Four by Tracy Johnson

The current game of 6th Fleet is at the end of Turn 4 (which is the AM turn of the 2nd day.) This game is played on-line at egroups.com.

As promised, from the last update, the Imperialist U.S. and their running-dog NATO allies attempted to retaliate with their vaunted air power.

Due to poor planning by the Nimitz Air Group Commander, an air attack was launched towards Algiers from the Nimitz just off Naples. It was determined halfway through the mission the escorting F-18s did not have enough fuel to complete the mission so it was aborted.

Two P-3s Based from Rota, Spain also attempted an Anti-Submarine warfare attack on the Soviet Alfa submarine Svesa, and failed.

Having recalibrated his targeting computer, the new Nimitz Air Group Commander launched his S-3s against a detected (and closer) Kilo class diesel sub Byngi. Like the P-3s, they also missed.

The remnants of the Greek forces, having powerful but aging A-7 aircraft, attempted a bombing run at some slow moving Soviet support ships and a non-combatant cargo ship. The support ships were within the farthest range Soviet Carrier Minsk's Combat Air Patrol.

This proved unfortunate for the Greek Air Force, who lost half their A-7s in the action and the remaining A-7 had to abort their bombing run.

Meanwhile, the French Super-Entendards off the Carrier Foch also made a run at Algiers.

Recklessly performing what the American wouldn't do without F-18 escort, they were



smoked by the Algerian Sukhoi-20s (for 3 points) on Combat Air Patrol. (The Algerians were still scratching their heads why the Americans turned around without attacking.)

If interservice rivalry among Soviet allies were a factor, the Algerian Air Force is ahead of their Soviet Naval Air Arm 2 to 1 in hits, while the Soviet Air Force proper, has a scorecard of zero. One more hit and the Algerians will have an "Ace."

Finally Elohim smiled down upon the Israeli allies of the U.S. Slinking around just within the same range of the Soviet Carrier Minsk, Israeli F-15s shrugged off a tail end attack by the low-on-fuel Yak-36s, and succeeded at where the Greek A-7s had been run off, sinking the Soviet Cargo ship Svir, for 6 points and damaging the Combat Stores ship Berezina.

U.S Victory Point Total is at 32, Soviet is at 87.

Details of these turns can be had by subscribing either to 6th_Fleet_NATO@egroups.com OR 6th_Fleet_Soviet@egroups.com.

Jim D's AD&D Friday Night Campaign

After dispatching a few Rakshasas, the party located a long corridor sloping downwards and proceeded to investigate.....Of course, this direction was also in the opposite direction of the fire giants!!!!.....Lo and behold.....Prisoner cells.....A few gnolls.....nope.....a human merchant.....OK.....more gnolls.....nope again.....8 elves.....Yes.....What! An elvish princessThere was also a human female who admitted to trying to "lift" some of King Snurr's (the fire giant honcho) treasure. She was immediately asked to join the party as a permanent member...After some haggling she readily accepted the party's offer of an equal share of the loot.....Certainly.....2 Centaurs.....What!.....Well, OK.....more gnolls.....No again!.....a Fire Giant in manacles.....Not a chance.....and a Titan.....a What.....Yup.....a Titan.....and drugged up as well.....Elmo (the party's cleric) casts cure poison on him (all 18') and he comes around. Seems he's very upset at the fire giants who kept him drugged up.....

While deciding what to do with this parade of expatriated prisoners, Elmo walked down the far end of the corridor and discovered a strange sight!!.....The corridor walls were all black stone except for a 20' section that was purple and brown in color.....Casting True Sight revealed that this purple section of the wall was in fact covered in tentacles (20 in number).....Deciding not to venture down that way he looked behind himself and found out that he was standing in front of a 20' opening that was illusioned to look just like the black stone wall.....He then found that there

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were more openings in the corridor that were illusioned to look like solid stone.....Vowing to return and investigate further Elmo returned to the party and the parade of troops!!!.....

Not being able to control the whining of a certain human merchant who kept complaining that he "needed to be free" it was decided to bring all the prisoners who desired to leave up and out of the fortress.....Well, the easy part was getting them back out the front door.....Only a couple of fire giants stood in the way and were easily dispatched by Gabby (who was honing his fighting skills upon the giants).....Once outside, the elvish princess vowed to reward the party when she reached her kingdom (about 4 weeks away).....The human merchant also made a pledge of reward but a few slips of the tongue revealed that perhaps there wasn't all that much to be had. (It seems that the merchant bought and sold dung carts in his village.....AND business was quite slow).....

So back into the fortress.....Hey, there's a room we passed and didn't investigate said Lei Weng (the party's resident monk).....After listening at the door it was decided to go ahead and open it..... There was a large table and several chairs (giant size) in the center of the room and tapestries on three walls.....There was also a small chair on a raised dais by a side door.....This chair was demi-human in size!?!?.....Behind the tapestry on the east wall were dozens of scrolls and hundreds of parchment pieces.....All but one written in fire giant.....One was written in dwarven!?!?.....Behind the tapestry on the north wall was a wall map of the area showing where units of giants were stationed and where they were attackingThere was also a table with a large flat chest (locked).....The party's recent addition (the thief) stopped anyone from opening the lock..."This looks suspicious". Sure enough, an elaborate trap had been set if the box was touched!!!!!!....."better to wait for later".....

Behind the third tapestry (the west wall) was a door.....Gabby went to the door, listened for a moment and declared that there were some bad guys on the other side.....Sure enoughFour fire giants.....Soon to fall to the axe of Gabby and party.....It was covered that there were two human size doors on the west wall of this room.....The first door was opened and up jumped a grossly fat dwarf who had been sitting on a small chair behind a small desk...."Help me, help me"....."I've been held captive here by the fire giants for many months" ...Now, I don't know what has made the party players so paranoid and cynical, but they didn't believe him.....He got up and suddenly sprinted out the door heading for the adjoining room when he ran into Elmo who promptly broke out his magical club and hit the dwarf... What happened next was impressive.....Three large tentacle-like limbs spurt out the end of the club and encircled the dwarf, effectively tying him up until Gabby and the others caught up.....No matter what the dwarf now said was believed and the party decided to investigate what was in the adjoining room.....There was a full set of magical armor (dwarven size), a magical dwarven axe and magical gauntlets (which were later identified as Gauntlets of Giant Strength)....

After much arguing amongst the party it was agreed not to dispatch the dwarf but to tie him up and hang him high among the rafters.....Next it was down the corridor to another door which led to 3-way intersection.....Straight ahead was a door and left and right led to other corridors....After the thief verified that the door was not locked the door was opened.....Whew!... ..No giants.....Hey, what was that?... ..Oh no..... a really irritated manticore!!!!?..... ..Now this one wasn't so easy to take out.....After much shedding of blood (those tail spikes) it was defeated.....

Back out into the corridor to the corner where a long (about 100') to an opening.....After creeping up as silently as possible Gabby walks around the corner and the rest of the party heard a gurgle of delight coming from his mouth...Ivan (the party's ex-ranger) said "Hey, it sounds like there's fire giants in there.....Let's go help Gabby....Now, it seems that Gabby had interrupted the giant's local crap (dice) game and the 8 giants were not pleased.....Gabby was overjoyed at the prospect of another fight with these "Overgrown Wussies".....The party ran around the corner to try and catch up to Gabby and offer their support when the first boulder struck..... Goldleaf (the party's resident magic user/fighter) was the unlucky one to try and catch the first one....He had just cast a successful spell on the group of giants....."HOLD PERSON"and it didn't seem to have any effect!!!!!!.....Too late he

realized that it only works on human types.....He looked up just as the first 200lbs of granite hit him in the face/head/torso/body.....Elmo gave a quick look and stated "Somebody get a jar and scrape up that Jell-O!!....Gabby was having a blast....Kendar the titan immediately closed on the giants and, thanks to the spell by Elmo (iron-skin) was able to absorb a tremendous amount of damage.....But, like all good things, it had to end, and while Kendar slew several giants.....the iron skin spell finally gave out and he took a pounding from several of the giants.....Kendar then fell, followed by.....Hey, his is narrative is getting too long!.... ..Guess I'll have to finish it next month.....See ya.....Jim D

Second BattleFleet Gothic Campaign Concludes by Dave Peterson

The Game Club's second BattleFleet Gothic campaign concluded on Monday night, May 8. The campaign began on February 28 and ran for 11 weeks. Twenty-one players participated in the campaign.

The final scenario of the Campaign was "Grave Robbing in Sector X." Set in the mysterious Sector X, a graveyard of ships teeming with space monsters and shifting warp currents, the objective of the scenario was to board drifting hulks in search of LostTech-- while surviving and blasting the enemy's fleet. Most players, however, found the warp currents and the space monsters to be at least as lethal as their opponent!

Final Standings for the Second BFG Campaign:

Jim Thorpe, Chaos	91
Randy Dilday, Orks	76
Lewis Rich, Imperial	48
Jens Knudsen III, Imperial	45
Mike Clancy, Chaos	41
Eric Dilday, Eldar	38
Michael Powers, Imperial	36
Eric Knudsen, Marines	30
Lance Dilday, Chaos	27
Becca Rich, Orks	25
David Peterson, Imperial	15
Charley Millican, Marines	9
David Saunders, Chaos	5
Calvin Dayag, Imperial	4
Jens Knudsen II, Eldar	4
Rob Dillow, Orks	3
Jim Morris, Imperial	1
Tony McVay, Chaos	1
Walt Kassel, Chaos	1
Bill Carroll, Imperial	1
Alfred Felipe, Chaos	1

Congratulations to Jimbo for winning the campaign, and to Randy and Rich for coming in second and third. Thanks very much to everyone who participated. Special thanks to Randy, who frequently stood in as Game Master on nights when I was unable to make it. Also a big thanks to Michael Powers, who was the Game Master for Tuesday nights.