

# ACE Game Club Newsletter

## Minutes of the Meeting of August 6, 2000

The meeting began with President Art Raasio asking the members to come to order and to settle down. There were 26 members present. The first order of business was a review of the lockers. The following members paid locker dues: Tony, Jimbo, Rich Warren, Doug, Jens III, Noel, Noe, Taylor, T.J., and Peter. Members being paid up until the October meeting were Jerry and Art. Randy released his locker. No one was evicted from their locker. The club's policy of accepting locker rentals of \$1.00 per month only at club meetings and of evicting those who choose not to attend meetings was reviewed for new members.

Frank and Art conducted a review of the club's current schedule of activities: Walt's White Wolf RPG runs Saturdays 12:30-4:00. Greyhawk D&D Second Edition campaign runs Sundays 11:30-4:00. BattleTech runs Sundays 12:00-6:00. BattleFleet Gothic runs Mondays 6:30-9:00, but will not meet until August 28. A new D&D campaign is starting up on Tuesdays. See the signup sheet being handed around for this. Justin Page's Warhammer 40,000 runs Saturdays 4:00-9:00.

Dave Peterson suggested that the club run several special Armageddon 3 scenarios during the month of August and asked for volunteers to Game Master these events. He explained that Games Workshop is running a world-wide 40K/Epic/BFG campaign during the month of August to promote their new Codex Armageddon. Games played in the Armageddon 3 setting can be reported on the [www.armageddon3.com](http://www.armageddon3.com) web site until the end of the month. Art Raasio volunteered to run the "Desert Fox" 40K scenario on August 19. Eric Raasio will run the "Fire in the Hole" 40K scenario on August 26. Randy Dilday will run the "Sink the Bismarck" BattleFleet Gothic scenario on August 14. Dave Peterson will run the "Breakthrough!" BattleFleet Gothic scenario on August 28. Dave asked everyone who agreed to run an Armageddon 3 scenario to do their own rules and flyers.

Art said that the next game club all-nighter will be on September 2 (Labor Day weekend). As with previous all-nighters, only members who are signed up for events in advance will be admitted. Anyone who wants to run an event at the all-nighter should put up signup sheets on the white board now. Jim emphasized that only events organized in advance will be allowed during the all-nighter. If you are not signed up in advance for an event, don't bother coming. This will be an event for hard-core gaming, not hanging around. Games will run all night, and the joke might be on you--or some shaving cream-- if you fall asleep. Art added that he plans to play 40K that night, so he will give his D&D campaign a break until the following week.

The following people agreed to run events during the all-nighter: Jim will run a very large Warhammer Fantasy game. Jimbo will run Warhammer 40,000. Art will conduct his Fantasy Football draft. Walt will run Gamma World.

Leo said that he will run a Blood Bowl league in September. He agreed to run Blood Bowl as the featured event at the September 10 club meeting, and to start the league on September 16. Leo's league games will run Saturdays 12:00-4:00. He said that there will not be a charge to join the league, but he would like to take up a \$10 per player collection near the end in order to have a pot for the tournament. Art

suggested that the league's concluding tournament should start in October.

Jim Destromp said that he expects numerous Fanatic Press publications to come in next week. Fanatic is a new branch of Games Workshop that will publish small-format magazines on GW's minor game systems (i.e. everything but Warhammer Fantasy and 40K). New Fanatic publications are supposed to cover BattleFleet Gothic, Blood Bowl, Man of War, Warhammer Quest. Jim said to talk to him if you would like to get the Blood Bowl supplements Death Zone and Blood Bowl Companion, as these are now available.

Art said that he is very much interested in running Fantasy Football, starting on Opening Day (September 3). The Fantasy Football league will be \$10 per person. The Draft for this league will be done during the all-nighter. Art said that if enough people sign up he will run both NFC and AFC. Art agreed to check out Fantasy Football rules on the web. He will look for a system that does not let anyone get too far out in front.



**The ACE Game Club joined Games Workshop's Armageddon 3 campaign with scenarios including this Breakthrough! game on August 28.**

Leo announced that Calvin and Beth, both long-time club members, were married yesterday (August 5). They are a very cool couple, and we wish them all the best. You've got to like a couple where she plays Dwarves and he plays Orcs.

Richard Garner talked to the club about the new Metalface role playing game that he is designing. Richard said that he is looking for play testers. It has been running on the net as a Play-By-E-mail (PBEM) game. It is a Science Fiction game set in 22nd century Earth. The setting features highly advanced technology, in particular the capability of transferring the soul of a human to an advanced robotic body called a "Metalface." Richard said that he will run a Metalface session on August 12 from 4:00 to 6:00. He handed out sample diskettes containing the rules for the game. More information is available on the web at <http://eternaltempest.com>.

Jim said that all current Dungeons and Dragons (and Advanced

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Dungeons and Dragons) publications are now out of print. Wizards of the Coast has discontinued every single D&D product in order to make way for the release of their new Dungeons and Dragons core rule books, to be released in August, September, and October. Get any of the current D&D materials while you can, because when they are gone they are gone forever.

Noel More reported that the club treasury currently has \$935.68. A good chunk of this will be spent on food and drinks for the upcoming all-nighter. The other recent expense was a toner cartridge for the copier.

Noel adjourned the meeting. The next club meeting will be September 10 at 1:00pm. The meeting broke up and members began setting up the game room for Babylon 5 Wars, BattleTech, and Warhammer 40,000.

## Jim's Friday Night Mayhem Session by Noel More

Hey guys, let's go in this room.

Ow ! Stop! HELP! Arrrgh! Chomp, Chomp, Chomp.

*The next week. . .*

Hey, let's go down these stairs.

Boy, we sure got lucky that the portcullis slammed down and locked those ogres out.

Look out, a troll! Crash, crash, crash, crash (oil flasks missing the troll and splashing all over the fighters.

Whoosh. The huge pool of oil being ignited.

Troll dies; fighters caught in oil pool. . . Ouch.

Next landing: look a troll, look another troll, and a third, and a fourth. Gosh our lucky day.

Sound of pummeling, screaming.

Sounds of eating.

*Better luck next week. . . stay tuned for another installment of the world's shortest fantasy trilogy!*

## Jim's Corner by Jim Destromp

Shane DeWitt's mom came into the shop and dropped off a package from Shane. It included a silver painted Gunslinger mech (Shane's favorite mech color) and a short note:

This is perhaps the only mech I have ever seen (of course under my command) that can fire two Gauss Rifles per turn and never hit anything. Oh, and the paint job counts as a -3 to hit. --Shane

It still looks like Shane's luck/dice rolling is the same as it always was here at ACE. His email is strider18@hotmail.com and he would like to hear from some of us.

My AD&D game on Friday night had another casualty. Jens' fighter/thief got poisoned/constricted/and partially eaten by a 20' gray furry mountain snake. It was because he fell asleep on watch and didn't awaken when it first curled itself around him. Sigh . . . such is the life of a gamer.

## Armageddon 3 Battle Reports by David Peterson

Three games were played as part of the world-wide Armageddon 3

campaign run by Games Workshop. The results of these battles were entered into the campaign web site and counted toward the campaign victory point totals. The following battle reports were entered with the results.

A Breakthrough! scenario was played on 8/28/00 by David Peterson, Randy Dilday, Jonathan Carroll, Bill Carroll, Bob, and Richard Warren. Each side was 4500 points. The goal was to prevent the Orks from reinforcing their invasion force on Armageddon.

The Imperial pickets (defenders) began scattered around the table; the Orks and Chaos ships came on in a wave and unleashed horrifying waves of ordnance every turn. It went downhill from there for the Imperials, who could not successfully close with the oncoming Orks due to the ordnance. Then the Imperial cruisers started going up in fireballs, further decimating the Imperial ranks. That was pretty much it for the poor Imperials. The Orks won by a large margin.

Our Sink the Bismarck scenario was fought on 8/27/00 by Randy Dilday, Eric Dilday, Jonathan Carroll, and Bill Carroll. The goal of the Imperial forces was to cripple the Ork invasion force by destroying the Ork hulk Bismarck en route to Armageddon. Each side fought with a force of 2000 points for a total of 4000 on the board.

On turn one the Imperials won the initiative and elected to have the Orks move first (mistake!). The Orks obliged by moving All Ahead Full and launching every piece of ordnance carried by the Hulk, 2 Terror ships, and numerous escorts. The Imperial ships closed and launched a paltry 8 squadrons of fighters and bombers. Nova Canon shots missed, falling short.

On turn two the Orks reloaded everything but the hulk, advanced, and launched all the ordnance again. Imperial fighters started to thin the first wave of ordnance a little, but otherwise Imperial escorts started dying. Imperial 60cm lances fired, and Nova Canon shots went long this time.

On turn three the Orks reloaded everything including the hulk, advanced, and launched all the ordnance again. The Orks severely damaged a Gothic cruiser and destroyed 9 of 11 Eldar escorts. Nova Canon shots went far long and hit the friendly Eldar escorts. Imperial bombers crippled a Kill Kroozer and a couple escorts. The Imperials made a mistake here by shooting the Ork fleet instead of going for the hulk while they still had the strength. They would not have the power to hurt it by their next turn.

On turn four the Orks reloaded, advanced, and gave the Gothic cruiser a Warp Core explosion. This caused the nearby Mars to get a Warp Core explosion, which crippled the nearby Dominator! Fighta Bombers finished off the Dominator. The Imperials took out four of six Ork escorts, leaving 2 Ravagers, 2 Brutes, and a Terror.

The hulk managed to turn toward the Eldar. The Eldar, with only 2 cruisers remaining, elected to withdraw. No Imperial ships remained on the table at all. This left the Bismarck free to make its way to Armageddon!

The Fire in the Hole! scenario takes place in the corridors and passages of Hive Hades. We set up as many corridors and rooms as we could cram into the game room, and shoe-horned as many armies and players as possible, too! The objective in this free-for-all is to retrieve the all-important Hive Matrix, which was lost when Orks surprised an Imperial strike team. The result was that the Orks went down to defeat by a narrow margin, due to lots of bad rolling and a pair of Imperial turrets making mincemeat of the opposition.

## Wizards of the Coast Releases New Dungeons and Dragons by David Peterson

Wizards of the Coast has released two of three new core rule books for the third edition of Dungeons and Dragons. The Player's Handbook (Core Rulebook I) was released at GenCon 2000 in August with the accompaniment of numerous seminars, panels, and tournaments. The Dungeon Master's Guide (Core Rulebook II) arrived at ACE on September 7. The new Monster Manual is expected in October.

This is the first edition of Dungeons and Dragons that does not have some form of the TSR logo on it. Monty Cook, Jonathan Tweet, and Skip Williams are the design team for the first two core books. While it is technically the third edition of the game, Wizards of the Coast is dropping both "Advanced" and "Third Edition" from the title pages. We should be grateful they did not call it "D&D 2000." Whatever you call it, this is a major rewrite of the rules. The fine print says "based on the original Dungeons and Dragons rules." Enough systems have been changed that previous supplements are definitely not compatible without major conversion effort. You are definitely looking at a new game system, not merely a facelift of an existing one.



Long-time players will worry that Wizards of the Coast has fixed what wasn't broken, or at the least tampered with a 25-year success. To be honest, there is just not enough data to say one way or the other at this point. Sales are brisk and initial comments have been positive; whether this is a "New Coke" or a smash hit it is still too early to say.

To their credit, Wizards of the Coast appear to have attempted to organize the core rule books and to balance play as much as possible. They have brought their usual high standards of illustration and design to the project. Every single page is printed in color. All three books have intricate and lavish covers that tell you they are something special. The Player's Handbook cover suggests unlocking secrets and adventures. It has gold hinges, a sword and spell book emblem, and is encrusted with gems. The Dungeon Master's Guide features steel, brass, and gears. It suggests that the creator of a fantasy world is like a watch maker; the watch maker must know both the fantastic exterior and the gears and mechanisms underneath that make the fantasy world work.

The Player's Handbook is organized into the following chapters: Abilities, Races, Classes, Skills, Feats, Description, Equipment, Combat, Adventuring, Magic, Spells, Appendix, and Index. A 15-page "2000 Survival Kit" of rules from the as-yet unpublished other rule books is tacked on at the end. Character races in third edition include Human, Halfling, Gnome, Half-Orc, Dwarf, Half-Elf, and Elf. The available classes are Barbarian, Bard, Cleric, Druid, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, and Wizard. Multi-class characters are created by adding classes to characters as they advance-- but advancement in the primary class is slowed because experience points must be used to advance either one class or the other. The exploits of a particular group of adventurers are used in examples throughout the book. This provides a nice continuity.

The Dungeon Master's Guide has the following chapters: Dungeon Mastering, Characters, Running the Game, Adventurers, Campaigns, World-Building, Rewards, Magic Items, Appendix, and Index. The first chapter, Dungeon Mastering, provides an over-view of the task and the demands of being a DM. It offers a remarkably broad array of topics and provides sound counsel for both the new DM and the experienced DM alike. This can also be said of the book as a whole. It contains a multitude of issues, arguments, illustrations, and charts to put the task of world building and campaign management at the DM's finger tips.

Several supporting products have been released to accompany the new rules. A free Conversion Guide booklet was released in July. It describes the process of converting your characters' statistics to the new version of the rules.



The first printing of the Player's Handbook includes a free CD-ROM with a beta version of the Character Generator for Windows 98. This program is fairly incomplete, but new features are being added as downloads from the Internet. In spite of this, most players will want to check it out. The final program will allow you to generate basic ability scores, race, class, skills, feats, equipment, spells, magic items, familiars, and even description. The program produces a four-page character sheet.

The Character Sheets package (\$9.95) has sheets in the new format shown in the Player's Handbook. I suspect that most players will prefer using the Character Generator. It is less work than doing it by hand, and takes care of chores like copying over stats for all your weapons.

The Dungeon Master Screen (\$9.95) package includes a four panel laminated screen with reference tables on the front and a color illustration on the back, and an eight-page booklet of additional sheets and tables printed in black and white. Tables included on the screen include Balance Check DCs, Bluff Check DCs, Climb Check DCs, Concentration Check DCs, Disable Device DCs, Escape Artist Check DCs, Listen Check DCs, Open Lock Check DCs, Search Check DCs, Fundamental Actions in Combat, Attack Roll Modifiers, Partial Actions, Cover, Concealment, Miscellaneous Actions, Creature Size and Scale, Turning Undead, Access to Spells, Size and AC of Objects, Substance Hardness and Hit Points, Common Weapon and Shield Hardness and Hit Points, DCs to Break or Burst Items, Object Hardness and Hit Points, Example Opposed Checks, Example Door DCs, Skills That Can Be Used Untrained, and Light Sources. I would have liked the screen to be printed on thicker stock (it is about the thickness of a postcard, but it is nicely laminated and should hold up well. The booklet contains a Combat Planner sheet, two pages of Generating Towns, two pages of Grenade-like Weapons with diagrams reprinted from page 68-69 of the Dungeon Master's Guide, Diseases, Poisons, Weapons, Special and Superior Items, and a 1" square grid.

A D&D Adventure Game boxed set is available for beginning players. It does not contain any of the previously mentioned products. Instead, an adventure module is included with just enough material for players, Dungeon Masters, and monsters to get through the adventure. Maps, counters, record sheets, and dice are provided to make the game self-

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contained. This box is probably of interest either to novices or to very young players. Everyone else will want to start with the Player's Handbook.

I apologize for not being able to give the new Dungeons and Dragons a more complete review. My hope is that I have provided enough information for prospective players to get started. It falls to you players and DM's out there to thoroughly test the third edition of Dungeons and Dragons. Good luck!

## So You Want To Be An Adventurer

Eric the Red's Guide to Surviving in the lands of Blackstone by Mike Clancy

Welcome to the school of Pain.

First off a word to the wise, all things and rumors and nasty little tidbits contained herein are completely and utterly unreliable, take them with a grain of salt, a dagger in the hand, and sleep with one eye open (and the other only half-shut) if you attempt to live by my words. Life is out there, and it WILL find You.

Now some of you out there are even newer to these lands than I, and to you I send these words and gems of my wisdom... In other words my keister has already been through this meat grinder and I advise you not to step in it the same way I did.

Never, ever turn your back on a Troll, not even a dead one. If there's one of them around and he's dead you can rest assured there's probably four or six or ten more of his friends around looking to see what the ruckus is about. Taking a polearm to the spine by the "dead" troll is a right rude way to find yourself on the wrong end of a Life spell.

Dragons. They're Damn big and best left to 6 or 7 folks that are a LOT harder, tougher, meaner, and a damn sight stupider than you for wanting to run right in to the fangs of one of em. Best to leave em to the big lads, and then see what's left behind after the dragon leaves with his new snack (Knights in armor: Crunchy on the outside, soft & tender on the inside).

Lately these Ice-men have been attacking the town of Stonereach and its surrounding lands, some of them are right hard, know a far amount of magic and darn well seem to ignore a good shot to the ribs w/ a long sword. Fire or the other hand and magic seems to do quite well against them. They also taste great as a snow-cones. I recommend Cherry flavoring.

Now for those of you like myself that have spent more time up on the mountain than down here in the towns, there are a sight more critters in the world than you have even imagined. I spent 30 minutes with a traveling zookeeper and he showed me monsters the oldest guffer in my village had never heard of in any tale he ever told over a mug of ale. There's Brood, and Beholders, Pantergasts, Goblins (the regular crunchy on a stick kind) and then there's the nasty ones, Goblins that know magic and have powers you wouldn't believe.

About them Brood things, they're big & Nasty, some of them even look like humans. And they have leaders, the Queens. Big Horrible Ugly Spider Ant Scorpion Nasty things. If someone offers you a chance to touch one, Don't! And Especially don't lick one. They Taste pretty terrible, before the Acid sets in anyway.

There's a Critter or three running around that are best to be watched carefully, called the Fae. Perhaps I've misspelled that, but my letterin ain't the best. As it stands there are several that visit the town. I wouldn't call them Evil, least ways not anywhere they can hear. They tend to bring contests and games of chance with them. Some even take new adventurers under their wing and attempt to show them the ways of the world. You may not survive their lessons. Their games on the other hand can be quite interesting, you pay your money, stick your hand in the bag, and you might even get your hand back when you pull what's left of your arm out of the bag.

If the time comes, and you find yourself in the middle of a combat, do yourself a favor. Take a hit, drop to the ground, and wait for the fight to pass you by! You'll live a Lot longer, and its easier to get up behind the enemy, than it is to keep standing in Front of them. For those of you that disagree, try it a few times and let me know what you think of your visit to your local earth circle.

Don't piss off Count Talon. And keep an eye on his Sarr page, he tends to run off with body parts left on a battlefield, and you never know when he might be running off with one of yours.

If by chance you do suddenly find yourself "non-corporeal" as my Da' used to say, hope that a Sarr, I mean, Gorbey isn't the one to resurrect you. I myself went through a resurrection not too long ago, and while I am eternally grateful to the good lady for her bringing me back to this mortal coil, the rather "vivid" image she gave me of a Gorbey on the hunt... Well, lets just say I like my meat medium rare w/ horseradish, not still bleating and twitching. Had the taste of raw elk in my mouth for a sevenaday after that.

Other good advice for the new adventurer, find someone else, preferably a little more experienced than yourself to adventure with. One good person to pull you back and say "not so fast" is better than three friends rushing headlong into a battle beside you.

So far, it seems to me that the best pair to start with is a fighter and an earth caster. The first is to take the fight to the enemy, and the second to pull the first one's keister out of the fire. Templars also can be a good mix; I'd be curious to see how well a pair of Templars fared as partners. It seems that having two casters of different schools would be useful, but the dilution of power might be too great a drawback.

When you DO have someone to partner up with, keep an eye on them, make sure they aren't too far from you, and make Especially sure they're still Up and moving around after the battle is over. Nothing like having to carry someone else's pile of dust and all their gear to an earth circle to get your friend back.

It also helps to have a partner that's NOT a smart ass.

An example for those of you who doubt my wisdom in this matter. If you can't find your partner, and he doesn't answer, he may be dead or otherwise incapacitated. Go take a look around where you last saw him and see what's what (and if there's any good loot). On the other hand, if he does answer you, he or she, is alive. If he sez he's Dead, that's where it helps not having a partner that's a smart ass. Remember, Dead people Don't Talk. A Side benefit of this, is watching the scantily clad & barely "contained" healers come running to your "Dead" partner's aid. Too bad you didn't think of it first so they were leaning all over YOUR "dead" carcass. Oh well, better luck next time.

A few words on Dueling & defending one's honor: Don't get caught.

And here's a little advice on mushrooms you find in a Fairie patch for those of you that DO decide to try them, you'll find its hard to stop with just one. They're harder to put down than mom's cookies and the side effects are a far sight worse! Effects you might find range from an internal explosion, hallucinations, love potions to the wrong race and/or gender (I hear mystic woods elves don't mind that one), changing your gender, swapping spirits & bodies with people around you (has interesting possibilities). Ok so not ALL the effects are that bad. Some are even good! Healings, life restores, magical abilities, and even a spirit forge! But all in all, its too much like a game of the Fae's to me, ten pounds of risk for one pound of reward. In the words of me Da', Just say no.

Now get out there and see if you can Keep yer skin in one piece!

### New Fanatic Press Books Available at ACE!

Yes, you heard me right! Atomic Comics is now stocking a variety of books from Fanatic Press, Games Workshop's division dedicated to variants, scenarios, and "other" (that is, not Warhammer or 40K) games.

All Fanatic Press books are printed in England in very limited quantities. They usually sell out fast (even from GW Mail Order), and they are never reprinted. Don't miss out!



Citadel Journal 31



Citadel Journal 32



Citadel Journal 38



Citadel Journal 39



Planet Killer 1 (BattleFleet Gothic)



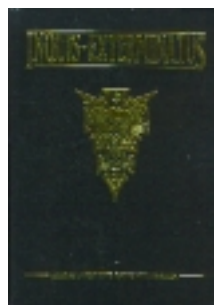
BattleFleet Gothic Magazine 1



Epic 40,000 Magazine 1



Town Cryer 8 (Mordheim)



Inquis Exterminatus - Fabulous 40K art work!

**From the ACE Game Club Archive**

Here are a few photos from the ACE Game Club archive. See how many players in this BattleTech campaign you can recognize!



**Pre-Order NEW Warhammer Fantasy  
Boxed Set**

ACE is now taking advanced orders for the brand new Warhammer Fantasy boxed set. See Jim to sign up for yours today! The new boxed set is expected to ship at the end of September or the beginning of October.

The new Warhammer boxed set includes a massive 288 page rule book, an Empire army, an Orc army, templates, dice, terrain, and range rulers. You even get a Mordheim-style ruined building! The boxed set will cost \$74.99; the rulebook will also be available separately for \$39.99.

