

# ACE Game Club Newsletter

## Minutes of the Meeting of September 9, 2000

Club President Art Raasio got the meeting started. He began by asking for a volunteer to do calls ahead of the next Game Club meeting. The caller will be rewarded for the work with a blister pack of miniatures, courtesy of the Club. Richard Warner volunteered.

Art asked the members if anyone had any changes to the schedule. Walt said that he is running MetalFace for the next three Sundays. He plans to run Third Edition D&D after that in the same time slot. A BattleTech league is meeting 1:00pm - 6:00pm on Sundays as well. Monday nights Dave Peterson is running BattleFleet Gothic. Tuesday nights are open. Wednesday nights Dave Saunders is running Third Edition D&D (Shawn is still off the schedule). Rich's Thursday night D&D campaign is still going strong, and has also shifted to Third Edition rules. Jim's AD&D has managed to go two consecutive weeks without everyone having to roll up new characters. This campaign uses modified First Edition AD&D rules. Art's AD&D campaign, also using First Edition rules, runs from 8:00pm - 12:00am on Saturday nights. Walt's White Wolf RPG runs from 1:00pm - 6:00pm Saturdays.

Jim Destromp said that the Club will elect new officers at the October meeting. We will vote for President, Scribe, and Treasurer. Jim said that new magazines for BattleFleet Gothic and Warmaster are due in a couple weeks. Games Workshop offered to send them earlier in exchange for a large Christmas order. Jim said that he will definitely run a Warhammer Fantasy league when the new boxed set comes out. He handed around a hardcopy of the Club member list so that members could update their information and add e-mail addresses. Noel remarked that if Dave gets your e-mail address, he begs you for submissions every month. Jim said that Dave has been doing the newsletter for a very long time, and that he will put all of them on his web site soon.

Jim asked for volunteers to be nominated to a 13-month position as Membership Chair. This position will be responsible for checking the list for expired memberships each month. Scott Alsop offered to stand for the Membership Chair.

The floor was opened for nominations for President. Jens Knudsen II, Jenny Headman, Beth Diag, Leo Bruno, and Walt Kassel were nominated. Dave suggested that the candidates look at it as a once-in-a-lifetime opportunity. Many have done it and lived to tell the tale.

Art and Jim conducted the locker review. The following members paid for their lockers: Tony, Jimbo (2), Rich Warner, Eric Raasio, Jens Knudsen III, T.J., Noel, Noe, and Peter. Members being paid up until the October meeting were Jerry and Art. No members released their locker, and no members were evicted from their lockers.

Noel reported that the Club bought \$100 worth of pizzas for the last all-nighter. It was the first time we ever had leftovers. Usually the empty boxes have bite marks. Jim added that this is exactly what the Club's treasury is for: supporting the Club's activities and having fun. Jim suggested that the Club might want to buy a cheap digital camera. It would have been great to get some shots of the fully loaded tables during the all-nighter. The Warhammer Fantasy game was called, by the way, at 8:00am because Rich was falling asleep in between turns.

Jim introduced Ted Hansen to the group. Ted said that he plays Warhammer Fantasy and has High Elf, Orc, Empire, and Bretonnian armies.

Leo said that he will be running a Blood Bowl league.

Dave Peterson said that his next BattleFleet Gothic campaign will start on September 18th.

Jim said that he needs to know if any of those who received a nomination for Club President want the job. (We never asked before, but thought we would try

it and see.) Remember, it's good to be the king! Jim Thorp said that one sure way to get elected is not to show up at the October meeting.

At this point in the meeting everyone present congratulated Calvin Diag for winning the office of President when he walked into the room. The look on his face was priceless.

Noel More gave the Treasurer's report. He said that about \$100 was spent on pizzas. The Club also bought toner for the photocopier. Noel reminded everyone that the copier pays for itself as long as everyone remembers to pay for their copies.

Jim reminded everyone to take good care of the terrain. People are still leaving it out, piling it up on the shelves, or putting heavy stuff on top of it. We no longer have the people who made much of the terrain, so everyone should consider it irreplaceable and be especially good to it. Art and Noel added that they have picked up a considerable amount of trash and drinks. The bugs are now happy to hang out in the game room with the gamers. [*They cheer for the Tyrants. -Ed.*]

Dave suggested that BattleTech tournaments could be held to raise money for the ACE legal defense fund. Several members said that a road trip out to Arizona to "negotiate" might be cheaper and more direct. Numerous volunteers enthusiastically offered to make such a "business trip."

Jim concluded by reminding everyone that Leo is running a Blood Bowl demo after the meeting, and that BattleTech would also be played. Art closed the meeting.

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

Hey guys lets go down this hallway.

What's that funny stuff on the ceiling?

Ow! Hey! Get off me!

Ouch!

Thud!! (Slurp, slurp, slurp)

Watch out! Help! (slurrrp, slurrrp)

Kill them! (slurp, slurp, slurp)

Help me.

Help.

Fire in the hole!!!

Boom!!!!!!!

Its okay fellows, they are all dead.

Guy's, GUYS!

Darn it.

*Only two members of the party of 8<sup>th</sup> level heroes survived the encounter with a bunch of 1-hit die Stirges. The campaign is on temporary hiatus. Meanwhile Noel is running a D&D campaign on Friday nights-- and no one has died yet!*

## Goodies from Fanatic Press

Citadel Journal 38. Severed Dreams campaign for BattleFleet Gothic, Adeptis Arbites vs. Ambulls and Zombies, Orks vs. Genestealer cult in Gorkamorka, Gorskulls War Trolls Regiment of Renown, Squig Racing game, Desert Storm rules for arid and desert terrain in 40K, Ork Fighta Bomber and Bomber kits and

# ACE Game Club Newsletter · October 2000

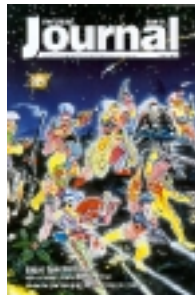
rules, and more! \$6.95

Citadel Journal 31. Deathbowl multi-player Blood Bowl, Desert Squigs for Gorkamorka, Penalty Shoot-Outs in Blood Bowl, Orks vs. Imperials siege scenario, Dark Tide Rising Warhammer campaign, Bottleneck Necromunda scenario with Genestealers, Skaven tactics, and more! \$6.95

Citadel Journal 32. Beastmen in Warhammer Quest, Lucifus Incursion 40K campaign, Cheerleaders in Blood Bowl, Imperial Support Weapons, Palanquin of Nurgle, Apocalypse (the return of Bottleneck) Necromunda scenario, Imperial Forest Base modeling workshop, Jungle Class Clearance Bulldozer, and more! \$6.95

Citadel Journal 35. Invasion of Tor Yvress, Bounty Hunting in Necromunda, Eldar Knights and Exodite Armies in Epic, "Guided" missiles in Gorkamorka, Bounty Hunter character for Warhammer Quest, Space Marines tactics in 40K, Boar Centaurs in Blood Bowl, Mad Orky Stompas and Trukks, Hydra anti-aircraft tank and gun platform, 16-page Forge World Winter Catalogue and more! \$6.95

Citadel Journal 39. Eldar special issue. Harlequin Army List beta version, Igor's sculpting clinic, Scorpion super-heavy grav tank, Warhammer underground rules, Warhammer for seven (!) Regiments of Renown, Harlequin mail-order catalogue, Harlequin dreadnought conversion, and more! \$6.95



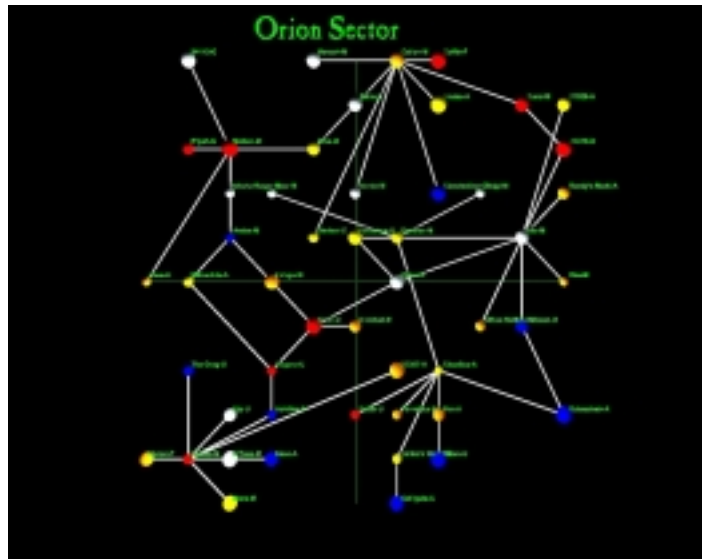
Planet Killer 1. Eldar Craftworld rules for BattleFleet Gothic, Imperial Navy tactics, Ramilies Class Star Fort rules, Chaos Space Marine fleet list, Fra'al Battle Cruiser, Nova Canon ammunition variants, Corribra Sector campaign setting, Space hulk convoy scenario. \$4.99

Epic 40,000 Magazine 1. Adeptus Titanicus Revisited part 1 by Gav Thorpe and Jervis Johnson, Epic 40K rules for Emperor Titan model re-release. \$4.99

BattleFleet Gothic Magazine 1. Dreaded Tyranid special issue! Featuring rules by Andy Chambers for new Tyranid fleet miniatures, plus Da Ammer Ork battle kroozer, Ork Skills and Refits, and Part Two of the Corribra Sector. \$6.95

Warmaster Magazine 1. Scenarios, rules questions and answers, experimental rules, and web site details for Warmaster. Note: the Kislev army will appear in issue two. \$6.95

Town Cryer 8. Visit the scum and possessed-invested Forbidden Square, Wolf Priests of Ulrich, Stake Out ambush scenario, rules for burning buildings, Bretonnian Warbands army list, visiting the Doc after the battle, Mordheim City of the Damned comic strip, Insanity rules, and more! \$4.99



## BattleFleet Gothic Orion Campaign Starts

The Club's fourth BattleFleet Gothic campaign, game mastered by Dave Peterson, started with an organizational meeting on September 18th. The Orion Campaign will pit the forces of the Imperium in the Orion Sector against a dreaded Black Crusade. Games will be played on Monday nights, and new players are always welcome. The Black Crusade forces will be represented mainly by Randy Dilday's Chaos Space Marine fleet and Bob Watt's Chaos fleet. The forces of Chaos will be pitted against Imperial, Eldar, and Ork fleets that call the Orion Sector home.

The first battles in the Orion Campaign were played on September 25th. The Chaos fleets moved into the Orion Sector via secret passages through the warp created by their dark masters, arriving in the outskirts of the sector. Dave Peterson's patrolling force met up with Randy Dilday's Chaos Space Marines, including the battle barge itself, in the Zaire system. Dave's Imperial forces were cut to ribbons by the superior speed and overwhelming ordnance of Randy's Chaos Marines. Not an Imperial ship survived. Richard Warner's Imperial fleet met Bob Watts' Chaos fleet in the Angora system. Rich managed to cripple an enemy cruiser and destroy an escort before disengaging with the loss of Dictator cruiser and Firestorm squadron. Bill Carroll's Imperial fleet met Jonathan and Eric Carroll's Ork fleet in the Yabeau system. Bill lost a Mars battlecruiser and a squadron of two Cobra destroyers, while taking out two Ork Brute Ram ships and a Ravager. It looks like the Black Crusade is off to an excellent start!



## Jim's Corner by Jim Destromp

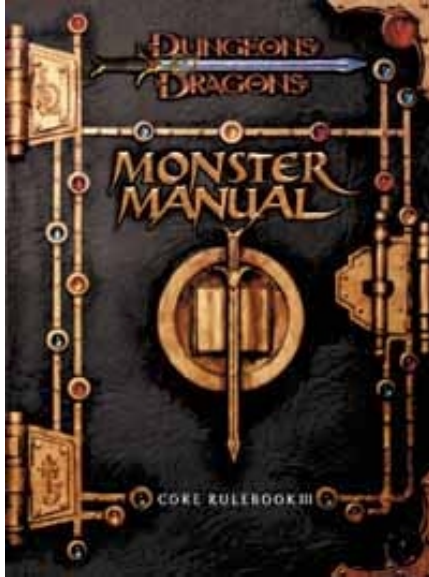
The new Warhammer Fantasy Sixth Edition boxed sets will be in no later than Wednesday, October 4. I will be running a Warhammer Fantasy league with the new rules as soon as the boxes arrive.

BattleFleet Gothic Magazine #1 is currently in stock. Get them while you can! We are pretty sure that GW has already sold out of them. This issue contains rules and fleet lists for the Tyranids.

Warmaster Magazine #1 is also in stock. This issue contains all sorts of 15mm fanaticism, including how to build gun emplacements, bombard and mangonel rules, clarifications, and sneak previews of new releases.

Jerry Stedman will be running a D&D game on Tuesday nights.

The new Third Edition Dungeons and Dragons Monster Manual will arrive some time in October. It will be \$19.95.



### **A Note from the Editor by Dave Peterson**

The first issue of the ACE Game Club Newsletter appeared in October 1996. This issue, October 2000, marks the fourth anniversary of the Newsletter.