

# ACE Game Club Newsletter

## Minutes of the Meeting of November 5, 2000

Beth Dayag opened the meeting. She passed around a roster for members to indicate their attendance, and to update their address and phone number. The list also indicated which members were expired.

Scot Alsop, Club Membership Chair, reported that he needed an updated list of members' expirations and phone numbers in order to call people.

Jim Destromp conducted the monthly locker review. Paid locker holders were: Tony, Justin Page, Chris, and Peter. Locker holders that were not present to pay and were therefore evicted were: Jens II and T.J. Eric called to say that he was running late but would be present to pay shortly so that his stuff would not be evicted.



Civilization was played late into the night during the Veteran's Day all-nighter.

Beth asked the members not to play Badminton with the terrain, and to otherwise take good care of it. The club will be happy to provide materials for anyone who would like to make new terrain; this terrain would be the property of the club. Much of the current terrain was made by members who have moved away and is therefore irreplaceable. Handle it gently.

Beth reminded the members, without singling anyone out for blame, that the soda bottles and trash need to go at the end of their gaming sessions. Adequate trash cans are available in the game room. Jim said that food is not allowed in the front of the store at all; food and drinks are allowed in the game room (only) for club members (only) as a privilege.

Beth asked everyone to write items for the Club newsletter that Dave Peterson publishes every month. It would be great if players in the regular RPG groups would write summaries of their weekly adventures. Each group should designate someone to keep a diary of the group's activities and send it to Dave. Jim added that being the writer of the account has the advantage of allowing you to slant it in your favor. Dave said that, in honor of the campaigns with high mortality rates, he would be happy to run a page of obituaries if any were written. Noel More said that in Shane's game one character died five times in one night!

Jim conducted the club calendar review. Sunday is Pokemon, the BattleTech campaign (last Sunday was a BattleTech tournament), 40K open gaming, and Jon DeBelly's Third Edition D&D. Monday is BattleFleet Gothic from 6:30 to 9:00 for the next three weeks, then Mordheim in the same time slot. Tuesday is

Jerry's First Edition D&D Middle Earth campaign. Wednesday is Dave Saunders' Third Edition D&D campaign from 6:00 to 9:00 (mostly open, high attrition). Thursday is Rich's Third Edition D&D campaign from 5:00 to 9:00. Friday is Noel's "Iron Man" straight 3D6 First Edition D&D campaign. Saturday is open Games Workshop gaming (volunteers to run leagues wanted!), Dave Nichole's Third Edition D&D campaign from 7:00 to 11:00, Pokemon League (no more weekday Pokemon League), Anton's White Wolf Mage campaign, and Art's First Edition D&D campaign from 8:00-12:00. Anyone who wants to run something on a regular schedule is welcome to step up to the plate.

Beth brought up the subject of getting new chairs for the game room. Jim has talked with people at an office furniture store. Frank said that he works with Langley Auctions, and they will be having a furniture sale on December 9. The short table and wooden stools in the game room belong to Rich, who will probably want them when he moves out of town. The club voted to spend money on chairs, and Frank and Justin agreed to attend the auction on December 9. Jim and Jimbo also agreed to look into chairs.

Beth asked the group to discuss buying a TV and VCR for the game room, such as might be used for Anime or Sci-Fi shows from time to time. After numerous negative comments about the additional noise this would create in the game room, it was agreed that no TV was wanted.



Game Master Anton hard at work with his Mage players at the all-nighter.

Beth asked for volunteers to run some new regular games or tournaments. The RPG groups are doing well, but some new ideas for campaigns, leagues, scenarios, and tournaments would be great. There will be a Warhammer Fantasy Sixth Edition demo after today's meeting.

There will be an all-nighter on Saturday November 11 (Veteran's Day weekend). Jim asked for game masters to establish closed lists of players for all events on the white board. Tracy's Civilization game will be played by Peter, Tracy, and Justin. Dave Mickle's Third Edition D&D game will be played by Dave, Marcia, D.J. Jason, Chris D, and Tony. Anton's White Wolf Mage game will be played by Anton, Frank D, John, Walt, Melanie, Bill, and Brandon. Damian will game master Warhammer 40,000 with players Thomas, Richard, Peter, Michael, and Zane. A Warhammer Fantasy scenario with 2000 points per player will be played by Jim D, Beth, Calvin, Jimbo, Noel, and Dave Saunders. Younger players will need to submit a permission slip signed by a parent before this event. All members not signed up in advance or not having a permission slip

# ACE Game Club Newsletter · December 2000

where appropriate will leave at 9:00pm when the store closes.

Beth reminded everyone that those participating in the all-nighter need to bring food to share. Don't everyone bring chips; have the women in your lives cook or buy some serious food. There will only be food for everyone if everyone brings food-- no free-loading! Halloween candy left-overs (or Easter candy) are discouraged.

Beth asked the members for comments about the newly released D&D Monster Manual. Walt said that it has great pictures. He added that the new Creature Collection book is also a monster manual, but with a "Cajan" slant to the D&D world. He said that the new D&D figures are supposed to be based on the new Monster Manual.



Rebecca Rich, Dave Peterson, and Eric Knudsen organize their BattleFleet Gothic ships during the wee hours.

Beth told the group that a new D&D movie is coming out in December. Jim has been talking with Regal Cinema about renting a theatre for the D&D opening with club money. As usual, he has found that the AMC deal is that there is no deal. The theatre waited until the afternoon that the X-Men movie opened to ask if the club was still interested in a private show. Anyway, if the club spends the money to hire a 100-seat theatre and only 30 members show up, it will suck. It was agreed that Jim would try to negotiate a theatre in advance for the D&D movie premiere, and then sell \$2.00 tickets to the members for this private showing in order to lessen the impact on the treasury. The success of this scheme will depend on Regal's cooperation.

Beth reminded all members that Game Club shirts are available for \$13.95 in grey and \$14.95 in black. Sizes run from Pokemon League all the way up to Veteran Gamer (ie really, really large). These T-shirts were bought by the club, so all money from their sale goes directly to the club. You must be wearing your ACE Game Club shirt to get your club member discount. And remember, if you don't have a shirt yet, the club went out of its way and out of pocket to make sure there would be enough sizes to fit you. Don't be slack, get your ACE shirt today!

Jim added that the Club has a long tradition of showing its colors. He has seen the club on the Berlin Wall, as well as ACE shirts in Florida, Germany, and elsewhere. The club has sold about 1,000 shirts over the years.

Beth announced that Jim and Masako celebrated their 30th Wedding Anniversary, and that the club has a cake for them.

Noel More gave the Treasurer's report. The club spent \$140 for paper and copier toner. The club has \$1,253 on hand, and made about \$500. BattleTech generated much of this revenue. Scot Alsop won the BattleTech tournament. Richard gets a big thanks for calling everyone before the meeting.

Jim announced that Peter would sing the ACE Game Club song. (He didn't.)

Calvin called Masako on his cell phone and asked her to come back to the game room. Jim and Masako received a big round of applause and a cake from the club. Masako said "We're old." Beth adjourned the meeting and gamers

descended upon the cake.

## Notes from the President by Beth Dayag

Hello All. Here we are at the end of the year...ALREADY! I'm happy to report that the all-nighter was a smashing success. There were some incredible battles and enough chicken to make the Colonel roll over in his grave. Thanks to everyone who was able to participate!

In GW news, a new Warhammer Fantasy campaign will be starting up soon, Battlefleet Gothic is going to take a breather on Monday nights while Mordheim fills its slot for the time being, and Warhammer 40K also continues its opening gaming on the weekends. Its great to see everyone getting involved!

Happy Holidays and remember, when the elves, candy canes, and constant reruns of "A Christmas Story" get to be too much for you, come on up to ACE. Nothing fixes the holiday blues like obliterating your opponent's whole army with your command squad or hitting the opposing general in the face with a cannonball.

## D&D Campaign Notes by Jon Debelly

This weekend (December 2-3) I am running BOTH Sat and Sunday, picking up from where I left off at the end of Log Entry 2.

I think I've settled on the campaign title of "Pawns of the Gods." This campaign is using Dungeon & Dragons Third Edition rules.



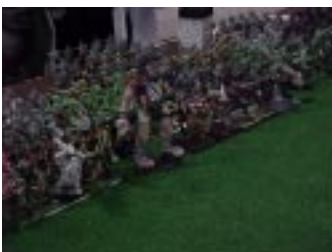
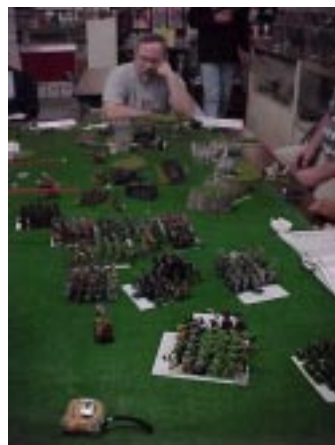
Well after midnight Bob and Noel try to remember the strategy they embarked upon four hours earlier.



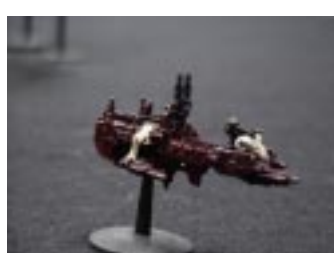
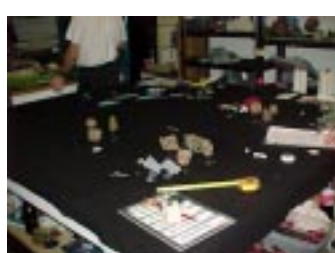
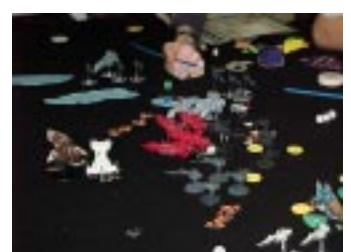
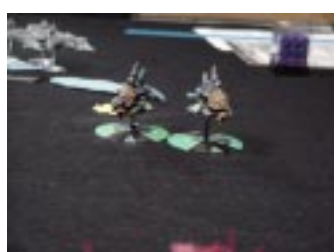
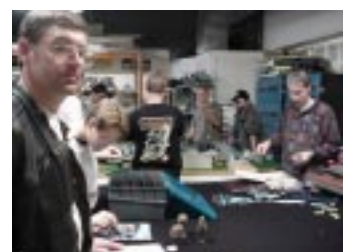
A massive BattleFleet Gothic showdown concluded the Orion Campaign during the all-nighter.

# The ACE Game Club Veteran's Day All-Nighter in Pictures

Photographs by Jens Knudsen II and Randy Dilday



ACE Game Club Newsletter · December 2000



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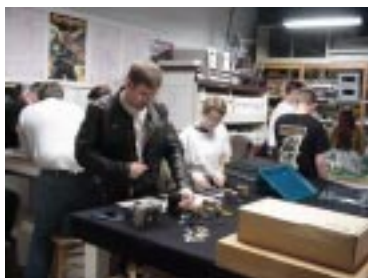
## December Releases from Fanatic Press

from the December issue of Fanatic's e-mail newsletter

Town Cryer 11 - Issue 11 of Town Cryer, Fanatic's magazine for Mordheim players, is now available in the UK, and will be available in the USA from the 4<sup>th</sup> December. The issue includes rules for the new Fanatic Ostlander models, the second part of the 'Lustria - Cities Of Gold' expansion for Mordheim, a jolly useful set of Mordheim Q&A, and (of course!) much much more! Town Cryer is available from good hobby stores everywhere.



Necromunda Magazine 2 - Issue 2 of Necromunda magazine includes back-up for hard pressed gang leaders, in the form of rules for the new hired guns and a new special character models that have been released by Fanatic this month. In addition there are new scenarios, a superb modeling article and details of the Studio's own Necromunda Campaign. Necromunda magazine is available in the UK now and in the US from the 11th December, and can be found in good hobby stores everywhere.



New Miniatures For Warmaster, Necromunda & Mordheim - The latest releases of Fanatic Miniatures includes a brand new Ostlander Warband for Mordheim, two new hired guns and a special character for Necromunda, and the Kislev army for Warmaster. Visit our web site to see pictures of painted examples of all of the new models. All these models are available in the UK now. The new miniatures for Necromunda and the Kislev army will be available in the US from the 4th December, and the Ostlanders from the 8th January. All Fanatic miniatures are available exclusively from Games Workshop Mail Order. Visit the Games Workshop on-line store for details of how to order them.

## COMING SOON

New Fanatic Magazines - Expected back from the printers over the month of December is not one, not two, but THREE new Fanatic magazines. First in will be Citadel Journal 41, includes the second part of our Genestealer Cult list for all you 40k players, and a whole bunch of new scenarios for you Warhammer players. Next up is the eagerly awaited 2nd issue of BattleFleet Gothic magazine, which has the rules for our new Necron fleet and a follow up to the previous issues Tyranid fleet list. Last but by no means least is Warmaster Magazine 3, which includes rules for a whole slew of new miniatures we're releasing for Warmaster players and a specially commissioned 'Christmas Scenario' for you to play over the holidays. It almost goes without saying (but I'll say it anyway!) that as well as these articles each magazine includes much, much more! Check out the release schedule on the Fanatic web site for release dates of the magazines in the UK and the USA.



New Miniatures For BattleFleet Gothic and Warmaster - In December we'll be releasing new models for BattleFleet Gothic and Warmaster. For BFG we have the Necron fleet - you've drooled over the pictures in the gallery and now the fleet is finally ready to take the galaxy by storm! For Warmaster we have a varied release that includes new units for four different armies: Goblin Archers, High Elf Phoenix Guard, Empire Knights and an Empire Mortar, and a Chaos Chariot and Chaos Sorcerer character pack. Once again, check out the release schedule on the Fanatic web site for release dates of these miniatures in the UK and the USA, and visit the gallery for sneak preview pics of some of the models.

## BattleTech Tournament on November 26

A BattleTech tournament entitled "Amazing" was held on November 26 at 1:00pm. Players were allowed to use up to 3058 technology, Inner Sphere mechs of 40-80 tons or Clan mechs of 40-65 tons, with no jump jets.

Jim Destromp won this event using a Goshawk.



# Wandering Warband Gazette

## Wanted

Joseph Redbeard

Notorious Pirate

Wanted for murder, and wanton destruction of property.

50GC for information leading to his capture.

150 GC if he is captured and turned in.

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Brelonnia Warband siled

What could the Nobel warriors of Brelonnia want in the God forsaken ruins of Mordheim?

20 GC for information as to why the noble Knights are searching the ruins.

Ask for Stephanus at the Plucked Parrot.

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## Wanted

Live Scaven for experiments. Contact Marcus the Mad behind the Twisted Goat tavern.

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## Found

Used helmet only one owner, slightly dented.

## Wanted

Bold Adventures

To accompany well known inventor Karl Vander Masson while he searches for lost artifact in Mordheim.

Only persons of great skill need apply. Applications taken at the Plucked Parrot.

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## Obituaries

Markus the Bolde, was too bold with the Blacksmiths wife.

Sister Helga, lost argument with Wilch Hunters.

Peg Leg Peat, attack my mutant beaver.

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## Duel

Between Francis Karloff and Victor von Smillen. Located in the clear area near the Twisted Goat Tavern. All Bells covered. See Al in the Twisted Goat for Odds information.

## WarBands Skirmish in the ruins.

Fredricks valiant Firebrands held off two opposing warbands in order to search for treasure and glory.

The Corska Brothers and Galfing Scout Bilbo Bobil held off a determined push from a Middenhiemer warband while Fredrick lead the rest of the Firebrands in routing a bunch of scaven scum.

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## Strange Creatures siled in ruins.

Many Headed creature siled in the ruins. 10GC Reward offered for proof of type of creature it is. Contact Professor Willhjem at the Plucked Parrot.

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## Information Wanted

Reward offered for any information leading to the location of Marian Burnalh. Contact Nathaniel Forlunia at the Wandering Beast.

Humble Scribe Stormy Weatherbane this day of December 3, 2000 year of Sigmar.