

ACE Game Club Newsletter

Minutes of the Meeting of March 4, 2001

In the absence of President Beth, Noel More opened the meeting. He thanked Club scribe Dave Peterson for the latest newsletter; Dave said that Randy Dilday took the photos in the March issue, and that he was glad to have a shorter newsletter this month. Justin Page provided the Necromunda rumors page on the back.

Noel said that Justin was organizing a Necromunda campaign. Justin brought an impressive library of Necromunda, Gang War, and Necromunda Magazine volumes to generate ideas. Justin even offered to loan his spare gang figures to new players. Noel added that most Imperial Guard figures work for Necromunda gangers, and the game is quite fun. Justin said that he is working on new terrain for the campaign, and to keep an eye on the newsletter.

Jim Destromp reported that the club has received a number of new members, and that there is money in the kitty.

Noel reported that the current 40K campaign is going well.



The Mage Knight Scenario Club was well attended on March 11.

Noel conducted the calendar review. The Thursday D&D, Friday D&D, and Saturday D&D campaigns are currently full. Sunday afternoon is the sanctioned Mage Knight Scenario Club. The Scenario Club is limited to 16 people. This costs the club \$30 per month, which pays for support and prizes. Randy Dilday will start the March scenario club after the meeting today. Jim offered to run a large Mage Knight event for 40-60 people if interest in the game remains high. He will put up a case of figures as the prize. Randy will run a Mage Knight league on Tuesday or Wednesday nights, and a sanctioned tournament on April 1 after the club meeting. ACE is an official venue for sanctioned Mage Knight, and Randy, our local Warlord, has even managed to get WizKids to put ACE event photos on their web site.

Beth Dayag asked for comments from the President's Day all-nighter. Chaos lost in the massive Warhammer 40,000 game, and Jim's Rats beat everyone on the Warhammer Fantasy game. Much Mage Knight was played as well.

Jim introduced Chi Gallahan to the group. Chi is into mood-music with his role-playing, and has a fabulous music collection. Jim asked if the club would be willing to fund a music system for the game room to use with role-playing.

Jim suggested that on the next all nighter we should lock the door on Friday and let everyone out on Sunday. The later it gets, the worse the Chaos Dwarves play. We should start planning the next all-nighter. There was lots of food on President's Day. Jim got two sheets of felt for the front room Warhammer event, and this worked out well. The new game room lights have not been purchased yet. If there is enough interest, Jim would like to order a batch of "ACE GC" hats.

Bob Watts reported that the Mighty Empires campaign is going well. There were some allies for a while, but now everyone hates each other again. It is currently the fourth year of the campaign. Bob plans to run the game for a couple more weeks and start over. Jim said he should stick a rat beanie on top of his cheese hat for the next game. The campaign has settled down into a pattern of static battle lines like WWI trench warfare.

Walt Kassel reported that Anton's Sunday role-playing group has moved to Stars in Poquoson to be closer to home for several of the members. Their table space on Sunday afternoon can be considered available. Justin offered to run his Robotech RPG on Sunday

afternoons if enough players can be found. See Justin to sign up. Walt said that he will be starting a new campaign of "Scarred Lands" (D&D d20 Licensee setting). Walt recommended the Swords & Sorcery book and other licensed d20 products that have weird ideas and a sinister edge like the White Wolf settings. Jim said that he has heard that Hackmaster is out. A boardgame by Kenzer is due in June. Perhaps Bag Wars could attach the Necromunda campaign? Walt said he would love to see Gamma World brought out under d20-- the game that would not die.

Jim reported that BattleTech is still going strong on Sundays.

Mike Clancy told the members that the Nero LARP is having a free event at Lake Anna. He is going to go up and would like to caravan with anyone else who is interested. A recent Nero event had 95 people. See Mike for details and for general info about joining the chapter of Nero for our region.

Jim reported that there have been a couple changes to the club schedule. There will be a painting demo Wednesdays from 5:00 to 9:00. Saturdays Warhammer Fantasy is not running but Warhammer 40,000 campaign is, from 12:00n to 6:00pm. More Imperial players are needed (the bad guys are mopping the sector with them). Chi Gallahan will run Palladium fantasy role playing on Sundays starting next week. Chi is also interested in running Samurai Swords. Jim suggested that we keep an eye out for movies that the club can attend as a mob.



More of the Mage Knight Scenario Clubbers. Photos by Randy Dilday.

Jim conducted the locker review. Those who paid were Jimbo, Rich, Noel, Noe, Scot, Jerry, and Walt. Chris was not present to pay.

Jim and Beth said that Leo's mom has been diagnosed with Cancer. Something will be organized to support Leo and his family.

Jim said that the Styrofoam terrain is getting broken up badly. People are just tossing it back on the shelves, and are setting heavy objects on it. Volunteers are needed to repair and replace damaged terrain. Justin volunteered.

Beth closed the meeting and the Mage Knight Scenario Club got under way.

Mage Knight Standings for March Scenario Club by Randy Dilday aka Lizzardman

The standings for the sanctioned March Scenario Club are as follows:

- Week One Winner: Marcia Mickle
- Week Two Winner: Noe More
- Week Three Winner: D J Mickle
- Week Four Winner: Marcia Mickle
- Over-All Winner: Marcia Mickle.

Congrats go to Marcia and to everyone who played!

The April Scenario Club starts on April 8th at 1:00pm; games will be played at this time on all the Sundays in April.

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Notes from the Proprietor by Jim Destromp

The second Mighty Empires Campaign is under way. Stay tuned for further details...

Atomic Comics has decided to stock-pile miniatures for BattleTech. If you want it, we have it. ACE has literally bought out nearly every warehouse's stock of BattleTech mechs in the country. Two more cases of figures came in on Friday March 30.

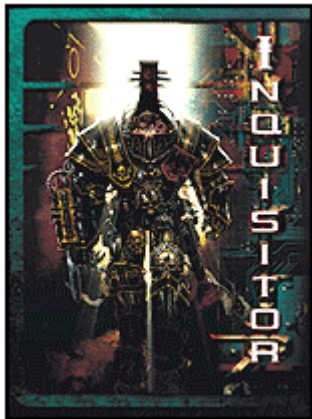
Seventh Edition Magic has just been released. It arrived at ACE on March 30 and it will go on sale as scheduled March 31.

The current incarnation of the Friday night D&D campaign is coming to a close. Chi will be running some sort of RPG to be announced in this slot.

Inquisitor Preview by David Peterson

Games Workshop will soon release a new game that will change the way you look at 40K. In shadowy alleys and chat rooms people whisper its name: Inquisitor. In this article I will draw aside the veils of secrecy and summarize what is currently known about this new release.

Inquisitor: The Battle for the Emperor's Soul is a skirmish game set in the Warhammer 40,000 universe. Jervis Johnson of GW calls Inquisitor "one of the most interesting and ground-breaking games published by Games Workshop for quite some time." The politics and intrigues of the Imperial Inquisition form the background of the game. Players use a force of one main character and two or three assistants and a game master is employed. The game will use a totally new line of 54mm miniatures and offer unprecedented modeling and conversion opportunities.



In the U.S. Inquisitor will be sold as a \$39.95 book and \$19.99-\$24.99 boxed character kits. The current line of models includes Inquisitor Covenant, Inquisitor Eisenhorn, Slick Deval (a ganger), Damien 1427 (a labotomized former heretic with frenzon injectors imbedded in his back), Inquisitor Tyrus, Delphan Gruss, Preacher Josef, Quovandius (a mutant), and a Death Watch Space Marine. All components are metal. In the U.K. three different starter sets-- each with two character boxes, dice, and the rule book-- are being offered. The U.K. starter sets will be shipped April 28. The unbundled rulebooks will ship on May 12. The U.S. products will ship in June. Expect the forthcoming May White Dwarf to have nearly as much info on the game as this article. The June and July issues will also have some Inquisitor material. According to Jervis, Fanatic will take over supporting the game with conversion kits and additional models in July, and will bring out Inquisitor Magazine #1 in November.

Inquisitor characters have the statistics WS, BS, S, T, I, Leadership (Ld), Sagacity (Sg), Nerve (Nv), and Willpower (Wp). Percentile dice are used extensively in the game, and character stats also run on roughly percentile scales. WS, for example, runs from the 20's for untrained to the 60's or 70's for a close combat master, inquisitor, or marine (all info on game mechanics was posted by an "Inquisitor Covenant" on a Portent BBS). There is an extensive list of skills and psychic powers with which to equip characters and a highly-detailed weapons list featuring multiple types of bolters, shotguns, lasguns and other standard 40K weapons, plus many ammunition types, Jokero digital weapons, and some alien artifacts.

Turns do not alternate between opponents in Inquisitor. Characters have a Speed rating from one to eight based on Initiative and other considerations. A hive ganger would have a Speed of three or four; Inquisitors have a rating of five or six. Characters move in order of their Speed ratings, and may attempt a number of actions equal to or less than their Speed. Normal actions succeed on a 2+. When it is a character's turn, he declares his actions, for example, as 1) open door, 2) walk through door, 3) ready bolt pistol, and 4) steady pistol on window frame. The character then throws five dice (his Speed rating), and gets to do as many actions as he rolls 2+. The dice come up 1, 2, 4, 1, 6, so the character runs out of time and may not steady the pistol.

Those of you familiar with 40K might be wondering why Inquisitors, those defenders of the Imperium from the taint of Chaos, would fight each other. Apparently, the Inquisition is split into many political and ideological factions behind closed doors. One faction might not shrink from using the magicks and artifacts of Chaos against Chaos itself; another might view this as a tainted, slippery slope leading to damnation. These and other factions are endlessly at each other's throats in the shadowy world of Inquisitor.

Inquisitor is not a kids' game. Not only are the rules detailed and complex (not a hindrance to most younger wargamers), but the art work and flavor text in the rule book contain significant amounts of mature content. Remember, these guys routinely virus bomb whole planetary populations out of existence. They are *NOT* nice. The 54mm pewter miniatures also promise to be difficult to prep and assemble. It is possible that Inquisitor demonstrations at Games Workshop stores will exclude gamers under 17.

If you want to know more about Inquisitor, surf over to <http://www.exterminatus.com>, the official Inquisitor web site. Look for ACE Game Club Inquisitor games to begin in May on Monday nights. And remember, no one expects the Inquisition!

Mage Knight Scenario Club, March 11, 2001



Photos by Randy Dilday

