

ACE Game Club Newsletter

Minutes of the Meeting of November 4, 2001

Scot Alsop asked everyone to listen up and opened the meeting. He said he was standing in for Charlie Brown, who was unable to make the meeting.

Frank Duval conducted the calendar review. Regular Sunday games are a weekly Mage Knight tournament, Dragonball Z CCG, Warhammer 40,000, Pokemon

school (not to be confused with Hogwarts) has stopped. Saturday games are Warhammer 40,000, Pokemon League, Third Edition D&D, and Noel More's First Edition D&D. The next Game Club meeting will be December 2.

Frank began a discussion of when or if the Game Club should hold the its next all-nighter. Upcoming three-day weekends include Veteran's Day on November 10 and Thanksgiving. The other weekend will be the ACE 15th Anniversary Sale. Jim Destromp concluded that a weekend in December was as early as an all-nighter could be scheduled. The members voted in favor of scheduling an all-nighter in December. Scot reminded everyone that the attendance sheet from the December Game Club meeting will be used to determine who is eligible to participate. Tracy Johnson said that this is a lousy rule, because many people have to work Sunday, especially those who are active duty. It does not seem appropriate to penalize service men and women who are defending the country. Jim explained that calling in to the store before the meeting and letting the club know about the work conflict will enable a member to participate in the all-nighter without making the club meeting. Scot asked about the possibility of moving the monthly meetings to Saturday, but this idea was vetoed.



Atomic Comics Emporium

15th Anniversary Sale

ACE III - Denbigh

December 8-9

Games Workshop products 15% off* All games and gaming gear 20% off*
Massive special discounts up to 50% off

Special prize drawings! Don't miss our biggest sale in fifteen years!



Jim and Masako Destromp celebrate Atomic Comics Emporium's fifteenth anniversary with a cake and a big sale on November 17 and 18.

Jim reminded everyone that Game Club policies are intended to promote participation. They are not intended to penalize anyone. The members vote these policies into being; they can only be changed by a vote, and cannot be ignored by the officers when they are inconvenient. If someone cannot make a club meeting for a legitimate, reasonable reason, they can call the store ahead of the meeting. But remember, these are your rules that you voted on, and you have to live with them. Similarly, Jim said that he should not have to be throwing out non-members from the Game Room nor should he have to be checking whether players in scheduled games have guest passes. You as members voted in favor of these policies; you should all proctor them. Yet, during the 40K game on November 4 Jim had to throw out players who did not have \$2 guest passes twice. It is not Jim's job to be the sergeant at arms.

Jim said that the all-nighters used to be a lot of fun, but the recent ones have not gone so well. People are supposed to bring food for 10-12 people to share, yet some members seem to expect to free-load or to donate a picked-over plate of Chinese food. Members are supposed to conduct themselves with restraint and maturity, yet the young members expect to get wired at 4:00am and scream at each other. If members who come to an all-nighter behave as a club, it should not be necessary to block off the store aisles to prevent theft. You are a club; you voted on your rules; you abide by them and live with your decisions. We have a strong club now with strong participation. Charlie may be able to get game publishers to send us evaluation or pre-release materials because we are a strong, large club.

Jim reminded the members that they must wear their Game Club shirt to get their club member discount at the register. The club purchased the shirts and all

Mage Knight Tournaments in December

MK Head to Head Tournament
200 Pt Army
2 Dec noon
Trophy for 1st place
Sanctioned

MK Head to Head Tournament
200 Pt Army
9 Dec noon
Trophy for 1st place
Sanctioned

MK Campaign Tournament
500 Pt Army
Swiss Scoring with single elimination final rounds
16 Dec noon
Trophy for 1st place
Sanctioned

MK Team Tournament
300 Pt Army (150 pts per each team member)
Cannot have the same unique in each team member's army
23 Dec noon
Trophy for 1st place
Sanctioned

League, Anton's Third Edition D&D. The afternoon Hackmaster campaign has stopped. The regular Monday game is Mage Knight. Tuesday is Jim D's Hackmaster campaign. Wednesday is Dave Saunders' Third Edition D&D campaign. Thursday is Rich's Third Edition D&D campaign. Fridays games are Ken's Mage and Jim Thorpe's First Edition D&D campaign. Charlie's Magic

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shirt purchase money goes directly to reimburse the club treasury. It is your club and your shirts. Support your club.

Jim said that the club still plans to attend the Lord of the Rings movie when it opens on December 19. The Riverdale theatre has just filed chapter 11, so we are not sure what kind of a deal we can get. We need a minimum of 30 people pre-paid to do this show. We currently have seven. The attendance list needs to be finalized ahead of time, so no one is stuck going down to the theatre multiple times to get extra tickets, or is left holding unused ones. The last chance to pay for this will be the December 2 club meeting. The members voted unanimously that the \$2 tickets will be limited to members only.

Jim put the 40K players on notice that there will be large Mage Knight tournaments on November 10 and 11. There may not be enough table space to play the scheduled 40K games on these days. As this event has gone from being a Whirlwind pre-release to a post-release, participation may not be as high as for Lancers. Jim added that Dave Peterson really knocked himself out on this month's issue of the newsletter. He deserves a hand.

Jim conducted the locker review. There are currently lockers open.

In Noel More's absence, Jim gave the treasurer's report. The club currently has a lot of money. We haven't spent any recently. Anton requested a BattleMat for use in role-playing games at the Denbigh store. The members voted in favor of spending \$35 on a mat for the Denbigh store. Also note that the Denbigh store's 15th anniversary sale will be in December on a date yet to be determined.

ACE III in Denbigh does not have a closed-off game room. Jim described a nasty scene that occurred there recently where a woman and her son stormed out of the store because of the foul language being used at the game tables. Jim said that if gaming in Denbigh starts costing him business or creating a theft problem, it will be gone. Also, the lease is up in Denbigh and the store may relocate.

Jim said that Peter Bonanni did a lot of work putting together a structure for a 40K campaign. The 40K campaign that he organized did not hold together, but the rules and organization work he did were great. Look for a revision and a fresh start soon.



Mage Knight Whirlwind action during the November 11 Tournament.

Scot proposed that the next all-nighter be held on Saturday December 8, subject to approval. According to club polices you will need to be on the December 2 club meeting attendance roster to participate. You will also need to be signed up for a specific, scheduled event and signed up to bring food. The choice between December 8 and December 29 was voted on; December 8 got 14 votes and December 29 got 19 votes. The proposed dates will be forwarded for approval, and Jim said that the big boss said okay. But, if you are not on the appropriate lists, don't show up.

Scot brought the problem of theft at the last all-nighter to the group's attention. The December all-nighter, you can be sure, will be the last one if there is any thieving.

Jim suggested that most Game Club tournaments should have a minimal participation fee and that the club should contribute additional funds for prize support. Club funds can also be used for materials, equipment, and league prizes if these expenses are approved by a vote at a club meeting. It would be great to see a role-playing tournament. Jim added that his Hackmaster campaign has not lost any characters in two weeks.

Frank pointed out that the Club Meeting is the time and place to schedule tournaments. Leo suggested that Mage Knight, Warhammer Fantasy, and 40K tournaments could have a gift certificate as a prize. Traditionally the club treasury gets 30% of a tournament's admission fee and the rest goes to prize

support. Jim said that he wished someone had reminded him that it was his 31st anniversary.

Dougie said that his Monday Mage Knight has stopped due to having too many no-shows.

Scot asked the members to police themselves in the matter of language. He also asked if someone would clear up or finish Mike Keyes' unfinished 40K buildings.

Dave Peterson conducted the attendance drawing. In order to qualify you must be present and have been present at the previous meeting. Darrell Parness won the \$10 gift certificate. Enio reported that he bought a Mage Knight booster with his gift certificate last month. Damian agreed to do the phone calling before next month's meeting.

Not seeing any further business, comments, questions, or concerns, Scot adjourned the meeting, saying "Let's Game!" Enio began setting up for the weekly Mage Knight tournament. The regular Sunday 40K game and Anton's Third Edition D&D also got under way.

ACE Game Club Movie Night presents...

The Fellowship of the Rings

Opening night on December 19 at 9:00pm

Special members' ticket price \$2.00. Last chance to purchase tickets at the December 2 Game Club meeting! Don't miss out!

ACE Whirlwind Pre-Release Tournament Results, by Randy Dilday

Results for Saturday, November 10

First Place, Damian Dessup, 1142 points

Army: Mountain King, Red Dwarven Fuser, Yellow Battle Queen (186 points)

Second Place, Hunter Hansen, 1043 points

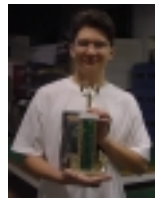
Army: Mountain King, Blue Wild Mountain Troll, Yellow Wild Mountain Troll, Blue Shelled One

Third Place, Marcia Mickle, 718 points

Army: Half Troll Behemoth, Surok Apprentice, Lizard Bladesman, Blue Fairy

Fellowship Award, Steven Goddard

Results for Sunday, November 11



First Place, Richard McCanahan, 1719 points

Army: Yellow Galashi Ram Charger, 2 Red Incendiary Golems, Yellow Incendiary Golem, Yellow Immortal Fanatic, Blue Rancid Bloodsucker (199 points)

Second Place, Robbie Boggs, 1802 points

Army: Red Dwarven Ram, Red Unicorn Tracker, Blue Kight Witch, Red Tormented Soul, Yellow Man Catcher (192 points)



Third Place, Enio Lopez, 1402 points

Army: Blue Sislith Tracker, Yellow Immortal Fanatic, Blue Galashi Cavalry, Red Galashi Cavalry, Red Amazon Man Catcher

Fellowship Award, Stephen Goddard (three players tied for the Fellowship Award, and Stephen won the roll-off)

