

ACE Game Club Newsletter

Minutes of the Meeting of February 3, 2002

Jim Thorpe pounded on the table to start the meeting; he said he would be running the meeting in lieu of Charlie, who had to work. Jimbo admitted that Jim volunteered him to run the meeting.

Jim Destromp conducted the locker review. Lockers are \$1 per month, payable only during the monthly club meeting. All proceeds go to the game club treasury. If you don't make the meeting to pay up, out goes your stuff (but it will be kept safely for you). Jim prefers that you hire a locker instead of asking him or Masako to watch your stuff. Those present to pay were Doug, Walt, Jimbo, Randy, Noe, Noel, and Jerry. Those not present to pay were Peter and Rich. Lockers 85 and 88 are available.

Jim said that he will be looking over the membership roster carefully this week for expirations. Remember: if you pay on time your membership renewal is \$10 per year; if you let it expire it will cost \$15. It is your responsibility, and don't go looking for any exceptions. There have been people whining about having another all-nighter, but the whiners have not shown up at this meeting. In the past people have voted for things, like all-nighters, and then not shown up; others don't turn up at meetings but come out of the woodwork for all-nighters. There are over 120 members in this club. Bring your friends to the meetings so we can run events that are actually supported by the majority of the club instead of 15 or so. We need to leave squabbles over past all-nighters behind and plan some cool events. People keep coming to the club for what we offer, which is gaming. The Warhammer 40,000 league is going well. Blood Bowl and several RPG's are currently active. The new HackMaster module and the new Hack card game just came in from Kenzer. Jim said he would like the club to vote on buying a complete set of the Hack card game.



Last month the club agreed to vote on obtaining a complete Mage Knight Castle from the treasury.

Jim reported that there was not a treasurer's report this month. We have reason to worry about expiration levels when we get around to checking the list.

Jim suggested that the regular Sunday Mage Knight tournaments should be giving some support to the club. He proposed that the club vote to have a \$1.00 entry fee for non-buying (i.e. constructed) Mage Knight tournaments. We have been running Magic tournaments on Saturdays for \$5.00. A third of the entry fees goes to the club; the rest pays for the prize.

Dave Peterson conducted the calendar review. Mondays are currently available. Tuesdays there may be a Hack CCG league. Wednesdays are Dave Saunders' Third Edition D&D (players wanted). Thursdays are Rich's Third Edition D&D campaign (closed). Fridays Scott Alsop is running HackMaster at ACE III in Denbigh. Jimbo is the Friday night DM in Hampton from 8:00 to 12:00 and Randy is running Mage Knight from 6:00 to 9:00. Saturdays are Andy's Warhammer 40,000 league 12:00-6:00, Pokemon League 3:00-5:00, 40K open gaming, Jim's Magic CCG 6:00-9:00, and Third Edition D&D in Denbigh.

There is currently no Saturday night RPG group meeting in Hampton. Sundays are Pokemon League 1:00-3:00, Enio's Mage Knight tournament, 40K open gaming, Steve Mance's Blood Bowl 1:00-3:00, Walt's Third Edition D&D 3:00-6:00, and Doug's Dragonball Z 3:30-5:30.

Tom Auler ran a Decipher Lord of the Rings CCG demo on March 2. He said that he plans to start running regular LOTR in March on Saturdays or Sundays if he can get a slot. Following some discussion, Saturday March 9 from 6:00 to 9:00 was selected to start regular LOTR gaming. Tom said he wants to run a LOTR league, and has promo, preview, and alternate art cards from Decipher for prize support. It was suggested that a sealed deck tournament be run as one of the first events.

Jon-Michael Apers said that he is a new member and is interested in running an all-nighter. He suggested changing to a new system, using tickets, to keep track of how many people will attend. He said he is willing to be Sergeant at Arms if necessary. It was asked who will sell the tickets, collect the money, check on the food, and who will monitor things all night long to preserve the integrity of the business, so that Jim and Masako are not stuck with the work or the cleanup. Jon-Michael suggested that a duty roster, sincerely executed, will take care of these chores. Jim said he would expect people to vote for such a system, but not show up to support it. And people who were not around to vote would cause dissent with their whining. Jim said that between the complacency and dissent, it does not appear that there is enough support to run an all-nighter—yet. Jon-Michael volunteered to be the bouncer, though he felt that tickets would enable a valid head count to be conducted and reduce the need for a bouncer.

Enio added that 90% of all the Mage Knight players would like to do an all-nighter. He asked if a large contingent of Mage Knight players would be allowed to run their own all-nighter, taking care of all food and watching the kids. Steve Mance suggested that if the kids want to do an all-nighter, frankly, they should do it at home. Jon-Michael suggested a hotel hospitality suite as a possible venue. Jimbo pointed out that this would entail substantial money and carrying a lot of terrain, and that hotels like you to buy their expensive food on-site, not bring your own. Bob Watts suggested that it would be far simpler to game only until 2:00 (*his troops usually charge themselves after that anyway*), mix the food, and get rid of the kids with an age limit. It's simpler to get rid of the duty roster and eliminate the food to get rid of the 10:00am cleanup. Otherwise Masako cleans from 7:00 to 10:00 just to get the store in shape to open the next day. Jon-Michael said he was convinced that given the list of problems, he could work out a viable system. Dave promised to e-mail him old newsletters with discussions of the issue. Jim pointed out that the main problem is that 24 people attend the meeting and 40 people show up at the all-nighter, having various attitudes when they get there, bail out before cleanup time, and complain bitterly afterward. In any case, whatever we do cannot ignore rules that have been set by the club at past meetings.

Dave Peterson reported that a good time was had by all at Marscon last month. Enio Lopez and Randy Dilday both ran very successful Mage Knight demo and tournament events. You can find the Marscon photo album in the February newsletter.

Dave Peterson conducted the monthly door prize drawing. You must be present to win, and the drawing is based on the previous month's attendance roster. In other words, you must be present at two consecutive meetings to qualify. Zane Cummings won the drawing, and doubled his money to \$20 because he had his game club T-shirt on.

Jim Thorpe said that there are a number of new movies opening in May and asked if the members would like to organize one or more movie nights. Some candidates include Star Wars Episode Two, Spiderman, and Blade. No rated R movies are possible because the outing is supported by both over and under-eighteen membership fees. The members voted 22 in favor of Star Wars, 13 in favor of Spiderman. We will start collecting the \$2 for members ticket price at the April game club meeting. We average 50 people at our movie nights.

Jim reported that the new BattleTech mechs from Wizkids are out. BattleTech is alive and well again. Wizkids plans to release 4-6 mechs per month and keep them in production for about 60 days. They also have the Marvel/DC Hero Clix game in the works. It will be a super hero-Mage Knight game.

ACE Game Club Newsletter - March 2002

Jim Thorpe called for a vote on the \$1 charge for non-sealed deck Mage Knight tournaments. The members voted 18 in favor. Jim Destromp added that he is considering running a fee tournament with the dome on the front counter as the prize. Randy suggested that he would like to run a fee tournament with \$80-90 limited Rebellion figures as the prize, as he has three extras needing good homes. It was agreed that something would be run in March or April after the details were worked out. Jim said he also has a large BattleFleet Gothic Chaos cruiser that could be used as a prize in a BattleFleet Gothic tournament.

Jimbo called for a vote on spending treasury money to buy six Hack decks at \$12 each to check the game out. Only 6 members voted in favor, so this project failed in the face of general apathy.



This is a pre-release promotional photo from the Wizkids web site of the forthcoming MechWarrior: Dark Age game. My PPC does three clicks to your Battlemaster, uh, I mean AgriMech!

Steve said that his Blood Bowl game will start at 1:00pm instead of 3:00pm due to changes in his schedule. Six games will be played, with today being the season opener. The opening week of the league will run for two weeks in order to let everyone get on board. There will normally be one week to play each week of the league. The playoffs will be March 24 through April 7 and the Blood Bowl will be April 14. There will be a \$3 entry fee with the club providing matching funds. Finally, there will be a meeting on April 21 to elect a new Commissioner for the next season. Steve added that he can do trophies in the metal shop at work. Interested players please see Steve after the meeting.

Seeing no further business, Jimbo said he guessed we could call the meeting adjourned. Enio started signing in players for the Sunday afternoon Mage Knight tournament.



Join the Fellowship: The Lord of the Rings CCG League Starts in March, by Thomas Auler

Starting in March, ACE will be the site for LOTR on Saturdays. Come in and learn how to play the hottest new card game based on the Peter Jackson film! I will hold a demo on March 9 from 6:00 to 9:00 but will be happy to play games with you guys that night. And if you are now comfortable with the game rules, you can help me teach new players the game as well.

Help me with the demo on March 9 and you will get a head start on earning the Fireworks league promo card. You can do this by bringing friends in that do not play LOTR, running demos yourself on that night, and helping advertise by word of mouth or by leaving flyers at nearby bookstores or stores that carry the LOTR CCG.

March 16 I want to hold my first ACE LOTR Tournament. It will be Sealed Deck to get cards into the hands of all the new players. This format is a starter and three boosters, so it is pricey, but I will see what cost breaks I can get from Jim and let you know. Demo starting at 3:00pm followed by a Tournament at 4:00pm. I am considering a Sealed Deck tournament as new players will not have enough cards to be competitive yet. This can be Mines of Moria Starters with either three Fellowship or Moria Boosters or a mix (two FOTR and one Moria). Cost for something like this would be about \$20 minus your game club member discount if you wear your T-shirt.

March 23 will probably be a regular play night. We will start at 6:00pm and end promptly at 9:00pm. We may do League Night if there is interest in it.

Now the real fun begins! On March 30, a Constructed Deck Swiss format tournament will be held at ACE. Admission cost is \$6 to play but you play all the rounds in the tournament and everyone will walk away with 2 packs if you stay for all the rounds. There will be Wards prizes: first and second place winners and a random participant will get foils from Decipher, all participants that stay to the final round will receive two booster packs (hence the admission cost).



LOTR tournaments are like Mage Knight. You have a first and second place winner and then one participant winner. I will use a sportsmanship determiner for the third award. These tournaments are sanctioned if eight or more players participate and sanctioned tournaments get foil card awards from Decipher. A random rare foil for first place, a random uncommon foil for second, and a random common foil for the participant.

I also would like to try some multi-player games. This is the first Decipher game with multi-player rules and formats. We can try to do this at ACE on March 23 since I have no other plans then.

Let me know if you want to do a league. If you do, I will run one at ACE. It will be on Saturdays as well, run at the time these other events are occurring, although tournaments will replace league activities on the March 16 and 30.

I just wanted to let everyone know that the League Kit has finally arrived. I cannot wait to get started with League nights! However I am leaving town the rest of the month and will not be back until March. This actually works out well since the instructions to the league suggest starting a league at the beginning of a month.

I will actually be running three leagues, and you are welcome to attend any session at any location since all of them fall under my jurisdiction. I plan on running one at Atomic Comics Emporium in Hampton on Saturdays, after Pokemon and Dragonball Z have finished. I believe this gives us 6:00pm to closing. I know I will see most of you there! If you want to get in touch, please e-mail me at tauler@hotmail.com.



Mage Knight Conquest will feature not only large scale rules and the castle, but groovy artillery pieces like this cannon. And that cliff looming behind you is the new Hill Giant...