

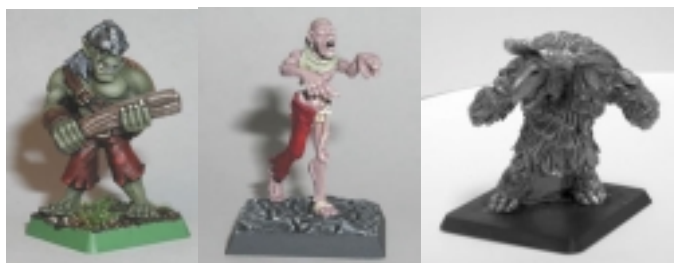
ACE Game Club Newsletter

Minutes of the Meeting of March 3, 2002

Jim Thorpe opened the meeting at the request of absent President Charlie Brown. Andy Weber reported on the finale of the Warhammer 40,000 league. Zane Cummings won first place, Mike deGraff won second, and Jim Thorpe took third place. Andy Weber came in fourth. Luke Harpole stumbled into the meeting late and was awarded a gift certificate for being most improved by his fellow 40K league players. All participants got a free tape measure. Thus ends the 40K league. Mike Keyes, another league participant, was not able to make the club meeting because his wife is having emergency surgery. The club voted in favor of funding a basket to send to Mike's wife, and Jim agreed to get it delivered on Monday.

Jim Destromp conducted the locker review. Jimbo, Walt, Rich, Randy, and Tony were present to pay. Charlie, Peter, Noel, and Noe were not present to pay. Lockers are available for \$1 per month.

Jim asked for suggestions for the next ACE game club movie night. Blade will be out in two weeks, but it is R rated. Spiderman will be out next month. Jim agreed to request a list of releases from the theatre. These will be discussed at the April club meeting.



New official HackMaster miniatures are on the way from Kenzer & Company: the Simian Ork, Blind Wretched Pursuer, and Great Horned Owlbear.

Tom Auler described his plans for the Lord of the Rings CCG league at ACE. He received the league kit from Decipher. There will be a \$2 fee for the league to off-set costs. The first event will be a sealed deck tournament, and cards will cost \$20 per player. There will be special foil cards for tournament prizes. The Moria series will be released this month, and there will be foils from it for the tournament as well.

Frank Duval conducted the calendar review. Sundays are the Pokemon League, Mage Knight (Dungeons then a Marquee Unlimited tournament), Blood Bowl (needs players), Walt's Third Edition D&D, and Dragonball Z CCG. Mondays are open. Tuesdays are HackMaster (2 players needed). Wednesdays are Dave Saunders' Third Edition D&D (needs players). Thursdays are Rich's Third Edition D&D. Fridays are Scot Alsop's HackMaster in Denbigh, Mage Knight, and Noel More's First Edition D&D. Saturdays are Sid's Magic CCG tournaments 12:00-3:00pm, Tom Auler's Lord of the Rings CCG, Warhammer 40,000 open gaming, Pokemon League, and Third Edition D&D in Denbigh. The next game club meeting will be April 7.

Sid went into detail on his Magic the Gathering CCG tournaments. Play will start at noon and conclude at 3:00pm. These events will be Type I format with a \$2.00 entry fee. The club agreed to provide matching money for gift certificates. The members also voted to spend up to \$200 from the treasury on Mage Knight castle components as they are released in April or May.

Frank Duval showed the members some of the decks from Kenzer & Company's new Hack CCG. Frank said that Hack is the most fun game he has played in a long time. He suggested that some weeks the Tuesday HackMaster group might play Hack instead. Dave Peterson and Jim suggested that a Hack tournament might be entertaining. It would be easy to administer a tournament for about 15 people and score by pairs. The rules are simple, and the game is pretty easy. Frank said that people will enjoy messing with each other when they play-- he does. There are five different decks for Hack (no boosters). The five decks represent the GameMaster and the four players from Knights of the Dinner Table

as they play their favorite characters in HackMaster during the adventure of the tomb of Vectra. So you are playing the comic characters who are playing their HackMaster characters... see, its messing with your mind already, isn't it? True to HackMaster, the Game Master is one of the characters in Hack, and his objective is to kill all the characters as many times as possible. Jim described HackMaster as an extreme D&D game where the players are up against the DM. In the Hack CCG, there are three ways to end the game: the GM kills everyone, a player gets to the exit, or a player gets the Hand of Vectra to the Inner Chamber of Vectra. [We played Hack after the club meeting with all five decks and had a blast! -Ed.]

Jim reported that Simon wants to run the Vampire CCG. Players would need to be 18 and over. That's because of the fights afterward. We don't want anyone attacking minors. Last time Vampire was played there were major vendettas and pay backs. The game was a blast, but the emotions ran hot. Players have been hounding Jim to run it again. Nose rings, black leather, and studs on the forehead are prerequisites. It is a really fun game, but people tend to get upset like real vampires.

Randy Dilday described the new Mage Knight league kit. He asked the club to approve \$25 from the treasury to pay for it. This would make league play available to club members only. The members voted in favor of spending club money on the league kit.

Jim asked everyone to take a look at his or her membership cards. It costs \$15 to renew if you let your membership run out. And we will not miss embarrassing you at the club meeting.

Since the club was apparently feeling generous, Steve Mance asked for funding for a Blood Bowl 4th Edition boxed set to support his Blood Bowl games. The members voted in favor. Luke and Andy were opposed.

Dave Peterson conducted the meeting attendance 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. Jerry Stedman won the \$10 gift certificate. He was not wearing a club T-shirt, so his money was not doubled.

Jim Thorpe said "if there's nothing else, I guess we're adjourned. Players started organizing table space for Mage Knight, Blood Bowl, and Hack.



Mage Knight News, by Randy Dilday

First off Mage Knight Sinister hits the stores on April 12th. Next is Mage Knight Castles is due out on April 26. On May 1st Hero Clix is due in stores.

Here at ACE we have two tournaments this month. Mage Knight Bash on April 21 run by myself, where the winner will get their choice of one of three Rebellion Limited Edition figures. Entry fee is \$10. Then on April 28th we have Sinister Booster Draft run by Enio Lopez.

WizKids has updated their points systems and now it is easier to get items with the game club's points. We now have one of each of the Mage Knight tanks to give away in our upcoming Conquest tournaments. We also have 27 various boosters of Mage Knight products and one Dungeon Builders kit to give away at future tournaments.

I requested information on becoming a play tester for WizKids. I'll let you know what they say when I get a reply back.

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Warhammer 40,000 League Report, by Andy Weber

Okay, here are the results from the 40K league.

Zane Cummings	1ST place	\$25 gift certificate
Mike deGraff	2ND place	\$15 gift certificate
Jimbo Thorpe	3RD Place	\$10 gift certificate
Luke Harpole	Most Improved Player	\$6.66 gift certificate

The final play-offs ended too late to make the newsletter last month. Here's the recap.

In round one all three winning commanders ran through their opponents like a warm knife through butter. They said it felt like a speed bump going into the second round.

Zane, Jimbo, and Mike advanced to the next round. Zane had the most points during the league, so he enjoyed a restful second round with a buy.

Mike and Jimbo played a grueling game down to the wire: one die roll either way and the outcome would have changed. But fate wasn't with Jim and so fell to the green horde of Orks.

In the final game Zane's Marines ate Green Orkie flesh and revenged Jim's loss in the last round to the green skins.

All in all this was a great success. Fun was had by all and NOT much complaining by the players. I had fun I hope to do this again soon. Just NOT next week. HEHEHEH!!!

Lord of the Rings Tournament Report, by Tom Auler

March 30th's Constructed Swiss Tournament was a success! Not only did we get the needed 8 players to have a sanctioned tournament, but we had nine players initially. (We had 6 players at the March 16 Sealed Deck event, two short from being sanctioned.) The cost was \$6 that went towards boosters that will be awarded to all players at the end of the tournament. This was my first "real" tournament and I came away with some lessons learned so that I hope my next one on April 27th at 4 pm at ACE will be even bigger and better! Also my two little ones were better behaved last time around and not the unruly nuisances that they were the previous week; sorry about that to all! My plan is to minimize their presence at future events.



All scores were posted Sunday night on the Decipher web site. Just go to www.decipher.com and navigate to the tournaments page to see your scores. Rank points will be posted in two weeks and prizes should arrive for the winners a week later, so if you do not see these foils in three weeks, get a hold of me.

I need to add some new players to our list from the tournament. I also welcome our new league members! I found my stamp and will stamp all books on Saturday night. Jess and Warren, I will get you covered then as well. Sorry about leaving early, but my kids were restless and we had to get home to get Easter stuff done. Hope everyone had a good Easter!

The next tournament will be April 27th starting at 4 pm at Atomic Comics.

I recently read through the Mines of Moria rulebook. (I know, I should have done this sooner). Just to make sure I was current on some of the trickier aspects of the game since it had been a while since I had last read the rules. For the most part, our game play at the league nights has been just fine, but then I read through the pertinent sections on Multi-player games and realized that we have been missing something.

We have been making errors in our multi-player games due to my failure not to become current on the rules governing this type of play. I had been trying to play in this format for months and it has only been in March that I have been exposed to it. The thing we have been doing wrong is that we have been playing Shadow player turns clockwise. The actual order of turns requires the playing of Shadow phases to the counter-clockwise direction. The Shadow Player to the right of the Free Peoples player acts first.

Actually it is pretty clear why the game flows this way: the player to the left will get to play a turn on the next turn while the player to the right might not get to play anything until his or her turn as Free Peoples player. This creates "dead time" and a "dead hand" for that player as he or she waits for his or her turn to play. Shadow Phases thus are played counter-clockwise so that all players get a chance to cycle through their cards and deck as play progresses around the table.

Any Vampire/Jyhad card players can think of this as the predator getting to play Shadow actions on you before your prey does!

That has been OUR big mistake. My fault for not catching it sooner. Also, just to clear up another misconception, the move limit is not determined by the number of players but instead by the number of opponents, except in two player games the move limit is two as well. In other words, the move limit is two in two-three player games and is increased by one for each additional player so that it is three in a four-player game.

Recently I played a weapons deck that took advantage of Jarnsmid, Merchant From Dale. A question that came up was whether transferring and playing cards were the same thing. I decided after some thought that they were not, so when I transferred possessions from Aragorn to Boromir, I had to pay their full cost as Jarnsmid's text applied only to playing the armor, helm, shield, or hand weapon and not to any transfers. Decipher has acknowledged that this is correct and that transfers do not benefit from any discounts that depend on playing the card. So yes Chris you did get those two extra twilight that I conceded to you!



Two more new figures for HackMaster: the Lewd Beholder and Simian Ork.



Coming soon: the new Game Master's Screen for HackMaster. It features unique flip-over panels that change the scene of heroic valor on the players' side of the screen to the hero getting the business-end of a spear. Your players will get the message that everything is about to hit the fan and they had better kiss their sorry butts goodbye!