

# ACE Game Club Newsletter

## Minutes of the Meeting of May 5, 2002

Noel More called for the members attention and said, "Let's get this thing going." He asked for any outstanding business from the previous meeting.

Jim Destromp reported that all of three people asked for tickets to the club's Spiderman movie night. Due to this great level of response, Jim asked that the club nominate someone else to handle the next movie night. We have to have enough people signed up and paid to negotiate with the theatre. Jim agreed to go get the tickets next time around, but insisted that someone else will have to collect the money.

Noel offered congratulations to all those who contributed to the newsletter.

He reminded the members that anyone who lets their membership expire will have to pay the \$15 new membership fee instead of the \$10 renewal fee. Ron has the list but needs updates from during his deployment.



It's baaaaak! Mechwarrior Dark Age will feature this modified Mining Mech.

Jim conducted the locker review. Those present to pay were Walt, Jim Thorpe, Tony, Rich. Eric, Peter, and Charlie Brown were cleared out of their lockers for non-payment. Tony passed his traps roll and got the experience points for opening the lockers. Plenty of lockers are currently available at \$1 per month payable during the club meetings.

Jim said that the Game Club purchased the new Mage Knight castle. You will pay for it if you check it out and a piece goes missing. Do not check out the castle if you cannot handle this, or if you do not plan to stay until the conclusion of the game and turn it back in yourself. You are still responsible for the well-being of the castle even if you leave early.

Jim informed the members that BattleTech is back out again. It is now time to get some tournaments started again. Jim got a show of ten hands of players for a really devious tournament. A nominal fee of \$3 will be charged. The consensus was to schedule the BattleTech tournament for May 19 at 1:00pm. Enio will post a flyer at CHQ. Jim said he was glad to have BattleTech going again. The winner will receive a gift certificate based on the number of entry fees received.

Jim said that the club needs to find someone to be responsible for sign-ups and payments for Star Wars Episode II if there is to be a club movie night. There were no takers.

Jim reminded everyone that there will be a full-blown demo of Chronopia and Warzone with an outrider after the meeting. Figures will be provided.

Enio announced that the Marquee Tournament for Hero Clix will be June 1. Jim offered the club's Adeptus Titanicus buildings for the event.

Jim said that Tuesday nights are currently HackMaster. Warren needs some assistance. There are two characters with memory loss. The game runs 6:00-9:00.

Noel gave the Treasurer's report. A case of photocopy paper is needed.

Jim asked that no one present take it personally, but he is overriding the club's \$2 guest pass policy with the store's policy. No more guest passes will be issued. The problem is that this exposes the club and its equipment to people who have no loyalty during regular games, events, and all-nighters. Guests will still be welcome for tournaments, demos, and movies. Jim said he is tired of having to roust people who are not members because the regular players and game masters do not have the guts to do it. You should care when someone is gaming who did not pay for what you paid for. The policy is now no guests.

Jim said that BattleFleet Gothic is coming back out in September. The newer ships will be incorporated into the re-release material. The Necrons are now out for 40K. And the GW rep finally admitted to Jim on the phone that Space Hulk was discontinued because it contained cheap plastic versions of genestealers and terminators.

David Hanson introduced himself as a 40K player with Tau and Eldar armies looking for someone to beat him. Jimbo answered his challenge for a 2,000 point match. Harvey Brown also introduced himself as a 40K player. He declined to issue a challenge but admitted to playing Necrons and Space Marines. Mike Kehs agreed to run a league with Luke's help.

Jim asked if anyone wanted to play Warhammer Fantasy. His rats are getting restless. There were no takers. Jim opened the floor for a discussion of the possibility of having an all-nighter on May 25. He reiterated that no guests will be allowed. Jim insisted that attention be paid to cleaning up and that those cleaning up not bail at 2:00am. Thirteen hands went up for 40K, Mage Knight, or Hero Clix. The consensus was to have no food at this event to avoid clean-up problems.

Rick said that he was changing to the WOC Star Wars CCG because he had finally got them all.

Jim had Ray review the entire membership roster. Numerous members were or soon will be expired.



M1 Marksman Tank packs some serious firepower in Mechwarrior Dark Age.

Dave Peterson conducted the attendance drawing. Justin James won a gift certificate for \$10. He was not wearing his club shirt.

Noel More adjourned the meeting. The members began setting up the tables for Warzone, Randy's Hero Clix demo, and Walt's D&D campaign.

## Lord of the Rings CCG Tournament, by Thomas Auler

We will be running a tournament May 25 at 5 pm sharp. I posted 430 on the website, but we will wait until 5 to get started. Show up early so that I can spend those 30 minutes getting scorecards filled out and take care of collecting the \$6 entry fee that goes towards PRIZES for all participants. I want to start playing by Decipher's Code of Conduct rulings as well, which I will review at the start of the tournament. After that the league will run 4 more weeks before it will shut down for a while. I will be going to Ohio on the weekend of June 29th to be on hand for Origins 2002 the following weekend. Also I will not return until August! By that time, everyone will have their hands full of Elf-Lord cards, and the leagues will be officially ended. We can continue to have play nights throughout the rest of the year until the next league season. It should be a better season next year as lessons learned will make things even more fun and exciting. In the interim we can hold more tournaments and try new play formats!

# ACE Game Club Newsletter - June 2002

## Mage Knight Happenings, by Randy Dilday

Here is the scoop on upcoming events and products for Mage Knight. WizKids has two products nominated for Origins awards this year. The Great Fire Dragon for Best Sci-Fi or Fantasy Miniature and the Fist of Tezla for Best Vehicular Miniature.

Wizkids will release Mage Knight Dungeons Heroic Quests: Magestone in September. Here is more from the press release:

Heroic Quests add new depths to Mage Knight Dungeons, allowing you to explore new settings using the MK Dungeons rules. This set include a complete Heroic Team, the Sun-Hunters. Delve the depths of the Magestone Mines of Scythria with Nazul Leptra the fighter, Autumn the Crystal Sprite cleric, Chromazar the mage, and Sham-rin the Amazon thief. The double-sided map of the mines is designed to work with the scenarios included. In addition to the four Heroes, the set includes Corpheus, an ultra-powerful Mage Spawn, eight wandering monster tokens, and the Adventure book. The book contains four scenarios for the mines, solo-play rules, fiction, bios, and play tips for the Heroes.

Wizkids will release Mage Knight Dungeons Heroic Quests: The Citadel in September. Here are some details as released by Wizkids:

This set include a complete Heroic Team, the Black Blades. Explore the mysteries of the Flying Citadel of Callius using Jess Blacklock the fighter, Astrus the cleric, Sunbane the mage, and Erlin Boltripper the thief. The double-sided map of The Citadel is designed to work with the scenarios included. In addition to the four Heroes, the set includes Captain Salidar, an ultra-powerful Mage Spawn, eight wandering monster tokens, and the Adventure book. The book contains four scenarios for The Citadel, solo-play rules, fiction, bios, and play tips for the Heroes.

Next up, here are the details from Wizkids about the new hot Mage Knight monthly league events:

In July WizKids will be launching a new Mage Knight Campaign. This will be a monthly league that features four exciting battle scenarios and exclusive prizes. Every month we'll offer a four-part campaign that allows players to shape part of Mage Knight's history. Players vow their allegiance to one of two competing sides each month (creating armies of their choice), and their battle results will directly affect the Mage Knight story line. Each participant, for the minimal cost of shipping and handling, will receive a great new LE figure that represents the actual Warlord that player decided to fight for and a special enamel pin that represents the player's chosen side in the campaign. There will also be exclusive LE's for the weekly champion and sportsmanship winner!

The invites for the Mage Knight US National Championship have gone out. Damian Jessup and I have received our Invitation to the Mage Knight US National Championship. It will be held July 6, 2002 at the Greater Columbus Convention Center. You have to see the prize list for the winner. Check out the prize list:

- Full set of Rebellion
- Full set of Lancers
- Full set of Whirlwind
- Full set of Dungeons
- Full set of Unlimited
- Full set of Sinister
- Full set of MK Unlimited Painters Edition
- Full set of Lancers LE's
- Full set of Dungeons LE's
- Full set of Sinister LE's (does not include the Four Horsemen)
- Full set of Conquest LE's
- Mounted Elf General
- Raydan Marz and Black Thorn
- Santa Claus Figure
- Atlantis Army Set
- Black Powder Rebel Army Set
- Necropolis Army Set
- Elemental Army Set
- Great Fire Dragon
- Great Fire Dragon Special Award
- Polar Ice Dragon
- Polar Ice Dragon Special Award
- Radiant Light Dragon
- Radiant Light Dragon Special Award
- Venomous Shadow Dragon
- Black Powder Rebel Chariot

- Knights Immortal Chariot
- Atlantis Guild Chariot
- Atlantis Guild Chariot Special Award
- Black Powder Rebel Tank
- Black Powder Rebel Tank Special Award
- Atlantis Guild Tank
- Atlantis Guild Tank Special Award
- Mage Knight Rebellion Carrying Case
- All 3 Dungeons Builder Kits
- Dungeons Accessory Pack #1
- Dungeons Accessory Pack #2
- Dungeon Sample Set
- BattleTech Promo Pack
- Spider-Man promo figure
- Batman promo figure
- Heavy Mech Promo Figure
- Castle Demo Kit
- Collectors Guide 1
- Collectors Guide 2
- Hill Giant LE
- Wizkids Promo Video
- MK Dice brick
- MK bag
- MK Ruler



### The Mage Knight Cannon and Ballista will storm ACE later this summer!

A Mage Knight update would not be complete without information on the new Conquest package. Check out the details from Wizkids:

The Conquest Book Pack includes a 96 page black and white rule book, 4 pieces of Siege equipment (Elemental League Ballista, Black Powder Rebel Mortar, Black Powder Rebel Cannon, and Orc Raider Catapult) and 3 new unique figures. The new unique commanders are ready to lead any Conquest army into battle! They boast new and customized stats to better suit the large army format, as well as custom paint jobs! Nyx is a Sect Nightwitch who wants nothing less than total power! Though she is lacking her sisters' Necromancy ability, use her Limited Invisibility and Shockwave to blow through enemy lines and assassinate the leaders of the opposition.

It should be a great summer for Mage Knight!

## Mechwarrior Dark Age, by Randy Dilday

Later this summer Wizkids will release the newest member of the BattleTech family tree, BattleTech Dark Age. DA will feature the standard combat dial system, adapted to BattleTech. Units will include foot troops, tanks, vehicles, and of course battlemechs. The units for this game will be produced in N-scale, so they will be larger than previous BattleTech miniatures. DA booster packs will sell for \$9.95 and will include a mech, two infantry units, and a double-base-style vehicle or tank. Here is a sample unit description from Wizkids:

The MiningMech Modified is a typical IndustrialMech. Inexpensive to field, it sports a ballistic weapons system and lethal Melee weapons to deliver massive damage in close combat. In MechWarrior: Dark Age, energy weapons only deal a single point of damage to infantry units with a successful hit. The ballistic weapons on the MiningMech Modified allow it to be effectively used against infantry units at range, and add to its utility in any battle force.

## BattleTech "Hunter-Killer" Tournament, by Jim Destromp

This event starts at 1:00pm Sharp on May 26. This will be a 3058 Inner-Sphere Technology game. Two Mechs required, 120 ton maximum (total of 2 Mechs), Mechs must be on bases, Sheet mechs only, no modifications allowed. "3" Gunnery - "4" Piloting, Double Range - Double Movement, Bonus Points for taking out your "prey," Bonus Points for taking out your "hunter." \$3.00 entry fee, prize is gift certificate (based on number of participants).