

ACE Game Club Newsletter

August 1997

Minutes of the July 13th Meeting

The meeting opened with a discussion of the merits of blue polystyrene for building scenery. Michael Menard said that he has seen it up to 3/4" thick in the plumbing department at HQ. Mike Turner said that he has seen it up to 2 1/2" thick at Builder's Square on Pembroke. Mike also said that there is a Styrofoam store in Virginia Beach at Virginia Beach Blvd. and Newtown. Mike also suggested ceiling tiles as a sturdy alternative to styrene. This discussion arose because Michael is working to assemble modular terrain for games at his house.

Michael said that Ramey has offered to make terrain for the club. The club had \$324 in its treasury, and Michael requested approval to spend money on materials for Ramey to use. Up to \$50 for Styrofoam and a hot knife was approved by a show of hands. Michael said he would speak with Shelley about getting the terrain started. Ramey already has put together a Firebase and Bastion for 40K at the Denbigh store.

Michael said that he is looking for old-style Space Marines buildings (Space Marines first or second edition boxed set specifically) for use with BattleTech. He plans to use these for a new BattleTech campaign. Michael recommended the Dirtside II series of buildings as excellent for BattleTech. He also mentioned that Jim Morris has a great set of Epic-scale boards for Space Marines.

Michael said that the last BattleTech tournament was played on map sheets. Eric has a bunch of old map sheets and rules that he asked \$40 for. Michael said that the club only needs map sheets, not books. The club authorized up to \$15 for the purchase of map sheets for BattleTech. Michael also informed the club that it bought pizza for all players in the last BattleTech tournament.

Congratulations to Mike Clancy, who won the last BattleTech tournament. His victory was attributed to a more conservative strategy. Michael Menard spent most of the game walking, cooling off, and shutting down to lose heat after taking two engine hits. Jimbo Thorpe took out three mechs while standing near the exit after having lost a leg early in the game.

Mike Clancy and Mike Turner put up the ceiling fan. Many thanks to them for making a BIG difference in the gaming room!!!

Michael said that no one really auctioned in the last

According to witnesses, Jim Morris said that the Warhammer 40,000 campaign is still alive. The board was updated to turn three several weeks ago. Mike Clancy said that many players have dropped out and that one of the listed players has even sold off his army. As Jim was not present, it was not determined where this campaign stands. James Rosensteel's Necromunda campaign also appeared to have died off in the summer heat.

Michael pointed out that it is extremely hard to keep a campaign alive. He said that Jim and James both deserve a salute for their efforts regardless of where the games stand, as game mastering such events is a long, hard, and thankless job. Michael said that his own BattleTech campaign, a raid on the Truth system in the Chaos March, also suffered the same fate. He said that we all need to encourage people who want to run games, so that more than Magic and BattleTech will be played in the game room. Dave Peterson mentioned

**August Most Valuable
Player Award Winner:**

Mike Clancy

that he is working on something for a 40K or Epic 40,000 campaign in the near future.

Michael said that he is now looking for dedicated players to start a new campaign in the near future. Each session of this campaign will play a scenario based upon sealed mission orders. Each player will have a MechWarrior character and a mech for the duration of the campaign.

The Epic 40,000 game scheduled as the meeting's feature event was canceled because Eric did not have enough time to prepare for it.

Mike Clancy recommended that the club move to a more regular meeting schedule. The club voted to schedule meetings on the first Sunday of the month, holidays excepted, by a show of hands.

Club auction, and that it was not much of a money-

maker for the club. Several people said that they thought periodic swap meets after club meetings were a good idea. The club decided that every third meeting will have a swap meet instead of a featured game, starting in October.

Jimbo and Michael nominated Mike Clancy as the month's MVP award-winner. Mike was voted MVP for winning the last BattleTech tournament, after playing in tournaments for the last four years. Mike's long-time support of both the tournaments and the club make him a real MVP. Mike's win last week was attributed to his having fought his basic instinct to close with and engage his opponents. He played a conservative game, hanging back and preserving his resources for when they were needed at the end of the tournament. Congratulations Mike!

Michael asked for and received approval up to \$15 for a frame for the BattleTech Mech Recognition poster.

Leo requested permission to relocate the bulletin board to the opposite wall of the game room.

Leo and Jimbo agreed to run Warhammer Fantasy as the featured game for the September club meeting. (See either of them if you want to get into regular Warhammer Fantasy games.) The October meeting will feature a game and miniature swap meet (members only!).

Twelve people attended the July 13th meeting.

The next club meeting will be August 3rd at 1:00pm. Walt will run Car Wars as the featured game-- don't miss this one!

BattleReport: July 20th BattleTech Tournament

The July 20th BattleTech Tournament was Jim Destromp's "Let's Make a Deal" scenario. If you weren't there, you missed quite a show. Twelve players in medium IS mechs faced a challenging and deadly obstacle course: a hilly deployment zone leading to a narrow passageway, then up the passageway to five huge rooms. In each room there was a hanger with four doors. Behind one door was the secret plans that the victor would return to his starting point; behind the other doors, it turned out, were hostile mechs.

The scenario was designed with the idea that only a few mechs would be released before the plans were discovered. What actually happened was that the plans were found behind the twentieth door opened. By this time the board was swarming with hostile mechs and only half a dozen players remained in the game.

It was past nine in the evening when Walt opened door number twenty in a Kintaro. At the same time, Dave began a mad dash to intercept the Kintaro in his Phoenix Hawk, and Chris moved to cut off whoever ended up with the plans in his Wolverine. Calvin and

Dennis were still in the game at this point as well. The next turn the Kintaro was savaged by the hoard of hostiles that surrounded it. The following turn Dave grabbed the plans from what was left of the Kintaro and raced for the exit-- and into a firestorm of hostile fire.

Dave had to run the gauntlet in his armless P-Hawk, taking point-blank shots from half a dozen mechs including an Atlas, then jumping over the Atlas's head to escape. Then he took everything Chris, in his waiting Wolverine, could dish out as the two scrambled up the final hallway. Somehow the damage managed to land in the right place. Dave had no armor left and only one or two points of structure in each area of the mech.

On the final turn Chris had one more chance-- and missed with everything. Dave's battered P-Hawk made it to his starting point and did an end zone dance! The tournament ended at a record setting 10:30pm. Congratulations to all participants for a really fun scenario.

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ACE Game Club Events

August

- 2-3 **Summertime Sale**, ACE III 452C Denbigh Blvd. Selected comics up to 50% off, special Magic 1.5 tournament, specials on cards, hot wheels, action figres, miniatures, games, and toys. Big raffle prizes each day!
- 3 ACE Game Club Meeting, 1:00pm at ACE I in Hampton. Featured game: Car Wars.
- 7 Jim D's D&D Campaign, 6:00pm - midnight.
- 10 BattleTech Tournament, 1:00pm at ACE I in Hampton. \$3.00 entry.
- 14 Jim D's D&D Campaign, 6:00pm - midnight.
- 21 Jim D's D&D Campaign, 6:00pm - midnight.
- 24 BattleTech Tournament, 1:00pm at ACE I in Hampton. \$3.00 entry.
- 28 Jim D's D&D Campaign, 6:00pm - midnight.

September

- 7 ACE Game Club Meeting, 1:00pm at ACE I in Hampton. Featured game: Warhammer Fantasy.

Want Ads

Wanted to buy or trade: Genestealer Hybrids for Warhammer 40,000. Call Mike Turner at 497-6265.