

# ACE Game Club Newsletter

## Minutes of the July 5 Meeting

Dave Peterson called the meeting to order in the absence of Mike Clancy. As the first item of business, Jimbo Thorpe said that the Paintball game appears to be dead and therefore can be removed from the agenda.

Thomas Nobles spoke to the group about the Warhammer 40,000 campaign that he, Frankie, and Lee Davis are developing. The campaign's story line is the attempt to take a world. The world in question is peculiarly strategic: the Imperium, the Eldar, the Orks, and all the rest want to take it, but each for a reason of their own. The planet is already occupied by a large Tyranid force, which all the other races are working individually to dislodge. There will be no alliances, as each race is attacking for a different reason. Armies will be submitted in advance in writing, and the campaign is intended to run for 2-3 months. Only the Tyranids will not have a supply problem due to their entrenched defensive position; every other army will have to watch its supply lines. There will be a number of house rules in force to make the campaign balanced. There are special rules for Infiltrators to enable players to gather military intelligence. There will be 10 campaign maps. An enhanced version of the published "rare item" rules will be in force, and no allies of any sort will be permitted. No converted vehicles will be allowed. The rare list will be expanded to include vehicle cards. No Armorcast or other resin vehicles will be allowed. Avatars, Terminators, and Greater Demons will be considered rare. Correct figures for everything on the army list will be required. Players may want to try to wipe out certain individuals or units from an opponent's army; the target army will be allowed to fight on with lesser leadership. Special vehicle squadron rules will be used. Vehicles will not be able to hold an objective on their own. Look for a handout on the campaign rules, Thomas said, as soon as he can get the time to get them in writing.

Walt Kassel reported to the group on the organization of a Blood Bowl campaign. He said that he has enough people now, and will send around a sign up sheet. He is looking for a day to play. Players can continue with the existing teams from playtest games, or start new teams. There will be a problem if more than two players want to field skeleton teams, but otherwise the Blood Bowl season is looking good.

Next Sunday's BattleTech tournament will be Inner Sphere light mechs of any year. As always, there will be a \$3.00 entry fee.

Mike Turner said that he could probably do the repair work on the last gaming table soon. He said that he would contact Stan Finchem and work on a schedule. Mike Clancy said that he would also coordinate on the table project.

Mike Clancy said that Shane is moving next month. He said that Shane deserves the highest praise for always being a great opponent because he always keeps playing well even in the face of a losing battle. Next month's meeting will feature a going-away party for Shane. Mike said that he would work on organizing the occasion. The meeting was

then adjourned. The next game club meeting will be August 2, 1998.

## Are you ready to play 40K in cyberspace?

Well, the concept may not be ready for prime time yet but using Final Liberation, the excellent Epic 40K game from Holistic and SSI, it may be possible to play an entertaining 40K campaign via computer.

It seems to me that two of the downfalls of 40K campaigning are the need to have a very large painted army and the need to meet regularly with a large group of players over a period of several months. Using a computer game as a 40K platform would eliminate the need for miniatures and also eliminate the need to gather players together in Real Space. Instead players would take turns using the game software and transmit turns to each other via Internet.

Below are a few guidelines for using a Final Liberation for play by e-mail campaign gaming. These are merely a few suggestions to get you started. Please e-mail me with further suggestions for this system at [peterston@vigyan.com](mailto:peterston@vigyan.com).

- In order to play Final Liberation via e-mail it is necessary to finish your turn, then start your opponent's turn, and then save the game. This game-save file can be transmitted to your opponent. Alternately, you can use the normal network play option if all players can meet on the net at the same time.
- While your game can use the standard maps, it will have much more flavor with custom maps. Fortunately, Holistic Games has released the map editor for Final Liberation. See [www.warhammer.ssionline.com](http://www.warhammer.ssionline.com) to download it.
- If you use custom maps in your campaign, be sure that everyone has the same version of mpp map file, on their computer.
- Resource, unit, and weapon editor programs are available for Final Liberation on the Internet at <http://www.ica.net/pages/Yoda/index.html>. These programs will help you further customize your campaign. You may need to use these utilities to remove units that are lost as casualties from the available units roster.
- I recommend that you use a tree chart to organize the battles in your campaign. Ideas for tree campaigns and other types of campaigns appeared in an issue of White Dwarf last year.
- If your campaign is on a really grand scale, you may want to introduce space combat. See Games Workshop's Space Fleet (now out of print) for data on 40K space ships and combat. See Full Thrust for playable space combat rules. Conversions of Space Fleet ships to Full Thrust can be found on the Internet. You can also find ideas for space campaigns in TSR's

Star Empires (out of print). I have no idea how you might convert these games to e-mail use, but let me know if you have some good ideas.

- If you are new to Final Liberation, be sure to download the version 1.1 patch from [www.warhammer.ssionline.com](http://www.warhammer.ssionline.com). The game does not work consistently without it.

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### ACE Game Club Events

#### August

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| <p>1-2 <b>Massive Summer Sale</b> at ACE I in Hampton. Prices up to half off!!! Great deals on Comics, Toys, Videos, Shirts, Beanies, Cards, and Games. Don't miss out on the action and excitement!</p> <p>1 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.</p> <p>1 Rich's AD&amp;D Campaign, 3:00pm – 7:00pm at ACE I in Hampton.</p> <p>1 Jim D's Other AD&amp;D Campaign, 7:00pm - midnight.</p> <p>2 <b>ACE Game Club Meeting</b>, 1:00pm at ACE I in Hampton. Featured event: going away party for Shane.</p> <p>2 Jimbo's Mechwarrior Campaign, 2:00pm – 9:00pm at ACE I in Hampton.</p> <p>5 Dave's D&amp;D Campaign, 7:00pm - 10:00pm, ACE I.</p> <p>6 Ravenloft Campaign, 7:00pm - midnight at ACE I.</p> <p>7 Jim D's AD&amp;D Campaign, 7:00pm - midnight.</p> <p>8 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.</p> <p>8 Rich's AD&amp;D Campaign, 3:00pm – 7:00pm at ACE I in Hampton.</p> <p>8 Jim D's Other AD&amp;D Campaign, 7:00pm - midnight.</p> <p>9 BattleTech Tournament, 1:00pm at ACE I in Hampton. \$3.00 entry.</p> <p>12 Dave's D&amp;D Campaign, 7:00pm - 10:00pm, ACE I.</p> <p>13 Ravenloft Campaign, 7:00pm - midnight at ACE I.</p> <p>14 Jim D's AD&amp;D Campaign, 7:00pm - midnight.</p> | <p>15 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.</p> <p>15 Rich's AD&amp;D Campaign, 3:00pm – 7:00pm at ACE I in Hampton.</p> <p>15 Jim D's Other AD&amp;D Campaign, 7:00pm - midnight.</p> <p>16 Jimbo's Mechwarrior Campaign, 2:00pm – 9:00pm at ACE I in Hampton.</p> <p>19 Dave's D&amp;D Campaign, 7:00pm - 10:00pm, ACE I.</p> <p>20 Ravenloft Campaign, 7:00pm - midnight at ACE I.</p> <p>21 Jim D's AD&amp;D Campaign, 7:00pm - midnight.</p> <p>22 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.</p> <p>22 Rich's AD&amp;D Campaign, 3:00pm – 7:00pm at ACE I in Hampton.</p> <p>22 Jim D's Other AD&amp;D Campaign, 7:00pm - midnight.</p> <p>23 BattleTech Tournament, 1:00pm at ACE I in Hampton. \$3.00 entry.</p> <p>26 Dave's D&amp;D Campaign, 7:00pm - 10:00pm, ACE I.</p> <p>27 Ravenloft Campaign, 7:00pm - midnight at ACE I.</p> <p>28 Jim D's AD&amp;D Campaign, 7:00pm - midnight.</p> <p>29 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.</p> <p>29 Rich's AD&amp;D Campaign, 3:00pm – 7:00pm at ACE I in Hampton.</p> <p>29 Jim D's Other AD&amp;D Campaign, 7:00pm - midnight.</p> <p>30 Jimbo's Mechwarrior Campaign, 2:00pm – 9:00pm at ACE I in Hampton.</p> |
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#### September

- 6 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. What will those wacky game club members think of next? Stay tuned and find out! Same time, same Bat Channel!