

ACE Game Club Newsletter

Minutes of the October 4 Meeting

Mike Clancy opened the meeting, saying "Welcome to my last club meeting as President. During the past year we got the tables rebuilt, Michael and I put up the ceiling fan, and we got the room painted."

It was a pretty good year. Moving on to the business of electing new officers, Mike asked if anyone had seen Hugh, who had expressed an interest in being the club President at the last meeting. But Hugh was no where to be seen and had not been heard from.

Mike asked for volunteers interested in the position of President. Noel volunteered, and was quickly seconded. He was then elected by a unanimous vote. Next, Dave agreed to stand for club Scribe for another year (his third in the position). He was then elected by a unanimous vote. Zack volunteered to be the club Treasurer. He was tested to see if he is qualified for the position by being asked to count from one to twenty. He successfully counted into the mid-thirties, and was branded an over-achiever. Zack was elected by a landslide to the position of Treasurer, with but a single nay-sayer (who just didn't want to let him off too easily on principle).

Mike Clancy moved on to other business. The newly purchased club photocopier is flashing a toner-low message. According to one member with expertise in the area, it just needs the cartridge shaken at regular intervals. Mike and Jim request that the club allocate \$89 for a new toner cartridge in the near future.

Jim Destromp said that he had just updated the club member list, and found several expirations. He said he signed up two new members the previous day. The club currently has \$610, which is not bad at all considering we spent \$600 on a copier last month.

Mike Clancy brought up the subject of Sci-Con 20, which is happening in Virginia Beach on the weekend of November 6-8. Mike said that if we can get an ad in by Monday we can get a small ad in the program. The back cover of the program is \$150, but the deadline was Friday. Most members wanted to skip the expense of the Sci-Con ad, especially as it is likely such a late submission would be on a little paper insert to the program. Costs for such an ad range from \$25 to \$60. Mike said he did not recall, but that he thought that only a couple new members had signed up at last year's Sci-Con. About six members said they were going to Sci-Con. Mike said that the con hotel is \$66 per night, with the nearby Red Roof being only \$40. For those not going, Marscon will be in January.

Jim Destromp said that he would like the club to contact Marscon and offer our services. Marscon may offer discounts and/or free admission in exchange for services, though their offer in the past has been sadly limited. Mike added that Marscon has scheduled gaming and better facilities than Sci-Con. Jim said he wants Marscon and other organizations to recognize the ACE Game Club as a force on the scene. Michael Menard chipped in the suggestion of trying to partner with a con organization. Jim said that he had not gotten decent returns for favors from the cons in the past, and that is why he refuses to carry flyers and brochures for either Sci-Con or Marscon.

The club, Jim said, could actually afford to run its own con; he has run a large-scale Magic tournament at the Holiday Inn, and said it was not as expensive as you might think. The Chamberlain wanted \$2000 for one room for a day, but 50 people could pay for a modest hotel meeting room with a reasonable door fee. Fees like \$20-\$30 like Sci-Con charges are too stiff though. Chris Companion added that many hotels might offer a free meeting room in exchange for a certain number of guaranteed rooms. Jim said that we should structure it the opposite way from guaranteed rooms, as shown by our attempts to get Paint Ball off the ground: talk is cheap, and people wimp out when you ask them to put cash down on the table. If we can just get price breaks on rooms in the con block and have lots of fun it could be a success. It could build to include costume parties and so forth in later

years.

Jim continued with other business. ICE wants to run demos at ACE, he said, but he had to tell them we are booked every weekend. We could probably get Decipher, Games Workshop, or West End to come if we worked at it.

Jim said that the club has enough funds to consider running a con. A committee should be formed to discuss it. He is a pretty good negotiator for dealing with the hotels if the club decides to attempt a con. They all want business in the off season. Last time he looked at it the Holiday Inn was \$500 for off-season rates.

Michael Menard expressed his dissatisfaction with Sci-Con's way of handling gaming. He said nearly half of the table spaces to to Star Fleet Battles, and there is not sufficient table space for open gaming.

Mike Clancy suggested that a committee meeting for "ACE-con" be convened after the November meeting. Jim said that the club needs to vote on it and move forward with the active participation of volunteers if it is to be successful. A con would really help the club's visibility, though we are getting some recognition from the manufacturers already.

Jim reported on the club's current league activities. There are 18 players in Jim Thorpe's 40K (second edition) league, and Chris has 10 players in Warhammer Fantasy Battle. These games are going well and players are really having fun.

Will Williams said that Rob is running a campaign using the Saga System which is a villains versus super heroes setting. Chris Companion said that (speaking of cons) everyone should plan on attending Dominion V at ODU on February 24, 1999. Anyone interested in running games at Dominion should contact Chris.

Dave Peterson offered a few notes from the club Scribe's office. He said that it takes at least four hours of work to type up and layout the club newsletter, so please humor him by not throwing it on the floor or in the trash before the meeting even ends. As we are starting a new year next month, it would be very helpful to have reports from members on the games they are running or playing. Also, please review the important material in the current newsletter on changes to the 40K system. Only time will tell if the new version is going to be widely adopted or used in club events.

Leo asked that people running games at Sci-Con use sign-up sheets so players can pre-register. Will Williams said that he is looking for the three hardcover Ork books for Warhammer 40,000 (Rogue Trader/First Edition time frame).

Mike Clancy closed his term in the President's office, saying "well, let's get to the gaming." *Well put Mike, and congrats on a very successful year.*

NEW RELEASES AT ACE!!!

New Mechs for BattleTech: Avatar, Cougar, Inner Sphere Battle Armor, Kanazuchi Battle Armor
Warhammer 40,000 Third Edition Boxed Set
Warhammer 40K Space Marine Codex
Warhammer 40K Plastic Ruins (2 different sprues)
Warhammer 40K Plastic Trees
Warhammer 40K Blast Templates
Dark Eldar Codex and Dark Eldar Battle Force, available early November
Heavy Gear Boxed Mech Sets

ACE Notes: It looks like ACE in Denbigh may not be closing after all. The store may stay put, or it may move to the position next door.

Stay tuned for further details...

Hope you didn't miss out on the great ACE Halloween Costume Party! Saturday Oct 31 ACE in Hampton hosted a howling Halloween Costume Party featuring a cash prize for the best costume. ACE stayed open all night for a gaming and partying extravaganza that could not be beat!

ACE Score Board – October 29, 1998

The following is a listing of the leaders in the various continuing campaigns at Atomic Comics. (Standings provided by Noel More.)

Chaos March Battletech Campaign

- Jim Thorpe 9 planets
- Jim Destromp 8 planets
- Noel More 6 planets

Warhammer Fantasy

- Jim Destromp 6 territories
- Calvin Dayag 5 territories
- Jim Thorpe 5 territories

Warhammer 40,000

- Paul Eychaner 8 territories
- Leo Bruno 7 territories
- Calvin Dayag 7 territories
- Kent Shuford 7 territories
- Jim Thorpe 7 territories

New 40K Codex Books: Coming Attractions

With the release of the new Third Edition Warhammer 40,000 boxed set, all of the army codex books from the previous edition are now obsolete. The first new book for Third Edition is *Codex: Space Marines*. This and subsequent codices will be published in a 60-page \$14.95 format. There has been much speculation as to what new codex books will be released and when. Noel More found this list on the Portents web site, and it has also appeared on the rec.games.miniatures.warhammer Usenet group. This list is entirely unofficial, so use it at your own risk.

- Space Marine 10th October*
- Dark Eldar November*
- Blood Angels December*
- Chaos January*
- Dark Angels March
- Orks May
- Imperial Guard July
- Eldar September
- Space Wolves November
- Heroes Of The Imperium January
- Sisters of Battle March
- Tyranids May
- C'Tan (Necrons) July

The later the release dates are gradually less accurate than the earlier ones. After January 2000 they intend to do:

- Warp Vermin
- Imperial Fists
- Adeptus Arbites
- White Scars
- Mentor Legion
- Adeptus Mechanicus
- Rogue Traders
- Catachans
- Iron Fist (An Imperial Guard tank army)
- Salamanders

* Pictured in GW Mail Order broadsheet on 10/30/98 with matching release dates.

* * *

ACE Game Club Events

November

- 1 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. To be followed by BattleTech "Relay" tournament. Inner Sphere 60-75 tons, 3058 and older, NO JUMPING MECHS. Entry \$3.00 members, \$5.00 non-members.
- 1 **"Halloween Quickie Sale" at ACE I in Hampton.** Buy one get one free back issue comics, shirts & anime videos 25% off, games 20% off, Games Workshop \$15% off, other miniatures 25% off.
- 4 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 6-8 **Sci-Con 20** presented by Hampton Roads Science Fiction Association at Holiday Inn Executive Center, Virginia Beach. Registration \$30 until Oct 31 or \$35 at the door. Saturday-only \$20. Includes art show, dealers' room, panels, autograph sessions, con suite, gaming, live-action role playing, videos, costumes, filking, and Saturday night dance. Gaming guest of honor will be Peter Schweighofer of Star Wars fame.
- 6 Warhammer 40,000 League game mastered by Jim Thorpe 7:00pm at ACE I. Week 6 of 12.
- 6 Jim D's Friday AD&D Campaign, 7:00pm - midnight.
- 6 Necromunda Campaign, 7:00pm – midnight.
- 7 Charlie's Vampire Campaign, 7:00pm –midnight.
- 7 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 7 Rich's CyberPunk Campaign, 2:00pm – 7:00pm, ACE I.
- 7 Jim D's Saturday AD&D Campaign, 7:00pm midnight.
- 8 Jimbo's Mechwarrior Campaign, 2:00pm – 9:00pm at ACE I in Hampton.
- 11 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 13 Warhammer 40,000 League game mastered by Jim Thorpe 7:00pm at ACE I. Week 7 of 12.
- 13 Jim D's Friday AD&D Campaign, 7:00pm - midnight.
- 13 Necromunda Campaign, 7:00pm – midnight.
- 14 **"Quickie Sale" at ACE IV in Norfolk.** Shirts & anime videos 25% off, games 20% off, Games Workshop \$15% off, other miniatures 25% off. Other fun deals too!
- 14 Charlie's Vampire Campaign, 7:00pm –midnight.
- 14 Warhammer Fantasy campaign by Chris Borucki, 12:00n at ACE I in Hampton.
- 14 Rich's CyberPunk Campaign, 2:00pm – 7:00pm, ACE I.
- 14 Jim D's Saturday AD&D Campaign, 7:00pm - midnight.
- 15 Warhammer 40,000 Tournament, 1:00pm at ACE I in Hampton. Restricted forces battle using new THIRD EDITION rules. Scenario TBA. \$3.00 entry, \$5.00 non-members.
- 18 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 20 Warhammer 40,000 League game mastered by Jim Thorpe 7:00pm at ACE I. Week 8 of 12.
- 20 Jim D's Friday AD&D Campaign, 7:00pm - midnight.
- 20 Necromunda Campaign, 7:00pm – midnight.
- 21 Charlie's Vampire Campaign, 7:00pm –midnight
- 21 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.

- 21 Jim D's Saturday AD&D Campaign, 7:00pm - midnight.
- 21 Rich's CyberPunk Campaign, 2:00pm – 7:00pm, ACE I.
- 22 Jimbo's Mechwarrior Campaign, 2:00pm – 9:00pm at ACE I in Hampton.
- 25 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 27 Warhammer 40,000 League game mastered by Jim Thorpe 7:00pm at ACE I. Week 9 of 12.
- 27 Jim D's Friday AD&D Campaign, 7:00pm - midnight.
- 27 Necromunda Campaign, 7:00pm – midnight.
- 28 Charlie's Vampire Campaign, 7:00pm –midnight
- 28 Warhammer Fantasy campaign by Chris Borucki, 12:00n at ACE I in Hampton.
- 28 Jim D's Saturday AD&D Campaign, 7:00pm - midnight.
- 28 Rich's CyberPunk Campaign, 2:00pm – 7:00pm, ACE I.
- 29 BattleTech Tournament, 1:00pm – 7:00pm at ACE I in Hampton. Entry \$3.00, non-members \$5.00.

December

- 6 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. To be followed by BattleTech tournament. Entry \$3.00 members, \$5.00 non-members.

The Newsletter Welcomes "Bridge"

This month the ACE Game Club Newsletter is pleased to welcome "Bridge," a continuing Sci-Fi comic strip, to its pages. "Bridge" is the handiwork of our own talented Walt Kassel. We are looking forward to many episodes to come! And who knows, this issue might turn out to be a valuable collectible some day....

Fill this Space!

The Game Club Newsletter needs your news! The only way that we can know about your heroic deeds, mighty exploits, and brilliant generalship is if *YOU* tell us! Please send your contributions to Scribe Dave Peterson care of ACE I in Hampton, or via the Internet at peterston@vigyan.com. Your battle reports, opinions, stories, art work, and want ads are all welcome.

