

ACE Game Club Newsletter

Minutes of the December 6 Meeting

Noel More opened the meeting by reminding members to get submissions for the newsletter to himself and Jim Destromp. He then opened the floor for 40K Third Edition gripes.

Paul Eychaner immediately piped up with his **Third Edition 40K League** rules. This League will start after Christmas, possibly during the first week in January on Saturdays. The tentative schedule was set to 4:00pm on the first Saturday in January, with meetings every Saturday. The plan is to restrict army lists to those in the Third Edition book so that the playing field will be level, with 1000 points and no restrictions other than allowing only one fast attack unit. Three people, including Jim Thorpe, will serve on the rules committee. Beth was mentioned as a possible drafter (and voted in unanimously). Jim Destromp asked for the committee to provide him a bulleted list of rules.

Jim Destromp related the most recent skirmish with Games Workshop. It seems that GW is pushing dealers to join their new "Chapter Approved" program, which requires stocking *ALL* new releases without exception. Meanwhile other folks in the games distribution arena are offering Samurai figures for Legend of the Five Rings. Chris Companion added that the L5R boxed set contains about 40 metal figures. Jim said that anyone interested in a BattleTech CCG league should contact him. It will be \$3.00 to start. Michael Menard suggested that the league use the new pre-constructed decks with a couple of boosters to level the playing field.

Michael related that he had spoken with a Decipher staffer with Con experience at Sci-Con in December. The rumor mill has it that this may have been the last Sci-Con, and this fellow was in favor of starting afresh as a game-con. Michael tried to sell him on combining his Con-running experience with our large group of gamers. Noel said he had trouble getting in touch with this chap, but we could start planning anyway. Perhaps the effort could start as a games day at a hotel and grow later. Michael said that he thought that lots of companies would send new games, freebies, and demos, and that this would expand the Con into a second room. The dealer room would start as a showcase for the game manufacturers that we are demonstrating. We would definitely eliminate people coming in with swords, and get more gamers in the door. Perhaps other events like Anime or old classic movies could be added down the road. For example, such influential movies as "Vampire Planet," a black and white Italian B-movie where a spaceship answers a distress signal on an uncharted planet was an influence on "Alien." But anyway, Michael proposed, we could start out ACE Games Day on club money and charge very little to get in. People could try new games, and it could grow over time like Dominion has.

Chris Companion said that Dominion has achieved steady growth, but that the plan to have a 24-hour event has been snagged on political issues with ODU. Michael recommended a hotel as a political-slug free environment. Mike Clancy added that the people he met from Higher Ground Terrain offered to send demo pieces. Jim pointed out that the club's terrain is easily good enough to sell. Charlie said that he would like to see businesses like Chanellos in the huckster area function as sponsors, but Michael guessed that this would put the event in conflict with the hotel. Jim added that the problem with huckster rooms is that all the vendors must have Hampton business licenses. Noel said that a committee should meet on the subject. Jim said that the committee should decide what to do and who to invite (WOC, Decipher, ICE, et al). Mike Clancy, Charlie Brown, Ben Schrader, and Dave Peterson volunteered for the committee.

Michael said that if no LARPS (live action role-playing games) are included, you don't need Con security. Charlie added that every Con is ruined by LARPS. Michael said that he has no use for people acting

annoying on purpose.

Jim warned the group: expect various organizations to contact you about participation. They will get alienated when you say no. Probably a 48-hour table top, Sci-Fi, CCG, RPG, and historical gaming Con would be best. Leo mentioned two games from companies in the local area: Redemption (an ultra-right wing CCG) and Ironclads (which has beautiful pewter ships). Jim added that he would like to see the Con be inexpensive so that Junior High and High School gamers could participate.

Chris offered up the Dominion report. He said that Dominion lost money the first year largely due to a charity auction and lack of support from other area clubs. Dominion likes to provide as much of a mix of games as it can. Jim suggested that the charity auction was not such a good idea, but Chris argued that it looks good to the University.

New Arrivals at ACE

Games Workshop Dark Eldar Raider boxed set

Michael added that he has a good bit to sell at his house that needs to be gotten rid of. He may donate it to the club to sell. Jim said that he would like to see a members' auction here at the game club, as a fundraiser for the club. He added that he could get Larry Ellmore for a Con for a guaranteed \$500. Leo commented that publicity is key and that getting into the newspaper in advance is one way that Dominion could improve attendance. Michael said that he would do some of the grunt work, and that the ACE Con committee should set up a time to meet. The committee should get input from group regulars and meet monthly. Additional communication should be via E-mail. Charlie said that he knows of lots of Sci-Fi clubs that could be invited. Jim said his perception of the Con's priorities are 1) gaming tables, 2) corporate sponsors, 3) (a very, very distant third) local Sci-Fi clubs. Non-gaming clubs like that B5 and Klingon clubs are off-topic and not appropriate.

Mike Clancy asked if we wanted to get in touch with other game clubs in the area. *[Further records of this point of the discussion were struck from the archives by the Inquisition in the name of Him on Earth. Any who dare to inquire will be designated heretics.]*

Dave Peterson moved to have the club vote to authorize the committee to meet, and the motion was carried.

Mike Brindle described the re-formed BattleTech campaign to the club. Entitled "Champions of Solaris" it will feature five-mech star formations in arena combat. Random partners and random pairings will be used to keep things interesting. Players will receive credits to buy five mechs and will make up their unit support costs based on win or loss purses (2m or 1m credits respectively). Additional profit/loss will be available by wagering on the matches *[in the campaign, not in real life -Ed]*. According to Mike, this Solaris campaign will alternate weekends with Warhammer Fantasy. (Jim asked that people schedule events on a large calendar, as the scheduling is getting tight.)

Jim Thorp announced that Paul Eychaner won the 40K League hands down and was awarded the 40K Supremacy Force boxed set provided by Games Workshop. Jim Destromp said that Al Felipe was selected as the Best Sportsman in both the Fantasy and 40K Leagues, and was awarded a \$50 gift certificate by the club for being pleasant at all times and really fun to play. Jim said that Al's sportsmanship was really great, and a fine example of where we want the club to be.

Jim Destromp also expressed the club's sincere thanks to Justin

Ward's mom, Sherry, for giving us half-off on five big platters for the Halloween party. They were really good and were much appreciated.

Noel said that there was much call for an all-night gaming Christmas party in the wake of the blow-out Halloween party. Jim said that the **Christmas party** will be on Saturday December 19th. The store will close and 9:00pm and the gaming will continue all night. Anyone who dozes off should look out for whipped cream or shaving creme. Another huge all-night multi-player Fantasy event will probably be on the agenda.

Jim brought up the topic of the club's decreased revenue stream. With 50% fewer \$3.00 BattleTech events on the schedule, the club is taking in less money. Noel suggested Necromunda, Fantasy (Mordheim rather than WFB or 40K) and more BattleTech as was to make up the revenue. Michael pointed out that more tournaments would only aggravate the scheduling problems. Jim pointed out that additional BattleTech events would play havoc with the club's other events because they usually drew a crowd of 38 people. Leo suggested Blood Bowl as a real blast. Jim said that competitiveness tended to spoil Blood Bowl the last time it was run. Leo countered that the new BB rules really seem to work nicely.

Jim said that the large white board should be used for scheduling, in order to see if we can fit in more people. Some candidates include Blood Bowl, BattleTech campaign, possible ancients, Gorkamorka, Necromunda, and Star Wars.

Michael suggested passing the hat as a way of building up revenue, but Jim said that he would prefer to avoid such guilt-tripping. He would rather see people donate old stuff to be sold at the end of meetings. Noel said that if the club can work on tournament scheduling such strategies will not be necessary.

Jim suggested that controlled use of a TV in the gaming area and a pile of 150 videos could be fun, though he did not want it to mess up gaming. Michael offered a set of stereo speakers that could be mounted up on the wall.

Jim also mentioned that he knows the AMC marketing manager and has been trying to set up a private preview of the new Star Wars movie. Stay tuned for details as they become available.

Chris Companion put in a plug for **Dominion**, which will be held the last Saturday in February at ODU's Webb student center 10:00am - 10:00pm. ACE game club members will get \$2.00 off admission. Chris said that Dominion can always use people who want to run more games. Noe More said that it was cool last year and a really good time.

The club meeting was adjourned. Michael Menard's painting class and BattleTech mercenaries followed the meeting.

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ACE Game Club Events

January

- 1 **NEW YEAR'S DAY**
- 2 Necromunda Campaign, 7:00pm – midnight.
- 2 Charlie's Vampire Campaign, 7:00pm –midnight.
- 2 Rich's CyberPunk Campaign, 2:00pm – 7:00pm, ACE I.
- 2 **Warhammer Fantasy campaign CONCLUSION** by Chris Borucki, 12:00n at ACE I in Hampton.
- 2 Jim D's Saturday AD&D Campaign, 7:00pm midnight.
- 3 **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.
- 3 Jimbo's Mechwarrior Campaign, 2:00pm – 9:00pm at ACE I in Hampton.
- 6 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.

- 8 Jim D's Friday AD&D Campaign, 7:00pm - midnight.
- 9 Necromunda Campaign, 7:00pm – midnight.
- 9 Charlie's Vampire Campaign, 7:00pm –midnight.
- 9 Warhammer 40,000 League by Paul Eychaner, 12:00n at ACE I in Hampton.
- 9 Rich's CyberPunk Campaign, 2:00pm – 7:00pm, ACE I.
- 9 Jim D's Saturday AD&D Campaign, 7:00pm - midnight.
- 10 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.
- 13 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 15-17 **MarsCon 99** at Ramada Inn Historic, 500 Merrimac Trail, Williamsburg, VA 23185. 1-800-666-8888 for room reservations, only \$38 per night. Registration \$15 through Dec 15, \$20 thereafter. Featuring LARP's, Con-Suite, guests Capprizio Women of Whimsy.
- 15 Jim D's Friday AD&D Campaign, 7:00pm - midnight.
- 16 Necromunda Campaign, 7:00pm – midnight.
- 16 Charlie's Vampire Campaign, 7:00pm –midnight
- 16 BattleTech Champions of Solaris Campaign, 12:00n at ACE I in Hampton.
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February

- 7 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. Heartbreaker **Warzone** and **Xena** card game demonstrations by game publishers to follow the meeting.
- 27 **Dominion 1999**, 10:00am – 10:00pm at Webb Student Center, ODU, Norfolk. Gaming galore, charity auction, and other features. Admission \$5.00 regular, \$3.00 for ACE Game Club members. Don't miss out!