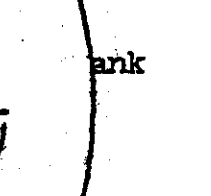
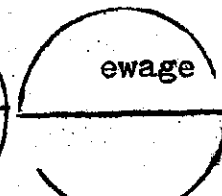
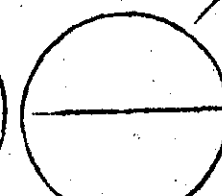
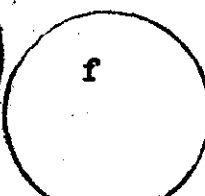
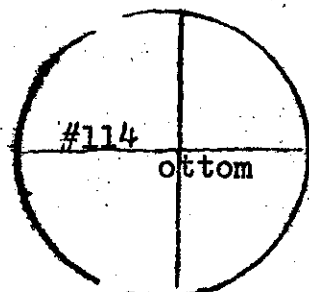


Games:  
76X  
76BZ  
76JE  
77C)  
77HD  
77IV  
BXXIV  
B-XXV

A Voice of MGA  
\$4.00 per yr  
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28-5-78

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by the MGA GM group



Circulation 77

BXXV Spring 1901  
War still might break out!

England(Reese) A Liv-Yor:  
F Lon-Nth: F Edi-Nrg:

Germany(Payne) F Kie-Den:  
A Ber-Kie: A Mun-Rhur:

Austria(Richmond) F Tri-Alb:  
A Bud-Ser: A Vie-Tri:

France(Michal) F Bre-Mid:  
A Par-Pic: A Mar-Spa:

Turkey(Shields) F Ank-Bla:  
A Con-Bul: A Smy-Con:

Italy(Schilling) A Rom-  
Apu: A Ven H: F Nap-Ion:

Russia(Blasland) F Stpsc-  
Bot: F Sev-Bla: A War H A Mos-  
Ukr:

All the moves were good. Press  
appears on page 2 or 4 I'm not  
sure which one. The deadline for  
the fall 1901 moves will be three  
weeks from today, on June 18  
at high noon, please make sure  
you get your moves in.

76BZ Spring 1912  
England stopped cold.

England(Lariton) F Wes-Tun:  
F Naf S F Wes-Tun: F Lyo-Tyr:  
A Mar-Pie: F Mid-Wes: F Spasc Sc-  
F Mid-Wes: A StPh: F Bar S A StP:  
A Nwy S A StP: A Ber H: F Bal S  
A Ber: F Kie S A Ber: A Mun H:  
A Rhu & Bur S A Mun:

Italy(Vansteel) A Ven S  
Austrian A Pie: F Tus S F Tyr:  
F Tyr S Austrian F Tun:

Austria(Dziurzynski)  
F Adr, A Pru, F Aeg H: A Boh S  
A Sil: A Sil S A Pru: A War S  
A Pru: A Mos S A Liv: A Sev H:  
A Bul-Rum: A Tyo H F Tun S Italian  
F Tyr: F IOn S F Tun: A Liv S  
A Pru: A Pie S Italian F Tus:

The underlined moves fail. The  
Fall 1912 moves will be due on  
18 June at noon. Please note that  
if this is the third year in a  
row that no Sc's have changed  
hands the GM will call this game  
a draw. Please get your moves  
in on time for this one.

77HD Press:

Viennia: In a move toward peace the Austrian government agreed to postpone expansion of the Austrian Army in return for which the Italian Government agreed to demobilize 40% of their force. These moves should go forward ensuring ultimate peace in the Mediterranean.

Holle: Well folks it back to the same old game, I'll let you live but you do as I say", and I'll let you live in exile.

XXIV PRESS: Rome. The Pope, not being a military man, has appointed Colonel Beauregard head of military. The Colonel who single handedly won the Civil War for the Confederacy of America, accepted graciously. He is considered one of the brightest military men in the world. When asked about his diplomatic policy, he was quoted, "I'm no peace maker, I am a warrior."

His French background has been investigated, (he never knew his Father) his mother was of old Italian lineage scandals rumors etc..

Zooland: Well it seems like old Beau should should should make some progress in this war seeing as he lost the last one, not only did he lose it but it was his fault? Of course he is the only one in the Church that knew anything so what the H. His mother was known as lady of the house, mainly due to the fact she never left the house let alone leaving the bed room, and little Beau had to fight his way from his room to the bathroom each morning that was down the hall from his mother's room and there was always a crowd in the hall way.

TUNIS: Hannibal reports his elephants are ready and have sworn allegiance to the armies of Colonel Beauregard. Actually the two of them go way back Social Elurb, etc.

WHOLELAND" What a cross between a Elephant and Rino? A Hell if I know!

77IV PRESS: Rome: The international committee investigating the sinking of the Austrian Fleet released the findings today. The two major causes were a faulty rubber stopper in the battle ship (actually a 10 man row boat) and somebody opened the screen door on the submarine.

Zooland: If you ask me some one took the toys out of the bathtub and took them to the sea shore where the waves swamped them and alas they were costly little toys.

LONDON: It was discovered today that the Italian Fleet that recently landed on Turkish soil was not in fact ordered there by the Italian High Command. Unfortunately, for the Turks, the fleet's commander is reported to be "wrong way" Orofino. No one from the British High Command was available for comment, but an Executive Officer indicated that they were all in church giving thanks for the fact that Orofino had not shown but in Liverpool.

OVERISEL: Old wrong way did it again. He was the first one to navigate the streams of the Roman Sewer system back in 94. We all love him and all need him thanks be to alla for him!

A couple of COA's to announce--Jim Voight will be moving though at this time he did not know his address, it will be somewhere in NYC I believe.

Ben Schilling, POBX 548, Minocqua, Wisc 54548.

There seems to have been a few problems of BOAST getting through in the last two issues or so. Remember I've never been lat and if you do not get your BOAST 1 week from the dealine then please write me or call me and I'll send you another one. Thankyou and I hope that you all will have a good time playing in this zine.

77CO

Spring 1908

Germany advances in Russia:

France(Schilling) A Bur-Mar:  
A Gas-Spa: A Mar-Pie: F NAO-Mid:  
F Wes S F Spasc-Lyo: F Naf-Tun:  
Fspasc-Lyo:

Russia(Vansteel) A Ukr S  
A War: W War S A Liv: A Bud-Gal:  
A Liv S F Stpsc: A Mos S A Mos:  
F StPscS Aliv: F Tun H:

Turkey(Dzuirzynski) A Alb  
S Itlain F Tri: A Bul-Rum:  
A Ser S Russian A Bud: F Tyr S  
Russian F Tun: F Ion S Russian  
F Tun: A Gre H:

Italy(Mueth) A Ven-Tyo:  
A Pie S A Ven-Tyo: F Lyo S Turk-  
sh f Tyr-Wes:

Germany(Clement) F Bar-StPnc:  
A Swe-Fin: F Bal-Liv: F Bot S  
F Bal-Liv: A Pru S A Bal-Liv:  
A Sil-War: A Gal S A Sil-War:  
A Bud S A Gal: A Tyo S French A  
Mar-Pie: F Edi-Nth:

The underlined moves fail. The deadline for the fall 1908 moves will be 18 June at noon. Note the Italian F lyo and the Russian A Liv are both in retreat.

76JE

Spring 1908

Two different battle rage!

Germany(Kelly) R A Pie:  
A Mun S F Hel-Kie: A Bel S A Hol:  
A Hol S F Hel-Kie: F Hel-Kie:  
F Bal-Den:

England(Cleaveland)  
Ftyr-Ion: F Tun S F Tyr-Ion:  
F Wes-Tyr: F Mar-Pie: A Par-Bur:  
F Lon-Eng: F Edi-Nth: A Liv-Yor:  
F Den s F Edi-Nth: F Liv-Bal:  
F Kie S B Liv-Bal: A StP-Mos:

Turkey(Beam) F Gre-Alb:  
F Eas-Aeg: A Eas-Ser: A Con-Bul:  
A Sev-Rum: F Bla S A Sev-Rum:

Russia(Loerick) A War -Mos:  
A Mos-Sev: A Ukr S A Mos-Sev:  
A Rum S A Mos-Sev: A Bud S A Rum:

Italy(Weswig) A Ven-Tri:  
F Aeg-Bulsc: F Ion-Gre: A Ser S  
F Ion-re: F Nap-Ion:

The underlined moves fail. The Turkish A Sev, and The English F Kie are in retreat.

The deadline for the fall 1908 moves will be on 18 June at Noon.

I must say that this has been one of the most interesting games I've GMed so far I hope it stays that way.

More press from the under ground.

PRESS XXV BERLIN(UPI) Torchlights cast an eerie glow as the great German lemming race began tonight. From all over Germany reports of the furry little creatures swarming toward the North Sea came in. And they now have been captured on flim. Its almost comical to see the little fellows goose stepping along--but the gravity of the occasion quickly silents mirth. No one knows why the German lemmings have this singular drive to swim the north Sea. It is known that Frhrench Lemmings are much too sophisticated for such displays & prefer to quietly swim the rhine or climb the Pyrranees, taskfully attired in red pantaloons. English Lemmings, on the other hand have ho desire to swim at all, but they prefer to float wherever the currents carry them, depositing their offspring on whatever share seems the least inhabited. Speculation as to the out come of the Lemming race remains divided here. The only agreement is that Tuna fish will have another free for, all in the North Sea this spring. EDINBURGH: The Prime Minister, while vacationing in his winter retreat on the coast of the Norwegian Sea expressed deep concerned over a recent surprise attack of Norwegian soil. It appea s that a small band of determined Russian diplomats, armed with Chinese Manufactured Luchowan Pea Shooters had Spear-headed the attack. In a statement released today the Prime Minister asked "WHY?" Then began muttering "Dumb, Dumb....!"

LONDON: The Queen has formally implored the Czar to explain the action of his diplomatic corps and offer retribution to the Norwegian people and economic relief to the world for depleting the Pea Supply.

YORKSHIRE: BOND is Back!! Secret Agent 007 who has been vacationing here was recently called to London. Authorities refused to comment any further on the news leak.

ZOOLAND: Bond is back, and he flew to London to join with under cover agent 34-24-36 to stop the wicked Czar from comming and taking over the world. It appears that there will be some Forgien affairs, which the both seem to excell in. It has been stated thah when bond and Miss Lush get together there is no hanky panky but down right hard work done behind the bedroom doors. It will be up to these two to stop what ever the Russians have up their sleeves or what ever.

That is all the press for this issue. It seems like there is quite a bit more of it now and that is good! I accept all press but I like to have it here by Tuesday the day before the deadline as that is when I normally type of BOAST and try to see how much room I'll have in each issue. If it arrives after that date I try and get it in though some times it doesn't make it until the next issu e If I get the press on Fri day or saturday you aan almost be sure that it will not appear until the next issue, because I've got everything but the games typed up and run off and addressed by that time. I accept any type of press that you wan6 black etc, and even non players press can also be used. I do require a dateline like Rome, London Zurich etc. Anyway I hope you all have a nice time playing in this zine and well I've got to go to work now, but I'll type pages 67.8.9.10 to night yet. TTFN Ta Ta Fo Now.....

I hope you like the new type that appears in this issue. So far what I've run off is the best looking issue that I've put out in a long time! I feel that it should make BOAST one of the better zines, now if I can only learn how to spell and type, and use garammer I might even turn out a readable copy of this zine, OH HEAVEN FORBIDE!

76 X Spring 1913

HARD GOING FOR GERMANY!

Turkey(Dziurzynski)

B A Smy: A Smy-Con: F Con-Bla  
F tyr-Lyo: F Bla S A Sev: A Rum  
S A Sev: A Ser S A Rum: F Ion H:  
A Sev S A Rum:

Austria(Vansteel) R A Gal:  
A Bud S Itlian A Vie:

Itlay(Blaßland) F Spanc H:  
F Wes S F Spanc: A Mar S F Spanc:  
F Naf H: F FieH: A Tyc-S A Vie:  
A Vie H: A Tri S A Tyo:

Germany(Mueth) F Mid-Spasc:  
F Por S F Mid-Spasc: F Eng-Mid:  
F Bre S EEng-Mid: A Rhu-Bur: A Kie-  
Hol: A Pru-Sil: A Mun-Tyo: A Gal-  
Rum: A Boh S A War-Gal: A Ukr S  
S A Gal-Rum: A War-Gal: A Liv-War:  
A Mos-Sev:

The underlined moves fail: The  
deadline for the Fall 1913 moves  
will be three weeks noon on june  
18.

-----  
This ends another issue.  
I hope that I didn't miss  
anything and I hope that  
all of you will enjoy this

77IV Winter 1903

I listed Turkey as having  
Smy when it was Italy Turkey was  
plus 2 and Italy Even sorry:

Germany Has A Ber:  
Austria R A Sev F Ion:  
France B A Par: E  
England B A Eci:

I'm going to ask Eric Verhieden  
to stand by for Turkey.  
Deadline for the 18th of june;

BXXIV Winter 1901

Italy B F Rom  
France B F Mar F Bre  
Turkey B F Con A Ahk  
England B F Lon  
Germany B A Mun. A Ber:

Austria B A Bud  
Russia NRR GM Removes F Bot.  
I Called Gus three times with no  
answer asking, Ron Kelly to  
standby:

&&77HD Winter only 05

Austria B F Tri  
Germany A Sil rotb B F Ber  
Italy R Rom A Pie  
Deadline will be three weeks  
18 June at noon.

## 77H comments

Austria-Steve Decker: 1977 H was an immensely enjoyable game for me as a player, with high levels of correspondence and an outstanding gamemaster. I am extremely proud of the achievements of the Central Alliance since its fortuitous formation in Fall 1902. Finally, I would like to commend Don Blasland for his excellent play and impeccable judgement. It has certainly been my pleasure. ((Herb here, last issue I said from a GM standpoint this game was some what of a bore, as the allies seemed to have been formed by the Fall 1902 and they then just swept over the board. But, I also mentioned that it seemed like there was a lot that I could not see that was going on that could have made this game interesting for the players. With Steve's comments and those to follow I'm sure that was the case, not only that but til 1905 there seemed to be a lot of writing by most of the players in this game and that is a good sign that at least none of them had given up too soon.))

77H Comments Germany, Jon Michal) As Germany, I saw that I had two options to go after. The first was an alliance with France (Dave Yieter) who proposed it. The second option was a German-Austrian-Italian Alliance, which I had proposed to Don Blasland (Italy) and Steve Decker (Austria). Hearing of initial differences between Don and Steve, I chose the Alliance with Dave. But by 1902, Steve Decker had convinced me that the German Austrian Italian Alliance was a better choice, so with the help of Don Blasland, we went after France. I ~~WHM~~ also had a non-aggression pact with Greg Vansteel (Russia) I had a stand by player play for me while I was on vacation for 3 months, and when I came back, it was to find that Greg Vansteel had broken our nonaggression agreement and had taken Denmark from me. Also, Tom Kistler (England) had dropped out and Eric Varhieden took over. With England, Italy, and Germany working on France it quickly went down. The middle years were a time of mopping up France and Turkey, with Steve preparing for the push on Russia. By 1904 Russia still had me bottled up near Denmark. and Eric (England) was trying to talk me into going against Italy, who was starting to come up in force from the South. But keeping to the agreement, I set up England and took two supply centers from him in the fall of 1905. With England and Russia almost out of the game, we proceeded to take centers, at this time I was wary of Austria and Italy, who were in a good position to go against me. But evidently the alliance was stronger than I thought, because a draw was voted for.

I really enjoyed this game as the Diplomacy between players was intense, especially with the passing of information concerning other countries in the early years. Steve Decker's constant and reassuring letters did much to keep the alliance together, and I feel he was the stabilizing factor between the three of us.

Thank you both for your comments. I'm glad that you did like the play of this game. I must say that for the most part the moves were in on time and there was little trouble getting the players to respond, this means that they all had an interest in this game until the end of the game for the most part, and that does show an intense game going on. Thank you all for playing in Boast!

77HD name list with addresses

Italy--Steve Shields, 1229 Stinsford Rd. Newark Del. 19713

Russias Mike Lariton, 10 Mandy Lanem-Rochaster, Ny.

Austria, Pete Reese 2717 Pine wood Dr. Waldorf Md 20601

England Red Beam, 250 E telegraph #11, Fillmore Ca, 93015

These addresses are for Bill Newell if he takes over for Germany.

-----  
I've had a few people asking me about D&D and basically about good campaign aids, how to set up and basically how to keep it from getting way out of hand with new rules and what have you.

Well there are some real nice products on the markert now that can help you out in this fashion. Wee Warriors have a real nice set of aids, Vampire Queen, Dwarven Glory, Vanquished foe, Misty Isles which are nice and simple. By that I mean that you do not have to know D&D backwards to be able to incorporate these into your play. But yet, I do know that these little items do give you a good challenge and that is what is most important. Judges Guild products are really top notch stuff, but with these you do have to be a little more involved with D&D and know more about the game, as the Judges Guild stuff tends to be mere outlines of what and how to set up your campaign. They give you all the needed things but you use their tables to generate your own towns etc.

But when getting your self ready to play make sure that there is a balance between the good and the bad. For all the experience that players get make sure that they have a tough time getting there. I usually allow them getting to third level fairly easy, though there is about 40-50% mortality rate getting there, after that players tend to stick around with one or two characters until 7-8 levels but that is a slow long trek usually killing off one or so per trip, not too many to discourage them, but enough to keep them on their toes and coming back for more. Magic in my campaign is very rare except for the little stuff like +1 swords arrows armour etc that isn't too hard, but then all the wierd monsters are around to get a hold of them too. Keeping interest in the plays, but enough blood to keep the GM in his place make for interesting games of D&D.

I just got in stock Dungeon walls etc that have the plastic bases that give you a real nice effect if you play with mini's like I do. You get about 4 sheets of cardboard for walls etc with about 12 plastic bases that you slip the walls into so that they stand on their own, with 8 slots in them to make different type of corridors etc and rooms, also included are instructions on how to cut out and set up, as well as a couple of sheets with doors, steps etc that you place in the right spots as you come to them. The retail on this is \$7 and not a real bad price though in place you'd want 3-5 kits I would say, but it does help give you a real nice effect to your game, and it isn't a cheap looking product in the least.

June 3 CON.....Fantasy World I From Dragons to Dreadnoughts. Loctation Pierre Morag Paek Pavillion, Pierre Morgan park Elkhart In from 9-? it is put on by Robert Haggerty and co and they have been putting on cons for a number of years. They have always had good cons, more info 525 Middlebury St Apt 302, Elkhart, Ind 46514, calls after 4 293 4398, con site phone, 522-9240. I would be going to this con if I could. Hopefully I'll have a com. rep there and that should do it. Go if you can to this con.

Just in from Meta Gamming, the new space gamer, and GEV! GEV is a new type Orge with a well done map with cites etc on it. The Mark IV orge and many other goodies as well. It seems to me like this game is a real winner. If you are a collector of these new mirco games, or even if you have one or two this game is a real good one to, add to your collector. One thing about these games is that they will not set on the shelve, but will be played more and more. GEV is \$3.95 I'm carrying the entire line of their games, though at this time I've had to place a new order for many of them GEV has lots in stock right now.

New from the Judges guild--The vullage book 1. This is a sub book that can be used on its own or with their Hex system. In this book you are given those hexes with an entire araa mapped out with a viaale or so listed there, you roll for size and what not of this area as you do in most of theri outhur produts, and this one will retail for \$2.75.

New in Starship and Spaceman... It isn't all that new, but it is now avaiable from me, I sold out in about 1 weeks the last time I had them and it took me about 3 months or more to get more of these little things bakk in. This book cost \$7. Castle plans are back in stock as well. These are great for D&D and many other things as well. I put a sheet under ploy glass that way you just use greese pencils to msrk out the rooms as they travel in them, allows the DM a lot of freedom in how he wants things donw.

It took me a while, but Submarien and Crete from AH did finally come in. The were not shipped with the bignparty of my order, because they both were being reprinted and that was in April. If you had a order with me for these games they have been sent out to you about a 1½ weeks ago.

Objective Moscow and Descent on Crete from SPI have finally made it here was well, all back orders for these games were sent out three weeks ago. It seems like I got this order in after I had just finished running off all but the games of BOAST last time. Oh well I've got them now.

I'll be selling all the UK Wargemer products at Orgins and with any luck they will have a boxed game Eylay and the new issue KK Wargamer will have Kesserling in it I've seen the paste ups for the die cuts and they are really good looking. Also I'm selling subs \$14 year surface, and \$18 air mail.

## REview-----Stonewall----- SPI with S&amp;T

This is a long awaited game, using the Terrible Swift Sword system but on a small battle such that you'll be able to play a tactical game with out spending all three weeks or more doing so. Anyway This is a real nice little battle to portray, though they do have some nice game problems to over come in this game. Being a Histroy buff in the era here I do know that Jackson on bad information attack a force that would grow to be almost 3 times his size, if it was Jackson's strong showing that kept the Union at bay and Ashby's feint on the Union left that kept a Bridge of Union at this spot and from going and crushing the rebels on the hill. Thus the problems, how are you going to put this into a game where you know all the strenths etc you just put in the fog of war.

Well I would say for once they have come up with a pretty good game. They did a real nice job on the graphics and from what I have read on the battle they have done a real nice job on getting the feel of the battle and the idea of what happen. Thus for once they got a good game that is realistic and yet I feel fun to play, and yet has lots of options to use.

The quality of this game is up to all of the SPI games, 100 counters with a really well done map, though thinner than the boxed game vrsion. All units are on the regimental level, taht can really put you back on the table top, as this game is a good one to do with miniatures as well. The rules are not all the hard and in fact are a lot simplier that TSS! Considering that you have to take into account that it is the same type system, though less command problems. The game move along rather well and the combat system is really quite good, with the ranged weapons etc. and melee.

The Union are hampered by what is known as command units, thus he must have 30 such or he suffers morale effects. He gets about 10 per turn, thus the Union is limited to the fact that he can really only move about 2 bridges on any one turn, until later in this game. The South, on the other hand, is hampered bad the fact that once they run out of ammo they do have any resupplies at all. They have to capture the Union supply wagon to be able to do this and that isn't all that easy. Thus the rebels will be running out of ammo like in the real battle while the union will be not moving to be able to ~~toxxx~~ crush the south. Thus giving you back the flavor of the real battle.

There are plenty of options for both players to be able to do different things thus you will not quickly tire of this game like you do some. Though there is one bad point when this game comes out BOXED the plan to sell it for \$12 and it is no way worth that much!

Well folks we are back to the last page of this issue again. I've got one game open and there might just be another game open when I get the next one filled, but for the time being I'll say that we have one game open. Cost is naturally \$3 fee of which \$2 will be returned if you don't drop out, plus the sub for the duration of the game. Thus you need \$7.00 to start. BAD NEWS postage is going to 15¢ thus a 34¢ a year jump for my costs, thus I'm going to have to raise the sub by 25¢ coming up soon though it will not be for some time, thus in about 4-6 issue the raise will be in effect though you'll note it at the top of the page 1. Starlord is still looking for as many players as possible. I need 1 player for Shiloh right now as I just had one player drop out.

Shilohreport--- In the morning about 6am. elements of Polk's Corp attacked Sherman's 5th Div. Not only were these people caught in the barracks, but they were hit so hard that a couple of Bridges were almost wiped out. It was an hour later when troops of Harddee hit the ridge around Sholoh church. Polk was keeping up pressure on the front with Sherman and Grant was not yet on the field. Elements of the 1st Div along with the 5th were taking up parts of the ridge and the 2div were taking up positions on this ridge. As this was happening about 1 hour later Bragg attacked in front of the 4th Div. Heavy fighting has been reported all along the front with many a hard pressed union troops holding ground against the on slaught. As of 10 AM Grant is not yet here, but the Union troops seem to be holding though they are taking there toll they have still maintained the ridge and attacks along the this area and in front of the fourth also have repelled all attacks. James A Qeir reporter.

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