

5-25-86

Game fee \$12.00

Sub \$6.50 for 17 issues

Games:

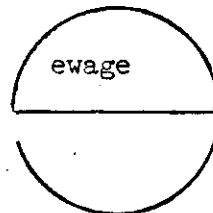
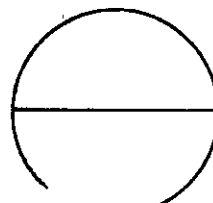
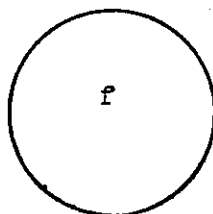
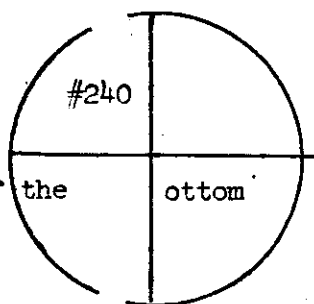
83IC

84CW

85Y

85CN

Conquest of the
Empire



83IC Fall 1908 Will France and Germany be stopped??? Some say yeas.

France(Ditter)

A Pie-Ven:

A Mar-Pie:

F Tyn-Nap:

F Lyo-Tyn:

F Tun S F Lyo-Tyn:

F Spasc-Lyo:

A Pic-Wal:

F Eng C A Pic-Wal:

Germany(Schilling)

F Nth-Edi:

A Swe-Nwy:

A Den-Swe:

A Mun S A Sil-Boh:

A Kie S A Mun:

AcSil-Boh:

F Bal-Bot:

A Pru-Liv:

Russia(Crosby)

A War S A Mos-Liv:

A Mos-Liv:

A StP-Nwy:

A Fin S A StP-Nwy:

F Nrg-Edi:

Austria(Garnder)

A Bud-Rum:

A Tus-Rom:

A Tyo-Ven:

A Boh-Sil:

Turkey(Tiffany)

A Gal S Russian

A War:

A Alb-Apu:

F Ion C A Alb-Apu:

F Apu-Adr:

F Gre S F IoN:

F Nap S Austrian

A Tus-Rom:

F Con-Bulsc:

The underlined moves fail. The Austrian A Boh is in retreat. Supplies:

Aus:Vie,tri,rum,bud,ven,rom, 6+2

Fra:bre,por,spa,bel,liv,tun,mar,por 8

Ger:mun,kie,ber,den,hol,edi,lon,swe 8

Rus:stp,mos,war,nwy,sev 5

Tur:con,ank,smy,bul,ser,gre nap 7+1

Deadline for the winter moves only 15
june 86, and spring will be due 6 July

84CW some mistakes

Last issue

Turkey Ditter

A Pru-War

A Mos S A Pru-War

should have been underlined

Supplies Ita 6+1, Russia 10-2 Turkey 11+1

Russia A Bre R Gas R A War A Ber

Turkey R F Ion-Nap B A Con

Italy B F ~~NAP~~ Rom

Russia(Krukowski)

A Liv-Mos:

F Bal-Den:

85 Y Winter 1906

England BFEdi A Liv A Lon

France B A Por A Mar

Germany R A Ukr, A Gal A Boh

Turkey R F Adr A Alb NRR GM removed postions

Tur: Ger:ABud

F Bla A Rum

A Bul A Vie

A Ser ~~del~~

F Gre F Ber

F Ion A Mun

F Aeg

F Sev

England

F Hol

F Kie

F Bal

F Nth

A Pru

A Lon

~~del~~

A Liv

A War

F Edi

A Liv

A Lon

France

A Ber

F Tun

F Tyt

F NAP

F Ion

Atyo

Atri

A Adr

A Ven

A Par

A Mar

Germany resigns I ask Lu Henry to standby address
on Page two.

Well folks next weekend will be michCon. It will be held at the Southfield Civic Center and it should be a good game fest. This will be the only game fest this year in the Detroit area put on by MDG, though you never can tell their might be yet a winter game feast somewhere, you just never know. Anyway On Saturday I will be running a couple of games, Three French and Indian War games, and A Scotland Yard Tournament that Sat. Night. Then on Sunday Morning I'll be running a Tournament with JEB, I'll also be running a booth at the convention and well things look very good to be having a very good show. I Think that Mich Cons will start bak on the way up over the next couple of years and they will get back to 2 a year in a bout two years, they need a rest and new blood has got to come to the fore front here. I will very soon after this show be getting involved with the planning etc for the conventions, now that I'm finally getting settled in this area. I do feel that this Summer will be a very good show witha lot of very good things going on. I hope to see you there....

Then in July I will be at Grif Con and that one will be a very good show. That one is a players convention with a lot of stuff for sale. Though mostly you will find that the games are good and people aren't buying too much, they are there for the games, and they put on some very good games. This one will be held at the Notre Dame Univ. at the dates are July 19 & 20 contact the Griffon Book Store, 121 W Colfax South Bend, In 46601. If you want to play games then come to this convention. I'll make sure that I get there.

Can Games was last week and well I was unable to get there, I came down with Bronckitis? any way I couldn't breathe real well and couldn't talk for two days, thus I decided 10 hours driving as a bit much and asking for this to stay on for weeks if I did it. Next year for sure, I really enjoy going up to this convention, and I really wanted to get up there this year, just too many things and then being sick, decided to stay home. I hope that they had a very good convention up there and I hope that they have one next year.

Well folks there is new items coming in all the time these days and most of it is pretty damn good.

West End Games have come out with Ghost Busters and this game looks very good. In the tradition of Paranoia, this game has the tongue firmly in cheek and goes on from there. This is a fun role playing game as you mess up places trying to get rid of the demons and monsters etc. The Design team... Chaosium Inc!!! The people that designed Runequest and Call of Cthulhu. That is right, though this game is much easier than those games, but this tells you that these people know how to make a roleplaying game. It shows the people from Chaosium and West End Games have put out a very good product, it looks good it reads good and you are getting value out of it. \$17.00 and it is a winner, watch it get an award or something next year. RAF is a great game see the review of this game later in this issue. Looks for some more awards from this company and watch this one grow over the next couple of years into one of the main forces in this hobby just below GDW, TSR, AH has been slipping lately through VG has been doing quite well, but look for a change in two to three years.

85 CN seeing as I only 3 people of the six got moves in so I have decided to extend the deadline until June 15 at noon. Being a ~~XXXXXX~~ holiday weekend no one is home and I want to be with my family thus the delay. please, make sure that you get your moves in on time please.

Conquest of the Empire

Mistake revisetd. Becuase Egyptus took celia not ~~cya~~ creta thus Maceadonna gets 5 more, and instead of giving 5 to Numidia he builds and Inf. also ~~GXX~~ Galatia builds one less Inf and has five left over in his treasury.

The deadline is therefore extended for one deadline which will be the 15th of June.

That is all for now

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New s o f things..... I'm making this short becuse if the weekend and I have family plans to do as well as other things.

Battle Tech remains very hot and any conntected with it also is selling at a very fast pace. Aero Tech has come in and well taking this game out to outerspace and man did that sell at \$15.00 Also City Tech at \$20,00 sold very well. That is going to make Fasa some big bucks over the next couple of years. What can you say when it is selling this well?

Steve Jackson has also come out with a new boxed set of Carwars, called Duel track. This is a \$16.00 game that allows you to race in high speed machines and kill each other, now if the cities aren't safe and everything has broken down, how can people afford to build these cars?? ohe well i sells. Task force from the Auto Ventures has come out with the Gauntlet with is for carwars and cost \$7.95, another adventure for this game.

Mayfair has a new Super man Module out and this one is the count down to Armageden. It is a solo or one on one, ie only superman verus the GM.

Grendaier has come out with a very nice idea, the Monster files. The first set you get a file that has over 100 monster listed. they have painting guides as well as pictures of the monsters and the stats for playing. The first set of figures comes with the file. T e first set has A & B listisings in it and they will be coming out with 12 of these over the next couple of years. they have also come out with the ninth giant of the month. This one is a 2 headed giant and there is nothing really great about this one, looks ok. then in \$2.75 packs we have Ninja Skeletons, and that one really looks good though they have to be too slow to be ninja, kinda stiff they have also come out with Skele. knights, and a black drake, that looks very good for \$2.75. Then in the three dollar range they have come out with a Death Wyrm which is very interesting as well they have come out with EsSkele Master set 1 and 2 . together they make a litter and bearers etc, nothing really great about the litter though the figures look pretty good.

Ral Partha has come out with the Rune Quest blisters 1-8 as well as having 4 new Battle Tech Figures avaiable.

Darh Horse has come out with Pin Head Barabians, with chian saw etc, they are very strange to say the least. They are different out there.

ESCI has put out for you gamers, an M-1 and M-1 A-1 in 1/72nd scale and they look very good. They are cheap at \$2.75, and I can not believe that price at all.

Has. has put out a Leopard II in 1/72nd scale and that one is \$6.00 Great for use with the modern day Role playing games wouldn't you say??.

ESCI has also come out with Vieteman figures US elites and the Viet Cong, if you are into 1/72nd then this type of stuff is for you.

CJhaosium has come out with a new Call of Chtu game set, this one is called Dreamlands and comers the oter stories from Lovecraft. At \$25.00 it costs but it will be very good for those of you what are into this type of thing and well looks good, Call of does very well , quite unnatural though.....

A New Hero Champion mod is out called the Coriolis effect for you super hero guys.

There is no 5

The Review Page.....R.A.F.....West End Games \$20.00

It seems like the solo games are the rage right now, and John Butterfield is the king of this area. He has done Ambush, plus all the other items to that, and that is likely the best selling solo series ever. Well he has done one for Westend Games, and well it is a hit. This one covers the battle over Britain in WWII and well I like that subject anyway, and I had to play this game, I have, and this one is a winner.

This game is top notch from the start to end like most of Westend's games. The map is functional and not a thing of beauty, but everything for play is on the tip of your fingers. The cards give you various targets, various types of attacking forces amounts of forces, the time it takes as well as events that change the game, thus with a deck of cards, or three of them really you have a very good random play and some very good surprises as well. The counters are well done and the rules, vague in a couple of areas cover everything quite well, or at least I have not found too many problems with this game yet. The game is simple but yet there is a lot to this game and that is what makes this game so much fun to play.

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The game is basically for the start of the day you see if you get any reinforcements this is minus for the British is a loss of Victory points. You can take green points and add VP's to your score, the Germans take any reinforcements. Roll for weather the British set the patrols in the air. Now on each raid you roll to see what info you get and this can mean how many planes you can get there, some times only the planes in the air can attack, thus you want to set them up carefully, and they can patrol adjacent areas to their home base. After setting the patrols, the German rolls for the effort for the day, he can roll from all out to light for the day. He then picks a target card, and then you find out if there is a raid or a major, or minor raid. Roll to see how much information the British get, this will tell the British when they have to commit their forces, and what forces they can commit. The Germans find out how large the raid is, and drawing a second card how and what forces this will cover, The British will attack according to the rules, and then the bombing will take place, if any and VP recorded. An event card picked will tell you how many hours this take and you could have between 0-12 hours and the day is from 600-1800 hours thus many raids could take place in a day, on an all out day, all hell breaks loose. If you get two all out days in a row watch out. After the day's raid you conduct relief that is fatigued units on the raid bases become ready again and damaged units get their way back to ready status again. It is easy to kill fatigued units but very hard to hurt fresh units, thus the British have a choice because they cannot attack all raids without losing many aircraft.

Anyway this game shows you what it would have been like to be in the war room as the planes come over and ~~could~~ you have won the battle. Though the game is simple do to the amount of days that this game covers it is very complex, or I should say long. There are a couple of short scenarios that work just fine if you have only very limited time and this is good. A couple of complaints though. I feel that the set up instructions could have been better, and the event explanations keyed better it took me a couple of days to find these things. Over all a very good game, fun fast and if you like this period at all this game is a must.

BOAST

#240

Page the last..

This issue is going to be a short game report issue. ~~It's~~ a holdiay weekend and my wife wants me home. I'm gots games open and I would like to have people sign up. There are six people for the next dippy game, Cost \$2X \$12.00 for the first game and \$7.00 after that, and that covers the zine and everything. A Bargin please will one person please write and join???

I might note that I also want to be home with the family this weekend as well, so it is a deal where BOAST will suffer from, not as many pages. It will get mailed out on Monday late as there is no mail pick up that day, thus Tuesday it will start wining your way, though it will be in the mail box on Monday. Normally it ds in on Sunday.

Not much else to say.. going home to the wife and kids see you all later.....

Really its not my idea its Herbo.

BOAST #240
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