

8-24-86

\$6.50 for 17 issues
or game fee of \$12.00

Games:

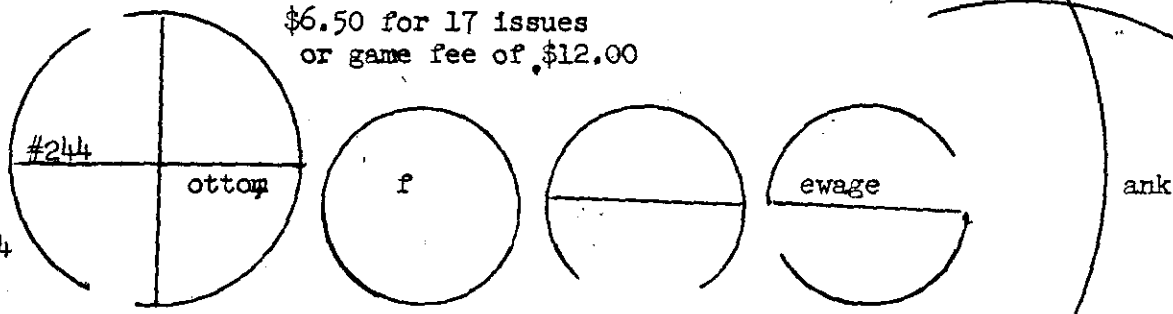
83IC

84CW

85Y Ends

85CN

BOAST \$344



84 CW Spring 1912..... A Call for Peace from Russia, Proposed I,R,T Draw vote

France (Schnelker)

A Bur-Par:

F Bre S A Bur-Par:

Italy(Crosby)

F Rom-Tyr:

F Nap S F Tun-Ion:

F Tun-Ion:

A Boh-Tyo:

A Ven S A Boh-Tyo:

A Vie-Gal:

A Bud S A Vie-Gal:

Turkey(Ditter)

A Gal-Bud:

A Rum S A Gal-Bud:

A Ser S A Gal-Bud:

A War-Gal:

A Mun-Boh:

A Mos H:

A Ber H:

A Ank-Con:

F Gre-Ion:

F Aeg S F Gre-Ion:

F Apu S F Gre-Ion:

F Smy-Eas:

Russia(Kurkowski)

F Kie-Bal:

F Bel-Hol:

A Mar-Bur:

F Mid S F Lon-Eng:

F Nth-Den:

F Lon-Eng:

A StP H:

F Nwy S A StP:

A Hol -Ruh:

A Spa-Gas:

The underlined moves fail. The Italian A Bud is in Retreat. Please vote on the proposed draw:

Press: Russia to World: How about ending this Ay?

B XLIV I rember getting a number put I can't rember where I put it. Help!!!

Turkey(Crosby)

F Ank-con:

A Con-Bul:

A Smy-Ank:

Austria(Ditter)

F Tri-Alb:

A Vie-Bud:

A Bud-Ser:

France(Botimer)

A Mar S A Par-Bur:

A Par-Bur:

F Bre-Mid:

Italy(Schnelker)

NMR

A Rom

A Ven

F Nap H

England(Reese)

A Liv-Yor:

F Lon-Nth:

F Edi-Nrg:

Russia(Tiffany)

A War-Gal:

A MosOUkr:

F Sev-Bla:

F StP-sc-Bot

Germany(Brockington)

F Kie-Den:

A Mun-Bar:

A Ber-Kie:

The underlined moves fa il. I'm asking Scott R. Skellie to please stand by for Italy, I doubt if we will need to have them , but just in case, Scott is at 16302 El Camino Real #2706, Houston Tx, 77062

deadline for all gameswill be the 14th of sept 86 at noon.

News of what is what..

Gen Con was held about 1 weekago. Reports are very mixed about this year. I guess there was less Mini games going on this year, fewer that ever before. Attendance about the same, though nothing new to tigger the gamming public as a sure hit of the year.

That about does it for conventions for the next couple of months...

Rock Con will be in Oct. though I'm tottally unsure of the dat at this time, though I will give them to you next time around.

Nov 15 there will be a one day con in Ft Wayne IN and I will be attending this convention. I will likely put on a couple French and Indian War things, and I will like to try and put on a Battle Tech game as well. This will be the Convention held at the Wayne Center in down Town Ft Wayne.

Also on that Weekend there will be a convention at East Lansing Mi. I will not be able to attend this one at all, becuase I made a committment to the Ft Wayne people first. This should be a very good alternative to the Winter Con held in Detroit, that will not appear this year. I'm not sure of the place, I wish I had more information about this one, but I don't.

that is all I know about the conventions that are comming up I hope there are in fact more, and if you know of any please let me know.

All reports I hear about Mad CON the Dippy con held in Madison WISC. sound great maybe next year I'll be able to get there too or something huh?? If you were at that convention you must have had a very good time.

Game Designers Workshop have now got the rights to Harpoon II and Johnny Reb, and they have released both of these products to the public. It is very good to see that these rules are once agian back out and available to the public. Both are very good sets of rules and deserve to be avaible. I'm happy that someone like GDW has taken it upon themselves to come out with thaserules once again.

Things to watch for for over the next few weeks, Kings and Wizards from Tom Wham being put together from Games Workshop and West End Games, they will also be comming out with Tank and Land Battle game. VGames will be comming out with 2nd Fleet and 1944 games. Games workshop will have a new Talisman Expsion kit, funny the sheets are too large for the box. Their New Cavern and Dungeon Floor plans are well not a real good item, they have to be cut out for what you want, they are not a geomorphis as before and they will take more time cutting them out than before. FASA will have a new Graphic Novel(ie comic Book) on Battle Tech comming out very soon, also the Tech. Readout should be avaible in about 2 weeks, cost will be \$1000 on that one. and new \$7.00 Module for Battle Tech the Spider and the Wolf will be comming out. Look for these things in your local store, or you can get them through me if your local hobby shop does not stock these things. Yes I do mail order, but please support your local hobby shop if they stock this stuff as it ~~will~~ mean they will carry more if you buy from them. As a last resort I do sell to you the subbers of BOAST as I have over the last 15 years.

85 CN Fall ~~1912~~ 1905 Small gains by France, but Turkey grows.. Russia the bear sleeps

Austria(Kurkowski)
A Tri@Ven:
 F Adr S A Tri-Ven:
 A Bud-Vie:
 Turkey(Botimer)
 A Bul-Rum:
 A Ser S A Bul-Rum:
 A Alb S Audtrian A Tri:
F Apu S F Ion-Nap:
 IFIon-Nap:
F Aeg-Ion:

France(Crosby)
F Tun-Ion:
 F Mid-Wes:
F Nap S F Tun-Ion:
F Tyr S A Ven-Rom:
 A Ven-Rom:
 A Pie S A Tyo-Ven:
A Ttyo-Ven:
A Vie H:
 A Boh S A Vie

Russia(Schnelkner)
 NMR
 A Mos H:
 A War H:
 A Gal H
F Rum H:

England(Tiffany)
 A Den-Lvn:
 F Bal C A Den-Lvn:
 F StP S A Den-Lvn:
 F Bot S A Den-Lvn:
 A Lon-Den:
 F Nth C A Lon-Den:
 F F Nwy-Nrg:
 A Edi H:
 A Ber-Sil:
 F Kie-Ber:

England: nwy,lon,edi,liv,hol,swe,den,kie
 stp, ber 10 E
 France: por,par,bre,mar,spa,bel,mun,tun,ven
 rom,vie '11+1
 Italy 0 out

Russiawar, sev,mos 3 E

Turkey,ank,smy,con,bul,gre,ser,rum Nap 8+2

The underlined moves fail.

The Russian F Rum is Dislodged and Elimated. Supplies above, The winter and spring moves are do. I'm asking Lou Henry to please stand by for Russia.

 85y Has been voted a draw between F and E. the details will appear next issue.

83 IC continues, I thought the last person would vote for the draw, but he didn't the next moves are due 14th of Sept at noon . My house rules state that all people must vote for the draw, I pulled the tigger on this one, moves due next issue. More on this game on the back page.

Michael Brockington, 33498 tenth ave, Mission, B.C. Canada, V2V 2K6 COA for B44
 Scott Skellie, 16302 El Camino Real, #2706, Houston, Tx, 77062

 Ben Schilling, 24730 Roosevelt Ct, Farmington MI, 48018
 Tom Tiffany, 4508 W. Oklahoma Ave, Milwaukee WI 53219
 Larry Botimer, 13833 NE 11st #3, Bellevue Wa, 98005
 M.Brockington, Rm 374 Snellhouse, SFU, Burnaby, BC Canada, V5a 1S6
 Joe Clement, 309 E Columbus, Kentton, Oh, 43326
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 Paul Garnder, RR1 Bx252 New Fane VT 05345
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 Dippy Players addresses
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 Michael Schnelker, 5727 Mirando Dr. Ft. Wayne, IN 46815

Greenfield garrisons have come out with a great number of new items, and well they do look very good and they are very reasonably priced. The vietNam era stuff has come out it is in the 20-25mm range and well it looks great. they have come out with a #8000 Hootch \$5.00 #8001 psp Revetment \$4.00 8002 Helicopter landing Pad \$2.50, Self Propelled Gun emplacement \$5.00 8004 4 pcs of OilCan revetments \$3.00 2307 Sandbags 18 running inches of these \$3.00, in Mirco Armor buildings, 4008 a complete European Farm set, \$5.00 this has the house barn, and two other buildings \$5.00 4009 Farm house \$2.00 4010 Barn \$1.50 4011 German Mt. Villa or could be used 15mm house \$2.50 . Lastly we have in stock 2114 Midevil building 15mm \$4.00

Ral Partha, now here is a very sad story. The first thing of note, they will be very hard to get in the stores for the next few months, and after the first of the year they will even be harder to get. They have said that it will be 4-6 weeks on delivery of there items. They have had a restructure and things have changed grea tly. They have cut the terms to their distributors to the point that likely they will lose from 50-90% of them, and the rest will not be able to afford the product that they need, do to the terms. Thus distributors will be out most of the time and they will sell to retailers on a COD basis only and also I have heard that they will fill any order in 5 days if it is prepaid. Thus they are trying to go into the mail order only bus. only, of that is the way that it seems to this person here. They have but 11 people working right now, 3 in the office and 8 in the plant, only one of the original owners is working there at this time. What this all comes from who knows and one can only guess. It has been coming for some time, ever wonder whythere are lots of Battle Techs at the conventions where Ral is but you can't get any at your store? well that is becuase they were not shipping any to any one of the distributors or very few. Will Ral Partha Last? Time will tell, but it is the understanding of this person that they Mare having very hard times, what that means I can only guess. Time will tell, though there are people interested in buying this company at this time, and can only hope that it is true, that someone will buy it and turn it around. About new relases who knows what the furture in that will be. Likely Ral will be a strpeed down version of what it is now no matter what happens.

The Descision at Thunder Rift, the first Battle Tech Novel has hit the stands. I have read it , it was al right, but it was not like the first DragonLance novels. You really don't get involved with the company of people that you are reading about, they lack the depth in characters that the Dragon Lance had. It was a good story, but in knowing Battle Tech the Game, I would have to say that they made too much of Heat in some of the lesser Mechs like a locust, as that one can RUN, and Fire all day long and if they have all the heat sinks then no problem as they would only generate about 5 heat points per turn max , thus 50% of the heat sinks would have to be knocked out before it would build up heat. Any way it is a very good story and there is a lot of action as well, maybe the second novel will help build out the characters better. I would say it was better than the first Greyhawk novel, but not as good as the second one.

ICE has been very busy, as you know they took over Hero games and over the last few weeks thay have been coming out with a lot of stuff, stuff for Hero as well as for the ICE games as well. #9400 from ICE is the Lost Telepaths which is for the Space master series. The middle Earth Boxed and the book of the roleplaying games have come back out and this is new and revised book. Looks very good, I'm not sure what was changed , but you are getting more stuff in the box set now and the price is still a low \$15.00 looks very very good, new art work etc.

More news of what is new

Hero games have come out with lots of things as well. there is the new Enemies I has come back out with a brand new cover, completely revised and ready for use with the new Champions game. Also new for Danger international is the Super agents, these guys can also be used with the people from Champions as well though I'm sure that they would pale when next to a super hero. They have come out with the Beastair which is monsters that can be used with all the people and games that hero makes. Monster for the Fantasy games, monsters for Champions, Danger, and Justice. They have the gadgets book. This is a book that people can use and play with super gadgets for the super hero's listing everything that you wanted and did not want. As I say ICE has been very busy.

Little Stevie Jackson has come out with two Car Wars Items, the exp. #9 and the new Uncle Alberts update kit for Carwars. Will it ever end for this game, I really doubt it. His GURPS will have the magic supplement to it very shortly out in spet and well I would have to say that GURPS is the biggest rip off on the gaming public we have seen in a long time. there is nothing really for this game, in the basic boxed set what do you get for \$25,00 ? Not much it suppose to be the universal, any time anywhere role playing game, but with the basic set you get rules that were or are in Man to man and very little ~~XXX~~ else. You get no magic, not charts for SF or modern day, though thpse things are pictured on the box, I wonder if he could be sued for false advertizeing on this? What you get is a bunch of rules for medevil warfare time of stuff and that is all and how to create a charter, I can be used but it is very limited to what you can do with this the ba sic set of rules, way over priced tp boot. Little stevie gets the junk game of the year award, from me on this one.

Rumor has it that Games Workshop out of England has changed hands, and Ian and Steve Jackson no longer own it and some other people have bought them out. That would be very good news and I hope that it is in fact true. It could not be nicer to see them leave the gaming area of the world.

Columbia games have come out with Erael, the Elf Kingdom of Harn. Maps and text for \$10.00 not a bad package, I of crouse bought a copy to keep my collection up to date and current. I like those maps that they put into these books, they really make the item worth the money.

FGU a new V&V module the secert of the swamp, now this is getting to be too many for super hero games.

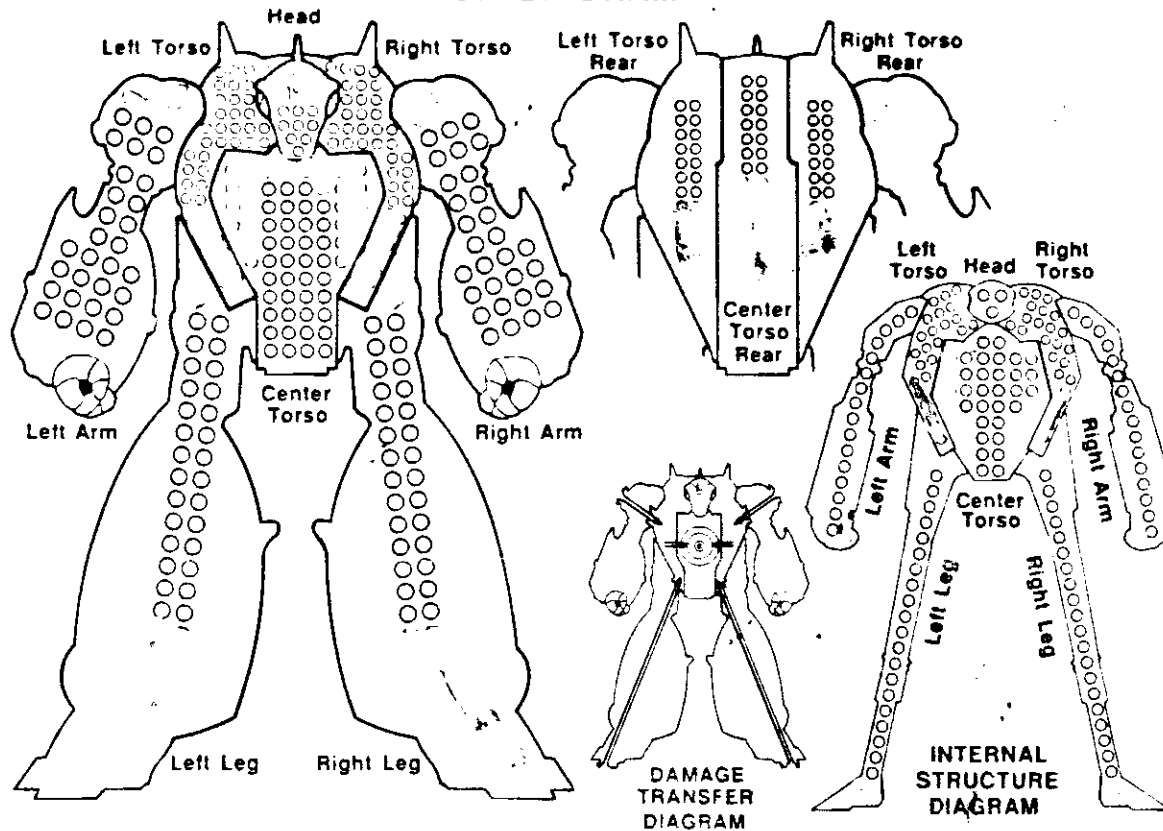
Shanghai Trader from panther games at \$36.00. This is a game of free trade in old Shanghai about the 30's and 20's time frame. Deal with drugs, and crime, and legal things. It is a free wheeling a dealing agme with a lot going for it. The price is a bit high the the game is very good and a super lot of fun. Rember that dealing on some of these items will get you put into jail. If you like Junta you will like this game as well, and maybe even better.

Fasa still puts out things for the starTrek game. They will be comming out with a new star Trek Battle game, but for now they have come out with Old Soldier never die a double module and it looks quite good as well. They have also come out with three new doctor Who figure sets, one of whtth has Dr. who companion K-9, we all know that every one wants to get K-9. they are not the best figures in the world, but if you like Dr Who...

Also in from the Austrailian Design Group ... we have World in Flames. This game has recieved praises through out the industry over the last year as being the best game on WWII at this stratggic level. \$45.00 and worth it.

BATTLETECH

ARMOR DIAGRAM



DAMAGE
TRANSFER
DIAGRAM

INTERNAL
STRUCTURE
DIAGRAM

MECH DATA

Type: Crossbow
Tonnage: 90
Movement Points: 3
Walking: 3
Running: 5
Jumping: 4

WEAPONS INVENTORY

#	Type	Loc
—	LRM 15	RA
—	LRM 15	LA
—	PPC	RT
—	SRM6	CL
—	Med Las	LT
—		
—		
—		

AMMO:

AutoCannon Rounds:
M.G. Rounds:
S.R.M. Packs: 15
Missiles per pack: 6
L.R.M. Packs: 24
Missiles per pack: 15

TOTAL HEAT SINKS

○○○○○○○
○○○○○○○
○○○○○○○

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken: (Consciousness Number)
1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

LEFT ARM

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Heat Sink
- LRM 15
- "
- "
- LRM 15 AMMO
- Heat Sink
- "

LEFT TORSO

- LRM 15 Ammo
- Med Las
- Heat sink
- Heat Sink
- "
- "

- heat sink
- "
- "
- Jump Jet
- "
- Heat Sink

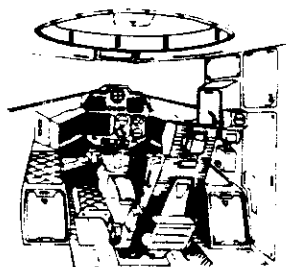
LEFT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

CRITICAL HIT TABLE

HEAD

- Life Support
- Sensors
- Cockpit
- "
- Sensors
- Life Support



CENTER TORSO

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
- SRM 6
- SRM 6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

RIGHT ARM

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat sink
- "
- LRM 15
- LRM 15
- LRM 15
- LRM 15
- LRM 15 Ammo
- "

RIGHT TORSO

- PPC
- "
- "
- "
- Heatsink
- Heat sink

- SRM 6 Ammo
- Heat Sink
- "
- "
- JUMP JET
- JUMP JET

RIGHT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	-4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	-3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	-2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	-1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

The Review Page.....Aerotech.....Fasa \$15.00

This is the third game part to the Battle Tech series of games that have become one if not the hottest things out there at this time. (The other parts are Battle Tech and City Tech) Though it seems like I have been reviewing a lot of FASA products lately you are right, it seems that I have gotten on a certain kick and well I'm just carrying on through one might say. Anyway this game completes the board games for the Tech series and with this you should have all the tactical games that are out, though from what I hear there will be a couple of strategic games coming out, any way Aero is the cheapest of the games, and well that is because you are getting less in the box. Aerotech is a more of a board game, in the sense that wargamers know them than the rest of the system.

What you get at a large map, it has one moon and one planet on it, plus a black background. There are gravity arrows pointing to the various planets or moon and require a certain amount of thrust, plus you get the rule book and a sheet of $\frac{1}{2}$ " counters like a normal war game. Loss here is all the color that you have gotten in the first two games, but then the hexes and the scale is also very different as well. But of course this game can be played with all the other games, or by itself. If you have the other games you will see that this system is in fact an out growth of those two games and there is a lot of the things that are the same, but there are some things that are not the same. One can tell that they were fudging for this game because the weapons and the heat are the same though the hexes are about 5-10 times as large, and yet they have the same range?? The thing they give is the fact that the Heat sinks work much better out in space (they would) and more energy goes through these weapons creating greater real heat and thus longer ranges etc. (If you buy that find what about AC's no Grav so longer range) Ok we can buy it.

The rules themselves are quite easy to master though it will help a great deal if you have read and played one of the games already, and that is why Battle Tech is STILL the first buy of these games. The other two are stand alone games, but they build on BattleTech and you really should have had that game down first. One can tell that as much time was not put into this game as the others, as there are a lot less in the way of different fighters etc in this game, thus the building of these things is really a must to get various types. You are given the rules for LAMs, the ones that can fly and attack on the ground. But I have digressed. The rules are clean, though it will take a couple of readings of the movements in outer space with regards to the gravity arrows to make sure that you have gotten them straight. There are more rules that deal with entering the atmospheres and what happens there, and when you get down to the nitty gritty of getting down to low altitude you can make a pass through the battle tech area where they can shoot at you and they at you and I'll tell you if they use the right weapons, and are a little bit lucky by by mech's Strifing will do a combined total of all enemy weapons, or dropping bombs. They will do up to 100 points of damage, though there is a loop in the rules, does the bomb say a 100 per due 100 points to each vehicle or what ever in the hex, or is the 100 points spread out by 10's through out the hex, thus if there were 3 things, each getting 30 and one of forty or all 100? I think the former the rules hint at the latter.

Anyway this Aerotech game adds a lot to the Battle Tech game system, the air arm and even today we know how important that part is. This game is clean and fast like the rest and can use the Top Gun game for the in air combats as well. Though it will certainly add to the games, it will also add a lot of time to the games as well. First you will have to have the drop, once that has been done, then the attack if there are anything left to attack with maybe the Mechs will fight it off. Any way the information on the dropships is very welcome, as is this game to the battle Tech series.

Well we have had yet another person add on to the next game, and we are starting to fill this game up. The cost is \$12.00, this includes the sub fee and what ever elae you might want. If you are already playing in a BOAST game then the cost is a mere \$7.00 thus it pays to play in many games. There are three people signed up for the next game, who will the lucky next four people be?? Just send in your money once again and well maybe we will get you into a game.

In 83IC well everyone but one person wants the draw according the BOAST house rules everyone must vote for the draw this this game continues. I had figured this one person would go for it as he had talked about the tie, before, but now feel that he might have a chance to make it a 3 way or less draw. Please everyone in this game vote again one last time, the move date will be set for the 14th of sep. 1986 please make sure that you get your vote and the moves in.

Paul Garnder and friend will be holding a diplomacy gamming time coming up soon. This is Brux Con and Tamato Con thrown all into one. Looks like it would be a very good time. I would like to go, but it is a bit far you me to go and well out east there are a lot of people. They will be playing dippy and a lot of other games as well so if you are in that area, contact Pqul Garnder, at RRL Bx252, New Fane, VT 05345 for more info on this grat and wonderful convention.

onquest of the Empire , I have three people that want to play. These are three of the last game, they will get into this one free other, I need three more, I will need more players, I'm quite certain that I will be able to get one, so please I need but more players. Cost \$12.00

BOAST #244
 erb Barents
 7187 Wildemere
 etroit, MI 48221

13-863-7321

st class aml
 stand by _____

st class mail
 sub ends _____

st class mail

st class mail

send to:

Larry Perry
 PO BOX 8416
 San Diego, Ca
 92102

