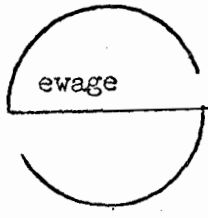
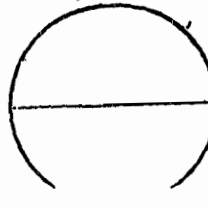
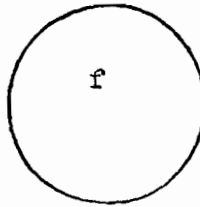
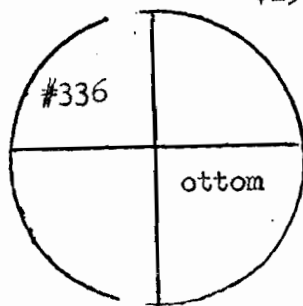


6-7-92
\$15.00 Game fee or
\$12.00/17 issues

Games:

90W
90IJ
91H
91G
91AD
91IC
92 Q B 60



91 IC Spring 1904
Russia(Senzig)
A Nwy H
F Swe S A Nwy
A War-Gal:
A Mos-Ukr
A StP H
A Rum S Turkish
A Bul-Ser:
F Sev S A Rum:

Austria(Hoffman)
A Vie S A Bud-Tri:
A Bud-Tri:
A Ser S A Bud-Tri:

England(Wingate)
F Sha-Nth:
F Eng-Lon:
Press:

this year. I as your
nemesis, am puzzled
by your generosity, but
I accept your gifts and
your hospitality, even if
the Yorkshire pudding
is being served a tad late.
Rus-Con: Its Clobber time
again! Allah sez so.
Rus-Ger: May the sun beat
on your back and the wind
blow in your face, maybe I
got that backwards.
Rus-Rome: Is Austria
your ally? Really!!!!

Austria in a tight squeeze, France where are you?
Italy(Lynch)
A Nap-Rom:
F Tus-Tyr:
A Ven-S A Tri:
A Tri H:
F Wes H:
France(Crosby)
F Bre NMR
A Spa:
A Gas
A Mar
F Mid
Turkey(Patterson)
A Con-Bul:
A Bul-Ser:
A Gre S A Bul-Ser:
F Ion-Alb:
F Bla-Con
Germany(Wiess)
A Bel-Yor:
F Nth C A Bel-Yor:
F Hol S F Nth:
F Den S F Nth:
A Kie-Mun:
A Ruh-Bel:

Deadline is
June 28th At
NOON EST
For Fall 1904

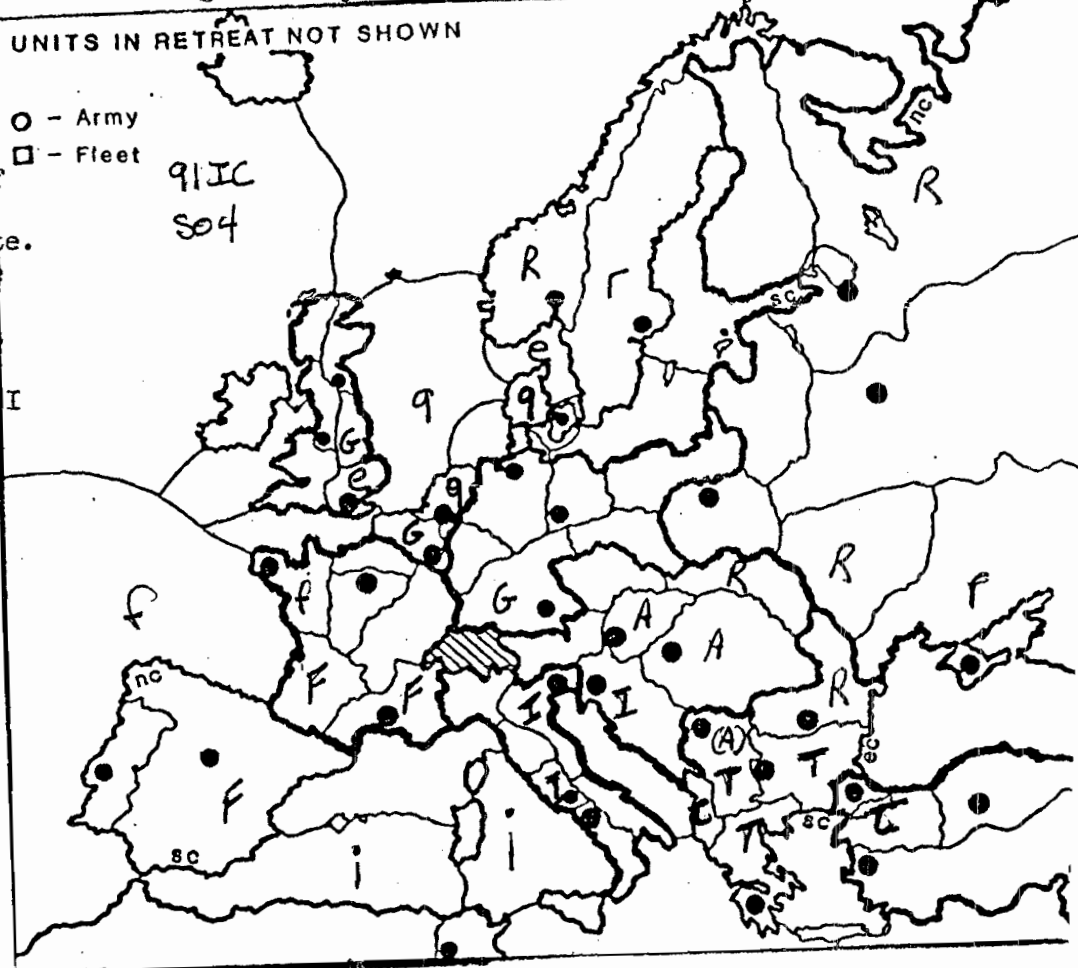
The underlined moves fail The Austrian A Ser is in retreat.

I'm asking Alan Barwick to please standby for France, though I
do not think that John will miss again.

Press Ger- Eng: Thank you so much for the lovely Christmas Present

UNITS IN RETREAT NOT SHOWN

○ - Army
□ - Fleet



I'm very sorry about the last issue of BOAST. My copy machine was not working and so I gave the issue to some one to run off giving them the instructions of how to run it off. Well... they did not do it right. I'm sorry about that and well there is not much I can do about that at all now. I had to get the issue out. My machine is back on line and doing just fine. I guess that is what I get for trying to cut corners on that one this past time. Oh well that is life in the big city. I know that my machine will be good for another 100,000 copies now or more. This issue will be back to the "ggod " looks of before.

Conventions that are coming up.. well if you look in the last issue there were a number of them. I'm only going to mention some of the really good ones and the ones that I know that I will be going to.

Mich Con is coming up. This is a very good convention and it is a lot of fun. There will be a lot of things going on at this convention this year. I will be running an East Front tourney on Friday and Saturday. I will also be running a Harn Master Quest Saturday after 5PM and then I will also be running ACW miniatures on Sunday. This is a really good convention with a lot of fun for all those that are playing games. They keep things going all the time from morning into the nights I have had nothing but a lot of fun when I attend and am at this convention. If you need a flyer I will get you one in the mail. In fact I will have a complete one page add for this con in this issue of BOAST.

Then there will be the really big show, the Orgins/ Gen Con in Milwaukee. Those dates are August 20-23. This will be a really big big show. There will be 20,000 + people at this show and it will be the showcase of the year. Dip Con did not want to be with the Best convention in 6 years, they are down right stupid people each and everyone of them that are running where Dip Con should go. I'm sorry but I'm sick of their stupid I want my own instead of thinking how to enlarge the dippy hobby. They are so short sighted it makes my stomach turn. Anyway back to Orgins, that is the best show coming up this year. Look for a really good time and look for a lot of good tournaments and good games as well as a lot of new things that will be out. It will be the show of the year.

Then there will be the Empror's Birthday Sept 5-6 92 in Soth Bend In.

The week before Gen Con Pennisular Campaign will be in Kalamazoo Mi. This is an all miniature event. A Lot of historical stuff in that one. I might be able to get to that one.

Then there will be Grand Con for the fall in Grand Rapids Mich. This will be in Oct looking to be Oct 24th. Should be a fun time.

Then there will be Ucon at U of M where the parking is really bad this will be 20-22. They have quite an area to have games in.

Penta Con will also be held in Ft Wayne IN that same weekend. I've committed to going to Penta Con this year so I'll be in Ft Wayne In the 21st and 22nd of Nov.

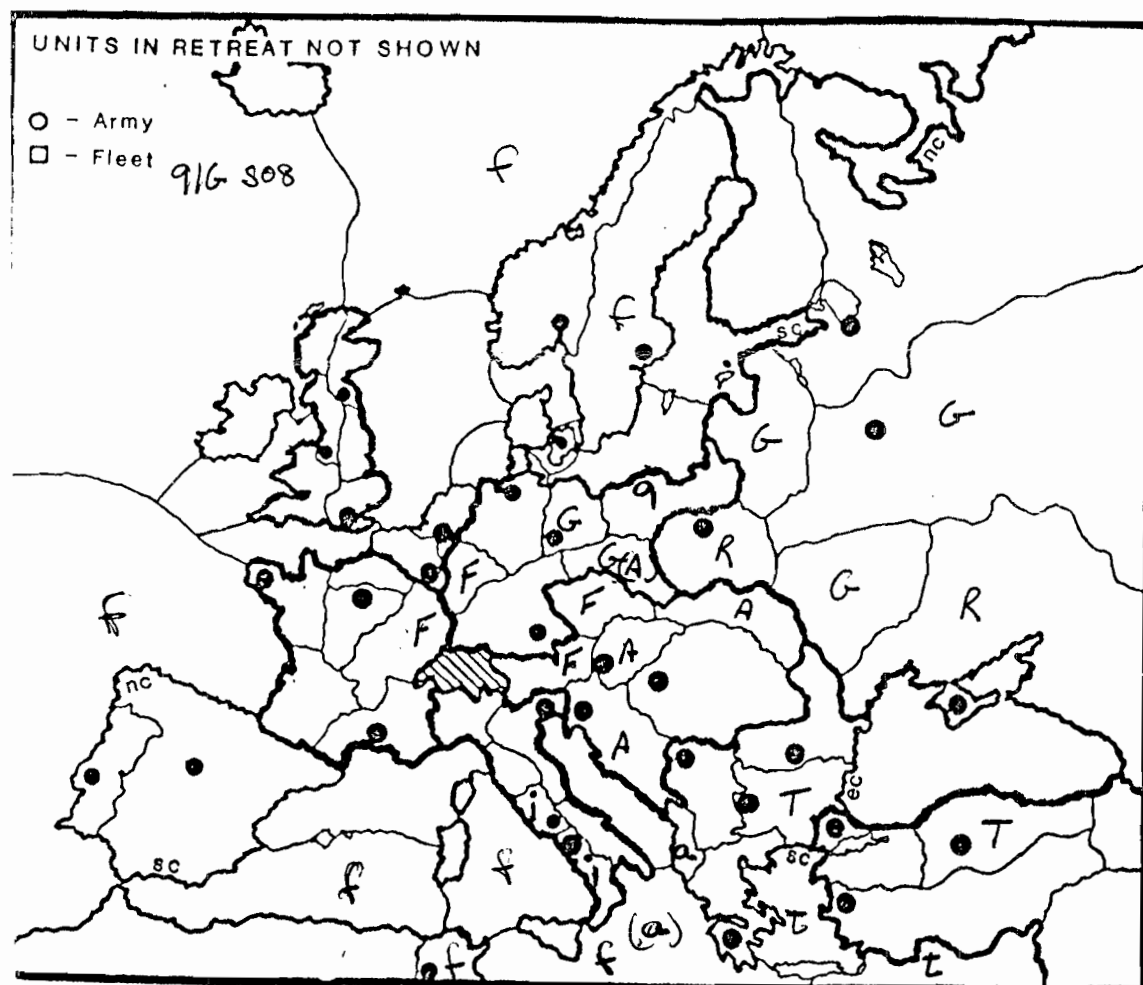
Those are some of the cons coming up in the mid west are. I know also that there will be others through out the country. If you know of any please let me know as soon as possible and I'll get them listed.

91 G Spring 1908 Is the entire world alining against France??

Italy(Ditter)	France(Gavigan)	Austria(Vaporis)
F Apu-Nap:	F Bar-Nrg:	A Rum-Gal:
F Nap-Rom:	F Nwy-Swe:	<u>A Sil S A Rum-Gal:</u>
	F NAF-Mid:	A Ser-Tri:
Russia(Wingate)	<u>F Tyr-Ion:</u>	A Vie S A Ser-Tri:
A Mos-War:	F Tun S F Tyr-Ion:	F Gre-Alb:
A Ukr-Sev:	F Wes H	<u>F Ion C Turkish A Bul-Apu:</u>
	A Bur-Ruh:	
Turkey(Crosby) NMR	F Lyo-Tyr:	Germany(Tiffany)
F Eas	A Mar-Bur:	A St-Mos:
F Aeg	A Ven-Tyo:	A Liv S A StP-Mos:
A Bul	A Tyo-Boh:	A War-Ukr:
A Ank H:		A Pru-Sil:
		A Ber S A Pru-Sil
		F Bal-Pru:

The underlined moves fail. The Austrian F Ion and the A Sil are both dis lodged and in retreat/ please send the retreats in with the fall moves. The fall moves are due on the 6-28th 92 noon EST

I'm asking Jon Boulet to please stand by for Turkey in this game



New items that have come in...

TSR has just come out with all their monthly new things,. They have come out with the new hard cover book for Dark Suns called the Dragon Kings. This is a source book like the Forgotten Realms Adventure book. They have come out with the Priest Spell Cards as well. These are the second in the series of play aids for people with characters that have spells. What you do is that you get the cards for the spells that your person will have and then you have them with you and you can read what it is that you need for each and every spell. You can make your own spell book. It allows you not to have to go back to the book all the time to look up the effects etc.. They have also come out with three modules. One is the Thunder Rifts this is a map and a setting for some other adventures for the basic D&D. They have one for the priest and a Ravenloft book Guide to the ghosts. Add in a couple of novels and a couple of Calendars and you have what they have out. A lot of pretty good looking stuff this time around.

RAFM has come out with 10 new Blister card numbers. They have 7 fantasy Mercenaries and three monster, They have some very good poses in these figures and they are well done with some very good poses. The monsters are well done also. The range in cost is about \$5.50 per pack.

Ral Partha has come out with the Corporate Dragon for the Shadowrun game. \$18.00. They have also come out with the first 8 blister cards of 15mm figures for the Battle system rules. They have Humans Dwarves and Skeletons and Orcs. They will be coming out with a lot more figures in this line as well.

Prince August miniatures have come out with 10 new numbers in the Middle Earth range. These are basically about people that you have not heard of before. I wish they would have maintained what they had and not come out with so many. The prices are very high but the figures are very well done. Some of the best out there. They have a lot of figures that I would call not really useful for gaming though. They are great for people that do a lot of painting.

FASA has come out with the Renegade Legion Cohort packs for for TOG and one for the legion. These are the plastic figures that you got with the game, but quite a few more of them. This will allow you to have a good selection of different things going on. you can have different OB now and make some larger battles as well. They have also come out with a new source book for the Shadowrun game. This one is called ShadowTech. This is a lot of the high Tech stuff that you can use in this game. \$15.00

Fantascenes have come out with 12 new scenics for D&D games etc. These are very well done tables and chairs and what every else. They are put together very good, they look even better. All are at \$4.98, a good price for what you get and they go together very well. Take a look at these.

Osprey books have come out with 4 new books. Two Campaign books on Kursk and Waterloo and the a couple of other elite books.

GDAW had come out with the sister game to Bloody Kasserine, called the Race for Tunis. This is a fairly simple WWII game that is very good on playability. At \$18.00 it is not out of the ball park on price. Bloody Kasserine is also a very good game on a very good subject.

92 Q(B-60) Winter 1900a 5+2
 1901 Winter
 Turkey doesn't Build

Russia(Curret)
 B F StP nc A War

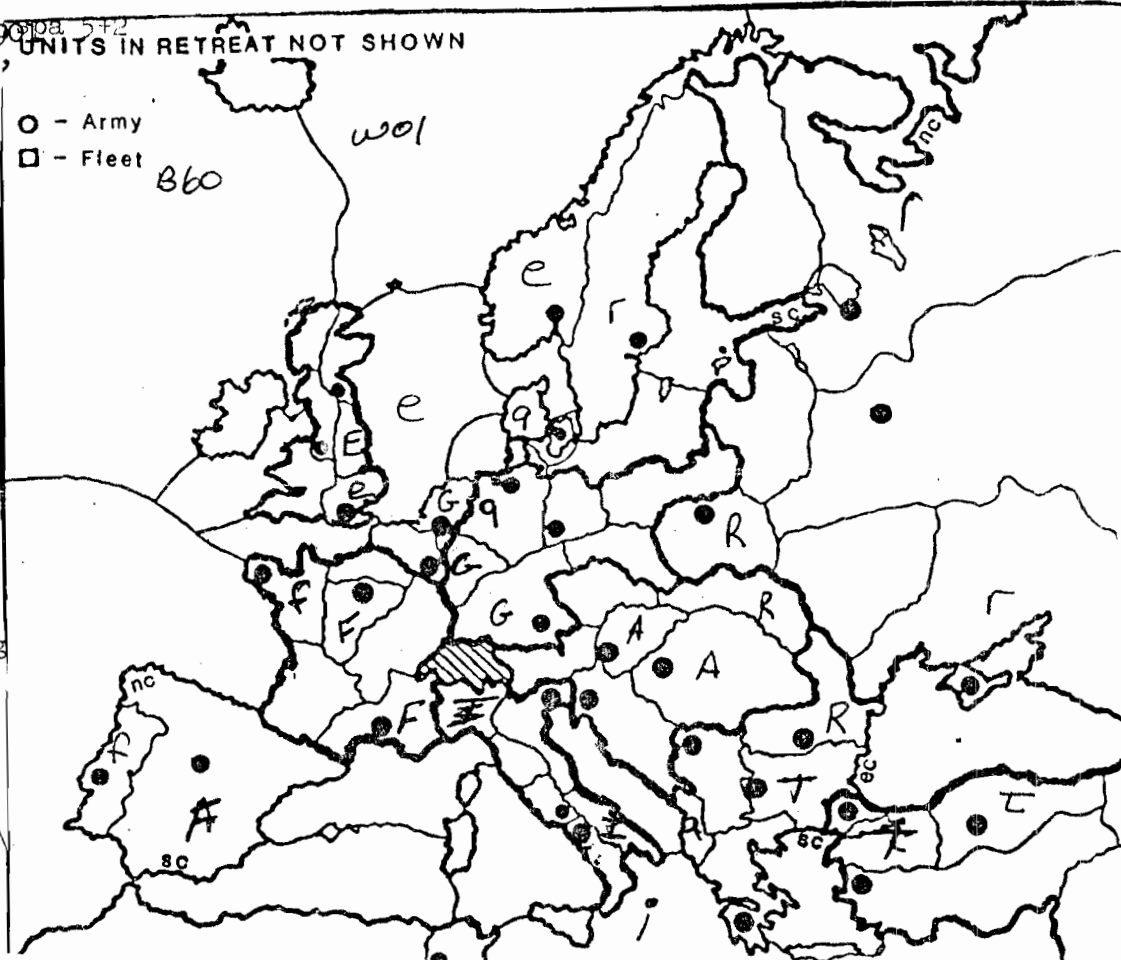
England(Carlberg)
 B F Lon

Germany(Vaporis)
 B A Mun F Kie

France(Wingate)
 A A Bar F Bre

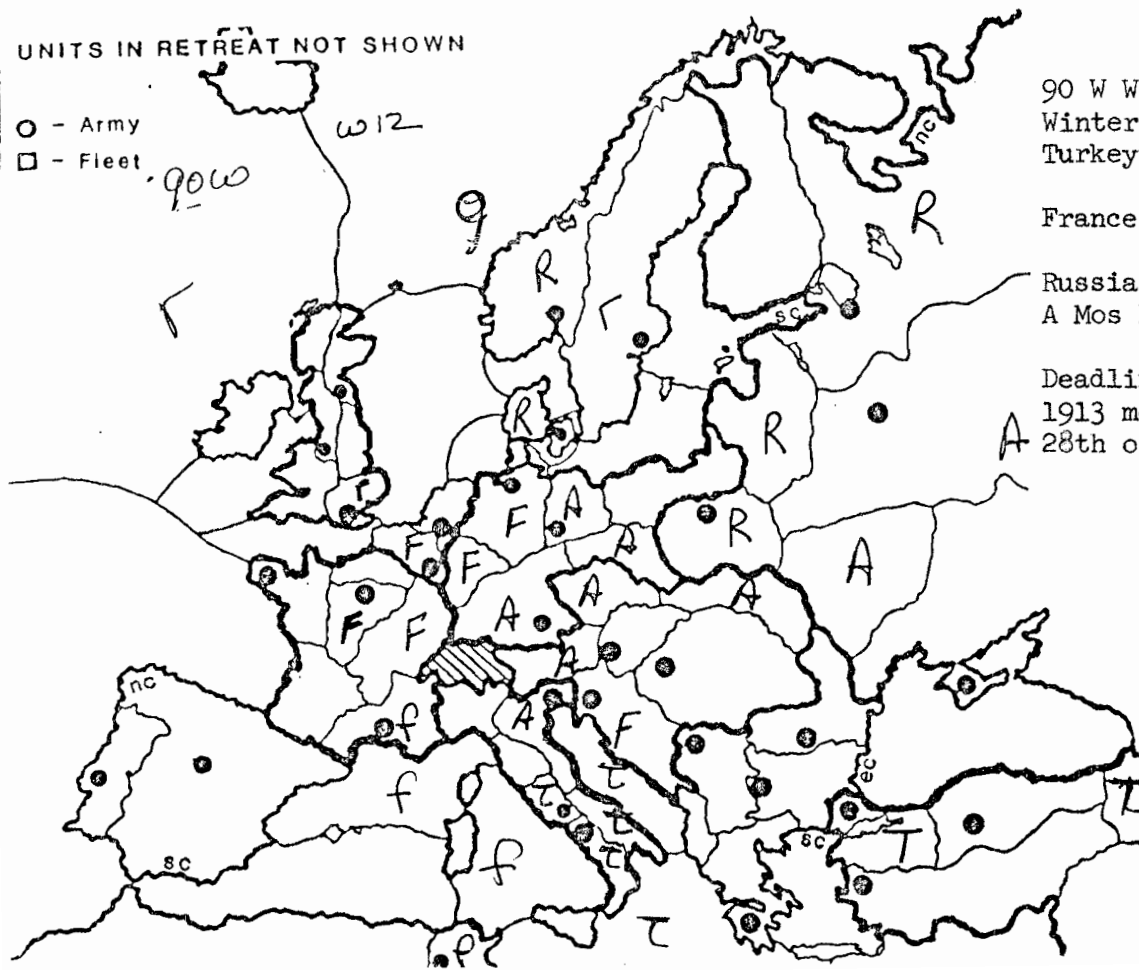
Turkey(McHugh)
 No Buld sent in

Deadline for the spring
 1902 will be the 28th
 of June at 12 Noon EST



UNITS IN RETREAT NOT SHOWN

○ - Army
 □ - Fleet



90 W Winter only by request
 Winter 1912
 Turkey(Ditter) B A Con

France(Wingate) B A Par

Russia(Patterson)
 A Mos R StP

Deadline for the spring
 1913 moves will be the
 28th of June at 12 Noon EST

More new things...

The gamer Mag issue #2 is out. This is a non house organ that covers all of it. Well a lot of it. Put out by some old hands in this gaming industry with good out looks into what things are all about. Cost \$3.50 take a look.

Future Wars #28 is out

Dragon #182

S&T 151 with a couple of Naploic games

Command #16 Storm in the West 1918

BattleTechonogly the lost issues

Europa News #24

From Stone Mountain we have in a bunch of new Scenics for The Kryomek game . They have bunkers and command domes with sensors and missiles as well as a serdes of vehicles some very good looking cast resin stuff that they have. There are 28 nymbers. They have also come out with a couple of robots. I'm waiting to see what these all look like. I have seem the stuff that they have done for the fantasy and it is really great.

Paladium has come out with Villians Unlimited to go along with the Heroes Unlimited. There are all the bad guys that you could ever want. Nice looking kit to say the least,

Fast food Franchise from Jim Tim Games . It is a board game with a quick look at all the fast foods that are out on the market etc. a good fun board game.

FASA has come out with the Tech Readout 3055. Another one of these For BattleTech. More Clan stuff, just when you thought you had it made in the shade with them they have given you an entire new set of Mechs, to make it a bit more complex. But where doid all these Mechs come from???

Chaosium has come out with Fearful passages for C o C.

3 W has come out with Royalist and Round Heads II at \$30.00 this is a nice Quad type game simple and yet a nice playing game. They have come out also with Crossbows and Cannon Quad game for the Renaissance.

Ral Partha has come out with the Dark Sun Light War Chariot.

Westend has come out with 3 torg items, a vehicle book and Creatures of Orrokkh and a new novel of the stuff for the game TORQ.

Fringe Worthy is back out after a long delay Akl new art and a complete rewrite. This game has had a following for some time and well they are back out and maybe this time they will be going national.

A New Vampire item the Hunters Hunted. A good looking module for the Vampire game.

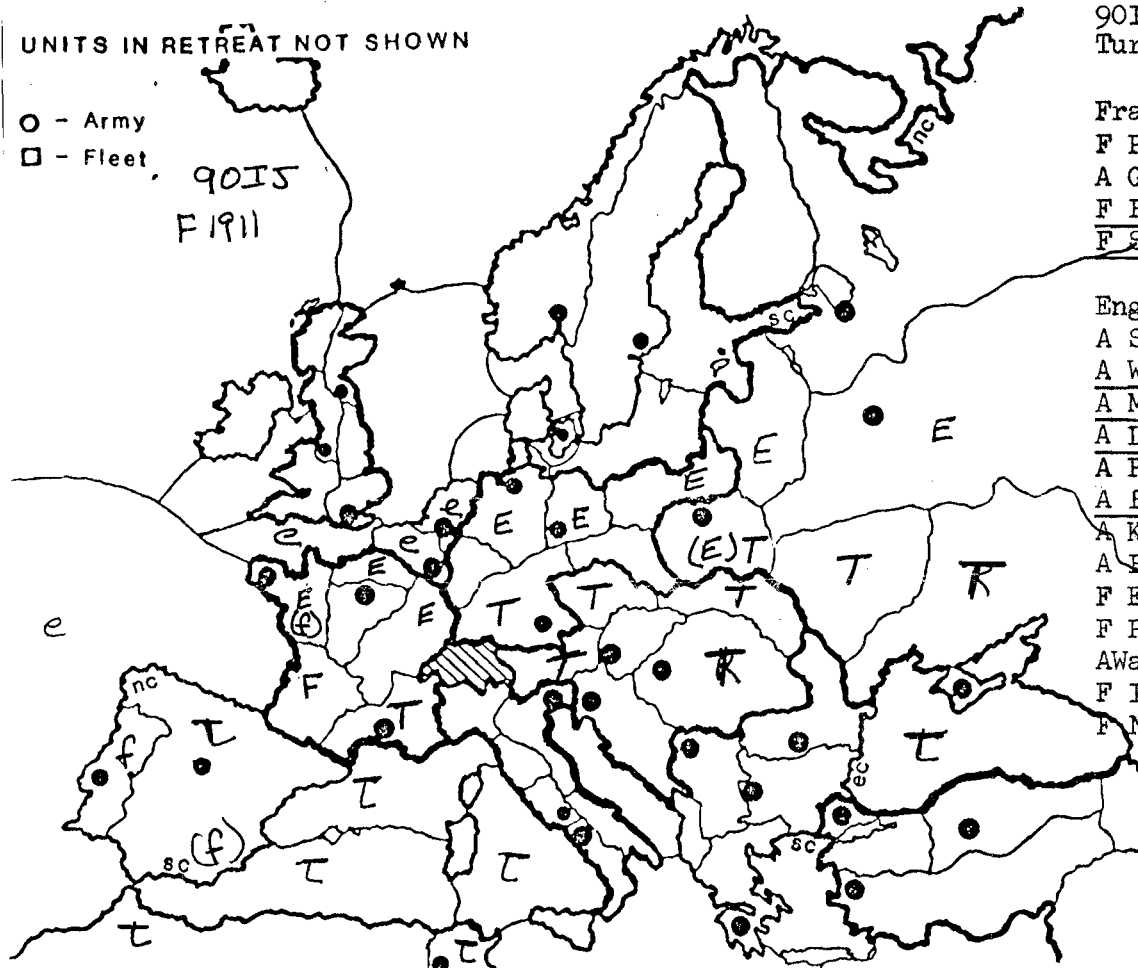
Ral Partha has also put out the Valahalla Dragon. This one has some dwarves in a box under the dragon with a cannon etc. Nice piece to paint up.

That is ab ut all there is for now

UNITS IN RETREAT NOT SHOWN

○ - Army
 □ - Fleet

9015
 F 1911



901J Fall 1911
 Turkey Wins.!!

France(Tiffany)
 F Por S F Spasc:
 A Gas S F Spasc:
 F Bre S A Gas
F Spasc H:

England(Gavigan)
 A Sil R Pru:
 A War-Ukr:
A Mos S A War-Ukr:
A Liv-War:
 A Pru S A Liv-War:
 A Ber-Mun:
 A Kie S A Ber-Mun:
 A Bel-Ber:
 F Eng C A Wal-Bre:
 F Pic S A Wal-Bre:
 A Wal-Bre:
 F Iri-Mid:
 F Nth-Bel:

Tuekey(Boulet)
A Sev-Mos:
A Rum-Bud:
 F Bla H
 F Mid-SpaNc:
 F Wes S F Mid-SpaNC
 F Lyo S F Mid-Spasc
 A Mar S F Mid-SpaNc
 F Tun-NAf
 F Ion-Tun:
 F Nap-Tyr
 A Mun H
 A Boh S A Mun:
 A Sil-War:
 A Tri-Tyo:
 A Gal S A Sil-War:
 A Ukr S A Sil-War:

The underlined moves fail

Supplies:

Eng:Lon,liv,edi,stp,nwy,swe,kie,den,ber,mos,ber hol,bre 13

Fra: Par por mar 3

Tur:spa,war,con,ank,smy,gre,bul,ser,tun,ven, rom,nap,tri
 vie,rum,bud ser mun 18 wins the game

Next issue I'll print the winner statements and what ever else
 about this game along with the endgame charts etc.

I have 5 people signed up for the next game along with one person that has just expressed an interest in a game. The cost is \$15.00, or \$10.00 if you are already playing in a BOAST game. Please get your money in so we can start the next game. Signed up are Crosby, Johnson,Vaporis, Wiess Yolanda 2 more gets us started right.

Prefect is the newest in the Renegade Legion series of games. This game covers the strategic assaults to drop and to conquer planets. This is not an easy game to learn. The rest of the Renegade Legion is pretty easy to learn games. This one has a lot going on in it and it is not all that hard, but it is totally different from all the other games that FASA has put out before, that it takes getting some use to. You need to read the rules very carefully and then play a couple of turns with your self to make sure that you understand the rules right. This game is broken up into two games. They have the ground game, and they also have the space game. They have a lot of things that are the same, some that are similar and then a few things that are different. Over all they have put a lot into this game system and the outlook for this game is pretty good.

What do we get with this game. There is a rule book, 53 pages long. A Star Map, a ground map of the planet plus a map of a planet that you can make up on the reverse side of the planet map. A 24 page scenario and charts book. a 24 page operational book with examples of play and how the entire thing comes together. Then there are four sheets of counters of 270 each making 1000+ counters for the game. Now do not let the number of counters throw you off at all. They are not all used on the map. In fact most counters are on your sheet under task forces, and then you have the task force counters on the maps. This is a very nice package for \$30.00 You are getting all your money's worth in this game. The covers have very good art work as well.

This game though it is in fact for Renegade Legion I can see uses for this game in Traveller, BattleTech, and a lot of other SF games where you need to attack a planet and have to have some way of going about it in a nice manner. The general purposes of this game have an outreach that far exceeds the Renegade Legion system.

Getting back to this game though, you have two different games. They give you the ground game first and then the space game, then they tell you how you can put both games to work together. Then they go on and show you how to add in Interceptor, Leviathan, and Centurian, and from those games you can throw in Legionaire. The interfacing of all these games is not perfect at all, but it is a lot better than they had had at anytime before.

Prefect is not a bloody game really, you keep track of your forces on your task force charts with what is in them. Then when taskforces come into combat you get to find out what is in them. Battles are resolved and losses if any are taken. At this level fatigue and repairs hurt more than losses. It is very hard to take too many losses that is killed steps unless you have made some very bad moves or are outnumbered by a lot. Basically what happens is that you take hits and then accumulated points before long you need to get supplies to get some R&R and rebuild the unit before it is in fact over run. The board game ground game is a lot like many other wargames that are on the operational level. There is a lot of book keeping and the rules seem overly complex until you start to read and then play a couple of turns once you have done that then it will come along very good. The Space game is pretty much the same though combat is handled different and you have to search and find the enemy, and there are all sorts of missions you can do.

There are rules for intergration between all the sections of Renegade Legion not 100% the way that I would like to see them, but they are better than what has been done before. There are some problems but the holes are now smaller and the games more fun. They have come a long way though they still have quite ways to go yet.

If you have any interest in campaigns for planets in SF gaming this game will be for you. It is clean and fun. It is complex for there is a lot of bookwork. Once you read the rules and then play a couple of turns referring back to the rules then it will come along really good. There are some nice design concepts in this game that I have not been totally aware of before that are good touches. Like I have mentioned before this game has a lot going for it it is fun and because once you get into the game you are moving just a few units the game will move along right away. It will take a bit getting use to the system and the book work. Once that is down you have a great game that can cover a lot of different game systems if you want to use this game that way.

91 AD Spring 1905 Italy comes to life as Austria is beaten back.

Russia(Hodel)
A War S A Mos:
A Mos S A War:
A Sev-Rum:
F Ank-Bla:
A Nwy-StP
F Nth H
F Nrg-NAO:

Germany(Boulet)
A Ber-Sil:
A Kie S A Mun:
A Mun S A Ber-Sil:
F Edi S Russian F Nrg-Cly:
F Hol H:

Austria(Hoffman)
A Smy S F Con-Ank:
F Con-Ank:
F Eas-Aeg:
A Gal-Sil:
A Ukr-Rum:
A Bud-Gal:
A Bul S A Ukr-Rum:
A Vie S A Bud-Gal:
A Tri H

England()
A Wal H

France(Ditter)
A Bur-Mar:
A Par-Gas:
F Eng S A Bel
A Ruh sBur:
A Bel S A Rhu-Bar:

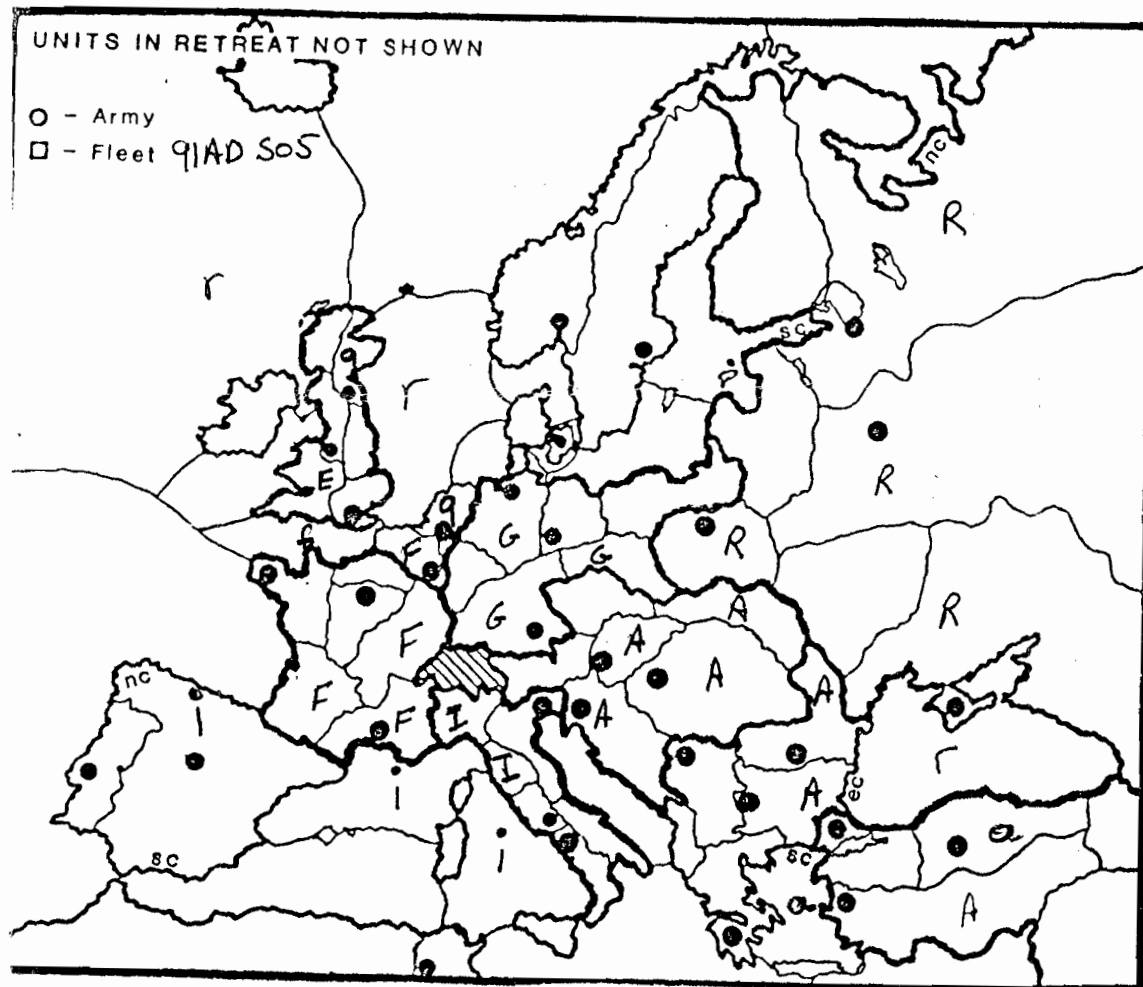
Italy(Fischer)
F Por-Spanc:
A Tyo-Pie:
F Wes-Lyo:
F Nap-Tyr:
A Rom-Tus:

The underlined moves fail. The deadline for the Fall 1905 moves will be the 28th of June 92 at noon est.

Press: Italy(Vatican) Threatening Communique recieved from the French Government leads to calls for Revenge in the Kings cambers. It is decreed--" France Must Pay!!"

Derot: Becareful. The price that france must pay, might not be as steep as yours. France-Italy" What is going on?

Fernadale: A Price War?? I hope you have double coupons.



ANNOUNCING

MichiCon Gamefest 92

June 19-21, 1992

At the Southfield Civic Center

**A Gaming Convention
for all interests:**

**Family Boardgames
Miniatures Gaming
Computer Games
Play-By-Mail Games**

**Role Playing Games
Strategy Games
Sports Games
Military Simulations**

PLUS a whole lot more!!!

MichiCon Gamefest 92

Mark your calendars and start planning for MDG's MichiCon Gamefest 92. You're invited to attend Metro Detroit Gamers' 33rd game convention, MichiCon Gamefest 92, our annual celebration of gaming. This year's convention is scheduled to run for three fun-filled days on June 19-21. The MichiCon Gamefests put on annually by the Metro Detroit Gamers are one of the oldest and best run gaming conventions in the Midwest. We want you to be part of this very exciting event. Last year, almost 2,100 attended MichiCon Gamefest 91 and had a great time! The Southfield Civic Center Pavillion is the site for what promises to be an enjoyable and exciting experience for gamers throughout the nation. While the weekend's focus remains on the hundreds of gaming opportunities that will take place, the key to our continued success is the unique combination of games and people. Regardless of your skill, you can spend up to 3 days testing your gaming abilities against fellow gamers in hundreds of different gaming events. Browse through the Exhibit Hall looking for those newly released games, figures or rules systems. The MichiCon Gamefest is the place to renew old friendships and to make new friends. Bid on some collectible games at our renowned used game auctions, and take home a bargain. In some cases, talk with the designers and manufacturers. **No matter what kind of gaming you're into, we're going to have it at MichiCon Gamefest 92. You owe it to yourself to see how enjoyable an MDG MichiCon Gamefest can be!**

CONVENTION FEATURES

**OVER 175 TOURNAMENTS
AIR CONDITIONED SITE
EVENT PREREGISTRATION
FOOD ON THE PREMISES
NEW GAME RELEASES**

**3 AUCTIONS OF USED GAMES
FREE PROGRAM BOOK
ALMOST 2,000 HOBBYISTS
OVER 40 EXHIBIT BOOTHS
CONVENIENT FREE PARKING**

The organization, management and attention to detail that have been the hallmarks of every MDG gaming convention is evident in this year's Gamefest. The extensive program and variety of events assure you that you'll have an enjoyable weekend of gaming.

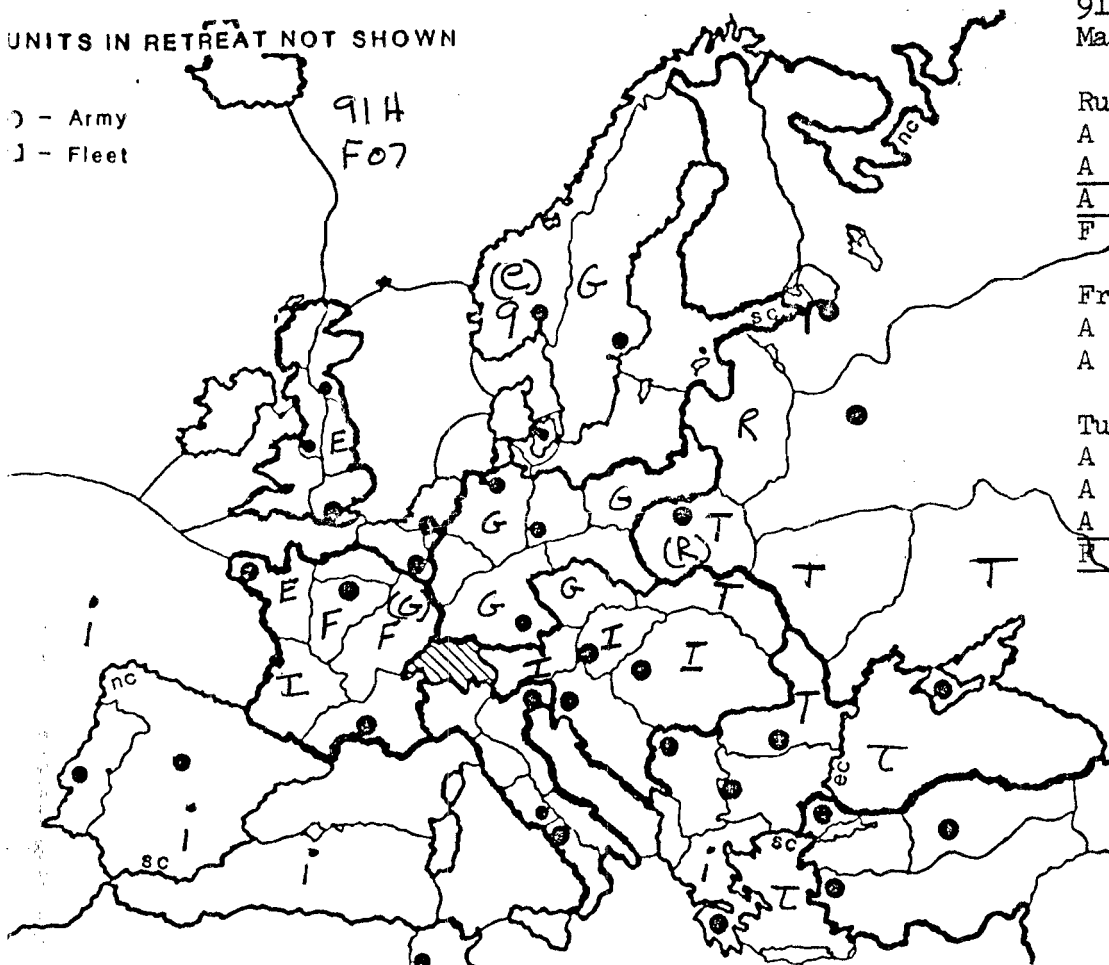
THE CONVENTION SITE

Once again, the Southfield Civic Center Pavillion is the site for this year's MichiCon Gamefest. This site has been an excellent facility and has served our needs well. The Gamefest is contained entirely within one air conditioned building, with ample space for our tournaments, exhibitors, auctions and open gaming. There will be food available in the building as well as plenty of restaurants of all styles and price ranges in the immediate area. The Pavillion staff works full time on shows such as ours and is better able to serve our needs than some of our previous sites.

UNITS IN RETREAT NOT SHOWN

○ - Army
 J - Fleet

91H
 F07



91 H Fall 1907
 Many Grow as Russia shrinks

Russia(Senzig)
 A Mos R Liv:
 A LivMos:
 A War S A Liv-Mos:
 F StPac H:

France(Patterson)
 A Par S A Mar-Bur:
 A Mar-Bur:

Turkey(Gavigan)
 A Mos-War:
 A Ukr S A Mos-War:
 A Rum-Sev:
 R Bla -Bulec:

F Aeg-Bul SC:
 A Gal S A Mos-War:
 A Sev-Mos:

Germany(Lagerson)
 A Boh S A Mun-Tyo:
 A Mun-Tyo:
 A Pru S Russian A War:
 A Bur-Mar:
 F Nth-Nwy:
 A Swe S F Nth-Nwy:
 A Kie H

The underlined moves all fail: The German A Bur is in retreat
 The English F Nwy is Dis and D & E. I need someone to please
 stand by for England. I'm asking Richard Wiess to please
 stand by for poor England.

Supplies:

Eng: Lon, liv, edi bre 4 +2

Fra: Mar, por, par 3+1

Ger: Ber, mun, kie, hol, bel, den, swe, nwy 8+1

Ita: Ven, rom, nap, tun, gre, tri, vie, bud, spa 9+1

Rus Stp Mos 2 - 1

Tur: con, ank, smy, ser, bul, sev, rum, war 8+1

Press:

Mun-Par: Just because you have it to use doesn't make a French
 army operational. There was a time you had several which were
 only semi-operational on their way to the box. Were it not so
 you wouldn't be a toadie for the evil green empire, right now.
 But Great attack. Oh by the way love the cutsie Telegram stuff, or were you gasping
 for breath as you fell on your sword?

Mun-Rus: Glad you appreciate the support, but it looks like that French leadership
 seminar you attended. I believe it was the one listed in the Ferdinand Marcos Diplomatic
 school catalog as How to rule a country by leaving it.

Mun-Con: If he NMR again, you won't have to waste him.

~~Wps~~ opps StPete : Con Hold on to your turbin. Looks like Italy won't be helping you
 as much as you planned.

War-Par: Looks like your seminar on Death and dying has drawn quite a crowd, however
 I will follow your lead to gether we could crush Germany! Un Huh.

Italy(Lachick)
 F Spasc S F Wes-Mid:
 A Gas S French A Par:
 F Wes-Mid:
 F Tun-Wes:
 A Tyo S A Vie:
 A Vie S A Tyo:
 A Bud S A Vie:
 F Gre H:

England(?)
 A Yor
 A Bre
 F Nwy H

Deadline for
 winter only is
 6-28-92 Noon EST

BOAST is now 20 years old. Started in Sept 1971 BOAST has come out every third week since then. Appox. 17 issues per year. There have been up and downs with this zine. Over the course of the last year or so the use of the maps has helped the GM and the players in the games. Started in Zeeland Mich in 1971 BOAST Moved to Batavia IL in 1981, and then to Detroit in 85. During the time span of 20 years only 2 issues of more than 300 came out late. Both of those were within 24 hours of the deadline. Not the best record, but one to be proud of. Well over 50 games have been completed through this zine. Almost 60 games have been started on these pages with some still going. BOAST is the working magazine. We are not pretty, we are not fancy, we just get the job done fairly quickly. Now each game has its own page to make finding the game and keeping track of the game easier. All this for \$12.00 game fee, that includes the sub, and if you start another game while you are in a game it is only \$7.50. There is a game opening now.

Why did I get this issue??? Well if you have never heard of BOAST and you have just gotten into the hobby!! Well I found your name somewhere on someones list, and I'm sending you a free sample of BOAST. Maybe you are looking for a game, I have them open, maybe you just might want to subscribe? This is a sample and do with it what you would like. It is also your invitation to come on and join in on the fun!!!

BOAST runs on very strict 3 week deadlines. The deadlines are noon on Sunday. Boast is then mailed either Sunday night or Monday morning. We like to have press in the games and I enjoy writing some of it myself. BOAST is a home town zine with a lot of friendly people and friendly reading for you. If you are a gamer like I am you will like all the news and views on the games coming up and so forth. BOAST is available from Herb Barents, 17187 Wildemere Detroit, MI 48221. Make all checks payable to Herb Barents.

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1st class mail
Please Stand By _____

1st class mail
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1st class mail

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send to:

Larry Pervg.

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92102

Write Soon