

A New Game starts...

This game will be known as B-61 until I get a Boardman number for this game.

The players are:

Austria: Micheal Vaporis, 315 N Carpenter Ave , Indiana PA 15701

England: John Crosby, 9031 Cardiff Rd, Richmond, VA 23236

France: Jonas Johnson, 520 Sverde Apt K, Flagstaff AZ 86001

Germany: Joe Payne, 5209 Kirby St, Tampa Fl 33617

Italy: Richard Wiess, 2 Bayside, Village Place #409, San Francisco CA 94107

Russia: Tony Kniaz, 123 W Peterson, Brighton, MI 48116

Turkey, Jeff Yolanda, c/o Phantom of the Attic, 214 Craig, Pittsburg, PA 15213

The deadline for the Spring 1901 moves will be six weeks away, Aug 9th at noon est
Please make sure that you get your moves to me as soon as possible at least one
set you can always change them as you need to.

Other players in BOAST

Dave Balassone, 8319 Leon Ave, Lansing, MI 48906
Alan Barwick 13620 Maidstone Lane , Potomac MD 20854
Jon Boulet, 26 Grand St Worchester, MA 01610
Joe Clement, 320 N Glendale, Kenton, OH 43326
John H Crosby, 9031 Cardiff Rd, Richmond, VA 23236
DAVE J. Ditter, 8049 Idaho Circle N, Brooklyn Park, MN 55445
Chris Dufrense, 26 Grand St, Worchester, MA 01610
Raymond Fischer, 2987 Roundtree Blvd, Ypsilanti, MI 48197
Kerry Gavigan, Bx 896, Ludington, MI 49431
Dan Hodel, 123 Porche lane West Apt H Lafayette IN 47905-4558
Karl Hoffman, 250 Harris St D-5 East Stroudsburg PA 18301
Scott Klinger, 412 N William, Ludington, MI 49431
Terry Lachick, 13357 Mackinaw Ave, Chicago, IL 60633-1510
Dave Lagerson, 825 W Palm Dale Blvd suite 177, plandale CA 93551

Rick Lynch, 7910 N Long, Morton, Grove, IL 60053
J. McHugh, 280 Sanford Rd, Upper Danby, PA 19082
David Parker, POBX 634, Pleasant Garden NC 27313
Mark Patterson, 42 Herber ave, Delmar, NY 12054
John Quigley, Bx 337 RD #1, Zionsville, PA 18092
Dave Senzig, 7046 Christmas Lane, Grand Rapids, MI 49548
Tom Tiffany, 4508 W Oklahoma Ave, Milwaukee, WI, 53219
Mike Vaporis, 5190 Ferguson, Indiana, PA 15701 C O A
Richard Wiess, 2 Bayside Village Place #409, San Franisco, CA 94107
Jack Wingate, 451 Pere Marquette, Ludington, MI 49431

9LAD Press:

Italy: Seizure of Spain by Admiral Briuzzone seemed as justified by the Italian people. We, the people of Italy welcome our mediterranean brothers into the Southern European Commonwealth of Prosperity(SECOP).

Derot: I can Se cop at the corner. But where are they when you need them the most. You can't secop at all.

France: Marseilles under attack, helped called for as French troops retreat before the Pope. "They have angels on their side" shouted some of the soldiers. The army Corp south will be regrouped and attack again in the Spring. After all they still need to get their tans all the coast and the beaches will be filled with the young ladies.

90IJ Statements Cont...

England:

My Hat off to Mr Boulet for a game well played. I look forward to the next time we either butt heads or work together.

For anyone reading this Tom and I worked together through out the entire game. He was great as an ally. Poor communication and a missed move in the last $1\frac{1}{2}$ years of play clinched the game for Turkey. Still not bad for my first game in 15 years.

Germany:

Unable to ally, and unable to decide which way to attack/ defend, this game was quickly over. E/F vs R/T quickly let the ends squeeze out the middles. By 1906 Russia was being pinched but not until 1908 did Turkey take some SC's

Not a very memorable game for the kaiser. Thanks for the fun guys.

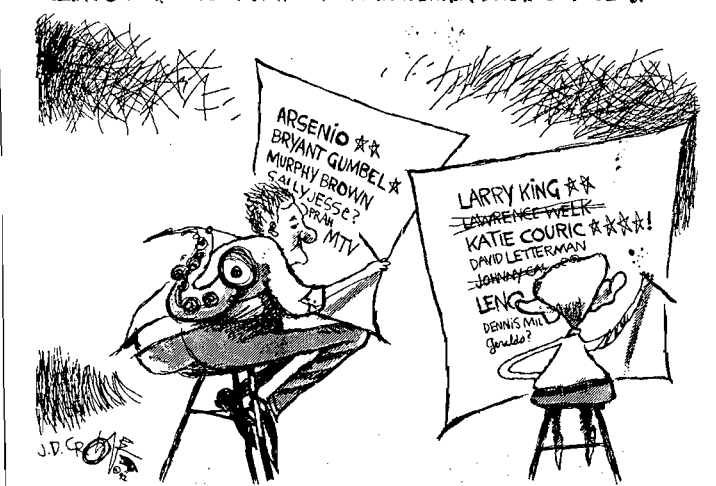
That is all there is on 90IC

I have started another game and I have one game open at this time. I need 7 players for this next game. The Cost Is \$15.00 if it is your first game and Only \$10.00 if it is your second game in BOAST. Please let me know if you would like to play.

It looks like a couple of the games should be ending very soon. So I hope to be able to keep the game starts up.

It seems like the copy machine is having some problems as the papers are sticking as they come out of it. I'm hopping that I will be able to get this all run off etc with out much trouble but I do not know if I will be able to do so. Anyway I hope this isn't late like a couple of issue beacuse of this machine. Now it looks like a heating roller might be the cause of all this.!!!

CLINTON and PEROT at work on their RUNNING MATE LISTS...



Last weekend we had Mich Con 20. This one was down from the year before and down from a number of years. There are a lot of things that we can trace this to. But those will be taken care of next year. It was still a very good convention and a lot of fun for all the players. I know that I had fun. I ran an East Front tournament not that many got into this game at this time, but it was a lot of fun, and the people that were watching certainly liked the looks of that game. The West Front game will be out in Aug, I also ran a Harn Matser Tournament which was a lot of fun for all the players. It was not a slash and hack type of thing, but rather a thinking dungeon and I liked that a lot. I think that maybe next year I might do something like that as well. I also ran my ACW on Sunday and that was a really good time had by all. It was fun and I enjoyed it a lot. It was a good game played by all the people. The entire weekend was a good time. The hit game was a new one called Cargo. Cargo is a game that you haul freight across the great likes like Empire Builder or Rail Baron. The cost of this game is \$25.00. Anyway it was a great time by one and by all.

Coming up in August is the great big one Origins Gen Con in Milwaukee. You know where to write about this one I'm quite of.

The Emperor's Birthday is coming up really quick as well in S. Bend IN it will be the 5th and sixth of Sept. 92 more on this one later.

now let us get on with the games that have come out recently.

Mayfair games has come out with the Voodoo Source book for the Chill game. this is a \$12.00 book that covers all the things about Voodoo to be able to put this type of thing into a game form so that you can use it. If you are into these types of games you will likely like this game.

Wizards of the coast have come out with the Talislanta Guide book in the 3rd edition. For all of those people that like the Talislanta game this is the overall view of the world and the system for you. You once again can get down into Talislanta. Cost is \$20.00

TSR has come out with Land of Dr Doom. This is a boxed set for the Marvel Super Heroes game. at \$20.00 it is filled with all sorts of things. A couple of Novels, one for Raven's Loft, called The Dance with the Dead, and Dragonlance called The Cataclysm. A new source book has come out this one is called Charlemagne's Paladins. This one is a source book on the time of Charlemagne. Now I doubt if he had a lot of Paladins but they will tell you how in game terms you can play this type of thing. I'm sure that they cover a lot more than just the Germans. Then a nice solo dungeon and this one is called the Wizard Challenge. It is a one on one dungeon. A GM and other person, It is a challenge. The fighters challenge went over really well and I feel at \$7.00 this one will too.

GMT games has SPQR coming out. This will have four battles and it will be a quad game in there are four battles, but it will be a lot like the review in this issue of Alexanders Great Battles. Take a look at this game there should be some really good stuff in the rules. If you are into this type of period you will like it or else.

From Stellar Games Ace Agents has come out. This is their Top Secret type of game. Now that there are no games of this out on the market this one Ace Agents has it all. It is a \$15.00 game and I feel that they have put their best effort into this game. They certainly have had a lot of fun with it. If you like other Stellar Stuff take a look at this game.

91H Winter 1907
 France B A Mar
 Germany B F Ber
 Turkey B A Con
 Russia A War ROTB
 Germany A Bur ROTB

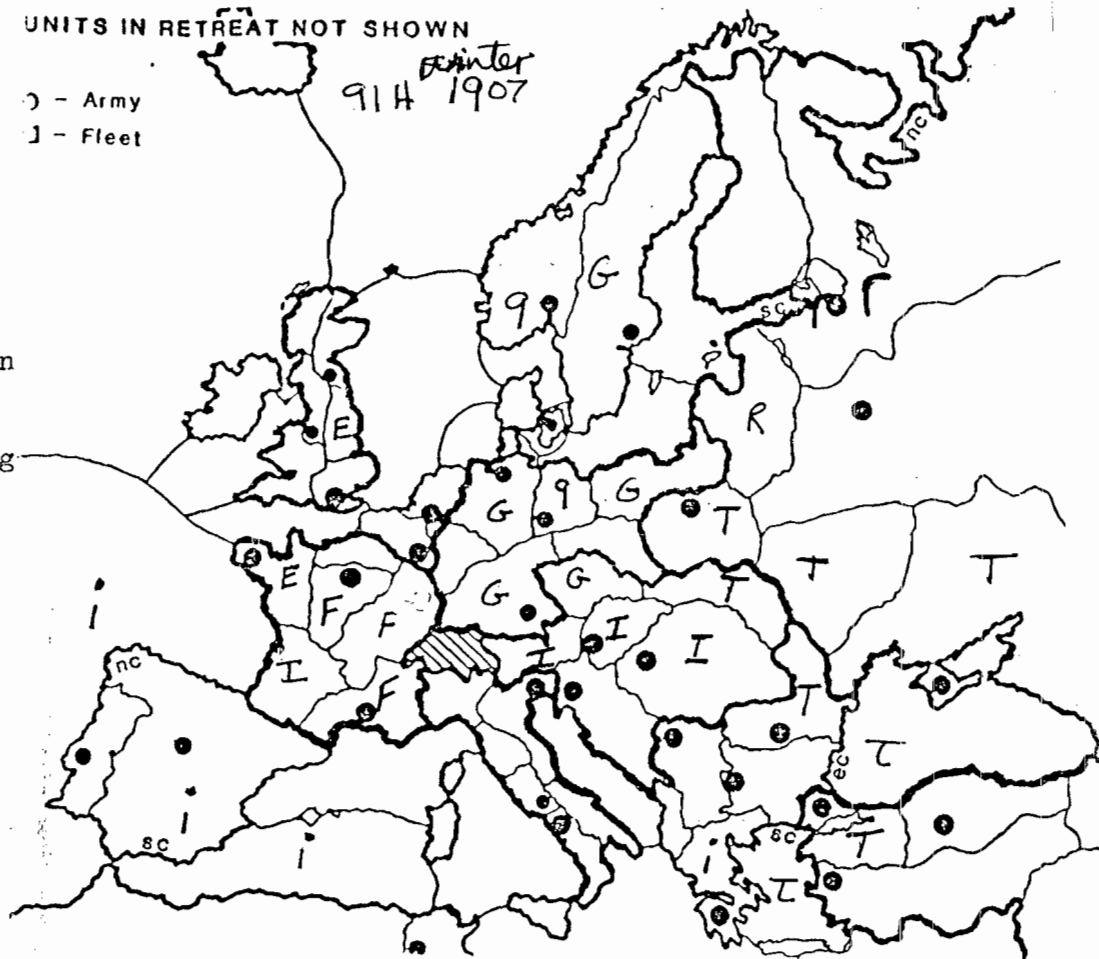
I'm Asking Dan Hodel
 Address on page one
 to please stand by
 for Germany. Dave has
 had a lot come up
 and for personal reason
 must resign.

Deadline for the spring
 moves will be the
 7-19-93 at noon est.

UNITS IN RETREAT NOT SHOWN

○ - Army
 □ - Fleet

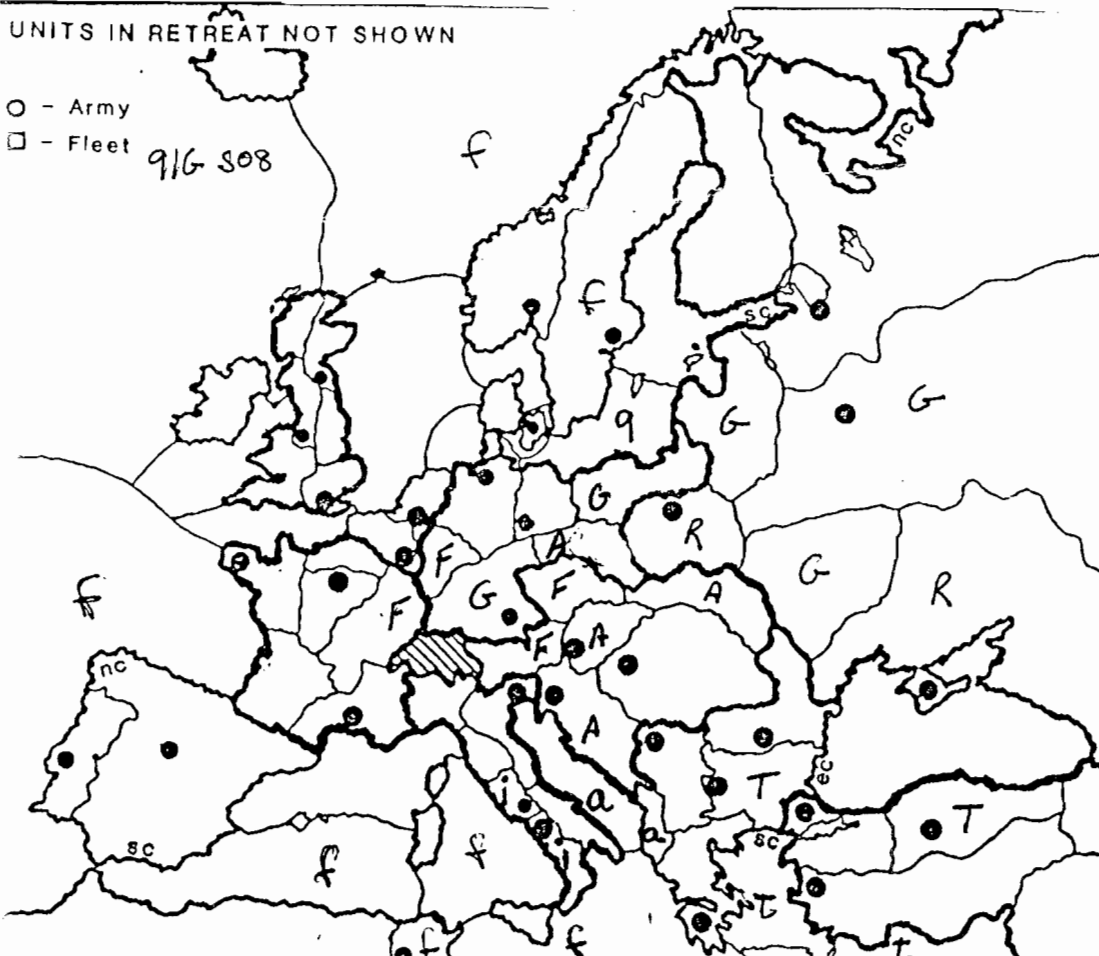
91H ^{Winter} 1907



UNITS IN RETREAT NOT SHOWN

○ - Army
 □ - Fleet

91G 308



In 91 G Spring
 1908

With the Orders
 the replacement
 for Germany made an
 error that I did not
 catch. He listed A Ber
 and does not have one
 he has an A Mun.

Because of that the
 moves to Sil did not
 work. I have the
 corrected map to
 the left

Please send in Fall
 moves by the 19th of
 July Noon EST

West End Games have come out with a new Torg Source book call LA anovel called Mysterious Cairo and then a Star Wars Module called The Abduction.

Ars Magica is back out in the 3rd edition cost \$25.00

Thundebolz Mountain has come out with a very nice looking Hypogriff and a fire drake both 25mm and only \$12.00.

AH has come out with the Midway game and that one really looks very good. They have done a very nice job with this game. They have brought it up todate and yet have kept this game simple, with a lot of add on rules if that is what you want. The Gangste game also looks pretty good. Costs are \$21.00 and \$30.00 respectively.

Greniader has come out with The Kryomeck Warriors to fight the Nexus Marines in the Alien like war hammer 40K like game.

The Gamers have come out with a new game. This one is Stalingrad pocket. It is only \$22.00 and it is a different scale than the other games. Looks really nice I'll find out how it plays before too long.

Hero Games have come out with the softbound Champions. They have also come out with Cyber Europe, this is for Cyberspace. This one is the slowest selling of all these cyber type games, but likley the best of all of them.

Chaosium has Cthulu for President paks at \$15.00.

Join Us For Canada's National Diplomacy Convention!

Where: CanCon V will again be held at the
University of Toronto's Scarborough campus.
When: July 30 to August 2, 1992.

**The entry fee is \$20, and rooms are available
on site for \$30 (Canadian) per night. The room
come complete with kitchen and are available
from July 29 to August 6, 1992.**

For more information, contact either:

Cal White

**1 Turnberry Avenue
Toronto, Ontario
M6N 1P6**

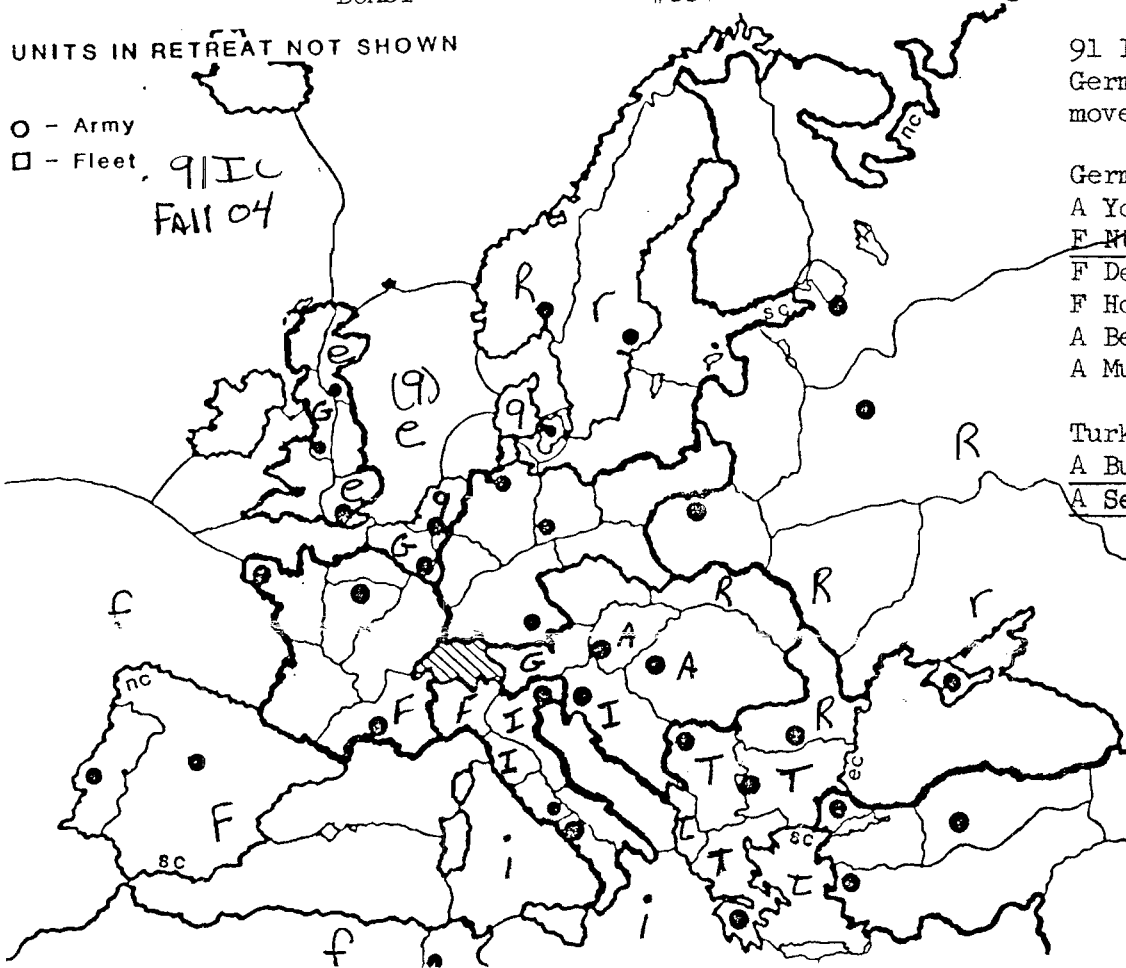
or

**Doug Acheson
Unit 5, Suite 330
320 Yonge St
Barrie, Ont L4N 2**

UNITS IN RETREAT NOT SHOWN

○ - Army

□ - Fleet

91 IC
Fall 04

91 IC Fall 1904
Germany continues to
move on.

Germany(Wiess)

A Yor-Liv:

F Nth -Edi:

F Den S F Hol-Nth:

F Hol-Nth:

A Bel H.

A Mun-Tyo:

Turkey(Patterson)

A Bul S A Gre-Ser:

A Ser-Tri:

A Gre-Ser:

F Alb S A Ser-Tri:

F Con-Aeg:

France(Barwick)

F Bre-Mid:

A Spa H

A Gas-Mar

A Mar-Pie:

F Mid-NAf:

Russia(Senzig)

A Nwy H:

F Swe S A Nwy:

A Gal-Bud:A Ukr-Gal:A Rum S A Gal-Bud:F Sev S A Rum:

A StP-Mos:

England(Wingate)

F Ska-Nth:

F Edi S F Ska-Nth:

F Lon S F Ska-Nth:

Austria(Hoffman)

A Vie-Tri:A Bud S A Vie-Tri:

Italy(Lynch)

A Rom-Tus:

F Tyn-Ion:

A Ven S A Tri:

A Tri H:

F Wes-Tyn:

The underlined moves fail. Last issue I forgot to list
the English move F Nrg-Edi I'm sorry about that, The German
F Nth is Dis and can retreat.

Supplies:

Aus: Bud, vie 2 E

Eng: Lon,edi 2-1

Fra: Bre,mar,par,por,spa 5 E

Ger,Mun,kie,ber,den,hol,bel,liv 7+1

Ita:Rom,nap,ven,tun,tri 5 E

Rus:Stp,sev,war,mos,swe,nwymrum, 7 E

Tur:Con,ank,smy,bul,gre,ser 6+1

The deadline for winter only will be July 19th at noon EST.

Press: Ger-Fra: Mou Missed some Liverpool pudding for Christmas.

Shake those NMR blues and you can have spring regatta on
the Thames:

Ger- R/T It looks like the west will need to get hammers shoes
so it won't be clobber time cauz Allah sez, but Hammer time
becuase the west wants/ hammer sings so.

Over all they have a very nice game that has some very new ideas, at least to me at this time. It seems to work well. I like the Cohesion hit as they allow step reduction but also allow units that have routed to come back into the battle once they have recovered. Good rules on the Charoits and the Elephants in this game. They are simple yet they add to the game with out taking away too much in plaiblity. They need to get better maps otherwise this game will be one that will go a long way to seeing anicent games comming back. It is worth the \$40.00 that they are asking for this game.

90 IJ The finish. The wrap up of this game.

The players;

Austria Dave Myers

England Kerry Gavigan

France Tom Tiffany

Germany Richard Wiess

Italy Dave Senzig

Russia Paul Wakefield

Turkey Jon Boulet.

This game was started in Mid 1990 to Mid 92 so it took only a couple of years to play.

Supply Centers:

| | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 |
|-----|----|----|----|----|----|----|----|----|----|----|----|
| Aus | 3 | 2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Eng | 4 | 5 | 7 | 7 | 8 | 10 | 10 | 11 | 13 | 13 | 13 |
| Fra | 5 | 6 | 7 | 7 | 7 | 7 | 7 | 8 | 6 | 5 | 3 |
| Ger | 6 | 4 | 3 | 3 | 2 | 0 | 0 | 0 | 0 | 0 | 0 |
| Ita | 4 | 4 | 4 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Rus | 6 | 7 | 6 | 6 | 6 | 6 | 5 | 0 | 0 | 0 | 0 |
| Tur | 5 | 6 | 7 | 8 | 11 | 11 | 12 | 15 | 15 | 16 | 18 |

Statement By Jon Boulet.

A Very tight game, one that i enjoyed slugging and manouvering in. There were more than a few times I thought a stalemate was in the mix.

I opened up with a strong alliance with Russia(Paul Wakefield). I hpped to continue it to the end of the game, be it stalemate or a victory. Unfortunetly he NMR for some reason and the British made gains at his exspense. It forced me to stab him in order to secure my flank.

To Italy I give my deepest apologies. David you were on one flank , Paul(Russia) on the other. I made an alliance with Russia first and used a temporary alliance with Italy to move in and take Italy's centers while stopping the French Drive. If I was to continue growing you had to go. After all Stabbing is part of the game.

Austria Fell quickly in this game. Germany Russia and Turkey attacked it and it collapsed. At first I thought a Western Triple Alliance had formed. As Germany started an eastern offense. That died quickly as England and France Elimated Germany.

The four last nations, Turkey, Russia, England, and France, set up in two alliances, seemed poised for a stalemate. I tried to dipblmatically seperate England and France. It seemed to fail, despite hopeful return letters. Then it ocured England Stabbed France I quickly ended the truce and I agreed with France to gain ground. Two NMR broke it open to allow my victory. First the Russian NMR ended up dividing that country's centers between England and Turkey. The second was greater I was going to break the stalemate line with a risky move, at the same time England MNR. This resulteed in a breakthrough of the stalemate line.

Again thanks to all my opponets. It was a long struggle and many time I thought it was going to be a stalemate or that England might pull it out of his hat. A great game that I really Enjoyed.

90W Spring 1913 Austria Loses Moscow just not knowing what to do,

Turkey(Ditter)

A Con-bul

A Arm-Sev:

F Nap-Tyn:

F Ion S F Nap=Tyn

F Rom S F Nap-Tyn

F Adr S F Ion:

F Apu S F Rum:

Austria(Crosby) NMR

A Ven

A Tyo

A Mun

A Ber

A Boh

A Sil

A Gal

A Mos

A Ukr H

France(Wingate)

F Mar-Spasc

A Bur-Mar:

A Par-Bur:

A Bel S A Par-Bur:

A Ruh-S. A Kie

A Kie H

A Tri-Bud:

F Lyo S F Tyn

F Tun F F Tyn

F Tyn H

Russia(Patterson)

A StP-Mos:

A Liv S A StP_Mos

A War-Ukr:

A Den S French A Kie:

A Nwy-Swe:

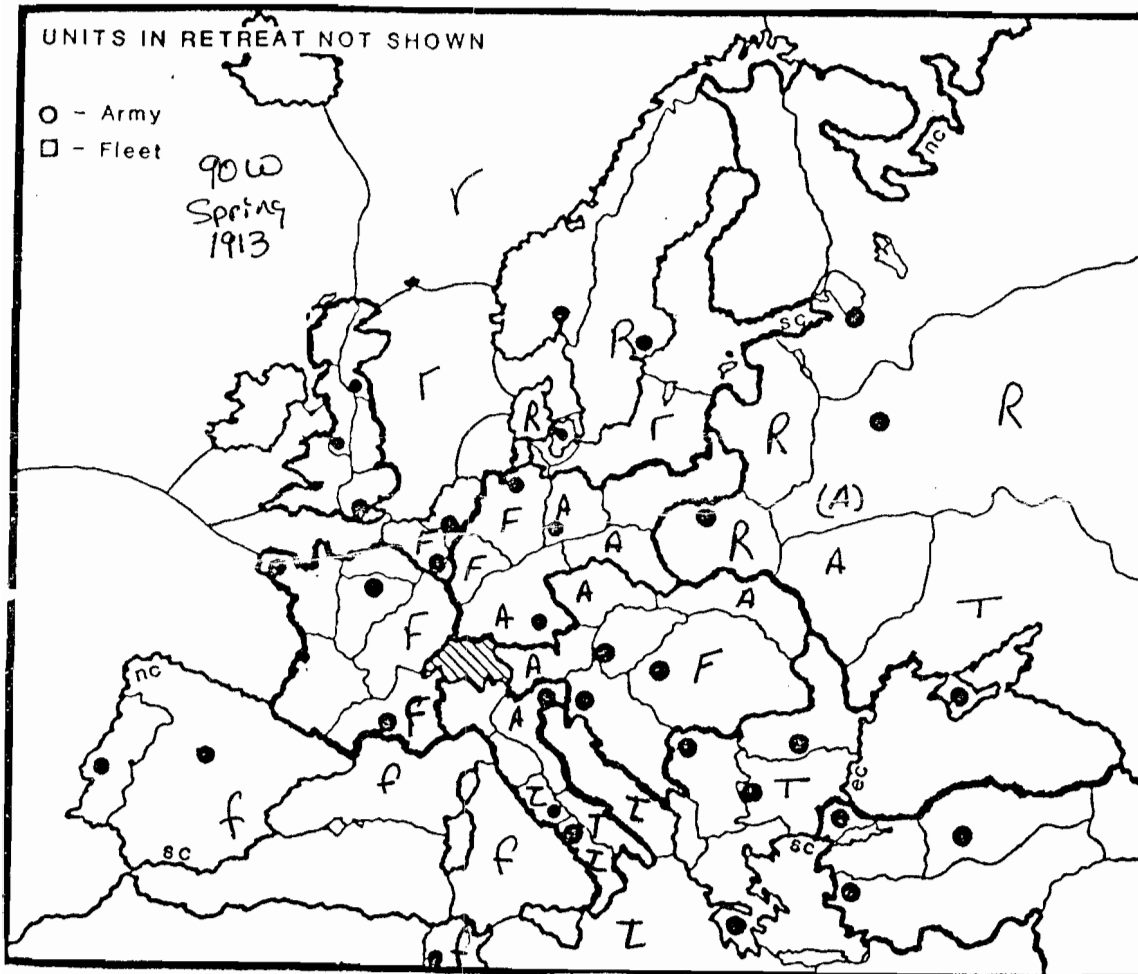
F swe-Bal

F Lon-Nth:

F NAO-Nrg:

The underlined moves fail. The deadline for the fall moves will be the 19th of July at Noon EST

No Press: The austrian A Mos is D & E due to NMR.



The Review Page... The Great Battles Of Alexander....

GMT Games \$40.00

It seems like it is the smaller game companies that come out with the games that have some way broken some new ground, or are on the subjects that the bigger companies feel won't make it. GMT has done that with Alexander. It is a large game and it deals with four great battles, Gaugamela, Issus, Granicus, and Chaeornea. These are topics that other companies are not willing to get into. Though Decision Games also has a game on four battles of the Ancient world. Both games have the battle Gaugamela or Arbella. That was one of the Biggest wins for Alexander. I have not seen, or I should say read the rules to the other game so I will from now on just talk about Alexander. Alexander is a game that has been needed for some time. It is a nice game that can be played in under 5 hours from start to finish. Yet there is enough in the game that the hard core will like it and the newer gamers will not find things too much to handle.

What do you get in the box. It is an 1" box that is full of charts etc for the game as well as baggies for the counters. You get 3 sheets of over 200 counters. One sheet has the Greeks, Alexander and some Persians. One is all Persians, and one sheet all information counters. The counters have really nice art work, and look great. Some are double sized counters ala Alexander the Great game. Most are the standard size counters. There are four maps printed on two sheets. This means each map is back printed. The maps have got to be the worst thing about this game. They look like something I would personally do and I did back in 1980 with a game called Belleau Wood. That means that they are rough. The maps are pretty plain, but still they could have been made to look nice. It is too bad that they were not made to look nicer than what they are. They have a 36 page rules booklet that is printed very nicely with good layout and a lot of good examples. I suppose that they could have had a few more graphic examples, but that is really nitpicking at the game.

The rules are the heart and sole of the game and let us get into that area now. This game is on a fairly tactical level. You have various commanders and they are rated for various things. In this game the turn consists of moving one general at a time doing battles etc until all the Generals have moved the troops that they can. This means you start with the lowest rated one in initiative, and go up from there. Now this means that the Persians tend to have the lower rated ones will move and have combat. But also now if the Alex side has say a 7, 5, 3, 2 and the Persians have a 5 3,3,2,2,2, the Persians would move their three 2's then Alex's 2, then the 3's for the Persians and the three for Alex, then the 5 Persian and the Alex Persian and the 7. Now as a person gets ready to move, the higher rated general from the other side can call Trump which means he rolls on his initiative and if he passes the one that was going to move doesn't and the higher one will move. Of course he can be trumped until you get to the highest rated one and well he cannot. This you say can be used all the time, well if you miss your roll you will not get another chance to move your command. This type of movement is really nice because it keeps both players involved in the game and keeps the game moving right along. A very interesting concept, first time that I have seen this used in a board game.

There are other neat things like momentum, this allows the general to try and again move his units. Now if you were planning on this and it doesn't work they you could be putting your self out on a limb. There are some really nice rules for the double units. These are the large Phalanx with a lot of troops and long spears. Chariots and Elephants are also in this game. Very little stacking is allowed and the archers and slingers and all sorts of Skirmishers are covered in the rules. Combat is not really bloody you take cohesion hits and when this goes over your Troop quality you route. Thus once you route you have to get under control but you will still have cohesion hits that will force you to stand your ground while you recover. You get these hits through movement as well. Combat is based more on troop Quality than on the numbers. Though type of attacking weapons and the armor play a factor into which tables you will use for combat purposes.

92Q Spring 1902 Norway falls to the Russians, Turkey still bottled up.

Turkey (McHugh)

A Con-Bul:

A Bul-Gre

F Ank-Con:

Austria (Barwick)

F Alb-Gre:

A Bud-Ser:

A Vie H:

Italy(Lynch)

A Apru H

F Ion H

A Pie-Ven:

Russia(Current)

A War-Gal:

A Gal-Boh:

A Rum S A War-Gal:

F Sev S A Rum:

F Swe-Nwy:

F StP Nc S F Swe-Nwy:

Germany(Vaporis)

F Kie-Bal:

F Den-Swe:

A Hol-Hel:

A Ruh-Bur:

A Mun S A Rhu-Bur:

France(Wingate)

F Por-Mid:

F Bre-Pic:

A Spa-Gas:

A Par-Bur:

A Mar S A Par-Bur:

England(Carlberg)

F Lon-Eng:

F Nth S F Lon-Eng:

A Yor-Lon:

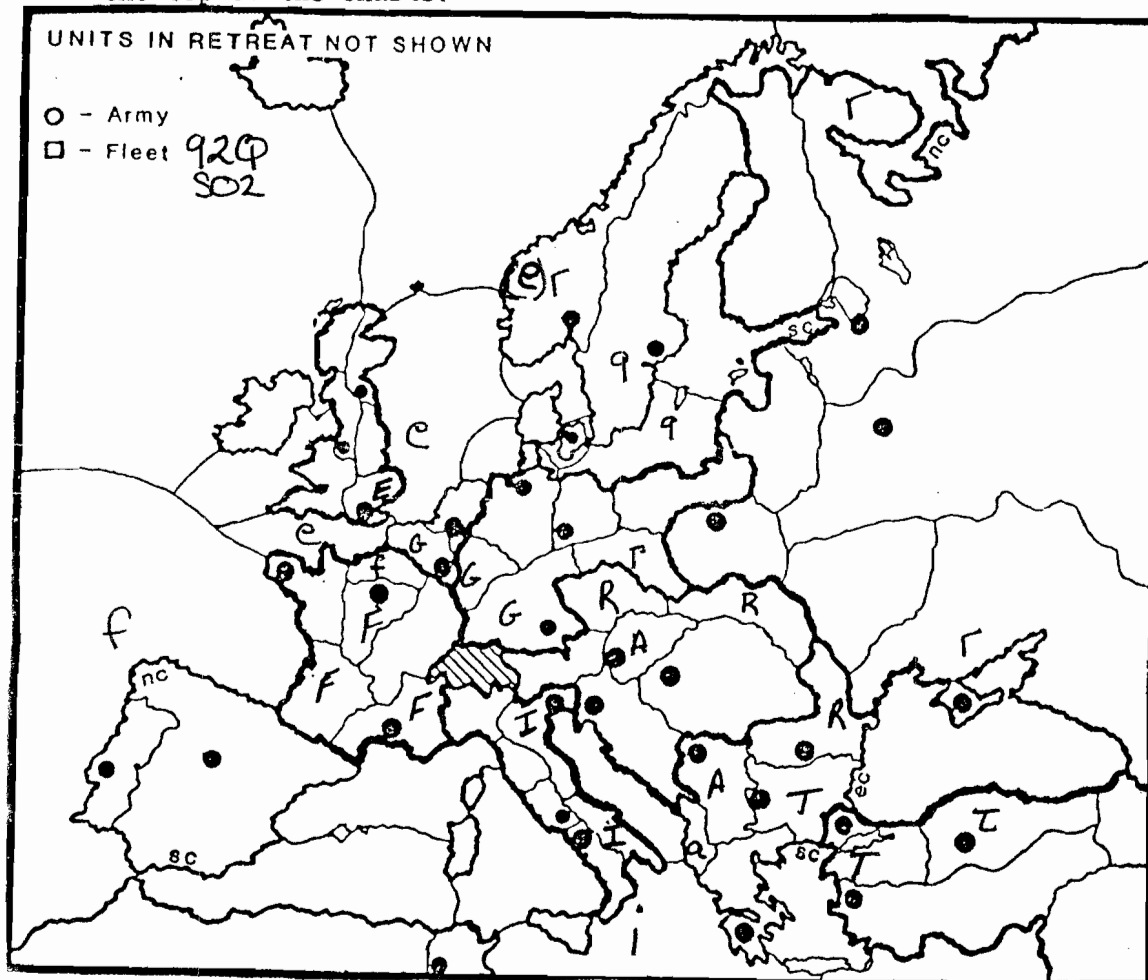
F Nwy H:

The underlined moves fail. The English F Nwy is in retreat. The deadline for the Fall 1902 moves will be the 19th of July at noon est.

Press:

Melody Maker: Hoping to make it to London this spring, those four moptops from Liverpool optimistically boarded a train south from Yorkshire. However, disturbing reports from the German city of Hamburg where they were once so popular indicate that their former friends on the continent may no longer have English lads in their personal top ten. This Music business can be cut throat!

Detroit: The four boys from Detroit have boarded the ship for Hamburg where they are now setting fires to the charts. There is a little sugar pie with them, and just the same old songs. But they have replaced the mop tops, so there are four new at the top of the charts.



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.

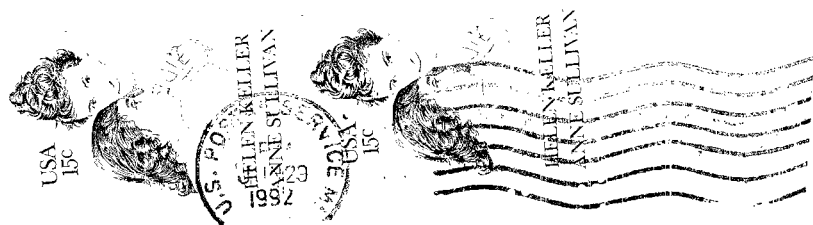
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1st class mail
Please Stand By _____

1st class mail
SUB ENDS _____

1st class mail

1st class mail



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