

Games:

90W

91G Fini

91M

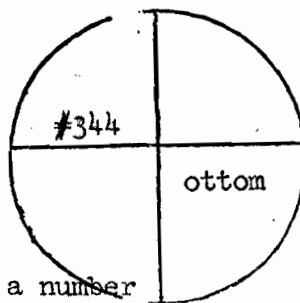
91AD

91IC

92Q

B-61

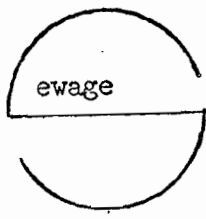
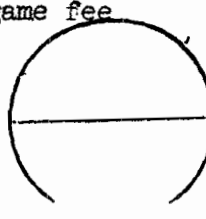
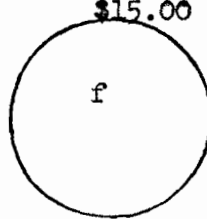
Still Need a number



11-22-92

\$12.00 for 17 issues or

\$15.00 game fee



ank

90W Spring 1915

France loses postions in the Med.

Russia(Patterson)

A Mos -S-A War-Ukr

A Stp-Liv:

A War-Ukr

A Sil S A Pru-Ber:

A Pru-er:

F Kie-Hel:

A Den H

F Mid-Wes:

F Eng-Mid:

Austria(Boulet)

A Gal-Rum:

A Ukr S A Gal-Rum:

France(Wingate)

F Tyo-Ion:

F Tun S F Tyo-Pie:

F Wes-Iyo:

F Tus-Pie:

A Mar S F Tus-Pie:

A Tyr-Ven:

A Mun-Boh:

A Hol-Kie:

A Ruh S A Hol-Kie:

A Bur-Mun:

Turkey(Ditter)

A Arm S Russian A Mos-Sev

A Bul-Ser:

A Con-Bul:

A Rum-Bud:

A Ven-Tyr:

A Tri S A Ven-Tyr:

F Pie-Tus:

F Ion-Tyn:

F Rom S F Ion-Tyn:

F Nap S F Ion-Tyn:

F Adr-Ion:

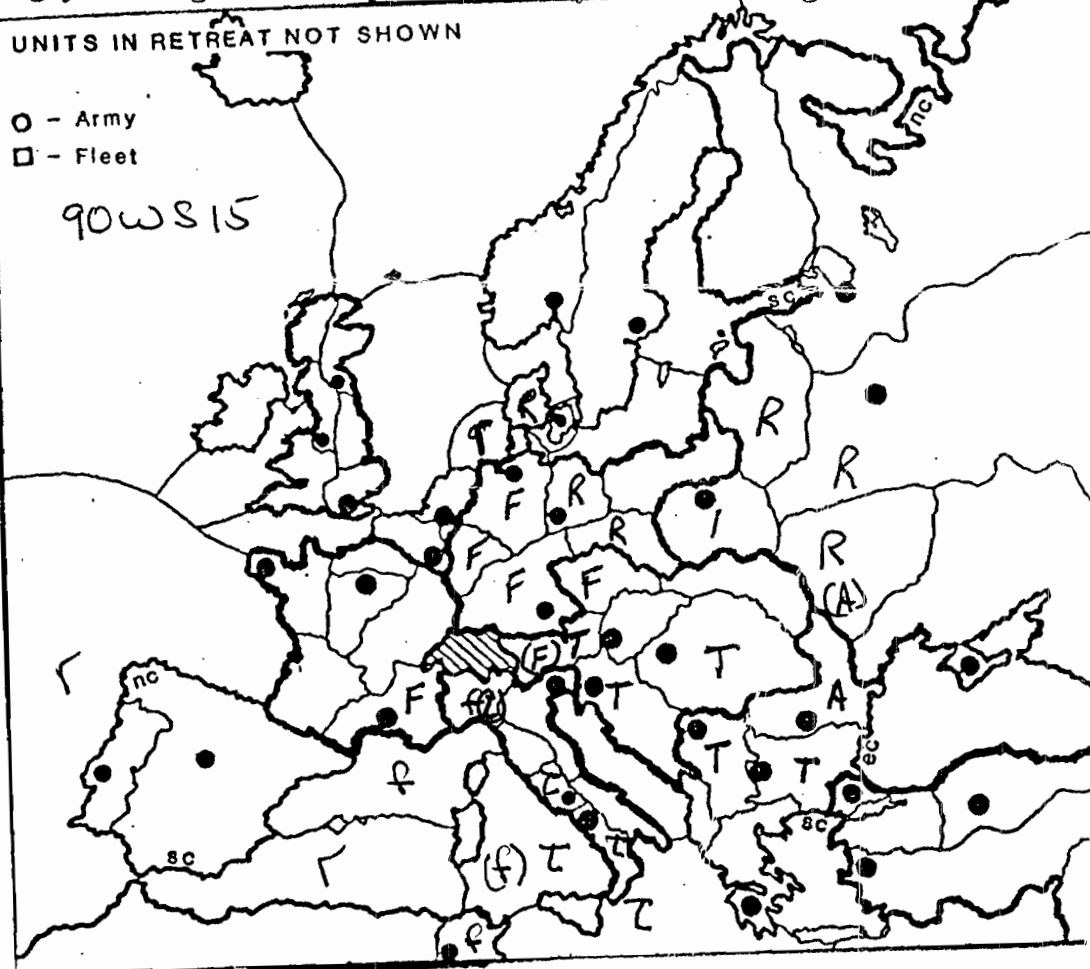
The underlined moves fail . The French units F Tyn A Tyr are both dislodged and in retreat.

The deadline for the fall moves will be in three weeks Dec 13 at noon est.

Press:

Tur-Fra: Put on your black hood blue eyes

Tur-rus&fra: Who do you guys belong to? A couple of standbys with nothing to lose.



## News and views

Last weekend I was at Penta Con. It was a really nice con. About 300-400 people were at this con from Ohio, Ind and Mich as well as a couple from ILL, Mo,. There were lots of games at this con that made it fun. People were playing all sorts of games and there was enough space for all the people. It made for a very enjoyable convention and a lot of fun. I played East Front and I also ran a good Battle Tech game that was a lot of fun for about 12 players. though One could tell that some of the players did not know how to play when they were out numbered and gunned. It was a great game considering we had 12 players and played for only four hours we got in 6 turns or was it seven that was moving along really well. We also got in a great tournament of Daytona 500. It was a fast and dirty game with the one guy that they thought was a bad place finisher was second place, he took a 1st 3rd and a 5th place. The winner with the most money was the man that took 2 firsts and 4th place finish. The last race was the best and the man running fifth out of 6 was the winner as he came from behind. It was a lot of fun. They also had Fuzzy Heroes and they had all sorts of miniature as well as Roleplaying with a few board games. I would suggest that you consider going to this Con next year if you have the time it is a lot of fun to play at this con.

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Clash of Arms Games will be coming out with a new Empire of the Petal Throne item. This one is called the Tekumel Beasty. It is a great looking book. This has a lot of the Monsters that are in the world. Giving you good art work as well as a very good cover. One of the best on the market today. costs is \$16.00. Great looking item. They will be coming out in late Dec a new item Beyond the borders part two of adventures in Tekumel. Aldo coming out from Clash of Arms before Christmas will be The Civil War No e Book soft and hard covers \$9.00 for soft and 19 for hard. Prince August have come out with the two new box sets the Hobbit and the Fellowship of the Ring. These are \$15.00 each. They have about 9 figures in them. They are the very high quality figures that you have been getting from the Mithril line. These are great looking figures and when painted they are even better. looking than that. Some of the best figures on the market. Also coming out from them before Christmas will be the Horse Lords Mithril Figures as well as some more Future Shock figures, and a new 54 mm mold. Bataille De Mont St Jean will be coming out, the cost will be \$40.00 now. It will be a smaller press run than from the other games Ligny and Quatra Bras as it is an expansion only. Once you get this one you will be able to refight the entire two days of Waterloo. They will have about a 90 supply only and they will become collectible items right away.

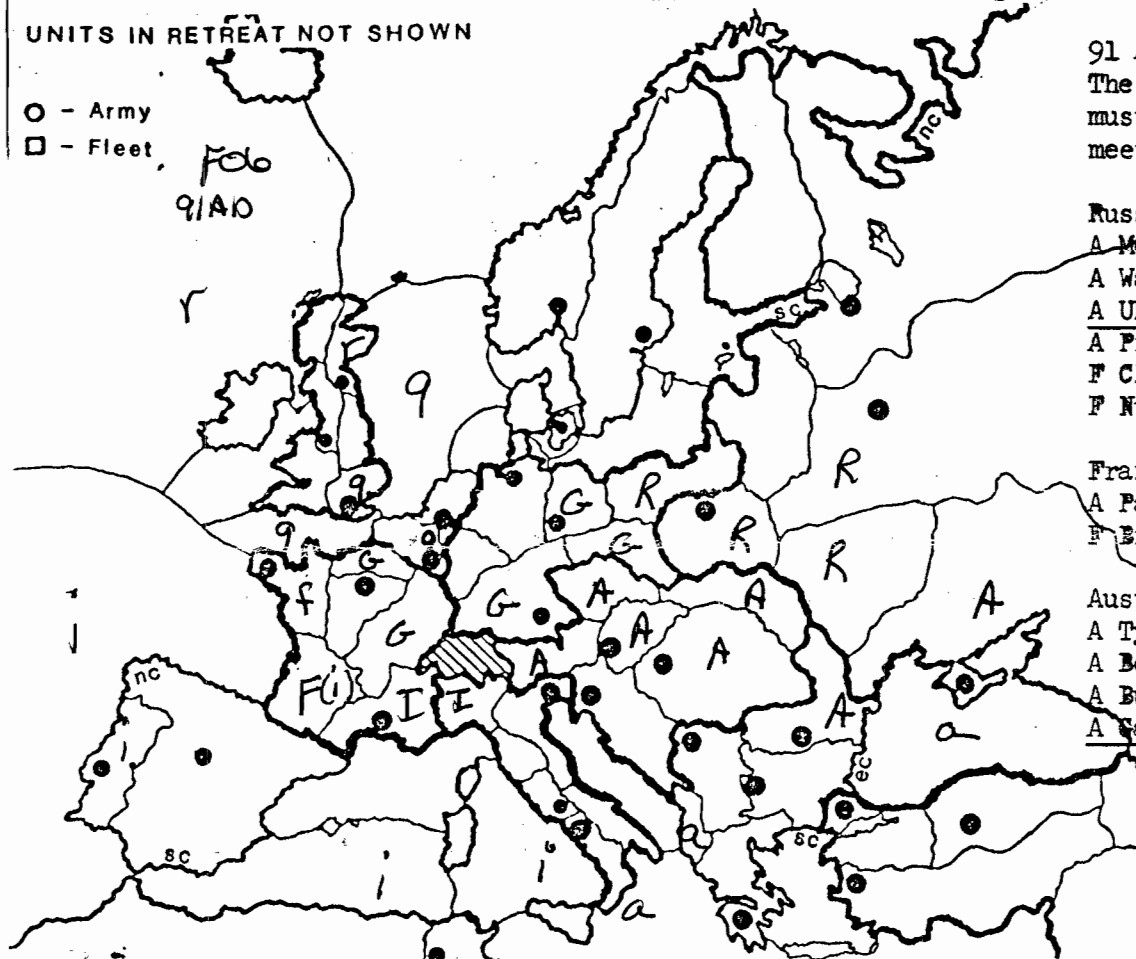
ICE is putting together some middle Earth Bonus packs, these are 3-4 modules from 30-37 dollars worth of stuff for \$12.00 retail. This shows me that they need some cash, and Middle Earth has slowed down a little bit. These are great values and well worth the money if you have been playing role master etc. These are 7 sets that are in very limited quantities. (Maybe they were some returns from a couple of the accounts that they have. I would get in on this if you like the Role Master or Middle Earth RP games, you cannot afford to pass this value up.

Thunderbolt Mountain Minis have come out with some very good looking 25mm figures. They have the Kings of the East 4 kings mounted and dismounted at \$30.00 they have also come out with King Arthur, Gwenyvere, Lancelot, and Merlyon. These are mounted and dismounted, only 999 were made and are \$7.00 for each figure. These are the best figures on the market out there. These are really well done. the Best figures I have seen, the details etc are great. You could not ask for more from Tom M the person that did these figures. Thunderbolt Mountain is once again redefining the miniatures in 25mm what they should be like. These are far and away better than any thing else out there.

UNITS IN RETREAT NOT SHOWN

○ - Army  
 □ - Fleet

Fcb  
 9/AD



91 AD Fall 1906  
 The west moves slow  
 must have a lot of  
 meetings today.

Russia(Model)

A Mos S A Ukr:

A War S A Ukr:

A Ukr S German A Sil-Gal

A Pru S German A Sil:

F Cly-MAO:

F Nth-Edi:

France(Ditter)

A Par-Gas:

F Bre S A Par-Gas:

Austria(Moffman)

A Tyo S A Boh

A Boh S A Vie-Gal:

A Bud S A Vie-Gal:

A Gal-Ukr:

A Rum S A Gal-Ukr:

A Sev S A Gal-Ukr:

A Vie-Gal:

F Bla S A Sev:

F Aeg-Ion:

F Alb H:

Italy(Fischer)

A Pie-Mar:

F Mid-Iri:

F Spasc-Por:

F Wes-Mid:

F Tyr-Wes:

A Gas S A Mar-Bur:

A Mar-Bur:

Germany(Boulet)

F Bel-Eng:

A Pic S A Ruh-Bur:

F Mel-Nth:

A Ber S A Mun:

A Mun S A Ruh-Bur:

A Sil S A Mun:

A Ruh-Bur:

F Eng-Iri:

The underlined moves fail. The Italian A Gas is in retreat.

Supplies:

Aus: Bud, tri, vie, bul, gre, ser, ank, rum, con, samy, sev, ll +1

Fra: Par, bre 2 E

Ger: Mun, kie, ber, den, hol, bel, lon 7-1

Ita: Nap, rom, ven, tun, por, spa, mar 7 E

Rus: War, stp, mos, swe, nwy, liv, edi. 7+1

Deadline for the winter and the spring will be the 13th of Dec  
 at noon:

Jon Boulet is a new father of a baby boy Congrats!!!

His address is 13 bourne st Apt Worchester Ma 01606

## More News and Views

White Wolf has been busy, They have come out with the new second edition of the Vampire, they have come out with The Were Wolf Screen and now for Were Wolf we have the module the rite of Passage. It is a \$10.00 module for the game. They will soon be coming out with more stuff. Look for a very good year coming up next year from these people. They will be coming out with a lot of new stuff and they appear to be on the cutting edge right now. Kids like their stuff and they are hot.

Steve Jackson has come out with Timelines. This is an item for Groups Time Travel. This gives you a time line of what was happening when and where so that you can fit your adventures in right and some stuff that they have thought of for the future. Also Auto Duel Quarterly has come out 10-3.

Grenadier has come out with more of the Kryomak stuff. These towers etc look really good when painted up. These are something else, very nice looking stuff. They have also come out with the Fantasy Warlord Companion. This is some more rules and updates for the rules that came in the big box set.

Ral Partha has come out with the Ultimate ATV this is a cybercat (Large with armored rider with lasers. It is a \$30.00 box set. A very nice looking item, but only of certain interest. They have come out with a bunch of series 35 these are the Hyskos and Syrians and Arab from the biblical times.

From Intercity Game Co. There is Fuzzy Heroes. They are now out. It is time for you to look at these rules I have them for sale for a mere \$11.00 PPD. write me and I'll get you them off.

BattleTechnology #18 has come out.

Leading Edge has come out with the Dracula board game. This game is based on the Movie that has come out. They are to be coming out with Mini for this game as well. It would be very interesting to see what they would be like. They have also come out with the Lawnmower Man mini as well. I have not seen this movie at all and I do not know what it is all about let alone what these things are about.

FASA has come out with the Neo Anrists Guide to Real Life for the ShadowRun game. This has been awaited for some time. It gives you breakdowns of groups and other things that you need with the Shadowrun game. Also the BattleTech Compendium is back in print.

Ral Partha has come out with the first in a series of Hot Lead Figures. This is based on a game that will be coming out from Steve Jackson very soon on the rules called Hot Lead. I have talked a playtester and he has told me that these Hot Lead Rules are much better than Warhammer 40K. These figures are really nice. They have skeletons as well as imperials and the figures are very well done. They are cheaper than GW figures and the detail is better the molding is better, just plain better figures all around.

Chassium has come out with the Spectre King for Pen Dragon. Nice looking item for those of you that have been playing this game.

Hero Games (ICE) have come out with Champions Universe. More dealings with Champions. one of the first and the best of the superherp stuff out there.

B61  
F02

Changes abound as people  
use Diplomacy.

F Ion-Aeg:

Avie R Boh:

Ask-Con:

**1. For One:**

F Nth-Eng:

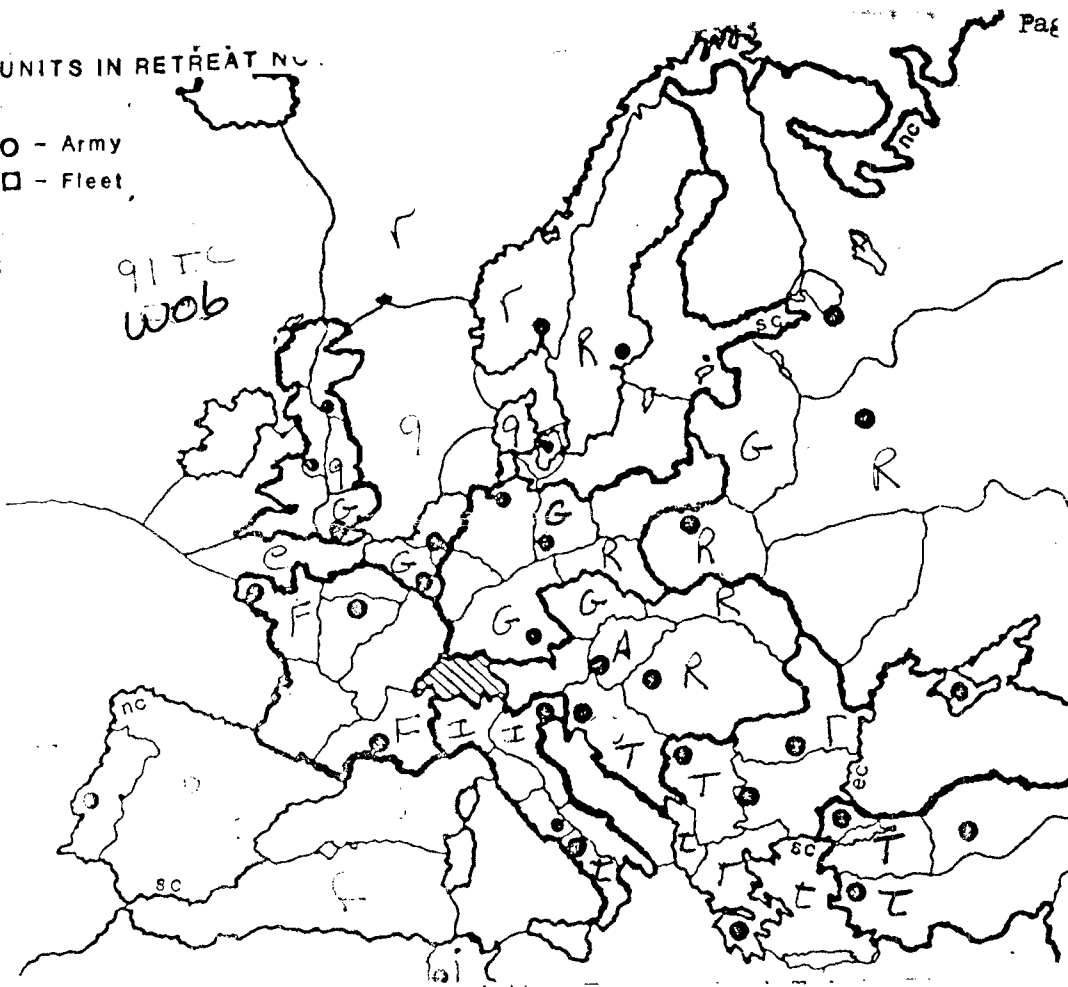
A Bud S A Vie:

Fastist Pig Liar brigade: Doubts that it landed in Spain but thanks for allowing me another delusion. Now about the old stab-line" I realized you didn't have a free home SC to grow in, and so I'm borrowing Spain" If I bounced you into staying in MAR I'll cry, but plaudit you anyway.



UNITS IN RETREAT NO.

○ - Army  
 □ - Fleet



91TC Winter 1906  
 only by request  
 Turkey Build A Con F Smy

Germany B A Ber

Italy NRR GM  
 Removes A Tri ROTB F Lyo  
 Deadline for the spring  
 is 12-13-93  
 Russia-Germany: You  
 had to right! WRITE was  
 that Wilbur Orville or  
 Mr Ed.  
 Rus-Derot You have more  
 than one? is that like  
 saying let me tell about  
 my GrandChildren.  
 Derot: Did not know  
 you were a grandfather  
 Dave Congrats, OLD MAN.

#### The players:

Grant Current, 2135 Lyn Haven Rd, Peterborough. Ont, Canada K9K 1Y6

Alan Barwick, 13620 Maidstone Lane, Potomac MD 20854

John Boulet, Worcester, Ma 01606 13 Bournest

Joe Clement, 320 N Glendale, Kenton, OH 43326

Dave Ditter, 8049 Idaho Circle N, Brooklyn Park, MN 55445

Raymond Fischer, 2987 Roundtree Blvd, Ypsilanti, MI 48197

Kerry Gavigan, Bx 896, Ludington, MI 49431

Dan Hodel 10 Corvette Apt D Lafayette, IN 47905-4558

Karl Hoffman, 250 Harris St D-5 East Stroudsburg, PA 18301

Terry Lachick, 13357 Mackinaw Ave, Chicago, IL 60633-1510

Rick Lynch, 7910 N Long Morton Grove, IL 60053

Jonas Johanson, 520 Sverde Apt K Flagstaff AZ 86001

Tony Kniaz, 123 W Peterson, Brighton, MI 48116

Jack McHugh, 280 Sanford Rd, Upper Danby, PA 19082

Mark Patterson, 42 Herber Ave, Delmar, NY 12054

Joe Payne, 5209 Kirby St, Tampa, FL 33617

Dave Senzig, 7046 Christmas Lane, Grand Rapids, MI 49548

Tom Tiffany, 4508 W Oklahoma Ave, Milwaukee, WI 53219

Mike Vaporis, 315 N Carpenter Ave, Indiana, PA 15701

Richard Wiess, 554 Liberty St, San Francisco CA 94114

Jeff Yandora, 214 Craig St Pittsburgh, PA 15213

Jack Wingate, Bx 453, Ludington, MI 49431

That is all of them for now...

That game has a big enough game. I'll be calling it Chancellorsville through out or something even shorter. This game is designed by Rich Berg and has one of the best wargame companies behind it, and that is Clash of Arms. This is not a simple game. Even the basic game is not really simple, though if you have been playing games for some time it should not be too hard. It would not suggest that you get this game for your first game though. This game is layered to make it a very complex game if you want it that way. Chancellorsville was one of the best battles in the Civil War and well this game tries to get the flavor of this game. I feel that they have done a very good job.

Frist of all what do you get in the box. Thres maps that are large. The art work is done very good on them. They have a lot of Green and Blue becuase of the Rivers and woods and swamps that were in this area. The counters about 500 of them, a little less are well done. The artwork and the coloring makes them very good. They use the standard military symbols with color coding so that you know what unit goes with what unit. The rules and Scenarios and Commentary books as well as charts and tables and dice are in the box. The box art is very good. I'm not sure but it looks like it is from the period, no credit is given for the box art. The box looks good.

We all like to know what the rules are like. Well from Rich Berg we know that we will get a good Civil War game becuase he likes this period. This one is similar to the WEST END GAMES ACW games, in that it uses two counters per Brigade thus it is not on the Brigade level but not like TSS a nice middle ground that allows you to be flexible with out have to worry too much about all the Regiments, but still gives you a better game than one on the brigade level. This game is played with Initiative changing between turns, and the artillery is excahnge at the same time, and then movement for the first player, combat and the the second player moves and has combat. Then that is followed by Operational Movement Phase and a recovery phase. Becuase this battle is fought over a large area there is need for a lot of movement. It fact it was the movement and counter movements that won the day for the South in this battle.

There is all sorts of different terrain in this game River Canals RR mountains Fords roads and pikes, trails woods clar, etc and they all play into this game. Thus they all change the way things can move, You will find that Movements along the roads etc will be the best and most used. The off road stuff comes into play once you start your battle and that is very nicely done in this game. There is weather and there is good fair and bad weather or ground conditions, and that will come into play along roads or pikes and overland, as well. Pontoon bridges are also used in this game very much as the Union had them to move around a flank the south.

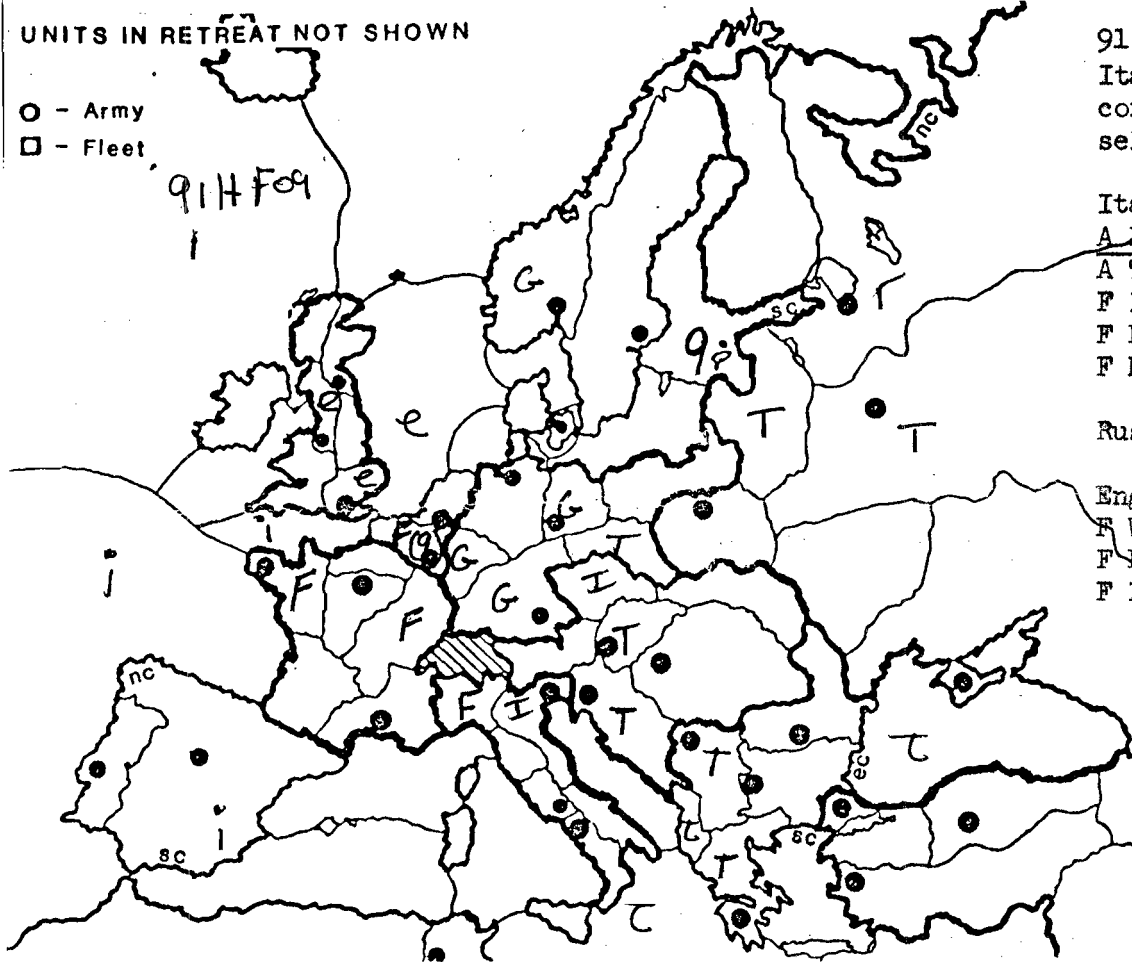
There is fire combat both artiller and fire small arms as well as Melee combat in this game. Fire comabt is the strength points firing with colum shifts for terrain and rol the die for the results. You can run out of ammo in the advance games. Add this to morale and you have the basic game down. Going into the advance game rules you add on leaders. These become very important in this game. This sorta slows the game down, but it is well worth everything that you will go through to understand it. This becomes the way that the South can win and you get to see what was really facing the North. The game Turn changes a bit in the advance game as well. The advance games allows for off board movement as well as baloons so that you can see, and hidden units. More weather is added in . Facing becomes very important Morale is changed a bit Pontoons come into play improving fords, and imporved postions night and sniper fire as well as random events are all in this game.

I cannot go deeper into this game , let it be said that it is a game that on this level takes out all the stops and it looks and plays very good. Clash of Arms and Rich Berg have done a great job with the game. It is not for the faint hearted when you dive into the adavnced game but you will like the results that you have when you play it. Well worth the \$35.00.



UNITS IN RETREAT NOT SHOWN

○ - Army  
 □ - Fleet



91 H Fall 1909

Italy comes back into  
 contention and sets  
 self to go on.

Italy(Lachick)

A Boh-Mun:

A Tyo-Ven:

F Iri-Mid:

F Eng S French A Pic-Bel:

F Mid-Spasc:

Russia(Senzig) F StPsc H

England(Tiffany)

F Wal-Liv:

F Edi-Mth:

F Lon S F Edi-Mth.

France(Patterson)

A Bre H

A Mar-Pie:

A Bur S A Pic-Bel:

A Pic-Bel:

A Bel R Pic:

Germany(Hodel)

A Nwy H

F Bal-Bot:

F Bel S Eng F Lon-Eng:

A Ruh S F Bel:

A Kie-Mun:

A Ber S A Kie-Mun:

Turkey(Gavigan) A

A War-Liv:

A zUkr-Mos:

A Sil-Boh:

A Rum-Gal:

A Bul-Gre:

A Ser-Tri:

A Tri-Ven:

A Vie S A Ser-Tri:

F Bla H

F Gre-Alb

F Aeg-Ion:

The underlined moves fail. The German F Bel is in retreat.

Supplies:

Eng, Lon, liv, edi 3 E

Fra:Mar,par,bre,hel 4 E

Ger:Ber,kie,mun,den,swe,nwy,hol 7 +1

Ita:Ven,rom,nap,tun,spa,por 6+1

Rus: Stp 1

Tur:con,ank,smy,gre,bul,sev,rum,war,mos,bud,vie,tri,ser 13+2

Deadline for the winter 09 and THE SPRING 1910 will be the 13th  
 of Dec 92 at noon EST

Press:

Turkey-Italy: Sorry Mike, but you missed one too many moves.

T to E: I think I gave you soem time, luck Tom.

T-G: Why don't you write.

T-R Just move your fleet to open waters and leave your last  
 center open if you wish to be out. I'm sure someone will be happy  
 to take it. This is dipplomacy may the best talker win.

London to World:/ Does anybody need an ally? does any one in this game know what  
 an-ally is? Helleo??

91G Statement Russia: Austria and Russia started with a powerful alliance, but  
 good diplomacy by France broke apart this combination and Austria stabbed Russia.  
 Inconsistant moves by the German also helped France. Congratulatlans to a long time  
 friend Kerry Gavigan an a well played game

91 G Fini.

The Players:

Austria Mike Vaporis

England Dan Model

France Kerry Gavigan

Germany Scott Klinger Dropped Fall 1906 Tom Tiffery

Italy Dave Ditter

Russia Jack Wingate

Turkey John Crosby Res Fall 1906 R Fischer.

Supplies:

	01	02	03	04	05	06	07, 08	09	10
Aus	5	6	7	6	6	6	6	7	7
Eng	4	2	0	0	0	0	0	0	0
Fra	5	6	8	9	10	10	11	14	18
Ger	5	5	6	7	7	7	9	6	5
Ita	4	4	4	4	3	3	2	2	1
Rus	6	8	6	5	5	5	2	1	1
Tur	4	3	3	3	3	3	4	4	3

91 G Winners statement

First, my hat off to Mr Fischer for keeping Rus and Aus busy through out the game. To SAustria-Mike your only mistake was your stab on Russia. Jack(alias the Chipper) tends to be a good ally. If you had not hit him this game would have gone to either or both of you. Good game.

Dave: Misinformation, lack of communication work against us. You could have nailed me good at one point but luck was with me.

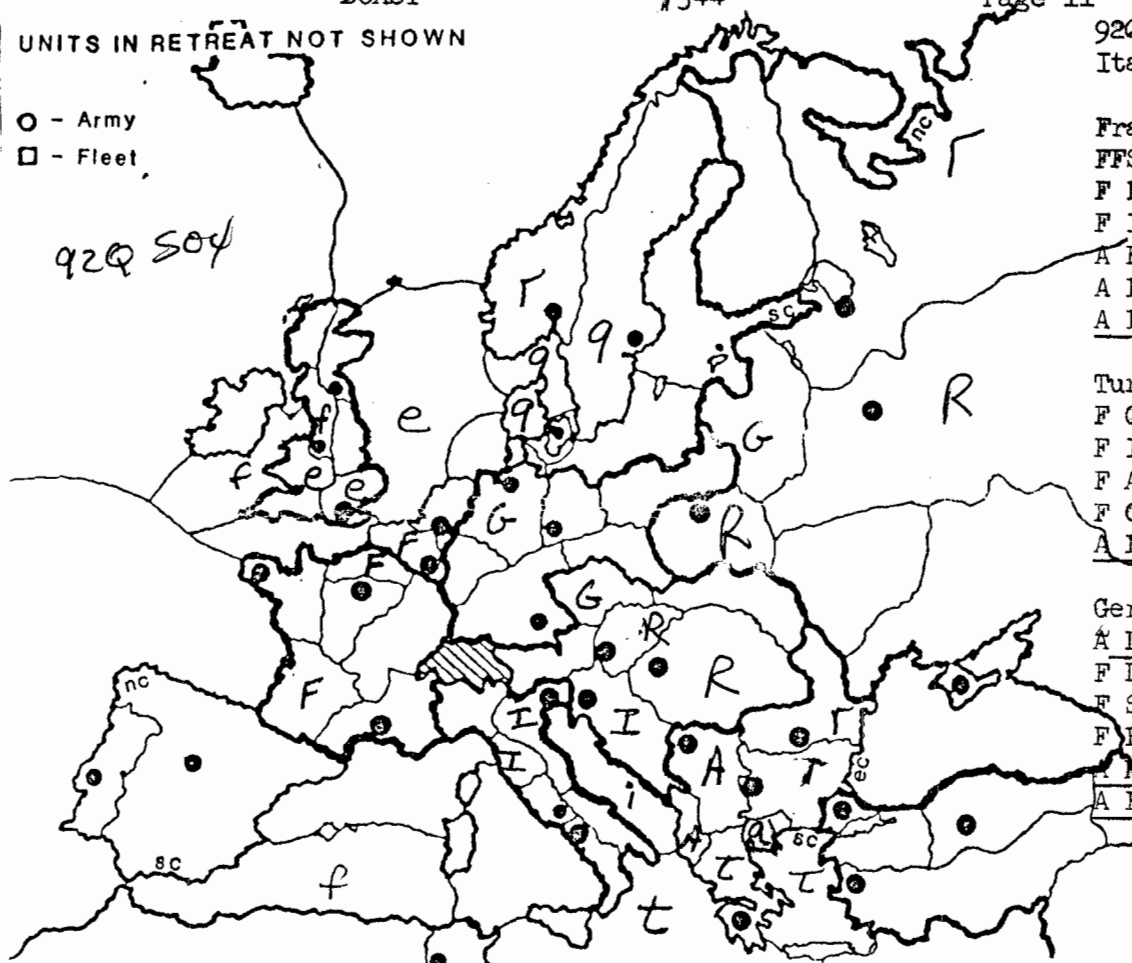
To the Germans: I did not know the Germans would miss there moves when I hit him. In fact I made and sent in my moves before I realized Tom had taken over. Scott missed his moves one time too many. I was in a postion so Boom, I hit. If anyone gets a chance Tom is a good person to ally with.

Well this was a fun game. I saw Germany and France start to roll. and I saw Kerry set Germany up, and was in a postion no matter what happen that he had the knife on germany all the time. Scott was new to the game and it showed. Jack did all that he could but when poeple are out to get you well there is nothing that you can do. When Austria hit him it was all done. Turkey started out like John Crosby always did and well then he left and a new person took over a bad postion, but made the most of it very quickly, and fought long and hard. You know why Turkey can take so long to kill when you have a good person playing that postion. England well didn't have a chance once spring 1901 was played. Italy really did not know what he wanted to do and when he did he had no plan to get there, and thus he hung around for a very long time. It was a good game, played well and finished in good time.

I have another game open with 3 people signed up for it.

UNITS IN RETREAT NOT SHOWN

○ - Army  
□ - Fleet



92Q Fall 1904  
Italy and England sleep.

France(Wingate)  
FFSpasc-Wes:  
F NAO-Liv:  
F Iri S F NAO-Liv:  
A Pic M  
A Bur-Gas:  
A Bel-Hol:

Turkey(McHugh)  
F Gre R Ion:  
F Ion S F Aeg-Gre:  
F Aeg-Gre:  
F Con-Aeg:  
A Bul S F Aeg-Gre:

Germany(Vaporis)  
A Liv-StP:  
F Den-Ska:  
F Swe S F Den-Ska:  
F Bal-Den:  
A Kie-Hol:  
A Boh-Vie:

Austria(Barwick)  
A Ser Rotb, A Tri R Alb  
A Alb-Gre:  
F Gre-Bulsc:  
A Ser S F Gre-Bul SC

Russia(Current)  
F StPNC S German A Liv-  
Naf

F Ska-Nwy:  
F Rum S Turkish A Bul:  
A Ukr-Mos:  
A Gal-War:  
A Bud S A Vie:  
A Vie S A Bud

Italy(Lynch) NMR  
A Ven  
A Adr  
A Tri  
A Tus H

England\*Carlberg)  
NMR F Wal  
F Lon  
F Nth Hold

I'm asking Dave senzig to standby for Italy  
and I'm asking Joe Payne to SB for England  
The underlined moves fail. Supplies:

Aus: Ser 1-2

Eng: Lon, edi 2-1

Fra:Mar,bre,bre,por,spa,bel,liv 7+1

Ger,Mun,kie,ber,den,hol,swe 6 E

Ita:Ven,rom,nap,tri,tun 5+1

RussiaStp,mos,war,sevvie,nwy,rum,bud 8+1

Tur:Con,ank,smy,gre,bul 5+1

The winter only is do on Dec 13th at noon.

91 G Final Statement: Italy:

France lied to everyone and won. Austria was trying to prove a point F Adr.  
which I can't recall. This was my first.compæete, irregular  
Diplomacy game Thanks Herb Dave Ditter.

Carry Perry  
PO Box 8416  
San Diego, CA  
92102