

Notes from Hades

Last issue, when I was discussing my back yard, I neglected to mention one of the more unusual aspects of it. The National Wildlife Federation has a program called the Backyard Wildlife Habitat program. They will certify your backyard as a wildlife habitat, provided it follows certain guidelines. The overall purpose, is to provide the basics of life to your local wildlife creatures – food, shelter, and water. They encourage native plants, and a wide variety of plants. Monocultures, like huge expanses of lawn with little else, will generally not qualify. As for food, a variety of different plants that provide food over the course of the year, if possible, is preferred. We got our certification a few weeks after we completed our plantings. We have seen a wide variety of birds in our yard since then. Along with the more common finches, sparrows, robins, morning doves, and crows, we regularly see hummingbirds, hawks, owls, and cliff swallows. One time, Celeste even saw a golden eagle, and another time, a Cooper’s hawk tried to chase a morning dove into my office. It’s a good thing the windows were closed at the time. More information on the program can be found at www.nwf.org/backyardwildlifehabitat/.

This issue, Watchdog ends. Congratulations to Bill Scharf on his victory. Also, Dog Show will be ending next turn. So, this brings us to their replacements. Laika was waiting for the end of Watchdog for it to start, so we will be starting that next issue. In addition, I think I will start up the New World game, Gray Wolf, next issue. Regarding that, I came across a set of rules from *The General* that detail non-player nations that I will try out if we have fewer than 6 players in Gray Wolf. The complete rules are found on the website.

The next deadline is **Tuesday, August 5 at 5:00 p.m.**

Pacific Time. Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves. **Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

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Game Openings

Dogwood. History of the World. This will start when Dogface ends. Have Dave Anderson, Forest Cole, Kevin Wilson, Andy Lewis, Dennis Cain, and Chris Geggus. This game is closed.

Retriever. Outpost. This will start when Wolfbane ends or when I get 10 players, whichever comes first. Have Eric Brosius, Andy York, Andy Lewis, Dave Partridge, Bill Scharf, Kevin Wilson, Michael Lowrey, and Cary Nichols, will take up to 2 more.

Gray Wolf. New World. Have Andy York, Dennis Cain, Bob Robles, Cary Nichols, and Andy Lewis, need up to 1 more. **This game will start next issue.** If I have less than 6 players, I will use a neutral player option that was published in *The General*. Details are available on the website or by request.

Salty Dog. Seafarers of Catan. We will be playing the Oceans scenario. Have Kevin Wilson, Dave Partridge, Cary Nichols, Bill Scharf, and Chris Geggus, will take up to 2 more.

Laika. Liftoff! This is a playtest of the Mars Landing Variant I have devised. The link to the rules is on the main page of the website (I can send you a hard copy if you don’t have web access). Have Andy York, Cary Nichols, Dennis Cain, and Bill Scharf. **This game will start next issue.**

Doberman. Industrial Waste. This game will start after Junk Yard Dog ends. Have Bill Scharf, Eric Brosius, Dave Partridge, and Richard Weiss. Dave is willing to defer to anyone who is not in the Junk Yard Dog.

Wish List

Age of Renaissance. This game will start after Dog Show ends. Have Bob Robles, Cary Nichols, and Caleb Cousins, need up to 3 more.

Machiavelli. This game will start when the next Machiavelli game finishes. Scenario and rules by player vote. Will take up to 8.

In general, game ownership is recommended, but not required.

Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

S.O.B. is a zine of unusual postal games, and anything else I feel like including. Your publisher is:

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Subscriptions cost \$1.50 per issue (\$2.25 overseas).

Howling at the Moon
The S.O.B. Letter Column

Andy York

The house/lot layout sounds amazing. When are you going to be featured in "House & Garden" or "Sunset"?

[I hardly think so, mainly because it's not finished yet. That, and the fact that we haven't been able to completely keep up with the necessary weeding.]

Bob Robles

One book to review: "Snobbery: The American Version" by Joseph Epstein. A very funny but serious look at how Americans can strive to be snobs. Mr. Epstein outlines the multitude of hierarchies in America which give the snob in all of us comfort.

Chris Geggus

Hope all is well with the family. Perhaps you could do a plug in the letters column? One of the longest standing members of AHKS Europe has just had his first book published. The book is part of the Battleground Europe series and is called Operation Bluecoat - British 3rd Infantry Division/27th Armoured Brigade.

The author is Ian Daghish, the publisher is Leo Cooper and it's by Pen & Sword Books Ltd. Pretty specialised, but an interesting read. Ian may be known to some of your readers as one of the grognards of Advanced Squad Leader by Avalon Hill. His articles often appeared in the ASL annual each year. The book is only a paperback, so cost over here is £9.95. I am told you can get it through Amazon.

Off the Leash

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Miller Number 2001Fpw10
Fall 1459**

Deadline for Winter-Spring 1460: 8/5 Tuesday

Milan and the Turks each are eliminated as they are unable to retain control of their homelands. Venice helps Florence regain his capital, while consolidating his hold on the Balkans and taking surprise control of Genoa. Naples positions himself to move in any direction.

Summer 1459 Retreats

Austrian A Carinthia retreats to Slavonia

Expenditures

Venice borrows 6 ducats for 2 years (9 ducats due Fall 1461). Spends 18 ducats to buy French fleet Modena.

Outstanding Debt

Fall 1461: 9 ducats due from Venice.

Orders

- AUSTRIA : A Slavonia to CARINTHIA, A AUSTRIA supports A Slavonia to Carinthia, A Carniola supports A Slavonia to Carinthia (DISLODGED, retreat Slavonia, Istria, OTB)
- FLORENCE : A Pistoia to FLORENCE, A Piombino to SIENNA
- FRANCE : A TYROLEA to Carinthia, A COMO supports A Milan, A MILAN besieges, A PAVIA supports A Milan, A PARMA to Mantua, A SALUZZO holds (Rebellion suppressed), F Modena supports F Ligurian Sea to Lucca (nsu), F Ligurian Sea to LUCCA, F Gulf of Lions to LIGURIAN SEA, F Sardinia to GULF OF LIONS
- MILAN : A TRENT to Milan, G Milan supports A Trent to Milan (DISTRIBUTED)
Out!
- NAPLES : A Florence supports Florence A Pistoia to Bologna (nsu, DISLODGED, retreat Arezzo, Urbino, garrison, OTB), A SPOLETO supports F Aquila to Ancona, A Salerno to AQUILA, F Western Mediterranean to TYRRHENIAN SEA, F Central Mediterranean to TUNIS, F MESSINA to Otranto, F BARI to Otranto
- TURKS : A Croatia supports Austrian A Carniola (cut, DISLODGED, retreat Slavonia, Istria, Bosnia, OTB), F IONIAN SEA to Durazzo, Out!
- VENICE : A Carinthia to CARNIOLA, A FRIULI supports A Carinthia to Carniola, A CREMONA supports Milan A Trent to Milan, A MANTUA supports A Cremona (cut), A BOLOGNA supports Florence A Pistoia to Florence, F Upper Adriatic to CROATIA, F DALMATIA supports F Upper Adriatic to Dalmatia, F LOWER ADRIATIC to Durazzo, F ALBANIA to Durazzo, F Modena to GENOA

Press

Austria – France: Help me before Venice gets too big...Argh!

Austria – Naples: Help me before Venice gets too big...Argh!

Austria – Turks: Et tu Brute?

Austria – Venice: But wait. I have a better plan. Why don't you conquer Milan instead of me?

Florence – All: I'll attack Florence until it is mine again. Please help.

France – Austria: I hope that you protected your east provinces from the concentric attack of Venice and Turkey. Any way, if Milan is out finally, I wait for your request of support wherever you need. In the case that you don't give, I shall support your Austria against Carinthia.

France – Florence: Dear friend, my moves could seem ambiguous, but, as I just wrote in previous last message, I shall be happy to leave to you your old provinces to defend and to support you against Venice, when you will be in force again and ready to do it.

France – Naples: Tunis is yours, as I just said, and actual positions in west seas are optimal for me, and I hope for you. Instead in East seas Venice has many more fleet of you and is going to overwhelm also you, after Turkish: I really think that you must moves CM and Messina to defend IS and Otranto, and to retake your LA, principally.

France – Venice: It seems that you want to destroy also your good friend Milan, other than Austria, Turkey and me: it is very dangerous to be on your borders. And now also Florence and Naples are there, thus.....

Naples – Austria & Milan: Why does Venice keep telling us about France, and you two seem to do nothing about France?

Naples – Florence: Dang!, OK, WHAT'S YOUR PLANS? You say to secure your homelands... problem with that is that while you do that others move up close around you and you lose the income from adjoining areas to push outward... I had no plans for being in FLO, as indicated in my last press.. and am supporting you into BOL just hoping you will see that as what I will be doing... depending upon your other moves, and what Venice does, I will get out of FLO on the next turn, maybe you want to support me into BOL since you don't seem to want it...?

Naples – France: That's far enough south my friend. You are making me over nervous, and I will have to bring fleets into the area to protect myself.

Naples – Turks: So long good buddy!

Naples – Venice: OK, The Turk will be gone, and I've BEEN watching France, and see that no one is putting pressure on him..... he's come as far south as I want, and I will resist him, unless you move against me further..... I respectfully request the L.A. back, so I can send fleets to the West.

Turks – All: Goodbye!

Venice – Austria: You must love me now that I attacked you. So, do you want to give me Aus or Hun? I'll leave it up to you.

Venice – Austria: What is France giving you in your alliance? Ally with me and I support you into Milan and stop attacking you – neither of which France has done for you. By the way, when is he giving Tyr back to you? Has he even mentioned it?

Venice – Florence: My, how convenient that France “protected” Modena for you. Is he still in it or did he leave?

Venice – Florence: Oh, the reason I took Bol was to ensure that Naples did not try to conquer the Papacy. As you have seen since then I have not attacked you even when you have been weak. Am supporting you back to Flo.

Venice – Naples: I count four French fleets arrayed against you. I have never touched you. Let's start to work on an agreement of forces in the Adriatic. I will keep one fleet in Dal and one in Dur. You can keep one in Bar and Ion. Does this sound good? We will need to position against France. Once Milan falls he has a whole mess of armies to attack me with. If I fall France wins.

Spring 1460 Famine

Bad Year – Row and Column. Piombino, Tunis, Palermo, Corsica, Milan, Spoleto, Arezzo, Mantua, Tyrolea, Lucca.

Spring 1460 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

AUS	Austria, Hungary, Carinthia, Slavonia, Bergamo	5
FLO	Modena, Pisa, Pistoia, Florence, <u>Arezzo</u> , <u>Piombino</u> , Sienna	5
FRA	Avignon, Swiss, Marseilles, Provence, Turin, Saluzzo, Savoy, Montferrat, Pavia, <u>Fornova</u> , <u>Corsica</u> , Parma, Sardinia, Como, <u>Tyrolea</u> , <u>Milan</u> , <u>Lucca</u>	12
NAP	Patrimony, Perugia, Rome, <u>Spoleto</u> , Urbino, <u>Ancona</u> , Aquilla, Capua, Naples, Salerno, Bari, Otranto, Messina, <u>Palermo</u> , <u>Tunis</u>	11
VEN	Verona, Bologna, <u>Mantua</u> , Padua, Treviso, Friuli, Ferrara, <i>Istria</i> , Dalmatia, Durazzo, Albania, Ragusa, Carniola, Croatia, Genoa, Cremona	15

Seas

FRA	Gulf of Lions, Ligurian Sea	2
NAP	Tyrrhenian Sea	1
VEN	Venice, Lower Adriatic	2

Cities

AUS	Austria, Hungary	2
FLO	Modena, Pisa, <i>Florence</i> (3), <u>Arezzo</u> , <u>Piombino</u> , Sienna	6
FRA	Avignon, Swiss, Marseilles, Turin, Saluzzo, Savoy, Montferrat, Pavia, <u>Corsica</u> , Sardinia, <u>Tyrolea</u> , <u>Milan</u> (3), <u>Lucca</u>	9
NAP	Perugia, Rome (2), <u>Ancona</u> , Naples (2), Bari, Messina, <u>Palermo</u> , <u>Tunis</u> (2)	7
VEN	Bologna, <u>Mantua</u> , Padua, Treviso, Ferrara, Dalmatia, Durazzo, Albania, Ragusa, Carniola, Croatia, Genoa (3), Cremona, Venice (3)	17

Totals

Variable income die roll was 3.

Country	Variable	Provinces	Seas	Cities	Gross
AUSTRIA	2	5	0	2	9
FLORENCE	6	5	0	6	17
FRANCE	3	12	2	9	26
NAPLES	2	11	1	7	21
VENICE	8	15	2	17	42

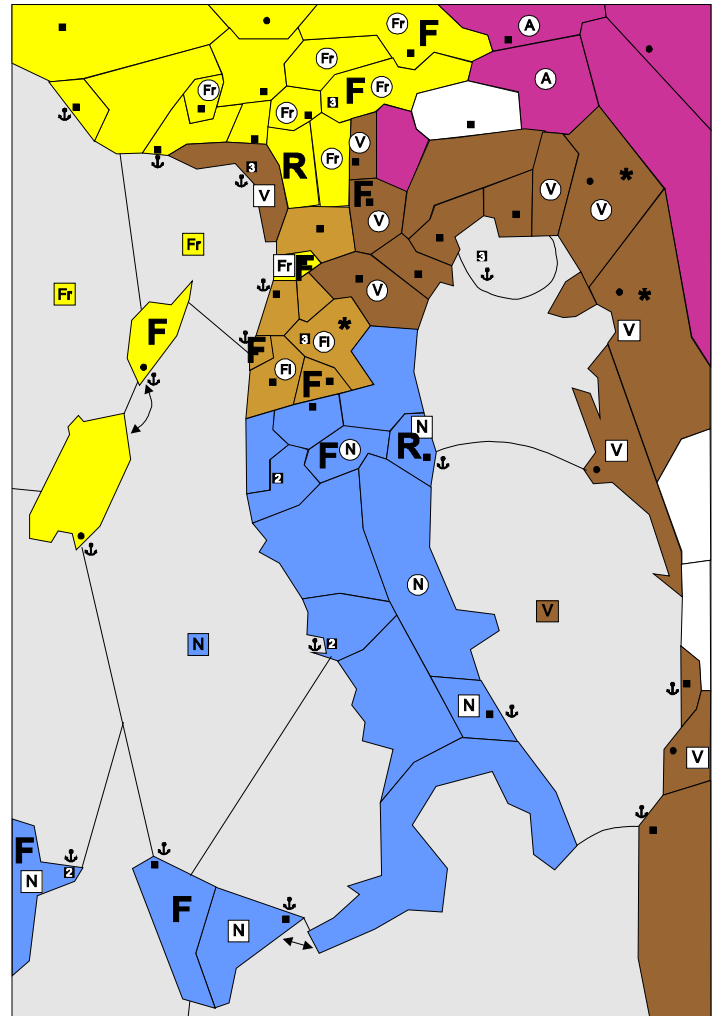
Treasury:

Total:

Game Summary

	1454	1455	1456	1457	1458	1459	1460
Austria:	3	2	3	4	5	4	2
Florence:	3	6	8	7	6	6	6
France:	3	7	8	9	10	12	13
Milan:	3	5	5	2	2	3	0
Naples:	4	4	5	6	7	7	8
Papacy:	4	3	2	2	0	0	0
Turks:	3	5	5	6	4	1	0
Venice:	4	6	7	6	9	10	14

Off the Leash



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison

Wild Dog

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Black Press, Ultimate Victory

Miller Number 2002Fpw10

Fall 1456

Deadline for Spring-Winter 1457 8/5, Tuesday

The Pope is stripped of his land while the Moneylenders teach the Austrians the danger of defaulting. The Turks make minor inroads against Venice and Naples is poised to burst into Tuscany. France consolidates.

Summer 1456 Retreats

Venice retreats F Upper Adriatic retreats to Bologna

Expenditures

Austria fails to repay his loan from the moneylenders and is assassinated. All units hold and Austria may not borrow from the moneylenders again. Rebellions strike Cremona, Milan, and Slavonia. France pays back his loan to the moneylenders.

Outstanding Debt

Summer 1457: 26 ducats due from Austria

Orders

- AUSTRIA (Wilson): A AUSTRIA holds, A HUNGARY holds, A (EM) MILAN holds
- FRANCE (Partridge): A Saluzzo to SAVOY, A TURIN to Tyrolea, A MODENA to Mantua, F GULF OF LIONS supports F Ligurian Sea, F LIGURIAN SEA supports F Gulf of Lions
- NAPLES (Scharf): A PATRIMONY supports A Naples to Sienna, A PERUGIA supports A Naples to Sienna, A SPOLETO supports A Aquila to Ancona, A Naples to SIENNA, A Aquila to ANCONA, F TYRRHENIAN SEA transports A Naples to Sienna, F GULF OF NAPLES supports F Tyrrhenian Sea
- PAPACY (Carl): A PIOMBINO to Sienna Our!
- TURKS (Narhi): A Dalmatia to CROATIA, F Western Mediterranean to SARDINIA, F ISTRIA supports F Upper Adriatic to Carniola, F Upper Adriatic to CARNIOLA, F LOWER ADRIATIC to Upper Adriatic
- VENICE (Whyte): A PISA holds, A AREZZO holds, A FERRARA to Mantua, A FRIULI to Carinthia, A CARINTHIA to Tyrolea, F VENICE to Upper Adriatic, F BOLOGNA to Ferrara

Press

Papacy – All: "I'm not dead yet! I feel like dancing!" Aside from some horrible luck in this game. Famine killing two of my units, and fighting off 3 opponents killing one of them, I'd say I'm doing pretty well. My unit is available to help anyone that is against Venice.

Papacy – France: I will support you from Ligurian Sea - Pisa, if I see an army in place for a convoy to Lucca, then I'll support it in instead.

Naples – France: Moving your fleets south will be taken as a very hostile move. I have the capacity to build a lot more fleets than you each turn...you have been warned.

Naples – Venice: As long as I get Florence we can talk...but I want to make it clear the Turk is an ally...that's not subject to negotiation.

Turkey – France: I hope you did not stab.

Turkey – Naples: I trust you will be attacking Venice in the boot? He is going to be pretty wealthy.

Turkey – Venice: I would have made peace but you kept getting larger. With the collapse of the Pope and you getting all the spoils we have to keep attacking you else you would run away with the game.

Venice – Austria: I will get the Papal Spoils? Ha! I am more democratic than that! You are just a spoil sport!

Venice – Naples: What income from Florence? What Papal spoils? Everyone is picking on me. You're the one with the majority of the papal dots.

Venice – Turk: Again with the UA move? Enough already! Friends schmends. You Turks need a sound sapping. Go aay or I will taunt you a second tme.

Spring 1457 Famine

Poor Year – Row only: Perugia, Otranto, Padua, Swiss, Cremona, Herzegovina

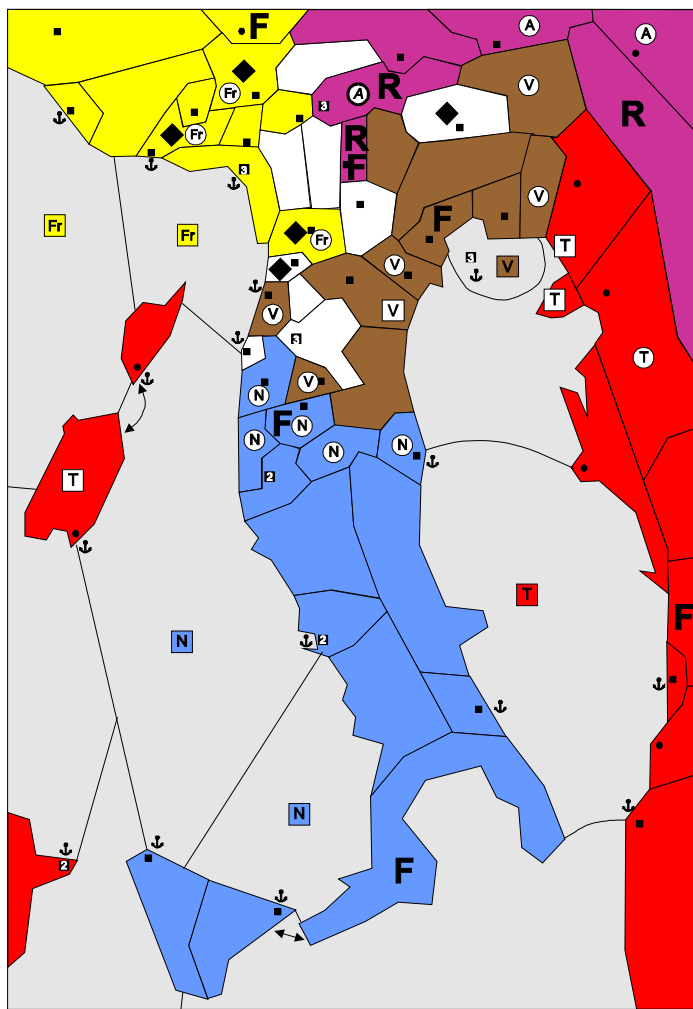
Spring 1457 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

Seas

FRA	Gulf of Lions, Ligurian Sea	2
NAP	Tyrrhenian Sea, Gulf of Naples	2
TUR	Lower Adriatic	1
VEN	Venice	1

Wild Dog



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison

Provinces

AUS	Tyrolea, Austria, Hungary, <u>Slavonia</u> , <u>Milan</u> , <u>Cremona</u>	3
FRA	Avignon, <u>Swiss</u> , Provence, Marseilles, Pavia, Montferrat, Genoa, Saluzzo, Savoy, Turin, Modena	10
NAP	Palermo, Messina, <u>Otranto</u> , Bari, Salerno, Naples, Aquila, Capua, Patrimony, Rome, Ancona, Spoleto, <u>Perugia</u> , Sienna	12
TUR	Sardinia, Corsica, Tunis, Durazzo, Albania, Ragusa, <u>Herzegovina</u> , Bosnia, Dalmatia, Croatia, Istria, Carniola	11
VEN	Bergamo, Verona, Friuli, Treviso, <u>Padua</u> , Carinthia, Ferrara, Bologna, Urbino, Pisa, Arezzo	10

Cities

AUS	Tyrolea, Austria, Hungary, <u>Milan (3)</u> , <u>Cremona</u>	3
FRA	Avignon, <u>Swiss</u> , Marseilles, Pavia, Montferrat, Genoa (3), Saluzzo	8
NAP	Palermo, Messina, Bari, Naples (2), Rome (2), Ancona, <u>Perugia</u> , Sienna	9
TUR	Sardinia, Corsica, Tunis (2), Durazzo, Albania, Ragusa, Dalmatia, Croatia, Carniola	10
VEN	Treviso, <u>Padua</u> , Ferrara, Bologna, Pisa, Arezzo, Venice (3)	8

Totals

Variable income die roll was 3.

Country	Variable	Provinces	Seas	Cities	Gross
AUSTRIA	3	3	0	3	9
FRANCE	5	10	2	8	25
NAPLES	2	12	2	9	25
TURKS	3	11	1	10	25
VENICE	6	10	1	8	25

Treasury:

Total:

Game Summary

	1454	1455	1456	1457
Austria:	3	4	4	5
Florence:	3	1	0	0
France:	3	4	6	7
Milan:	3	2	0	0
Naples:	4	4	6	8
Papacy:	4	3	5	0
Turks:	3	5	8	9
Venice:	4	6	6	7

Shepherd**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory****Miller Number 2003Epw10****Spring 1454****Deadline for Summer 1454 8/5, Tuesday**Expenditures

Venice spends 9 ducats to buy the Autonomous garrison in Trent.

Orders

FLORENCE (McConnell): A AREZZO supports A Florence, A FLORENCE supports A Arezzo, F Pisa to PIOMBINO

FRANCE (Scott): A AVIGNON supports A Swiss to Turin, A Swiss to TURIN, F Marseilles to GULF OF LIONS

MILAN (Biehl): A Milan to PAVIA, A Pavia to MONTFERRAT, A Cremona to MILAN

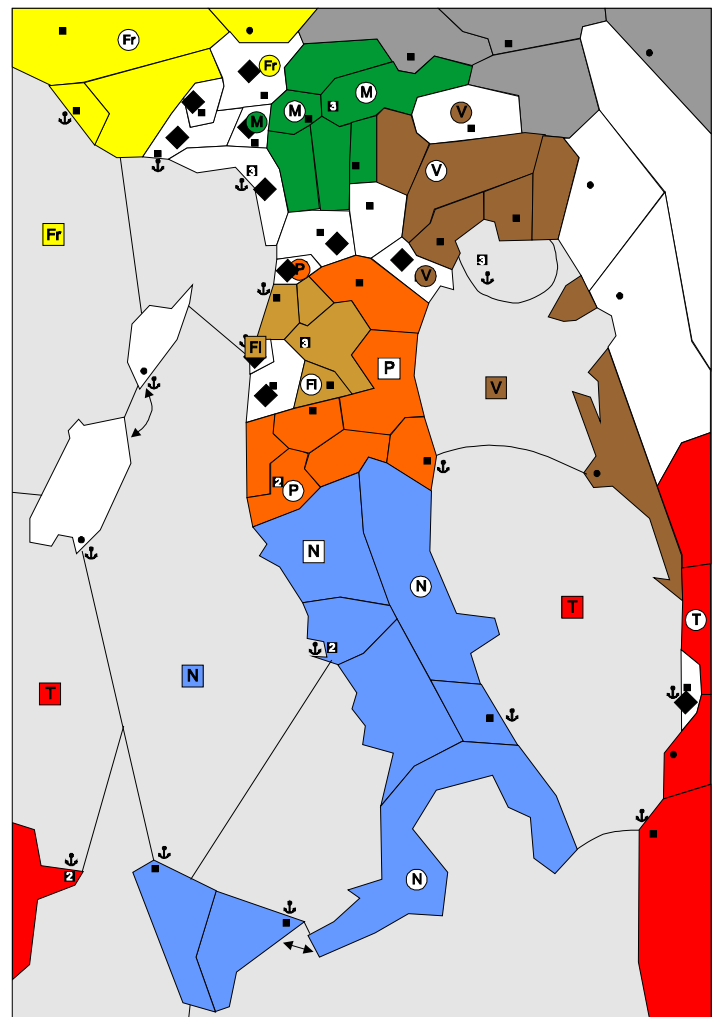
NAPLES (Cole): A Bari to AQUILA, A Messina to OTRANTO, F Naples to CAPUA, F Palermo to TYRRHENIAN SEA

PAPACY (Robles): A Bologna to LUCCA, A PERUGIA supports F Ancona to Urbino, A Rome supports A Perugia, F Ancona to URBINO

TURKS (Nichols): A Albania to HERZEGOVINA, F Durazzo to LOWER ADRIATIC, F Tunis to WESTERN MEDITERRANEAN

VENICE (Giovine): A Padua to FERRARA, A Treviso to VERONA, F Dalmatia to UPPER ADRIATIC, G VENICE converts to F, G TRENT converts to an A

Your treasury:

Summer 1454 Plague**Poor year – Row Only:** Durazzo, Naples, Modena (autonomous garrison destroyed), Perugia (Papal A destroyed), Cremona, Venice (Venice F destroyed), Florence (Florence A destroyed)Press**France - All:** Too much time before the game turn, just meant that most of us didn't do any communicating... And I'm very interested in hearing from Milan....**Pope – All:** The Pope bestows his blessings on all his neighbors.**Turks – All:** In search of allies, we bear no grudges.Shepherd

○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison

Warg
Miller Number 2002Ets33
3019-4-I

Deadline for 3019-4-II 8/5, Tuesday

Mordor changes direction and strikes out at Umbar while consolidating his hold on the Elven King's Hall. Saruman advances on Gondor but is facing massed Elvish armies in Eriador. Rohan tries to consolidate in Eastfold, but is unsuccessful.

3019-3-II Retreats

Gandalf retreats the Fellowship to Ettenmoors
 Gondor retreats A Osgiliath OTB
 Mordor retreats 2A Eastfold OTB, 2A Anduin OTB, A River Running to Old Forest Road

Builds

Dwarves	Builds A Iron Hills
Elves	Build A Gray Havens, Imladris
Gondor	Build A Lamedon
Mordor	Builds A Nurn, A Barad-dur, A South Rhun
Rohan	Removes A Helm's Deep
Umbar	Build F City of the Corsairs

Orders

DWARVES (Reynolds): A FORNOST ERAIN supports A North Downs to Carn Dum, A NORTH DOWNS to Carn Dum, Dain leads A ESGAROTH support A River Running, A NORTH RHUN to South Rhun, A RIVER RUNNING supports A Esgaroth, A Iron Hills to WITHERED HEATH

ELVES (Koehler): A Bree supports A Gray Havens to Shire (cut, DISLOGED, retreat Fornost Erain, OTB), A Framsburg Gap to EOTHED, A Beorn's Marches to NORTHERN MIRKWOOD, A Gladden Fields to HIGH PASS, A Anduin to DOL GULDUR, A Lorien to ANDUIN, F HARLINDON to Gulf of Lhun, R Cardolan to THARBAD (neutralizes)

GANDALF (Bolduc): R (), R (), Fe (), Aragorn (), Gandalf ()

GONDOR (York): Faramir leads 3A Anorien to CAER ANDROS, A Lamedon holds (DISLOGED, retreat Dol Amroth, Lossarnach, Morthond Vale, OTB), R (), C Minas Tirith to Lossarnach to DOR-EN-ERNIL, F Ethir Anduin to ANDUIN

MORDOR (Anderson): Sauron Orodrui to ERED LITHUI, A Old Forest Road to ELVEN KING'S HALL merge 3A ELVEN KING'S HALL, 2A GUNDABAD to Carn Dum, A ANGMAR to Gundabad, Lord of the Nazgul leads A East Emnet to EASTFOLD, A Dagorland to UDUN, A OSGILIATH supports 2A Minas Morgul to South Ithilien, 2A Minas Morgul to SOUTH ITHILIEIN, A Barad-dur to ERED LITHUI, A SOUTH RHUN to Nuriad, Nazgul (), 2A Nurn to KHAND

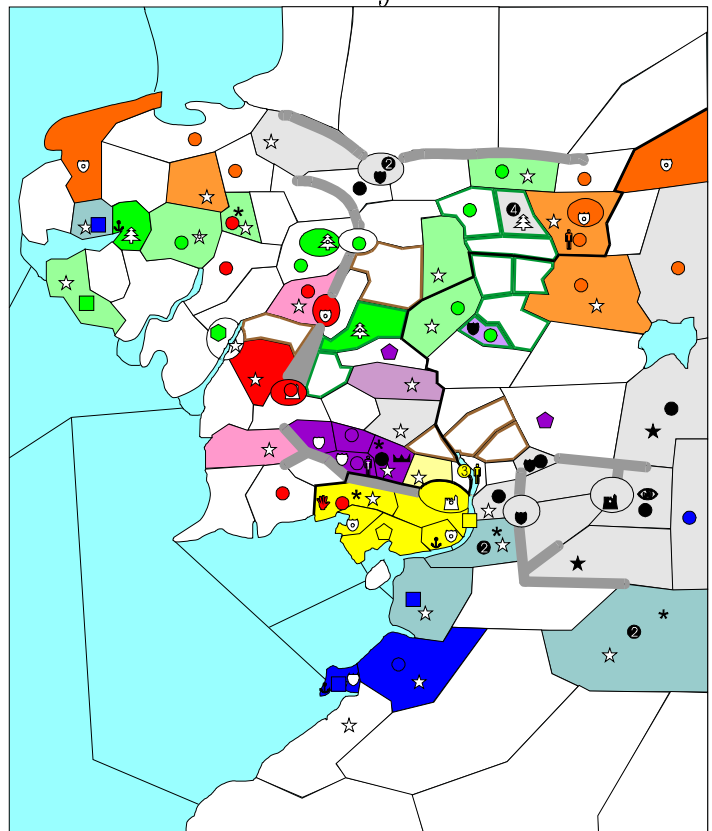
ROHAN (Scharf): C Dol Guldur to Brownlands to DAGORLAND, C Brownlands to CELEBRANT, A Eastfold holds (DISLOGED, retreat Anorien, Entwash, OTB), A DUNHARROW to Eastfold, A Helm's Deep to WESTFOLD, Eowyn (), Theoden DUNHARROW holds

Orders (cont.)

SARUMAN (Robles): Saruman leads A Anfalas to LAMEDON, A Druwaith Iaur to ANFALAS, A TYRN GORTHAD supports A Weather Hills to Bree, A Weather Hills to BREE, A Cardolan to HOLLIN, A ISENGARD holds

UMBAR (Nichols): F FORLOND to Gulf of Lhun, F CITY OF THE CORSAIRS supports A Harad, F SOUTH GONDOR supports C South Ithilien, A NURIAD supports A Khand to Nurn (cut), A Khand to Nurn (DISLOGED, retreat Poros, Haradwaith, North Harad, Far Harad, OTB), A HARAD supports F South Gondor, C South Ithilien supports F South Gondor (DISLOGED, retreat Poros, OTB)

Warg



- ☆ Supply Center
- ⊙ Fortress
- ⊙ Garrisoned Fortress
- ⊙ Elvish Fortress
- ⊙ Garrisoned Elvish Fortress
- ⊙ Double Fortress
- ⊙ Garrisoned Double Fortress
- ⊙ Sauron
- ⊙ Gandalf
- ⊙ Fellowship
- ⊙ Nazgul
- ⊙ Lord of the Nazgul
- ⊙ Other Personality Units
- ⊙ The One Ring
- ⊙ Dwarves
- ⊙ Elves
- ⊙ Gandalf
- ⊙ Gondor
- ⊙ Mordor
- ⊙ Rohan
- ⊙ Saruman
- ⊙ Umbar

Alignment

Good: Dwarves, Elves, Gandalf, Gondor, Rohan
Neutral: Saruman, Umbar
Evil: Mordor

Press

Dwarves – Elves and Rohan: Good job!
Dwarves – Mordor: Blah, blah, blah – that's all you're good for.
Dwarves – Saruman: It wouldn't be a surprise if you're jonesing this way.

Dwarves – Umbar: I hope you're not going to mess with us now.

Sauron – Elves: That's why I took Elven Kings Hall last turn instead of kicking the Dwarves around. You really have to angle your boot just right to kick a Dwarf, now tossing them on the other hand...

Sauron – Elves and Rohan: Kudos and a tip of the hat to your fine coordination.

Sauron – Gondor: See what happens when you leave Gondor proper all sorts of unsavory characters start moving in...not that I ever would harm you.

Sauron – Saruman: Kill the Hobbits. The Uruk-hai that you requested by way of the Elves were killed by Rohan in battle at Eastfold. Maybe I can ship you some after I take over the City of Corsairs.

Sauron – Umbar: You picked the wrong evil overlord to tick off.

Umbar – Gondor: Call off your Ranger.

Dog Show

Turn 9, Phases 4 through 6 Deadline for Final Card Play: 8/5 Tuesday

Phase 4 – Purchase or Pass

Genoa buys Cathedral (H, \$20 credit from Religeon, \$100 cash, Misery increases to 400).

Venice buys Enlightenment (D, \$40 credit from Science, \$10 credit from Industrial Research, \$40 credit from Henry Oldenberg, and \$30 credit from Andreas Vesalius, \$0 cash), Cathedral (H, \$40 credit from Religeon, \$80 cash, Misery increases to 125), Improved Agriculture (K, \$20 credit from Commerce, \$10 credit from Industrial Research, \$20 cash, Misery improves to 100), Ocean Navigation (T, \$40 credit from Exploration, \$10 credit from Industrial Research, \$70 cash), Interest and Profit (L, \$20 credit from Commerce, \$10 credit from Industrial Research, \$50 cash), and Stabilization (\$1). Misery Relief reduces Misery to 70.

London buys Enlightenment (D, \$60 credit from Science, \$10 credit from Industrial Research, \$30 credit from Andreas Vesalius, \$10 cash), Prosletysm (G, \$60 credit from Religeon, \$30 cash, Misery increases to 90), Cosmopolitan (\$60 credit from Civics, \$90 cash), and Middle Class (Z, \$60 credit from Civics, \$110 cash). Misery Relief reduces Misery to 40.

Barcelona buys Interest and Profit (L, \$30 credit from Commerce, \$50 cash).

Paris buys Enlightenment (D, \$60 credit from Science, \$10 credit from Institutional Research, \$30 credit from Andreas Vesalius, \$20 cash), stabilization (\$10). Misery Relief reduced Misery to 80.

Phase 5 – Expansion

Genoa expands to Genoa (4), Florence (3), Milan (2), Naples (4), Sicily (1), Cagliari (1)

Venice expands to China (5), Venice (4), Belgrade (1), Dubrovnik (2), Rome (3), buy card (3, _____), Jerusalem (2, vs. Genoa, dr = 2, 4, 6, loses)

London expands to London (5, vs. Barcelona, dr = 2, 6, 4, wins), Portsmouth (7, vs. Barcelona, dr = 6, 1, 2, wins), Iceland (3, vs. Venice, dr = 1, 1, 3, loses), Waterford (2, vs. Venice, dr = 6, 4, 6, wins), West Africa (4, vs. Barcelona, dr = 5, 4, 1, wins)

Barcelona expands to Bordeaux (3), Montpellier (1), Marseilles (4), Lyons (5, vs. Genoa, dr = 1, 2, 4, loses), Acre (6, vs. Paris, Cathedral victory), Cagliari (2, vs. Genoa, dr = 3, 1, 1, loses), Toulouse (1), Lyons (5, vs. Genoa, dr = 1, 6, 4, wins)

Paris expands to Iceland (4, vs. Venice, Cathedral loss), Iceland (4, vs. Venice, dr = 4, 1, 6, loses), Iceland (4, vs. Venice, dr = 6, 2, 6, wins), West Africa (4, vs. London, Cathedral loss), West Africa (4, vs. London, dr = 2, 1, 1, loses), West Africa (4, vs. London, dr = 4, 6, 5, wins), Tripoli (5, vs. Genoa, Cathedral loss), Tripoli (5, vs. Genoa, dr = 5, 4, 3, wins).

Genoa gains _____.

Phase 6 – Collect Income

Interest and Profit: Genoa gains \$42, Barcelona gains \$53, London gains \$75.

Genoa gains \$55

Venice gains \$100

London gains \$75

Barcelona gains \$80

Paris gains \$80

London Misery drops to 30 due to New World.

Shortage of Wine (Barcelona gains _____), Shortage of Metal

Notes

Since London has now gained all advances, we proceed to Final Card Play.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	80		\$122	5	13	1-O	A, B, C, D, E, F, I, J, K, N, O, P, Q, R, S, T, V, W, X
Ward Narhi	Genoa	400		\$139	1	8	8	F, H, I, J, K, L, M
Paul Bolduc	Venice	70		\$116	2	17	1-O	A, B, D, E, F, H, I, J, K, N, O, P, R, S, T, V, W, X
Bob Robles	Barcelona	150		\$186	4	13	10	A, F, G, H, I, J, K, L, N, O, S, V, W
Dennis Cain	London	30		\$237	3	12	3-O	A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z

Players are listed in tie breaking order.

Cards

Your cards are: _____

Commodity Log

Commodity	Ward	Bob	Paul	Caleb	Dennis
Stone (2)	2	1	1	2	--
Wool (3)	--	2	3	--	3

Commodity	Ward	Bob	Paul	Caleb	Dennis
Timber (4)	--	1	3	--	1
Grain (5)	1	1	1	--	3
Cloth (6)	3	--	1	3	1
Wine (7)	--	3	2	1	--
Metal (8)	--	2	--	1	2
Fur (9)	--	--	2	1	1

Commodity	Ward	Bob	Paul	Caleb	Dennis
Silk (10)	--	2	2	1	1
Spice (11)	--	1	2	1	3
Gold (12)	1	--	1	1	2
Ivory (12)	1	--	--	3	--

Surplus, Shortage

Watchdog

1967

End of Game Statements due: 8/5 Tuesday

Event Card Resolution/Held Event Cards

Texas Combine Government order. Next launch must be manned.

Skyliners. Astronauts costs 1MB each to recruit.

Republic of Texas Fortunate accident (module)

Skyliners declines government order. Budget drops to 37.

Purchase Hardware

Masters of Time and Space buys 3 two person capsules for 18MB, 3 two stage rockets for 36MB, a Three Person Capsule program for 36MB, and hires two astronauts (Tom Corbett, Jr. and Virgil Samms).

Republic of Texas buys 2 two stage rocket for 24MB, 2 lunar probes for 12MB, Three Stage Rocket program for 84MB, and the Two Person Module program for 30MB.

Texas Combine buys 2 kickers for 6MB, 2 two person capsules for 12MB, 3 two stage rockets for \$36MB, the One Person Module program for 42MB, the Liquid Fuel Strap-on program for 12MB, and hires Astronaut Cuthbert for 2MB.

Skyliners passes

Conduct Research

Masters of Time and Space C: 8 dice (1, 1, 2, 3, 4, 4, 5, 6) = +26% to Max R&D. 48MB spent. c: 8 dice (1, 2, 4, 4, 4, 5, 6, 6) = +32%. 40MB spent.

Republic of Texas D: 1 die (3) = +3% to Max R&D. 2MB spent. e: 8 dice (1, 2, 4, 5, 5, 5, 6, 6) = +35% to Max R&D. 32MB spent. C: 8 dice (1, 1, 4, 4, 4, 5, 5, 6) = +30%. 48MB spent. d: 6 dice (1, 2, 2, 3, 4, 6) = +18%. 12MB spent.

Texas Combine F: 8 dice (1, 2, 2, 4, 4, 5, 5, 6) = +29%. 8MB spent. e: 8 dice (1, 2, 4, 4, 4, 4, 5, 6) = +30%. 32MB spent. D: 8 dice (2, 2, 3, 5, 5, 5, 6, 6) = +34%. 16MB spent.

Skyliners passes

Declare Future Missions

Masters of Time and Space declare 3 launches, **Republic of Texas** declares 2 launches, **Texas Combine** declares 3 launches, and **Skyliners** declare no launches.

Missions

MOTAS rushes one launch 3 months. Spends 3MB and loses -3% on all safety factors for the mission. Launch order is MOTAS, Texas Combine, Texas Combine, Texas Combine, Republic of Texas, MOTAS, MOTAS.

Texas Combine continues a Venus Flyby mission. Venus Orbital Burn (08%<93%), Venus Orbital Activities (36%<93%). Mission Success. +6MB to budget.

Masters of Time and Space launches a Manned Lunar Landing (Roger Manning, Astro). Liftoff (78%<82%), Earth Orbital Burn (28%<95%), Earth Mission Burn (99%>95%), crew saves, In-Route Activities (59%<87%), Docking Module Power-on (34%<95%), Docking (32%<95%), Lunar Orbital Burn (81%<95%), Lunar De-Orbital Burn (13%<87%), Photo-reconnaissance (77%<82%), Lunar Landing (51%<87%), Moon Walk (66%<95%), Lunar Launch (90%>87%), Manning saves, Lunar Orbital Activities (52%<87%), Docking (80%<95%), Lunar Mission Burn (45%<95%), In-Route Activities (70%<87%), Earth Orbital Burn (69%<95%), Earth Orbital Activities (30%<87%), Earth De-Orbital Burn (80%<87%), Re-entry (82%<87%), Recovery (43%<87%). Mission success! MOTAS wins!

Notes

Congratulations to Bill Scharf on his victory.

Players

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Skyliners	Texas Combine	Masters of Time and Space	Republic of Texas
1967 Budget	52	140	202	154
Cash	22	36	25	90
1-Orbital Satellite	0 / 91%	4 / 98%	0 / 98%	0 / 98%
2-Interplanetary Satellite	0 / 65%	0 / 93%	0 / 93%	0 / 93%
3-Lunar Probe	0 / 70%	0 / 87%		2 / 86%
4-Docking Module	0 / 98%	1 / 80%	2 / 98%	1 / 98%
A-One Stage Rocket	0 / 88%	0 / 97%	0 / 94%	0 / 98%
B-Two Stage Rocket	0 / 97%	3 / 98%	5 / 98%	3 / 98%

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
C-Three Stage Rocket			1 / 95%	1 / 90%
D-Liquid Fuel Strap-ons	3 / 71%	1 / 64%	2 / 85%	1 / 85%
F-Kicker	1 / 76%	3 / 88%	2 / 98%	1 / 97%
G-“Mega” Stage Rocket				
EVA Suits	46%	98%	98%	98%
a-One Person Capsule	0 / 81%	0 / 85%	0 / 86%	2 / 87%
b-Two Person Capsule	0 / 43%	3 / 85%	2 / 90%	1 / 89%
c-Three Person Capsule			1 / 72%	
d-Two Person Module				1 / 28%
e-One Person Module	0 / 27%	1 / 40%	1 / 90%	1 / 90%
f-Three Person Minishuttle				
h-Four Person Cap/Module				
Photo Recon	65%	90%	85%	85%
Launch Facilities	3	3	3	3
Astronauts	4	6	6	8

Astronauts are: **Skyliners:** Carne, Jack, Asada, Pollo (0%); **Republic of Texas:** Travis, Houston (60%); Navarro, (20%) Crockett, (10%), Fanin, Austin, Lamar, Green (0%). **Texas Combine:** Torrance, King, (50%); Redmon, Roland, (30%); Flagg, (20%), Cuthbert (0%). **MOTAS:** Roger Manning (70%), Astro, (30%), Buck Rodgers (20%), Armstrong (10%), Tom Corbett, Jr., Virgil Samms (0%).

Pavlov

**Turn 5 Combat to Turn 6 Nexus
Turn 6 Nexus due: 8/5 Tuesday**

Players

ATREIDES: Cary Nichols BENE GESSERIT Bob Robles BENE TLEILAXU Paul Bolduc EMPEROR Bill Scharf
FREMEN Steve Koehler GUILD Kevin Wilson HARKONNENS Ward Narhi GAME MASTER Chris Hassler

Turn 5

Combat Round

Cielago South

Guild versus Atreides

Atreides uses prescience on the Guild offence. It is Chaumas

	Guild	Atreides
Offence	Chaumas	None
Defense	Shield	Snooper
Tokens	2	1
Leader	Master Bewt (3)	Dr. Yueh (1)
Spice	2	0
Total	5	1½

Guild win. 2 Guild and 2 Atreides tokens go to the tanks and the Atreides Snooper is discarded.

Guild versus Fremem

Fremem play Truthtrace, asking "Given what you have played as an offense card, if I play a snooper, will my leader be killed?" The answer is: no.

	Guild	Fremem
Offence	Chaumas	None
Defense	Shield	Snooper
Tokens	4	2
Leader	Esmar Tuek (3)	Stilgar (7)
Spice	4	2
Total	7	9

Fremem win. 4 Guild and 2 Fremem tokens go to the tanks. The Guild Chaumas and Shield are discarded.

Bene Tleilaxu attack Master Bewt with Ellaca Drug. The Guild defend with Ya! Ya! Yawm! Master Bewt goes to the tanks, and the Bene Tleilaxu receive 3 spice.

Spice Collection

Atreides collect 8 spice (6 Rock Outcroppings, 2 Arrakeen)

Fremem collect 6 spice (Cielago South)

Guild collect 1 spice (Tuek's Sietch)

Harkonnens collect 2 spice (Carthag)

Turn 6

Storm Movement

The storm moves 6 sectors to sector 18. 2 Atreides tokens destroyed in Rock Outcroppings and 1 Fremem token destroyed in Habbanya Erg. Turn 7 storm movement: ().

Spice Blow

8 spice in Red Chasm.

Worm in Cielago South. 18 spice eliminated. Nexus occurs. Fremem in Cielago South may ride Worm to any location on the board.

Positions

- Atreides:** 8 tokens Arrakeen, 4 tokens in the tanks, 8 tokens off-planet
- Bene Gesserit:** 4 tokens Carthag, 3 tokens False Wall West (18), 3 tokens Harg Pass, 5 tokens Polar Sink, 5 tokens off-planet
- Bene Tleilaxu:** *Traps:* _____ in Habbanya Ridge Sietch
- Emperor:** 8 tokens (2 Elite Sadaukar) False Wall South (4), 12 tokens (3 Elite Sadaukar) off-planet
- Fremem:** 10 tokens Sietch Tabr, 3 tokens Cielago South (2), 5 tokens (2 Fedaykin) in the tanks, 1 token Habbanya Erg (16), 1 token (1 Fedaykin) southern hemisphere
- Guild:** 7 tokens Tuek's Sietch, 6 tokens in the tanks, 7 tokens off-planet
- Harkonnens:** 8 tokens Carthag, 5 tokens Plastic Basin (14), 7 tokens off-planet

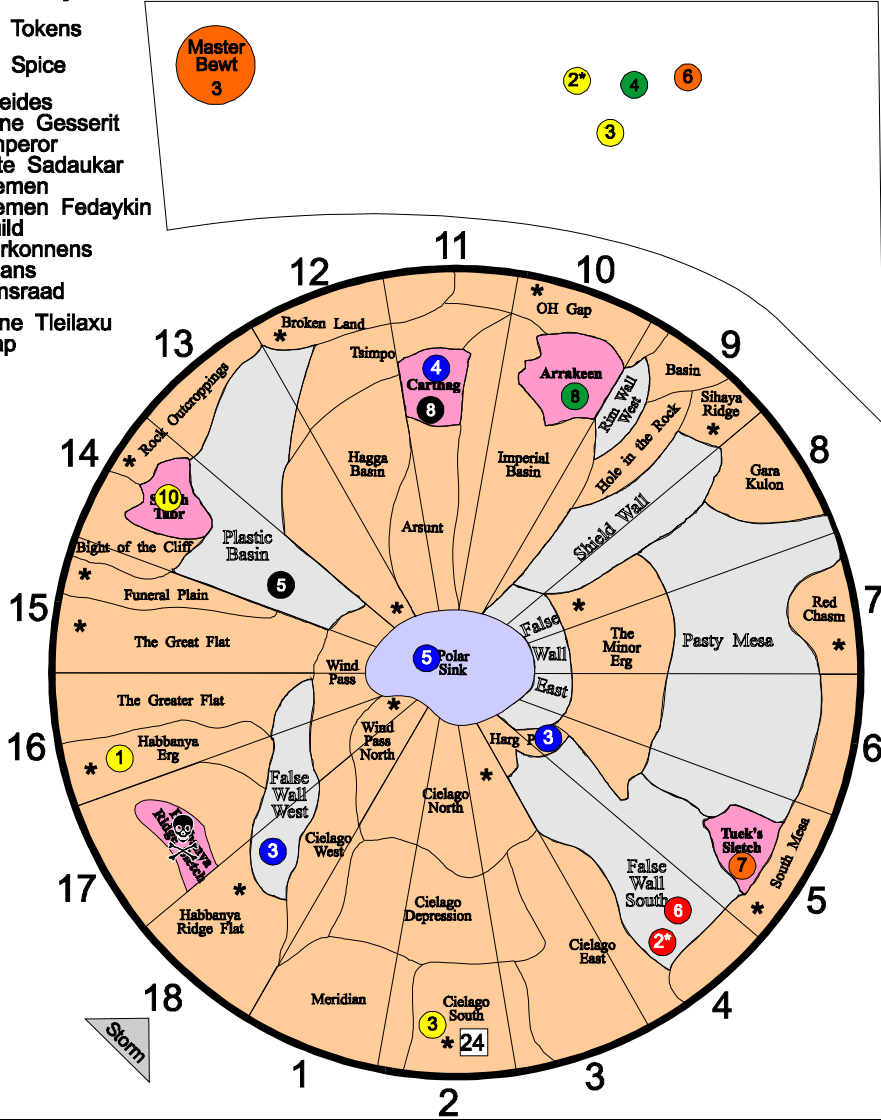
Your Spice: _____

Your Intrigue cards: _____

Your traitor(s): _____

- Key**
- Tokens
 - Spice
 - Atreides
 - Bene Gesserit
 - Emperor
 - Elite Sadaukar
 - Fremen
 - Fremen Fedaykin
 - Guild
 - Harkonnens
 - Ixians
 - Lansraad
 - ☠ Bene Tleilaxu
 - ☠ Trap

The Tanks



Dogface

**Epoch IV T'ang Dynasty, Arabs, and Khmers
Epoch V Empire Selection due: 8/5 Tuesday**

Arachnids plays Kingdom in the Gold Coast. Army, city, and fort *Gold Coast*. T'ANG DYNASTY: Army and Capital *Yangtse Kian* (Han army retreats to *Szechuan*), army *Great Plain of China* (vs. Hsuing-nu; T: 3, 3; H: 6; loses), *Great Plain of China* (vs. Hsuing-nu; T: 6, 5; H: 4; wins), *Chekiang* (vs. Han Dynasty; T: 4, 4; H: 2; wins), fleet *South China Sea* (vs. APA; Ar: 5, 3; AP: 4; wins), army *Malayan Peninsula* (vs. Malayan Kingdom; plays Treachery; wins, city eliminated), *Ganges Delta* (vs. Mauryans; T: 1, 1; M: 4, 3; loses), *Ganges Delta* (vs. Mauryans; T: 5, 4; M: 6, 2; loses), *Ganges Delta* (vs. Mauryans; T: 3, 3; M: 6, 1; loses), *Ganges Delta* (vs. Mauryans; T: 1, 1; M: 4, 4; loses), *Szechuan* (vs. Han Dynasty; T: 5, 2; H: 5; T: 6, 1; H: 3; T: 6, 1; H: 4; wins). Builds Monument *Yangtse Kian*. Points: Dominance in North Africa (4) and China (6), Presence in Middle East (3) and Southeast Asia (2), 1 Capital (2), 2 cities (2), 3 Monuments (3), and 1 Sea (1) for 23 points.

The Legacy Project plays Kingdom in the Highlands. Army, city, and fort in *Highlands*. ARABS: Plays Jihad. Army and Capital *Arabian Peninsula* (Egypt army eliminated, fleet *Red Sea* unsupported), fleet *Red Sea*, army *Palestine* (vs. Romans; A: 6, 6, 4; R: 4; wins), *Levant* (vs. Goths; A: 5, 5, 1; G: 5; wins), *Nile Delta* (vs. Romans; A: 6, 2, 2; R: 1; wins, city eliminated), *Nubia* (vs. Romans; A: 6, 3, 3; R: 5; wins), *Upper Nile* (vs. Nile Kingdom; A: 6, 4, 3; N: 5+1; wins, city eliminated), *Libya* (vs. Romans; A: 3, 2, 1; R: 4; loses, loses third die), *Libya* (vs. Rome; A: 4, 2; R: 5; loses, Jihad over), *Libya* (vs. Romans; A: 4, 1; R: 1; wins), *Shatts Plateau* (vs. Minoans; A: 3, 2; M: 1; wins), *Southern Iberia* (vs. Iberian Kingdom; A: 6; 3; I: 5+1, 3+1; A: 5, 1; I: 5+1, 2+1; loses), *Southern Iberia* (vs. Iberian Kingdom; A: 6, 1; I: 6+1, 4+1; loses), *Southern Iberia* (vs. Iberian Kingdom; A: 5, 1; I: 5+1, 1+1; loses), *Southern Iberia* (vs. Iberian Kingdom; A: 4, 2; I: 4+1, 2+1; loses), *Southern Iberia* (vs. Iberian Kingdom; A: 6, 1; I: 6+1, 1+1; loses), *Southern Iberia* (vs. Iberian Kingdom; A: 6, 4; I: 4+1, 3+1; wins, city eliminated), *Pyrenees*. Builds Monument *Arabian Peninsula*. Points: Control of North Africa (6), Dominance in Middle East (6), Presence in India (3), Southern Europe (3), and Northern Europe (2), 2 Capitals (4), 1 city (1), 1 Sea (1), and 5 Monuments (5) for 31 points.

Dogs and Deities plays North American Migrants. Armies *Mexican Valley* and *Pacific Seaboard*. KHMERS: Army and Capital *Mekong* (Han army eliminated), fleet *South China Sea* (vs. Arachnids; DaD: 4, 3; A: 3; wins), army *Malayan Peninsula* (vs. T'ang Dynasty; K: 3, 2; T: 2; wins), *Sumatra*, *Chekiang* (vs. T'ang Dynasty, uses

Surprise Attack; K: 6, 5; T: 2; wins). Builds Monument *Mekong*. Points: Dominance in Southeast Asia (4), Presence in India (3) and China (3), 2 Capitals (4), 1 Sea (1), and 2 Monuments (2) for 17 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Andy Lewis	Dogs and Deities (DAD) (orange)	26	60
Chris Geggus	APA (green)	30	79
Kevin Wilson	Royal Manticoran Historical Society (purple)	30	70
Cary Nichols	Common Cause (black)	32	71
Dennis Cain	The Legacy Project (red)	46	86
Paul Bolduc	Arachnids (blue)	47	74

Final Positions

Royal Manticoran Historical Society. INDUS VALLEY: Two armies *Western Deccan*, *Western Ghats*, and *Ceylon*. ASSYRIA: Army *Western Anatolia*. CELTS: Three armies and Monument *Albion*, two armies *Scandinavia*, armies *Baltic Seaboard*, and *Northern Gaul*. GOTHs: Army and Monument *Central Europe*, *Eastern Anatolia*, and *Upper Tigris*, armies *Northern Apennines*, *Dneipr*, and *Caucases*.

The Legacy Project. Fleet *Red Sea*. BABYLONIA: Army *Persian Salt Desert*. SASSANIDS: Two armies, Capital, and Monument *Zagros*, army and Monument *Persian Plateau*, army *Hindu Kush*. HIGHLAND KINGDOM: Army, city, and fort *Highlands*. ARABS: Army, Capital and Monument *Arabian Sea*, army and Monument *Levant* and *Nile Delta*, armies *Palestine*, *Nubia*, *Upper Nile*, *Libya*, *Shatts Plateau*, *Southern Iberia*, and *Pyrenees*.

Dogs and Dieties. Fleet *South China Sea*. ARYANS: Army *Turanian Plain*. MAURYANS: Two armies, Capital, and Monument *Ganges Delta*, army *Eastern Ghats*. NORTH AMERICAN MIGRANTS: Armies *Mexican Valley* and *Pacific Seaboard*. KHMERS: Army, Capital, and Monument *Mekong*, armies *Malayan Peninsula*, *Sumatra*, and *Chekiang*.

APA. Fleet *Bay of Bengal*. CHOU DYNASTY: Two armies *Irrawaddy*, army *Si-Kyang*. MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. HAN DYNASTY: Army and Monument *Tarim Basin*, army *East Indies*. CIVIL WAR: Army *Southern Apennines*. GUPTAS: Army and Capital *Eastern Deccan*, army and Monument *Upper Indus* and *Lower Indus*, army *Ganges Valley*.

Common Cause. Fleets *Black Sea* (2), *Eastern Mediterranean* (2), and *Western Mediterranean* (2). GREEK CITY STATES: Army and city *Crete*. HSUING-NU: Armies *Mongolia*, *Eastern Steppe*, *Manchurian Plain*, *Yellow River*, and *Wei River*. BYZANTINES: Army and Capital *Balkans*, armies *Danubia*, *Dalmatia*, *Pindus*, *Morea*, and *Western Anatolia*.

Arachnids. ROMANS: Two armies and Monument *Middle Tigris*, army *Lower Tigris*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. T'ANG DYNASTY: Army, Capital, and Monument *Yangtse Kian*, armies *Great Plain of China*, and *Szechuan*.

Event Cards

Your Event Cards are: _____

Epoch V Empire Draw

Wolfbane

Turn 11

Turn 12 due: 8/5 Tuesday

Errata

I neglected to mention last time that Dogs in Space discarded Wa4.

Commander Actions

Planets 'R Us buys a research factory (MWa) and moves a population factor from a water factory to man it.

2114 Corporation opens the bidding on a Laboratory at 80 and gets it for 87 (Wa6, Wa7, Wa8, Wa8, Wa8, Wa8, Re14, Mi18, DL discount). Moves a population factor from a water factory to man the research factory.

Discovery Project buys a titanium factory (Or3, Wa7, Wa10, Ti10) and a population factor (Wa6)

OCEAN opens the bidding on a Laboratory at 81 and Dogs in Space get it for 82 (Wa5, Wa5, Wa5, Wa5, Wa5, Wa8, Ti9, Ti10, Ti10, Ti10, DL discount). Buys 2 titanium factories (Or4, MWa, Ti12, Ti12) and 2 robots (Ti7, Ti13)

Minas Ithil buys a titanium factory (Wa4, Wa5, Wa6, Wa7, Wa8) and a robot (Ti10)

Bartertown opens the bidding on Robots at 50 and gets it (Or2, Or4, Wa8, Ti11, Ti12, Ti13)

HBDC passes.

Dogs in Space moves a population factor from a water factory to the new research factory.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	2114 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, ReF, ReF	No, DL, OL, 2La	25
2	Planets 'R Us	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, ReF, ReF	No, DL, Ec, La	23
3	Discovery Project	Cary Nichols	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF	2Wa, No, HE, Ec	21
4	OCEAN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	No, HE, Ro	21
5	Minas Ithil	Bill Scharf	OrF, <i>OrF</i> , WaF, WaF, WaF, TiF, TiF, TiF, TiF	HE, 2Wa, Ro	18

6	Bartertown	Andy York	OrF, OrF, WaF, WaF, TiF, TiF, TiF	HE, No, Ro	16
7	Dogs in Space	Andy Lewis	OrF, OrF, WaF, WaF, WaF, TiF, TiF, ReF	DL, HE, La	15
8	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF	2DL, Wa, Ro	12

Available UpgradesIncome

New Arrivals: Ecoplants, Orbital Lab, Laboratory

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	0	5
Orbital Lab (OL)	50	1	3
Robots (Ro)	50	1	0
Laboratory (La)	80	1	0
Ecoplants (Ec)	30	1	2
Outpost (Ou)	100	4	1

OCEAN and Planets 'R Us take MegaWater cards, Minas Ithil takes a MegaTitanium card. OCEAN discards Or3.

Guard Dog**Turn 3 Cure Phase through Health Phase****Turn 3 Funeral Commission through Parade Phase due: 8/5 Tuesday**Cure Phase

HLS declares 1 IP on Schukrotoff and 4 IP on Talksalot. Nobody goes to the Sanatorium. Mischif ages to 84, Zenjarplan ages to 72, Talksalot ages to 70, and Niewitko ages to 74.

Purge Phase

Zenjarplan conducts no purges.

Spy Investigation Phase

TCC declares 1 IP on Goferbrok. Calls for a trial on Zenjarplan. TCC declares 1 IP on Eatstumuch. Mischif, Goferbrok, and Eatstumuch vote guilty, Zenjarplan, Talksalot, and Schukrotoff vote to acquit. Zenjarplan is cleared. Goferbrok opens investigations on Talksalot, Schukrotoff, and Niewitko. Goferbrok ages to 80.

Health Phase

Anatol Mischif (dr = 18) remains ill. TI plays Wrong Diagnosis (10), (new dr = 6) Mischif dies.

Tigran Zenjarplan (dr = 19) remains sick.

Antonj Talksalot (dr = 9) falls ill.

Alexei Goferbrok (dr = 16) remains sick.

Mikhail Strychnin (dr = 15) remains well.

Sergei Eatstumuch (dr = 2) falls ill.

Lech Schukrotoff (dr = 4) falls ill.

Petr Niewitko (dr = 17) remains sick.

Politburo

Office	Politician	Condition	Influence
Party Chief			
KGB Head	Tigran Zenjarplan (Q)	72, +, weak	5 (MLI), 6 (HLS)

Office	Politician	Condition	Influence
Foreign	Antonj Talksalot (J)	70, ++, ?	4 (HLS)
Defense	Alexei Goferbrok (C)	80, +, strong	1 (TCC)
Ideology	Mikhail Strychnin (T)	57, strong	
Industry	Sergei Eatstumuch (M)	64, ++	1 (TCC)
Economy	Lech Schukrotoff (B)	75, ++, ?, strong	1 (HLS)
Sport	Petr Niewitko (D)	74, +, ?	

Politicians listed in **bold** are in the sanatorium. Influence in **bold** indicates controlling faction.

Candidates: F, K, O, P (63), Z

People: G, H, L, N, S, U, V, W, X, Y (54, 10 IP [UNCLE])

Siberia: E (73), R

Kremlin Wall: A, I

Players

Andy Lewis Trotskyite Internationalists
 Pasquale Giovine Marxist-Leninists Integralists
 Mike Scot The California Connection
 Ward Narhi Underground Neo-Communist Liberation Effort
 Bob Robles Hard Line Stalinists
 Chris Geggus Lubianka Visitors Club
 MLI have one wave, TCC have one wave.

Intrigue CardsUndeclared Influence**Dogged****Turn 4, Phases IV-VI and Turn 5, Phases I-III****Turn 5 Phases IV-VI and Turn 6 Phases I-III due: 8/5 Tuesday****Turn 4**Construction and Operation

Red (Scharf) operates claim #85 (\$30, 3 coal) and claim #127 (\$20, depletes). Receives \$130 in passenger revenue. Buys a 15 power train for \$120.

Green (Nichols) operates claim #32 (\$50, 2 gold).

Orange (Narhi) operates claim #98 (\$60, depletes), claim #109 (\$20, 2 copper), and claim #116 (\$30, 2 lumber). Receives \$60 in passenger revenue.

Blue (Bolduc) operates claim #37 (\$40, depletes). Delivers 3 silver from Eureka to Salt Lake City for \$1200. Collects \$20 in passenger revenue.

Purple (Carl) operates claim #43 (\$50, depletes), claim #89 (\$30, 3 coal), and claim #129 (\$40, 2 copper). Delivers 4 coal to Denver for \$240.

Determine Price Changes

Gold: +1 at \$275

Copper: Remains at \$240

Silver: -4 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$40	-1 to \$100	+1 to \$120	-2 to \$30	-1 to \$40
Coal:	+1 to \$80	-1 to \$60	Remains at \$60	+1 to \$60	Remains at \$80

Turn 5

Move Prospectors and Surveyors

Red (Scharf) surveys Westcliffe to Salida. No prospecting.

Green (Nichols) surveys Bath Divide to Fairplay. No prospecting.

Orange (Narhi) surveys Soccoro to Belen and Whitewater to Santa Rita. Prospects #107.

Blue (Bolduc) surveys Price to Green River and Bridgeland to Ouray, Utah. Prospects the deck.

Purple (Carl) surveys Buena Vista to Leadville and Walsenburg to Alimosa. Prospects the deck.

Dispute Resolution

No disputes. Blue draws claim #30 (Georgetown gold) and Puple draws claim #122 (Lee Ranch West coal). Red pays \$140, Green pays \$100, Orange pays \$280, Blue pays \$260 or \$340, and Purple pays \$360 or \$420.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$1160	9, 15		P+1, S+1
Cary Nichols	Green	Denver	\$200	9, 15		P+1, S, S
Ward Narhi	Orange	El Paso	\$375	9		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$1510	9		P+1, S, S
Joe Carl	Purple	Pueblo	\$350	9, 15		P+1, S, S

Purchased Claims

#	City	Owner	Type	Goods	Operation
85	Canon City	Red	Coal	12	\$30
32	Fairplay	Green	Gold	4	\$50
38	Aspen	Green	Silver	N	\$40
98	Pinos Altos	Orange	Gold	6	Depleted
109	Pinos Altos	Orange	Copper	4	\$20
116	Pinos Altos	Orange	Lumber	2	\$30
107	Santa Rita	Orange	Copper	N	\$50
37	Eureka	Blue	Silver	3	Depleted
89	Walsenburg	Purple	Coal	1	\$30
43	Leadville	Purple	Silver	4	Depleted
129	Dillon	Purple	Copper	3	\$40

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
12	B	Pueblo – Grand Jct.	\$150	\$310	Discard when 20 is taken. Good for \$150 toward card 20 or 21
10	B	Denver – Aspen	\$130	\$250	
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
16	B	Salt Lake City – Grand Jct.	\$250	\$465	Discard when 22 is taken. Good for \$250 toward card 22
7	A	Pueblo – Santa Fe	\$120	\$280	
1	A	Denver – Boulder	\$20	\$45	
6	A	Santa Fe – Albuquerque	\$90	\$180	
11	B	Salt Lake City – Grand Jct.	\$140	\$310	Discard when 20 is taken. Good for \$140 toward card 20 or 21

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
4	A	El Paso – Deming	\$60	Orange	
2	A	Salt Lake City – Provo	\$20	Blue	

Available Claims

#	City	Type	Claim	Operation
80	Aspen	Coal	\$60	\$30
114	McGaffey	Lumber	\$40	\$30
48	Ouray	Silver	\$60	\$40
65	El Vado	Lumber	\$100	\$30
113	Porter	Lumber	\$60	\$30
121	York Canyon	Coal	\$100	\$30
51	Silverton	Silver	\$60	\$30
30	Georgetown	Gold	\$80	\$30
122	Lee Ranch West	Coal	\$60	\$20

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	8	\$200

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80

Notes

The next level of trains and snowplows are now available.

Junk Yard Dog
Turn 1b
Turn 2a due: 8/5 Tuesday

Cards

Eric	Dave	Andy	Cary
Order	Order	Innovation	Bribery
Waste Removal	Hiring/Firing	Growth	Raw Materials
Waste Disposal	Waste Disposal	Waste Removal	Advisor

Eric plays Order, gaining \$14 and 5 waste

Dave plays Order, gaining \$14 and 5 waste.

Andy plays Growth, going to 15

Cary plays Raw Materials with an Advisor, placing 10 raw materials up for bid. Eric bids 7, Dave bids 8, Andy bids 9, and Cary lets Andy have it at 9.

Eric plays Waste Removal. Eric goes to 4 Waste Disposal, Dave goes to 6, and Andy and Cary each go to 1.

Dave plays Waste Disposal, reducing waste to 3.

Andy plays Innovation, going to 4/3 in Waste Reduction. Pays \$5.

Cary discards Bribery

Eric plays Waste Disposal, reducing waste to 1.

Dave saves Hiring/Firing

Andy saves Waste Removal

Cary passes

Each player pays \$5 in basic costs (Andy takes out a loan to do so).

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Saved Card
Eric Brosius	4	\$24	0	0	14	5	5/1	5/1	5/1	1	
Dave Partridge	1	\$24	0	0	14	5	5/1	5/1	5/1	3	Hiring/Firing
Andy York	2	\$6	10	15	15	5	5/1	5/1	4/3	1	Waste Removal
Cary Nichols	3	\$19	0	5	14	5	5/1	5/1	5/1	1	

Available Cards

Set 1	Set 2	Set 3	Set 4	Set 5
Waste Disposal	Growth	Waste Disposal	Order	Order
Advisor	Waste Removal	Hiring/Firing	Bribery	Innovation
Innovation	Raw Materials	Raw Materials	Raw Materials	Growth

Discards

Growth

Hot Dog

Turns 1.1 to 2.1
Turns 2.2 to 3.2 due: 8/5 Tuesday

Turn 1

1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 1 4 4

Galactic Base – Y – R – B – R – B – Interstellar Biosphere.

Discovers Humans (from the cup: Demand for Dust at 7b, Megalith Paperweight at 9b, Finest Dust at 4a, and Demand for Finest Dust at 5).
 Trades IOU and \$30 cash for Rock Videos.

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 3 5 6

Galactic Base – NC6 - ? (it's the Relic Yellow Drive).

Stops and picks up relic.

3rd: Chris Gegg (Dell/Federation Starship Carpathia) Rolls Used: 5 6

Galactic Base – NC6 – A – Space Station – R – Y – R – NC6 – R20 – Multi-generation Ship.

Discovers Zum (from the cup: Designer Genes at 9a, Demand for Genes at 10, Demand for Perfume at 4b, and Finest Dust at 4a).

4th: Bob Robles (Eeep/Robotic) Rolls Used: 5

Galactic Base – R – B – Y – B – R – B – R – Y – B – R – B – Y – B – R – B – Goliath (o) – Goliath (s).

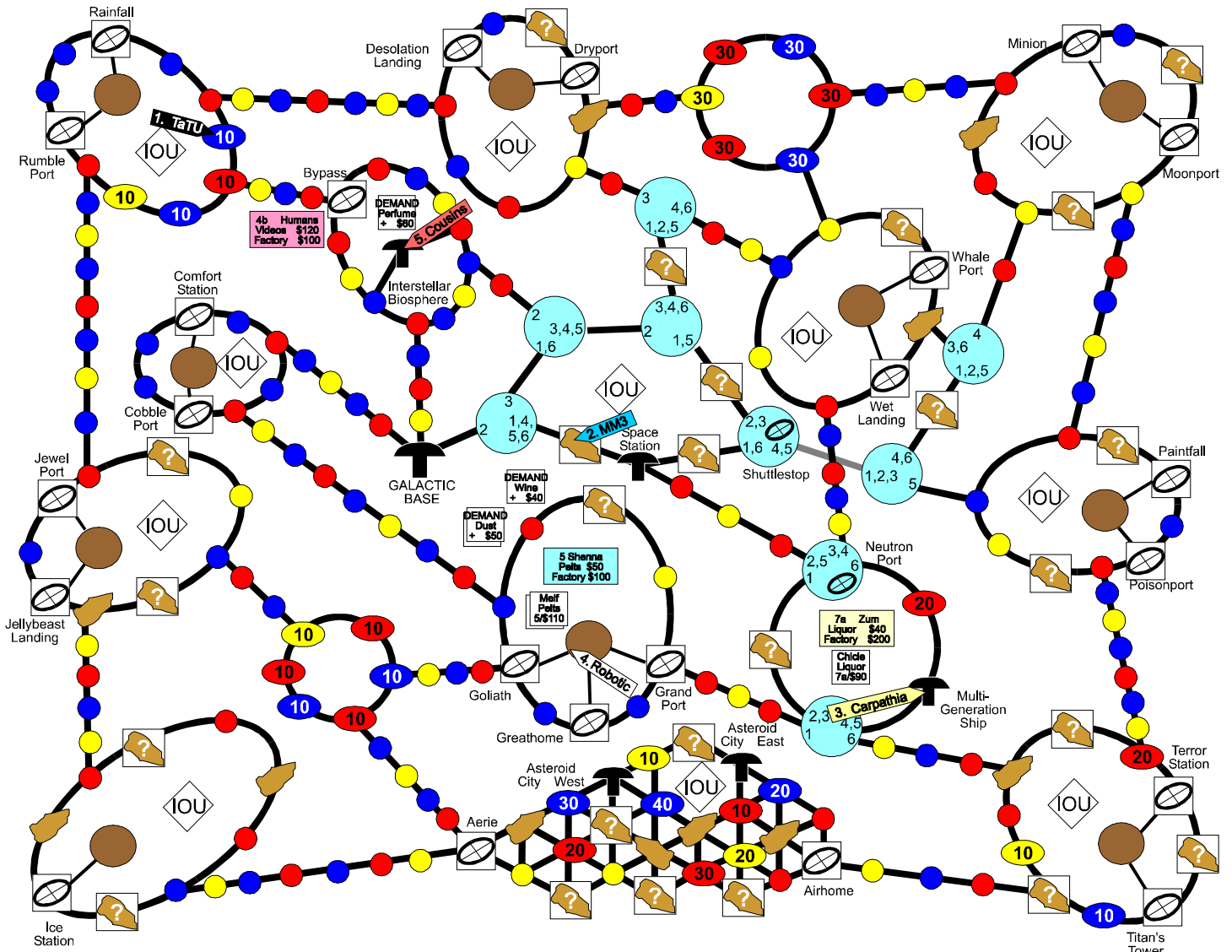
Discovers Shenna (from the cup: Demand for Grease at 7b, Melf Pelts at 5, Melf Pelts at 5, and Demand for Perfume at 3).

5th: Caleb Cousins (Qossuth/NNR) Rolls Used: 2

Galactic Base – Y – R – B – R – B – Interstellar Biosphere.

Turn 2

1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 3 4 4
 Interstellar Biosphere – B – Y – R – Bypass – R – B – Y – R10 – B10.



1. Trade and Transport Unity \$60		
Fast Scout		
3: 2 4 (Double 1)		
Hold1	Hold2	Hull
Rock Videos 4b/\$200		

2. Mystery Machine 3 \$119		
Normal Scout		
2: 1 3 4 // 3: 3 3 6		
Hold1	Hold2	Hull
Yellow Drive (\$80)		

3. Geggus (Carpathia) \$90		
Scow Scout		
2: 2 3 3 5 (Use 2)		
Hold1	Hold2	Hull
7a \$80		

4. Robles (Robotic) \$120		
Rocket Scout		
2: 4 5 (Use 1 * 4)		
Hold1	Hold2	Hull
5 \$90		

5. Cousins (NRR) \$120		
Torch Scout		
2: 1 (Times 3)		
Hold1	Hold2	Hull
Eq.		

Goods and Demands:

1a (Nillis): 2 Bionic Perfume

1b (Volois): 2 Voll Silk

2 (Graw): 1 Space Spice, 1 Demand for Psychotic Sculpture (+\$90)

3 (Niks): 1 Demand for Bionic Perfume (+\$60)

4a (Dell): 1 Demand for Mulch Wine (+\$60), 2 Finest Dust

4b (Humans): 1 Demand for Bionic Perfume (+\$60)

5 (Shenna): 1 Demand for Mulch Wine (+\$40), 2 Demand for Finest Dust (+\$50), 2 Melf Pelts

6 (Yxklyx): 1 Immortal Grease, 1 Demand for Melf Pelts (+\$50)

7a (Zum): 1 Chicle Liquor

7b (EeepEEP): 1 Servo-Mechanism, Fare to Base (\$110), 1 Demand for Dust (+\$50), 1 Demand for Immortal Grease (+\$50)

8 (Whynoms): 1 Impossible Furniture

9a (Chola): 2 Designer Genes, 1 Demand for Chicle Liquor (+\$60)

9b (Wollow): 1 Demand for Impossible Furniture (+\$70), Fare to 5 (\$110), 1 Megalith Paperweight

10 (Qossuth): 1 Demand for Designer Genes (+\$60)

Base: Nothing

Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. Every 10 points earn you a free issue. Research is allowed. Free issues are credited as they are earned. Players may submit a list of questions (answers must be included.) If used, five points are awarded. In addition, if no correct answers are received for a question, the supplier of the question receives two points.

And so, without further ado, the answers to last issue's questions:

Q1. Of all the stars with identified planets, which appears brightest in the night sky?

A1. Gamma Cephei.

No correct answers received.

Q2. What made Albert Einstein's divorce settlement (from first wife Mileva Maric) unique?

A2. Einstein instructed his lawyers to include his Nobel prize money, which he had not yet won, as part of the settlement.

Steve Koehler and Andy York each receive 1 point.

Q3. How quickly does the earth move in its orbit around the sun?

A3 The earth orbits the Sun at 107,320 km per hour.

Andy Lewis, Steve Koehler, and Brendan Whyte each receive ½ point.

Q4. What is the highest recorded atmospheric temperature in Antarctica?

A4. A temperature of 59 degrees Fahrenheit was recorded at Vanda Station on Jan 5, 1974.

Brendan Whyte receives 2 points.

Q5. How many calories are stored in one pound of body fat?

A5. A pound of body fat stores 3,500 calories of energy.

Andy Lewis and Steve Koehler each receive 1 point.

Current Scores

Chris Geggus	91	Andy York	88	Joe Carl	70
Caleb Cousins	69½	Paul Bolduc	67½	Bill Scharf	65
Dennis Cain	61	Brendan Whyte	57	Andy Lewis	54
Bob Robles	40	Steve Koehler	39½	Ward Narhi	35½
Tom Howell	28½	Kevin Wilson	23½	Cary Nichols	16½
Brad Martin	16	Sean Cousins	7	Scott Hutchens	6½

New Questions

Topic: Miscellaneous Trivia

1. Who first suggested that it was the earth that orbited the sun?
2. At what temperature does human skin freeze?
3. When was the most recent reversal of the earth's magnetic field?
4. What is the average temperature at the South Pole?
5. How many of the world's 109 mountain peaks taller than 24,000 feet are found in the Himalayas?

Pedagoguery

When astronomers first applied spectroscopy to the study of supernovae, they classified them into two main types based on the presence or absence of hydrogen in the spectrum. Type I supernovae did not have hydrogen and Type II supernovae did. Type I supernovae were further subcategorized based on other spectral features. Type Ia supernovae showed lines of highly ionized iron, while Type Ib supernovae had strong helium lines and Type Ic supernovae had weak or no helium lines. Today, we know enough to classify supernovae based on the type of star that causes it. Type Ia supernovae are caused when a white dwarf gains enough matter to exceed the Chandrasekhar limit, while the other types are all the result of a massive star nearing the end of its lifetime. I will describe both types below.

When a massive star nears the end of its life, it builds up heavier and heavier elements in its core. Each succeeding round of fusion requires higher temperatures and releases less energy per reaction. Finally, iron is produced. Iron has the unique property of having the highest binding energy per nucleon of any nucleus. This means you cannot gain energy from iron by either fusion or fission – it takes energy to either cause an iron nucleus to combine with another nucleus or to break one apart. As the iron accumulates in the star's core, the core heats up and starts to contract. When it reaches the critical Chandrasekhar limit (1.4 Solar masses) electron degeneracy pressure can no longer hold the core against its gravity. Two processes start to take over. The first is that the temperature becomes so high, that the iron nuclei start to photodisintegrate. Energetic photons actually break the iron nuclei apart into alpha particles and neutrons. This process robs the core of energy, causing the collapse to accelerate. In addition, the densities are high enough that electrons are forced to combine with protons, yielding a neutron and a neutrino. Neutrinos are notoriously ephemeral. They rarely interact with matter at all. So as this flood of neutrinos escapes the core, they take energy with them, further accelerating the collapse.

As the core collapses, the surrounding matter tries to follow it. But, since the star is spinning, the angular momentum of the matter causes it to assume something of a disc-like shape. The result of this is that the areas toward the poles of the star tend to be less dense than the areas toward the equator. This can channel the eventual explosion toward the poles, yielding a two-lobed structure for the explosion, rather than a simple spherical structure.

Meanwhile, back in the core, the core eventually reaches nuclear densities. However, its momentum carries it slightly past that point, and it rebounds. This rebound sets up a shock wave in the surrounding matter. The shock wave travels outward, but it reaches a point where the speed of infalling matter is the same speed as its traveling, and at this point it stalls. Neutrinos to the rescue. Neutrinos rarely interact with matter, as stated above, but conditions around the core are so dense, enough interactions occur to transfer significant outward momentum to the surrounding matter. This restarts the shock wave, which eventually gathers up enough force to blow the outer layers of the star away.

The above process describes Type Ib, Ic, and II supernovae. The main difference is that in Type Ib and Ic supernovae, the outer layers of the star are lost during earlier stages of stellar evolution, either through a stellar wind or by being stripped off by a companion.

Type Ia supernovae are a different beast altogether. They result when a white dwarf gains enough mass to exceed the Chandrasekhar limit. A system such as that evolves from two main sequence stars in a fairly close orbit. The more massive of the two is about 3 to 5 times as massive as our sun. As it reaches the end of its lifetime, it swells; shedding mass (much of which is transferred to its companion) and eventually evolves into a white dwarf that contains close to 1.4 solar masses and is composed primarily of carbon and oxygen. Things are stable for a while, until the companion star starts to become a red giant. At this point, mass transfer goes the other way and the white dwarf

starts to gain matter. It might periodically explode as a nova. That is, the hydrogen gained from its companion will periodically get hot enough to fuse on the surface of the white dwarf, blowing off some of the accumulated matter. Depending on the rate of transfer, this may delay, or even prevent, the eventual supernova explosion. However, if the white dwarf gains enough mass to pass the Chandrasekhar limit, it starts to collapse and heat up. Quickly, temperatures reach the point where carbon and oxygen can fuse, and this starts a runaway nuclear reaction that blows the white dwarf apart. This explosion generates

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tremendous amounts of nickel 56, which decays with a half-life of 6 days into cobalt 56. Cobalt 56 in turn, decays with a half-life of 77 days into iron 56. This decay process accounts for a significant fraction of the supernova's afterglow.

How does the companion star fare? Not well. The majority of the companion star's envelope will be blasted away by the explosion, leaving just the dense core to slowly become a white dwarf.

Next time, I will discuss gamma ray bursts and the births of black holes.

Best in Show

This is the complete list of all games that have finished in this zine, as well as who won.

Machiavelli

Game	Winner
The Gates of Hades	Chris Hurley
Mastiff	Bill Scharf
Pack of Curs	Bill Scharf
Doghouse	Dave Anderson
Rude Dog	Ward Narhi
The River	Ken Marcinonis
Not Guilty	Dave Anderson
Rabid Dog	Ward Narhi
Fleabag	Berry Renken/Ray Grib/Pasquale Giovine
Feral Dogs	Pasquale Giovine
Citizen Dog	Pasquale Giovine
New Tricks	Phil Reynolds

Merchant of Venus

Game	Winner
Dingo's Delight	Caleb Cousins
Dog Food	Andy Lewis
Dogged	Dennis Cain
Hyena	Andy Lewis

Dune

Game	Winner
Sand Dog	Chris Hurley
Canine	Paul Bolduc
Running Dogs	Andy York

Outpost

Game	Winner
Dog Breath	Andy York
Mutt	Kevin Kinsel
Dogstar	Kevin Wilson
Canes Venatici	Michael Lowrey

History of the World

Game	Winner
Feris Wolf	Dave Anderson
Mongrel	Andy Lewis
Wolfpack	Sean Cousins
Dogpaddle	Andy Lewis
Dog Days	Andy Lewis

New World

Game	Winner
Anubis	Bill Scharf
Chihuahua	Bill Scharf
Pooch	Bill Scharf
Coyote	Andy Lewis
Hounds of Tindalos	Andy Lewis
Doggerel	Andy Lewis

Settlers/Seafarers of Catan

Game	Winner
Rin Tin Tin	Brendan Whyte
Benji	Brad Martin
Feris	Ward Narhi
Wolfhound	Dave Partridge

Liftoff!

Game	Winner
Astro	Andy Lewis
Dog Pound	Dennis Cain
Rover	Bill Scharf
Watchdog	Bill Scharf

Kremlin

Game	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus

Die Macher

Game	Winner
Mailman's Bane	Andy Lewis
Lupine	Andy Lewis

Other

Name	Game	Winner
Prairie Dog	Gunslinger	Paul Bolduc
Dog Biscuit	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Kennel Club	Age of Renaissance	Brad Martin
Doggin' It	Silverton	Bill Scharf

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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Paul Bolduc, Joe Carl, Pasquale Giovine, Andy York, Cary Nichols, Lee McConnell, Dave Partridge **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Phil Reynolds, Cary Nichols, Dave Partridge **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols, Dave Partridge **Liftoff!** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge **Silverton:** Cary Nichols, Bill Scharf, Joe Carl, Dave Partridge **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Joe Carl, Dave Partridge

Standby Calls

None this issue.