

Notes from Hades

The past few weeks have been very busy. I'm on a contract that requires a large number of hours per week, but since it's much closer than my previous contract, I usually don't spend as much time away from home – except for some weekend work. It's a short-term project, however, so I'm hoping to find some longer-term work before it runs out. The current economy, as well as the time of year, makes that an uncertain prospect at best.

The other big news item of late is the wildfires. The closest of the fires was about 30 miles away, so we were in no immanent danger. For a couple of days, though, the smoke was terrible. Visibility was very poor – we couldn't even see to the far side of the valley. In addition, ash was falling constantly. There wasn't a lot of it at any given time, but it does accumulate. Toward the end, there was enough to create tiny drifts of ash. Fortunately, the weather has cooled considerably since the height of the fires, so substantial progress has been made on getting them contained.

It's getting harder and harder to get this zine out in the time frame that I'm used to. So, for that reason, as well as a number of others, I am discontinuing the trivia quiz. Participation has been gradually declining and I've run out of places to get questions, so it was an easy decision to make.

The next deadline is **Tuesday, December 9 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.

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.

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 be a gunboat game and will start when the next Machiavelli game finishes. Scenario and rules by player vote. Have 4, will take up to 4 more. This box will be checked if you are signed up.

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:

Chris Hassler a.k.a. Cerberus
2000 S. Armour Court
La Habra, CA 90631
Phone: (562) 690-7827, Fax: (562) 690-7827
chassler@adelphia.net
On the Web at: <http://home.adelphia.net/~chassler>

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

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

Bob Robles

I hope the SoCal wildfires are not bearing too heavily on you and your family. They look truly frightening, especially for my family having lived very close to the Oakland Hills fire 12 years ago here in the SF Bay area.

One book review: 'Oryx and Crake' by Margaret Atwood. A riveting tale of ecological disaster told from the standpoint of possibly the only human survivor. For those who read 'The Handmaid's Tale', Ms. Atwood writes once again with enough conviction and present day facts to give you a creepy feeling that the future she postulates is quite possibly around the corner.

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat Miller Number 2001Fpw10 Fall 1460

Deadline for Winter-Spring 1461: 12/9 Tuesday

The situation remains fluid. France and Austria are allied, but why did Austria retake Tyrolea against France's explicit wishes? Venice, Naples, and Florence appear to have a three-way alliance, but why did Florence take Perugia from Naples, and why did Naples move into the Lower Adriatic? Apparently, not everything is as it seems.

Summer 1460 Retreats

Venice A Cremona retreats to garrison

Venice F Genoa retreats to garrison

Expenditures

France spends 3 ducats to counterbribe A Milan.

Outstanding Debt

Fall 1461: 9 ducats due from Venice.

Orders

AUSTRIA : A TRENT to Milan, A Carinthia to TYROLEA, A SLAVONIA to Croatia

FLORENCE : A Sienna to PERUGIA, A Pisa to LUCCA, A Lucca to MODENA

FRANCE : A GENOA besieges, A FORNOVA holds (rebellion suppressed), A CREMONA besieges, A BERGAMO to Mantua, A MILAN supports A Cremona (cut), F Ligurian Sea to CORSICA, F GULF OF LIONS to Sardinia

NAPLES : A ANCONA supports A Aquila to Spoleto, A Aquila to SPOLETO, F Ionian Sea to LOWER ADRIATIC, F Gulf of Naples to OTRANTO, F Tyrrhenian Sea to GULF OF NAPLES, F WESTERN MEDITERRANEAN to Tyrrhenian Sea, F SARDINIA to Tyrrhenian Sea

VENICE : A BOLGONA supports A Ferrara to Mantua, A Ferrara to MANTUA, A Treviso to VERONA, A FRIULI supports A Treviso to Verona, A CARNIOLA holds, F CROATIA holds (u), F DURAZZO holds, F UPPER ADRIATIC supports A Carniola, G CREMONA convert to A, G GENOA convert to A

Notes

The original Venice player has returned. Thanks to the standby for the unused orders. A free issue is awarded.

Press

Austria – Florence: I don't think you'll be around long enough for me to want to invest the effort to play with you.

Austria – France: Will you play with me?

Austria – Naples: If you come directly north, then you can play with me and the other two can sulk.

Austria – Venice: Well, if you're not going to play with me I'll take my bat and go home.

Florence – France: I am in a great position to help against Venice. If you haven't attacked me, I will be able to do so in the spring.

Florence – Naples: I think it's cute you think I've got my areas back. Your memory is so short! You agreed that Perugia and Pat. were to be mine when we attacked the (former) Pope. I mean to have them. That said, I will be able to move north if you don't fight my reacquisition of these areas, and I will not proceed any further south.

Florence – Venice: I hope the original Venice returned, but either way, I am interested in working with you.

France – Austria: I hope that your Bergamo is now free. You should also conquer Verona as soon as possible. If you left Tyrolea to me, as I asked, I shall give to you ducats that you need to maintain or build one unit more next winter.

France – Florence: I hope that you choose to stop Venice winning.

France – Naples: Mah? Did you decide to lose? Or how do you think to stop the Venice winning alone?

Venice – Austria: It is never too late. I still do not understand why France does not want you to have TYR? Is it is home territory for you, isn't it?

Venice – France/Austria: What is this talk about me winning in 2-3 turns? Do I need to point out that France controls more than I do? He also is about to conquer Milan and Genoa and get the variable for those two? Further, I have a loan, France does not. How do you think I am going to get to 23 cities?

Venice – Naples: Glad to see you see who the real threat is. Any chance you will either hold, disband or move south with your army in ANC?

Spring 1461 Famine

Poor Year – Row Only. Marseilles, Ragusa, Carinthia, Bergamo, Pistoia, Spoleto, Hungary.

Spring 1461 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	Tyrolea, Austria, <u>Hungary</u> , Trent, <u>Carinthia</u> , Slavonia	4
FLO	Modena, Lucca, <u>Pistoia</u> , Florence, Arezzo, Perugia, Sienna, Piombino	7
FRA	Avignon, Swiss, <u>Marseilles</u> , Provence, Saluzzo, Turin, Como, Milan, <u>Bergamo</u> , Cremona, Parma, Pavia, Fornova, Genoa, Montferrat, Savoy, Corsica	15
NAP	Pisa, Urbino, Ancona, <u>Spoleto</u> , Patrimony, Rome, Capua, Naples, Aquila, Salerno, Bari, Otranto, Messina, Palermo, Tunis, Sardinia	15
VEN	Bologna, Mantua, Ferrara, Verona, Padua, Treviso, Friuli, Croatia, Istria, Carniola, Dalmatia, <u>Ragusa</u> , Albania, Durazzo	13

Seas

FRA	Gulf of Lions	1
NAP	Western Mediterranean, Gulf of Naples, Lower Adriatic	3
VEN	Venice, Upper Adriatic	2

Cities

AUS	Tyrolea, Austria, <u>Hungary</u> , Trent	3
FLO	Modena, Lucca, Florence (3), Arezzo, Perugia, Sienna, Piombino	9
FRA	Avignon, Swiss, <u>Marseilles</u> , Saluzzo, Turin, Milan (3), Pavia, Montferrat, Savoy, Corsica	11
NAP	Pisa, Ancona, Rome (2), Naples (2), Bari, Messina, Palermo, Tunis (2), Sardinia	12
VEN	<u>Genoa (3)</u> , <u>Cremona</u> , Bologna, Mantua, Ferrara, Padua, Treviso, Croatia, Carniola, Dalmatia, <u>Ragusa</u> , Albania, Durazzo, Venice (3)	13

Totals

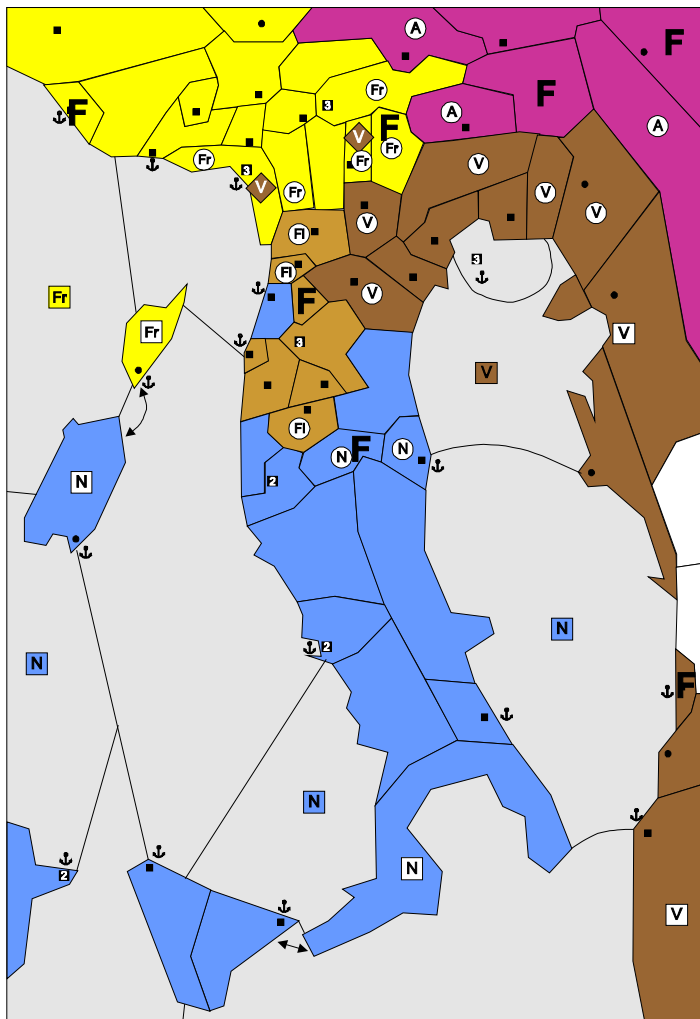
Variable income die roll was 1.

	Variable	Provinces	Seas	Cities	Gross
AUSTRIA	1	4	0	3	8
FLORENCE	2	7	0	9	18
FRANCE	1	15	1	11	28
NAPLES	1	15	3	12	31
VENICE	5	13	2	13	33

Treasury:

Total:

Off the Leash



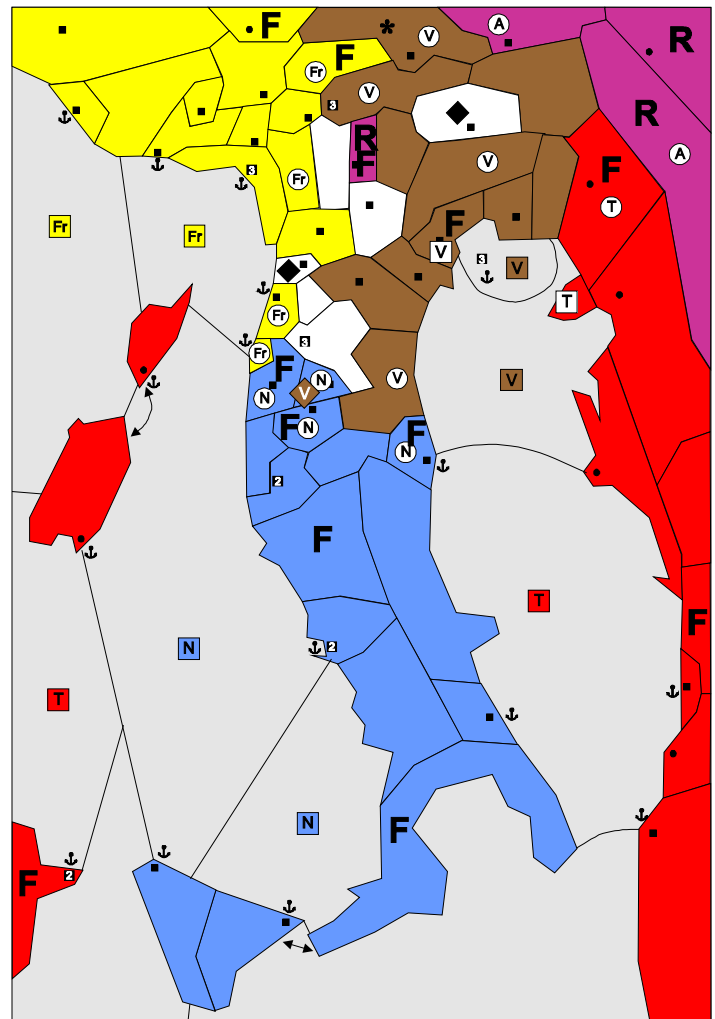
○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison

S.O.B.

Game Summary

	1454	1455	1456	1457	1458	1459	1460	1461
Aus	3	2	3	4	5	4	2	4
Flo	3	6	8	7	6	6	6	7
Fra	3	7	8	9	10	12	13	10
Mil	3	5	5	2	2	3	0	0
Nap	4	4	5	6	7	7	8	9
Pap	4	3	2	2	0	0	0	0
Tur	3	5	5	6	4	1	0	0
Ven	4	6	7	6	9	10	14	14

Wild Dog



○ 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 1457

Deadline for Winter-Spring 1458 12/9, Tuesday

Austria is in dire straits, with most of its territory in rebellion, and Venice invading what's left. France increases his toe hold in central Italy while Naples tries to evict Venice from that area. The Turks close in on Venetian territory, but cannot prevent Venice from taking the Upper Adriatic.

Summer 1457 Retreats

Austrian A Carinthia retreats to Austria

Naples A Urbino retreats to Perugia

Outstanding Debt

None

Orders

AUSTRIA (Wilson): A Tyrolea supports A Austria (cut, DISLODGED, retreat Swiss, Turin, garrison, OTB), A SLAVONIA to Carinthia, A AUSTRIA holds (Rebellion suppressed)

FRANCE (Partridge): A Turin to COMO, A Savoy to PIOMBINO, A Modena to FORNOVA, A PISA supports A Savoy to Piombino, F LIGURIAN SEA transports A Savoy to Piombino, F GULF OF LIONS supports F Ligurian Sea

NAPLES (Scharf): A SIENNA supports A Arezzo, A PERUGIA to Urbino, A Aquila to ANCONA, A AREZZO besieges, F GULF OF NAPLES supports F Tyrrhenian Sea, F TYRRHENIAN SEA holds

TURKS (Narhi): A Croatia to CARNIOLA, F ISTRIA supports A Croatia to Carniola, F LOWER ADRIATIC to Upper Adriatic, F WESTERN MEDITERRANEAN holds

VENICE (Whyte): A Carinthia to TYROLEA, A MILAN supports A Carinthia to Tyrolea, A VERONA to Carinthia, A URBINO supports G Arezzo convert to A (cut), F Bologna to UPPER ADRIATIC, F PADUA supports F Bologna to Upper Adriatic, F VENICE supports F Bologna to Upper Adriatic, G AREZZO convert to A

Notes

Thanks to Mike Scott for his unused standby orders. A free issue is awarded.

Press

Naples – GM: I have a question...do you choose the biggest jerk to play Venice... or does playing Venice turn people into jerks ... or ... possibly ... do they gain a “jerk aura” and revert to normal after the game? I always wonder...

Naples – Turkey: Snap out of it buddy... the poison I bribed your cook to put into your food isn't fast acting... it's supposed to kick in when we're the only two left...

Turkey – France: With Austria in deep trouble we need to wok hard against Venice to slow his growth. You have a good start going, let's keep the momentum.

Venice – Austria: Living beyond your means again purpleboy? That means you're in a whole heap of do-do. I come to free your people from the bondage into which you have cast them.

Venice – France: Stick with me and we'll go places. And burn them down.

Venice – Naples: Some ally you've got. Why not swap sides. All the red stuff is yours.

Venice – Turk: We can work together after all. You just sit there quietly and everything will be all right.

Spring 1457 Famine

Bad Year – Row and Column: Perugia, Otranto, Padua, Swiss, Cremona, Herzegovina, Ancona, Tunis, Sienna, Como, Capua, Carniola

Spring 1457 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, Slavonia, Cremona 1

FRA Avignon, Swiss, Provence, Marseilles, Pavia, Montferrat, Genoa, Saluzzo, Savoy, Turin, Modena, Como, Fornova, Pisa, Piombino 13

NAP Palermo, Messina, Otranto, Bari, Salerno, Naples, Aquila, Capua, Patrimony, Rome, Ancona, Spoleto, Perugia, Sienna, Arezzo 10

TUR Sardinia, Corsica, Tunis, Durazzo, Albania, Ragusa, Herzegovina, Bosnia, Dalmatia, Croatia, Istria, Carniola 9

VEN Tyrolea, Milan, Bergamo, Verona, Carinthia, Friuli, Treviso, Padua, Ferrara, Bologna, Urbino 10

Seas

FRA Gulf of Lions, Ligurian Sea 2

NAP Tyrrhenian Sea, Gulf of Naples 2

TUR Lower Adriatic, Western Mediterranean 2

VEN Venice, Upper Adriatic 2

Cities

AUS Austria, Hungary, Cremona 1

FRA Avignon, Swiss, Marseilles, Pavia, Montferrat, Genoa (3), Saluzzo, Savoy, Turin, Modena, Pisa, Piombino 13

NAP Palermo, Messina, Bari, Naples (2), Rome (2), Ancona, Perugia, Sienna 7

TUR Sardinia, Corsica, Tunis (2), Durazzo, Albania, Ragusa, Dalmatia, Croatia, Carniola 7

VEN Tyrolea, Milan (3), Treviso, Padua, Ferrara, Bologna, Arezzo, Venice (3) 10

Totals

Variable income die roll was 5.

	Variable	Provinces	Seas	Cities	Gross
AUSTRIA	4	1	0	1	6
FRANCE	8	13	2	13	36
NAPLES	4	10	2	7	23
TURKS	5	9	2	7	23
VENICE	8	10	2	10	30

Your Treasury:

Total:

Game Summary

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

Shepherd

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory
Miller Number 2003Epw10
Spring 1455

Deadline for Summer 1455 12/9, Tuesday

Milan takes out a big mortgage on the ducal palace and uses it to buy off a French army. Venice launches a surprise amphibious invasion of Turkish Durazzo. Florence and Naples remain relatively quiet.

Fall 1455 Retreats

Milan retreats A Montferrat to Fornova

Papacy retreats A Capua to Rome

Buils

		Cost
Flo	Maintains A Bologna, A Perugia, builds A Pisa, A Arezzo	12
Fra	Maintains all, builds A Avignon, F Messina	15
Mil	Maintains all, no new builds	9
Nap	Maintains all, builds F Palermo	12
Tur	Maintains all, builds F Tunis, F Durazzo, A Albania	15
Ven	Maintains all, builds A (Elite Mercenary) Dalmatia, A Padua	21

Expenditures

Milan borrows 24 ducats for 2 years (36 ducats due Spring 1457). Spends 3 ducats each to counterbribe A Montferrat and A Pavia. Spends 21 ducats to buy French A Turin.

Outstanding Debt

Summer 1456: 18 ducats due from Florence

Fall 1456: 36 ducats due from Venice

Spring 1457: 36 ducats due from Milan

Orders

FLORENCE (McConnell): A BOLOGNA holds, A Perugia to AREZZO, A Arezzo to SIENNA, A Pisa to LUCCA

FRANCE (Scott): A Turin to Saluzzo (nsu), A AVIGNON to Turin, A CORSICA holds, F Marseilles to GULF OF LIONS, F TYRRHENIAN SEA supports F Marseilles to Gulf of Lions

MILAN (Biehl): A GENOA besieges (garrison destroyed), A MONTFERRAT supports A Pavia to Turin, A Pavia to TURIN, A Turin to SWISS

NAPLES (Cole): A ANCONA holds, A BARI holds, F ROME holds, F Palermo to CENTRAL MEDITERRANEAN

TURKS (Nichols): NMR! A BOSNIA holds, A ALBANIA holds, F TUNIS holds, F Durazzo holds (DISLODGED, retreat Ionian Sea, garrison, OTB), F SARDINIA holds

VENICE (Giovine): A TRENT holds, A Padua to FERRARA, A (EM) Dalmatia to DURAZZO, A Carniola to SLAVONIA, A Croatia to DALMATIA, F LOWER ADRIATIC transports A Dalmatia to Durazzo

Your treasury:

Spring 1455 Famine Losses

Milan loses A Swiss

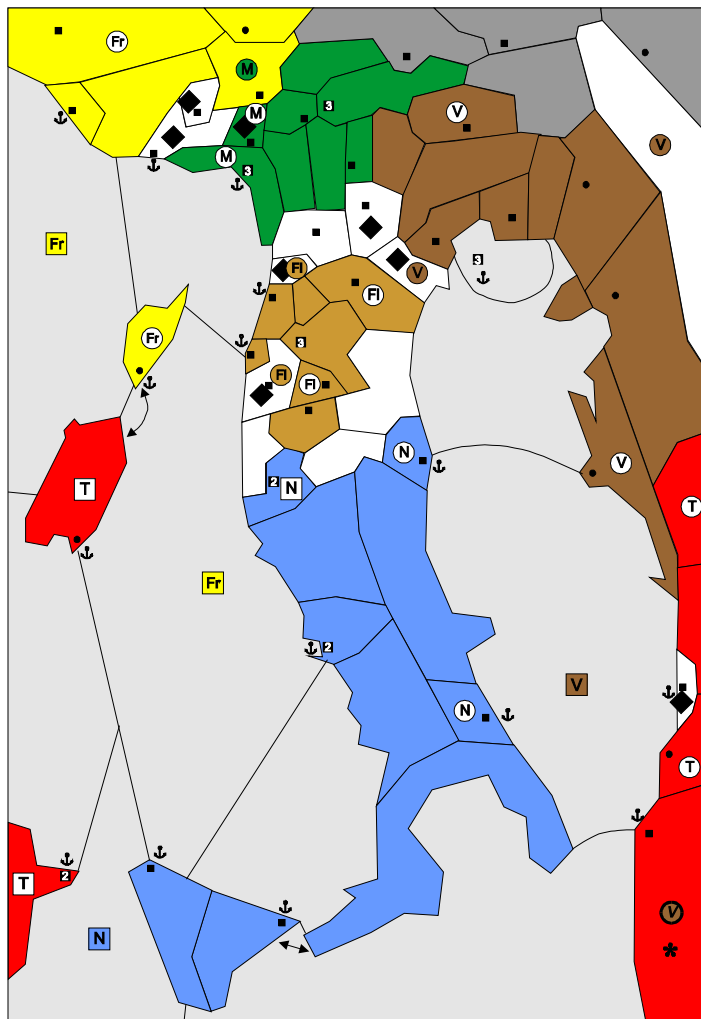
Summer 1455 Plague

Good year – No plague!

Press

Milan – All: Italy is for the Italians.

Shepherd



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

Warg
Miller Number 2002Ets33
3019-5-II

Deadline for 3019-6-I 12/9, Tuesday

The forces of Good continue to gain strength, as the Dwarves, Elves, and Gondor all grow. Rohan's cavalry is surrounded and destroyed with the personal help of Sauron. Saruman manages not to lose any more armies, but is having difficulty with Elves in his heartland. Umbar declares the purity of his heart and his intention to stand with Good against Mordor.

3019-5-I Retreats

Mordor 2A South Ithilien retreats to Minas Morgul
 Saruman A Lamedon retreats to Anfalas
 Saruman A Tyrn Gorthad retreats to Cardolan

Orders

DWARVES (Reynolds): A FOROCHEL supports A North Downs to Carn Dum, A North Downs to CARN DUM, A WITHERED HEATH to Eothed, Dain leads A ESGAROTH to Elven King's Hall, A River Running to WILDERLAND, A NORTH RHUN supports Rohan C South Rhun (nso)

ELVES (Koehler): A Bree to SHIRE, A Tyrn Gorthad to CARDOLAN, A ETTENMOORS supports Dwarvish A North Downs to Carn Dum, A Rhuadur to HOLLIN, A Nin-in-Eleph to DUNLAND, 2A Carrock holds Merge 2A Anduin to Carrock: 4A CARROCK, F HARLINDON to Gulf of Lhun, R ()

GANDALF (Bolduc): R (),
 Fe (),
 Gandalf (),
 Aragorn leads Elvish A Nin-in-Eleph to DUNLAND

GONDOR (York): 3A OSGILIATH divides: Faramir leads 2A Osgiliath to Minas Tirith, A Osgiliath supports F South Ithilien, A LAMDEON holds, C DOR-EN-ERNIL supports A Lamdeon, F SOUTH ITHILIE supports A Osgiliath

MORDOR (Anderson): Sauron leads A ERED LITHUI supports A Nuriad to South Rhun, A Nuriad to SOUTH RHUN, 2A Nurn to KHAND, 2A MINAS MORGUL to Osgiliath, A Udun to DAGORLAND, Lord of the Nazgul leads A ANORIE to Minas Tirith, A CAER ANDROS supports A Anorien to Minas Tirith, 2A Carn Dum to GUNDABAD, 4A Northern Mirkwood to ELVEN KING'S HALL, A FRAMSBURG GAP to Eothed, Nazgul ()

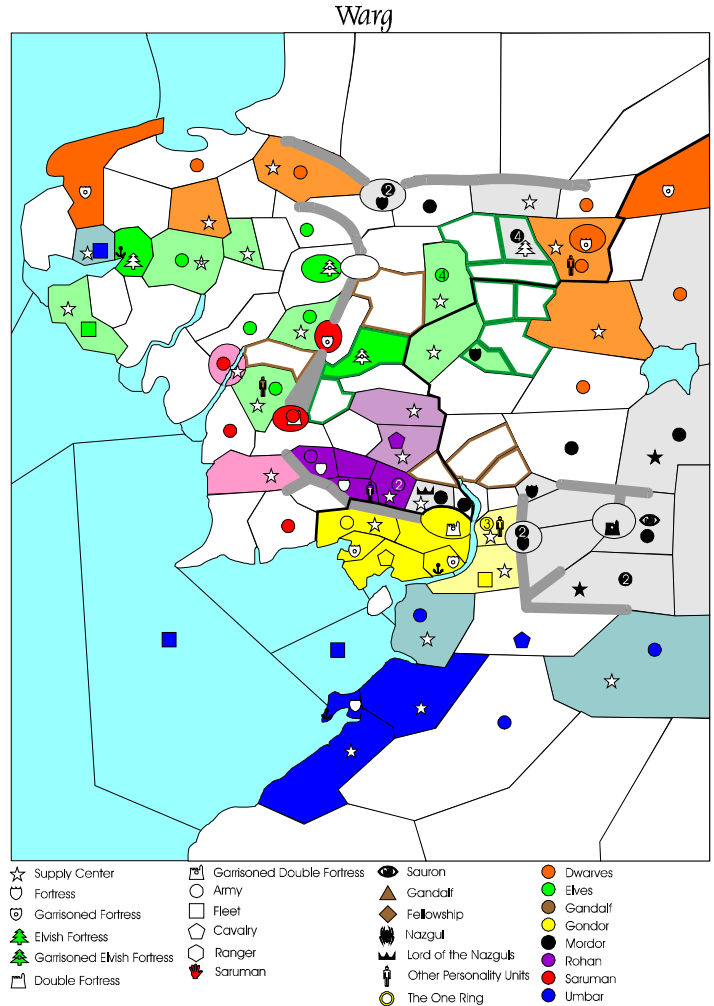
ROHAN (Scharf): A HELM'S DEEP holds, A Westfold to Eastfold merges A Eastfold holds : 2A EASTFOLD, C EAST EMNET supports A Eastfold, C South Rhun to Ered Lithui to Nurn (ELIMINATED), Eowyn (), Theoden DUNHARROW holds

SARUMAN (Robles): Saruman (),
 A Cardolan to THARBAD, A Druwaith Iaur to ENEDWAITH, A ISENGARD to Dunland, A ANFALAS holds

UMBAR (Nichols): A HARADWAITH supports A Khand, A Harad to SOUTH GONDOR, A KHAND holds, C POROS supports A Khand, F South Gondor to SOUTHERN BAY, F FORLOND to Gulf of Lhun, F SOUTHERN SEA holds

Notes

Dave Anderson has had to resign as Mordor. **Will Dave Partridge please take over Mordor!**



Adjustments

DWARVES:	HOME, Esgaroth, Fornost Erain, River Running, +Carn Dum	Gain 1
ELVES:	Gray Havens, Lorien, Imladris, Carrock, Anduin, Harlindon, Shire, Bree, Dol Guldur, Hollin, +Dunland	Gain 1
GANDALF:	None	No change
GONDOR:	Minas Tirith, Pelagir, Dol Amroth, +Lamedon, Osgiliath, Anorien , +South Ithilien	Gain 1
MORDOR:	Gundabad, South Rhun, Udun, Barad-dur, Minas Morgul, Nurn, Carn Dum , Elven King's Hall, Eothed, South Ithilien , +Anorien	Lose 1
ROHAN:	HOME, East Emnet, Wold	Even ¹
SARUMAN:	Isengard, Khazad Dum, Dunland , +Tharbad, Druwaith Iaur, Lamedon	Lose 1 ²
UMBAR:	City of the Corsairs, Havens of Umbar, Harad, South Gondor, Khand, Forlond	Even

¹ Builds 1 since C South Rhun was destroyed. May be a cavalry build.

² No removals since played one short last month

Alignment

Good: Dwarves, Elves, Gandalf, Gondor, Rohan

Neutral: Saruman, Umbar

Evil: Mordor

Press

Dwarves – All: Let's have a pity party for poor ol' Mordor. On three -- one, two, three ... AWWWWWWWWWWWWWWWW.

Elves – All: Pay no attention to that man behind the curtain.

S.O.B.

Gandalf – Elrond: Why don't you clear out your e-mailbox, you pointy-eared aristocrat, or at least publish a good e-address?

Sauron – Middle Earth: Now the end is near to this I am certain. With this being my final curtain. I did it all and blew it all and I did MY WAYYYYYY!!!!!!!!!!!! (My apologies to the late Frank Sinatra Jr. Your friendly evil overlord has left the building.)

Umbar – All: I officially declare as “Good” and pledge my resources to defeating the forces aligned against righteousness.

Illuvitar – Umbar: Although the sentiment is appreciated (especially by Gondor, no doubt), the rules allow for alignment changes in only one direction: Good to Neutral to Evil.

Pavloy

Turn 7 Bidding to Combat

Turn 7 Combat due: 12/9 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 7

Bidding

CARD 1 () goes to the Fremmen for 6 spice.
 CARD 2 () goes to the Guild for 3 spice.
 CARD 3 () goes to the Bene Tleilaxu for 5 spice.

Revival and Movement

Bene Gesserit coexist everywhere. Guild chooses to move first.

Revival

Guild revive 3 tokens (4 spice to the Bene Tleilaxu)

Atreides revive 1 token

Fremmen revive 3 tokens (1 Fedaykin)

Shipping

Guild ships 11 tokens to Tuek's Sietch (Bene Gesserit accompany to Polar Sink)

Fremmen ships 3 tokens (1 Fedaykin) to False Wall West (17)

Harkonnens ship 2 tokens to Habbanya Ridge Sietch (Bene Gesserit accompany to Polar Sink)

Movement

Bene Gesserit move 7 tokens Polar Sink to Wind Pass North (17)

Fremmen move 3 tokens (1 Fedaykin) False Wall West – Habbanya Ridge Flat – Habbanya Ridge Sietch

Harkonnens move 5 tokens Plastic Basin to Funeral Plain

Combat

Fremmen vs. Harkonnens in Habbanya Ridge Sietch. Fremmen are the aggressors.

Available Leaders: Fremmen: Stilgar, Chani, Shadout Mapes, Jamis; Harkonnens: All.

Notes

Thanks to Dave Partridge and Andy York for their unused standby orders. Each receives a free issue.

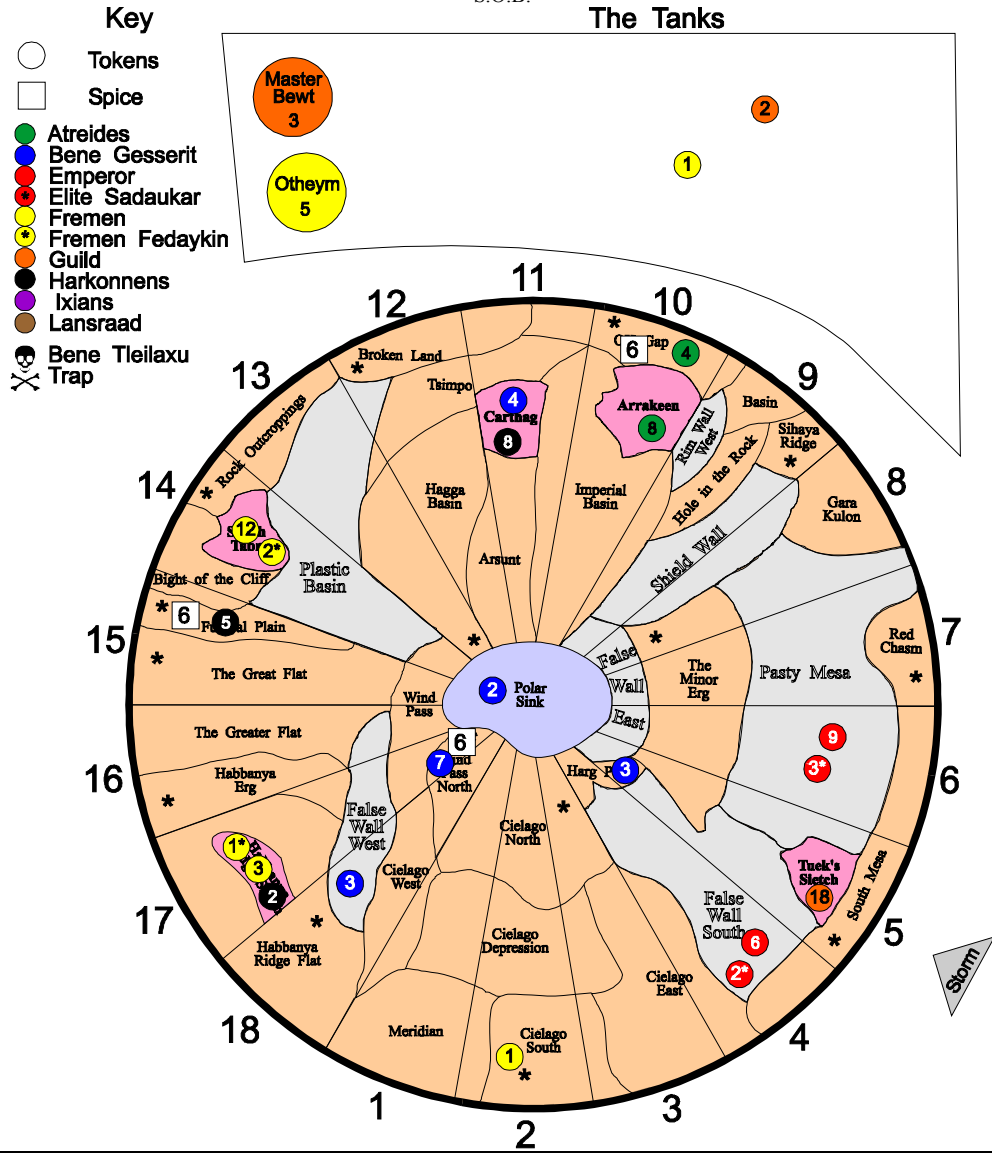
Positions

Atreides: 8 tokens Arrakeen, 4 tokens OH Gap (10), 8 tokens off-planet
Bene Gesserit: 4 tokens Carthag, 3 tokens False Wall West (18), 3 tokens Harg Pass, 7 tokens Wind Pass North (17), 2 tokens Polar Sink, 1 token off-planet
Bene Tleilaxu: *Traps:* none
Emperor: 8 tokens (2 Elite Sadaukar) False Wall South (4), 12 tokens (3 Elite Sadaukar) Pasty Mesa (6)
Fremmen: 14 tokens (2 Fedaykin) Sietch Tabr, 3 tokens Cielago South (2), 1 token and Othyem in the tanks, 4 tokens (1 Fedaykin) Habbanya Ridge Sietch
Guild: 18 tokens Tuek's Sietch, 2 tokens and Master Bewt in the tanks
Harkonnens: 8 tokens Carthag, 5 tokens Plastic Basin (14), 2 tokens Habbanya Ridge Sietch, 5 tokens off-planet

Your Spice: _____

Your Intrigue cards: _____

Your traitor(s): _____



Dogface

Epoch V Sung Dynasty, Seljuk Turks, and Mongols Epoch VI Empire Selection due: 12/9 Tuesday

Arachnids plays Disaster in *Arabian Peninsula*. Monument destroyed, Capital reduced to city. **SUNG DYNASTY:** Army and Capital *Szechuan* (T'ang army retreats to *Yangtse Kian*), army *Si-Kyang* (vs. Chou Dyanasty; S: 5, 3; C: 5, 3; S: 3, 3; C: 6, 2; loses), *Si-Kyang* (vs. Chou Dynasty; S: 5, 4; C: 3, 3; wins), fleet *South China Sea* (vs. DAD; A: 4, 2; DAD: 2; wins), army *Chekiang* (vs. Khmers; S: 6, 3; K: 5; wins), *Wei River* (vs. Hsuing-nu; S: 4, 3; H: 6; loses), *Wei River* (vs. Hsuing-nu; S: 2, 2; H: 4; loses), *Wei River* (vs. Hsuing-nu; S: 3, 1; H: 4; loses), *Wei River* (vs. Hsuing-nu; S: 5, 4; H: 1; wins). Points: Dominance in China (6) Presence in Middle East (2), 2 Capitals (4), 1 city (1), 2 Monuments (2), and 1 Seas (1) for 16 points.

Common Cause plays Crusade. Army *Palestine* (vs. Arabs; C: 6+1, 4+1; A: 3, 2; wins, city and fort established), *Nile Delta* (vs. Arabs; C: 4+1, 2+1; A: 1; wins), *Libya* (vs. Arabs; C: 6+1, 3+1; A: 3; wins). **SELJUK TURKS:** Army *Turanian Plain* (Aryan army eliminated), *Western Steppe*, *North European Plain* (vs. Vikings; S: 3, 1; V: 1; wins), *Dniepr* (vs. Goths; S: 6, 2; G: 5; S: 2, 1; G: 3; loses), *Dniepr* (vs. Goths; S: 6, 4; G: 1; wins), *Caucuses* (vs. Goths; S: 6, 2; G: 6; S: 6, 4; G: 3; wins), *Eastern Anatolia* (vs. Goths; S: 6, 1; G: 3, 2; wins), *Zagros* (vs. Sassanids; ST: 3, 2; Sa: 4; loses), *Zagros* (vs. Sassanids; ST: 6, 1; Sa: 3; ST: 5, 1; Sa: 3; wins, city eliminated), *Persian Plateau* (vs. Sassanids; ST: 3, 2; Sa: 3; ST: 6, 6; Sa: 2; wins), *Persian Salt Desert* (vs. Babylonia; S: 6, 2; B: 2; wins), *Hindu Kush* (vs. Sassanids; ST: 4, 4; Sa: 1; wins). Control of Eurasia (3), Dominance in Middle East (4), Presence in North Africa (2), China (3), India (3), Southern Europe (3), and Northern Europe (2), 2 cities (2), 3 Monuments (3), and 2 Seas (2) for 27 points.

APA MONGOLS. Plays Fanaticism. Army *Mongolia* (Hsuing-nu army retreats to *Manchurian Plain*). Army *Manchurian Plain* (vs. Hsuing-nu; M: 4, 1; H: 6; loses), *Manchurian Plain* (vs. Hsuing-nu; M: 5, 2; H: 3; M: 3, 1; H: 5; loses), *Manchurian Plain* (vs. Hsuing-nu; M: 6, 1; H: 1; wins), fleet *Sea of Japan* (vs. RMHS; APA: 4, 3; RMHS: 3; wins), army *Honshu* (vs. Fujiwara; M: 5, 3; F: 3, 1; M: 5, 1; F: 5, 1; wins, Capital reduced to city), *Great Plain of China* (vs. T'ang Dynasty; M: 6, 3; T: 4, 2; wins), *Chekiang* (vs. Sung Dynasty; M: 5, 1; S: 4; wins), *Yangtse Kian* (vs. T'ang Dynasty; M: 5, 1; T: 6; loses), *Yangtse Kian* (vs. T'ang Dynasty; M: 5, 4; T: 3; M: 5, 5; T: 5; wins, Capital reduced to city), *Eastern Steppe* (vs. Hsuing-nu; M: 5, 2; S: 1; wins), *Western Steppe* (vs. Seljuk Turks; M: 6, 4; S: 2; wins), *Dniepr* (vs. Seljuk Turks; M: 4, 1; S: 1; wins), *Danubia* (vs. Byzantines; M: 4, 2; B: 2; wins), *Balkans* (vs. Holy Roman Empire; M: 6, 4; H: 6, 5; wins, city eliminated), *Central Europe* (vs. Holy Roman Empire; M: 5, 5; H: 4; wins, Capital reduced to city), *Lower Rhein* (vs. Holy Roman Empire; M: 6, 5; H: 3; wins), *Baltic Seaboard* (vs. Celts; M: 6, 5;

C: 5; M: 3, 1; C: 6; loses), *Baltic Seaboard* (vs. Celts; M: 3, 1; C: 1; M: 4, 2; C: 4; wins), *Caucuses* (vs. Seljuk Turks; M: 6, 5; S: 1; wins). Builds Monument *Honshu*. Points: Dominance in China (6), India (6), Northern Europe (4), and Eurasia (2), Presence in Southern Europe (3), Southeast Asia (2), and North America (1), 2 Capitals (4), 3 cities (3), 6 Monuments (6), and 2 Seas (2) for 39 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Andy Lewis	Dogs and Deities (DAD) (orange)	36	94
Kevin Wilson	Royal Manticoran Historical Society (purple)	40	95
Cary Nichols	Common Cause (black)	44	98
Chris Geggus	APA (green)	50	118
Dennis Cain	The Legacy Project (red)	55	115
Paul Bolduc	Arachnids (blue)	56	90

Final Positions

Royal Manticoran Historical Society. Fleet *Western Mediterranean*. INDUS VALLEY: Two armies *Western Deccan*, *Western Ghats*, and *Ceylon*. CELTS: Three armies and Monument *Albion*. GOTHs: Army and Monument *Upper Tigris*. FRANKS: Armies *Pyrenees*, *Western Iberia*, and *Southern Iberia*.

The Legacy Project. Fleets *Red Sea*, *Atlantic Ocean*, and *North Sea*. HIGHLAND KINGDOM: Army, city, and fort *Highlands*. ARABS: Army and city *Arabian Sea*, army and Monument *Levant*, armies *Nubia*, *Upper Nile*, and *Shatts Plateau*. VIKINGS: Two armies *Scandinavia*, armies *Ireland* and *Appalachia*.

Dogs and Dieties. 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* and *Sumatra*. HOLY ROMAN EMPIRE: Army and city *Northern Gaul*, armies *Western Gaul*, *Central Massif*, *Northern Apennines*, *Southern Apennines*, and *Dalmatia*.

APA. Fleets *Bay of Bengal* and *Sea of Japan*. CHOU DYNASTY: Two armies *Irrawaddy*. MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. HAN DYNASTY: Army and Monument *Tarim Basin*, army *East Indies*. GUPTAS: Army and Capital *Eastern Deccan*, army and Monument *Upper Indus* and *Lower Indus*, army *Ganges Valley*. MONGOLS: Army, city, and Monument *Honshu*, *Yangtse Kian*, and *Central Europe*, armies *Manchurian Plain*, *Great Plain of China*, *Chekiang*, *Mongolia*, *Eastern Steppe*, *Western Steppe*, *Caucuses*, *Dneipr*, *Danubia*, *Lower Rhein*, *Baltic Seaboard*, and *Balkans*.

Common Cause. Fleets *Black Sea* (2) and *Eastern Mediterranean* (2). GREEK CITY STATES: Army and city *Crete*. HSUING-NU: Army *Yellow River*. BYZANTINES: Armies *Pindus*, *Morea*, and *Western Anatolia*. CRUSADERS: Army, city, and fort *Palestine*, army and Monument *Nile Delta*, army *Libya*. SELJUK TURKS: Army and Monument *Eastern Anatolia* and *Persian Plateau*, armies *Turanian Plain*, *Western Steppe*, *North European Plain*, *Dniepr*, *Caucuses*, *Zagros*, *Persian Salt Desert*, and *Hindu Kush*.

Arachnids. Fleet *South China Sea*. ROMANS: Two armies and Monument *Middle Tigris*, army *Lower Tigris*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. SUNG DYNASTY: Army and Capital *Szechuan*, armies *Si-Kyang* and *Wei River*.

Event Cards

Your Event Cards are: _____

Epoch VI Empire Draw

Wolfbane

Turn 14

Turn 15 due: 12/9 Tuesday

Commander Actions

Planets 'R Us opens the bidding on Scientists at 40 and HBDC gets it for 56 (Wa9, Re13, Re14, DL discount). Opens bidding on a second Scientists at 40 and HBDC gets it for 56 (Or4, Wa6, Wa6, Wa7, Re13, DL discount). Opens the bidding on Scientists at 40 and gets it (MWa, DL discount). Opens the bidding on the last Scientists at 40 and gets it (Wa8, Ti10, Re12, DL discount)

2114 Corporation opens the bidding on Space Station for 120 and gets it (Wa5, Wa7, Wa7, Wa8, Wa8, Wa10, Re11, Re12, Re15, Mi18, Mi19). Moves a population factor from a water factory to man it.

Discovery Project buys a titanium factory (Or2, Wa5, Wa6, Wa6, Ti11) and two population factors (Ti10).

OCEAN opens the bidding on an Outpost at 100 and gets it for 103 (MWa, Ti8, Ti10, Ti11, Ti12, Mi17, HE discount). Buys a robot (Ti12)

Bartertown buys a titanium factory (Or4, Wa10, Ti7, Ti9) and three robots (Ti10, Ti10, Ti10)

Minas Ithil opens the bidding on the Planetary Cruiser for 160 and gets it (Or3, Or3, Or5, Wa7, Wa7, Wa8, Wa8, Wa9, Ti10, Ti12, MTi, MTi) and a population factor (Wa10)

HBDC passes

Dogs in Space buys 3 population factors (Wa6, Ti11, Ti13)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	2114 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF, ReF, ReF	No, DL, 2OL, 2La, Ro, SS	43
2	Minas Ithil	Bill Scharf	<i>OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF</i>	HE, 2Wa, Ro, Ou, PC	40
3	Planets 'R Us	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF, ReF	No, DL, Ec, La, Ou, 2Sc	38

	Outpost Name	Commander	Factories	Upgrades	VP
4	OCEAN	Michael Lowrey	OrF, OrF , WaF , WaF , WaF , WaF , TiF , TiF , TiF , <i>TiF</i> , <i>TiF</i> , <i>TiF</i> , <i>TiF</i>	No, HE, Ro, 2OL, Ou	36
5	Discovery Project	Cary Nichols	OrF , OrF , WaF , WaF , WaF , TiF , TiF , TiF , TiF , TiF	2Wa, No, HE, Ec, Ou, OL	33
6	Bartertown	Andy York	<i>OrF</i> , <i>OrF</i> , WaF , WaF , TiF , TiF , TiF , TiF , TiF , <i>TiF</i>	HE, No, Ro, 2Ec	32
7	HBDC	Kevin Wilson	OrF, OrF , WaF , WaF , WaF , <i>WaF</i> , <i>ReF</i> , ReF	2DL, Wa, Ro, La, 3Sc	26
8	Dogs in Space	Andy Lewis	OrF, OrF , WaF , WaF , WaF , TiF , TiF , TiF , ReF	DL, HE, La, Ou	24

Available UpgradesIncome

New Arrivals: Moon Base, Moon Base, Space Station, Planetary Cruiser,
Planetary Cruiser, Planetary Cruiser, Planetary Cruiser

Upgrade	Minimum Bid	Available	Not Yet Delivered
Ecoplants (Ec)	30	0	1
Outpost (Ou)	100	0	0
Space Station (SS)	120	2	3
Planetary Cruiser (PC)	160	4	1
Moon Base (MB)	200	2	4

OCEAN and Planets 'R Us take MegaWater cards, Minas Ithil takes a
MegaTitanium card. Bartertown discards Or4.

Guard Dog**Turn 4 Cure Phase through Health Phase****Turn 4 Funeral Commission through Parade Phase due: 12/9 Tuesday**Cure Phase

Antonj Talksalot, Lech Schukrotoff, and Petr Niewitko all take the cure.
Talksalot ages to 76, Zenjarplan ages to 74, Schukrotoff ages to 76, Eatstumuch
ages to 65, Purgemoff ages to 72, and Niewitko ages to 75.

Purge Phase

TI play KGB Head's Son Defects (18). The first purge must be against the KGB
Head by the Ideology Chief with a +3 (dr = 15 + 3 + 2 = 20). Success. Strychnin
continues with an attempt against Talksalot (dr = 11 + 3 = 14). Fails. Strychnin
ages to 62.

Spy Investigation Phase

Goferbok calls a trial on Talksalot. Goferbok, Eatstumuch, and Purgemoff all
vote Guilty. Strychnin abstains. Talksalot, Schukrotoff, and Niewitko are
inactive and therefore cannot vote. Talksalot is convicted and sent to Siberia.
Goferbok then opens an investigation on Strychnin. Goferbok ages to 81.

Health Phase

Lech Schukrotoff (dr = 14) recovers to sick.
Alexei Goferbok (dr = 8) falls ill.
Mikail Strychnin (dr = 8) remains healthy.
Sergei Eatstumuch (dr = 9) remains ill.
Andrej Pergemoff (dr = 4) gets sick.
Petr Niewitko (dr = 3) falls ill.

Notes

Thanks to Cary Nichols for his unused standby orders. A free issue is awarded.

Politburo

Office	Politician	Condition	Influence
Party Chief			
KGB Head			
Foreign	Lech Schukrotoff (B)	76, +, ?	1 (HLS), 2 (LVC)

Office	Politician	Condition	Influence
Defense	Alexei Goferbok (C)	81, ++, strong	1 (TCC)
Ideology	Mikail Strychnin (T)	62, strong, ?	10+ (MLI)
Industry	Sergei Eatstumuch (M) ¹	65, ++, strong	6 (TCC) , 3 (MLI), 5 (UNCLE)
Economy	Andrej Purgemoff (F)	72, +, weak	1 (TCC)
Sport	Petr Niewitko (D)	75, ++, ?	1 (LVC)

¹ Great Bureaucrat (49) card active

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

Candidates: K (1 TCC), O, P (63), U, Z
People: G, H, L, N, S, V, W, X, Y (54, 10 IP [UNCLE])
Siberia: E (73), R, Q (74, +), J (76, ++)
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 7, Phases IV-VI and Turn 8, Phases I-III
Turn 8 Phases IV-VI and Turn 9 Phases I-III due: 12/9 Tuesday
Turn 7**

Construction and Operation

Red (Scharf) operates claims #85 (\$30, 3 coal), #48 (\$40, depletes), and #51 (\$30, 1 silver). Delivers 3 coal to Denver for \$240. Gains \$130 in passenger revenue.
Green (Nichols) does not operate or deliver.
Orange (Narhi) operates claims #109 (\$20, 2 copper), #116 (\$30, 3 lumber), and #107 (\$50, 1 copper). Delivers 3 gold to El Paso for \$750. Gains \$60 in passenger revenue.
Blue (Bolduc) operates claims #130 (\$80, 1 copper) and #34 (\$40, 4 silver). Delivers 3 silver to Salt Lake City from Eureka for \$600. Gains \$20 in passenger revenue.
Purple (Carl) operates claim #129 (\$40, 1 copper). Delivers 1 copper to Denver for \$240. Gains \$260 in passenger revenue. Hires a prospector for \$400. Buys a power 24 train for \$200.

Determine Price Changes

Gold: -1 to \$250

Copper: +1 to \$280

Silver: -1 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$40	+2 to \$160	+2 to \$200	Remains at \$120	+1 to \$60
Coal:	Remains at \$80	+1 to \$60	+1 to \$80	Remains at \$120	Remains at \$140

Turn 8

Move Prospectors and Surveyors

Red (Scharf) surveys Montrose to Delta and prospects #52.
Green (Nichols) surveys Denver to Boulder and Denver to Cheyenne. Prospects #52.
Orange (Narhi) surveys Albuquerque to Lamy, no prospecting.
Blue (Bolduc) surveys Mack to Grand Junction and Green River to Emery. Prospects #72.
Purple (Carl) surveys Taos to Santa Fe and Aspen to Glenwood Springs. Prospects passenger line #10.

Dispute Resolution

Red and Green have a dispute over claim #52. Red: 3+1, Green: 6+1. Green wins. Red pays \$40, Green pays \$320, Orange pays \$180, Blue pays \$260, and Purple pays \$590.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$1450	9, 15		P+1, S+1
Cary Nichols	Green	Denver	\$635	9, 15		P+2, S, S
Ward Narhi	Orange	El Paso	\$725	9		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$740	9, 24		P+1, S, S
Joe Carl	Purple	Pueblo	\$1110	9, 15, 24, 24		P, P+1, S, S

Purchased Claims

#	City	Owner	Type	Goods	Operation
85	Canon City	Red	Coal	13	\$30
48	Ouray	Red	Silver	4	Depleted
51	Silverton	Red	Silver	1	\$30
38	Aspen	Green	Silver	N	\$40
80	Aspen	Green	Coal	N	\$30
52	Lake City	Green	Silver	N	\$40
98	Pinos Altos	Orange	Gold	3	Depleted
109	Pinos Altos	Orange	Copper	7	\$20
116	Pinos Altos	Orange	Lumber	8	\$30
107	Santa Rita	Orange	Copper	3	\$50
30	Georgetown	Blue	Gold	4	\$30
130	Bingham	Blue	Copper	4	\$80
34	Heber City	Blue	Silver	4	\$40
72	Emery	Blue	Coal	N	\$30
129	Dillon	Purple	Copper	0	\$40

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	
8	A	Denver – Leadville	\$260	Purple	Discard after 3 more Leadville depletions
10	B	Denver – Aspen	\$130	Purple	

Available Claims

#	City	Type	Claim	Operation
114	McGaffey	Lumber	\$40	\$30
65	El Vado	Lumber	\$100	\$30
113	Porter	Lumber	\$60	\$30
121	York Canyon	Coal	\$100	\$30
122	Lee Ranch West	Coal	\$60	\$20
124	Magdalena	Coal	\$80	\$40
103	Hillsboro	Silver	\$60	\$30

#	City	Type	Claim	Operation
44	Leadville	Silver	\$40	\$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
19	C	Salt Lake City – Albuquerque	\$600	\$975	
15	B	Denver – Grand Jct.	\$270	\$435	Discard when 22 is taken. Good for \$270 toward card 22
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

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	5	\$200

Available Snowplows

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

Notes

Thanks to Dave Partridge for his unused standby orders. A free issue is awarded. Also, remember that turn 8 is a winter turn. No deliveries may be made over winter track this turn.

Junk Yard Dog

Turn 3a

Turn 3b due: 12/9 Tuesday

Available Cards

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

Andy selects set 2.

Cary selects set 4

Eric selects set 5.

Dave selects set 1.

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Saved Card
Eric Brosius	3	\$26	0	5	14	4	5/1	5/1	5/1	1	Waste Disposal
Dave Partridge	4	\$3	0	5	14	4	4/3	5/1	4/3	0	
Andy York	1	\$17	10	15	16	5	5/1	5/1	3/6	4	Waste Removal
Cary Nichols	2	\$15	0	5	15	5	5/1	5/1	5/1	1	

Cards

Eric	Dave	Andy	Cary
Order	Waste Disposal	Raw Materials	Growth
Innovation	Growth	Order	Advisor
Waste Disposal	Innovation	Innovation	Raw Materials

Discards

Growth Innovation Advisor Innovation Growth Raw Materials Hiring/Firing
 Growth Raw Materials Hiring/Firing Waste Disposal Order Growth Growth
 Order Bribery Raw Materials

Hot Dog

Turns 4.4 to 5.4

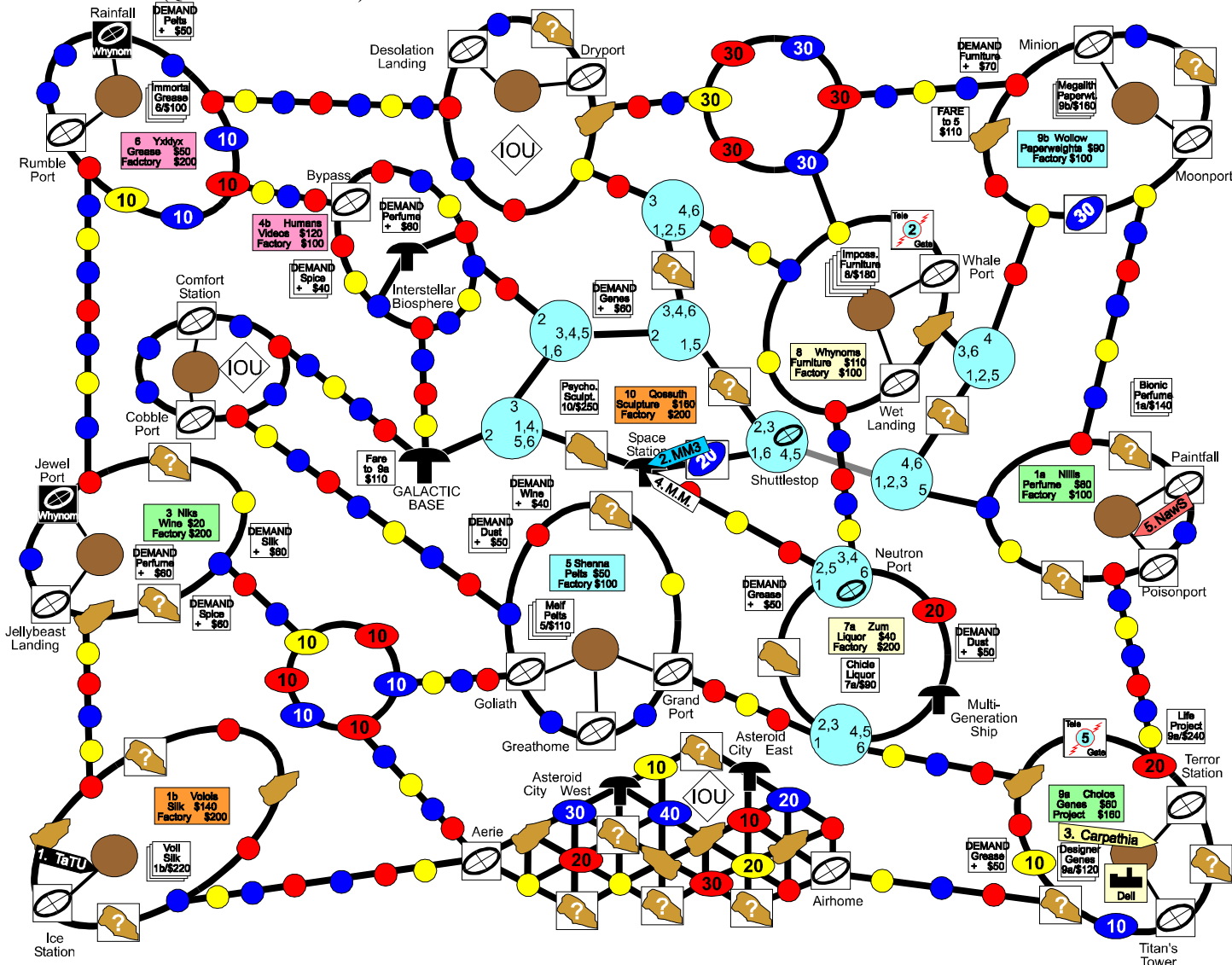
Turns 5.5 to 6.5 due: 12/9 Tuesday

Turn 4

4th: Bob Robles (Eeepeeep/Mean Machine) Rolls Used: 4
Multi-Generation Ship.
 Sells 1 Melf Pelt for \$110 (from the cup: Megalith Paperweight at 9b).
 Buys 2 Chicle Liquor for \$80.

R20 – Y – B – R – B – Y – B – R – Poisonport(o) – Poisonport(s).
 Discovers Nillis (from the cup: Voll Silk at 1b, Immortal Grease at 6, Impossible Furniture at 8, and Designer Genes at 9a). Trades in IOU to buy one Bionic Perfume.

5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 5



Turn 5

1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 3 6
Jewelpport (s) – Jewelpport (p) – B – Jellybeast Landing (o) – A – Y – R – B – Y – R – A – Ice Station (o) – Ice Station (s).

Discovers Volois (from the cup: Melf Pelts at 5, Impossible Furniture at 8, Finest Dust at 4a, and Demand for Spice at 4b). Trades in IOU and pays \$20 for Voll Silk.

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 1 6 6
Moonport (s) – Moonport (o) – (Y) – B – R – B – (Y) – B – R – B – NC1 – NC1 – ? (It's a B20 penalty marker) – Space Station Planet.

Sells Megalith Paperweight for \$160 (from the cup: Impossible Furniture at 8).

3rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 6 6
Terror Station (s).
 Trades in IOU and uses \$110 cash to buy the Cholos Factory. Buys Designer Genes for \$60.

4th: Bob Robles (Eeepeeep/Mean Machine) Rolls Used: 5
Multi-Generation Ship – R20 – NC5 – R – Y – R – Space Station Planet.
 Sells 1 Chicle Liquor for \$90 (from the cup: Psychotic Sculpture at 10).

Goods and Demands:

- 1a (Nillis):** 2 Bionic Perfume
- 1b (Volois):** 4 Voll Silk
- 2 (Graw):** 3 Space Spice, 1 Demand for Psychotic Sculpture (+\$90), Fare to 10 (\$120), 1 Demand for Designer Genes (+\$40)
- 3 (Niks):** 1 Demand for Bionic Perfume (+\$60), 1 Demand for Voll Silk (+\$60), 1 Demand for Space Spice (+\$60)
- 4a (Dell):** 2 Demand for Mulch Wine (+\$60), 5 Finest Dust
- 4b (Humans):** 1 Demand for Bionic Perfume (+\$60), 2 Demand for Space Spice (+\$40)
- 5 (Shenna):** 1 Demand for Mulch Wine (+\$40), 2 Demand for Finest Dust (+\$50), 3 Melf Pelts

- 6 (Yxklyx):** 3 Immortal Grease, 2 Demand for Melf Pelts (+\$50)
 - 7a (Zum):** 1 Chicle Liquor, 2 Demand for Finest Dust (+\$50)
 - 7b (Eeepeeep):** 2 Servo-Mechanism, Fare to Base (\$110), 2 Demand for Dust (+\$50), 1 Demand for Immortal Grease (+\$50)
 - 8 (Whynoms):** 5 Impossible Furniture
 - 9a (Chola):** 2 Designer Genes, 1 Demand for Immortal Grease (+\$50), Life Project
 - 9b (Wollow):** 1 Demand for Impossible Furniture (+\$70), Fare to 5 (\$110), 3 Megalith Paperweight
 - 10 (Qossuth):** 2 Demand for Designer Genes (+\$60), 1 Psychotic Sculpture
- Base:** Fare to 9a (\$110)

<p>1. Trade and Transport Unity \$20 Fast Scout 6: 5 6 (Double 1)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; text-align: center;">Hold1</td> <td style="width: 33%; text-align: center;">Hold2</td> <td style="width: 33%; text-align: center;">Hull</td> </tr> <tr> <td style="text-align: center;">Voll Silk 1b/\$220</td> <td></td> <td></td> </tr> <tr> <td style="text-align: center;">Rainfall \$200</td> <td style="text-align: center;">JewelPort \$200</td> <td></td> </tr> </table>	Hold1	Hold2	Hull	Voll Silk 1b/\$220			Rainfall \$200	JewelPort \$200		<p>2. Mystery Machine 3 \$379 Normal Scout 6: 1 5 6</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; text-align: center;">Hold1</td> <td style="width: 33%; text-align: center;">Hold2</td> <td style="width: 33%; text-align: center;">Hull</td> </tr> <tr> <td></td> <td></td> <td style="text-align: center;">Yellow Drive (\$80)</td> </tr> <tr> <td></td> <td></td> <td style="text-align: center;">10 \$120</td> </tr> </table>	Hold1	Hold2	Hull			Yellow Drive (\$80)			10 \$120	<p>3. Carpathia \$30 Scow Scout 6: 3 4 5 6 (Use 2)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; text-align: center;">Hold1</td> <td style="width: 33%; text-align: center;">Hold2</td> <td style="width: 33%; text-align: center;">Hull</td> </tr> <tr> <td style="text-align: center;">Designer Genes 9a/\$120</td> <td></td> <td style="text-align: center;">Relic Shield (\$60)</td> </tr> <tr> <td style="text-align: center;">Cholos \$200</td> <td></td> <td style="text-align: center;">1a \$80</td> </tr> </table>	Hold1	Hold2	Hull	Designer Genes 9a/\$120		Relic Shield (\$60)	Cholos \$200		1a \$80	<p>4. Mean Machine \$320 Rocket Scout 6: 2 4 (Use 1 * 4)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; text-align: center;">Hold1</td> <td style="width: 33%; text-align: center;">Hold2</td> <td style="width: 33%; text-align: center;">Hull</td> </tr> <tr> <td style="text-align: center;">Chicle Liquor 7a/\$90</td> <td></td> <td></td> </tr> </table>	Hold1	Hold2	Hull	Chicle Liquor 7a/\$90		
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<p>5. Not as we Seem \$100 Torch Scout 5: 5/6: 1 (Times 3)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; text-align: center;">Hold1</td> <td style="width: 33%; text-align: center;">Hold2</td> <td style="width: 33%; text-align: center;">Hull</td> </tr> <tr> <td style="text-align: center;">Bionic Perfume 1a/\$140</td> <td></td> <td style="text-align: center;">Eq.</td> </tr> </table>				Hold1	Hold2	Hull	Bionic Perfume 1a/\$140		Eq.																											
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Gray Wolf

Turn 2

Turn 3 due: 12/9 Tuesday

Planning

- Dutch** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- English** maintain 3 ships (\$12), buy 1 ship (\$12) and 4 soldiers (\$40) for 64.
- Swedes** maintain 4 ships (\$16), buy 1 ship (\$12) and 6 soldiers (\$60) for \$88.
- French** maintain 2 ships (\$8), buy 2 ships (\$24) for \$32.
- Portuguese** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Spanish** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Outbound Naval Movement

- Dutch** Sail to J. Dice: 3, 4, 4, 5. No losses.
- English** Sail to D. Dice: 1, 2, 4. Loses 1 colonist.
- Swedes** Sail to U. Dice: 2, 2, 5, 5. No losses.
- French** Sail to N. Dice: 4, 4, 4, 5. No losses.
- Portuguese** Sail to O. Dice: 3, 6, 6. No losses. Drops off 2 soldiers and 2 colonists, sails to R. Dice: 3, 4. No losses.
- Spanish** Sail to H. Dice: 4, 5, 5. No losses.

Exploration

Portuguese discover one mine in O.

Land Movement

- Dutch** move 3 soldiers and 3 colonists from J to I (it is a climate 2 area with the x2 city and 4 natives), and 4 soldiers and 4 colonists from the fleet dot to J. One soldier in J prospects.
- English** move 4 soldiers and 3 colonists from the fleet to D.
- Swedes** move 3 soldiers from U to T (it's a climate 3 area with 2 natives). 4 colonists and 6 soldiers disembark at U.
- French** move 3 colonists and 2 soldiers from N to M (it's a resource rich climate 1 area with 1 site and 2 natives). 4 colonists disembark at N.
- Portuguese** move 2 colonists and 2 soldiers from the anchorage dot to O. 1 colonist in O mines. Moves 2 colonists and 2 soldiers from fleet to R (it is a climate 3 area with one site and 3 natives). One soldier prospects.
- Spanish** move 1 soldier from H to C (it is a climate 3 area with one site and 1 native) and 1 soldier from H to G (it is a climate 3 area with 2 natives). Moves 4 soldiers and 4 colonists from fleet to H.

Native Combat

- Dutch:** 3 soldiers killed in I. **Swedes:** 3 soldiers and 2 natives killed in U.
- French:** 2 natives killed in M. **Spanish:** 1 soldier killed in C, 1 soldier killed in G, 1 native killed in H.

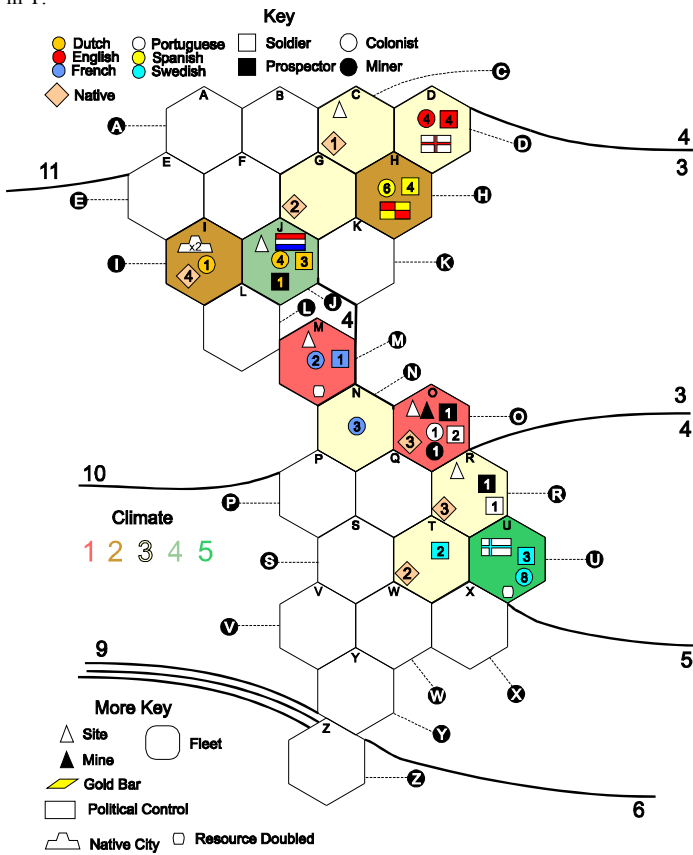
Native Uprisings

Climate is a 1. Uprisings in I (1 colonist killed), O (1 colonist killed), and R (2 colonists killed).

Survival

Climate is a 4.

English lose 1 soldier in D, **Spanish** lose 1 colonist in H, **Dutch** lose 1 colonist in I, **French** lose 1 colonist and 1 soldier in M, and 1 colonist in N, **Portuguese** lose 1 colonist and 1 soldier in O, and 1 soldier in R, and **Swedes** lose 1 soldier in T.



Political Control

English gain political control of D. **Spanish** gain political control of H. **Dutch** gain political control of J.

Homebound Naval Movement

Dutch: Dice: 1, 3, 5, 6. No losses.

English: Dice: 2, 2, 3. No losses.

Swedes: Dice: 1, 2, 3, 5. No losses.

French: Dice: 1, 1, 2, 6. No losses.

Portuguese: Dice: 2, 3, 4. No losses.

Spanish: Dice: 5, 6, 6. No losses.

Income

Dutch: Political Control: \$40, resources: \$5.

English: Political Control: \$40, resources: \$4.

Swedes: Political Control: \$40, resources: \$16.

French: Political Control: \$20, resources: \$7.

Portuguese: Political Control: \$20, resources: \$1.

Spanish: Political Control: \$40, resources: \$6.

Turn 3 Initiative

Portuguese, Dutch, Spanish, Swedes, English, French

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$86	16	4	4
English	Dennis Cain	\$73	16	4	4
French	Bob Robles	\$100	20	4	4
Portuguese	Cary Nichols	\$49	16	4	4
Spanish	Andy Lewis	\$83	16	4	4
Swedes	Dave Partridge	\$88	14	5	4

Laika

1957

1958 due: 12/9 Tuesday

Event Card Resolution

JOE pays 10MB to fix the minor problem.

Purchase Hardware

Cain Program buys 3 one-stage rockets for 9MB, 3 orbital satellites for 3MB, and a second launch facility for 30MB.

Republic of Texas buys 2 one-stage rockets for 6MB, 2 orbital satellites for 2MB, and a second launch facility for 30MB.

Romulus Project buys the One Person Capsule program for 18MB and an Astronaut Training Program for 18MB (astronaut Quirinus).

JOE buys the One Person Capsule program for 18MB.

Conduct Research

Cain Program 1: 8 dice (1, 1, 3, 4, 4, 5, 5, 6) +29% - 8% = 21%. 8MB spent. A: 8 dice (1, 1, 2, 4, 4, 4, 5, 6) +27% - 8% = +19%. 16MB spent.

Republic of Texas 1: 8 dice (1, 2, 4, 4, 5, 5, 5, 6) = +32% to Max R&D. 8MB spent. A: 8 dice (1, 2, 2, 3, 3, 6, 6, 6) = +29%. 16MB spent.

Romulus Project 1: 6 dice (2, 2, 2, 3, 4, 4) = +17%. 6MB spent. A: 8 dice (1, 1, 1, 1, 3, 3, 4, 6) = +20%. 16MB spent. a: 5 dice (1, 1, 1, 6, 6) = +15%. 5MB spent.

JOE 1: 8 dice (2, 3, 3, 3, 4, 4, 6, 6) = +31% to Max R&D. 8MB spent. A: 8 dice (1, 2, 2, 2, 3, 3, 5, 5) = +23%. 16MB spent. a: (2, 2, 2, 4, 4, 5, 5, 5) = +29%. 8MB spent.

Declare Future Missions

Cain Project declares 2 launches, **Republic of Texas** declares 2 launches, **Romulus Project** declares one launch, and **JOE** declares no launches.

Your mission(s) is(are):

Missions

No rushing. Launch order is: Romulus Project, Republic of Texas.

Romulus Project launches an Orbital Satellite. Liftoff (05%<57%), Earth Orbital Burn (21%<76%), Earth Orbital Activities (80%>76%). Mission failure. +1% to 1 and A, -3MB to budget.

Republic of Texas launches an Orbital Satellite. Liftoff (46%<65%), Earth Orbital Burn (72%<95%), Earth Orbital Activities (06%<95%). Mission success! +1% to 1 and A, +16MB to budget.

Players

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1957 Budget	67	63	58	67
Cash	10	0	6	6
Launch Facilities	2	1	1	2
Astronauts		1		

Astronauts: Romulus Project: Quirinus (0%)

Programs and Hardware

Cain Program: Orbital Satellite (1): 4/88%, One Stage Rocket (A): 4/57%

Romulus Project: Orbital Satellite (1): 2/77%, One Stage Rocket (A): 6/58%, One Person Capsule (a): 1/25%

JOE: Orbital Satellite (1): 1/95%, One Stage Rocket (A): 1/61%, One Person Capsule (a): 1/39%

Republic of Texas: Orbital Satellite (1): 2/96%, One Stage Rocket (A): 2/66%

1958

Draw Event Cards

Andy York: R&D Bonus: +1% to each R&D die rolled this year. -2MB to budget.

Dennis Cain: Espionage. May increase the safety factor of one program to that of the same program in another country (you select the country and program). +7MB to budget.

Bill Scharf: Military Support: Gain 3 astronauts with 20% experience. +7MB to budget.

Cary Nichols: Espionage. May increase the safety factor of one program to that of the same program in another country (you select the country and program). +15MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1958 Budget	65	29	63	81
Cash	11	0	4	11
1959 Budget	72	44	70	79

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. How long did it take for the Grand Canyon to form?

A1. The erosion that shaped the Grand Canyon has occurred over in the past five to six million years.

Cary Nichols and Andy Lewis each receive 1 point.

Q2. How many asteroids are observed each day?

A2. Some 15,000 asteroid observations are recorded each day.

Tom Howell receives 2 points.

Q3. How many known chemical elements are currently unnamed?

A3 Four. Elements 111, 112, 114 and 116 were all discovered within the past 10 years and have not yet been given permanent names. (A fifth element, number 118, was claimed to be discovered, but there is some question about the discovery.)

Paul Bolduc receives 2 points.

Q4. What has China Southern Airlines promised to the scientist who develops a SARS vaccine?

A4. China Southern Airlines announced that any scientist who discovers a vaccine for SARS will earn the honorary title of "China Southern Airlines Most Respected Passenger" and will receive free flights on the airline for the rest of his or her life.

Cary Nichols, Tom Howell, Brendan Whyte, Andy York, Steve Koehler, and Andy Lewis each receive ½ point.

Q5. How big is the largest known bacterium on earth?

A5. The Thiomargarita namibiensis bacterium, discovered in recent years off the coast of Africa, can grow up to three quarters of a millimeter in diameter. About the size of a period, the bacterium is 100 times larger than the previous record-holder.

Tom Howell and Andy Lewis each receive 1 point.

Current Scores

Chris Geggus	92	Andy York	88½	Caleb Cousins	71
Joe Carl	70	Paul Bolduc	70	Bill Scharf	65
Dennis Cain	62	Andy Lewis	60	Brendan Whyte	59
Steve Koehler	41½	Bob Robles	40½	Ward Narhi	35½
Tom Howell	32	Kevin Wilson	24½	Cary Nichols	18
Brad Martin	16	Sean Cousins	7	Scott Hutchens	6½

Tom Howell, Paul Bolduc, and Andy Lewis each receive one free issue.

Pedagogy

In past columns, I have talked a number of times about dark matter. The consensus within the scientific community is that it does indeed exist, and that it has not yet been directly detected. In this column, I will talk about a number of efforts to directly detect one potential type of dark matter.

First, though, a review of the universe. Current observations of the universe give compelling evidence that the universe is not curved in a higher dimension. Euclidean geometry holds throughout space. This means that space is infinite in extent, and barring the acceleration effects of dark energy, would stop expanding after an infinite time has passed. Based on this, and on our observations of the universe, we can determine that normal baryonic matter (that is, matter composed of protons, neutrons, and electrons – like everything with which we are familiar) comprises no more than 5% of the matter and energy in the universe. The photons released during the recombination phase of the universe, which we see today as the microwave background radiation, comprises another 0.005%. Neutrinos compose another 0.3%. That leaves approximately 25% of the mass-energy of the universe to be composed of dark matter, and 70% as dark energy.

There are two leading candidates for dark matter – axions and neutralinos. Both arise out of theories of physics that were intended to address other problems in physics. Axions were postulated as a result of some obscure symmetry breaking associated with the strong nuclear force – I don't understand many of the details. Axions would be incredibly light particles; far lighter than even a neutrino, but there would be a tremendous number of them. However, due to their extremely low mass, they would be impossible to detect using today's technology. That leaves us with neutralinos.

Neutralinos are a result of supersymmetry – an effort to build a quantum theory of gravity. Supersymmetry postulates that for each known particle, there is a supersymmetric counterpart. The neutralino is the amalgam of the counterparts for the photon and neutrino (which for obscure reasons, would be impossible to tell apart). All so-called “superpartners” would be much heavier than their normal counterparts. The neutralino would be the lightest of these, and also the only one that would be stable. Heavier superpartners would decay into lighter superpartners; the lightest would then have nothing to decay into, and would thus be stable. Neutralinos would be about 100 times heavier than a proton – a true monster in particle physics terms.

While most of us, if we think about it at all, think of dark matter as being “out there”, the fact of the matter is that it is all around us. Dark matter particles orbit around the center of the galaxy just like we do. The difference is that since they are unable to lose energy except through gravitational interaction, they cannot condense into small objects like stars and planets. So a constant rain of dark matter particles would pass through the Earth, only occasionally interacting with particles here. In fact, neutralinos would interact only through gravity and the weak nuclear force – the two weakest forces. But the fact is that they would interact. Calculations based on theory indicate that in any kilogram of matter, an

interaction would occur between once every 10 days to once every 10,000 days on average. Detectors currently exist that would allow us to detect events at the more frequent end of that range.

There is a problem, however. A neutralino hitting an atomic nucleus would look very similar to a natural radioactive decay. And such decays would happen 100,000 times more frequently. It is very difficult to pick so small a signal out of so much noise. One way of distinguishing the signal is to understand that we are moving. The Sun orbits the center of the galaxy at a speed of 220 kilometers per second. Earth further orbits the Sun at a speed of about 30 kilometers per second. Given that we are moving through the cloud of dark matter, it would stand to reason that we would detect more events if we were moving faster. So, one way of distinguishing signal from noise is to see if we have more events detected when the Earth is moving in the same direction as the Sun. During summer in the Northern Hemisphere, the Earth is in the part of its orbit that moves in the same direction as the Sun's direction around the galaxy. Thus, our speed relative to the dark matter particles is about 235 kilometers per second. During northern winter, we are traveling in the opposite direction, so our speed with respect to the dark matter is only 205 kilometers per second. So, any dark matter detector would detect a seasonal variation that would not be present in natural radioactive decay.

With all this being said, how would a detector work? Detectors are based on two primary techniques: cryogenics and scintillation.

When a neutralino hits a nucleus, it imparts energy to that nucleus. The nucleus recoils and plows into surrounding nuclei, heating them up. They cryogenic detector is set up to detect this heat. Cryogenic detectors operate at an incredibly low temperature: a mere 25 millionths of a degree above absolute zero. Individual detectors are only a few grams in matter, but many of them can be stacked together to provide many kilograms of detector, thus boosting signal. There are four major detection projects based around this technology: ROSEBUD in Canfranc, Spain, Edelweiss in Frejus, France, CDMS II in Soudan, Minnesota, US, and CRESST II in Gran Sasso, Italy.

Another consequence of a neutralino impact is that electrons are stripped from the impacted nucleus, as well as the nuclei it hits. These electrons are recaptured fairly quickly, but in some materials, the process of recapture produces light, called scintillation light. Most scintillation detectors use xenon liquid or gas. The advantages are that xenon has no long-lived radioisotopes and is easily available in the atmosphere. Detectors that use gaseous xenon also indicate the direction in which the recoil occurred, thus allowing the impacting particle to be traced to some extent. Four major projects use scintillation detectors: UKDMC in Boulby, U.K., DAMA in Gran Sasso, Italy, ZEPLIN I in Boulby, U.K., and ZEPLIN II in Boulby, U.K.

Next time, I will discuss the solar neutrino problem, and how it may have been solved.



Addresses

Dave Anderson 20832 Tuck Rd., Site 32 Farmington Hills, MI 48336 (248) 473-7482 andersond4@michigan.gov	Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 fax (217) 224-8393 dbears@adams.net	Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net (360) 928-9698	Lee McConnell 2023 Stancrest Rd. Dublin, OH 43016-9546 blackhawk@netwalk.com	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428 bear-hugs@sbcglobal.net
John Biehl 8809 Delwood Dr. Delta, B.C., Canada V4C 4A1 jrb@dccnet.com	Joe Carl 302 38 th St. NW Canton, OH 44709 Jcarl@neo.rr.com	Scott Hutchens zenus@bellatlantic.net	Ward Narhi 521 Moreley Akron, OH 44320 ward.narhi@santoprene.com (330) 835-4013	Mike Scott 16603 Colonial Dr. Fontana, CA 92336 mikesmag2@juno.com (909) 357-6030
John Boardman 234 E. 16 th St. Brooklyn, NY 11226-5302	Forest Cole 11210 Montverde Ln Houston, TX 7099 simply4est@yahoo.com Simply4est@aol.com	Mathews, NC 28105 sdk@Prodigy.net (704) 544-2849	Cary Nichols 756532-938 South FM1673 Snyder, TX 79549-8812	Brendan Whyte Geography Department University of Melbourne Parkville 3052, Australia bwhyte@unimelb.edu.au
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568 caleb_cousins@umit.maine.edu	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 Alewis161@hom.com (302) 644-1984	Dave Partridge 15 Woodland Drive Brookline NH, 03033 rebhuhn@rocketmail.com	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
Eric Brosius 53 Bird St. Needham, MA 02492ebrosius@attbi.com	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK Chris@geggus99.freeserve.co.uk	Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215 Mlowrey@infionline.net (704) 569-4269	Phil Reynolds 2896 Oak St. Sarasota, FL 34237 preynoalt@yahoo.com	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 wandrew@compuserve.com
Tom Butcher 674 Roanoke Ave. Coyahoga Falls, OH 44221-1242 ChikakoB@msn.net	Pasquale Giovine Via Osanna N.2/e I-89127 Reggio Calabria, Italia giovine@unirc.it	Brad Martin 2/14 Joseph Street Maylands 6051 Western Australia Australia Westfront@hotmail.com	Jerry Roalstad Gerald.roalstad@mndulu.an.g.af.mil Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 Rlrobles5@cs.com (510) 254-6354	

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

Dave Partridge for Mordor in Warg