

Notes from Hades

First of all, I would like to wish everyone the best of holidays. We are particularly looking forward to this one. This will be the first one where Scott and Erik are really aware of what is going on. They are already having a lot of fun with the tree and looking at the lights and the packages. I'm sure it will be great fun for them to open their packages on Christmas morning. I will probably be almost as much fun for us to watch them.

This issue is a bit later than usual, and there are a couple of reasons why. Ever since the boys have been born, I've been more limited in the time I can spend on the zine. Typically, I only work on the zine after the boys have gone to bed for the night or when they are taking their nap. When I was working in Burbank, I was also able to do some work on the train going to and from work. Since late September, however, I have been working much closer to home – with about a half hour commute each way. I've been working longer hours on this job, but since the commute is so much shorter, I can work a 10 hour day and still leave home later and return earlier than when I was working an 8 hour day in Burbank. Recently, though, the days have been 11 or 12 hours long and I've had to do some work on weekends. It means a bigger paycheck, but it does cut into the amount of time I can work on the zine.

There was another episode that also contributed to the delay, and it was definitely the most frightening thing that has ever happened to me. It was the Sunday after the deadline, and Scott was sick. He had been throwing up and had been running a significant fever earlier in the day. He spent most of the afternoon cuddled up with Celeste, and while he was obviously still not feeling well, he did seem to be perking up some. We had just sat down to dinner, and Scott was in his high chair when suddenly his eyes rolled up into his head and he started convulsing. Celeste immediately rushed to him and I grabbed the phone and dialed 911. The paramedics got there within 5 minutes, but it felt like an eternity. They immediately had us strip him down, and the moment we got his pants off, he went limp. We spent the next 6 ½ hours in the hospital emergency room. It turns out that he had a febrile seizure. This happens in about 7% of children when their temperature starts to rise rapidly. It isn't so much how high their temperature gets, but how quickly it rises. There is no lasting damage (except perhaps to the psyches of the parents), but they do have a susceptibility for more of these in the future and they typically grow out of it by the time they're five. So, fortunately, he's fine now. Still recovering from whatever virus he contracted, but he's much more his usual self.

The next deadline is **Tuesday, January 20 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. Also, if you want to fax in orders, call first. We hang up on unannounced faxes.

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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.

Dog Chow. Age of Renaissance. Have Bob Robles, Cary Nichols, Caleb Cousins, and Steve Koehler, need up to 2 more.

Wish List

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:

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

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

Chris Geggus

Hope all is well. How's the snow? I bet the boys are looking forward to Christmas - presents, decorations and a Santa that look just like dad!

Bob Robles

One book read: So Far from God: The U.S. War With Mexico, 1846-1848 by John S. D. Eisenhower. A thorough but reasonably brief history of the US war with Mexico. What I enjoy learning from US history are the mistakes our government makes time and again. A part of US history with enormous ramifications which echo to this day.

Off the Leash

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Miller Number 2001Fpw10
Spring 1461
Deadline for Summer 1461: 1/20 Tuesday**

Florence lashes out at Venice and Naples, helping France dish a double setback to Venice. Naples advances to the French Riviera and eyes the Balkan coast. Austria looks to once again lose Tyrolea to France.

Buils

		Cost
Austria	Maintains A Trent, A Slavonia	6
Florence	Maintains all, builds A Florence, A Arezzo	15
France	Maintains all, builds A Swiss, A Avignon	27
Naples	Maintains all, builds A Naples, F Bari	30
Venice	Maintains A Bologna, A Mantua, A Verona, A Friuli, A Carniola, F Croatia, F Upper Adriatic, F Durazzo	24

Outstanding Debt

Fall 1461: 9 ducats due from Venice.

Orders

AUSTRIA <input type="checkbox"/>	<u>A TRENT to Verona, A SLAVONIA to Croatia</u>
FLORENCE <input type="checkbox"/>	<u>A MODENA supports A Florence to Bologna (cut), A LUCCA supports A Florence to Bologna, A Perugia to ROME, A Florence to BOLOGNA, A Arezzo to URBINO</u>
FRANCE <input type="checkbox"/>	<u>A GENOA to Modena, A FORTNOVA to PARMA, A CREMONA supports A Bergamo to Mantua, A MILAN supports A SWISS to Tyrolea, A Bergamo to MANTUA, A SWISS to TYROLEA, A Avignon to TURIN, F Sardinia to LIGURIAN SEA, A Gulf of Lions supports F Corsica to Ligurian Sea (cut, DISLODGED, retreat Corsica, Provence, Marseilles, Avignon, OTB)</u>
NAPLES <input type="checkbox"/>	<u>A NAPLES hold, A Spoleto to CAPUA, A ANCONA hold, F SARDINIA supports F Western Mediterranean to Gulf of Lions, F Gulf of Naples to TYRRHENIAN SEA, F Bari to AQUILA, F Otranto to IONIAN SEA, F LOWER ADRIATIC supports F Otranto to Ionian Sea, F Western Mediterranean to GULF OF LIONS</u>
VENICE <input type="checkbox"/>	<u>A Bologna supports A Mantua (cut, DISLODGED, retreat Lucca, Ferrara, garrison, OTB), A Mantua supports Florence A Modena (cut, DISLODGED, retreat Ferrara, garrison, OTB), A VERONA supports A Mantua (cut), A FRIULI to Carniola, A CARNIOLA to Croatia, F Croatia to UPPER ADRIATIC, F Upper Adriatic to DALMATIA, F DURAZZO holds (u)</u>

Your treasury:

Spring 1461 Famine Losses

If Venice A Bologna retreats to Lucca or French F Gulf of Lions retreats to Marseilles, they are destroyed by Famine.

Summer 1461 Plague

Good year: No plague!

Press

Austria – France: Venice is right about one thing. MY home territory is my home territory. Now we can be friends again. As my friend, I hope you loaned

me enough money to keep my units. I'd hate to have to give Venice my centers just because you were too cheap to support an ally who has fallen on hard times....

Austria – Florence: Hold on my friend, I have a cunning plan...

Austria – Naples: You're getting high up my boot to be allowed to live. I'm coming south to kill you.

Austria – Venice: I have tricked France into thinking I stabbed him. Now he will split his forces to attack you AND me, and you will be able to stab upwards into his soft vulnerable underbelly.

France – Austria: Obviously I didn't give you ducats, and if you continue to attack me, I shall attack you and not the winning Venice (14 cities): I cannot combat all. On the contrary I shall leave Tyrolea to you and support you where you ask (Verona? Carin? Trent?).

France – Florence: You propose alliance to me and to Venice? You should decide if to do the second to the winning Venice (14 cities) or to prove with me to change the game in our favor. I shall do defending moves until I shall understand your intentions.

France – Naples: Well, I hope that you continue in Adriatic and land in old Turkish provinces. Our actual borders are good for me, provided that you help me against the winning Venice (14 cities). On the contrary, if you continue to attack me, I shall attack you and not the winning Venice: I cannot combat all.

Naples – Austria: Go get him, however I wonder if you have made up your mind as to which 'him' you are going after.

Naples – Florence: As Promised, Pat & Per are yours.

Naples – France: Now that wasn't nice, sending your F to try to take Sar! Naughty, Naughty. But No Harm, No Foul?

Naples – Naples: I too am glad to see you are back. My moves were sort of self-preservation, in case we had a new guy. I hope you don't feel threatened; I am just taking some precautions.... EXCEPT; I do take affront at you wanting my ARMY in ANC to go away... it will continue to hold, believe me. I won't open up the north for anything.

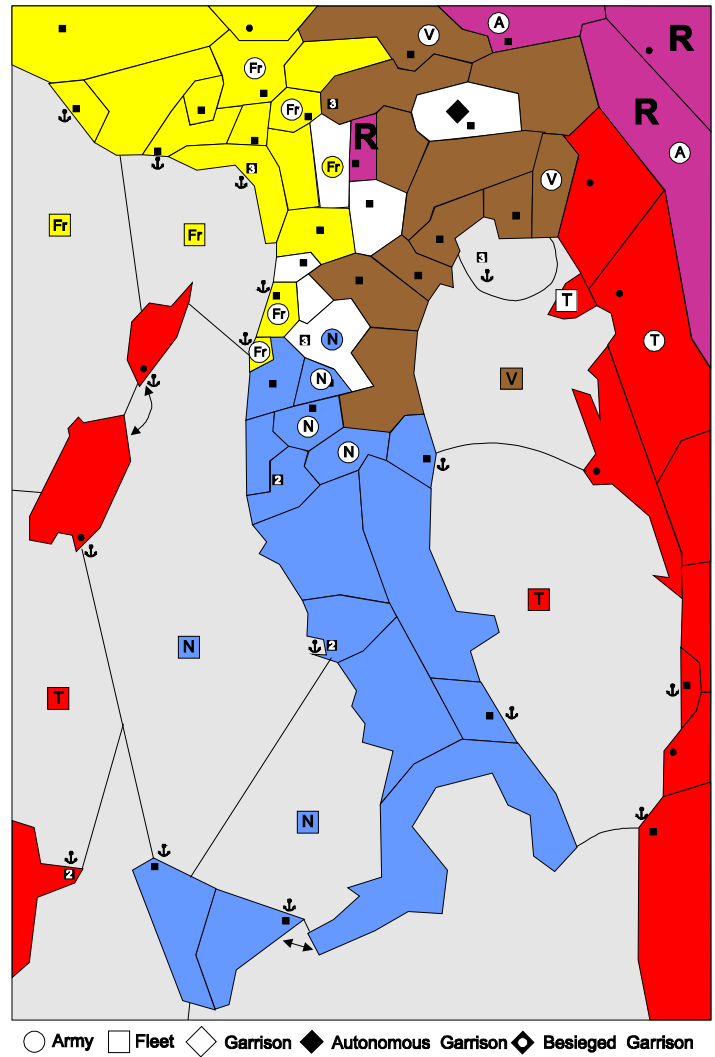
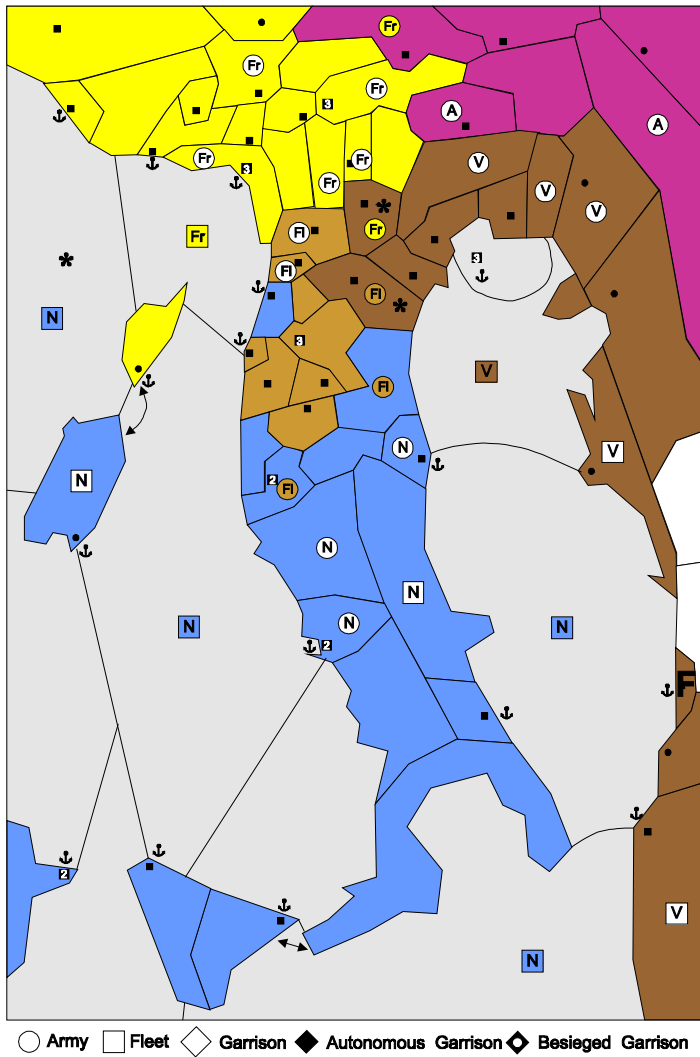
Venice – All: Note I lost Cremona and Genoa this turn. France gets the income for them. He also gets the variable for Milan, the variable for France, and the variable for Genoa. He is rich, my friends. No loans, no enemies except Venice who is losing to him. We need to stop him now. I will support anyone against him and make no gains myself. Meanwhile, he makes gains at the cost of his ally, Austria.

Venice – Florence: Hope you are still on board with me. I hope you built a fleet in Pisa.

Venice – Naples: A fleet in LAS? What's up with that? Suggest you start trying to control the Med. You have the fleet superiority. If you need anything please advise.

Off the Leash

Wild Dog



Wild Dog

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

Miller Number 2002Fpw10

Spring 1458

Deadline for Summer 1458 1/20, Tuesday

Venice takes a risky gamble that backfires, allowing Austria a new lease on life. France creeps eastward and Naples northward while the Turks seek to surround the Upper Adriatic.

Fall 1457 Retreats

Austria retreats A Tyrolea into garrison. Austria gains one ducat and Venice loses one ducat.

Builds

		Cost
Austria	Maintain A Austria, A Slavonia	6
France	Maintains all, builds A Marseilles, A Avignon	24
Naples	Maintains all, no new builds	18
Turks	Maintains all, builds F Durazzo	15
Venice	Maintain A Tyrolea, A Milan, A Verona, F Upper Adriatic	12

Expenditures

Naples spends 3 ducats to relieve the Famine in Perugia

Venice spends 18 ducats to buy Austrian A Austria (fails because Venice only has 17 ducats available).

Outstanding Debt

None

Orders

- AUSTRIA (Wilson): A AUSTRIA supports A Slavonia (cut), A SLAVONIA supports A Austria
- FRANCE (Partridge): A Marseilles to LUCCA, A Avignon to TURIN, A Como to PAVIA, A FornoVA to PARMA, A PIOMBINO holds, A PISA to FLORENCE, F GULF OF LIONS transports A Marseilles to LUCCA, F LIGURIAN SEA transports A Marseilles to LUCCA
- NAPLES (Scharf): A Sienna to FLORENCE, A AREZZO supports A Sienna to Florence, A Ancona to SPOLETO, A PERUGIA supports A Ancona to Spoleto, F TYRRHENIAN SEA holds, F GULF OF NAPLES supports F Tyrrhenian Sea
- TURKS (Narhi): A Carniola to CROATIA, F ISTRIA supports A Carniola to Croatia, F Lower Adriatic to DALMATIA, F Durazzo to LOWER ADRIATIC, F WESTERN MEDITERRANEAN holds

VENICE (Whyte): A TYROLEA to Austria, A Milan to CARINTHIA, A Verona to FRIULI, F UPPER ADRIATIC to Croatia

Your treasury:

Summer 1457 Plague

Poor year –Row only. Salerno, Verona, Dalmatia (Turkish F destroyed), Lucca (French A and Autonomous Garrison destroyed), Bologna, Carinthia (Venetian A destroyed), Provence

Press

Austria – France and Turks: Help!! Kill the Venetian! Kill the Venetian!!

Naples – France: Keep an eye on Venice...Austria is a good example of how trustworthy an ally Venice is...I prefer allies that show some compunction against stabbing...how about joining Turkey and myself while we take Mr. Personality down? I wouldn't have a problem with moving our fleets onto our coasts and "disbanding" them eventually...a stab with a one fleet wouldn't be

terribly effective...and we can make better use of our resources against you know who...think about it...

Turks – France: I am very pleased with our arrangement. Let's keep up the good will towards each other.

Turks – Naples: We both prosper by our alliance. Count me in.

Venice – Austria: You're gonna get yours, boy.

Venice – France: Cover me, I'm going in. But after that I want a word with you about recent events in the Florentine area. ...

Venice – GM: I too have a question. What does Naples have against jerks? If he keeps wearing a turkish chain, I'm gonna keep jerking it.

Venice – Naples: Good moves. Now he's still thinking you're his ally, so it's time to build fleets in the south and bite into his blue, naked, soft, prepubescent flesh... mmmm. He'll never know what hit him.

Venice – Turks: What? I thought I'd whopped you into submission. Don't make me come down there...

Shepherd

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory
Miller Number 2003Epw10
Summer 1455
Deadline for Fall 1455 1/20, Tuesday**

The Turks are on the ropes as Naples and Venice occupy all of his home cities. France makes a financial miscalculation and Florence and Milan continue to acquire neutrals.

Spring 1455 Retreats

Turks retreat F Durazzo to Ionian Sea

Expenditures

France borrows 18 ducats from the moneylenders for 2 years (27 ducats due Summer 1457) and buys Venice A Trent for 18 ducats (fails, no unit or controlled province adjacent).

Milan spends 3 ducats to counterbribe A Genoa.

Naples borrows 12 ducats from the moneylenders for 2 years (18 ducats due Summer 1457) and spends 15 ducats to disband Turkish F Tunis.

Venice spends 3 ducats to counterbribe F Lower Adriatic

Outstanding Debt

Summer 1456: 18 ducats due from Florence

Fall 1456: 36 ducats due from Venice

Spring 1457: 36 ducats due from Milan

Summer 1457: 27 ducats due from France, 18 ducats due from Naples

Orders

FLORENCE (McConnell): A Arezzo to Urbino, A BOLOGNA to Modena, A Lucca besieges, A SIENNA besieges

FRANCE (Scott): A Avignon to TURIN, A Corsica to PROVENCE, F GULF OF LIONS transports A Corsica to Provence, F Tyrrhenian Sea to LIGURIAN SEA

MILAN (Biehl): A GENOA to Modena, A MONTFERRAT to Genoa, A Turin to SAVOY

NAPLES (Cole): A ANCONA holds, A BARI holds, F ROME holds, F Central Mediterranean to TUNIS

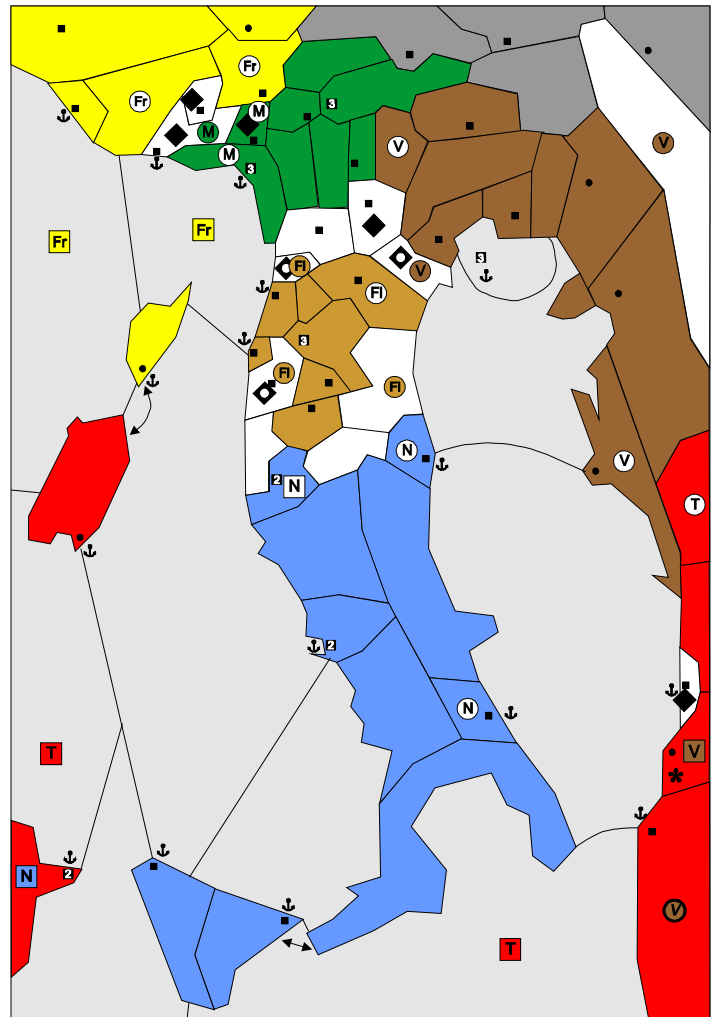
TURKS (Nichols): A BOSNIA to Croatia, A Albania to Herzegovina (DISLOADED, retreat Ragusa, OTB), F Sardinia to WESTERN MEDITERRANEAN, F Tunis to Central Mediterranean (nsu), F IONIAN SEA supports F Tunis to Central Mediterranean (nsu)

VENICE (Giovine): A Trent to BERGAMO, A FERRARA besieges, A SLAVONIA to Croatia, A DALMATIA to Herzegovina, A (EM) DURAZZO supports F Lower Adriatic to Albania, F Lower Adriatic to ALBANIA

Your treasury:

Press

Turks – Naples: Why did you move to the Central Med?
Shepherd



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

Warg

Miller Number 2002Ets33

3019-6-I

Deadline for 3019-6-II 1/20, Tuesday

Saruman formally joins Sauron in Evil, while it appears that Umbar has sided with Good. The Dwarves manage to hold off Mordor's quad-army while the Elves bring theirs into position. Gondor takes Minas Morgul, and Umbar has a strong force on Mordor's southern border.

Builds

Dwarves	Builds A Erebor
Elves	NBR! Plays 1 short
Gondor	Builds A Minas Tirith
Mordor	Removes A Framsburg Gap
Rohan	Builds C Helm's Deep

Orders

DWARVES (Reynolds): A Forochel to FORODWAITH, A CARN DUM holds, A WITHERED HEATH supports A Esgaroth, A EREBOR supports A Esgaroth, Dain leads A ESGAROTH hold, A NORTH RHUN supports A Wilderland to South Rhun, A WILDERLAND to South Rhun

ELVES (Koehler): A DUNLAND supports A Cardolan to Tharbad (cut), A CARDOLAN to Tharbad, A Shire to GRAY HAVENS, A Ettenmoors to Rhuadur merge A Hollin to Rhuadur: 2A Rhuadur, 4A Carrock to NORTHERN MIRKWOOD, F Harlindon to WESTERN SEA, R Andrast to DRUWAITH IAUR, neutralize

GANDALF (Bolduc): R (), Fe (), Gandalf (), Aragorn leads Elvish A DUNLAND supports Elvish A Cardolan to Tharbad (cut)

GONDOR (York): Faramir leads 3A Osgiliath to MINAS MORGUL, A Lamedon to DOL AMROTH, C Dor-en-Ernil to Lamedon to MORTHOND VALE, A MINAS TIRITH holds, F SOUTH ITHILIEN holds

MORDOR (Partridge): Sauron leads A Ered Lithui to ORODRUIN, 2A Nurn divides: A NURN supports A Nurn to Nuriad, A Nurn to NURIAD, A SOUTH RHUN supports A Dagorland (cut), A DAGORLAND supports A South Rhun, A CAER ANDROS supports A Anorien to Minas Tirith, Lord of the Nazgul leads A ANORIENT to Minas Tirith, 2A Minas Morgul divides: A Minas Morgul to Osgiliath, A Minas Morgul supports A Ered Lithui to Orodruin (cut, DISLODGED, retreat Gorgoroth, OTB), 2A CARN DUM holds, Nazgul (), 4A ELVEN KING'S HALL to Esgaroth

ROHAN (Scharf): C Helm's Deep to Westfold to EAST EMNET, C East Emnet to EMYN MUIL to Dagorland, A HELM'S DEEP holds, 2A EASTFOLD to Anorien, Eowyn (), Theoden DUNHARROW holds

SARUMAN (Robles): Saruman (), A ANFALAS holds, A ENEDWAITH to Dunland, A THARBAD supports A Enedwaith to Dunland (cut), A ISENGARD supports A Enedwaith to Dunland

UMBAR (Nichols): A South Gondor boards F Southern Bay, A Khand holds merge A Haradwaith to Khand merge C Poros to Khand: 2AC KHAND, F Forlond to GULF OF LHUN, A/F Southern Bay to SOUTHERN SEA, A disembarks DRUWAITH IAUR, F Southern Sea to SUNDERING SEA

Notes

Saruman declares Evil and joins Mordor on the dark side.

Alignment

Good: Dwarves, Elves, Gandalf, Gondor, Rohan

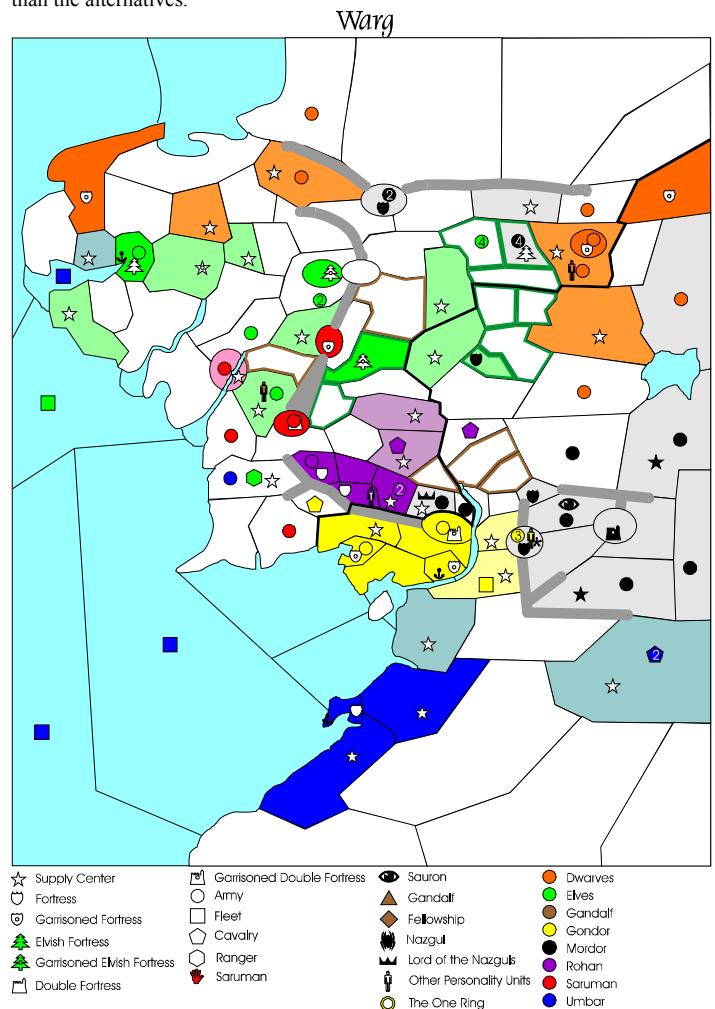
Neutral: Umbar

Evil: Mordor, Saruman

Press

Mordor – Saruman: A third of a loaf is fine too, I'll take the better odds for the smaller piece. Together the three of us have a chance of stemming the tide, alone we'll all sink.

Mordor – Umbar: Come to the dark side my friend and we'll share in the plunder. You'll get the short (and sharp) end of the stick when the pointy eared one wins, which he will if you keep helping the Gandalf Groupies. The old lord is out and the new one is willing to deal, half a loaf for each of us is a lot better than the alternatives.



Pavlov

Turn 7 Combat to Turn 8 Nexus
Turn 8 Nexus due: 1/20 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

Combat

Habbanya Ridge Sietch.

	Fremen	Harkonnens
Weapon	Maula Pistol	Slip-Tip
Defense	Shield	Shield
Spice	3	2
Dial	4	2
Leader	Chani (6)	Feyd-Rautha (6)
Total	10	8

Chani betrays the Fremen! 4 Fremen tokens (1 Fedaykin) and Chani go to the tanks (Harkonnens gain 6 spice). Maula Pistol and Shield are discarded.

Bene Tleilaxu attempt to assassinate Feyd-Rautha. The BT play Ellaca Drug, the Harkonnens play Snooper. Attempt fails, the Ellaca Drug is discarded.

Spice Collection

- Atreides** collect 8 spice (6 OH Gap, 2 Arrakeen)
- Bene Gesserit** collect 6 spice (Wind Pass North)
- Guild** collect 1 spice (Tuek's Sietch)
- Harkonnens** collect 8 spice (6 Funeral Plain, 2 Carthag)

Turn 8

Storm Movement

Storm moves 4 sectors to sector 9. Turn 9 storm movement:

Spice Blow

Worm in OH Gap (4 Atreides tokens destroyed). Nexus occurs! (Second worm appears at discretion of Fremen player).

Press

Harkonnens –

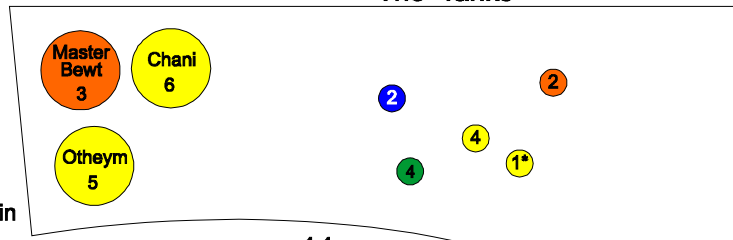
Fremen: Die, you desert dogs, Die! <insert maniacal laughter here>

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), 2 tokens in the Tanks, 2 tokens Polar Sink, 7 tokens Wind Pass North (17), 2 tokens off-planet
- Bene Tleilaxu:** Traps: none
- Emperor:** 8 tokens (2 Elite Sadaukar) False Wall South (4), 12 tokens (3 Elite Sadaukar) Pasty Mesa (6)
- Fremen:** 14 tokens (2 Fedaykin) Sietch Tabr, 1 token Cielago South (2), 5 tokens (1 Fedaykin), Chani, and Othym in the tanks
- Guild:** 18 tokens Tuek's Sietch, 2 tokens and Master Bewt in the tanks
- Harkonnens:** 8 tokens Carthag, 5 tokens Funeral Plain, 2 tokens Habbanya

Ridge Sietch, 5 tokens off-planet

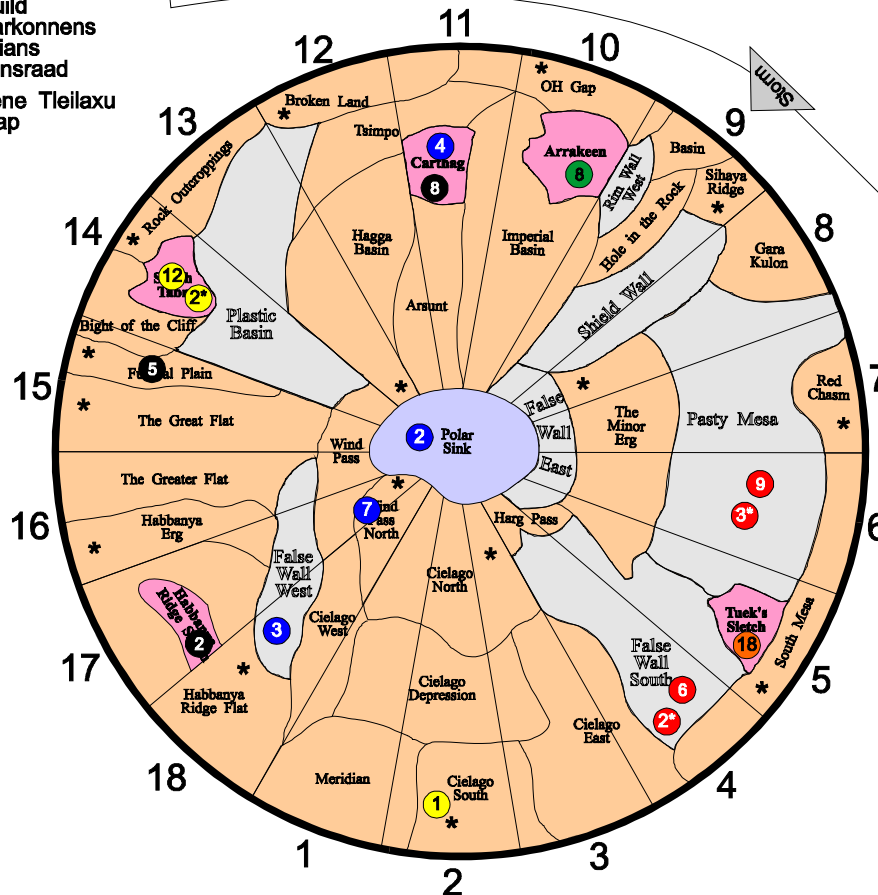
The Tanks



Your Spice: _____
Your Intrigue cards: _____

Key

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



Your traitor(s): _____

Dogface**Epoch VI Empire Selection****Epoch VI Timurid Emirates, Incas & Aztecs, Ottoman Turks due: 1/20 Tuesday****Dogs and Dieties** keeps

APA gives to the Legacy Project.

Royal Manticoran Historical Society keeps**The Legacy Project** gives to Common Cause**Common Cause** gives to APA.**Arachnids** keep

The MING DYNASTY is absent.

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 CardsEpoch VI Empire

Your Event Cards are: _____

Wolfbane**Turn 15****Turn 16 due: 1/20 Tuesday**Commander Actions

2114 Corporation opens the bidding on Space Station for 120 and Discovery Projects gets it for 128 (Wa4, Wa6, Wa7, Ti8, Wa9, Ti8, Ti11, Ti13, Ti13, Mi16, Mi20). Opens the bidding on the second Space Station for 120 and gets it (Or1, Wa4, Wa5, Wa5, Wa9, Wa9, Re16, Mi17, Mi19, OM35). Buys a population factor (Re11)

Minas Ithil passes

Planets 'R Us opens the bidding on a Planetary Cruiser at 160 and OCEAN gets it for 161 (Or5, MWa, Ti7, Ti7, Ti8, Ti9, Ti11, Ti12, Mi15, Mi17, Mi20, Mi20).

Opens the bidding on a second Planetary Cruiser at 160 and gets it (Wa8, Wa9, MWa, Ti13, Re9, Re12, Re12, Re12, Re13, Re13, Re14, Re15). Buys a population factor (Wa8)

OCEAN buys a population factor (Ti12)**Discovery Project** buys a population factor (Or1, Or4)**Barbertown** buys two titanium factories (Wa7, Wa8, Ti10, Ti10, Ti12, Ti13) and two robots (Or5, Wa6, Ti9)

HBDC buys 2 research factories (Wa5, Wa6, Wa6, Re12, Re15, Re16) and one robot (Wa5, Wa5). Moves a population factor from an ore factory to man the other research factory.

Dogs in Space buys a research factory (Ti9, Ti10, Ti11) and moves a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Planets 'R Us	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF, ReF	No, DL, Ec, La, Ou, 2Sc, PC	54
2	2114 Corporation	Dennis Cain	OrF, OrF, WaF, <i>WaF, WaF, WaF, WaF, WaF, ReF, ReF, ReF</i>	No, DL, 2OL, 2La, Ro, SS, SS	53
3	OCEAN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF	No, HE, Ro, 2OL, Ou, PC	51
4	Discovery Project	Cary Nichols	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	2Wa, No, HE, Ec, Ou, OL, SS	43
5	Minas Ithil	Bill Scharf	<i>OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF</i>	HE, 2Wa, Ro, Ou, PC	41
6	Bartertown	Andy York	<i>OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF</i>	HE, No, Ro, 2Ec	36
7	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF, ReF, ReF	2DL, Wa, Ro, La, 3Sc	29
8	Dogs in Space	Andy Lewis	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, ReF, ReF	DL, HE, La, Ou	25

Available Upgrades

Income

New Arrivals: Space Station, Ecoplants, Planetary Cruiser, Space Station

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

2114 Corporation, OCEAN, and Planets 'R Us take MegaWater cards, Minas Ithil takes a MegaTitanium card. Bartertown discards Or1, Or2, Wa6.

Guard Dog

Turn 4 Funeral Commission through Parade Phase

Turn 5 Cure Phase through Health Phase due: 1/20 Tuesday

Funeral Commission

Acting Foreign Minister Strychnin nominates Lech Schukrotoff as the new Party Chief. Strychnin votes yes, Goferbok, Eatstumuch, and Purgemoff all vote no. Strychnin then nominates Mikail Goferbok. All vote yes. Mikail Goferbok is now the new Party Chief. Strychnin ages to 63.

Replacement Phase

Goferbok moves Niewitko to Economy Minister, Strychnin to Sport Minister, and Purgemoff to Ideology Minister. MLI plays Downing of Airliner (28), preventing the Party Chief from moving Strychnin from Ideology Minister, thus canceling all moves. He then promotes Purgemoff to Defense Minister, Eatstumuch to KGB Head, Eduard Boremtodev (K) to Economy Minister, and Wassily Protzky (U) to Industry Minister. Goferbok ages to 85. G and H rise by age to become Candidates.

Rehabilitation Phase

None. E, R, Q, and J continue their "re-education."

Parade Phase

Alexei Goferbok attempts to wave (dr = 8) and fails. Ages to 87.

Politburo

Office	Politician	Condition	Influence
Party Chief	Alexei Goferbok (C)	87, ++	1 (TCC)
KGB Head	Sergei Eatstumuch (M) ¹	65, ++	6 (TCC), 3 (MLI), 5 (UNCLE)
Foreign	Lech Schukrotoff (B)	76, +, ?	1 (HLS), 2 (LVC)
Defense	Andrej Purgemoff (F)	72, +, strong	1 (TCC)
Ideology	Mikail Strychnin (T)	63, ?, strong	10+ (MLI)

Office	Politician	Condition	Influence
Industry	Wassily Protzky (U)	56	
Economy	Eduard Boremtodev (K)	66	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:** G, H, O, P (63), Z
People: 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 Cards

Undeclared Influence

Dogged

Turn 8, Phases IV-VI and Turn 9, Phases I-III
Turn 9 Phases IV-VI and Turn 10 Phases I-III due: 12/9 Tuesday
Turn 8

Construction and Operation

Red (Scharf) operates claims #85 (\$30, 1 coal) and #51 (\$30, depletes). Delivers 3 coal to Pueblo for \$240. Gains \$130 in passenger revenue. Hires an additional Surveyor for \$400.

Green (Nichols) does not operate or deliver.

Orange (Narhi) operates claims #109 (\$20, depletes), #116 (\$30, 2 lumber), and #107 (\$50, 3 copper). Delivers 1 copper to El Paso for \$280. Gains \$60 in passenger revenue. Buys a 24 power train for \$200

Blue (Bolduc) operates claims #130 (\$80, 1 copper), #34 (\$40, 1 silver), and #72 (\$30, 3 coal). Delivers 5 copper to Salt Lake City from Bingham for \$1400. Gains \$20 in passenger revenue.

Purple (Carl) operates claim #129 (\$40, 1 copper). Gains \$390 in passenger revenues.

Determine Price Changes

Gold: +1 to \$250

Copper: -3 to \$200

Silver: +2 to \$240

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+2 to \$80	+2 to \$240	Remains at \$200	+1 to \$160	+2 to \$100
Coal:	+2 to \$100	+1 to \$80	-2 to \$60	Remains at \$120	Remains at \$140

Turn 9Move Prospectors and Surveyors

Red (Scharf) surveys Delta to Grand Junction, no prospecting.

Green (Nichols) surveys Buena Vista to Salida and Pueblo to Walsenburg. Prospects Passenger line #1.

Orange (Narhi) surveys Lamy to Santa Fe and Butte Junction to Hillsboro, prospects #103.

Blue (Bolduc) surveys Grand Junction to Delta and Grand Junction to Rifle. Prospects Passenger line #16.

Purple (Carl) surveys Santa Fe to Moriarty and Glenwood Springs to Rifle. Prospects passenger line #7 and claim #44.

Dispute Resolution

Red and Blue have a dispute over claim the Delta to Grand Junction line. Red: 8+1, Blue: 6. Red wins. Red pays \$100, Green pays \$245, Orange pays \$280, Blue pays \$605, and Purple pays \$520.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$1260	9, 15		P+1, S+2, S
Cary Nichols	Green	Denver	\$390	9, 15		P+2, S, S
Ward Narhi	Orange	El Paso	\$485	9, 24		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$1405	9, 24		P+1, S, S
Joe Carl	Purple	Pueblo	\$940	9, 15, 24, 24		P, P+1, S, S

Purchased Claims

#	City	Owner	Type	Goods	Operation
85	Canon City	Red	Coal	11	\$30
48	Ouray	Red	Silver	4	Depleted
51	Silverton	Red	Silver	1	Depleted
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	Depleted
116	Pinos Altos	Orange	Lumber	10	\$30
107	Santa Rita	Orange	Copper	5	\$50
103	Hillsboro	Orange	Silver	N	\$30
30	Georgetown	Blue	Gold	4	\$30
130	Bingham	Blue	Copper	0	\$80
34	Heber City	Blue	Silver	5	\$40
72	Emery	Blue	Coal	3	\$30
129	Dillon	Purple	Copper	1	\$40
44	Leadville	Purple	Silver	N	\$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
1	A	Denver – Boulder	\$20	Green	
4	A	El Paso – Deming	\$60	Orange	
2	A	Salt Lake City – Provo	\$20	Blue	
16	B	Salt Lake City – Grand Jct.	\$250	Blue	Discard when 22 is taken. Good for \$250 toward card 22
8	A	Denver – Leadville	\$260	Purple	Discard after 3 more Leadville depletions
10	B	Denver – Aspen	\$130	Purple	
7	A	Pueblo – Santa Fe	\$120	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
47	Ouray	Silver	\$100	\$40
60	Pagosa Springs	Lumber	\$40	\$20

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 20 is taken. Good for \$270 toward card 22
21	C	Salt Lake City – Colorado Springs	\$600	\$930	
9	B	Denver – Leadville	\$120	\$230	
14	B	El Paso – Albuquerque	\$220	\$405	

#	Type	Route	Payoff	Cost	Notes
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	4	\$200
42	8	\$320

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80
Die +4	5	140

Notes

There appears to be a couple of misunderstandings regarding the rules. First of all, passenger lines. Passenger lines must be prospected just like claims. Additionally, you cannot prospect one until you have a complete line between both endpoints. Finally, trains. You cannot sell back a train unless it is to get credit toward a different train.

Junk Yard Dog

Turn 3b

Turn 4a due: 1/20 Tuesday

Cards

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

Andy plays Innovation to move Raw Materials to 4/3 (\$5 spent)
 Cary plays Raw Materials with an Advisor card, putting 10 raw materials up for sale. Eric bids \$7, Dave and Andy pass, and Cary takes them for \$8.
 Eric plays Innovation to move Rationalization to 4/3 (\$5 spent).
 Dave takes out a loan for \$10, and plays Innovation to move Raw Materials to 4/3 (\$5 spent).
 Andy plays Waste Removal, reducing his waste to 3, and increasing Eric's and Cary's waste to 2, and Dave's waste to 1.

Cary plays Growth, moving his factory to 16.
 Eric plays an Order, producing \$14 and 5 waste, and using up 5 raw materials.
 Dave plays Growth, moving his factory to 15.
 Andy plays an Order, gaining \$16 and 3 waste, and using 4 raw materials.
 Cary passes.
 Eric plays Waste Disposal, reducing his waste to 4.
 Dave passes.
 Eric and Dave each pay \$4 for maintenance, Andy and Cary each pay \$5.

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Eric Brosius	2	\$31	0	0	14	4	Waste Disposal
Dave Partridge	3	\$4	10	5	15	4	Waste Disposal
Andy York	4	\$23	10	11	16	5	Raw Materials
Cary Nichols	1	\$2	0	15	16	5	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Eric Brosius	4/3	5/1	5/1	4	34
Dave Partridge	4/3	4/3	4/3	1	16
Andy York	5/1	4/3	3/6	6	27
Cary Nichols	5/1	5/1	5/1	2	20

S.O.B.
Available Cards

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

The Accident card is drawn, but nobody has enough waste for it to have an effect. The deck will be reshuffled for turn 5.

Discards

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

Hot Dog

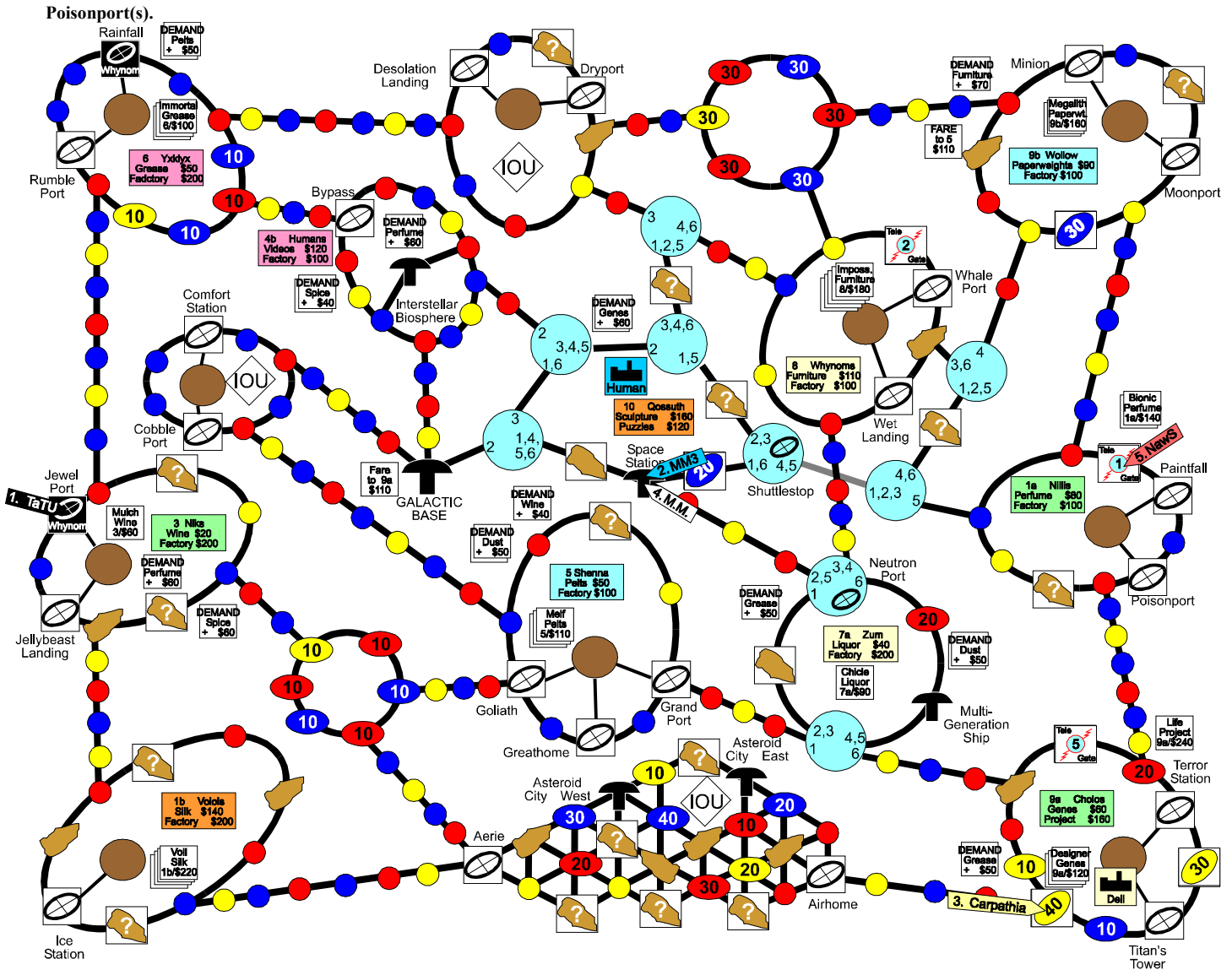
Turns 5.5 to 6.5

Turns 7.1 to 8.1 due: 1/20 Tuesday

Turn 5

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

Buys a Shield for \$60.



Turn 6

1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 5 6 6

Ice Station (s) – Ice Station (o) – A – R – Y – B – R – Y – A – Jellybeast Landing (o) – B – Jewel Port (p).

Sells Voll Silk for \$220 plus \$60 demand (from the cup: Mulch Wine at 3 and Voll Silk at 1b). Gains \$28 in port commissions.

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 1 5 6 Space Station Planet.

Trades in the IOU plus \$80 for the Qossuth Factory. Buys Infinite Puzzles for \$120 (receives \$60 factory commission) and a Psychotic Sculpture for \$160.

3rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 5 6 Terror Station (s) – Terror Station (o) - ? (It's a Y30 penalty marker) – Titan's Tower (o) – B10 - ? (It's a Y40 penalty marker).

4th: Bob Robles (Eeepeep/Mean Machine) Rolls Used: 4 Space Station Planet.

Sells 1 Chicle Liquor for \$90 (from the cup: Designer Genes at 9a).

5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 1 Poisonport(s) – Poisonport (o) - ? (It's TeleGate 1) .

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), 1 Mulch Wine

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 (Eeepeep): 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): 3 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)

Base: Fare to 9a (\$110)

<p>1. Trade and Transport Unity \$328 Fast Scout 7: 5 5 // 8: 4 6 (Double 1) Hold1 Hold2 Hull</p> <p>Rainfall \$200 JewelPort \$200</p>	<p>2. Mystery Machine 3 \$79 Normal Scout 7: 2 6 6 Hold1 Hold2 Hull</p> <p>Infinite Puzzles 10/\$250 Psychotic Sculpture 10/\$250 Yellow Drive (\$80)</p> <p>Qossuth \$200</p>	<p>3. Carpathia \$20 Scow Scout 7: 1 3 3 3 (Use 2) Hold1 Hold2 Hull</p> <p>Designer Genes 9a/\$120 Relic Shield (\$60)</p> <p>Cholos \$200 1a \$80</p>	<p>4. Mean Machine \$410 Rocket Scout 7: 6 6 (Use 1 * 4) Hold1 Hold2 Hull</p>
<p>5. Not as we Seem \$40 Torch Scout 7: 3 (Times 3) Hold1 Hold2 Hull</p> <p>Bionic Perfume 1a/\$140 Eq. Shield (\$60)</p>			

Gray Wolf

Turn 3

Turn 4 due: 1/20 Tuesday

Planning

Portuguese maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Dutch maintain 4 ships (\$16), buy 1 ship (\$12) and 6 soldiers (\$60) for \$88.

Spanish maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Swedes maintain 5 ships (\$20) and buy 4 soldiers (\$40) for \$60.

English maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

French maintain 4 ships (\$16), buy 3 soldiers (\$30) for \$46.

Outbound Naval Movement

Portuguese Sail to O. Dice: 2, 3, 6. No losses

Dutch Sail to J. Dice: 1, 2, 2, 4. No losses.

Spanish Sail to K. Dice: 1, 2, 3. Loses 1 colonist.

Swedes Sail to U. Dice: 1, 3, 5, 5. Loses 1 soldier.

English Sail to D. Dice: 5, 6, 6. No losses.

French Sail to N. Dice: 1, 2, 3, 4. Loses 1 ship containing 1 soldier and 1 colonist.

Exploration

None

Mining

Portuguese mine 1 gold in O.

Land Movement

Portuguese move 1 gold bar from O to fleet and 3 soldiers and 4 colonists from fleet to O.

Dutch move 4 soldiers and 4 colonists from J to I, and 6 soldiers and 4 colonists from fleet to J. 1 soldier in J prospects.

Spanish move 4 soldiers and 3 colonists from fleet to K (it's a climate 3 area with 2 natives and 1 site).

Swedes move 1 soldier from T to W (it's a climate 3 area with 1 native and 1 site), 1 soldier from T to X (it's a resource rich climate 2 area with 2 natives and 1 site), 3 soldiers and 5 colonists from U to X, and 3 soldiers and 4 colonists from fleet to U.

English move 4 soldiers and 4 colonists from the fleet to D.

French move 1 soldier from M to L (it's a climate 3 area with 1 site and 1 native), 2 colonists from M to N, and 3 colonists and 2 soldiers disembark at N.

Native Combat

Dutch: 3 natives and 1 soldier killed in I.

Native Uprisings

Climate is a 6. No uprisings.

Survival

Climate is a 6.

No losses.

Political Control

Dutch gain political control of I. **French** gain political control of N.

Portuguese gain political control of O. **Swedes** gain political control of X.

Homebound Naval Movement

Portuguese: Dice: 1, 3, 6. No losses.

Dutch: Dice: 3, 4, 4, 6. No losses.

Spanish: Dice: 3, 4, 5. No losses.

Swedes: Dice: 1, 3, 3, 4. 1 ship lost.

English: Dice: 1, 5, 6. No losses.

French: Dice: 3, 4, 4, 6. No losses.

Income

Portuguese: Political Control: \$40, gold: \$40, resources: \$5.

Dutch: Political Control: \$60, resources: \$9.

Spanish: Political Control: \$40, resources: \$9.

Swedes: Political Control: \$60, resources: \$24.

English: Political Control: \$40, resources: \$8.

French: Political Control: \$40, resources: \$8.

Turn 4 Initiative

Dutch, Spanish, Portuguese, French, Swedes, English

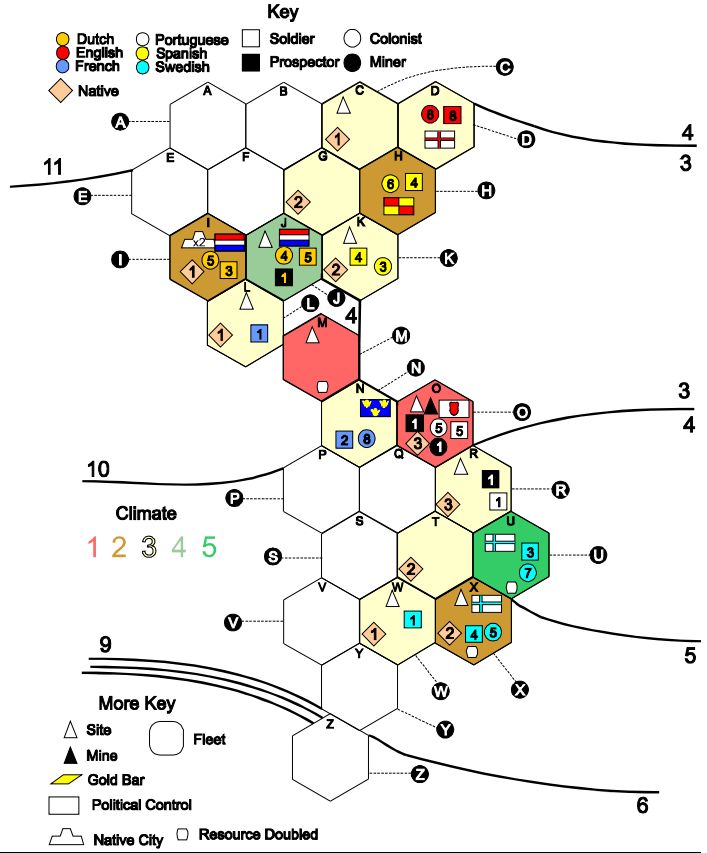
Press

England – Spain: Kindly stay to your own row. There's a good fellow.

Players

Country	Player	Money	Available	Ships	Colonists
---------	--------	-------	-----------	-------	-----------

			Soldiers		
Dutch	Andy York	\$71	11	5	4
English	Dennis Cain	\$65	13	4	4
French	Bob Robles	\$92	19	3	4
Portugese	Cary Nichols	\$88	14	4	4
Spanish	Andy Lewis	\$76	14	4	4
Swedes	Dave Partridge	\$112	10	4	4



Laika

1958

1959 due: 1/20 Tuesday

Event Card Resolution

Cain Program steals the plans for the Republic of Texas' one stage rocket program.

Romulus Project steals the plans for the JOE's one person capsule.

Purchase Hardware

Republic of Texas buys the One Person Capsule program for 18MB, the Kicker program for 12MB, EVA Suits for 18MB, 2 one stage rockets for 6MB, and 1 orbital satellite for 1MB.

Cain Program buys the One Person Capsule program for 18MB, Astronaut Training Program for 18MB (Astronaut Abel), 1 orbital satellite for 1MB and 1 one stage rocket for 3MB.

JOE buys 2 one stage rockets for 6MB.

Romulus Project does not buy anything.

Conduct Research

Republic of Texas A: 5 dice (1, 2, 4, 6, 6) +19 + 5 = +24% to Max R&D. 10MB spent. a: 8 dice (2, 3, 4, 4, 4, 5, 6, 6) +34% + 8% = +42%. 8MB spent. EVA: 8 dice (1, 1, 4, 4, 4, 4, 5, 6) +29% + 8% = +37%. 8MB spent. F: 8 dice (1, 1, 2, 3, 3, 3, 5, 5) +23% + 8% = +31%. 8MB spent.

Cain Program 1: 3 dice (2, 4, 6) = 12% to Max R&D. 3MB spent. A: 6 dice (1, 2, 3, 4, 4, 5) = +19% to Max R&D. 12MB spent.

JOE A: 8 dice (1, 1, 2, 3, 3, 4, 6, 6) = +26% to Max R&D. 16MB spent. a: (2, 4, 4, 4, 4, 6, 6, 6) = +36%. 8MB spent.

Romulus Project A: 8 dice (1, 1, 1, 2, 2, 3, 3, 4) = +17%. 16MB spent. a: 5 dice (1, 1, 1, 2, 2, 4, 6) = +19%. 8MB spent.

Declare Future Missions

Republic of Texas declares 2 launches, **Cain Project** declares 2 launches, **JOE** declares 3 launches, and **Romulus Project** declares one launch.

Your Mission(s):

Missions

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

Romulus Project launches a Manned Sub-orbital (Quirinus). All safety factors are -3% because the Orbital Satellite mission was not completed. Liftoff (65%<72%), Re-Entry (92%>55%), heat shield fails, capsule burns up. Catastrophic mission failure. +1% to A, a drops to 10%, -10MB to budget.

Cain Program launches an Orbital Satellite. Liftoff (59%<85%), Earth Orbital Burn (64%<95%), Earth Orbital Activities (63%<95%). Mission success! +1% to 1 and A, +10MB to budget.

Cain Program launches an Orbital Satellite. Liftoff (18%<86%), Earth Orbital Burn (21%<96%), Earth Orbital Activities (44%<96%). Mission success! +1% to 1 and A, +2MB to budget.

Republic of Texas launches an Orbital Satellite. Liftoff (19%<85%), Earth Orbital Burn (15%<96%), Earth Orbital Activities (88%<96%). Mission success! +1% to 1 and A, +2MB to budget.

Republic of Texas launches an Orbital Satellite. Liftoff (80%<86%), Earth Orbital Burn (41%<97%), Earth Orbital Activities (54%<97%). Mission success! +1% to 1 and A, +2MB to budget.

Players

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
Launch Facilities	2	1	1	2
Astronauts	1	0	3	

Astronauts: Cain Program: Abel (0%), **JOE:** Astronaut 1, Astronaut 2, Astronaut 3 (20%)

Programs and Hardware

Cain Program: Orbital Satellite (1): 3/97%, One Stage Rocket (A): 3/87%, One Person Capsule (a): 1/10%

Romulus Project: Orbital Satellite (1): 2/77%, One Stage Rocket (A): 5/85%, One Person Capsule (a): 0/10%

JOE: Orbital Satellite (1): 1/95%, One Stage Rocket (A): 3/85%, One Person Capsule (a): 1/75%

Republic of Texas: Orbital Satellite (1): 1/98%, One Stage Rocket (A): 2/87%, Kicker (F): 1/56%, One Person Capsule (a): 1/52%, EVA: 67%

1959Draw Event Cards

Andy York: Fortunate Accident: rocket. +5MB to budget.

Dennis Cain: Budget mismanagement: lose 2MB of cash on hand. +1MB to budget.

Bill Scharf: R&D Bonus: +1% to each die rolled this year. +10MB to budget.

Cary Nichols: Scientific Breakthrough: 6 free R&D dice on one stage rocket (1, 1, 3, 4, 4, 6) = +19% to Max R&D. +15MB to budget.

Notes

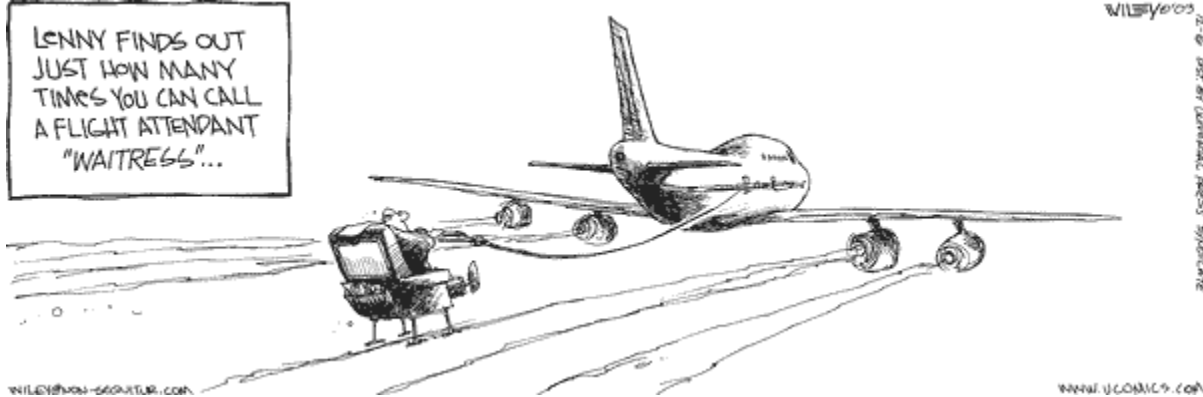
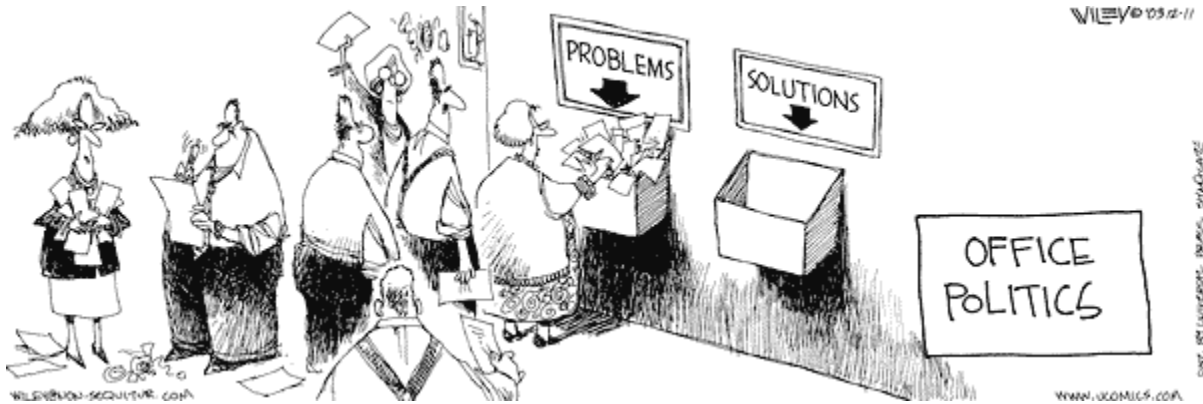
Remember that when you declare your missions for the next turn, you not only have to declare how many launches you will have, but what mission each will be.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1959 Budget	84	34	70	83
Cash	19	5	37	3
1960 Budget	85	49	80	88

Pedagogy

Due to lack of time, the solar neutrino discussion will be deferred to next issue.



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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.