

Notes from Hades

I'm working hard to get this issue out on time. I spent last week in Rochester, New York on business, and I'm going back next week, so if I don't get this out by this weekend, I'll have to delay it another week. If that happens, I'll push the deadline back a week. Aside from that, not much is going on. I've been working hard, and Celeste has had to take up some of the slack at home. On top of that, the boys are getting into one of the "terrible twos" phases. Hopefully, they will grow out of it quickly. I won't hold my breath, though.

Forest Cole has had to withdraw from the upcoming History of the World game, so there is an opening for someone who wants to fill it.

The next deadline is **Tuesday, March 2 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, Kevin Wilson, Andy Lewis, Dennis Cain, and Chris Geggus, need 1 more

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, Chris Geggus, and Ward Narhi, will take up to 1 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.

Dogfight. Gunboat Machiavelli. This game will start when the next Machiavelli game finishes. Scenario and rules by player vote. Have 7, will take up to 1 more. This box will be checked if you are signed up.

Wish List

No games currently.

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-subscribers.

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

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

Andy York

Sorry to hear about the medical problems with the kidling. I know there's a wave of flu/respiratory infections going around. Most of my staff has had on (including myself). I'm glad that he's recovering and, hopefully, enjoyed the holiday events.

I hope all of you had a wonderful Christmas and are looking forward to an amazing 2004!

Andy Lewis

Danny had the same thing. I never experienced either of the seizures that he had, but it has been several years since he's had one so I can definitely confirm

that it is something they grow out of. Fortunately Danny's doctor was across the street both times they happened so Carrie didn't go nuts.

[We learned from the doctor that these seizures tend to be hereditary, but neither of us could recall anything like that happening in either of our families. It was only later that we learned from Celeste's sisters that Celeste had had a seizure like that when she was very young. So, that mystery was solved. Scott is definitely back to his old self now, so we just know to be very aggressive in treating any fever he might get.]

Off the Leash**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Miller Number 2001Fpw10
Summer 1461****Deadline for Fall 1461: 3/2 Tuesday**

France appears to be on the ascendant. He continues to make advances and is on the verge of conquering Milan. Florence and Naples are in a full-scale struggle, while Venice is distracted by Austria.

Spring 1461 Retreats

France retreats F Gulf of Lions to Provence

Venice retreats A Mantua to garrison and A Bologna to Ferrara

Expenditures

Florence spends 18 ducats to buy Naples F Tyrrhenian Sea

Outstanding Debt

Fall 1461: 9 ducats due from Venice.

Orders

- AUSTRIA : A TRENTO to Bergamo, A Slavonia to CROATIA
- FLORENCE : A Lucca to PISA, A MODENA supports A Bologna, A BOLOGNA supports A Modena, A URBINO to Spoleto, A ROME supports A Urbino to Spoleto, F Tyrrhenian Sea to WESTERN MEDITERRANEAN
- FRANCE : A TYROLEA to Milan, A Turin to AVIGNON, A MILAN to Bergamo, A CREMONA supports A Mantua, A PARMA to Fornova, A MANTUA besieges, A GENOA to Fornova, F LIGURIAN SEA supports F Provence to Gulf of Lions, F PROVENCE to Gulf of Lions
- NAPLES : A NAPLES to Sienna, A CAPUA supports A Ancona to Spoleto, A ANCONA to Spoleto, F Tyrrhenian Sea transports A Naples to Sienna (nsu), F AQUILA to Ancona, F LOWER ADRIATIC supports F Aquila to Ancona, F IONIAN SEA supports F Lower Adriatic, F GULF OF LIONS supports F Sardinia (cut), F SARDINIA supports F Gulf of Lions
- VENICE : A Friuli to CARINTHIA, A VERONA supports A Friuli to Carinthia, A Carniola to SLAVONIA, A FERRARA supports G Mantua convert to A, F Durazzo to ALBANIA, F DALMATIA to Upper Adriatic, F UPPER ADRIATIC to Dalmatia, G MANTUA convert to A

Your treasury:

Press

Austria – France: If the money won't come to Mohammed, then Mohammed must hitch up his kaftan and go get the money himself.

Austria – Naples: Just as planned. Keep it up.

Austria – Venice: Two can play at this game. So I must play both of them.

Florence – All: I have almost retaken all that was stolen from me. After I do, it's open season.

France – All: Venice speaks wrongly about me, BUT he does not speak about HIS money: he has 19 ducats and is the only player that can take loans from the bank till to buy TWO units to any of other players and destroy him.

France – Austria: Well, you did not attack me and so Tyrolea is absolutely yours: I left it for Milan and after I support you in Carinthia from Milan and in Verona from Bergamo, unless you asked other supports in summer, that I shall satisfy. Obviously, for the previous incomprehensions, I could not give you necessary ducats to maintain units: I didn't know if you used them against me, but next time I shall do in fall or winter, if you will continue to be my ally.

France – Florence: Sorry for my defending move in Modena; there will be any other move there: it is yours. Fortunately you took the same your Bologna. Our actual borders are good for me, and when you need support against Ferrara, I shall give from Mantua by eliminating the Verona support from Bergamo also.

France – Naples: It seemed to me that two enemies were good for you and I propose no belligerence between us. Let you go south, please. But if you prefer to begin a war against me also, I shall defend myself.

Naples – Austria: What a game, huh?

Naples – Florence: Naughty - Naughty!

Naples – France: I'll keep the pressure up, on Venice and on you. You have 13 dots, he has only 10 at this time. And I sit with 8 due to Flo's interference.

Naples – Venice: As I indicated, my moves were precautionary in case of a new guy. As indicated by this turn's orders, I am moving those fleets into my own controlled areas, and not going after yours. Looks like this turn our Florence friend decided to get a bit aggressive, huh?

Venice – All: You will note that at the end of this year, France will be at 13 cities, Venice at 10. I note in the press last turn that France said I was at 14 cities. Since he seems to be worried about that number I hope he will now recognize that he is the leader, at 13 cities.

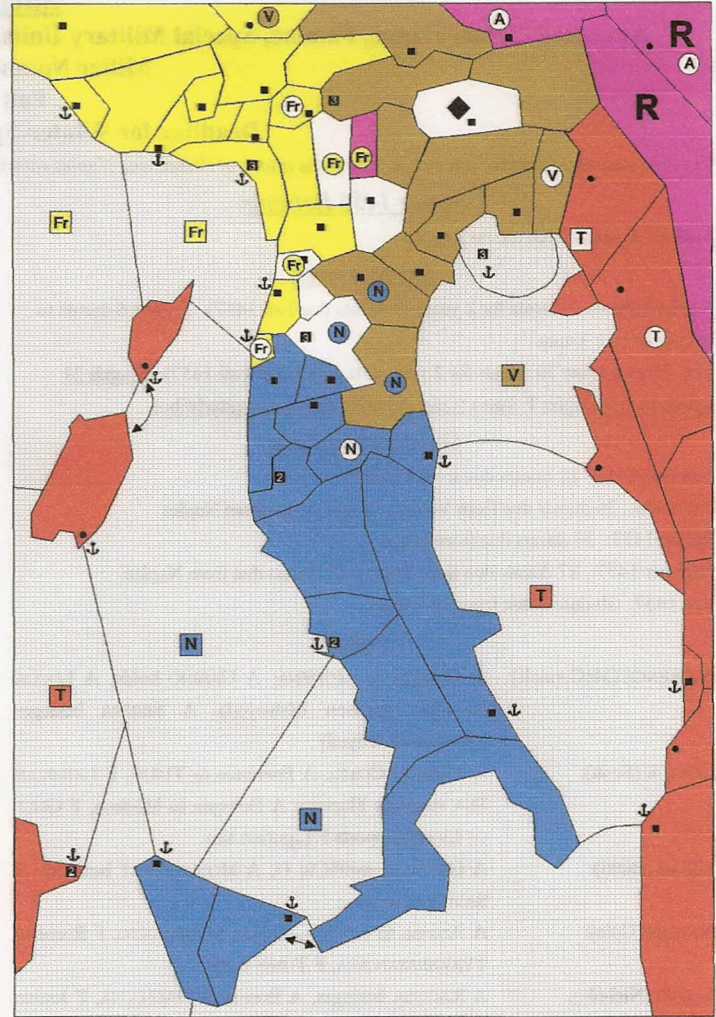
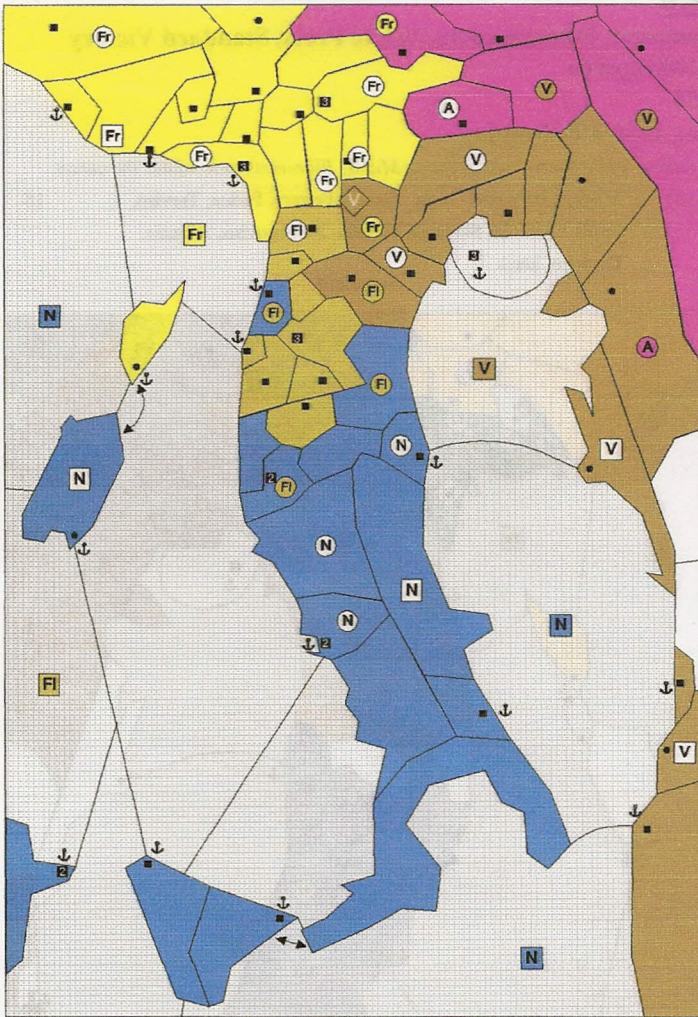
Venice – Austria: Oops, France is back in Tyrolea. Sure, there is no good reason for him to be there except his greed. You will note I have only defended myself against you. I could have launched offensives but did not. You are biting me in the arse here so I have to do something. I still do not want to attack you and hope you will defend your homeland. By comparison, has Venice ever attacked your homeland?

Venice – Florence: Why did you attack me? I am not expanding. I was always friendly towards you. I even supported you for years when I could have taken Florence and refrained. Gunboat allies are hard to come by. Why would you throw it away? I really want to get back to our alliance. What do you propose?

Venice – Naples: What is this supported move to the Ionian? It makes me nervous. I hope you did not attack my holdings in Turkey against our agreement. Can you afford three enemies at once?

Off the Leash

Wild Dog



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

○ 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
Summer 1458
Deadline for Fall 1458 3/2, Tuesday

Naples joins the Turks in his attack on Venice, while Venice decides that he doesn't have enough enemies and attacks France. Austria is just trying not to get trampled.

Outstanding Debt

None

Orders

- AUSTRIA (Wilson): A AUSTRIA holds, A Slavonia to HUNGARY
- FRANCE (Partridge): A Turin to PAVIA, A Pavia to PARMA, A Parma to CREMONA (Rebellion liberated), A PIOMBINO to Pisa, A Pisa to LUCCA, F LIGURIAN SEA to Pisa, F GULF OF LIONS holds
- NAPLES (Scharf): A Florence to BOLOGNA, A Arezzo to FLORENCE, A Perugia to URBINO, A SPOLETO supports A Perugia to Spoleto, F TYRRHENIAN SEA holds, F GULF OF NAPLES supports F Tyrrhenian Sea
- TURKS (Narhi): A CROATIA supports F Istria to Carniola (cut), F Istria to CARNIOLA, F LOWER ADRIATIC to Upper Adriatic, F WESTERN MEDITERRANEAN holds

Orders (cont.)

VENICE (Whyte): A Tyrolea to SWISS, A FRIULI supports Turkish A Croatia to Carniola (nso), F UPPER ADRIATIC to Croatia

Your treasury:

Press

- France – Turks: I see no need to change.
- France – Venice: I'd love to be in the Florentine area, but seems someone else beat me to it.
- Naples – France: I hope my moves this turn (away from you...and believe me that's quite a trick with a peninsula this narrow) broadcasts my commitment to working together...keep in touch...
- Turks – Venice: We are playing ring around the rosie in the Adriatic. Hopefully we both won't fall down.
- Venice – All: I'm going down. I may be some time. Don't wait up for me.

Shepherd

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

Deadline for Winter-Spring 1456 3/2, Tuesday

The last, desperate Turkish attempt at foiling the attack of Venice and Naples results in failure, while France advances on Milan. Florence consolidates the center.

Summer 1455 Retreats

Turkish A Albania retreats to Ragusa

Expenditures

Naples borrows 5 ducats for 2 years (8 ducats due Fall 1457). Spends 6 ducats to counterbribe F Tunis.

The Turks borrow 20 ducats for 2 years (30 ducats due Fall 1457). Spends 21 ducats to buy Naples F Tunis (fails, did not overcome counterbribe).

Outstanding Debt

Summer 1456: 18 ducats due from Florence

Fall 1456: 36 ducats due from Venice, 12 ducats due from Naples

Spring 1457: 36 ducats due from Milan

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

Fall 1457: 30 ducats due from the Turks

Orders

FLORENCE (McConnell): A Bologna to MODENA, A URBINO holds, A LUCCA besieges (garrison destroyed), A SIENNA besieges (garrison destroyed)

FRANCE (Scott): A Turin to COMO, A Provence to TURIN, F LIGURIAN SEA supports Florence A Bologna to Modena, F GULF OF LIONS supports F Ligurian Sea

MILAN (Biehl): A GENOA converts to G, A MONTFERRAT besieges, A SAVOY besieges

NAPLES (Cole): A Ancona to AQUILA, A Bari to OTRANTO, F Rome to TYRRHENIAN SEA, F TUNIS holds

TURKS (Nichols): A RAGUSA besieges, A Bosnia to DALMATIA, F Ionian Sea to MESSINA, F Western Mediterranean to SARDINIA, F Tunis to Central Mediterranean (nsu).

OUT!

VENICE (Giovine): A SLAVONIA holds, A Dalmatia to HERZEGOVINA, A (EM) DURAZZO converts to G, A FERRARA besieges (garrison destroyed), A Bergamo to MANTUA, F ALBANIA supports A Dalmatia to Herzegovina (imp.)

Press

France – Milan: With your full scale attack on me, I sure hope you have 100% confidence in what Venice is doing at your back door.

Spring 1456 Famine

Poor Year – Row Only: Piombino, Tunis, Palermo

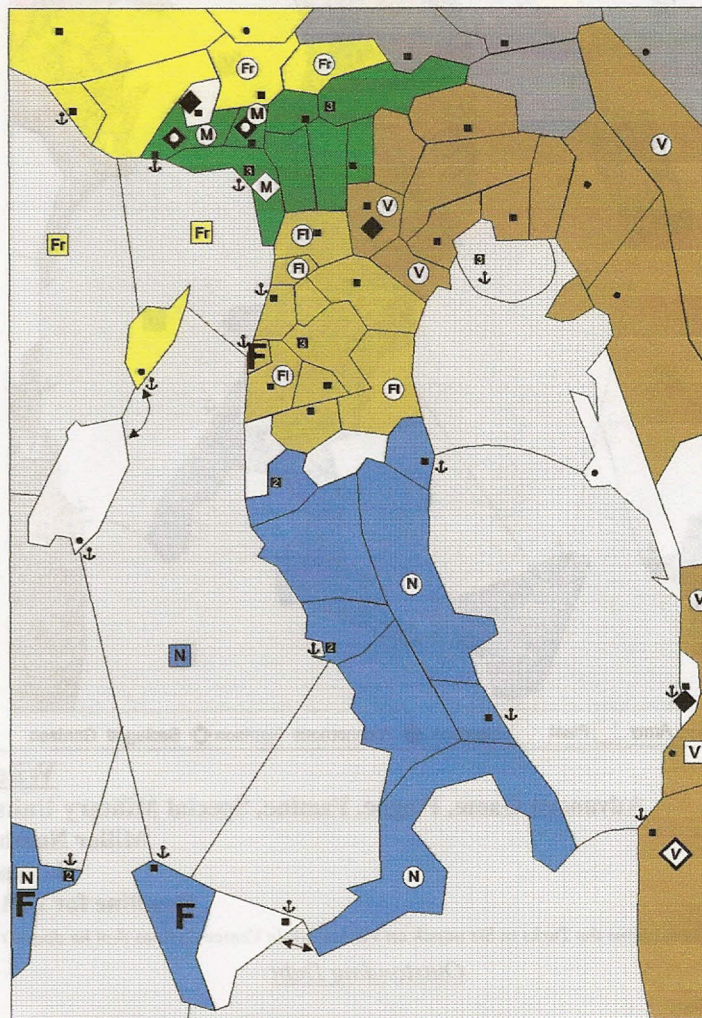
Spring 1456 Income

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

Provinces

FLO:	Modena, Lucca, Bologna, Pisa, Pistoia, Florence, Urbino,	10
	Perugia, Arezzo, Sienna, <u>Piombino</u>	
FRA:	Avignon, Swiss, Marseilles, Provence, Turin, Como, Corsica	7
MIL:	Milan, Cremona, Parma, Fornova, Pavia, Montferrat, Savoy, Genoa	8
NAP:	Rome, Ancona, Capua, Aquila, Naples, Salerno, Bari, Otranto.	8
	<u>Palermo, Tunis</u>	

VEN: Mantua, Bergamo, Trent, Verona, Ferrara, Padua, Treviso, Friuli, Carniola, Slavonia, Croatia, Herzegovina, Albania, Durazzo, Istria

Shepherd

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

Seas

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

Cities

FLO:	Modena, Lucca, Bologna, Pisa, Florence (3), Perugia, Arezzo, Sienna, <u>Piombino</u>	10
FRA:	Avignon, Swiss, Marseilles, Turin, Corsica	5
MIL:	Milan (3), Cremona, Pavia, Genoa (3)	8
NAP:	Rome (2), Ancona, Naples (2), Bari, <u>Palermo, Tunis (2)</u>	6
VEN:	Trent, Ferrara, Padua, Treviso, Carniola, Croatia, Albania, Durazzo, Venice (3)	11

Totals

Variable income die roll was 4.

	Variable	Provinces	Seas	Cities	Gross
FLO	6	10	0	10	26
FRA	4	7	2	5	18
MIL	7	8	0	8	23
NAP	3	8	1	6	18
VEN	8	15	1	11	35

Your treasury:

Your total:

Game Summary

	1454	1455	1456
Florence:	3	6	9
France:	3	5	5
Milan:	3	3	4
Naples:	4	6	6
Papacy:	4	0	0
Turks:	3	4	0
Venice:	4	7	9

Warg

Miller Number 2002Ets33

3019-6-II

Deadline for 3019-7-I 3/2, Tuesday

Mordor hits the Dwarves hard, while the Elves take it to Saruman and tussle with Umbar at sea. Gondor holds onto Minas Morgul while Umbar retakes Nurn. Rohan positions his forces to take on Mordor from the north.

3019-6-I Retreats

Mordor 2A Minas Morgul retreats to Gorgoroth

Orders

DWARVES (Reynolds): A Forodwaith to NORTHERN WASTES, A Carn Dum to Gundabad (DISLODGED, retreat Forochel, North Downs, Ettenmoors, Angmar, OTB), A WITHERED HEATH supports A Esgaroth (paralyzed), A EREBOR supports A Esgaroth, Dain leads A Esgaroth supports Elven 4A Northern Mirkwood to Elven King's Hall (cut, DISLODGED, retreat Eoethed, Old Forest Road, River Running, Carnen, Iron Hills, OTB), A NORTH RHUN supports A Wilderland to South Rhun, A WILDERLAND to South Rhun

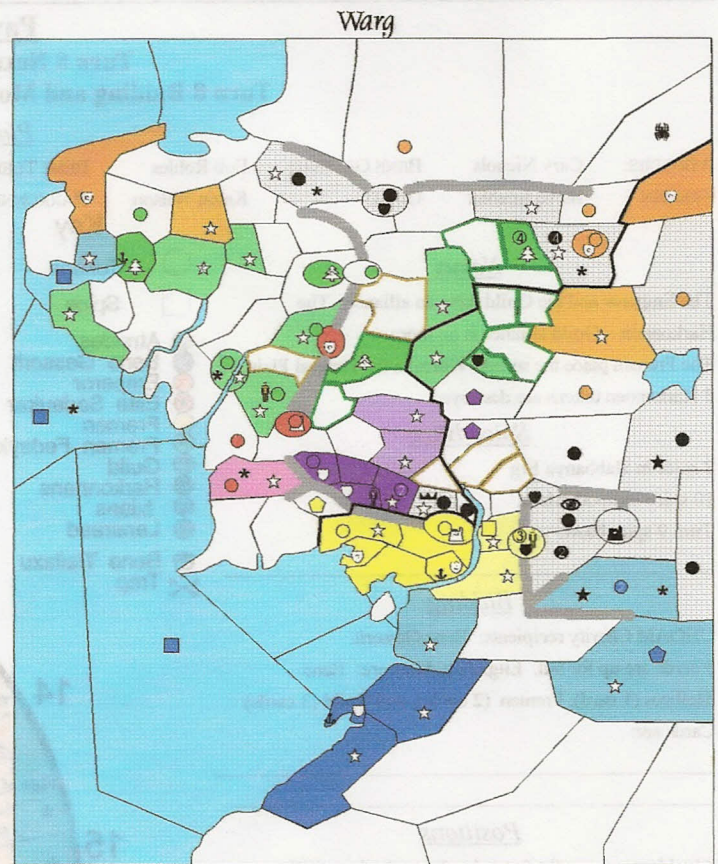
ELVES (Koehler): A DUNLAND supports A Cardolan to Tharbad, A Cardolan to THARBAD, A Gray Havens to NENUIAL, 2A Rhuadur divides: A Rhuadur to HIGH PASS, A Rhuadur to HOLLIN, 4A Northern Mirkwood to ELVEN KING'S HALL, F Western Sea to Harlindon (DISLODGED retreat North Sea, South Ford, Brandywine, Minhiriath, Gwathlo, OTB), R ()

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

GONDOR (York): Faramir leads 3A MINAS MORGUL supports F South Ithilien to Osgiliath, A Dol Amroth to LAMEDON, C MORTHOND VALE supports A Dol Amroth to Lamedon, A MINAS TIRITH holds, F South Ithilien to OSGILIATH

MORDOR (Partridge): Sauron leads A ORODRUIN supports 2A Gorgoroth, A Num supports A Nuriad (cut, DISLODGED, retreat Ered Lithui, OTB), A NURIAD supports A Num (cut), A SOUTH RHUN supports A Dagorland (cut), A DAGORLAND supports A South Rhun, 2A GORGOROTH supports A Orodruin, 2A Gundabad divides: A Gundabad to CARN DUM, A GUNDABAD supports A Gundabad to Carn Dum, A CAER ANDROS supports A Anorien, Lord of the Nazgul leads A ANORIEN hold, 4A Elven King's Hall to ESGAROTH, Nazgul EASTERN WASTES paralyzes Dwarf A Withered Heath

ROHAN (Scharf): C East Emnet to EMYN MUIL, C Eryn Muil to BROWNLANDS, A HELM'S DEEP holds, 2A EASTFOLD to Anorien, Eowyn (), Theoden DUNHARROW holds



Orders (cont.)

SARUMAN (Robles): Saruman (), A Anfalas to DRUWAITH IAUR, A ENEDWAITH supports A Anfalas to Druwaith Iaur, A Tharbad to Dunland (DISLODGED, retreat Minhiriath, Nin-in-Eleph, OTB), A ISENGARD supports A Tharbad to Dunland

UMBAR (Nichols): A Druwaith Iaur holds (DISLODGED, retreat Andrast, Gap of Rohan, OTB), 2AC Khand divides: 2A Khand to NURN, C KHAND to Nuriad, F GULF OF LHUN to Harlindon, A SOUTHERN SEA supports F Sundering Sea to Western Sea, F Sundering Sea to WESTERN SEA

Adjustments

DWARVES:	HOME, Esgaroth, Fornost Erain, River Running, Carn-Dum	Lose 2 ¹
ELVES:	Gray Havens, Lorien, Imladris, +Elven King's Hall, Carrock, Anduin, Harlindon, Shire, Bree, Dol Guldur, Hollin, Dunland, + Tharbad	Gain 2 ²
GANDALF:	None	No change
GONDOR:	HOME, Osgiliath, South Ithilien, +Minas Morgul	Gain 1
MORDOR:	Gundabad, South Rhun, Udun, Barad-dur, Minas Morgul, Nurn, +Carn Dum, Elven King's Hall, Eothed, Anorien, +Esgaroth	Lose 1 ³
ROHAN:	HOME, East Emnet, Wold	Even
SARUMAN:	Isengard, Khazad Dum, Tharbad, Druwaith Iaur	Lose 1 ⁴
UMBAR:	HOME, South Gondor, Khand, Forlond, +Nurn	Gain 1 ⁵

- ¹ Lose 1 if A Esgaroth retreats to Eothed. Depending on retreats, removes 0, 1, or 2 units.
- ² Depending on retreat, build 2 or 3 units.
- ³ Lose 2 if Dwarvish A Esgaroth retreats to Eothed. Depending on retreats, removes 0, 1, or 2 units.
- ⁴ Depending on retreats, remove 0 or 1 unit.
- ⁵ Depending on retreat, build 1 or 2 units.

Alignment

Good: Dwarves, Elves, Gandalf, Gondor, Rohan

Neutral: Umbar

Evil: Mordor, Saruman

Press

Umbar – All: Forgive me. I want to cooperate but must overcome my tendency toward neutrality.

Pavlov

Turn 8 Nexus to Bidding

Turn 8 Bidding and Movement due: 3/2 Tuesday

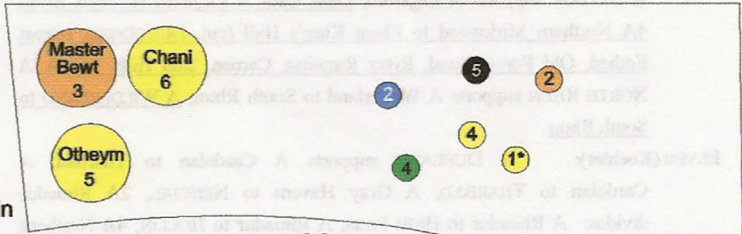
Players

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

Key

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

The Tanks



Nexus

The Emperor and the Guild form an alliance. The Harkonnens – Guild alliance is no more.

The Fremmen place the second Worm in the Funeral Plain.

5 Harkonnens tokens are destroyed.

Spice Blow

8 spice in Habbanya Erg

10 spice in South Mesa

Turn 9 spice blow:

Bidding

CHOAM Charity recipients: Bene Gesserit.

3 cards are up for bid. Eligible bidders are: Bene

Tleilaxu (1 card), Fremmen (2 cards), and Guild (3 cards)

Cards are:

Positions

Atreides: 8 tokens Arrakeen, 4 tokens in the tanks, 8 tokens off-planet

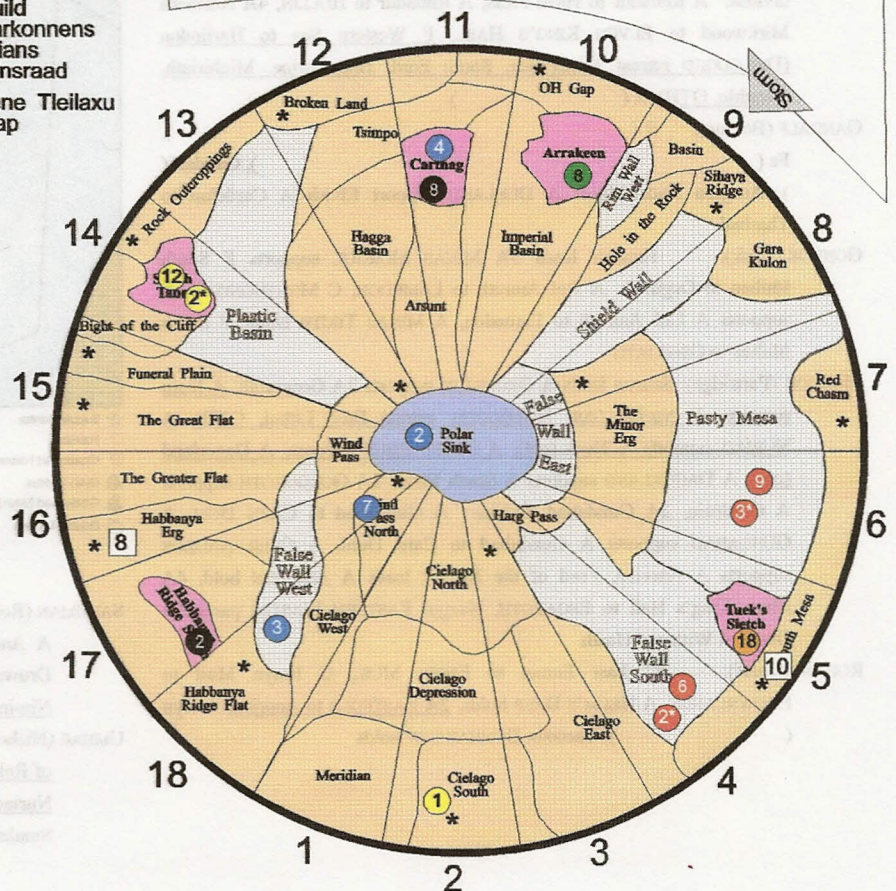
Bene Gesserit: 4 tokens Carthag, 3 tokens False Wall West (18), 2 tokens in the Tanks, 2 tokens Polar Sink, 7 tokens Wind Pass North (17), 2 tokens off-planet

Bene Tleilaxu: Traps: none

Emperor: 8 tokens (2 Elite Sadaukar) False Wall South (4), 12 tokens (3 Elite Sadaukar) Pasty Mesa (6)

Fremmen: 14 tokens (2 Fedaykin) Sietch Tabr, 1 token Cielago South (2), 5 tokens (1 Fedaykin), Chani, and Otheym in the tanks

Guild: 18 tokens Tuck's Sietch, 2 tokens and Master Bewt in the tanks



Harkonnens: 8 tokens Carthag, 5 tokens in the Tanks, 2 tokens Habbanya
Ridge Sietch, 5 tokens off-planet

Your traitor(s):

Your Spice: _____

Your Intrigue cards:

Dogface

Epoch VI Timurid Emirates, Incas & Aztecs, Ottoman Turks

Epoch VI Portugal, Spain, and Mughals due: 3/2 Tuesday

Common Cause TIMURID EMIRATES: Army and Capital *Turanian Plain* (Seljuk army retreats to *Persian Plateau*), army *Western Steppe* (vs. Mongols; T: 1, 2; M: 5; loses), *Western Steppe* (vs. Mongols; T: 6, 3; M: 2; wins), *Eastern Steppe* (vs. Mongols; T: 4, 1; M: 1; wins), *Mongolia* (vs. Mongols; T: 6, 4; M: 6, 5; T: 3, 3; M: 2, 2; wins), *Manchurian Plain* (vs. Mongols; T: 6, 4; M: 1), *Dniepr* (vs. Mongols; T: 5, 4; M: 4; wins), *Caucuses* (vs. Mongols; T: 5, 4; M: 6; loses). Points: Dominance in Middle East (4) and Eurasia (2), Presence in North Africa (2), China (3), India (3), and Southern Europe (2), 1 Capital (2), 2 cities (2), 3 Monuments (3), and 2 Seas (2) for 25 points.

APA INCAS: Army and Capital *Northern Andes*, army *Southern Andes*. **AZTECS:** Army and Capital *Mexican Valley* (North American Migrants retreat to *Pacific Seaboard*), army *Pacific Seaboard* (vs. North American Migrants; A: 5, 4; M: 2; A: 6, 6; M: 5; wins). Builds Monument *Northern Andes*. Points: Dominance in China (6), India (6), Northern Europe (4), North America (2), and South America (4), Presence in Southern Europe (2), Eurasia (1), Southeast Asia (2), and Nippon (1), 3 Capitals (6), 3 cities (3), 7 Monuments (7), and 2 Seas (2) for 46 points.

Arachnids OTTOMAN TURKS: Army and Capital *Western Anatolia* (Byzantine army destroyed), army *Balkans* (vs. Mongols; O: 3, 1; M: 6, 5; loses), *Balkans* (vs. Mongols; O: 6, 5; M: 3, 2; wins), *Danubia* (vs. Mongols; O: 5, 3; M: 3; wins), *Dniepr* (vs. Timurid Emirates; O: 4, 3; T: 4; O: 6, 2; T: 1; wins), fleet *Eastern Mediterranean* (vs. Common Cause; A: 6, 4; CC: 6; A: 6, 4; CC: 2; A: 5, 3; CC: 2; wins), army *Levant* (vs. Arabs; O: 6, 2; A: 5, 2; wins), *Nile Delta* (vs. Crusaders; O: 3, 1; C: 4, 2; loses), *Upper Tigris* (vs. Goths; O: 6, 5; G: 3; wins), *Zagros* (vs. Seljuk Turks; O: 6, 2; S: 6, 4; O: 6, 5; S: 4, 1; wins), *Persian Plateau* (vs. Seljuk Turks; O: 2, 1; S: 3; loses), *Persian Plateau* (vs. Seljuk Turks; O: 4, 3; S: 3; O: 4, 1; S: 2; wins), *Hindu Kush* (vs. Seljuk Turks; O: 6, 4; S: 1; wins), *Eastern Anatolia* (vs. Seljuk Turks; O: 3, 2; S: 4; loses), *Eastern Anatolia* (vs. Seljuk Turks; O: 5, 2; S: 2; wins), 2 Common Cause fleets in *Black Sea* unsupported). Builds Monument *Western Anatolia*. Points: Dominance in Middle East (4), Presence in China (3), India (3), Southern Europe (2), Northern Europe (2), Eurasia (1), and Sub-Saharan Africa (1), 2 Capitals (4), 1 city (1), 6 Monuments (6), and 2 Seas (2) for 29 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)	52	123
Chris Geggus	APA (green)	54	164
Dennis Cain	The Legacy Project (red)	55	115
Paul Bolduc	Arachnids (blue)	71	119

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*. **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*, 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*. **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 *Great Plain of China*, *Chekiang*, *Caucuses*, *Lower Rhein*, and *Baltic Seaboard*. **INCAS:** Army, Capital, and Monument *Northern Andes*, army *Southern Andes*. **AZTECS:** Army and Capital *Mexican Valley*, army *Pacific Seaboard*.

Common Cause. **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:** Armies *North European Plain* and *Persian Salt Desert*. **TIMURID EMIRATES:** Army and Capital *Turanian Plain*, armies *Western Steppe*, *Eastern Steppe*, *Mongolia*, and *Manchurian Plain*.

Arachnids. Fleets *Eastern Mediterranean* and *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*. **OTTOMAN TURKS:** Army, Capital, and Monument *Western Anatolia*, army and Monument *Levant*, *Eastern Anatolia*, and *Persian Plateau*, armies *Zagros*, *Hindu Kush*, *Balkans*, *Danubia*, and *Dniepr*.

Event Cards

Your Event Cards are: _____

Epoch VI Empire**Wolfbane****Turn 16****Turn 17 due: 3/2 Tuesday**Commander Actions

Planets 'R Us opens the bidding on a Planetary Cruiser at 160 and OCEAN gets it for 164 (MWa, Ti8, Ti8, Ti8, Ti10, Ti11, Ti12, Mi18, Mi19, RO40). Opens the bidding on a second Planetary Cruiser at 160 and gets it for 163 (MWa, Ti9, Re12, Re13, Re13, Re13, Re15, RO45). Buys a population factor (Wa6)

2114 Corporation opens the bidding on Planetary Cruiser for 160 and gets it (Wa9, MWa, Re13, Re13, Mi17, Mi18, OM30, OM30). Transfers a population factor from a water factory to man it and buys 2 robots (Re10, Re12).

OCEAN buys a population factor (Ti10)

Discovery Project opens the bidding on a Space Station at 120 and gets it for 125 (Or1, Wa8, Wa8, Wa9, Ti7, Ti8, Ti9, Ti11, Ti11, Mi18, OM35). Buys a population factor (Or5).

Minas Ithil opens the bidding on a Moon Base at 200 and gets it (Or2, Or5, Wa7, Wa7, Wa7, Wa7, Wa9, Wa10, Ti10, Ti13, MTi, MTi, RO35). Buys a population factor (Or2, Or4).

Bartertown opens the bidding on Ecoplants at 30 and gets it (Wa8, Ti9, Ti13). Buys 2 titanium factories (Ti10, Ti10, Ti10, Ti112, Ti12, Ti12) and a population factor (Ti9).

HBDC opens the bidding on the Space Station at 120 and gets it for 125 (Or3, Wa6, Wa6, Wa7, Wa8, Re10, Re11, Re11, Re11, Re11, Re13, Re13, Re15). Moves a population factor from a water factory to man it.

Dogs in Space buys 2 research factories (Or2, Wa5, Wa7, Wa7, Wa7, Ti9, Ti11, Ti12) and 2 population factors (Re9, Re11)

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, PC	69
2	2114 Corporation	Dennis Cain	OrF, OrF, <i>WaF, WaF, WaF</i> , WaF, WaF, WaF, ReF, ReF, ReF	No, DL, 2OL, 2La, Ro, SS, SS, PC	69
3	OCEAN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF	No, HE, Ro, 2OL, Ou, PC, PC	66
4	Minas Ithil	Bill Scharf	<i>OrF, OrF</i> , WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	HE, 2Wa, Ro, Ou, PC, MB	61
5	Discovery Project	Cary Nichols	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	2Wa, No, HE, Ec, Ou, OL, SS, SS	53
6	Bartertown	Andy York	OrF, <i>OrF</i> , WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, No, Ro, 3Ec	44
7	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF, ReF, ReF	2DL, Wa, Ro, La, 3Sc, SS	38
8	Dogs in Space	Andy Lewis	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, ReF, ReF, ReF, ReF	DL, HE, La, Ou	29

Available Upgrades

New Arrivals: Space Station, Moon Base, Moon Base

Upgrade	Minimum Bid	Available	Not Yet Delivered
Space Station (SS)	120	1	0
Planetary Cruiser (PC)	160	0	0
Moon Base (MB)	200	4	1

Income

2114 Corporation, OCEAN, and Planets 'R Us take MegaWater cards, Minas Ithil and OCEAN take a MegaTitanium cards. Bartertown discards Or4, Wa6, Wa8; OCEAN discards Or2.

Guard Dog**Turn 5 Cure Phase through Health Phase****Turn 5 Funeral Commission through Parade Phase due: 3/2 Tuesday**Cure Phase

Petr Niewitko stays in the Sanatorium. Goferbok ages to 90, Eatstumuch ages to 67, Schukrotorff ages to 78, and Niewitko ages to 76.

Purge Phase

UNCLE plays Hungarian Revolution (70). Andrej Purgemoff ages to 73. The first purge must be versus Lech Schukrotorff with -2 to the dice (dr = 14-2 = 12). Attempt fails. Eatstumuch ages to 70.

Spy Investigation Phase

Purgemoff declares a trial on Strychnin. MLI declares 1 IP on Wassily Protzky. Strychnin and Protzky vote Innocent, Goferbok, Eatstumuch, Purgemoff, and Boremtodev vote Guilty. Schukrotorff abstains. Strychnin is acquitted, and loses his suspicion marker. Purgemoff ages to 76.

Health Phase

Alexei Goferbok (dr = 12) dies.
Sergei Eatstumuch (dr = 15) remains ill.
Lech Schukrotorff (dr = 17) remains sick..

Andrej Purgemoff (dr = 12) remains sick.
 Mikail Strychnin (dr = 14) remains healthy.
 Wassily Protzky (dr = 7) remains healthy.
 Eduard Boremtodev (dr = 10) remains healthy.
 Petr Niewitko (dr = 18) recovers to sick.

Politburo

Office	Politician	Condition	Influence
Party Chief			
KGB Head	Sergei Eatstumuch (M) ¹	67, ++	6 (TCC), 3 (MLI), 5 (UNCLE)
Foreign	Lech Schukrotoff (B)	78, +, ?	1 (HLS), 2 (LVC)
Defense	Andrej Purgemoff (F)	76, +, strong	1 (TCC)
Ideology	Mikail Strychnin (T)	63, strong	10+ (MLI)
Industry	Wassily Protzky (U)	56	1 (MLI)
Economy	Eduard Boremtodev (K)	66	1 (TCC)
Sport	Petr Niewitko (D)	76, +, ?	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, C

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 InfluenceDogged

Turn 9, Phases IV-VI and Turn 10, Phases I-III
 Turn 10 Phases IV-VI and Turn 11 Phases I-III due: 3/2 Tuesday

Turn 9Construction and Operation

Red (Scharf) operates claims #85 (\$30, 3 coal). Gains \$130 in passenger revenue. Buys a 42 power train for \$320.

Green (Nichols) does not operate his claims. Gains \$20 in passenger revenue.

Orange (Narhi) operates claims #116 (\$30, depletes), #107 (\$50, 2 copper), and #103 (\$30, depletes). Delivers 1 copper to El Paso from Santa Rita for \$200 and 3 lumber to El Paso from Pinos Altos for \$300. Gains \$60 in passenger revenue.

Blue (Bolduc) operates claims #130 (\$80, 1 copper), #34 (\$40, 2 silver), and #72 (\$30, 3 coal). Delivers 4 coal to Salt Lake City from Emery for \$320. Gains \$270 in passenger revenue.

Purple (Carl) does not operate any claims. Sells a 9 power train for \$40 credit and buys a 42 power for the credit plus \$280 cash.

Determine Price Changes

Gold: Remains at \$250

Copper: Remains at \$200

Silver: +2 to \$400

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+1 to \$100	+1 to \$300	Remains at \$200	Remains at \$160	-2 to \$60
Coal:	Remains at \$100	Remains at \$80	+1 to \$80	Remains at \$120	Remains at \$140

Turn 10Move Prospectors and Surveyors

Red (Scharf) surveys Grand Junction to Mack and Montrose to Placerville, prospects Passenger line #15.

Green (Nichols) surveys Buena Vista to Gunnison, prospects Passenger line #9.

Orange (Narhi) surveys Albuquerque to San Ysidro and Socorro to Magelina, prospects Passenger line #6.

Blue (Bolduc) surveys Rifle to Glenwood Springs and Green River to Moab. Prospects Passenger line #11.

Purple (Carl) surveys Rifle to Meeker and Taos to La Madera, prospects Passenger line #9 and #65.

Dispute Resolution

Green and Purple have a dispute over passenger line #9. Green: 7+2, Purple: 9+1. Purple wins. Red pays \$615, Green pays \$360, Orange pays \$360, Blue pays \$490, and Purple pays \$530.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$295	9, 15, 42		P+1, S+2, S
Cary Nichols	Green	Denver	\$50	9, 15		P+2, S, S
Ward Narhi	Orange	El Paso	\$575	9, 24		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$1355	9, 24		P+1, S, S
Joe Carl	Purple	Pueblo	\$130	15, 24, 24, 42		P, P+2, S, S

Purchased Claims

#	City	Owner	Type	Goods	Operation
85	Canon City	Red	Coal	14	\$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	7	Depleted
107	Santa Rita	Orange	Copper	6	\$50
30	Georgetown	Blue	Gold	4	\$30
130	Bingham	Blue	Copper	1	\$80
34	Heber City	Blue	Silver	7	\$40
72	Emery	Blue	Coal	2	\$30
129	Dillon	Purple	Copper	1	\$40
44	Leadville	Purple	Silver	N	\$40
65	El Vado	Purple	Lumber	N	\$30

#	Type	Route	Payoff	Owner	Notes
					after 3 more Leadville depletions
10	B	Denver - Aspen	\$130	Purple	
7	A	Pueblo - Santa Fe	\$120	Purple	
9	B	Denver - Leadville	\$120	Purple	

Available Claims

#	City	Type	Claim	Operation
114	McGaffey	Lumber	\$40	\$30
118	Cimarron	Lumber	\$60	\$20
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	
20	C	Salt Lake City - Pueblo	\$600	\$930	
21	C	Salt Lake City - Colorado Springs	\$600	\$930	
23	C	Salt Lake City - Santa Fe	\$900	\$1340	
14	B	El Paso - Albuquerque	\$220	\$405	
13	B	El Paso - Santa Fe	\$140	\$320	
24	C	Denver - El Paso	\$1000	\$1380	

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver - Colorado Springs	\$50	Red	
5	A	Denver - Pueblo	\$80	Red	
15	B	Denver - Grand Jct.	\$270	Red	Discard when 20 is taken. Good for \$270 toward card 22
1	A	Denver - Boulder	\$20	Green	
4	A	El Paso - Deming	\$60	Orange	
6	A	Santa Fe - Albuquerque	\$90	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
11	B	Salt Lake City - Grand Jct.	\$140	Blue	Discard when 20 is taken. Good for \$140 toward card 20 or 21
8	A	Denver - Leadville	\$260	Purple	Discard

Available Trains

Type	# Available	Cost
9	2	\$80
15	3	\$120
24	4	\$200
42	6	\$320

Available Snowplows

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

Junk Yard Dog

Turn 4a

Turn 4b due: 3/2 Tuesday

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

Cary takes set 1

Eric takes set 5

Dave takes set 4

Andy takes set 3

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

Cards

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

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 7.1 to 8.1

Turns 8.2 to 9.2 due: 3/2 Tuesday

Turn 7

- 1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 5 5 5
Jewel Port (p).
Buys Mulch Wine for \$20, gains \$2 in port commissions.
- 2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 2 6 6
Space Station Planet – R – (Y) – R – NC6 – R20 (pays \$20) – Multi-Generation Ship – NC6 – (Y) – B – R – A – R – (Y10) – (Y40) – R – B – (Y) – Airhome – A.
- 3rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 3 3
Y40 – R – B – Y – Airhome – R – ? (it's a Y10 penalty marker).
- 4th: Bob Robles (Eeepeeep/Mean Machine) Rolls Used: 6
Space Station Planet – R – Y – R – NC6 – R20 (pays \$20) – Multi-Generation Ship.
Barters Scout for \$30 credit, uses credit plus \$210 to buy a Transport.
- 5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 3
TeleGate 1 – R – B – NC3 – NC3 – ? (it's a B40 penalty marker, pays \$20) – NC3 – ? (it's an R30 penalty marker, pays \$10) – NC3 – R .

Turn 8

- 1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 4 6 6
Jewel Port (p) – R – ? (it's TeleGate 6) – Y – B – R – B – Y10 (pays \$10) – R10 (pays \$10) – B10 (pays \$10) – Y – B – R – Goliath (o) – Goliath (s).
Sells Mulch Wine for \$60 plus \$40 demand (from the cup: Demand for Grease at 7b and Finest Dust at 4a).

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), 6 Finest Dust

4b (Humans): 1 Demand for Bionic Perfume (+\$60), 2 Demand for Space Spice (+\$40)

5 (Shenna): 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), 2 Demand for Immortal Grease (+\$50)

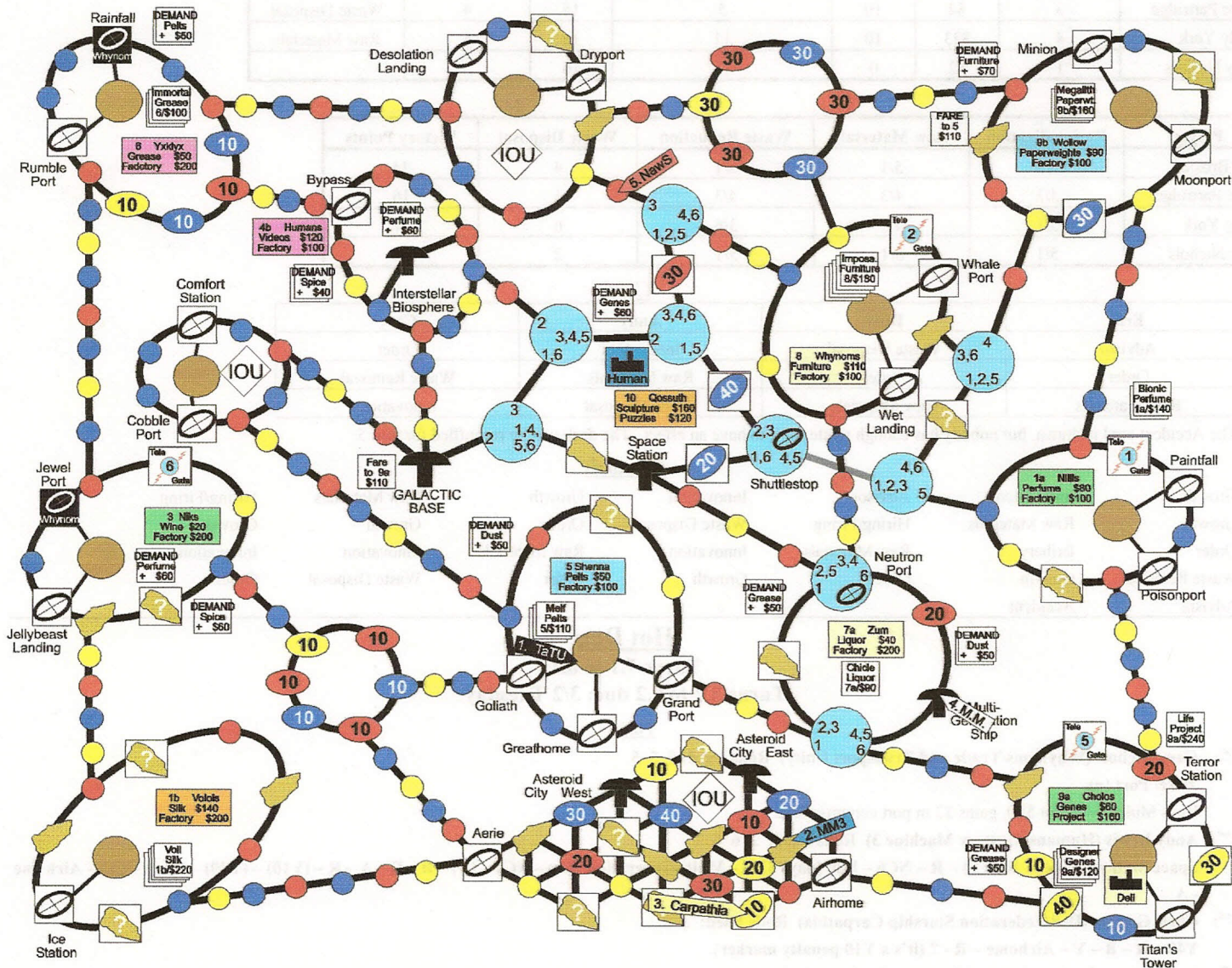
8 (Whynoms): 5 Impossible Furniture

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 \$380 Fast Scout 9: 1 6 (Double 1) Hold1 Hold2 Hull</p> <p>Rainfall \$200 JewelPort \$200</p>	<p>2. Mystery Machine 3 \$59 Normal Scout 8: 4 5 6 // 9: 3 3 4 Hold1 Hold2 Hull Infinite Puzzles 10/\$250 Psychotic Sculpture 10/\$250 Yellow Drive (\$80)</p> <p>Qossuth \$200</p>	<p>3. Carpathia \$20 Scow Scout 8: 1 2 2 6 (Use 2) Hold1 Hold2 Hull Designer Genes 9a/\$120 Relic Shield (\$60) 7a \$80</p> <p>Cholos \$200</p>	<p>4. Mean Machine \$200 Rocket Transport 8: 4 5 (Use 1 * 4) Hold1 Hold2 Hold3 Hull</p>
<p>5. Not as we Seem \$10 Torch Scout 8: 5 (Times 3) Hold1 Hold2 Hull Bionic Perfume 1a/\$140 Eq. Shield (\$60)</p>			

Gray Wolf

Turn 4

Turn 5 due: 3/2 Tuesday

Planning

- Dutch** maintain 5 ships (\$20) and buy 5 soldiers (\$50) for \$70.
- Spanish** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Portuguese** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- French** 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.
- English** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Outbound Naval Movement

- Dutch** Sail to J. Dice: 1, 3, 5, 6. Loses 1 soldier and 1 colonist.
- Spanish** Sail to K. Dice: 4, 4, 5. No losses.
- Portuguese** Sail to O. Dice: 1, 3, 4. Loses 1 soldier.
- French** Sail to L. Dice: 1, 4, 5, 5. Loses 1 ship containing 1 soldier and 1 colonist.
- Swedes** Sail to U. Dice: 1, 2, 3, 4. Loses 1 soldier.
- English** Sail to C. Dice: 1, 1, 4, 6. Loses 1 soldier and 1 colonist.

Exploration

Portuguese discover a mine in O and in R.

Mining

Portuguese mine 1 gold in O.

Land Movement

- Dutch** move 4 soldiers colonists from J to I, 1 soldier from J to F (it's a resource rich climate 2 area with 2 natives), 1 soldier from I to E (it's a resource rich climate 3 area with 1 native), and 5 soldiers and 3 colonists from fleet to J.
- Spanish** move 4 soldiers and 4 colonists from fleet to K. 1 soldier prospects.
- Portuguese** move 1 gold from O to fleet, 5 soldiers and 5 colonists from O to Q (it's a climate 2 area with no natives), and 4 colonists and 3 soldiers from fleet to O. 1 colonist in O mines.
- French** move 3 colonists and 3 soldiers from fleet to L. 1 soldier prospects.
- Swedes** move 3 soldiers and 5 colonists from X to W (1 soldier prospects), 1 soldier from X to T, 3 soldiers and 5 colonists from U to T, and 4 colonists and 5 soldiers from fleet to U.
- English** move 2 soldiers and 2 colonists from D to C and 3 soldiers and 3 colonists from the fleet to C. 1 soldier in C prospects.

Native Combat

Dutch: 1 soldier killed in E, 1 native killed in F, and 1 native in I. 1 soldier loots in I. **Spanish:** 2 natives killed in K. **French:** 1 soldier and 1 native killed in L. **Swedes:** 2 soldiers and 2 natives killed in T, 1 native killed in W. **English:** 4 soldiers killed in C.

Native Uprisings

Climate is a 2. Uprisings in C (2 colonists killed) and O (2 colonists killed).

Survival

Climate is a 4. **English** lose 1 prospector in C, **Spanish** lose 1 soldier each in H and K, **Dutch** lose 1 soldier each in F and I, **French** lose 1 soldier in L, **Portuguese** lose 1 colonist in O, 1 colonist in Q, and 1 soldier in R, **Swedes** lose 1 soldier each in T and W.

Political Control

Spanish gain political control of K. **Portuguese** lose political control of O and gain political control of Q. **Swedes** lose political control of X and gain political control of T and W.

Homebound Naval Movement

- Dutch:** Dice: 1, 3, 5, 5. No losses.
- Spanish:** Dice: 1, 2, 3. No losses.
- Portuguese:** Dice: 1, 5, 6. No losses.
- French:** Dice: 1, 1, 3, 4. 1 ship lost.
- Swedes:** Dice: 1, 2, 3, 4. No losses.
- English:** Dice: 1, 2, 4, 4. No losses.

Income

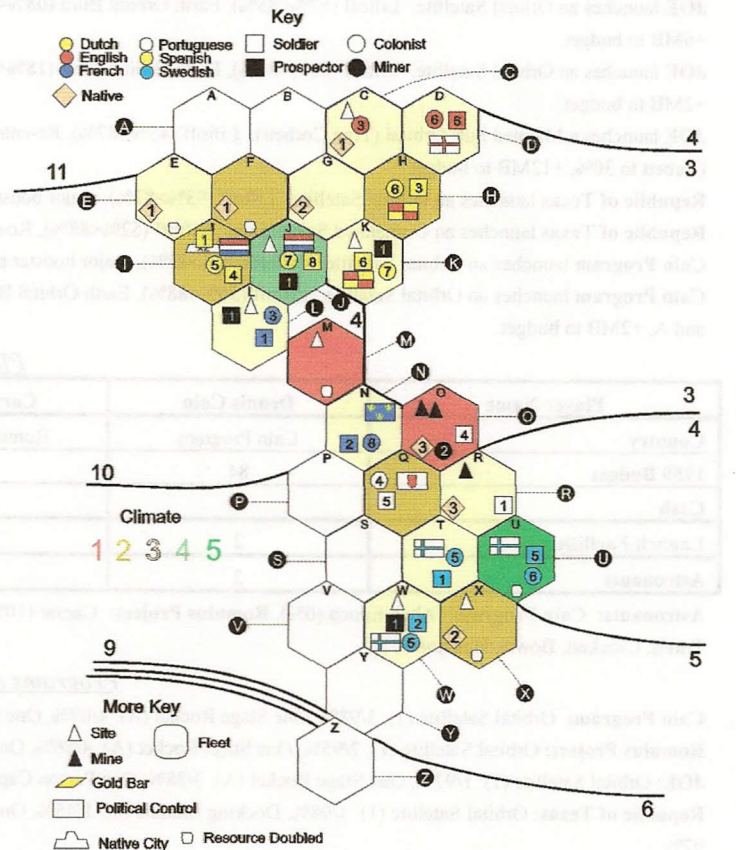
- Dutch:** Political Control: \$60, resources: \$12.
- Spanish:** Political Control: \$60, resources: \$13.
- Portuguese:** Political Control: \$40, gold: \$40, resources: \$4.
- French:** Political Control: \$40, resources: \$11.
- Swedes:** Political Control: \$80, resources: \$22.
- English:** Political Control: \$40, resources: \$9.

Turn 5 Initiative

Portuguese, English, Swedes, Dutch, French, Spanish

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$73	6	5	4
English	Dennis Cain	\$58	12	4	4
French	Bob Robles	\$79	16	2	4
Portugese	Cary Nichols	\$116	13	4	4
Spanish	Andy Lewis	\$93	12	4	4
Swedes	Dave Partridge	\$126	9	5	4



Laika

1959

1960 due: 3/2 Tuesday

Event Card Resolution/Saved Cards**Republic of Texas:** Fortunate accident: rocket.Purchase Hardware**Cain Program** buys 1 orbital satellite for 1MB, 3 one stage rockets for 9MB, 3 one person capsules for 6MB, and trains another astronaut (Enoch) for 2MB.**Republic of Texas** starts an Astronaut Training Program for 18MB, and trains three additional astronauts for 6MB (Travis, Crockett, Bowie, Houston), buys the Docking Module program for 18MB, 2 one stage rockets for 6MB, and 2 one person capsules for 4MB.**JOE** buys 2 launch facilities for 60MB, 2 orbital satellites for 2MB, 3 one stage rockets for 9MB, 2 one person capsules for 4MB, and the EVA Suit program for 18MB.**Romulus Project** buys 1 one person capsule for 2MB, the EVA Suit program for 18MB, and hires an astronaut (Caesar) for 2MB.Conduct Research**Cain Program** a: 8 dice (1, 1, 3, 3, 3, 3, 6, 6) = +26%. 8MB spent.**Republic of Texas** F: 8 dice (1, 1, 2, 2, 2, 3, 6, 6) = +23%. 8MB spent. a: 8 dice (2, 4, 4, 4, 4, 5, 5, 6) = +34% to Max R&D. 8MB spent. EVA: 8 dice (1, 3, 3, 4, 5, 6, 6, 6) = +34%. 8MB spent.**JOE** a: 2 dice (5, 5) +10% +2% = +12% to Max R&D. 2MB spent. EVA: (1, 1, 2, 4, 4, 4, 5, 5) +26% +8% = +34%. 8MB spent.**Romulus Project** 1: 8 dice (2, 2, 3, 3, 4, 5, 5, 6) = +30% to Max R&D. 8MB spent. a: 8 dice (2, 3, 5, 5, 6, 6, 6, 6) = +39%. 8MB spent.Declare Future Missions**Cain Project** declares 2 launches, **Republic of Texas** declares 2 launches, **JOE** declares 3 launches, and **Romulus Project** declares one launch.

Your launches are:

Missions

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

Romulus Project launches a Manned Sub-orbital (Caesar). All safety factors are -3% because the Orbital Satellite mission was not completed. Liftoff (73%<82%), Re-Entry (31%<46%), Recovery (22%<46%). Mission success! +1% to A and a, Caesar to 10%, +24MB to budget.**JOE** launches an Orbital Satellite. Liftoff (67%<85%), Earth Orbital Burn (08%<95%), Earth Orbital Activities (31%<95%). Mission success! +1% to 1 and A, +6MB to budget.**JOE** launches an Orbital Satellite. Liftoff (66%<86%), Earth Orbital Burn (18%<96%), Earth Orbital Activities (29%<96%). Mission success! +1% to 1 and A, +2MB to budget.**JOE** launches a Manned Sub-Orbital (Tom Corbett). Liftoff (45%<87%), Re-entry (58%<80%), Recovery (79%<80%). Mission success! +1% to A and a, Tom Corbett to 30%, +12MB to budget.**Republic of Texas** launches an Orbital Satellite. Liftoff (93%>87%), major booster problem, launch cancelled. Mission failure. +1% to A, -3MB to budget.**Republic of Texas** launches an Unmanned Sub-Orbital. Liftoff (52%<88%), Re-entry (39%<80%), Recovery (44%<80%). Mission success! +1% to a and A.**Cain Program** launches an Orbital Satellite. Liftoff (98%>87%), major booster problem, mission cancelled. Mission failure. +1% to A, -3MB to budget.**Cain Program** launches an Orbital Satellite. Liftoff (56%<88%), Earth Orbital Burn (06%<97%), Earth Orbital Activities (17%<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
1959 Budget	84	34	70	83
Cash	19	5	37	3
Launch Facilities	2	1	3	2
Astronauts	2	1	3	4

Astronauts: **Cain Program:** Abel, Enoch (0%), **Romulus Project:** Caesar (10%), **JOE:** Tom Corbett (30%), Roger Manning, Astro (20%), **Republic of Texas** Travis, Crockett, Bowie, Houston (0%)Programs and Hardware**Cain Program:** Orbital Satellite (1): 3/98%, One Stage Rocket (A): 4/89%, One Person Capsule (a): 4/36%**Romulus Project:** Orbital Satellite (1): 2/95%, One Stage Rocket (A): 4/86%, One Person Capsule (a): 0/50%**JOE:** Orbital Satellite (1): 1/97%, One Stage Rocket (A): 3/88%, One Person Capsule (a): 2/81%, EVA: 64%.**Republic of Texas:** Orbital Satellite (1): 1/98%, Docking Module (4): 1/45%, One Stage Rocket (A): 2/89%, Kicker (F): 1/78%, One Person Capsule (a): 2/66%, EVA: 97%

Draw Event Cards

- Bill Scharf:** Influenza: Tom Corbett out of action for next mission. +7MB to budget.
- Andy York:** Test failure: -15% on one-person capsule. +10MB to budget.
- Dennis Cain:** Sabotage: Pay another player 10MB or lose 20% on safety factor of most advanced habitation module or space station on next mission (not applicable). +10MB to budget.
- Cary Nichols:** Major Media Event: no new astronauts may be recruited this year. +5MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1960 Budget	84	73	100	85
Cash	77	1	4	10
1961 Budget	94	78	107	95

Pedagoguery

In 1920, Sir Arthur Eddington first theorized that the Sun was powered by the fusion of hydrogen into helium. The theory seemed likely, since no other energy source was consistent with the age of the earth as determined by radioisotope dating. However, there was no way to directly prove or disprove Eddington's theory. Until, that is, the discovery of the neutrino in 1956. Atomic fusion would produce neutrinos as a natural by-product, and since neutrinos interacted so weakly with matter, they would be able to escape from the sun in a matter of seconds rather than millennia. In 1967, a group set about trying to detect solar neutrinos. In the Homestake mine in South Dakota.

The Homestake experiment used 600 tons of tetrachloroethylene, or dry cleaning fluid. Essentially, when an energetic neutrino hit a neutron in a chlorine atom, it would occasionally be absorbed, changing the neutron to a proton and thus changing the chlorine to argon. The argon would be collected and measured to determine how many neutrinos were detected. Everything worked fine, except for the fact that the number of neutrinos being detected was about one third what was expected. Why could this be?

The Standard Model of physics predicts three different types of neutrinos: electron-neutrinos, muon-neutrinos, and tau-neutrinos. The fusion reactions in the sun produce only electron-neutrinos, and that is the only type that the Homestake experiment could detect. The Standard Model predicts that neutrinos have zero mass. However, if neutrinos did have mass, then in theory the different species of neutrinos could oscillate back and forth. Thus, what is emitted in the sun as an electron-neutrino could be a muon-neutrino when it reaches the detector, and would thus not be detected at all. What was needed was a way to detect the other types of neutrinos as well as electron-neutrinos. Recently, new detector has come on line to do just that.

The Sudbury Neutrino Detector, or SNO, is located in an old nickel mine in Sudbury, Toronto. It consists of 1000 tons of heavy water, that is water made of deuterium (a hydrogen isotope with one proton and one neutron). This tank is surrounded by photo multiplier tubes, and rests in a large container filled with ultra pure regular water. SNO detects neutrinos in three different ways. First of all, a neutrino could hit a neutron in a deuterium atom and be absorbed. This results in the neutron turning into a proton and releasing an energetic electron.

As the electron speeds off, it emits a characteristic radiation called Cherenkov radiation in a cone in its direction of travel. That light is detected by the photo multiplier tubes. This interaction is very similar to the Homestake experiment in that it can only detect electron-neutrinos. However, sometimes, when a neutrino hits a deuterium atom, it can knock the neutron loose. That neutron will sometimes combine with another deuterium atom forming tritium. When that happens, a gamma ray photon is produced. That gamma ray photon can hit an electron, accelerating it. The electron then produces the Cherenkov radiation when can be detected. In addition, energetic neutrinos can also hit electrons directly, accelerating them and causing them to emit Cherenkov radiation. Both of these latter interactions are sensitive to all types of neutrinos.

The trick then becomes separating out these interactions from potential false positives. One source of false positives derives from cosmic rays. Cosmic rays can produce energetic muons that can travel right through the detector, emitting Cherenkov radiation as they go. This is partially mitigated by locating the detector deep underground, but it is further helped by the fact that a muon will show two spots of Cherenkov radiation, one at the entry point and one at the exit point. Neutrino interactions, will only show one spot. A more difficult source of false positives is the natural radioactivity in the materials of the detector. By examining enough events, scientists can determine which are likely to have occurred from a neutrino, and which are extraneous. Using statistical analysis, they can also determine which events occurred from each type of interaction. For instance, electron scattering can occur both inside as well as outside of the central detector, and will tend to lie in the direction away from the sun. Deuteron breakup will result in a gamma ray photon of the same energy each time, therefore the intensity of the Cherenkov radiation will be consistent with those, whereas neutrino capture will result in electrons with a spread of energies. From all this, they were able to determine that the number of energetic neutrinos emitted from the sun agreed rather closely with what we expect based on calculations of fusion reactions. So, the solar neutrino problem appears to have been solved.

Next time I will discuss parallel universes.

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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.