

Notes from Hades

My life has been particularly busy of late. This is primarily due to the presence of two very active two-year-old boys in my house, but other factors also contribute. What's more, I find that I no longer look forward to working on the zine like I used to. I don't want this zine to become a chore, so I am going to "lighten the load" as it were. I am not folding, nor am I ending any game prematurely. What I am going to do is to place all new game openings on hiatus until things get to a more manageable level. Retrieve does start this issue because I promised it, but I am not planning on immediately starting new games to replace those that end for a while.

I recently received an email from an Andrew, who is running a play-by-email game called Medieval Diplomacy. I took a brief glimpse at it and it looks interesting. There is more information, including links, in the letter column.

The next deadline is **Tuesday, May 25 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

Note: There is currently a hiatus in

new game starts.

Dogwood. History of the World. Have Dave Anderson, Kevin Wilson, Andy Lewis, Dennis Cain, Chris Geggus, and Cary Nichols.

Retriever. Outpost. Have Eric Brosius, Andy York, Andy Lewis, Dave Partridge, Bill Scharf, Kevin Wilson, Michael Lowrey, and Cary Nichols. **Starts this issue!**

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, Steve Koehler, and Paul Bolduc need up to 1 more.

Dogfight. Gunboat Machiavelli. This game will start when the next Machiavelli game finishes. Scenario and rules by player vote. Have 8, this game is closed. This box will be checked if you are signed up.

Wish List

Gunslinger. A game of shootouts in the old West. The exact scenario to be determined. Have Chris Geggus, need up to 5 more.

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.

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

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

Bob Robles

One book review. Finally, back to reading for pleasure! King Leopold's Ghost by Adam Hochschild. A very disturbing account of what happened to the Congo. King Leopold II of Belgium was able to snatch the vast Congo basin from right under the noses of the dominant colonial powers of the time and basically keep it as his private fiefdom. The horrors that were perpetuated in the name of profit are simply unimaginable. This is a story so fantastic and horrifying, truth is really stranger than fiction. The characters which crisscrossed the Congo during this time are truly larger than life. A very fine historical account.

On a happier note, how are you and the family? How was Easter or Passover for your children? Has spring sprung in SoCal? Let's hear it for Barry Bond's hitting home run #660! Hope eternal springs in the hearts of Giants fans that this year the hated Dodgers will be beaten.

[We had a fine Easter. It was very interesting to see the boys' reactions to everything. Scott has become a real sugar hound. When he got his Easter basket, he went right to the candy. Erik, on the other hand, doesn't seem to care much for candy. His weakness is dairy. Give him some cheese and he is very happy. They both enjoyed the Easter egg hunt, and were pretty good at it. As for baseball, I don't really follow it much, but I did hear that the Giants initial foray against the Dodgers did not go very well for them.]

Andrew

An Introduction to Medieval Diplomacy:

Welcome to the Middle Ages, when mighty Kings ruled by fire and sword. This is a play-by-email strategy game, where each player rules a historical realm in Europe, circa 1320 A.D. Players of strategic games such as Diplomacy, Axis&Allies and Risk will find many familiar elements in the game. The political situation and units are authentic for this time period. There is a detailed

player program that depicts the forces of all realms as miniatures on a giant game board. To stay on your throne, you will need to use well-planned tactics, clever scheming, and ruthless determination. It is completely free to play, and new games begin regularly. We have a community of over 500 active players, and positions are open for both new blood and veterans. Everyone is welcome to sign up for a game at:

<http://www.agegames.com/mw>

There are also positions available in Dragonlords, a game modelled on Tolkien's War of the Ring, at:

<http://www.lordsofconquest.com/dragon>

(but there is a limit of 1 game at a time though)

Hope to see you on the battlefield!

- Andrew, Game Moderator

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat Miller Number 2001Fpw10 Spring 1462

Deadline for Summer 1462: 5/25 Tuesday

It has become two somewhat separate conflicts: France versus Venice in the north, and Florence versus Naples in the south.

Builds

		Cost
Flo	Maintains all, builds A Florence, A Arezzo	24
Fra	Maintains all, builds A (Elite Mercenary) Swiss, G Milan	33
Nap	Maintains A Urbino, A Capua, A Naples, F Aquila, F Tyrrhenian Sea, F Central Mediterranean	18
Ven	Maintains all, builds A Padua, A Treviso	27

Expenditures

Florence buys Famine Relieve in Tunis for 3 ducats.

Naples buys Famine Relieve in Ancona and Capua for 3 ducats each.

Outstanding Debt

Fall 1463: 12 ducats due from Venice.

Orders

- FLORENCE : A MODENA supports A Bologna, A BOLOGNA supports A Florence to Urbino, A Florence to URBINO, A Pisa to PIOMBINO, A AREZZO to Perugia, A Spoleto to Perugia (DISLODGED, retreat Ancona, OTB), A ROME holds, F TUNIS to Central Mediterranean
- FRANCE : A Avignon to TURIN, A (EM) SWISS to TYROLEA, A MILAN supports A Swiss to Tyrolea, A Cremona to BERGAMO, A MANTUA to Verona, A PARMA to Mantua, A FornoVA to GENOA, F Genoa to LIGURIAN SEA, F Provence to GULF OF LIONS
- NAPLES : A NAPLES to Rome, A Urbino to SPOLETO, A CAPUA supports A Urbino to Spoleto, F AQUILA holds, F TYRRHENIAN SEA transports A Naples to Rome, A CENTRAL MEDITERRANEAN to Tunis
- VENICE : A Tyrolea supports French A Milan (cut, DISLODGED, retreat Como, Carinthia, garrison, OTB), A AUSTRIA supports A Tyrolea, A Carinthia to TRENT, A Hungary to SLAVONIA, A Padua to VERONA, A FERRARA supports A Padua to Verona, A Treviso to FRIULI, F UPPER ADRIATIC to Lower Adriatic, F DALMATIA to Lower Adriatic, F Albania to DURAZZO

Your treasury:

Spring 1461 Famine Losses

If Venice A Tyrolea retreats to Como it will be destroyed by Famine.

Summer 1461 Plague

Poor year: Row Only: Bergamo (French A eliminated), Ancona (Florentine A eliminated, if retreated there), Parma (French A eliminated), Mantua (French A eliminated), Istria

Press

France – Austria: Dear friend, you didn't recognize true words and so finished in bad hands.

France – Florence: I hope that you finish very early with Naples: I could support you before that he takes all my provinces. After I need your help against Venice as soon as possible: I cannot stop him alone.

France – Naples: It is not too clear why did you take Corsica and Sardinia to me and not Durazzo and Albania to the winning Venice. Could you explain this to me?

France – Venice: It is not a real war, you are too strong for me alone: it is a tuna killing of me. You will win when you will wish.

Naples – Austria: Good bye good buddy.....

Naples – Florence: Don't stick it out unless you're ready to use it.

Naples – France: As indicated, out of GoFL and COR....

Naples – Venice: Dang, a mistype, I was trying to go to the LA, and mistyped that UA. No harm no foul I hope.... Good job on the Austrian, got your hands full with that French guy, huh? Just remember that Florence isn't anyone's friend....

Venice – All: France is winning. Sure, he and I look similar in size but his forces are in better position against me and he will continue to advance. That is not in your best interests to watch France continue to grow, even at my expense. I also note that I have a loan while he does not. So I have to save money to pay off my loan while he can spend all his money against me. Not good.

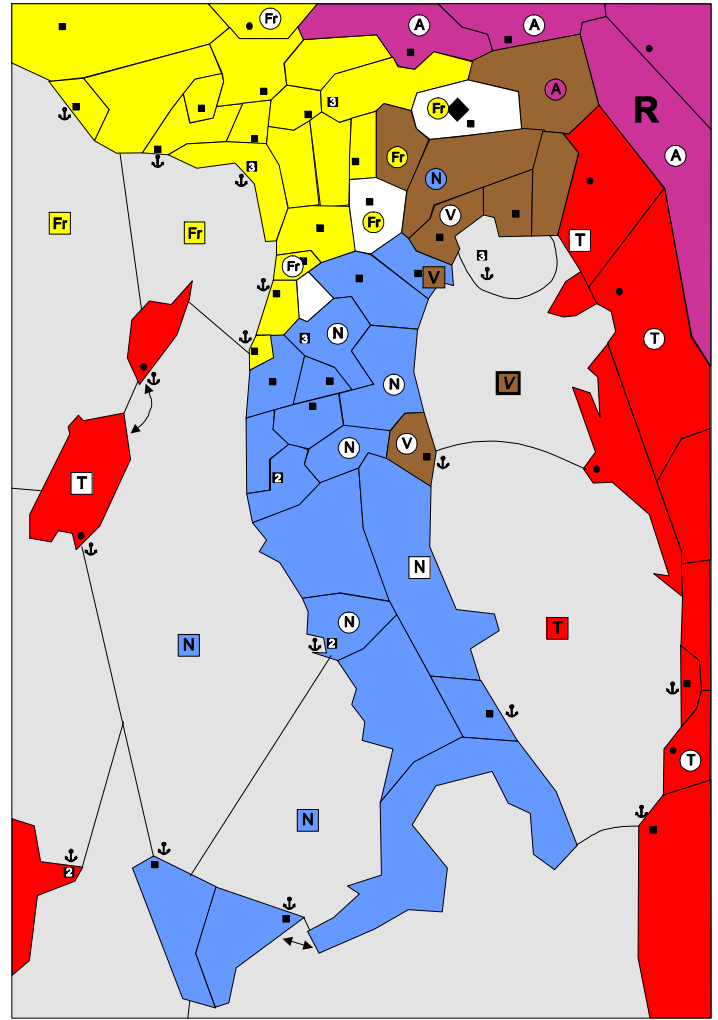
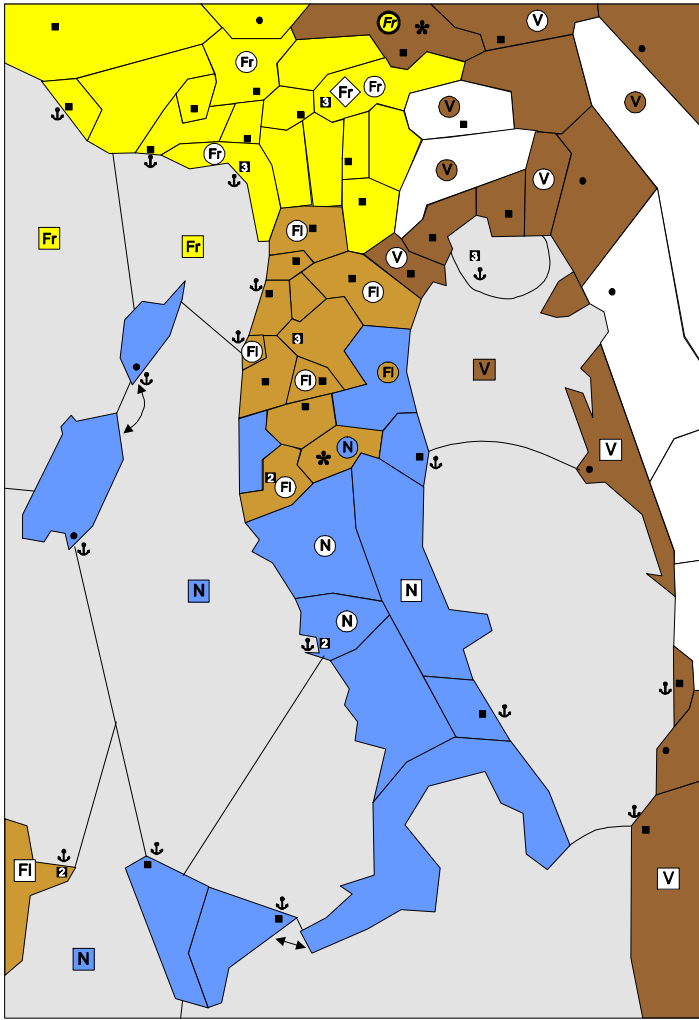
Venice – Florence: Please do not let France seduce you into joining him against me. I have always been faithful to our alliance and never attacked you.

Venice – France: Any chance you and I can kiss and make up? I'd rather lick my wounds than open new ones with you.

Venice – Naples: I really need to be able to stop France from advancing. To do that, I need you to back away from me in the Ionian.

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

Spring 1459

Deadline for Summer 1459 5/25, Tuesday

France joins in the attack on Venice while Naples and the Turks re-position themselves. Austria moves to recover lost territory and put down the last rebellion.

Builds

		Cost
Aus	Maintains all, build A Austria, G Tyrolea	12
Fra	Maintains all, builds A Swiss	24
Nap	Maintains all, builds A Naples, F Bari	24
Tur	Maintains all, builds A Albania	15
Ven	Maintains all, builds A Padua, A Treviso, F (Elite Mercenary) Venice	18

Expenditures

Naples spends 3 ducats to counterbribe A Urbino
 Turks spend 3 ducats for Famine Relief in Dalmatia

Outstanding Debt

None

Orders

AUSTRIA (Wilson): A AUSTRIA supports A Tyrolea to Carinthia, A Tyrolea to CARINTHIA, A Hungary to SLAVONIA, G TYROLEA convert to A

Orders (cont.)

FRANCE (Partridge): A SWISS holds, A Milan to TRENT, A Parma to MANTUA, A Cremona to BERGAMO, A PIOMBINO to Pisa, A LUCCA to Pisa, F LIGURIAN SEA supports F Gulf of Lions, F GULF OF LIONS supports F Ligurian Sea

NAPLES (Scharf): A NAPLES supports F Bari to Aquila, A Ferrara to VERONA, A FLORENCE supports A Bologna to Urbino, A Bologna to URBINO, A Urbino to SPOLETO, F Bari to AQUILA, F TYRRHENIAN SEA holds, F GULF OF NAPLES supports F Tyrrhenian Sea

TURKS (Narhi): A CROATIA supports F Carniola, A ALBANIA holds, F Dalmatia to LOWER ADRIATIC, F CARNIOLA holds, F Sardinia to WESTERN MEDITERRANEAN

VENICE (Whyte): A PADUA supports F Upper Adriatic to Ferrara, A Treviso to FRIULI, A ANCONA to Aquila, F Upper Adriatic to FERRARA, F (EM) Venice to UPPER ADRIATIC

Your treasury:

Spring 1457 Famine Losses

France loses A Piombino

Summer 1457 Plague

Poor year –Row only. Savoy, Friuli (Venetian A destroyed), Rome, Marseilles, Pavia

Press

Naples – Venice: You know...if you're going to imply we have some sort of arrangement you might consider not attacking me so openly. People might start to think you don't mean what you say.

Venice – Austria: Next time you will not so easily grasp through my slip...

Venice – France: Help me doc. I feel like everyone is out to get me. Am I paranoid doc? You can tell me, doc. I can take it.

Venice – Naples: Hey blue, get red, he's a nut inside!

Venice – Turks: Hey red, get blue. He's got a chocolate centre!

Shepherd

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory

Miller Number 2003Epw10

Summer 1456

Deadline for Fall 1456 5/25, Tuesday

The Florentine invasion of Venice is repulsed while the French invasion of Milan meets with somewhat more success. Naples repositions his meager forces.

Addendum

Last turn, the Milanese move from Savoy to Genoa did succeed.

Expenditures

Florence pays back 18 ducats to the moneylenders.

Milan spends 3 ducats apiece to counterbribe each of his units (12 ducats total spent).

Venice spends 3 ducats to counterbribe A Ferrara

Outstanding Debt

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

Spring 1457: 36 ducats due from Milan

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

Fall 1457: 8 ducats due from Naples

Spring 1458: 20 ducats due from Florence

Orders

FLORENCE (McConnell): A (EM) BOLOGNA supports A Modena to Mantua, A MODENA to Mantua, A LUCCA to Modena, A URBINO supports A Ancona convert to G, A ANCONA convert to G, A Perugia to SPOLETO

FRANCE (Scott): A Provence to SAVOY, A Marseilles to PROVENCE, A PAVIA supports A Turin to Montferrat, A TURIN to Montferrat, F LIGURIAN SEA supports A Provence to Savoy, F Gulf of Lions to SARDINIA

MILAN (Biehl): A Parma to MILAN, A GENOA supports A Montferrat, A MONTFERRAT supports A Genoa (cut), G GENOA supports A Genoa

NAPLES (Cole): F GULF OF NAPLES holds, F Central Mediterranean to TYRRHENIAN SEA

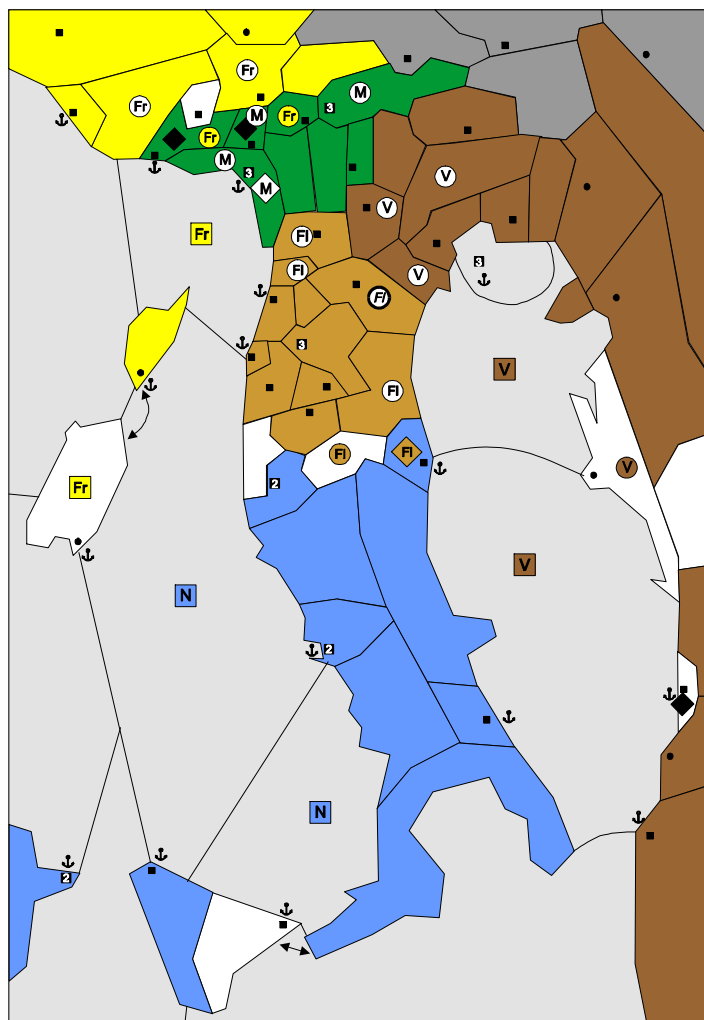
VENICE (Giovine): A MANTUA besieges (garrison eliminated), A VERONA supports A Mantua, A FERRARA supports A Mantua, A DALMATIA holds, F UPPER ADRIATIC supports A Ferrara, F Ragusa to LOWER ADRIATIC

Your treasury:

Notes

There has been a proposal to change the victory conditions in this game from Standard (15 cities) to Ultimate (21 cities). Please vote on this proposal with

your next orders. As usual, NVR = no, NMR = yes. Also, John Biehl is resigning. **Will Jerry Roalstad please take over as Milan! Shepherd**



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

Warg

Miller Number 2002Ets33

3019-7-II

Deadline for 3019-8-I 5/25, Tuesday

Mordor captures and kills Gandalf! The Dwarves and Elves stand off Mordor in the north, but allow Saruman to regain Dunland. The Elves and Umbar trade supply centers and Rohan gains one. Gondor continues to fortify Minas Morgul.

3019-7-I Retreats

Mordor 2A Esgaroth retreats to Old Forest Road

Orders

DWARVES (Reynolds): Dain leads A EOTHED to Esgaroth, A WITHERED HEATH supports A Eothed to Esgaroth, A ESGAROTH to River Running, A NORTH RHUN supports A Esgaroth to River Running (cut), A WILDERLAND supports A Esgaroth to River Running (nso), A FOROCHEL to Carn Dum

ELVES (Koehler): A FORLOND holds, A BEORN'S MARCHES to Carrock, 5A Elven King's Hall divides: 2A ELVEN KING'S HALL supports Dwarvish A Eothed to Esgaroth, 2A Elven King's Hall to NORTHERN MIRKWOOD, A Elven King's Hall to OLD FOREST ROAD, A Lorien to ANDUIN, A Tharbad holds Merge A Nin-in-eleph to Tharbad: 2A THARBAD, A Dunland to GAP OF ROHAN, F GULF OF LHUN to Harlinton, F Gray Havens to HARLOND, R ()

GANDALF (Bolduc): R Gladden Fields to Carrock (DESTROYED), Aragorn leads Elvish A Dunland to GAP OF ROHAN, Gandalf Gladden Fields to Carrock (DESTROYED), Fe ()

GONDOR (York): Faramir leads 3A Minas Morgul holds Merge A South Ithilien to Minas Morgul: 4A MINAS MORGUL, A Minas Tirith to OSGLIATH, A Lamedon to ANFALAS, C ANDRAST supports A Lamedon to Anfalas (cut), F Osgiliath to SOUTH ITHILIEH

MORDOR (Partridge): Sauron leads A ORODRUIN supports A Gorgoroth to Minas Morgul, 2A GORGOROTH splits: A Gorgoroth to Minas Morgul, A Gorgoroth supports A Ered Lithui to Nurn, A Ered Lithui to NURN, A Nuriad supports A Ered Lithui to Nurn (cut, DESTROYED), A UDUN supports A Orodruin (cut), A SOUTH RHUN to North Rhun, 2A RIVER RUNNING splits: A River Running to Wilderland, A River Running to North Rhun, 2A Old Forest Road to CARROCK, A GUNBAD to Carn Dum, Lord of the Nazgul leads A ENTWASH hold (u), Nazgul IRON HILLS paralyzes Dwarvish A Esgaroth

ROHAN (Scharf): C Emyn Muil to East Emnet to WESTFOLD, C DAGORLAND to Udun, A Helm's Deep to DUNHARROW, 2A ANORIEH holds, Eowyn (), Theoden DUNHARROW holds

SARUMAN (Robles): Saruman (), A DRUWAITH IAU to Andrast, A Enedwaith to DUNLAND, A ISENGARD supports A Enedwaith to Dunland

UMBAR (Nichols): A Harad to SOUTH GONDOR, A POROS supports A Harad to South Gondor, 2A Nurn to NURIAD, C KHAND to Nurn, F HARLINDON holds, F Western Sea to SOUTH FORD, F Southern Sea to WESTERN SEA

Adjustments

DWARVES:	HOME, +Esgaroth, Fornost Erain, River Running	No change
ELVES:	HOME, Carrock , Anduin, Harlinton , Shire, Bree, Dol Guldur, Hollin, Dunland , Tharbad, +Forlond	Lose 2
GANDALF:	None	No change
GONDOR:	HOME, Osgiliath, South Ithilien, Minas Morgul	No

		change
MORDOR:	Gundabad, South Rhun, Udun, Barad-dur, +Nurn, Carn Dum, Eothed , Anorien , Esgaroth , +River Running, + Carrock	No change ¹
ROHAN:	HOME, East Emnet, Wold, +Anorien	Gain 1
SARUMAN:	Isengard, Khazad Dum, Druwaith Iaur, +Dunland	Gain 1
UMBAR:	HOME, South Gondor, Khand, Forlond , Nurn , +Harlinton	Lose 1

¹ May build 1 due to elimination of A Nuriad.

Alignment

Good: Dwarves, Elves, Gandalf, Gondor, Rohan

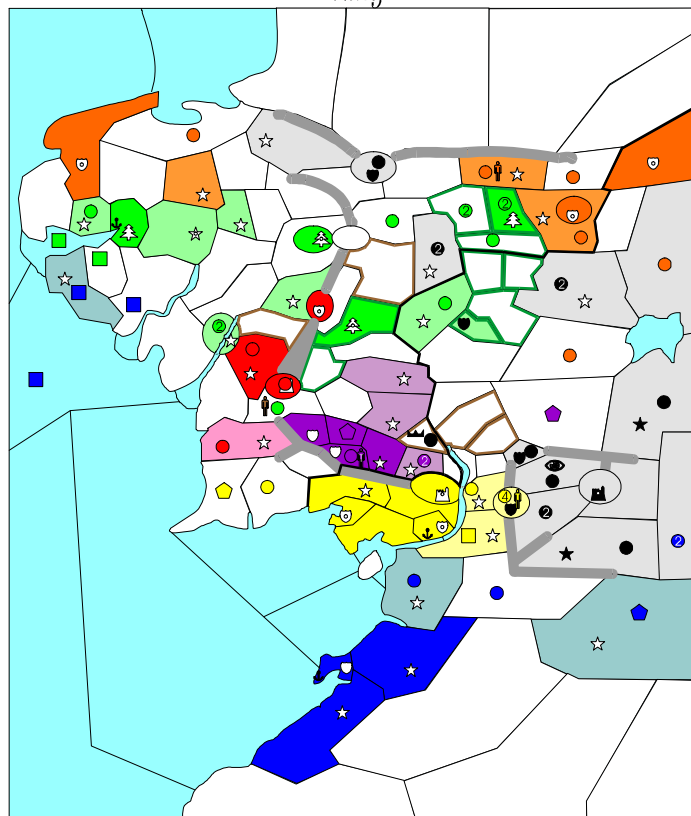
Neutral: Umbar

Evil: Mordor, Saruman

Press

Rohan – Mordor: Look, you're supposed to be the big bad loner...suck it up... and don't act surprised that others oppose you.

Warg



- ☆ Supply Center
- 🏰 Garrisoned Double Fortress
- 👁️ Sauron
- 👤 Dwarves
- 🏰 Fortress
- 👤 Army
- 👤 Gandalf
- 👤 Gandalf
- 🏰 Garrisoned Fortress
- 🚢 Fleet
- 👤 Fellowship
- 👤 Gondor
- 🌳 Elvish Fortress
- 👤 Cavalry
- 👤 Nazgul
- 👤 Mordor
- 🌳 Garrisoned Elvish Fortress
- 👤 Ranger
- 👤 Lord of the Nazguls
- 👤 Rohan
- 🏰 Double Fortress
- 👤 Saruman
- 👤 Other Personality Units
- 👤 Saruman
- 👤 The One Ring
- 👤 Umbar

Pavlov

Turn 8 Combat to Turn 9 Nexus

Turn 9 Nexus due: 5/25 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

Combat Arrakeen.

Atreides use prescience to view the Harkonnen defense.

	Atreides	Harkonnens
Weapon	Lasegun	None
Defense	None	None
Spice	5	1
Dial	5	1
Leader	Dr. Yueh (1)	Umman Kudu (1)
Total	6	1

Atreides win! 5 Atreides, 5 Harkonnen tokens, and Umman Kudu go to the tanks (1 spice to the Atreides). Kwisatz Haderach is now available for use by the Atreides.

Bene Tleilaxu attempt to assassinate Dr. Yueh.

Atreides use prescience to view the BT attack. The BT play Karama as a Lasegun, the Atreides do not play a defense. Attempt succeeds, Dr. Yueh goes to the tanks (1 spice to the BT).

Spice Collection

Atreides collect 2 spice (Arrakeen)

Fremen collect 6 spice (Habbanya Erg)

Guild collect 1 spice (Tuek's Sietch)

Harkonnens collect 2 spice (Carthag)

Turn 9

Storm Movement

Storm moves 5 sectors to sector 14. Turn 10 storm movement: _____

Spice Blow

Worm in Habbanya Erg. 2 spice and 3 Bene Gesserit tokens eliminated. Fremen tokens may ride the worm. Nexus occurs.

Positions

Atreides: 6 tokens Arrakeen, 7 tokens and Dr. Yueh in the tanks, 3 tokens Imperial Basin (10), 4 tokens off-planet. Kwisatz Haderach available

Bene Gesserit: 4 tokens Carthag, 3 tokens in the tanks, 4 tokens Polar Sink, 7 tokens Cielago North (3), 2 tokens off-planet

Bene Tleilaxu: Traps: none

Emperor: 8 tokens (2 Elite Sadaukar) off-planet, 12 tokens (3 Elite Sadaukar) Shield Wall (8)

Fremen: 14 tokens (2 Fedaykin) Sietch Tabr, 1 token Cielago South (2), 3 tokens (1 Fedaykin) Habbanya Erg (16), 2 tokens, Chani, and Otheym in the tanks

Guild: 18 tokens Tuek's Sietch, 1 token off-planet, 1 token and Master Bewt in the tanks

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

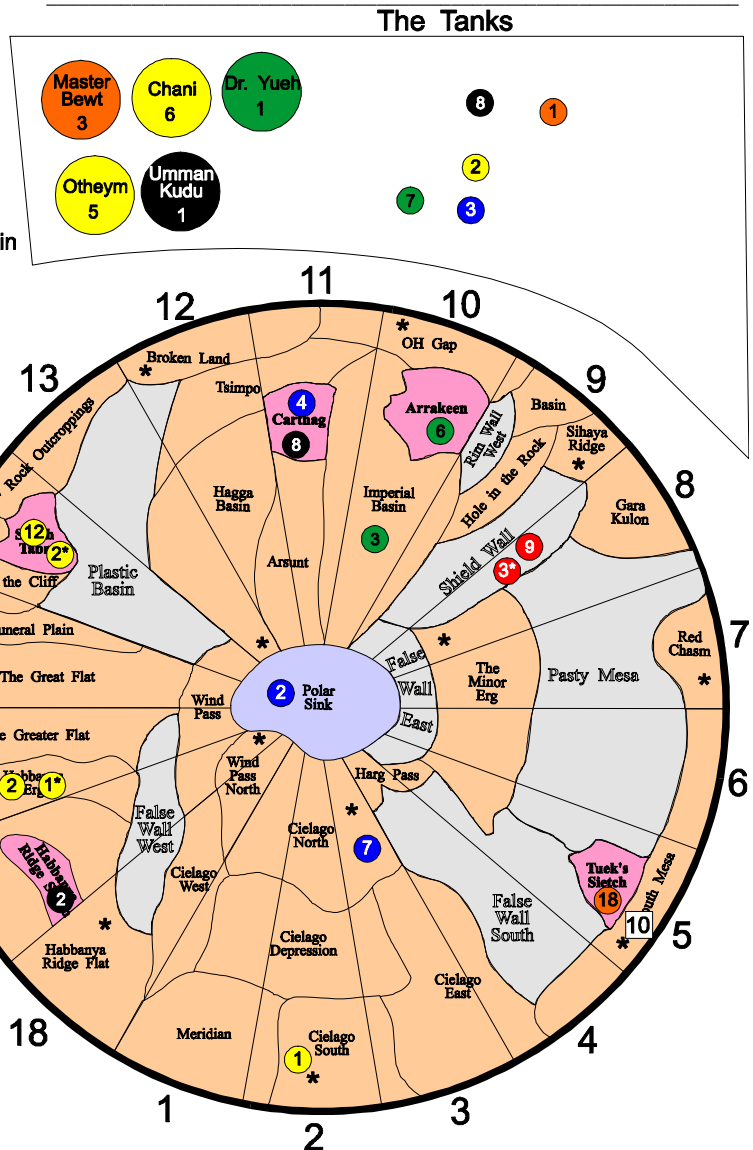
Your Spice: _____

Your Intrigue cards: _____

Your traitor(s): _____

Key

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



Dogface**Epoch VII Empire Selection****Epoch VII Russia, Manchu Dynasty, Netherlands, France due: 5/25 Tuesday****Royal Manticoran Historical Society** passes to APA

APA passes to Common Cause

Dogs and Deities passes to The Legacy Project**The Legacy Project** passes to the Arachnids.**Common Cause** passes to the Royal Manticoran Historical Society**Arachnids** pass to Dogs and Deities**Players**

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	50	110
Andy Lewis	Dogs and Deities (DAD) (orange)	51	137
Cary Nichols	Common Cause (black)	52	123
Chris Geggus	APA (green)	54	164
Dennis Cain	The Legacy Project (red)	67	139
Paul Bolduc	Arachnids (blue)	71	119

Final Positions

Royal Manticoran Historical Society. Fleets *Western Mediterranean, Atlantic Ocean, Caribbean Sea, and Indian Ocean*. INDUS VALLEY: Two armies *Western Deccan and Ceylon*. CELTS: Three armies and Monument *Albion*. FRANKS: Three armies *Southern Iberia*. PORTUGAL: Army, Capital, and Monument *Western Iberia*, armies *Brazil, West Indies, Congo Basin, and South Africa*.

The Legacy Project. Fleets *Red Sea, Bay of Bengal, and Atlantic Ocean*. HIGHLAND KINGDOM: Army, city, and fort *Highlands*. ARABS: Army and city *Arabian Sea*, armies *Nubia, and Upper Nile*. VIKINGS: Two armies *Scandinavia*, armies *Ireland and Appalachia*. MUGHALS: Army, Capital, and Monument *Ganges Valley*, army, city, and Monument *Ganges Delta*, army and Monument *Upper Indus*, army and city *Eastern Deccan*, army *Eastern Ghats*.

Dogs and Dieties. Fleets *Atlantic Ocean, Indian Ocean, and North Sea*. 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*. SAFAVIDS: Army and Capital *Persian Salt Desert*, army an Monument *Lower Indus*. SPAIN: Army, Capital, and Monument *Pyrennies*, army, city, and Monument *Northern Andes*, army and city *Central America and Mexican Valley*, armies *Patagonia, Guiana Highlands, Deep South, Pacific Seaboard, Madagascar, Shatts Plateau, and Baltic Seaboard*.

APA. Fleet *Sea of Japan*. CHOU DYNASTY: Two armies *Irrawaddy*. HAN DYNASTY: Armies *Tarim Basin and East Indies*. MONGOLS: Army, city, fort, and Monument *Honshu, Yangtse Kian, and Central Europe*, armies *Great Plain of China, Chekiang, Caucasus, and Lower Rhein*.

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: Army *North European Plain*. 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 VII Empire**Wolfbane****End of Game Statements**

Andy Lewis Nice game to all those who smoked me. I just can't figure this game out. Thanks Chris.

Kevin Wilson Not exactly a very good showing. The Data Library/Scientist approach doesn't work very well if no Scientist shows for 5 turns! Ouch!! The production loss at the early part of the game catches up without those cards that come with the Scientists. Congrats to Dave, an exceptional showing. 4 players over the Victory VP, wow. Well done all.

Cary Nichols Congrats, Dave!

Bill Scharf It's a fine line between building up your buying power and buying victory points. This game I clearly "caught the wave" and headed towards the beach... but there have been many times where I was bid out of key components by inches and got left behind. This is a good game but its definitely one of those where once you fall behind its impossible to catch up. Thanks for running it Chris.

Guard Dog**Turn 6 Cure Phase through Health Phase****Turn 6 Funeral Commission through Parade Phase due: 5/25 Tuesday**

Cure Phase

Eatstumuch goes to the Sanatorium and Niewitko returns to work. Schukrottoff ages to 87, Purgemoff ages to 78, and Niewitko ages to 78.

Purge Phase

MLI and LVC both attempt to take control of Protzky. MLI declares 6 additional IP and LVC declares 5 additional. HLS plays Olympic Boycott (31). Protzky attempts to purge Eatstumuch (dr = 6 + 6 = 12) success. Continues with a purge attempt on Strychnin (dr = 15 + 1 = 16), success, G (dr = 18), success, H (dr = 13), success, L (dr = 17), success, and Purgemoff (dr = 12), fails. Protzky ages to 64.

Spy Investigation Phase

Niewitko closes the investigations on himself and Schukrottoff, and opens investigations on Purgemoff, Satin, and Boremtodev. Ages to 83.

Health Phase

Lech Schukrottoff (dr = 16) remains sick.
 Wassily Protzky (dr = 13) remains healthy.
 Andrej Purgemoff (dr = 20) remains sick.
 Petr Niewitko (dr = 6) falls ill.
 Oleg Satin (dr = 18) remains healthy.
 Eduard Boremtodev (dr = 18) remains healthy.

Politburo

Office	Politician	Condition	Influence
Party Chief	Lech Schukrottoff (B)	87, +	1 (HLS), 2 (LVC)
KGB Head	Wassily Protzky (U)	64	7 (MLI), 3 (TCC), 8 (LVC)
Foreign	Andrej Purgemoff (F)	78, +, ?	1 (TCC)

Office	Politician	Condition	Influence
Defense	Petr Niewitko (D)	83, ++	1 (LVC)
Ideology	Oleg Satin (O)	77, strong, ?	1 (HLS)
Industry			
Economy	Eduard Boremtodev (K)	66, ?	1 (TCC)
Sport			

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

Candidates: P (63), Z

People: E (73), N, Q (74, +), R, S, V, W, X, Y (54, 10 IP [UNCLE])

Siberia: J (76, ++), M (70, ++), T (63), G, H, L

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, LVC have one wave.

Intrigue Cards

Undeclared Influence

Dogged

Turn 11, Phases IV-VI and Turn 12, Phases I-III
Turn 12 Phases IV-VI and Turn 13 Phases I-III due: 5/25 Tuesday
Turn 11

Construction and Operation

Red (Scharf) operates claims #85 (\$30, 4 coal) and #47 (\$40, 2 silver). Gains \$400 in passenger revenue.
Green (Nichols) does not operate his claims. Gains \$20 in passenger revenue.
Orange (Narhi) operates claim #107 (\$50, 2 copper). Delivers 4 lumber from Pinos Altos to El Paso for \$480. Delivers 1 copper from Santa Rita to El Paso for \$200. Gains \$370 in passenger revenue.
Blue (Bolduc) operates claims #130 (\$80, 1 copper) and #72 (\$30, 3 coal). Delivers 4 coal to Salt Lake City from Emery for \$480. Gains \$410 in passenger revenue. Spends \$200 to bail out prospector.
Purple (Carl) declines claim #25, operates claims #129 (\$40, 3 copper), #44 (\$40, 2 silver), and #65 (\$30, 1 lumber). Delivers 7 copper to Pueblo from Dillon for \$1400, and 6 silver to Pueblo from Leadville for \$1200. Gains \$630 in passenger revenue.

Determine Price Changes

Gold: +2 to \$300

Copper: -4 to \$100

Silver: Remains at \$200

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

Turn 12

Move Prospectors and Surveyors

Red (Scharf) surveys Rico to Dolores and Mack to Rangely, no prospecting.
Green (Nichols) attempts to dismantle Denver to South Platte, but can't in a winter turn.
Orange (Narhi) attempts to survey San Ysidro to Lee Ranch West (can't in winter), prospects Passenger line #13.
Blue (Bolduc) surveys Orestod to Hot Sulphur Springs and Monticello to Dolores. Prospects #25.
Purple (Carl) surveys Willard to Torrance and Meeker to Rangely, prospects the deck twice.

Dispute Resolution

No disputes. Red pays \$300, Orange pays \$320, Blue pays \$420, and Purple pays \$220. Purple draws claims #82 and #28. Purple has first right of refusal on claims #82 and #28.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$2075	9, 15, 42	+4	P+1, S+2, S
Cary Nichols	Green	Denver	\$90	9, 15		P+2, S, S
Ward Narhi	Orange	El Paso	\$1590	9, 24		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$4295	9, 24		P+1, S, S
Joe Carl	Purple	Pueblo	\$3620	15, 24, 24, 42	+4	P, P+2, S, S

Purchased Claims

#	City	Owner	Type	Goods	Operation
85	Canon City	Red	Coal	13	\$30
48	Ouray	Red	Silver	2	Depleted
51	Silverton	Red	Silver	1	Depleted
47	Ouray	Red	Silver	2	\$40
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	2	Depleted
107	Santa Rita	Orange	Copper	10	\$50
30	Georgetown	Blue	Gold	4	\$30
130	Bingham	Blue	Copper	3	\$80
72	Emery	Blue	Coal	4	\$30
25	Bingham	Blue	Gold	N	\$60
129	Dillon	Purple	Copper	0	\$40
44	Leadville	Purple	Silver	0	\$40
65	El Vado	Purple	Lumber	4	\$30

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	
14	B	El Paso – Albuquerque	\$220	Orange	
13	B	El Paso – Santa Fe	\$140	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 after 3 more Leadville depletions

#	Type	Route	Payoff	Owner	Notes
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
60	Pagosa Springs	Lumber	\$40	\$20
82	Crested Butte	Coal	\$60	\$20
28	Leadville	Gold	\$240	\$60

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	
17	C	Denver – Santa Fe	\$420	\$585	
22	C	Denver – Salt Lake City	\$800	\$1100	
24	C	Denver – El Paso	\$1000	\$1380	

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	3	140

Notes

Turn 12 is a winter turn. No deliveries or passenger runs over winter track unless successfully cleared by a snowplow.

Junk Yard Dog

Turn 5a

Turn 5b due: 5/25 Tuesday

Available Cards

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

Eric takes set 5

Dave takes set 1

Andy takes set 4

Cary takes set 2

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Eric Brosius	1	\$10	0	17	14	4	Order
Dave Partridge	2	\$21	10	1	15	4	Waste Disposal
Andy York	3	\$18	10	11	16	5	Raw Materials
Cary Nichols	4	\$18	10	10	16	5	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Eric Brosius	4/3	5/1	5/1	2	24
Dave Partridge	4/3	4/3	4/3	3	24
Andy York	5/1	3/6	3/6	4	28
Cary Nichols	5/1	5/1	4/3	5	20

Cards

Eric	Dave	Andy	Cary
Innovation	Growth	Order	Order
Waste Removal	Raw Materials	Raw Materials	Bribery
Advisor	Advisor	Growth	Raw Materials

Discards

Order

Order

Hot Dog

Turns 9.3 to 11.3

Turns 11.4 to 13.4 due: 5/25 Tuesday

Turn 9

3rd: **Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 5 5**
Asteroid City West.

Trades IOU plus \$20 cash for a Red Drive. Picks up Fare to Base.

Buy's Chicle Liquor for \$40.

5th: **Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 1**
Desolation Landing (s) .

4th: **Bob Robles (Eeep/mean Machine) Rolls Used: 6**
Multi-Generation Ship.

Trades in IOU for 2 Space Spice.

Turn 10

1st: **Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 3 6 6**

Goliath (s) – Goliath(o) – B – R – B – Y – B – R – B – Y – R – Cobbleport(o) – Cobbleport(s).

Discovers Dell (from the cup: Rock Videos at 4b, Fare to 4a at Base, Bionic Perfume at 1a, and Rock Videos at 4b).

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

Jewel Port (p) – R – TeleGate 6 – (Y) – B – R – B – (Y10) – R10 – B10 – (Y) – B – R – Goliath(o).

3rd: **Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 4 5**

Asteroid City West - ? (it's an Open Port) – (R20) – Y – Aerie – Y – (R) – B – (R) – B – Y – B – Open Port.

Sells Designer Genes for \$120 (from the cup: Mulch Wine at 3). Barter's the Relic Shield for \$30 credit and with that and \$110 cash buys one Voll Silk.

4th: **Bob Robles (Eeep/mean Machine) Rolls Used: 6**

Multi-Generation Ship – NC6 – Y – B – R – A – R – Y10 (pays \$10) – Y40 (pays \$40) – B10 (pays \$10) – Titan's Tower(o) – Titan's Tower(s).

Sells one Chicle Liquor for \$90 plus \$60 demand (from the cup: Chicle Liquor at 7a and Demand for Wine at 5).

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

Desolation Landing (s) - Desolation Landing(o) – R – B – Y – B – R – B – Y – R – B10 – R10 – Y – B – R.

Turn 11

1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 2 4 4
Cobbleport (s).

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 2 3 3
Goliath(o) – B – R – B – (Y) – B – R – B – (Y) – R – Cobbleport(o).

3rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 3 6
Open Port – Ice Station(o) – A – (R) – Y – B – (R) – Y – A – Jellybeast Landing(o) – B – Jewelport(p).

Sells Voll Silk for \$220 (from the cup: Melf Pelts at 5), buys Mulch Wine for \$20 and a Shield for \$60. Trade and Transport Utility gains \$30 in port commissions.

Goods and Demands:

1a (Nillis): 3 Bionic Perfume

1b (Volois): 3 Voll Silk, Relic Shield

2 (Graw): 2 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 Space Spice (+\$60), 2 Mulch Wine

4a (Dell): 2 Demand for Mulch Wine (+\$60), 6 Finest Dust, Fare to Base (\$180)

4b (Humans): 1 Demand for Bionic Perfume (+\$60), 2 Demand for Space Spice (+\$40), 3 Rock Videos

5 (Shenna): 2 Demand for Finest Dust (+\$50), 4 Melf Pelts, 2 Demand for Mulch Wine (+\$40)

6 (Yxklyx): 4 Immortal Grease, 2 Demand for Melf Pelts (+\$50)

7a (Zum): 2 Demand for Finest Dust (+\$50), 1 Chicle Liquor

7b (Eeepeep): 2 Servo-Mechanism, 2 Demand for Dust (+\$50), 3 Demand for Immortal Grease (+\$50)

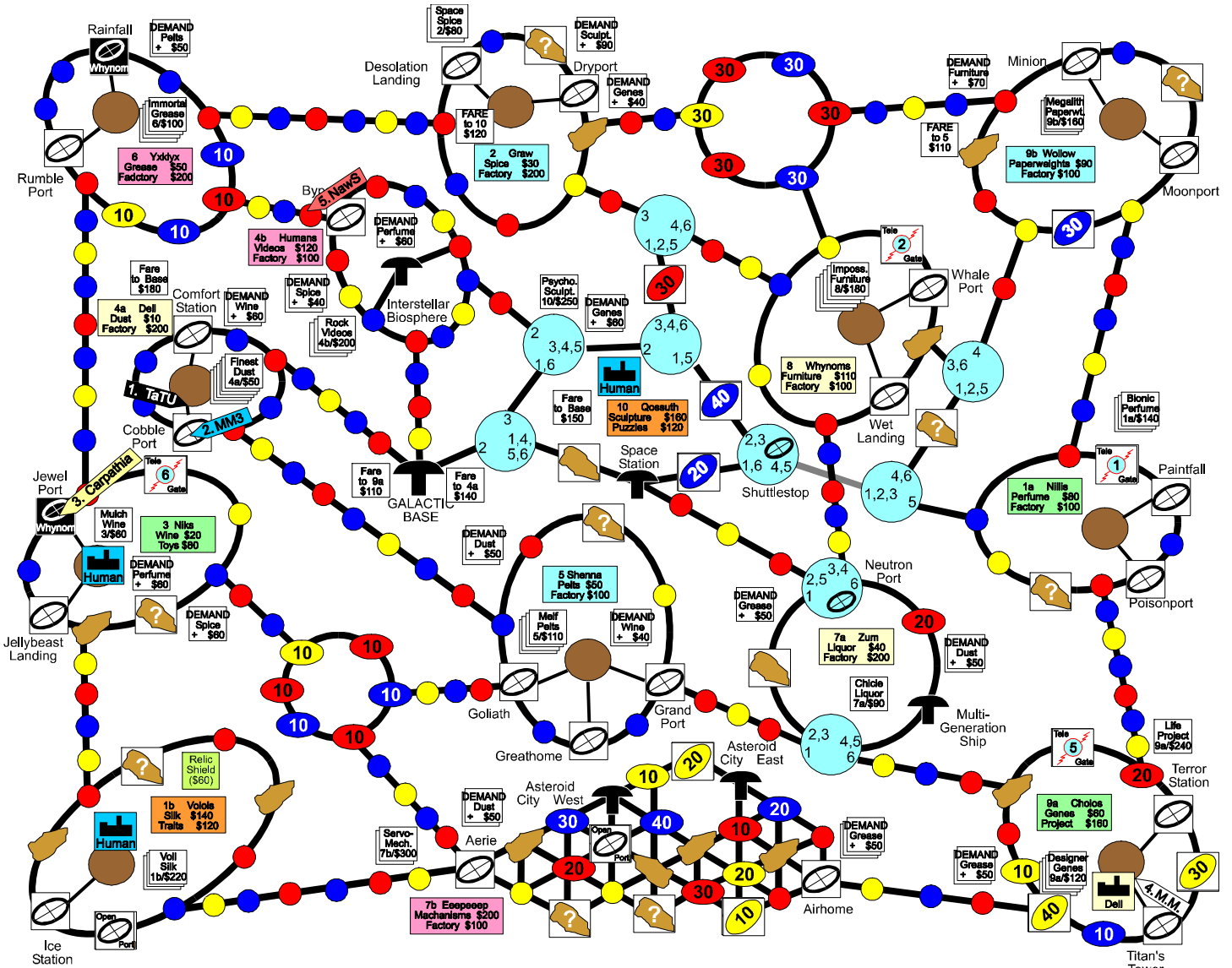
8 (Whynoms): 5 Impossible Furniture

9a (Chola): 4 Designer Genes, 2 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), Fare to Base (\$150)

Base: Fare to 9a (\$110), Fare to 4a (\$140)



1. Trade and Transport Unity \$310 Fast Scout 12: 3 6//13: 1 6 (Double 1) Hold1: Melf Pelts 5/\$110 Hold2: Melf Pelts 5/\$110 Hull: As \$60 Rainfall \$200 JewelPort \$200	2. Mystery Machine 3 \$279 Normal Scout 12: 1 2 5 // 13: 2 3 6 Hold1: Living Toys 3/\$180 Hold2: Mulch Wine 3/\$60 Hull: Yellow Drive (\$80) Qossuth \$200 Volois \$200 Niks \$200 Shield (\$60)	3. Carpathia \$150 Scow Scout 12: 3 5 5 // 13: 2 4 5 5 (Use 2) Hold1: Mulch Wine 3/\$60 Hold2: FARE 7b to Base \$110 Hull: 1a \$80 Cholos \$200 Red Dice (\$120) Shield (\$60)	4. Mean Machine \$210 Rocket Transport 11: 2 5//12: 6 6//13: 3 3 (Use 1 * 4) Hold1: Chicle Liquor 7a/\$90 Hold2: Hold3: Hull
5. Not as we Seem \$150 Torch Scout 11: 2//12: 6 (Times 3) Hold1: Space Spice 2/\$80 Hold2: Space Spice 2/\$80 Hull: Eq. Shield (\$60)			

Gray Wolf

Turn 6

Turn 7 due: 5/25 Tuesday

Planning

- Dutch** maintain 3 ships (\$12) and buy 2 soldiers (\$20) for \$32.
- English** maintain 3 ships (\$12), buy 1 ship (\$12), and 4 soldiers (\$40) for \$64.
- French** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Portuguese** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Spanish** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Swedes** maintain 5 ships (\$20) and buy 3 soldiers (\$30) for \$50.

Outbound Naval Movement

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

Exploration

Spanish discover a mine in K.

Mining

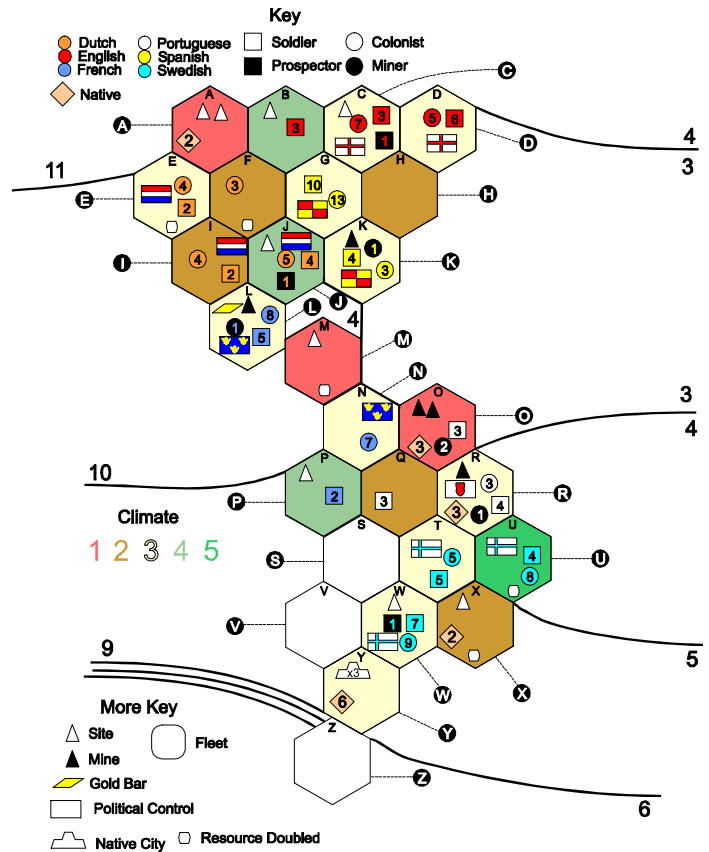
French mine 1 gold in L.

Land Movement

- Dutch** move 2 gold from J to fleet, 2 soldiers from E to A (it's a climate 1 area with 2 sites and 2 natives), 2 soldiers from I to E, 2 soldiers from J to I, 4 colonists from J to F, and 4 colonists and 2 soldiers from fleet to J.
- English** move 2 colonists from C to D, 3 soldiers from C to B (it's a climate 4 area with 1 site and 2 natives), and 4 soldiers and 4 colonists from the fleet to C. 1 soldier in C prospects.
- Spanish** move 2 soldiers and 5 colonists from H to G, 4 soldiers and 3 colonists from K to G, and 4 soldiers and 4 colonists from fleet to K. 1 colonist mines.
- French** move 5 soldiers from L to J, 2 soldiers from N to P (it's a climate 4 area with 1 site and 3 natives), and 3 colonists and 2 soldiers from fleet to J.
- Swedes** move 4 colonists and 5 soldiers from T to W, 5 colonists and 4 soldiers from U to T, and 4 colonists and 2 soldiers from fleet to U.
- Portuguese** move 3 colonists from Q to R (1 colonist mines), and 3 colonists and 3 soldiers from fleet to O (2 colonists mine).

Combat

Dutch kill 6 French soldiers while losing 1. **French** counterattack and lose 1 soldier, retreating the 3 colonists to L.



Native Combat

English: 2 natives killed in B. **Dutch:** 2 soldiers killed in A. **French:** 3 natives killed in P.

Native Uprisings

Climate is a 3. Uprising in O (no colonists killed) and R (no colonists killed).

Survival

Climate is a 5.

Dutch lose 1 colonist in F, **Portuguese** lose 1 colonist in O and 1 soldier in Q.

Political Control

Spanish gain political control of K but lose political control of G. **Portuguese** gain political control of R.

Homebound Naval Movement**Dutch:** Dice: 2, 2, 3, 5. No losses.**English:** Dice: 2, 2, 3, 5. No losses.**Spanish:** Dice: 4, 5, 5. No losses.**French:** Dice: 3, 3, 4, 4. No losses.**Swedes:** Dice: 2, 3, 4, 6. No losses.**Portuguese:** Dice: 1, 2, 6. Loses 2 ships.Income**Dutch:** Political Control: \$120, gold: \$80; resources: \$54.**English:** Political Control: \$90, resources: \$24.**French:** Political Control: \$90, resources: \$30.**Portuguese:** Political Control: \$60, resources: \$60.**Spanish:** Political Control: \$90, resources: \$32.**Swedes:** Political Control: \$120, resources: \$60.Turn 7 Initiative

Dutch, French, Spanish, Swedes, English, Portuguese

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$379	3	3	4
English	Dennis Cain	\$162	8	4	4
French	Bob Robles	\$185	10	4	4
Portuguese	Cary Nichols	\$188	6	2	4
Spanish	Andy Lewis	\$219	6	4	4
Swedes	Dave Partridge	\$350	5	5	4

Laika

1961

1962 due: 5/25 Tuesday

Event Card Resolution/Saved Cards**Cain Program:** Accepts 20% penalty on next one stage launch.**Republic of Texas:** Fortunate accident: rocket., Fortunate accident: capsulePurchase Hardware**JOE** buys the Interplanetary Satellite program for 24MB, the Docking Module program for 18MB, 1 orbital satellite for 1MB, 2 one stage rockets for 6MB, and 2 one person capsules for 4MB.**Republic of Texas** buys 4 one stage rockets for 12MB, 3 one person capsules for 6MB, 1 docking module for 2MB, and the Two Stage Rocket program for 60MB.**Romulus Project** repairs his launch facility for 15MB, buys 2 one person capsules for 4MB, a third launch facility for 30MB, the Liquid Fuel Strap-on program for 12MB, and hires another astronaut (Remus) for 2MB.**Cain Program** makes no purchases.Conduct Research**JOE** B: 8 dice (1, 2, 2, 4, 4, 4, 5, 5) +27%. 32MB spent. 2: 8 dice (1, 3, 4, 4, 4, 6, 6) +32%. 24MB spent. EVA: 4 dice (1, 2, 4, 5) +12% to Max R&D. 4MB spent.**Republic of Texas** D: 2 dice (2, 3) +5%. 4MB spent. EVA: 1 die (2) +2% to Max R&D. 1MB spent. B: 4 dice (1, 1, 4, 6) +12%. 16MB spent.**Romulus Project** a: 8 dice (1, 1, 2, 3, 3, 3, 6, 6) +25% to Max R&D. 8MB spent. EVA: 8 dice (1, 2, 3, 3, 3, 4, 4, 6) +26%. 8MB spent.**Cain Program** a: 8 dice (1, 2, 3, 3, 4, 4, 5, 6) +28%. 8MB spent. EVA: 8 dice (1, 1, 2, 3, 3, 4, 4, 5) +23%. 8MB spent.Declare Future Missions**JOE** declares 3 launches, **Republic of Texas** declares 3 launches, **Cain Program** declares 0 launches, and **Romulus Project** declares 2 launches.

Your launches are:

Missions

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

Cain Program scrubs a Manned Orbital. -10MB to budget.**Cain Program** scrubs a Manned Orbital with Spacewalk. -10MB to budget.**Romulus Project** launches a Manned Orbital (Caesar). Liftoff (73%<87%), Earth Orbital Burn (94%>80%), engine burn failure, craft fails to make orbit, Re-Entry (42%<80%), Recovery (32%<80%). Mission failure. +1% to A and a, Caesar to 30%, -10MB to budget.**Romulus Project** launches a Manned Orbital (Remus). Liftoff (53%<88%), Earth Orbital Burn (62%<81%), Earth Orbital Activities (70%<81%), Earth De-orbital Burn (34%<81%), Re-Entry (64%<81%), Recovery (33%<81%). Mission success. +1% to A and a, Remus to 10%, +12MB to budget.**Republic of Texas** launches a Docking Module. Liftoff (01%<91%), Earth Orbital Burn (05%<98%), Earth Orbital Activities (31%<98%). Mission success. +1% to A.**Republic of Texas** launches a Manned Orbital with Docking and Spacewalk (Travis). Liftoff (71%<92%), Earth Orbital Burn (13%<83%), Earth Orbital Activities (25%<83%), Docking Module Power-on (06%<98%), Docking (06%<45%), Spacewalk (20%<98%), Re-entry (32%<83%), Recovery (61%<83%). Mission success. +1% to a and A, +15% to docking, Travis to 20%, +30MB to budget.**Republic of Texas** launches a Manned Orbital with Docking and Spacewalk (Crockett). Liftoff (17%<93%), Earth Orbital Burn (18%<84%), Earth Orbital Activities (38%<84%), Docking Module Power-on (43%<98%), Docking (24%<60%), Spacewalk (05%<98%), Re-entry (68%<84%), Recovery (81%<84%). Mission success. +1% to a and A, +15% to docking, Crockett to 20%, +6MB to budget.

JOE launches an Orbital Satellite. Liftoff (34%<91%), Earth Orbital Burn (31%<98%), Earth Orbital Activities (28%<98%). Mission success! +1% to A, +2MB to budget.

JOE launches a Manned Sub-orbital (Roger Manning). Liftoff (21%<92%), Re-entry (65%<83%), Recovery (59%<83%). Mission success. +1% to a and A, Manning to 40%, +2MB to budget.

JOE launches a Manned Orbital with Spacewalk (Tom Corbett). Liftoff (31%<93%), Earth Orbital Burn (65%<84%), Earth Orbital Activities (72%<84%), Spacewalk (37%<98%), Earth De-orbital Burn (34%<84%), Re-entry (53%<84%), Recovery (78%<84%). Mission success! +1% to A and a, Roger Manning to 40%, +11MB to budget.

Players

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1961 Budget	74	80	117	91
Cash	87	8	6	10
Launch Facilities	3	3	3	3
Astronauts	0	1	3	4

Astronauts: **Cain Program:** none, **Romulus Project:** Caesar (20%), **JOE:** Tom Corbett Roger Manning, Astro (30%), **Republic of Texas** Travis, Crockett (10%), Bowie, Houston (0%)

Programs and Hardware

Cain Program: Orbital Satellite (1): 3/98%, One Stage Rocket (A): 5/91%, One Person Capsule (a): 4/38%, EVA: 79%

Romulus Project: Orbital Satellite (1): 2/95%, One Stage Rocket (A): 1/89%, Liquid Fuel Strap-ons (D): 1/30%, One Person Capsule (a): 0/82%, EVA: 84%

JOE: Orbital Satellite (1): 1/98%, Interplanetary Satellite (2): 1/77%, Docking Module (4): 1/45%, One Stage Rocket (A): 3/93%, Two Stage Rocket (B): 1/68%, One Person Capsule (a): 4/84%, EVA: 98%.

Republic of Texas: Orbital Satellite (1): 1/98%, Docking Module (4): 1/75%, One Stage Rocket (A): 3/94%, Two Stage Rocket (B): 1/37%, Liquid Fuel Strap-on (D): 1/54%, Kicker (F): 4/95%, One Person Capsule (a): 2/85%, EVA: 98%

1962

Draw Event Cards

Andy York: Scientific Breakthrough: 6 free R&D dice on most advanced capsule (no effect). +5MB to budget.

Bill Scharf: Scientific Breakthrough: 6 free R&D dice on most advanced capsule or module (no effect). -7MB to budget.

Cary Nichols: Remus killed in auto accident. +5MB to budget.

Dennis Cain: Scientific Breakthrough: 6 free R&D dice on program of choice. +10MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1962 Budget	55	92	125	132
Cash	145	9	10	0
1963 Budget	65	97	118	137

Retriever

Gamestart

Turn 1 due: 5/25 Tuesday

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	AY	Andy York	OrF, OrF, WaF		3
2	BS	Bill Scharf	OrF, OrF, WaF		3
3	DP	Dave Partridge	OrF, OrF, WaF		3
4	CN	Cary Nichols	OrF, OrF, WaF		3
5	EB	Eric Brosius	OrF, OrF, WaF		3
6	KW	Kevin Wilson	OrF, OrF, WaF		3
7	ML	Michael Lowrey	OrF, OrF, WaF		3
8	AL	Andy Lewis	OrF, OrF, WaF		3

Available Upgrades

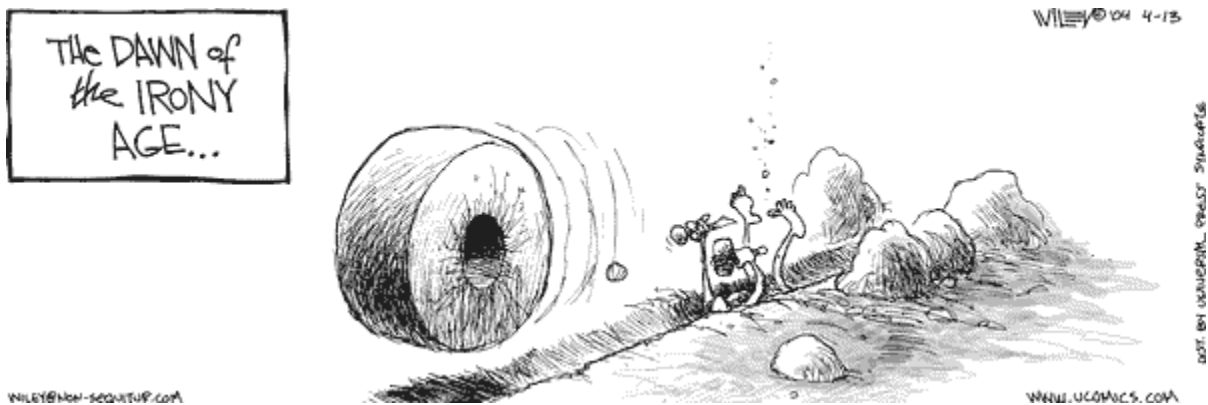
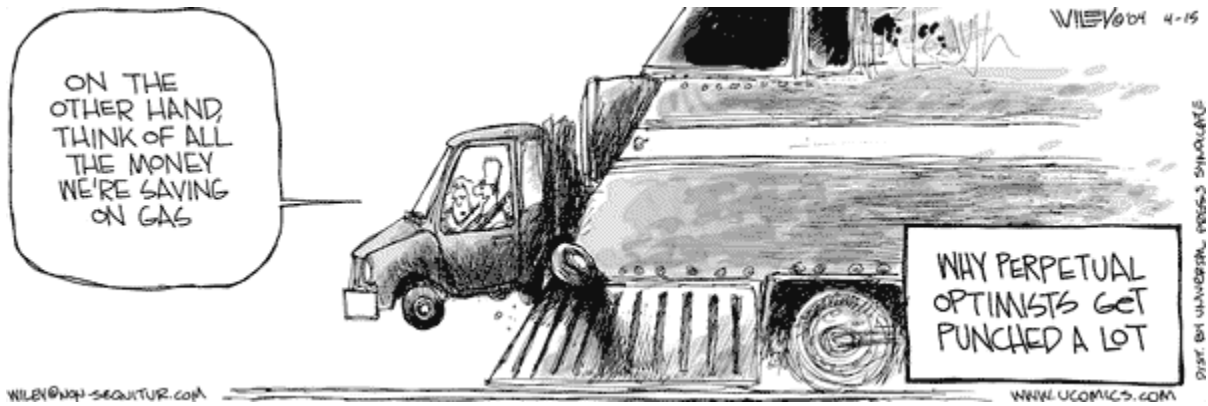
Resource Cards

New Arrivals: 4 Heavy Equipment, 4 Warehouse

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	5
Warehouse (Wa)	25	4	1
Heavy Equipment (HE)	30	4	1
Nodule (No)	25	0	5

Pedagogy

Due to lack of time, the discussion of the standard model of physics and how it could be changing will be postponed 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, Dale Horsely **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

Will Jerry Roalstad please take over for Milan in Shepherd.