

Notes from Hades

First of all, I would like to thank all of you who expressed your support for my decision to scale back the zine a little. I would also like to reassure you that I have no intention of quitting any time soon. I do still enjoy the zine, and as long as that is true, I will continue. It's just that the realities of life left less time than I would have liked for me to work on it. By scaling back from the current 13 games to about 10, I can still have a nice variety of games in progress while being able to turn it around in a reasonable period of time. In addition, the last couple of years have been a bit difficult with regard to my employment situation. Recently, however, that has changed and my new job is much lower stress and allows me to spend more time at home, so things are definitely improving.

In the New World game Gray Wolf, both Andy Lewis and Dave Partridge attempted a five political control victory. Dave had more of a cushion, however, and he managed to pull it off – an impressive achievement for as early in the game as it was. Congratulations to Dave.

The next deadline is **Tuesday, July 6 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.

Salty Dog. Seafarers of Catan. We will be playing the Oceans scenario. Have Kevin Wilson, Dave Partridge, Cary Nichols, Bill Scharf, Chris Geggus, Ward Narhi, and Mike Scott.

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 and Paul Bolduc, need up to 4 more.

New World. A game of colonization in the Americas. Will take up to 6.

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

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

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

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

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

Eric Brosius

Please don't over-push yourself in the publishing/GMing realm. I've been there and it's easy to convince yourself to do too much. We will still love you!

Andy York

Not a problem about curtailing new game openings. I can fully understand - and you must put family ahead of hobby. And, if you feel the need to take some additional time between issues to adjudicate the games, I'm all for it!

Keep well and safe (and away from the fires!).

Dave Partridge

Here are my orders for all games in SOB. Thanks again for the time you put into it. I understand the way interest goes up and down, I find the same thing myself. My big problem is when my interest in playing is up to not join too many games, then I end up swamped when it's down!

Bill Scharf

We went up to Hearst Castle...it was our twelfth anniversary....I amazed she can still put up with me.....I've never been to Hearst's Castle. Its interesting to see

but I'm a bit conflicted by it. I like the idea of having a place like this....a mix of art and use of as a home....of course its treated like a museum now....but I'm a bit horrified at the expense and use/misuse of resources...not to mention some of the "journalism" Hearst used to acquire some of his money....still...it was his money to spend. All I can say is I wouldn't have used my money to create a place like that.

Ward Narhi

Sorry to hear you are not enjoying running the zine as much as you used to. Is there anything I can do to help in any way? I REALLY enjoy SOB and would be distraught if it ever went under.

Chris Geggus

Fully accept what you say about having kids. I never thought of myself as a family man, but as soon as I held my two, I was hooked. Each of them unique and as every day passes it seems that a little more of my life and attention is being passed on to them. They may be 15 and 12, but one day when I am gone, they will be my legacy to the world. God help it!

Off the Leash

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

Deadline for Fall 1462: 7/6 Tuesday

The balance of power continues. Venice makes slight gains against France and Naples makes slight gains against Florence. The two wars remain separate.

Spring 1462 Addendum

Venice actually spent 30 ducats to maintain and build his forces, not 27.

Spring 1462 Retreats

Florence retreats A Spoleto to Ancona (where it is killed by plague)

Venice retreats A Tyrolea to Carinthia

Outstanding Debt

Fall 1463: 12 ducats due from Venice

Orders

FLORENCE □: A MODENA supports Bologna, A BOLOGNA supports Urbino, A Piombino to SIENNA, A Arezzo to PERUGIA, A URBINO supports A Arezzo to Perugia, A Rome supports A Arezzo to Perugia (DISLODGED, retreat Patrimony, garrison, OTB), F TUNIS to Central Mediterranean

FRANCE □: A Milan to CREMONA, A (EM) TYROLEA supports G Milan convert to A, A Turin to PAVIA, A Genoa to FORNOVA, F Ligurian Sea to GENOA, F GULF OF LIONS holds, G MILAN convert to A

NAPLES □: A Naples to ROME, A CAPUA supports A Naples to Rome, A SPOLETO supports A Naples to Rome, F TYRRHENIAN SEA transports A Naples to Rome, F Aquila to ANCONA, F CENTRAL MEDITERRANEAN to Naples (imp.)

VENICE □: A AUSTRIA supports A Carinthia, A CARINTHIA supports A Austria, A SLAVONIA supports A Austria, A TRENTO supports A Verona to Bergamo, A Verona to BERGAMO, A FRIULI supports A Carinthia, A Ferrara to MANTUA, F Upper Adriatic to FERRARA, F Dalmatia to UPPER ADRIATIC, F Durazzo to LOWER ADRIATIC

Your treasury:

Press

Florence – France and Venice: Whoever attacks Naples with me will earn my allegiance.

France – Florence and Naples: Dear friends, the plague decided that the game is over, unless all three will prove to stop Venice. I cannot do anything alone: my destiny is signed. In particular, Venice will take Trent, Croatia and Mantua, and in the north can disband any my two units (if it has not just done). Please, you should make an armistice and attack: Naples, in Durazzo and LA; Florence, in Ferrara and support me in Mantua (if you took it, I shall support you there).

France – Venice: It seems that, after the tuna killing of me, also the dies decided to assign the win to you without battle. There is someone from the sky that protect you.

Naples – Florence: Gee, no press? saving your strength are you, well, we'll see what happens, won't we?

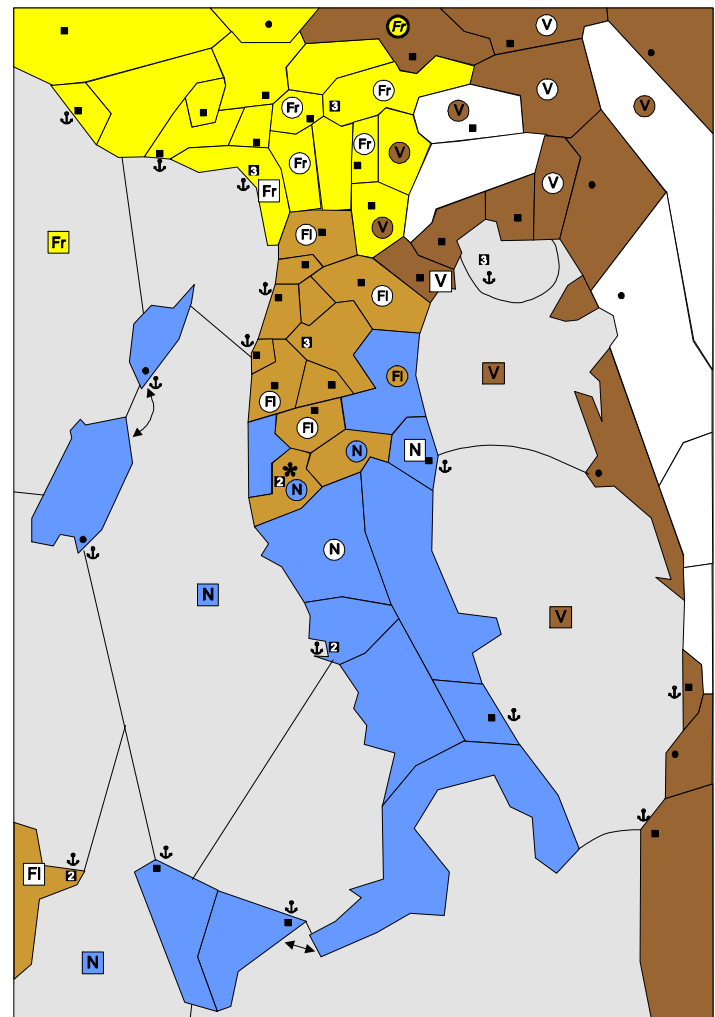
Naples – France: As I previously indicated, SAR & COR were a one turn money thing, and only that.

Naples – Venice: As you can see, I am trustworthy.... and did you note that I did take two of his dots? With those gone, I see he and you with 11 each.... so help me back into ANC please. Your three fleets aren't doing you much good otherwise. You need armies to fight the French, not fleets....

Venice – All: Things seem pretty evenly balanced. Any interest in a four way draw?

Venice – France: You control 12 cities, I control 11. Whine all you want but you are the leader. I also have debt, you do not.

Off the Leash



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

Wild Dog

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Black Press, Ultimate Victory
Miller Number 2002Fpw10
Summer 1459

Deadline for Fall 1459 7/6, Tuesday

Things get even grimmer for Venice as the Turks buy off his elite fleet and sail it into Venice harbor. Turkish moves cause bounces with Austria, Venice, and Naples, while France dislodges a Neapolitan unit.

Expenditures

Naples spends 12 ducats to disband Venice EM fleet Upper Adriatic.

Turks spend 18 ducats to buy Venice EM fleet Upper Adriatic

Outstanding Debt

None

Orders

AUSTRIA (Wilson): A TYROLEA supports A Austria to Carinthia, A AUSTRIA to Carinthia, A CARINTHIA to Friuli, A SLAVONIA holds (Rebellion suppressed)

FRANCE (Partridge): A SWISS holds, A TRENT besieges, A Bergamo to VERONA, A MANTUA supports A Bergamo to Verona, A LUCCA to Pisa, F LIGURIAN SEA to Pisa, F GULF OF LIONS holds

NAPLES (Scharf): A Verona to Padua (DISLODGED, retreat Treviso, OTB), A Florence to BOLOGNA, A URBINO supports F Aquila to Ancona, A SPOLETO supports F Aquila to Ancona, A Naples to AQUILA, F Aquila to ANCONA, F GULF OF NAPLES supports F Tyrrhenian Sea, F TYRRHENIAN SEA holds

TURKS (Narhi): A CROATIA to Carniola, A ALBANIA to HERZEGOVINA, F CARNIOLA to Friuli, F LOWER ADRIATIC to Upper Adriatic, F SARDINIA holds (u), F (EM) Upper Adriatic to VENICE

VENICE (Whyte): A PADUA to Ferrara, A Ancona to Aquila (DISLODGED, retreat garrison, OTB), F FERRARA to Upper Adriatic, F (EM) Upper Adriatic to Lower Adriatic (nsu)

Your treasury:

Press

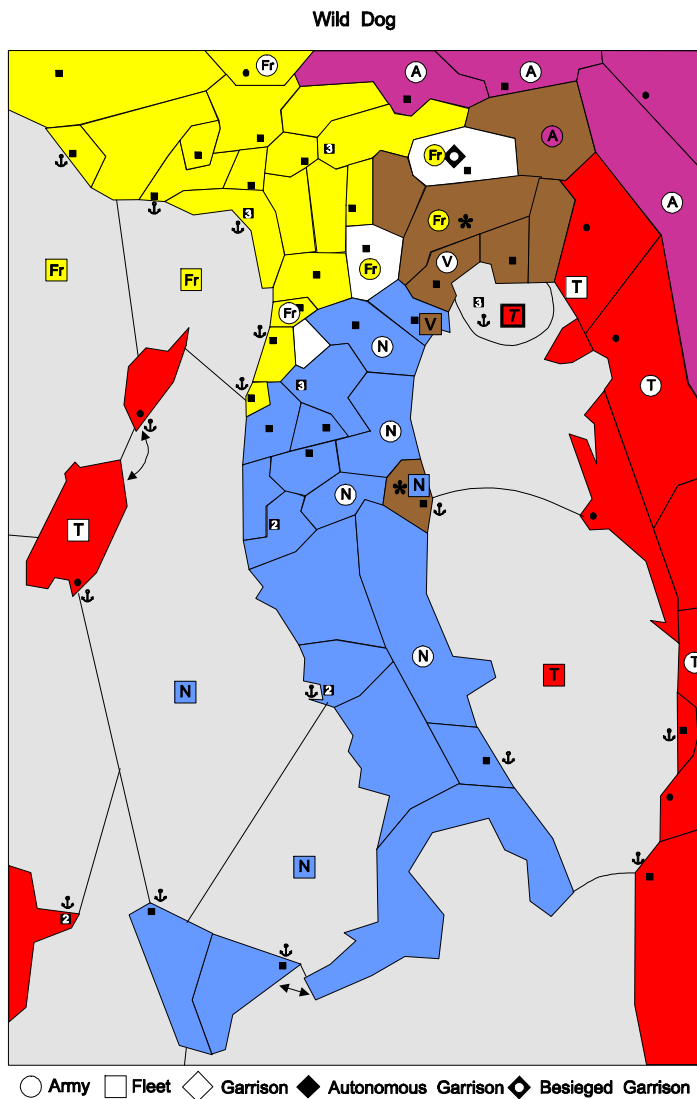
Naples – Austria: Don't sorry, you WILL get cut down to size... probably about 1918 or so. I can wait...

Turks – Austria: My friend. I hope you remember that I was always on your side and helped against Venice.

Venice – France: We have his northern army squeezed like a pimple. I am blocking his retreats so I hope you popped him good and proper.

Venice – Naples: With your fleets you can slit the Turk's soft, vulnerable underbelly while I bang away on his naugerhyde.

Venice – Turks: Well then, I wonder how you like it is I pee in YOUR pool?



Shepherd

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory
Miller Number 2003Epw10
Fall 1456

Deadline for Winter-Spring 1457 7/6, Tuesday

Venice pays the price for defaulting on the moneylenders, and Florence takes advantage of the lapse to grab Ferrara. Naples reclaims his territory and gets the moneylenders off his back (for now), while tensions seem to ease between France and the new Duke of Milan.

Expenditures

Naples pays back his 12 ducats to the moneylenders.

Venice defaults on his loan and is assassinated. All units hold and Venice may not borrow from the moneylenders again. Durazzo, Albania, Herzegovina, Croatia, Carniola, Trent, Bergamo, and Ferrara rebel.

Outstanding Debt

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 MODENA to Mantua, A LUCCA to Modena, A (EM) Bologna to FERRARA (rebellion liberated), A URBINO supports G Ancona convert to F, A SPOLETO supports G Ancona convert to F, G ANCONA convert to F

FRANCE (Scott): A TURIN holds, A PAVIA supports A Turin (cut), A SAVOY besieges, A Provence to SALUZZO, F SARDINIA TO Corsica, F LIGURIAN SEA to Corsica

MILAN (Roalstad): A MONTFERRAT supports G Genoa convert to F, A MILAN to Pavia, A Genoa to FORNOVA, G GENOA convert to F

NAPLES (Cole): F Tyrrhenian Sea to ROME, F Gulf of Naples to MESSINA

VENICE (Giovine): A MODENA holds, A Ferrara holds (DISLODGED, retreat Padua, garrison, OTB), A VERONA holds, A DALMATIA holds, F UPPER ADRIATIC holds, F LOWER ADRIATIC holds

Naples:	4	6	6	6
Papacy:	4	0	0	0
Turks:	3	4	0	0
Venice:	4	7	9	10

Shepherd

Notes

The vote to change the victory conditions to Ultimate fails with 2 yes votes and 3 no.

Spring 1456 Famine

Poor Year – Column Only: Cremona, Pistoia, Fornova, Turin, Bosnia, Avignon

Spring 1456 Income

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

Provinces

FLO: Modena, Lucca, Ferrara, Bologna, Pisa, Pistoia, Florence, Urbino, Perugia, Arezzo, Sienna, Piombino, Spoleto, Ancona

FRA: Avignon, Swiss, Marseilles, Provence, Turin, Como, Corsica, Sardinia, Savoy, Saluzzo, Pavia

MIL: Milan, Cremona, Parma, Fornova, Montferrat, Genoa

NAP: Rome, Capua, Aquila, Naples, Salerno, Bari, Otranto, Palermo, Messina, Tunis

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

Seas

FRA: Ligurian Sea

VEN: Venice, Upper Adriatic, Lower Adriatic

Cities

FLO: Modena, Lucca, Ferrara, Bologna, Pisa, Florence (3), Perugia, Arezzo, Sienna, Piombino, Ancona

FRA: Avignon, Swiss, Marseilles, Turin, Corsica, Sardinia, Saluzzo, Pavia

MIL: Milan (3), Cremona, Genoa (3)

NAP: Rome (2), Naples (2), Bari, Palermo, Messina, Tunis (2)

VEN: Mantua, Trent, Padua, Treviso, Carniola, Croatia, Albania, Durazzo, Dalmatia, Venice (3)

Totals

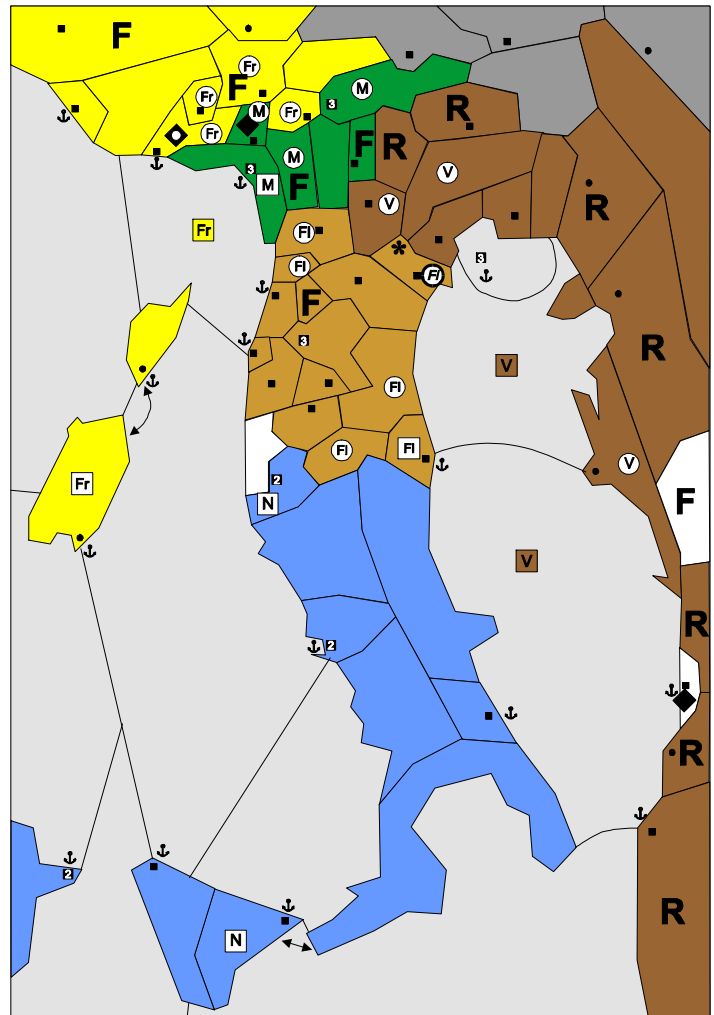
Variable income die roll was 4.

Country	Variable	Provinces	Seas	Cities	Gross
FLORENCE	6	13	0	13	32
FRANCE	4	9	1	6	20
MILAN	7	4	0	6	17
NAPLES	3	10	0	9	22
VENICE	8	8	3	7	26

Your treasury: Your total:

Game Summary

	1454	1455	1456	1457
Florence:	3	6	9	11
France:	3	5	5	8
Milan:	3	3	4	3



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

Warg
Miller Number 2002Ets33
3019-8-I

Deadline for 3019-8-II 7/6, Tuesday

Gondor and Umbar together occupy the southern reaches of Mordor's homeland while the Dwarves retake River Running. Saruman makes a resurgence against the Elves while Rohan once again suffers at the hands of the Lord of the Nazgul.

Builds

Elves	Removes A Beorn's Marches and A Elven King's Hall
Mordor	Builds A Barad-dur
Saruman	Builds A Khazad-dum
Umbar	Removes F South Ford

Orders

DWARVES (Reynolds): A FOROCHEL to Carn Dum, Dain leads A Eothed to ESGAROTH, A Withered Heath to IRON HILLS, A Esgaroth to CARNEN, A North Rhun to RIVER RUNNING, A WILDERLAND supports A North Rhun to River Running

ELVES (Koehler): A Forlond to GRAY HAVENS, 2A Tharbad divides: A THARBAD to Dunland, A Tharbad to NIN-IN-ELEPH, A GAP OF ROHAN to Isengard, A ANDUIN supports 2A Northern Mirkwood to Carrock, 2A Northern Mirkwood to CARROCK, A ELVEN KING'S HALL to Old Forest Road, A OLD FOREST ROAD to Central Mirkwood, F GULF OF LHUN to Forlindon, R (), F HARLOND supports F Gulf of Lhun to Forlindon

GANDALF (Bolduc): Fe (), Aragorn leads Elvish A GAP OF ROHAN to Isengard

GONDOR (York): 4A Minas Morgul splits: 2A MINAS MOGUL holds, A MINAS MORGUL to Orodruin, Faramir leads A Minas Morgul to GORGOROTH, A Osgiliath to NORTH ITHILLEN, A Anfalas to DRUWAITH IAUR, C ANDRAST supports A Anfalas to Druwaith Iaur, F SOUTH ITHILLEN holds

MORDOR (Partridge): Nazgul (), Sauron leads A Orodruin to Barad-dur merge A Barad-dur holds: 2A BARAD-DUR, A GUNDABAD to Carn Dum, 2A Carrock to CENTRAL MIRKWOOD, 2A River Running to MOUNTAINS OF MIRKWOOD, A South Rhun to DAGORLAND, Lord of the Nazgul leads A Entwash to EAST EMNET, A UDUN supports A South Rhun to Dagorland, 2A Gorgoroth to ORODRUIN, A Nurn to Khand (DISLODGED, retreat Ered Lithui, OTB)

ROHAN (Scharf): C Dagorland to BROWNLANDS to Mountains of Mirkwood, C Westfold to West Emnet to WOLD, A Dunharrow to EASTFOLD, 2A ANORIEN supports A Dunharrow to Eastfold, Theoden DUNHARROW holds, Eowyn ()

SARUMAN (Robles): Saruman (), A Druwaith Iaur holds (DISLODGED, retreat Enedwaith, OTB), A DUNLAND supports A Isengard (cut), A ISENGARD holds, A Khazad-dum to HOLLIN

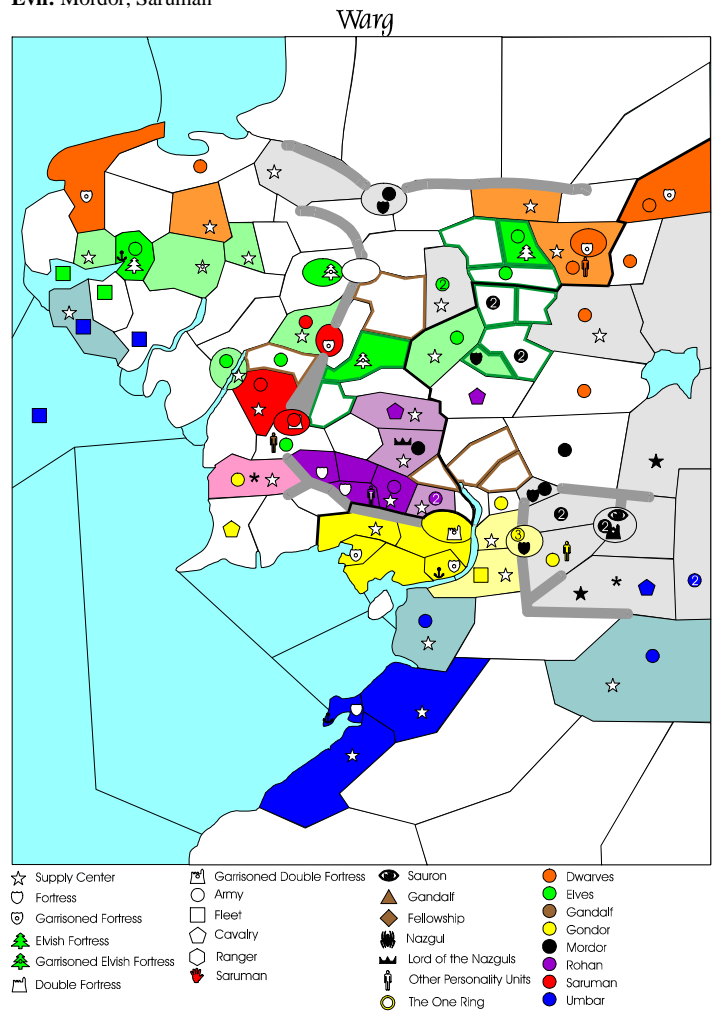
UMBAR (Nichols): A POTOS to KHAND, A SOUTH GONDOR holds, 2A NURIAD supports C Khand to Nurn, C Khand to NURN, F HARLINDON holds, F WESTERN SEA supports F Harlindon

Alignment

Good: Dwarves, Elves, Gandalf, Gondor, Rohan

Neutral: Umbar

Evil: Mordor, Saruman



Pavlov

Turn 9 Nexus to Bidding
Turn 9 Bidding and Movement due: 7/6 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

Nexus

The Emperor and the Guild renew their alliance.
 The Bene Tleilaxu and the Harkonnens form an alliance.

Spice Blow

6 spice in Rock Outcroppings

8 spice in Red Chasm

Turn 10 spice blow: _____

Bidding

CHOAM Charity recipients: Bene Gesserit

3 cards are up for bid. Eligible bidders are: Bene Gesserit (3 cards), Bene Tleilaxu (3 cards), Fremem (2 cards)

Cards are: _____

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)

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

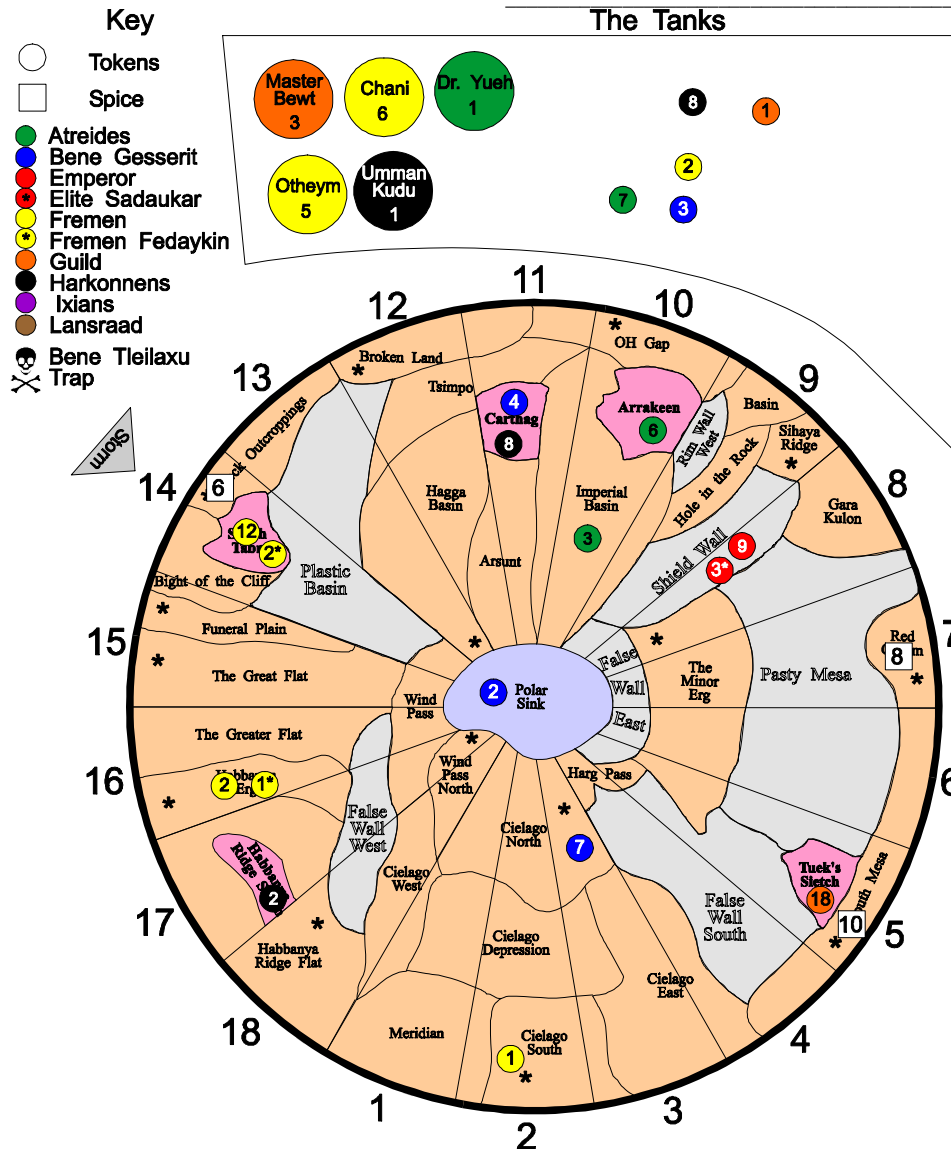
Guild: 18 tokens Tuek's Sietch, 1 token off-planet, 1 token and Master Bewt in the tanks

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): _____



Dogface

**Epoch VII Russia, Manchu Dynasty, Netherlands, France
Epoch VII Britain, United States, and Germany due: 7/6 Tuesday**

Dogs and Deities RUSSIA: Plays Weaponry and Elite Troops. Army and Capital *North European Plain* (Seljuk Turk army eliminated), army *Dniepr* (vs. Ottoman Turks; R: 6+1, 6+1, 4+1; O: 5; wins), *Eastern Steppe* (vs. Timurid Emirates; R: 5+1, 5+1, 2+1; T: 1; wins), *Wei River* (vs. Sung Dynasty; R: 4+1,

3+1, 2+1; S: 4, 1; wins), *Great Plain of China* (vs. Mongols; R: 5+1, 3+1, 2+1; M: 3; wins), *Manchurian Plain* (vs. Timurid Emirates; R: 6+1, 4+1, 1+1; T: 1; wins), *Korean Peninsula*, fleet *Sea of Japan* (vs. APA; DAD: 6+1, 3+1, 1+1; APA: 4; wins), army *Central Europe* (vs. Mongols; R: 5+1, 2+1, 1+1; M: 1+1;

S.O.B.

wins, city eliminated), *Honshu* (vs. Mongols; R: 4+1, 3+1, 2+1; M: 3+1; wins, city eliminated), *Hokkaido*, *Yangtse Kian* (vs. Mongols; R: 4+1, 3+1, 2+1; M: 5+1; loses). Points: Control of Nippon (6), Dominance in Southern Europe (4), Northern Europe (8), Southeast Asia (4), Eurasia (4), North America (6), and South America (4), Presence in North Africa (1), Middle East (1), China (3), India (3), and Sub-Saharan Africa (2), 4 Capitals (8), 4 cities (4), 6 Monuments (6), and 2 Seas (2) for 66 points.

Arachnids play Famine on Southern Europe (2 Frankish armies eliminated *Southern Iberia*). **MANCHU DYNASTY:** Plays Engineering, army, Capital, and fort *Manchurian Plain* (Russian army retreats to *Korean Peninsula*), fleet *Sea of Japan* (vs. DAD; A: 4, 2; DAD: 3; wins), army *Great Plain of China* (vs. Russia; M: 5, 2; R: 6, 5; loses), *Great Plain of China* (vs. Russia; M: 6, 5; R: 4, 3; wins), *Chekiang* (vs. Mongols; Ma: 6, 6; Mo: 5; wins), *Mekong* (vs. Khmers; M: 6, 6; K: 3, 2; wins, Capital reduced to city), *Malayan Peninsula* (vs. Khmers; M: 6, 2; K: 3; wins), *Ganges Delta* (vs. Mughals; Ma: 5, 5; Mu: 1, 1; wins, city eliminated), *Ganges Valley* (vs. Mughals; Ma: 6, 5; Mu: 3; wins, Capital reduced to city), *Upper Indus* (vs. Mughals; Ma: 6, 5; Mu: 5; wins), *Korean Peninsula*

(vs. Russia; M: 5, 1; R: 6; loses), *Korean Peninsula* (vs. Russia; M: 4, 3; R: 1; M: 4, 3; R: 3; wins), fort *Korean Peninsula*. Builds Monument *Manchurian Plain*. Points: Dominance in the Middle East (2), China (6), and India (6), Presence in Southern Europe (2), Northern Europe (4), Southeast Asia (2), Eurasia (2), Sub-Saharan Africa (2), and Nippon (2), 3 Capitals (6), 3 cities (3), 11 Monuments (11), and 3 Seas (3) for 51 points.

APA NETHERLANDS: Plays Ship Building. Army and Capital *Lower Rhein* (Mongol army eliminated), army *Baltic Seaboard* (vs. Spain; N: 4, 1; S: 3; wins), *Central Europe* (vs. Russia; N: 4, 4; R: 3; wins), *Northern Gaul* (vs. Holy Roman Empire; N: 2, 1; H: 5, 5; loses), *Northern Gaul* (vs. Holy Roman Empire; N: 4, 1; H: 6, 3; loses), *Northern Gaul* (vs. Holy Roman Empire; N: 2, 1; H: 3, 3; loses), *Northern Gaul* (vs. Holy Roman Empire; N: 4, 4; H: 6, 2; loses), fleet *North Sea* (vs. DAD; APA: 3, 2; DAD: 3; APA: 3, 1; DAD: 2; wins), *Atlantic Ocean*, *Caribbean Sea* (vs. RMHS; APA: 4, 1; RMHS: 2; wins). Points: Presence in China (3), Northern Europe (4), Eurasia (2), and Southeast Asia (2), 1 Capital (2), 1 city (1), 2 Monuments (2), and 2 Seas (2) for 18 points.

FRANCE is absent.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	50	110
Cary Nichols	Common Cause (black)	52	123
Dennis Cain	The Legacy Project (red)	55	139
Chris Geggus	APA (green)	62	182
Andy Lewis	Dogs and Deities (DAD) (orange)	75	203
Paul Bolduc	Arachnids (blue)	83	170

Final Positions

Royal Manticoran Historical Society. Fleets *Western Mediterranean*, *Atlantic Ocean*, and *Indian Ocean*. **INDUS VALLEY:** Two armies *Western Deccan* and *Ceylon*. **CELTS:** Three armies and Monument *Albion*. **FRANKS:** Army *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 and city *Eastern Deccan*, army *Eastern Ghats*.

Dogs and Dieties. Fleets *Atlantic Ocean*, and *Indian Ocean*. **KHMERS:** Army *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 and 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*, and *Shatts Plateau*. **RUSSIA:** Army and Capital *North European Plain*, army and Monument *Honshu*, armies *Dneipr*, *Eastern Steppe*, *Wei River*, and *Hokkaido*.

APA. Fleets *North Sea*, *Atlantic Ocean*, and *Caribbean Sea*. **CHOU DYNASTY:** Two armies *Irrawaddy*. **HAN DYNASTY:** Armies *Tarim Basin* and *East Indies*. **MONGOLS:** Army, city, fort, and Monument *Yangtse Kian*, army *Caucuses*. **NETHERLANDS:** Army and Capital *Lower Rhein*, army and Monument *Central Europe*, army *Baltic 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*. **TIMURID EMIRATES:** Army and Capital *Turanian Plain*, armies *Western Steppe*, and *Mongolia*.

Arachnids. Fleets *Eastern Mediterranean*, *Sea of Japan*, 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*, army *Si-Kyang*. **OTTOMAN TURKS:** Army, Capital, and Monument *Western Anatolia*, army and Monument *Levant*, *Eastern Anatolia*, and *Persian Plateau*, armies *Zagros*, *Hindu Kush*, *Balkans*, and *Danubia*. **MANCHU DYNASTY:** Army, Capital, Monument, and fort *Manchurian Plain*, army, city, and Monument *Mekong* and *Ganges Valley*, army and Monument *Ganges Delta* and *Upper Indus*, army and fort *Korean Peninsula*, armies *Malayan Peninsula* and *Great Plain of China*.

Event Cards

Your Event Cards are: _____

Epoch VII Empire

Guard Dog

Turn 6 Funeral Commission through Parade Phase
Turn 6 Special Influence Declaration due: 7/6 Tuesday

Funeral Commission

Replacement Phase

Lech Schukrotoff moves Oleg Satin to Industry Minister, promotes Iwan Manjak (P) to Ideology and Viktor Wasolin (Z) to Sport. Lech ages to 89. UNCLE declares 2 IP on Purgemoff, and TCC likewise declares 2 IP on Andrej Purgemoff, who then promotes S and Y to Candidates. Andrej ages to 80. Oleg Satin promotes R to Candidate. Oleg ages to 78. E and N advance to Candidates by age.

Office	Politician	Condition	Influence
Ideology	Iwan Manjak (P)	63	
Industry	Oleg Satin (O)	78, ?	1 (HLS)
Economy	Eduard Boremtodev (K)	66, ?	1 (TCC)
Sport	Viktor Wasolin (Z)	55	1 (LVC)

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

Candidates: E (73), N, R, S, Y (54, 10 IP [UNCLE])

People: M (70, ++), Q (74, +), T (63), V, W, X,

Siberia: J (76, ++), G, H, L

Kremlin Wall: A, I, C

Rehabilitation Phase
LVC declares 1 IP on Viktor Wasolin, and Viktor rehabilitates T. Viktor ages to 55. Andrej Purgemoff rehabilitates M. Andrej ages to 85.

Parade Phase

Lech Schukrotoff attempts to wave (dr = 3) and fails. Ages to 90.

Special Influence Declaration Turn Order

Trotskyite Internationalists, Marxist-Lenninists Integralists, The California Connection, Underground Neo-Communist Liberation Effort, Hard Line Stalinists, Lubianka Visitors Club

Press

UNCLE – All: Why do I suck so bad at Kremlin? Anyone want to give me some advice?

Politburo

Office	Politician	Condition	Influence
Party Chief	Lech Schukrotoff (B)	90, +	1 (HLS), 2 (LVC)
KGB Head	Wassily Protzky (U)	64	7 (MLI), 3 (TCC), 8 (LVC)
Foreign	Andrej Purgemoff (F)	85, +, ?	3 (TCC), 2 (UNCLE)
Defense	Petr Niewitko (D)	83, ++	1 (LVC)

Players

Andy Lewis Trotskyite Internationalists
Pasquale Giovine Marxist-Lenninists 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 12, Phases IV-VI and Turn 13, Phases I-III
Turn 13 Phases IV-VI and Turn 14 Phases I-III due: 7/6 Tuesday
Turn 12

Construction and Operation

Red (Scharf) operates claims #85 (\$30, 3 coal) and #47 (\$40, 3 silver). Attempts to clear Gunnison to Salida line (dr = 4+4, succeeds). Delivers 9 coal from Canon City to Denver for \$1260. Gains \$400 in passenger revenue.

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

Orange (Narhi) operates claim #101 (\$50, 1 copper), deliver 6 copper from Santa Rita to El Paso for \$600. Gains \$510 in passenger revenue. Buys a 42 power train for \$320.

Blue (Bolduc) operates claims #130 (\$80, 2 copper), #72 (\$30, 2 coal), and #25 (\$60, 1 gold). Delivers 4 coal from Emery to Salt Lake City for \$320. Gains \$410 in passenger revenue.

Purple (Carl) buys claim #28, declines claim #82, operates claims #28 (\$60, 4 gold), #129 (\$40, depletes), #44 (\$40, depletes), and #65 (\$30, 2 lumber). Attempts to clear the Alimoso to Walsenburg line (dr = 4+4, fails). Delivers 4 gold to Pueblo from Leadville for \$1200. Gains \$510 in passenger revenue.

Determine Price Changes

Gold: -2 to \$250

Copper: Remains at \$100

Silver: +1 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+2 to \$200	Remains at \$300	Remains at \$200	Remains at \$160	+3 to \$200
Coal:	-1 to \$120	+1 to \$100	Remains at \$80	Remains at \$120	Remains at \$140

Turn 13

Move Prospectors and Surveyors

Red (Scharf) surveys Rangely to Elk Springs and Dolores to Durango (with the S+2), prospects claim #82.

Green (Nichols) dismantles Denver to South Platte (gains \$40), surveys Gunnison to Lake City, no prospecting.

Orange (Narhi) surveys San Ysidro to Lee Ranch West and prospects #124.

Blue (Bolduc) surveys Hot Sulphur Springs to Rollinsville and Dolores to Durango, prospects the deck.

Purple (Carl) surveys Torrance to Carizozo and Rangely to Elk Springs, prospects passenger line #17 and the deck.

S.O.B.
Dispute Resolution

Rangely to Elk Springs: Red dr = 10, Purple dr = 8. Red wins, S becomes S+1. Dolores to Durango: Red dr = 2+2, Blue dr = 4. Tie, neither side gains the track, but Red's surveyor is sent to jail. Blue's deck prospect comes up with claim #27, gold at Dillon. Blue has first right of refusal for claim #27. Purple's deck prospect comes up with claim #56, lumber at Hot Sulphur Springs. Purple has first right of refusal for claim #56. Red pays \$140, Green pays \$140, Orange pays \$360, Blue pays \$1700, and Purple pays \$725. 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	\$3525	9, 15, 42	+4	P+1, S+2 , S+1
Cary Nichols	Green	Denver	\$10	9, 15		P+2, S, S
Ward Narhi	Orange	El Paso	\$1970	9, 24, 42		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$3155	9, 24		P+1, S, S
Joe Carl	Purple	Pueblo	\$4365	15, 24, 24, 42	+4	P, P+2, S, S

Personnell in **bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
85	Canon City	Red	Coal	7	\$30
48	Ouray	Red	Silver	2	Depleted
51	Silverton	Red	Silver	1	Depleted
47	Ouray	Red	Silver	5	\$40
82	Crested Butte	Red	Coal	N	\$20
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	5	\$50
124	Magdalena	Orange	Coal	N	\$40
30	Georgetown	Blue	Gold	4	\$30
130	Bingham	Blue	Copper	5	\$80
72	Emery	Blue	Coal	2	\$30
25	Bingham	Blue	Gold	1	\$60
65	El Vado	Purple	Lumber	6	\$30
28	Leadville	Purple	Gold	4	\$60

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

#	Type	Route	Payoff	Owner	Notes
8	A	Denver – Leadville	\$260	Purple	Discard after 2 more Leadville depletions
10	B	Denver – Aspen	\$130	Purple	
7	A	Pueblo – Santa Fe	\$120	Purple	
9	B	Denver – Leadville	\$120	Purple	
17	C	Denver – Santa Fe	\$420	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
60	Pagosa Springs	Lumber	\$40	\$20
27	Dillon	Gold	\$120	\$40
56	Hot Sulphur Springs	Lumber	\$60	\$30
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	
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	5	\$320
72	8	\$500

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Die +3	4	\$80
Die +4	3	\$140
Die +5	6	\$200

Junk Yard Dog

Turn 5b

Turn 6a due: 7/6 Tuesday

Cards

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

Eric plays Innovation with an Advisor to make Waste Reduction 3/6 (\$10 spent)
 Dave plays Waste Disposal, reducing his waste to 0
 Andy plays Growth to move his Growth to 17
 Cary offers 5 raw materials for bid and Andy gets them for \$5.
 Eric processes an Order, gaining \$14, using 5 raw materials, and generating 3 waste.
 Dave plays Growth to move his Growth to 16.
 Andy processes an Order, gaining \$17, using 3 raw materials, and generating 3 waste.
 Cary processes an Order, gaining \$16, using 5 raw materials, and generating 4 waste.

Eric plays Waste Removal to reduce his waste to 4, and increase Dave's waste to 1, Andy's to 8, and Cary's to 10
 Dave offers 4 raw materials for bid, and Eric gets it for \$3
 Andy offers 3 raw materials for bid, and buys them himself for \$4
 Cary passes
 Eric passes
 Dave passes
 Andy offers 3 raw materials for bid, and buys them himself for \$4
 Cary passes
 Eric and Dave pay \$4 for maintenance, Andy and Cary each pay \$5.

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Eric Brosius	4	\$7	0	15	14	4	
Dave Partridge	1	\$20	10	1	16	4	Advisor
Andy York	2	\$17	10	18	17	5	
Cary Nichols	3	\$28	10	5	16	5	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Eric Brosius	4/3	5/1	3/6	4	27
Dave Partridge	4/3	4/3	4/3	1	25
Andy York	5/1	3/6	3/6	8	28
Cary Nichols	5/1	5/1	4/3	10	25

The Accident card is drawn. Cary loses \$5, and pays \$1 to play the Bribery card to prevent a loss of Growth. The deck will be reshuffled before the draw of turn 6.

Available Cards

Set 1	Set 2	Set 3	Set 4	Set 5
Innovation	Order	Order	Waste Disposal	Growth
Growth	Waste Disposal	Waste Disposal	Waste Removal	Order
Advisor	Innovation	Growth	Raw Materials	Waste Disposal

Discards

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

Hot Dog

Turns 11.4 to 13.4

Turns 13.5 to 15.5 due: 7/6 Tuesday

Turn 11

4th: Bob Robles (Eepeeep/Mean Machine) Rolls Used: 5

Titan's Tower (s).

Sells Chicle Liquor for \$90 (from the cup: Chicle Liquor at 7a). Buys Life Project for \$160 and 2 Designer Genes for \$120. \$80 factory commission to Federation Ship Carpathia.

5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 2

R - Bypass - R - Y - B - Interstellar Biosphere.

Sells Space Spice for \$80 plus \$80 demand (from the cup: Demand for Genes at 2 and Space Spice at 2). Buys Bypass port for \$200.

Turn 12

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

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

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 1 2 5

Cobbleport(o) – Cobbleport(s).

Buys Cobbleport for \$200.

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

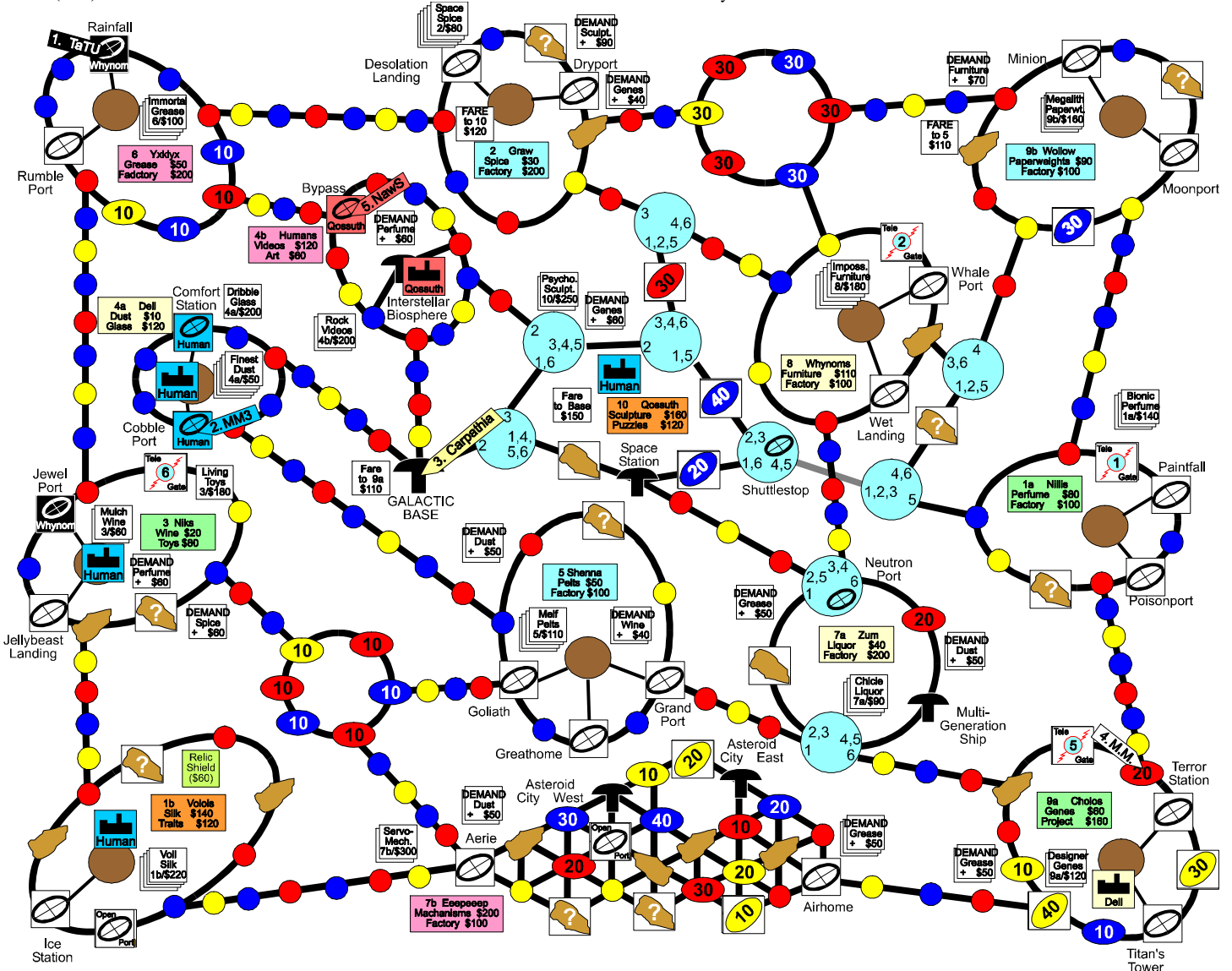
Jewelport(p) – (R) – B – Y – B – (R) – B – Y – B – (R) – Y10 – B10 – (R10) – Y – B.

4th: Bob Robles (Eepeeep/Mean Machine) Rolls Used: 6 Titan’s Tower(s) – Titan’s Tower(o) – Y30.

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

Interstellar Biosphere – Y – R – Bypass.

Sell Space Spice for \$80 plus \$40 demand (from the cup: Space Spice at 2 and Mulch Wine at 3). Buys Human factory for \$100, Primitive Art for \$60 and Videos for \$120. Receives \$40 in port commissions and \$30 in factory commissions.



1. Trade and Transport Unity \$697 Fast Scout 14: 1 2//15: 4 5 (Double 1) Hold1 Hold2 Hull FARE 4a to Base \$180 Rainfall \$200 JewelPort \$200	2. Mystery Machine 3 \$96 Normal Scout 14: 2 3 6 // 15: 2 3 5 Hold1 Hold2 Hull FARE 4a to Base \$180 Qossuth \$200 Volois \$200 Niks \$200 Cobbleport \$200 Dell \$200 Comfort Station \$200 Yellow Drive (\$80) Shield (\$60)	3. Carpathia \$230 Scow Scout 14: 1 3 4 6//15: 2 4 5 5 (Use 2) Hold1 Hold2 Hull Mulch Wine 3/\$60 FARE Base to 4a \$140 Choloz \$200 Red Wine (\$120) Shield (\$60)	4. Mean Machine \$20 Rocket Transport 14: 5 5//15: 1 1 (Use 1 * 4) Hold1 Hold2 Hold3 Hull Life Project 9a/\$240 Designer Genes 9a/\$120 Designer Genes 9a/\$120
5. Not as we Seem \$20 Torch Scout 13: 3//14: 2//15: 5 (Times 3) Hold1 Hold2 Hull Rock Videos 4b/\$200 Primitive Art 4b/\$160 Eq. Bypass \$200 Human \$100 Shield (\$60)			

Turn 13

1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 1 6 6
B – Y – R – Bypass – R – B – Y – R10 (\$10 paid)– B10 (\$10 paid) – R – B – Rainfall(p).

Sells Melf Pelts for \$110 plus \$100 demand (from the cup: Chicle Liquor at 7a and Voll Silk at 1b). Sells Melf Pelts for \$110 plus \$50 demand (from the cup: Psychotic Sculpture at 10 and Space Spice at 2). Receives \$37 in port commissions.

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 2 3 6
Cobbleport(s) – Cobbleport(p).

Sells Living Toys for \$180 (from the cup: Melf Pelts at 5). Sells Mulch Wine for \$60 plus \$120 demand (from the cup: Rock Videos at 4b and

Goods and Demands:

1a (Nillis): 3 Bionic Perfume

1b (Volois): 4 Voll Silk, Relic Shield

2 (Graw): 5 Space Spice, 1 Demand for Psychotic Sculpture (+\$90), Fare to 10 (\$120), 2 Demand for Designer Genes (+\$40)

3 (Niks): 1 Demand for Bionic Perfume (+\$60), 1 Demand for Space Spice (+\$60), 3 Mulch Wine, Living Toys

4a (Dell): 5 Finest Dust, Dribble Glass

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

Melf Pelts at 5). Buys Comfort Station for \$200, the Dell factory for \$200, Finest Dust for \$10, and picks up Fare to Base. Receives \$77 in port commissions.

3rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 5 5
B – (R) – Bypass – (R) – Y – B – (R) – B – (R) – Y – Galactic Base.

Delivers Fare for \$110 (from the cup: Living Toys at 3). Picks up Fare to 4a.

4th: Bob Robles (Eeepeeep/Mean Machine) Rolls Used: 3
Y30 – Terror Station(o) – R20.

7a (Zum): 2 Demand for Finest Dust (+\$50), 3 Chicle Liquor

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

8 (Whynoms): 5 Impossible Furniture

9a (Chola): 2 Designer Genes, 2 Demand for Immortal Grease (+\$50)

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), 2 Psychotic Sculpture

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

Gray Wolf

Turn 7

End of Game Statements due: 7/6 Tuesday

Planning

Dutch maintain 3 ships (\$12) and buy 2 soldiers (\$20) for \$32

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

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

Portuguese maintain 2 ships (\$8), buy 2 ships (\$24) and 4 soldiers (\$40) for \$72.

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

Swedes maintain 5 ships (\$20) and buy 5 soldiers (\$50) for \$70

Outbound Naval Movement

Dutch Sail to J. Dice: 4, 5, 6, 6. No losses.

English Sail to C. Dice: 2, 5, 5, 5. No losses.

French Sail to L. Dice: 2, 3, 3, 5. No losses.

Portuguese Sail to O. Dice: 1, 5, 5. Loses 1 colonist.

Spanish Sail to H. Dice: 5, 5, 6. No losses.

Swedes Sail to U. Dice: 2, 4, 5, 5. No losses.

Exploration

English discover a mine in C.

Mining

Spanish mine 1 gold in K. **French** mine 1 gold in L. **Portuguese** mine 2 gold in O and 1 gold in R (mine in R depletes).

Land Movement

Dutch move 2 soldiers and 4 colonists from J to F, and 4 colonists and 2 soldiers from fleet to J.

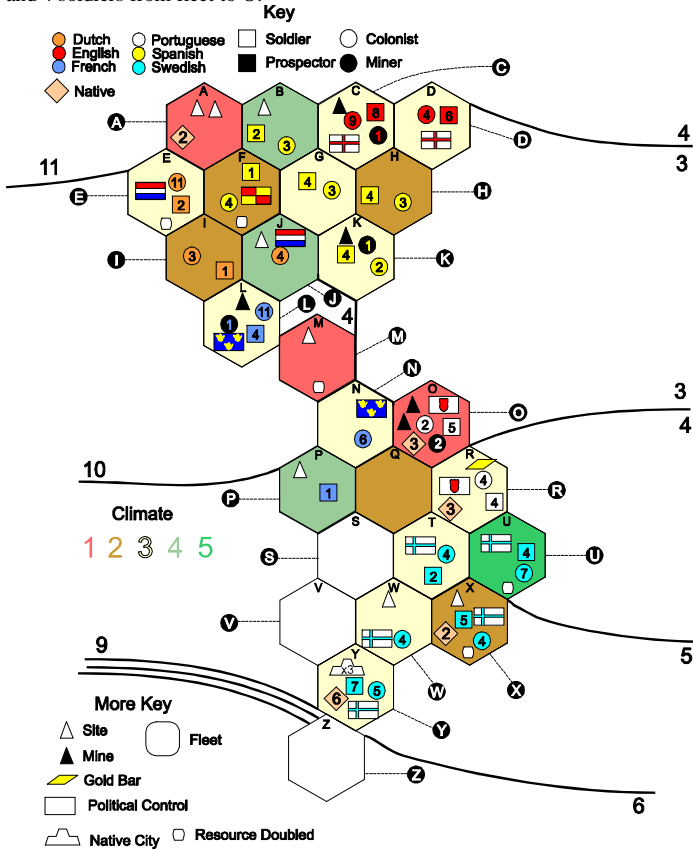
French move 2 gold from L to fleet, 5 soldiers from L to J, and 4 colonists and 4 soldiers from fleet to L.

Spanish move 1 gold from K to anchorage, 3 soldiers and 5 colonists from G to F, 4 soldiers and 4 colonists from G to B, and 6 soldiers and 4 colonists from fleet to H.

Swedes move 8 soldiers and 6 colonists from W to Y, 2 colonists from T to W, 3 soldiers from T to X, 2 colonists from U to T, 5 colonists and 4 soldiers from U to X, and 4 colonists and 5 soldiers from fleet to U.

English move 4 soldiers and 4 colonists from fleet to C. One soldier in B prospects, 1 colonist in C mines.

Portuguese move 2 gold from O to fleet, 1 colonist from O to R, and 3 colonists and 4 soldiers from fleet to O.



Combat

Dutch kill 2 French soldiers while losing 3 in J, and lose 2 soldiers in F. Colonists in F retreat to E. **French** counterattack and lose 2 soldiers while killing 1, retreating the 3 colonists to L. **Spanish** kill 2 soldiers while losing 2 in B.

Native Combat

None.

Native Uprisings

Climate is a 4. Uprisings in R (no colonists killed) and Y (no colonists killed).

Survival

Climate is a 2.

English lose 1 prospector in B, and 1 colonist each in C and D. **Spanish** lose 1 colonist in B, 1 colonist and 2 soldiers in F, 1 colonist in G, 1 colonist and 2 soldiers in H, and 1 colonist in K. **Dutch** lose 1 colonist in E, 1 colonist and 1 soldier in I, and 1 prospector in J. **French** lose 1 soldier in J, 1 colonist in L, 1 colonist in N, and 1 soldier in P. **Portuguese** lose 1 colonist and 2 soldiers in O, 1 colonist in R, and 3 soldiers in Q. **Swedes** lose 1 colonist in R, 1 soldier in U, 1 colonist in W, 1 colonist and 2 soldiers in X, and 1 colonist and 1 soldier in Y.

Political Control

Spanish gain political control of F but lose political control of G and K. **Dutch** lose political control of I. **Portuguese** gain political control of O. **Swedes** gain political control of X and Y.

Homebound Naval Movement

Dutch: Dice: 1, 3, 4, 6. No losses.

French: Dice: 2, 2, 4, 6. No losses.

Spanish: Move to K. Die: 1. No losses, picks up gold. Dice: 1, 1, 3. No losses.

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

English: Dice: 1, 1, 2, 6. Loses 2 ships..

Portuguese: Dice: 3, 5, 6. No losses.

Income

Dutch: Political Control: \$90, resources: \$58.

English: Political Control: \$90, resources: \$26.

French: Political Control: \$90, gold: \$80, resources: \$34.

Portuguese: Political Control: \$90, gold: \$80, resources: \$12.

Spanish: Political Control: \$60, gold: \$40, resources: \$38.

Swedes: Political Control: \$180, resources: \$56.

Notes

The Swedes have established 5 political controls in the New World, thus achieving victory. Congratulations to Dave Partridge.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$495	11	3	4
English	Dennis Cain	\$222	8	2	4
French	Bob Robles	\$333	5	4	4
Portugese	Cary Nichols	\$298	8	4	4
Spanish	Andy Lewis	\$269	3	5	4
Swedes	Dave Partridge	\$516	1	5	4

Laika

1962

1963 due: 7/6 Tuesday

Event Card Resolution/Saved Cards

Cain Program: Accepts 20% penalty on next one stage launch. Uses scientific breakthrough in one person capsule program (2, 2, 4, 5, 5, 6) = 24%.

Republic of Texas: Fortunate accident: rocket., Fortunate accident: capsule

Purchase Hardware

Republic of Texas buys 3 one stage rockets for 9MB, 3 one person capsules for 6MB, 1 docking module for 2MB, and the Interplanetary Satellite program for 24MB.

JOE buys 3 two stage rockets for 36B, 1 interplanetary satellite for 4MB, 1 docking module for 2MB, and the Two Person Module program for 24MB.

Romulus Project buys the Interplanetary Satellite program for 24MB, 1 interplanetary satellite for 4MB, the Two Stage Rocket program for 60MB, and 1 two stage rocket for 12MB.

Cain Program hires 3 astronauts (Ventruer, Tremere, Brujah) for 6MB, 3 one person capsules for 6MB, 3 one stage rockets for 9MB, and the Docking Module program for 18MB.

Conduct Research

Republic of Texas B: 8 dice (2, 2, 3, 3, 3, 3, 4, 6) +26%. 32MB spent. **D:** 8 die (1, 2, 2, 3, 3, 5, 5, 5) +26%. 16MB spent. **2:** 8 dice (1, 1, 1, 3, 4, 4, 4, 4) +22%. 24MB spent.

JOE B: 8 dice (1, 4, 4, 4, 5, 5, 5, 6) = 34% to Max R&D. 32MB spent. **2:** 4 dice (2, 2, 5, 6) = 15% to Max R&D. 12MB spent. **b:** 6 dice (2, 2, 3, 3, 5, 6) = 21%. 12MB spent.

Romulus Project None.

Cain Program a: 8 dice (1, 3, 3, 3, 4, 5, 6, 6) = 31% to Max R&D. 8 MB spent. **EVA:** 8 dice (1, 1, 2, 2, 3, 5, 5, 6) = 25% to Max R&D. 8 MB spent.

Declare Future Missions

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

Your launches are:

Missions

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

Romulus Project launches a Lunar Satellite Flyby. Liftoff (87%>25%), major booster problem. Mission failure. +1% to B, -3MB to budget.

Romulus Project launches a Lunar Satellite Flyby. Liftoff (54%>26%), major booster problem. Mission failure. +1% to B, -3MB to budget.

JOE launches an Orbital Satellite. Liftoff (29%<93%), Earth Orbital Burn (28%<98%), Earth Orbital Activities (84%<98%). Mission success! +1% to A, +2MB to budget.

JOE launches a Manned Orbital with Docking (Roger Manning). Liftoff (04%<90%), Earth Orbital Burn (31%<84%), Earth Orbital Activities (05%<84%), Docking Module Power-on (09%<98%), Docking (25%<45%), Earth De-Orbital Burn (09%<84%), Re-entry (27%<84%), Recovery (50%<84%). Mission success. +1% to a and B, +15% to Docking, Manning to 50%, +11MB to budget.

JOE launches a Manned Orbital with Docking (Astro). Liftoff (33%<94%), Earth Orbital Burn (34%<85%), Earth Orbital Activities (14%<85%), Docking Module Power-on (41%<98%), Docking (54%<60%), Earth De-orbital Burn (88%>85%), burn is OK, Re-entry (29%<85%), Recovery (48%<85%). Mission success! +1% to A and a, +15% to Docking, Astro to 40%, +5MB to budget.

Republic of Texas launches a Docking Module. Liftoff (39%<94%), Earth Orbital Burn (30%<98%), Earth Orbital Activities (86%<98%). Mission success. +1% to A.

Republic of Texas launches a Manned Orbital with Docking and Spacewalk (Travis). Liftoff (58%<95%), Earth Orbital Burn (54%<85%), Earth Orbital Activities (18%<85%), Docking Module Power-on (49%<98%), Docking (67%<75%), Spacewalk (26%<98%), Earth De-Orbital Burn (57%<85%), Re-entry (66%<85%), Recovery (56%<85%). Mission success. +1% to a and A, +15% to docking, Travis to 30%, +6MB to budget.

Republic of Texas launches a Manned Orbital with Docking and Spacewalk (Crockett). Liftoff (26%<96%), Earth Orbital Burn (82%<86%), Earth Orbital Activities (86%=86%), Docking Module Power-on (71%<98%), Docking (64%<90%), Spacewalk (82%<98%), Earth De-Orbital Burn (39%<86%), Re-entry (20%<86%), Recovery (69%<86%). Mission success. +1% to a and A, docking to Max Safety, Crockett to 30%, +6MB to budget.

Players

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
Launch Facilities	3	3	3	3
Astronauts	3	1	3	4

Astronauts: Cain Program: Ventruie, Tremere, Brujah (0%), **Romulus Project:** Caesar (30%), **JOE:** Roger Manning (50%), Tom Corbett (40%), Astro (30%),

Republic of Texas Travis, Crockett (30%), Bowie, Houston (0%)

Programs and Hardware

Cain Program: Orbital Satellite (1): 3/98%, Docking Module (4): 1/45%, One Stage Rocket (A): 8/66%, One Person Capsule (a): 7/80%, EVA: 98%

Romulus Project: Orbital Satellite (1): 2/95%, Interplanetary Satellite (2): 2/45%, One Stage Rocket (A): 1/89%, Two Stage Rocket (B): 0/27%, Liquid Fuel Strap-ons (D): 1/30%, One Person Capsule (a): 0/82%, EVA: 84%

JOE: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 1/90%, Docking Module (4): 1/75%, One Stage Rocket (A): 1/95%, Two Stage Rocket (B): 3/91%, One Person Capsule (a): 2/86%, Two Person Capsule (b): 1/41%, EVA: 98%.

Republic of Texas: Orbital Satellite (1): 1/98%, Interplanetary Satellite (2): 1/67%, Docking Module (4): 1/98%, One Stage Rocket (A): 4/97%, Two Stage Rocket (B): 1/63%, Liquid Fuel Strap-on (D): 1/80%, Kicker (F): 4/95%, One Person Capsule (a): 4/87%, EVA: 98%

1963

Draw Event Cards

Andy York: Major Media Event: gain 2d10 cash (4MB). -5MB to budget.

Bill Scharf: Program Setback: -10% to safety of most advanced Habitation Module and Mars Lander (no effect). -10MB to budget.

Cary Nichols: Minor Problem: pay 10MB or lose 3% on safety factor of most advanced Mars Lander on next mission (no effect). +5MB to budget.

Dennis Cain: Test Failure: -25% on one stage rocket. +5MB to budget.

S.O.B.
Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1963 Budget	65	91	136	149
Cash	145	1	13	23
1964 Budget	70	96	126	144

Retriever

Turn 1

Turn 2 due: 7/6 Tuesday

Commander Actions

Bartertown buys a water factory (Or1, Wa9, Wa10) and moves a population factor from an ore factory to man it.

ACK! Buys a water factory (Or1, Or3, Or5, Or5, Wa6) and moves a population factor from an ore factory to man it.

Little Green Manufacturing buys a water factory (Or3, Or3, Or4, Wa10) and moves a population factor from an ore factory to man it.

Golden Orb Developers opens the bidding on a Warehouse at 25 and gets it (Or3, Or5, Or5, Wa5, Wa7)

Eric's Outpost buys a water factory (Or2, Or3, Wa6, Wa9) and moves a population factor from an ore factory to man it.

HBDC buys a water factory (Or1, Or4, Or5, Wa5, Wa5) and moves a population factor from an ore factory to man it.

Michael's Outpost buys a water factory (Or4, Wa7, Wa9) and a population factor (Or3, Or3, Or5).

SD, Inc. passes.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	GOD	Cary Nichols	OrF, OrF, WaF	Wa	4
2	Michael's Outpost	Michael Lowrey	OrF, OrF, WaF, WaF		4
3	Bartertown	Andy York	OrF, OrF, WaF, WaF		3
4	LGM	Dave Partridge	OrF, OrF, WaF, WaF		3
5	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF		3
6	ACK!	Bill Scharf	OrF, OrF, WaF, WaF		3
7	Eric's Outpost	Eric Brosius	OrF, OrF, WaF, WaF		3
8	SD, Inc.	Andy Lewis	OrF, OrF, WaF		3

LGM is Little Green Manufacturing, GOD is Golden Orb Developers, HBDC is Heavenly Bodies Development Corp

Available Upgrades

New Arrivals: Nodule

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	5
Warehouse (Wa)	25	3	1
Heavy Equipment (HE)	30	4	1
Nodule (No)	25	1	4

Resource Cards

Pedagoguery

Science frequently runs in cycles. A theory is proposed to explain some phenomenon, it is resisted by the status quo, and survives ever more stringent tests. Eventually, if successful enough, it becomes the status quo, and it gets refined ever more. During the refinement process, small details, usually at the edges of the theory, remain unexplained until the next theory comes along to start the whole process over again. Increasingly, it appears that physics is moving from the consolidation stage to the "new challenger" stage. The status quo is the standard model of particle physics. It is the most successful theory of nature in history, but like all theories, it is not perfect. There are a number of mysteries in physics that the standard model cannot resolve in its current state. The question becomes whether a new theory is necessary, or merely an extension to the standard model.

The standard model of physics describes the fundamental particles of nature and how they interact. The standard model divides particles into two broad classes: Fermions, or particles of matter, and bosons, or force carriers. The fermions are further divided into three "generations" each of which is composed

of two quarks and two leptons. The first generation, of which nearly all matter is composed, is made up of the up and down quarks, and the electron and electron neutrino. The second generation is made up of the strange and charmed quarks, and the muon and muon neutrino. And finally, the third generation is composed of the top and bottom quarks, and the tau and tau neutrino. Each generation is successively more massive than the preceding generations. Bosons are arranged based on the force they transmit. Photons transmit the electromagnetic force. Gluons transmit the strong nuclear force. And three particles transmit the weak nuclear force: the W^+ , W^- , and Z particles. All of these particles have been directly or indirectly observed in experiments. One further particle is predicted but has not been observed: the Higgs boson. The Higgs boson is the means by which all other particles acquire mass.

The success of the standard model lies in the precision of the equations describing the interactions of the particles. These have been tested to a precision greater than any other scientific theory in the history of humanity. We are confident, for example, that quarks are not made up of more fundamental

particles. But even so, physicists know that the standard model is not complete.

In addition, there are a number of fundamental mysteries that the standard model cannot currently explain. Here is a description of these mysteries:

1. There has been evidence recently that the universe is expanding. Such an expansion could be caused by something called “vacuum energy”; a consequence of the uncertainty principle in which virtual particles are being created and destroyed constantly at small scales. Using the basic standard model to calculate the magnitude of this energy yields a figure that is dozens of orders of magnitude too high – which would have resulted in the universe exploding apart so fast that atoms would have been ripped apart. Clearly that cannot be the case.
2. Current evidence for an inflationary period in the early universe are quite strong. The standard model cannot account for inflation.
3. Using the standard model and the standard theories of the early Big Bang, equal amounts of matter and antimatter should have been created. Clearly, there is more matter than antimatter, so the standard model must be modified to account for this.
4. A tally of the matter in the universe indicates that most of it must be in the form of “cold dark matter” – matter that was not traveling at the high speeds of normal matter at the era when electrons nuclei first joined together to form atoms. These cold dark matter particles cannot be anything accounted for in the standard model.
5. There are a number of details about the Higgs boson and its interactions with other particles (the interactions that give other particles mass) that yield nonsensical results in the current standard model. For example, the calculation of the mass of the Higgs particle yields a value that is too high, which would in turn make all particle masses too high.

6. The standard model omits gravity.
7. The standard model cannot explain the value of particle masses. Those masses have to be observed experimentally and plugged into the theory. Ideally, the theory should tell us what they are.
8. The standard model contains three generations of fermion particles. The first generation composes nearly all normal matter in the universe, and it would be a consistent theory on its own. The standard model does not explain why there are three generations, and not one or five.
9. At high energies, the strengths of the three forces converge, but they do not exactly match. If the forces truly became unified, then the strength values would exactly converge at a single value.

There are some candidates for extensions to the standard model that would explain some of these mysteries. For example, there is a modification called the Minimal Supersymmetric Standard Model, which postulates that for each particle, there is another particle related by a principle called supersymmetry. The supersymmetric partner, or superpartner, of a fermion would be a boson and vice versa. This addition fixes point nine above, and also provides candidates for cold dark matter. There are two leading theories for quantum gravity, the first step to adding gravity to the standard model. They are superstring theory, and loop quantum gravity. I have described superstring theory in a past column, and I will be discussing loop quantum gravity in a future column.

Beyond that, it is a mystery where particle physics will lead us. But, like all times in which new theories vie against the status quo and each other, it will be an exciting time.

Next issue, in honor of the fact that the Cassini probe will arrive at Saturn on June 30, I will discuss Cassini and Saturn.

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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

None this issue