

**Notes from Hades**

The last couple of weeks have been quite eventful. On June 25<sup>th</sup>, my grandmother died. It was not unexpected, as she was 94 years old and had been in poor health for a couple of years, including a major stroke and heart attack in May. But even so, you can only prepare yourself to a certain extent for an event like that. Despite the fact that she lived in San Jose with my uncle for the last several years, she was buried locally, so my parents drove down here and stayed with us for about a week. We helped out with the preparations, and since our house is closest to the cemetery, we hosted a small reception afterwards. It was good to see all my relatives, even though the occasion was as sad one.

Two games have ended in this issue. In Wild Dog, Dave Partridge makes efficient use of the moneylenders to take 23 centers as France and win the game. Also, in Dogface, with the final turn concluded, Andy Lewis wins again. Congratulations to Dave and Andy on their victories.

With the conclusion of Wild Dog and Dogface, that takes me down to 10 active games, which is where I want to be. So, I will end the gamestart hiatus when the next game ends. The next game to start will be Dogwood.

The next deadline is **Tuesday, August 17 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.

Contents

<b>Howling at the Moon</b>	Letter Column	Page 1
<b>Off the Leash</b>	Machiavelli	Page 1
<b>Wild Dog</b>	Machiavelli	Page 3
<b>Shepherd</b>	Machiavelli	Page 4
<b>Warg</b>	Downfall XIII	Page 5
<b>Pavlov</b>	Dune	Page 6
<b>Dogface</b>	History of the World	Page 7
<b>Guard Dog</b>	Kremlin	Page 8
<b>Dogged</b>	Silverton	Page 8
<b>Junk Yard Dog</b>	Industrial Waste	Page 10
<b>Hot Dog</b>	Merchant of Venus	Page 10
<b>Gray Wolf</b>	New World	Page 12

Contents (cont.)

**Laika**

Page 13

Outpost

Liftoff

Page 14

Page 15

**Retriever**

**Pedagogy**

Game Openings

**Dogwood.** History of the World. Have Dave Anderson, Kevin Wilson, Andy Lewis, Dennis Cain, Chris Geggus, and Cary Nichols. This game will start when the next game ends.

**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. Have Dave Partridge, will take 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. Your publisher is:

**Chris Hassler a.k.a. Cerberus**  
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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**

I hope you had a very nice 4th of July. Two book reviews: Pompeii by Robert Harris. An entertaining historical novel set in the few days prior to and including the eruption of Mount Vesuvius which entombed Pompeii. It has romance, intrigue, historical figures, what more could you ask? (A great summer novel or for any other time of the year!) Second, The Future of Freedom: Illiberal Democracy at Home and Abroad by Fareed Zakaria. This book was all the rage of the chattering classes last year. A fine look at the concept of Democracy

around the world. Democracy is less important than the rule of law and good government. It makes me appreciate the concept of limited government and the check and balance system. Whether you politics are right, left or center this is a thoughtful and thought provoking look at the concept of Democracy. I thought Mr. Zakaria did a good job, especially when highlighting the failure of the initiative process in my state of California. I thought he was pretty wide of the mark when he described the so-called Christian Right, however (can't go into details here for sake of brevity).

## Off the Leash

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

**Deadline for Winter-Spring 1463: 8/17 Tuesday**

*Two wars rage across the Italian peninsula. In the north, France and Venice remain mostly deadlocked, with Venice making minor gains over France. In the south, Florence and Naples each lose a little.*

#### Summer 1462 Retreats

Florence A Rome retreats to garrison

#### Outstanding Debt

Fall 1463: 12 ducats due from Venice.

#### Orders

FLORENCE : A MODENA holds, A BOLOGNA to Urbino, A Sienna to PATRIMONY, A URBINO to Spoleto, A Perugia to ROME, F TUNIS to Central Mediterranean, G ROME supports A Perugia to Rome

FRANCE : A PAVIA supports A Milan, A FornoVA to PARMA, A Cremona supports A FornoVA to Parma (DISLOGGED, retreat garrison, OTB), A MILAN supports A Cremona (cut), A (EM) TYROLEA supports A Milan, F GENOA holds, F Gulf of Lions to CORSICA

NAPLES : A Rome besiege (DISLOGGED, retreat Capua, OTB), A SPOLETO supports A Rome (cut), A Capua to PIOMBINO, F TYRRHENIAN SEA transports A Capua to Piombino, F ANCONA to Urbino, F CENTRAL MEDITERRANEAN to Tunis

VENICE : A AUSTRIA supports A Carinthia, A SLAVONIA supports A Austria, A CARINTHIA supports A Trent to Milan, A FRIULI supports A Carinthia, A TRENT to Milan, A Bergamo to CREMONA, A MANTUA supports A Bergamo to Cremona, F Ferrara to UPPER ADRIATIC, F Upper Adriatic to CROATIA, F Lower Adriatic to HERZEGOVINA

#### Notes

A Florence/France/Naples/Venice draw has been proposed. Please submit your votes with your next set of orders. As always, NVR = No, NMR = Yes.

#### Press

**Florence – All:** Four-way draw is ok with me.

**France – Florence and Naples:** Dear friends, Trent, Croatia, Mantua and ..... are Venetian. Whatever else has he to conquer in order that you two make an armistice and help me to avoid his winning?

**France – Naples:** Corsica was always French, Sardinia is yours: OK? Moreover I don't understand why you leave Bari and other provinces free for Venice: in this manner he can win when he wishes.

**Naples – Florence:** You should really consider a disbandment of that Tun Fleet during the winter.... you need the money elsewhere....

**Naples – France:** Good press, sure hope that you can convince Florence, so that I can do something about your pleadings...

**Naples – Venice:** Ok, guess it's my time to worry about your intentions...

**Naples – Venice and the GM:** A 4-way does sound good, but I'd decline for a while. It does seem, as France indicated, that the Plague last turn really did help Venice against France.

**Venice – Florence:** With France breathing down my neck and in danger of conquering me I cannot afford to add a front by attacking Naples.

**Venice – France:** Even after that lucky plague I am still about even with you. But the balancing factor in your favor is you do not have debt.

**Venice – Naples:** Sorry, I really cannot afford more than one enemy at a time and France is keeping my hands quite full. Look for a reduction in fleet presence though. I note that you are already back in Ancona.

#### Spring 1463 Famine

**Poor Year – Column Only.** Provence, Otranto, Bologna, Slavonia, Rome, Croatia, Sardinia, Venice.

#### Spring 1462 Income

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

#### Provinces

FLO	Modena, <u>Bologna</u> , Lucca, Pisa, Pistoia, Florence, Arezzo, Perugia, Sienna, <u>Rome</u> , Tunis, Urbino, Patrimony	11
FRA	Avignon, Swiss, Marseilles, <u>Provence</u> , Saluzzo, Turin, Como, Milan, Bergamo, Parma, Pavia, FornoVA, Genoa, Montferrat, Savoy, Tyrolea, Corsica	16
NAP	Ancona, Spoleto, Capua, Naples, Aquila, Salerno, Bari, <u>Otranto</u> , Messina, Palermo, Piombino, <u>Sardinia</u>	10
VEN	Ferrara, Mantua, Cremona, Padua, Treviso, Friuli, Trent, Istria, Carniola, <u>Croatia</u> , Dalmatia, Ragusa, Albania, Durazzo, Carinthia, Hungary, Austria, <u>Slavonia</u> , Herzegovina	17

#### Seas

NAP	Central Mediterranean, Tyrrhenian Sea	2
VEN	<u>Venice</u> , Upper Adriatic	1

#### Cities

FLO	Modena, <u>Bologna</u> , Lucca, Pisa, Florence (3), Arezzo, Perugia, Sienna, <u>Rome (2)</u> , Tunis (2)	11
FRA	Avignon, Swiss, Marseilles, Saluzzo, Turin, Milan (3), Pavia, Genoa (3), Montferrat, Savoy, Tyrolea, Corsica	16
NAP	Ancona, Naples (2), Bari, Messina, Palermo, Piombino, <u>Sardinia</u>	7
VEN	Ferrara, Mantua, <u>Cremona</u> , Padua, Treviso, Trent, Carniola, <u>Croatia</u> , Dalmatia, Ragusa, Albania, Durazzo, Hungary, Austria, <u>Venice (3)</u>	13

#### Totals

Variable income die roll was 5.

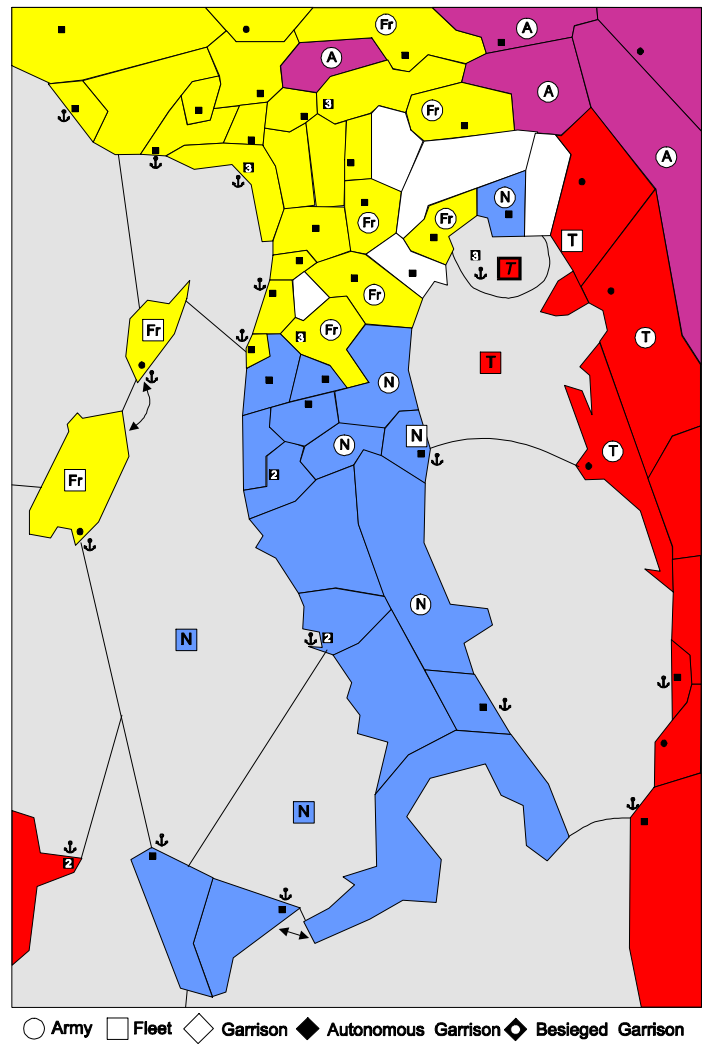
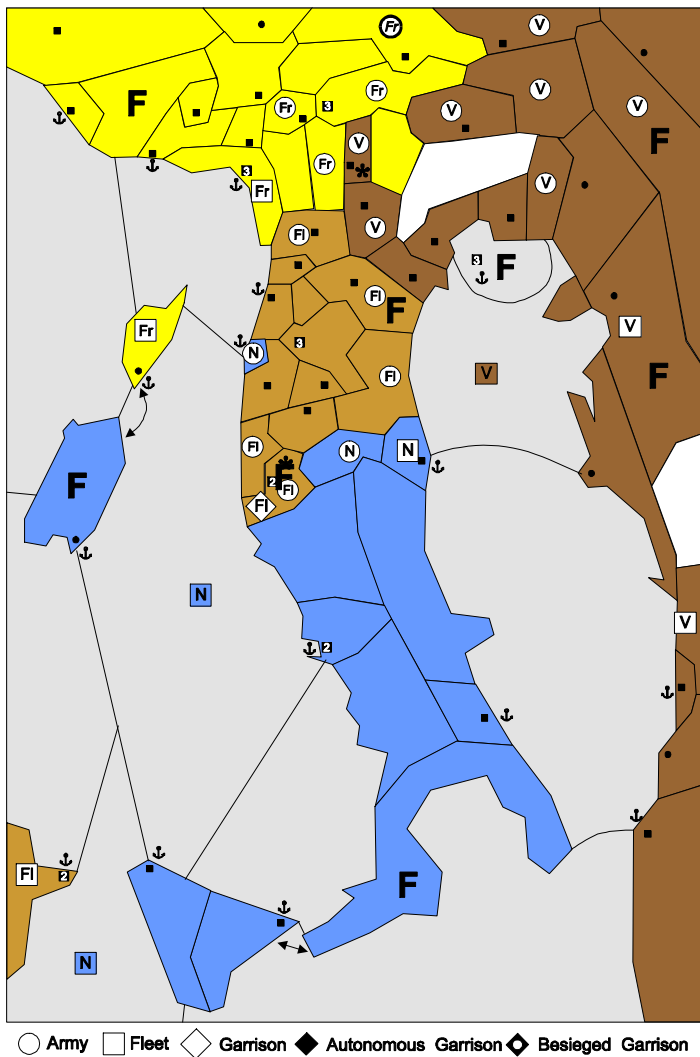
	Variable	Provinces	Seas	Cities	Gross
FLORENCE	8	11	0	11	30
FRANCE	12	16	0	16	44
NAPLES	3	10	2	7	22
VENICE	12	17	1	13	43

Your treasury:

Your total:

#### Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61	'62	'63
Aus	3	2	3	4	5	4	2	4	0	0
Flo	3	6	8	7	6	6	6	7	11	10
Fra	3	7	8	9	10	12	13	10	12	12
Mil	3	5	5	2	2	3	0	0	0	0
Nap	4	4	5	6	7	7	8	9	8	7
Pap	4	3	2	2	0	0	0	0	0	0
Tur	3	5	5	6	4	1	0	0	0	0
Ven	4	6	7	6	9	10	14	14	12	15



### Wild Dog

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

Deadline for End of Game Statements 8/17, Tuesday

France gambles and wins by taking out a big loan from the moneylenders and bribing a Neapolitan and Venetian army and a Turkish fleet. France also cooperates with Naples and the Turks to eliminate Venice. Austria hangs on.

#### Summer 1459 Retreats

Naples retreats A Verona to Treviso

Venice retreats A Aquila to garrison

#### Expenditures

France borrows 24 ducats for 2 years (36 ducats due Fall 1461). He spends 24 ducats to buy Naples A Bologna, 12 ducats to disband Venice A Padua, and 15 ducats to disband Turkish F Sardinia.

#### Outstanding Debt

Fall 1461: 36 ducats from France

#### Orders

AUSTRIA (Wilson): A Tyrolea to Como, A AUSTRIA to Carinthia, A CARINTHIA to Carniola, A SLAVONIA supports A Carinthia to Carniola

FRANCE (Partridge): A SWISS to Tyrolea, A TRENT besieges (garrison destroyed), A Verona to Padua, A Mantua supports A Lucca to Bologna, A Lucca to Bologna, A Bologna to Florence, F Gulf of Lions to Sardinia, F Ligurian Sea to Corsica

NAPLES (Scharf):

A Treviso supports French A Verona to Padua, A Bologna to Ferrara (nsu), A Urbino to Bologna, A Spoleto supports F Ancona, A Aquila to Naples, F Ancona besieges, F Gulf of Naples supports F Tyrrhenian Sea, F Tyrrhenian Sea holds

TURKS (Narhi):

A Croatia supports F Carniola, A Herzegovina to Dalmatia, F Carniola supports A Croatia (imp.), F(EM) Venice supports F Lower Adriatic to Upper Adriatic, F Lower Adriatic to Upper Adriatic, F Sardinia to Corsica (nsu)

VENICE (Whyte):

A Padua to Treviso (nsu), F Ferrara to Padua, G Ancona holds (u), OUT!

#### Notes

France now has control of 23 cities, so France has won! Congratulations to Dave Partridge for his victory. Venice was eliminated because he no longer controlled any of his home cities.

Press

**France – Naples:** Never heard back from you so I figured the conflict was coming. Rather than draw it out, thought I'd take a gamble and see if I can reach the magic number this turn. If not, you and the Turks can have a nice fight for the prize!

**France:** Come on, luck be a lady tonight!

**Naples – Venice:** Hopefully you'll be free from pain soon....

**Turkey – Austria:** We're France's and Naples' poor relatives.

Austria:	3	4	4	5	3	3	2
Florence:	3	1	0	0	0	0	0
France:	3	4	6	7	12	15	23
Milan:	3	2	0	0	0	0	0
Naples:	4	4	6	8	8	11	10
Papacy:	4	3	5	0	0	0	0
Turks:	3	5	8	9	9	9	8
Venice:	4	6	6	7	8	4	0

Game Summary

1454	1455	1456	1457	1458	1459	1460
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**Shepherd**

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory**  
**Miller Number 2003Epw10**  
**Spring 1457**

**Deadline for Summer 1457 8/17, Tuesday**

*France takes advantage of the assassination of the Duke of Milan to invade while Florence continues to fight it out with Venice and Naples.*

Fall 1456 Retreats

Venice retreats A Ferrara to garrison

Builds

		Cost
<b>Florence</b>	Maintains all, builds A Pisa, A Florence, A Arezzo	30
<b>France</b>	Maintains A Turin, A Pavia, A Saluzzo, A Savoy, F Ligurian Sea, builds A Swiss	18
<b>Milan</b>	Maintains all, builds G Milan	15
<b>Naples</b>	Maintains F Rome, builds A Naples, A Bari, F Palermo	12
<b>Venice</b>	Maintains all, builds Elite Mercenary A Padua, F Venice	24

Expenditures

Florence borrows 12 ducats from the moneylenders for 2 years (18 ducats due Spring 1459). Spends 12 ducats to disband Venice A Mantua  
 France borrows 7 ducats for 2 years (11 ducats due Spring 1459)  
 Milan buys Famine Relief in Fornova for 3 ducats. Milan fails to repay his loan to the Moneylenders and is assassinated. All units hold this turn. Montferrat rebels.  
 Naples borrows 8 ducats for 2 years (12 ducats due Spring 1459). Pays 18 ducats back to the moneylenders.

Outstanding Debt

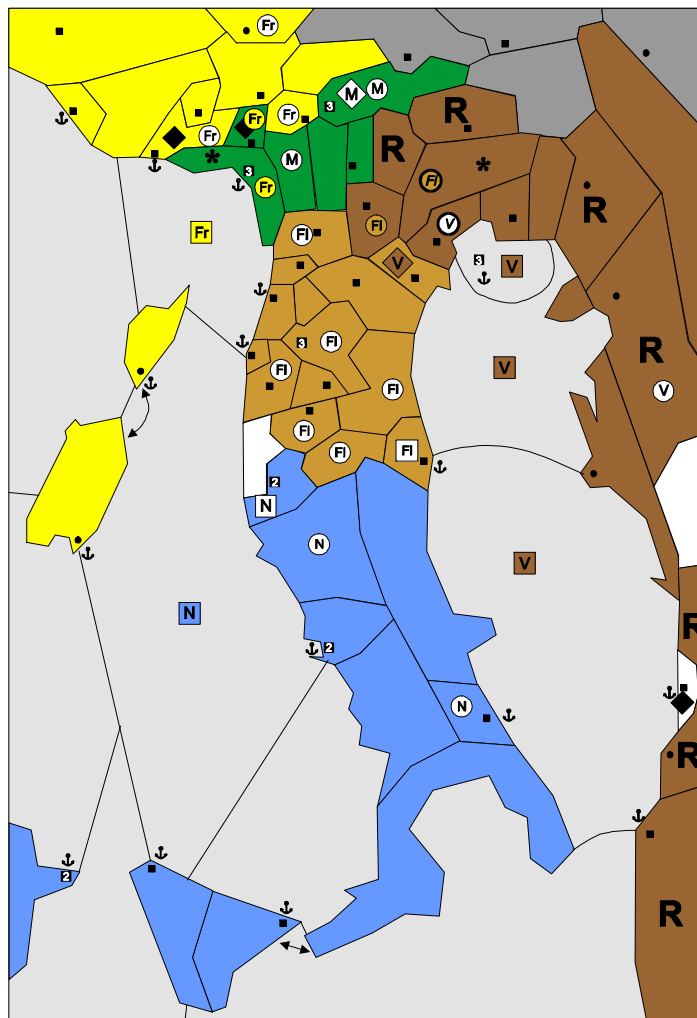
Summer 1457: 27 ducats due from France  
 Fall 1457: 8 ducats due from Naples  
 Spring 1458: 20 ducats due from Florence  
 Spring 1459: 18 ducats due from Florence, 11 ducats from France, 12 ducats due from Naples

Orders

**FLORENCE (McConnell):** A Modena to MANTUA, A Lucca to MODENA, A (EM) Ferrara to VERONA, A FLORENCE to BOLOGNA, A URBINO supports F Ancona, A Arezzo to PERUGIA, A SPOLETO to AQUILA, A Pisa to SIENNA

**FRANCE (Scott):** A PAVIA supports A Turin to Montferrat, A Turin to MONTFERRAT (Rebellion liberated), A Saluzzo to SAVOY, A Savoy to GENOA (siege abandoned), A SWISS holds, F LIGURIAN SEA supports A Savoy to Genoa

**Shepherd**



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

Orders (cont.)

**MILAN (Roalstad):** A Montferrat holds (DESTROYED), A FORNOVA holds, A MILAN holds, F Genoa holds (DISLORGED, retreat garrison, OTB), G MILAN holds

Orders (cont.)

NAPLES (Cole): A Naples to CAPUA, A BARI to Aquila, F Palermo to TYRRHENIAN SEA, F ROME supports F Palermo to Tyrrhenian Sea

VENICE (Giovine): A Mantua supports F Upper Adriatic to Bologna (nsu), A (EM) Padua to FERRARA, A Verona supports A Mantua (DISLOGGED, retreat Bergamo, Trent, Friuli

Treviso, OTB, A Dalmatia to CROATIA, F UPPER ADRIATIC to Bologna, F LOWER ADRIATIC supports F Venice to Upper Adriatic, F VENICE to Upper Adriatic, G FERRARA supports A Padua to Ferrara

Summer 1456 Plague

Held until after retreats are received.

**Warg**

Miller Number 2002Ets33

3019-8-II

Deadline for 3019-9-I 8/17, Tuesday

The good players continue to chip away at Mordor, with the Dwarves and the Elves gaining, but Rohan losing. The siege of Barad-dur is about to begin, as Gondor and Umbar have the dark tower surrounded.

3019-8-I Retreats

Mordor A Nurn retreats to Ered Lithui  
Saruman A Druwaith Iaur retreats to Enedwaith

Orders

DWARVES (Reynolds): Dain leads A Esgaroth to River Running Merge A Carnen to River Running Merge A River Running holds Merge: 3A RIVER RUNNING, A Iron Hills to WITHERED HEATH, A WILDERLAND supports Umbar 2A Nuriad to South Rhun (cut), A FOROCHEL to Carn Dum

ELVES (Koehler): A Gray Havens to SHIRE, A THARBAD to Dunland, A NIN-IN-ELEPH to Hollin, 2A CARROCK supports A Old Forest Road to Central Mirkwood, A Elven King's Hall to OLD FOREST ROAD, A Old Forest Road to CENTRAL MIRKWOOD, A Anduin to DOL GULDUR, A Gap of Rohan to DRUWAITH IAUR, F GULF OF LHUN supports F Harlond to Harlindon, F HARLOND to Harlindon, R Tharbad to Dunland (KILLED)

GANDALF (Bolduc): Fe ( ), Aragorn leads Elvish A Gap of Rohan to DRUWAITH IAUR

GONDOR (York): Faramir leads A GORGOROTH to Barad-dur, 3A Minas Morgul to ORODRUIN, A NORTH ITHILIE to Udun, A Druwaith Iaur to ENEDWAITH, C ANDRAST to Druwaith Iaur, F SOUTH ITHILIE holds

MORDOR (Partridge): Nazgul ( ), Sauron leads 2A Barad-dur holds, Merge 2A Orodruin to Barad-dur Merge A Ered Lithui to Barad-dur: 5A BARAD-DUR, A UDUN holds, A DAGORLAND to Wilderland, 2A Mountains of Mirkwood to BROWNLANDS, 2A Central Mirkwood to ANDUIN, A GUNDABAD to Carn Dum, Lord of the Nazgul leads A East Emnet to WOLD

ROHAN (Scharf): C Brownlands to Emyn Muil to EAST EMNET, C Wold holds, supports C Emyn Muil to East Emnet (DISLOGGED, retreat Celebrant, Fangorn, West Emnet, OTB), A Eastfold to DUNHARROW, 2A Anorien to EASTFOLD, Eowyn ( ), Theoden DUNHARROW holds

SARUMAN (Robles): Saruman leads A Enedwaith to GAP OF ROHAN, A DUNLAND supports A Enedwaith to Gap of Rohan (cut), A HOLLIN holds, A ISENGARD supports A Dunland

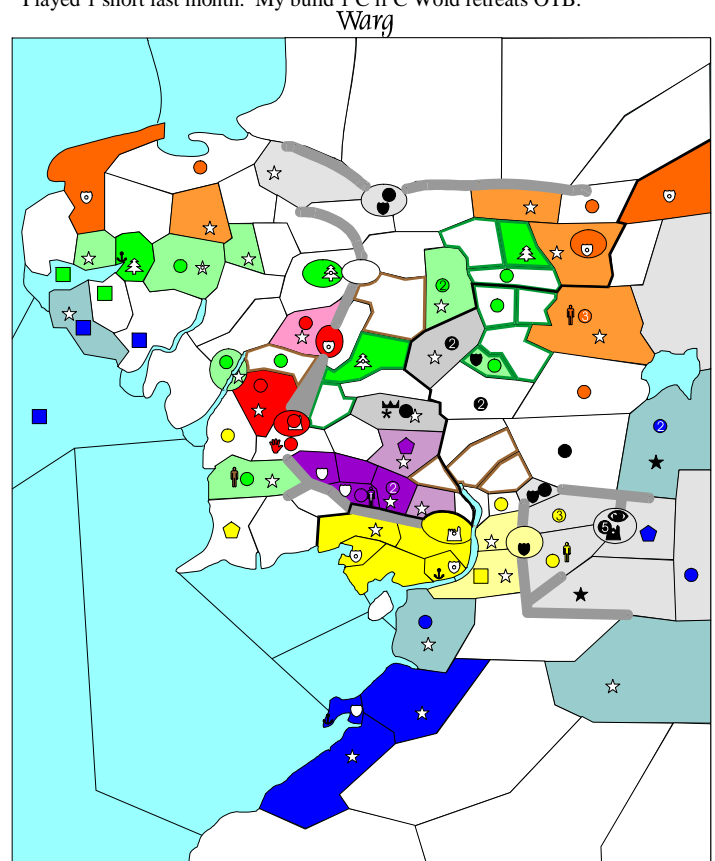
UMBAR (Nichols): A SOUTH GONDOR holds, 2A Nuriad to SOUTH RHUN, A Khand to NURIAD, C Nurn to ERED LITHUI, F HARLINDON holds, F WESTERN SEA supports Harlindon

Adjustments

DWARVES:	HOME, Esgaroth, Fornost Erain, +River Running	Gains 1
ELVES:	HOME, +Carrock, <del>Anduin</del> , Shire, Bree, Dol Guldur, Hollin, Tharbad, Forlond, +Druwaith Iaur	Gains 1
GANDALF:	None	No Change

GONDOR:	HOME, Osgiliath, South Ithilien, Minas Morgul	No Change
MORDOR:	Gundabad, <del>South Rhun</del> , Udun, Barad-dur, Nurn, Carn Dum, <del>River Running, Carrock</del> , +Wold, +Anduin	Loses 1
ROHAN:	HOME, East Emnet, <del>Wold</del> , Anorien	Loses 1 <sup>1</sup>
SARUMAN:	HOME, <del>Druwaith Iaur</del> , +Hollin	No change
UMBAR:	HOME, South Gondor, Khand, Harlindon, +South Rhun	Gains 1

<sup>1</sup> Played 1 short last month. My build 1 C if C Wold retreats OTB.



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

Alignment

**Good:** Dwarves, Elves, Gandalf, Gondor, Rohan  
**Neutral:** Umbar  
**Evil:** Mordor, Saruman

Press

**Dwarves – Mordor:** I know what you're up to!  
**Dwarves – Umbar:** Here's my appreciation for your anti-Mordor stance.  
**Mordor – Rohan:** Yum, horse burgers.

Pavlov

**Turn 9 Bidding to Turn 10 Bidding**  
**Turn 10 Bidding and Movement due: 8/17 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

Bidding

The Bene Tleilaxu gives \_\_\_\_\_ to the Bene Gesserit  
CARD 1 ( ) goes to the  
Fremen for 2 spice  
CARD 2 ( ) goes to the  
Fremen for 2 spice  
CARD 3 ( ) goes to the  
Bene Tleilaxu for 1 spice

Revival and Movement

Bene Gesserit coexist everywhere. Guild chooses to go first.

Revival

- Atreides** revive 2 tokens
- Bene Gesserit** revive 3 tokens (4 spice to the Bene Tleilaxu)
- Fremen** revive 2 tokens
- Guild** revive 1 token
- Harkonnens** revive 2 tokens

Shipping

- Guild** ships 2 tokens to Tuck's Sietch (1 Bene Gesserit token accompanies to the Polar Sink)
- Atreides** ships 6 tokens to Arrakeen (1 Bene Gesserit token accompanies to the Polar Sink)
- Fremen** ship 2 tokens to False Wall West (18)
- Harkonnens** ship 2 tokens to Habbanya Ridge Sietch (1 Bene Gesserit token accompanies to the Polar Sink)

Movement

- Guild** moves 8 tokens Tuck's Sietch – South Mesa (5)
- Atreides** moves 3 tokens Imperial Basin – Polar Sink – Wind Pass North (17)
- Bene Gesserit** move 7 tokens from Cielago North – False Wall South (4)
- Emperor** moves 12 tokens (3 Elite Sadaukar) Shield Wall to Imperial Basin (10)
- Fremen** move 3 tokens (1 Fedaykin) Habbanya Erg – False Wall West (18)

Combat

None

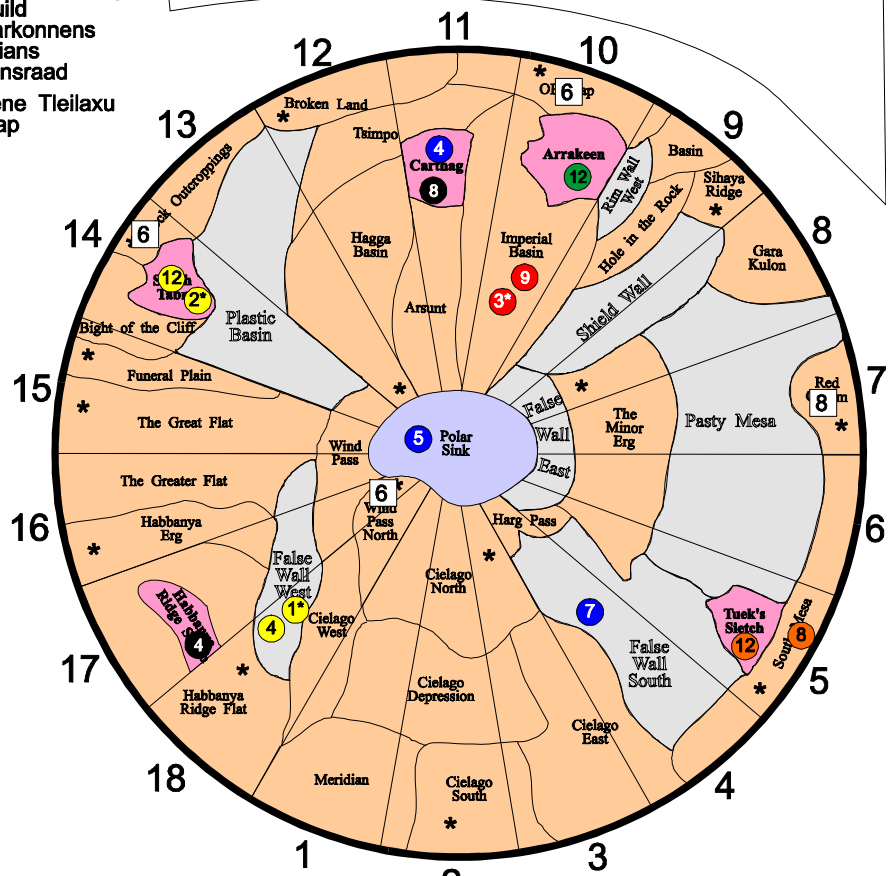
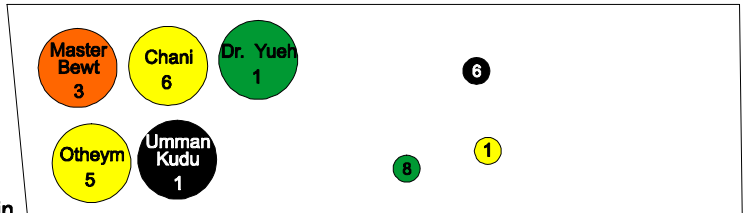
Spice Collection

- Atreides** gain 2 spice (Arrakeen)
- Guild** gains 11 spice (10 South Mesa, 1 Tuck's Sietch)
- Harkonnens** gain 2 spice (Carthage)

**Key**

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

**The Tanks**



**Turn 10**  
Storm Movement

The storm moves 6 sectors to Sector 2. 3 Atreides tokens in Wind Pass North, and 1 Fremen token in Cielago South go to the tanks.  
(Turn 11 storm movement: )

Spice Blow

6 spice in Wind Pass North  
6 spice in OH Gap  
(Turn 11 spice blow: )



Bidding

CHOAM Charitiy recipients: Bene Gesserit.

1 card is up for bid, Bene Tleilaxu is the sole eligible bidder (3 cards).

Card is:

Positions

**Atreides:** 12 tokens Arrakeen, 8 tokens and Dr. Yueh in the tanks.

Kwisatz Haderach available

**Bene Gesserit:** 4 tokens Carthag, 5 tokens Polar Sink, 7 tokens False Wall

South (4), 4 tokens off-planet

**Bene Tleilaxu:** *Traps:* none

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

Sadaukar) Imperial Basin (10)

S.O.B.

**Fremen:** 14 tokens (2 Fedaykin) Sietch Tabr, 5 tokens (1 Fedaykin) False Wall West (18), 1 token, Chani, and Othym in the tanks

**Guild:** 12 tokens Tuek's Sietch, 8 tokens South Mesa (5), Master Bewt in the tanks

**Harkonnens:** 8 tokens Carthag, 6 tokens and Umman Kudu in the Tanks, 4 tokens Habbanya Ridge Sietch, 2 tokens off-planet

Your Spice: \_\_\_\_\_

Your Intrigue cards:

\_\_\_\_\_

\_\_\_\_\_

Your traitor(s):

\_\_\_\_\_

Dogface**Epoch VII Britain, United States, and Germany****End of Game Statements due: 8/17 Tuesday**

**Common Cause BRITAIN:** Plays Naval Supremacy. Army and Capital *Albion* (Celtic armies eliminated), fleet *North Sea* (vs. APA; CC: 3+1, 2+1; APA: 1; wins), army *Highlands* (vs. Highland Kingdom; B: 4, 3; H: 4+1; loses), *Highlands* (vs. Highland Kingdom; R: 4, 4; H: 1+1; wins, city eliminated), *Ireland* (vs. Vikings; B: 6, 2; V: 6; B: 5, 4; V: 4; wins), fleet *Atlantic Ocean*, army *Pyrenees* (vs. Spain; B: 5, 2; S: 5, 4; B: 5, 5; S: 3, 1; wins, Capital reduced to city), *North European Plain* (vs. Russia; B: 5, 4; R: 2, 1; wins, Capital reduced to city), *Dniepr* (vs. Russia; B: 5, 5; R: 3; wins), *Caucuses* (vs. Mongols; B: 5, 2; M: 5; B: 4, 1; M: 5; loses), *Eastern Steppe* (vs. Russia; B: 6, 3; R: 6; B: 1, 1; R: 3; loses), *Northern Gaul* (vs. Holy Roman Empire; B: 6, 2; H: 1; wins, city eliminated), *Western Gaul* (vs. Holy Roman Empire; B: 4, 3; H: 5; loses), *Lower Rhein* (vs. Netherlands; B: 6, 5; N: 6; B: 5, 5; N: 6; loses), *Scandinavia* (vs. Vikings; B: 6, 5; V: 3, 1; B: 6, 2; V: 5, 3; wins), *Central Europe* (vs. Netherlands; B: 6, 3; N: 1; wins), *Danubia* (vs. Ottoman Turks; B: 5, 5; O: 1; wins), fleet *Black Sea*, *Eastern Mediterranean* (vs. Arachnids; CC: 4+1, 4+1; A: 4; wins), *Western Mediterranean* (vs. Royal Manticoran Historical Society; CC: 5+1, 1+1; RMHC: 6; CC: 4+1, 1+1; RMHC: 5; CC: 5+1; 4+1; RMHC: 4; wins), army *Balkans* (vs. Ottoman Turks; B: 5, 1; O: 6, 5; loses). Builds Monument *North European Plain*. Points: Dominance in Northern Europe (8) and Eurasia (4), Presence in North Africa (1), Middle East (1), China (3), and Southern Europe (2), 2 Capitals (4), 4 cities (4), 5 Monuments (5), and 4 Seas (4) for 36 points.

**The Legacy Project** plays Japan. Army and Capital *Hokkaido* (Russian army retreats to *Honshu*), fleet *Sea of Japan* (vs. Arachnids; LP:6, 2; A: 5; wins), army *Honshu* (vs. Russia; J: 5, 5; R: 1; J: 3, 2; R: 2; wins), *Korean Peninsula* (vs. Manchu Dynasty; J: 1, 1; M: 3+1; loses), *Korean Peninsula* (vs. Manchu

Dynasty; J: 5, 3; M: 2+1; wins). UNITED STATES: Army and Capital *Appalachia* (Viking army eliminated), army *Great Lakes*, *Great Plains*, *Deep South* (vs. Spain; U: 5, 4; S: 3; wins), fleet *Caribbean Sea* (vs. APA; LP: 6, 6; APA: 1; wins), army *Guiana Highlands* (vs. Spain; U: 5, 4; S: 6, 2; loses), *Guiana Highlands* (vs. Spain; U: 4, 4; S: 6, 4; loses), *Guiana Highlands* (vs. Spain; U: 5, 3; S: 5, 3; U: 6, 1; S: 5, 5; wins), *Northern Andes* (vs. Spain; U: 5, 4; S: 5, 3; U: 6, 4; S: 5, 4; wins, city eliminated), *Southern Andes* (vs. Spain; U: 6, 1; S: 6; U: 3, 3; S: 3; U: 6, 5; S: 3; wins). Points: Control of Nippon (6), Dominance in the North America (6) and South America (4), Presence in North Africa (1), Middle East (1), and India (3), 2 Capitals (4), 2 cities (2), 2 Monuments (2), and 4 Seas (4) for 33 points.

**Royal Manticoran Historical Society GERMANY:** Army and Capital *Baltic Seaboard* (Dutch army retreats to *Lower Rhein*), army *Lower Rhein* (vs. Netherlands; G: 5, 2; N: 4; G: 6, 4; N: 6; G: 4, 2; N: 4; G: 4, 3; N: 3; wins, Capital reduced to city), *Central Europe* (vs. Britain; G: 5, 2; B: 4; wins), *North European Plain* (vs. Britain; G: 4, 4; B: 1; wins, city eliminated), fleet *North Sea* (vs. Common Cause; RMHS: 5, 3; CC: 2; wins), army *Northern Gaul* (vs. Britain; G: 5, 1; B: 4, 2; wins), *Central Massif* (vs. Holy Roman Empire; G: 6, 1; H: 2; wins), *Pyrenees* (vs. Britain; G: 4, 1; B: 6, 6; loses), *Pyrenees* (vs. Britain; G: 5, 2; B: 4, 1; wins, city eliminated), *Southern Iberia* (vs. Franks; automatic win). Builds Monument *Baltic Seaboard*. Points: Dominance in Southern Europe (4), Presence in India (3), Northern Europe (4), Eurasia (2), North America (3), South America (2), and Sub-Saharan Africa (2), 2 Capitals (4), 1 city (1), 5 Monuments (5), and 1 Sea (1) for 31 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	60	141
Chris Geggus	APA (green)	62	182
Dennis Cain	The Legacy Project (red)	65	172
Cary Nichols	Common Cause (black)	72	159
Andy Lewis	Dogs and Deities (DAD) (orange)	75	203
Paul Bolduc	Arachnids (blue)	83	170

Notes

Congratulations to Andy Lewis on his victory!

Final Positions

**Royal Manticoran Historical Society.** Fleets *Atlantic Ocean*, *North Sea*, and *Indian Ocean*. INDUS VALLEY: Two armies *Western Deccan* and *Ceylon*. PORTUGAL: Army, Capital, and Monument *Western Iberia*, armies *Brazil*, *West Indies*, *Congo Basin*, and *South Africa*. GERMANY: Army, Capital, and Monument

Baltic Seaboard, army and city Northern Rhein, army and Monument Central Europe, Pyrenees, and North European Plain, armies Northern Gaul, Central Massif, and Southern Iberia.

**The Legacy Project.** Fleets Red Sea, Bay of Bengal, Sea of Japan, Caribbean Sea, and Atlantic Ocean. ARABS: Army and city Arabian Sea, armies Nubia, and Upper Nile. MUGHALS: Army and city Eastern Deccan, army Eastern Ghats. JAPAN: Army and Capital Hokkaido, army and Monument Honshu, army Korean Peninsula. UNITED STATES: Army and Capital Appalachia, army and Monument Northern Andes, armies Great Lakes, Great Plains, Deep South, Guiana Highlands, and Southern Andes.

**Dogs and Dieties.** Fleets Atlantic Ocean and Indian Ocean. KHMERS: Army Sumatra. HOLY ROMAN EMPIRE: Armies Northern Apennines, Southern Apennines, and Dalmatia. SAFAVIDS: Army and Capital Persian Salt Desert, army an Monument Lower Indus. SPAIN: Army and city Central America and Mexican Valley, armies Patagonia, Pacific Seaboard, Madagascar, and Shatts Plateau. RUSSIA: Armies Dneipr, Eastern Steppe, and Wei River.

**APA.** Fleet Atlantic Ocean. CHOU DYNASTY: Two armies Irrawaddy. HAN DYNASTY: Armies Tarim Basin and East Indies. MONGOLS: Army, city, fort, and Monument Yangtse Kian, army Caucuses.

**Common Cause.** Fleets Atlantic Ocean, Black Sea, Eastern Mediterranean, and Western Mediterranean. 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. BRITAIN: Army, Capital, and Monument Albion, armies Highlands, Ireland, Scandinavia, Dneipr, and Danubia.

**Arachnids.** Fleet South China Sea. ROMANS: Two armies and Monument Middle Tigris, army Lower Tigris. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. SUNG DYNASTY: Army and Capital Szechuan, army Si-Kyang. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army and Monument Levant, Eastern Anatolia, and Persian Plateau, armies Zagros, Hindu Kush, and Balkans. 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, armies Malayan Peninsula and Great Plain of China.

**Guard Dog**

**Turn 6 Special Influence Declaration**

**Turn 7 Cure through Health due: 8/17 Tuesday**

Trotskyite Internationalists plays Bee Hormone Cure (13) on T, reducing his age to 58, and draws 2 cards (

Marxist-Leninists Integralists declares 2IP on Wassily Protzky (U)

The California Connection declares 2 IP on Iwan Manjak (P)

Underground Neo-Communist Liberation Effort declares 2 IP on Iwan Manjak (P)

Hard Line Stalinists declares 1 IP on Iwan Manjak (P) and takes a card (

Lubianka Visitors Club NMRs! Draws 2 cards (

Must discard 2 cards.

Politburo

Office	Politician	Condition	Influence
Party Chief	Lech Schukrotoff (B)	90, +	1 (HLS), 2 (LVC)
KGB Head	Wassily Protzky (U)	64	9 (MLI), 3 (TCC), 8 (LVC)
Foreign	Andrej Purgemoff (F)	85, +, ?	3 (TCC), 2 (UNCLE)
Defense	Petr Niewitko (D)	83, ++	1 (LVC)
Ideology	Iwan Manjak (P)	63	2 (TCC), 2 (UNCLE), 1 (HLS)
Industry	Oleg Satin (O)	78, ?	1 (HLS)
Economy	Eduard Boremtodev (K)	66, ?	1 (TCC)

Office	Politician	Condition	Influence
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 (58), V, W, X,

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

**Kremlin Wall:** A, I, C

Notes

**Will Andy York please submit standby orders for LVC.**

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 13, Phases IV-VI and Turn 14, Phases I-III**

**Turn 14 Phases IV-VI and Turn 15 Phases I-III due: 8/17 Tuesday**

**Turn 13**

Construction and Operation

**Red** (Scharf) pays \$200 to bail his surveyor out of jail, operates claims #85 (\$30, 3 coal), #47 (\$40, 1 silver), and #82 (\$20, 4 coal). Gains \$400 in passenger revenue.

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

**Orange** (Narhi) operates claims #107 (\$50, 1 copper) and #124 (\$40, 4 coal). Delivers 2 lumber from #116 to El Paso for \$400, 7 copper from #109 to El Paso for \$700, and 1 copper from #107 to El Paso for \$100. Gains \$410 in passenger revenue.



**Blue** (Bolduc) declines claim #27, operates claims #130 (\$80, 1 copper), #72 (\$30, 3 coal), and #25 (\$60, 4 gold). Delivers 4 coal from Emery to Salt Lake City for \$400. Gains \$410 in passenger revenue.

**Purple** (Carl) declines claim #56, operates claims #28 (\$60, depletes) and #65 (\$30, 2 lumber). Gains \$1050 in passenger revenue.

### Determine Price Changes

Gold: +1 to \$275

Copper: Remains at \$100

Silver: +2 to \$300

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

### Turn 14

#### Move Prospectors and Surveyors

**Red** (Scharf) surveys Dolores to Durango and Elk Springs to Vernal, no prospecting.

**Green** (Nichols) dismantles Leadville to Dillon (gains \$40) and Dillon to Fairplay (gains \$40), no prospecting.

**Orange** (Narhi) does not survey, prospects #122.

**Blue** (Bolduc) surveys Rollinsville to Denver and Dolores to Durango, prospects #56.

**Purple** (Carl) surveys La Maderia to Valecitos and Carizozo to Alamagordo, prospects #60 and #27.

#### Dispute Resolution

Dolores to Durango: Red dr = 8+2, Blue dr = 7. Red wins. Red pays \$360, Green gains \$80, Orange pays \$60, Blue pays \$180, and Purple pays \$380.

#### The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$3275	9, 15, 42	+4	P+1, S+2, S+1
Cary Nichols	Green	Denver	\$110	9, 15		P+2, S, S
Ward Narhi	Orange	El Paso	\$3430	9, 24, 42		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$3615	9, 24		P+1, S, S
Joe Carl	Purple	Pueblo	\$4945	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	10	\$30
48	Ourray	Red	Silver	2	Depleted
51	Silverton	Red	Silver	1	Depleted
47	Ourray	Red	Silver	6	\$40
82	Crested Butte	Red	Coal	4	\$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
107	Santa Rita	Orange	Copper	5	\$50
124	Magdalena	Orange	Coal	4	\$40
122	Lee Ranch West	Orange	Coal	N	\$20
30	Georgetown	Blue	Gold	4	\$30
130	Bingham	Blue	Copper	6	\$80
72	Emery	Blue	Coal	1	\$30
25	Bingham	Blue	Gold	5	\$60
56	Hot Sulphur Springs	Blue	Lumber	N	\$30
65	El Vado	Purple	Lumber	8	\$30
28	Leadville	Purple	Gold	4	Depleted
60	Pagosa Springs	Purple	Lumber	N	\$20
27	Dillon	Purple	Gold	N	\$40

#### 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 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
118	Cimarron	Lumber	\$60	\$20
64	Lumberton	Lumber	\$60	\$40

#	City	Type	Claim	Operation
26	Marysvale	Gold	\$120	\$40
119	Farmington	Coal	\$80	\$40
61	South Fork	Lumber	\$40	\$20

#	City	Type	Claim	Operation
99	White Oaks	Gold	\$100	\$50
69	Scofield	Coal	\$40	\$30
77	Craig	Coal	\$40	\$20

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
12	B	Pueblo – Grand Jct.	\$150	\$310	Discard when 20 is taken. Good for \$150 toward card 20 or 21
19	C	Salt Lake City – Albuquerque	\$600	\$975	
20	C	Salt Lake City – Pueblo	\$600	\$930	
21	C	Salt Lake City – Colorado Springs	\$600	\$930	
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
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

Notes

The claim deck was reshuffled.

**Junk Yard Dog**

Turn 6a

Turn 6b due: 8/17 Tuesday

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

Dave selects Set 2

Andy selects Set 5

Cary selects Set 1

Eric selects Set 3

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

Cards

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

Discards

# Hot Dog

Turns 13.5 to 15.5

Turns 16.1 to 18.1 due: 8/17 Tuesday

## Turn 13

5<sup>th</sup>: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 3

Bypass – R – B – Y – R10 – B10 – R – B – Rainfall (p).

Sells Primitive Art for \$160 (from the cup: Demand for Melf Pelts at 6).

Sells Rock Videos for \$200 (from the cup: Fare to 2 at Base). Buys 2

Immortal Grease for \$200, and a Red Drive for \$120. TaTU gains \$68 in port commissions.

## Turn 14

1<sup>st</sup>: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 1 2 2  
Rainfall (p).

Buys 2 Immortal Grease for \$200, and the Rumble Port deed for \$200. Gains \$40 in port commissions.

2<sup>nd</sup>: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 2 3 6

Cobbleport(p) – R – B – R – B – (Y) – B – R – Base – NC6 – A – Space Station.

Picks up Fare to Base.

3<sup>rd</sup>: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 4 6  
NMR! Remains at Galactic Base.

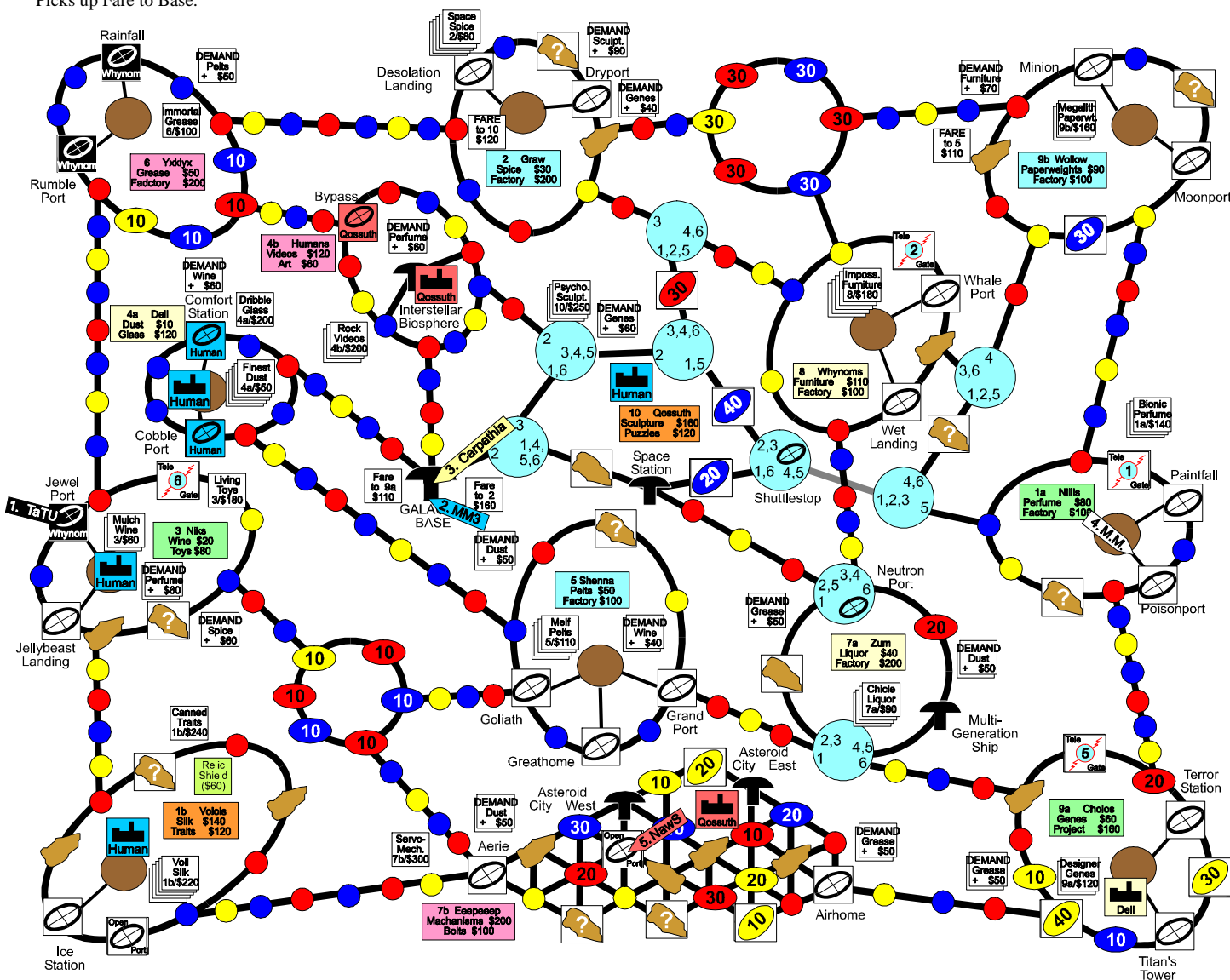
4<sup>th</sup>: Bob Robles (Eeepeep/Mean Machine) Rolls Used: 5

R20 – Y – B – R – B – Y – B – R – Poisonport (o) – Poisonport (s).

Sells Life Project for \$240 (from the cup: Demand for Wine at 4a).

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

Rainfall (p) – B – B – Rumbleport (p) – (R) – B – Y – B.



<b>1. Trade and Transport Unity \$405</b> Fast Scout 16: 1 3//17: 1 3//18: 5 6 (Double 1) Hold1 Hold2 Hull Immortal Grease 6/\$100 Immortal Grease 6/\$100 4a \$60 Rainfall \$200 JewelPort \$200 Rumble Port \$200	<b>2. Mystery Machine 3 \$426</b> Normal Scout 16: 1 2 2 // 17: 1 1 4 Hold1 Hold2 Hull Finest Dust 4a/\$50 Yellow Drive (\$80) Shield (\$60) Qossuth \$200 Volois \$200 Niks \$200 Cobbleport \$200 Dell \$200 Comfort Station \$200	<b>3. Carpathia \$230</b> Scow Scout 16: 1 3 4 5//17: 1 5 5 6 (Use 2) Hold1 Hold2 Hull Mulch Wine 3/\$60 FARE Base to 4a \$140 Cholos \$200 Red Wine (\$120) Shield (\$60)	<b>4. Mean Machine \$500</b> Rocket Transport 16: 1 2//17: 4 4 (Use 1 * 4) Hold1 Hold2 Hold3 Hull
<b>5. Not as we Seem \$140</b> Torch Scout 16: 6//17: 5 (Times 3) Hold1 Hold2 Hull Pedigree Bolts 7b/\$200 Servo-Mech. 7b/\$300 Red Wine (\$120) Shield (\$60) Bypass \$200 Human \$100 Eeeppeep \$100			

### Turn 15

- 1<sup>st</sup>: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 4 5 5**  
 Rainfall(p) – B – B – Rumbleport (p) – R – B – Y – B – R – B – Y – B – R – Jewelport (p).
- 2<sup>nd</sup>: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 2 3 5**  
 Space Station – A – NC2 – Galactic Base.  
 Drops off Fare from 10 for \$150 (from the cup: Immortal Grease at 6).  
 Drops off Fare from 4a for \$180 (from the cup: Demand for Bionic Perfume at 3).
- 3<sup>rd</sup>: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 5 5**  
 NMR! Remains at Galactic Base.
- 4<sup>th</sup>: Bob Robles (Eeeppeep/Mean Machine) Rolls Used: 1**  
 Poisonport (s).

Sells Designer Genes for \$120 (from the cup: Rock Videos at 4b). Sells Designer Genes for \$120 (from the cup: Chicle Liquor at 7a)

- 5<sup>th</sup>: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 5**  
 B – (R) – B – Y – B – (R) – TeleGate 6 – TeleGate 5 – A – (R) – Y10 – Y40 (pays \$20) – (R) – B – Y – Airhome – A – (R10) – A – A – Open Port.  
 Sells Immortal Grease for \$100 plus \$150 demand (from the cup: Voll Silk at 1b and Canned Traits at 1b). Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Psychotic Sculpture at 10 and Demand for Immortal Grease at 7b). Buys the Eeeppeep factory for \$100, buys Pedigree Bolts for \$100, and Servo Mechanisms for \$200. Receives \$50 in factory commissions.

### Notes

#### Will Dave Partridge please submit standby orders for Carpathia!

Goods and Demands:

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

- 6 (Yxklyx):** 1 Demand for Melf Pelts (+\$50), 1 Immortal Grease  
**7a (Zum):** 2 Demand for Finest Dust (+\$50), 4 Chicle Liquor  
**7b (Eeeppeep):** 1 Servo-Mechanism, 2 Demand for Dust (+\$50), 2 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), 3 Psychotic Sculpture  
**Base:** Fare to 9a (\$110), Fare to 2 (\$160)

## Gray Wolf

### End of Game Statements

**Andy York (Dutch)** What happened, the game's over before it started! Congrats to Dave for the win and thanks to Chris for running the game. Put me down for the next start (when it happens at some point in the future).

**Cary Nichols (Portuguese)** You made it look too easy! Congrats.

**Andy Lewis (Spanish)** Congrats to Dave. Nice to see someone win with a South American strategy especially a Deep South. I almost did it. I figured you had it on Turn 6 Dave. Thanks for giving me a glimmer of hope before you crushed me like a bug.

**Dave Partridge (Swedes)** This was my first game of New World, so it's hard to say how much was a decent strategy and how much was luck. I think the decision to go to U was a good one, it gave me room to expand without contention with the other players. Having U be resource rich with a 5 climate

was good luck, although I was more interested in the good climate so that my colonists weren't dying off than in the extra resources.

After seeing the initial setup my strategy was immediately to go for no conflict and try for a 5 control win. I wasn't too happy to see Portugal head south on the first turn, but then France moved south to border Portugal and with my heading south I figured that would reduce the chance of any conflict. From then on I went for the rapid exploration, keeping as many soldiers north as I could to discourage Portugal from even thinking about moving south. I shuffled colonists into position and went for it when I calculated that I could handle anything but a 1 climate roll.

I took losses during transit on 3 out of 7 turns, and the climate seemed to be fairly balanced, with three 2s during the seven turns, so I don't think that

lucky die rolls played too much of a part, so I think being alone in the south, and having reasonably friendly climates around were really responsible for the win, along of course with a dose of beginner's luck!

Thanks to everyone for a fun game and to Chris for running it. I'm looking forward to playing New World again.

## Laika

1963

1964 due: 8/17 Tuesday

### Event Card Resolution/Saved Cards

**Cain Program:** ~~20% penalty on next one stage launch.~~

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

### Purchase Hardware

**Republic of Texas** buys 2 interplanetary satellites for 8MB, 2 two stage rockets for 24MB, and the Lunar Probe program for 30MB.

**JOE** buys a Liquid Fuel Strap-on Program for 12MB, Kicker Program for 12MB, One Person Module Program for 42MB, Astronaut Training Program and one additional astronaut (Flash Gordon, Buck Rodgers) for 20MB, 2 one person capsules for 4MB, 1 one stage rocket for 3MB, 1 two stage rocket for 12MB, and 1 interplanetary satellite for 4MB.

**Romulus Project** buys 1 interplanetary satellite for 4MB and 3 two stage rockets for 36MB.

**Cain Program** buys the Three Stage Rocket program for 84MB.

### Conduct Research

**Republic of Texas 2:** 8 dice (1, 1, 2, 2, 2, 3, 4, 5) +20%. 24MB spent. **B:** 8 die (3, 4, 4, 5, 5, 6, 6, 6) +39% to Max R&D. 32MB spent. **D:** 2 dice (3, 6) +9% to Max R&D. 4MB spent. **3:** 8 dice (2, 3, 4, 4, 5, 6, 6, 6) +38%. 32MB spent.

**JOE b:** 8 dice (1, 2, 3, 3, 4, 4, 5, 6) +28%. 16MB spent. **D:** 8 dice (1, 3, 5, 5, 5, 6, 6, 6) +37%. 16MB spent. **F:** 8 dice (1, 1, 1, 3, 5, 6, 6, 6) +29%. 8MB spent.

**Romulus Project 2:** 8 dice (1, 1, 1, 2, 3, 3, 5, 6) +22%. 24MB spent. **B:** 7 dice (1, 4, 4, 4, 4, 6, 6) +29%. 28MB spent.

**Cain Program C:** 8 dice (3, 3, 3, 4, 4, 4, 5, 6) +32%. 48MB spent. **A:** 6 dice (1, 2, 2, 3, 3, 4) +15%. 16MB spent.

### Declare Future Missions

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

Your missions are:

### Missions

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

**Cain Program** launches a Manned Orbital (Venture). -3% to all safety factors because a manned sub-orbital mission has not been successfully completed. Liftoff (100%>58%), last second countdown abort, problem resolved, countdown resumes, Liftoff (58%=58%), Earth Orbital Burn (07%<77%), Earth Orbital Activities (06%<77%), Earth De-orbital Burn (24%<77%), Re-entry (39%<77%), Recovery (33%<77%). Mission success! +1% to A and a, Venture to 10%, +4MB to budget.

**Cain Program** launches a Manned Orbital with Spacewalk (Tremere). Liftoff (70%<82%), Earth Orbital Burn (78%<81%), Earth Orbital Activities (60%<81%), Spacewalk (53%<98%), Earth De-orbital Burn (06%<81%), Re-entry (81%=81%), Recovery (93%>81%), parachute streamer, capsule landing is stable, Tremere escapes serious injury. Mission success. +1% to A and a, Tremere to 10%, +8MB to budget.

**Romulus Project** launches a Lunar Satellite Flyby. Liftoff (48%>56%), Earth Orbital Burn (71%>67%). Mission failure. +1% to B and 2, -3MB to budget.

**Romulus Project** launches a Lunar Satellite Flyby. Liftoff (85%>57%), last second countdown abort, launch delayed, retry last in launch order with a -8% to safety factor.

**JOE** launches a Lunar Satellite Flyby. Liftoff (28%<91%), Earth Orbital Burn (40%<90%), Earth Mission Burn (81%<90%), Lunar Orbital Burn (75%<90%), Lunar Orbital Activities (28%<90%). Mission success! +1% to B and 2, +5% to Photoreconnaissance, +6MB to budget.

**JOE** launches a Mars Flyby. Liftoff (44%<92%), Earth Orbital Burn (74%<91%), Earth Mission Burn (68%<91%). Mission continues next turn. +1% to B and 2.

**JOE** launches a Manned Orbital with Docking (Astro). Liftoff (54%<93%), Earth Orbital Burn (33%<86%), Earth Orbital Activities (80%<86%), Docking Module Power-on (34%<98%), Docking (75%=75%), Earth De-orbital Burn (11%<86%), Re-entry (57%<86%), Recovery (57%<86%). Mission success. +1% to B and a, +15% to Docking, Astro to 40%, +5MB to budget.

**Republic of Texas** launches a Manned Orbital with Docking and Spacewalk (Travis). Liftoff (88%>85%), negative booster separation, fortunate accident negates, Earth Orbital Burn (91%>87%), engine burn failure, fortunate accident negates, Earth Orbital Activities (93%>87%), communications failure, permanent loss of communications with ground control, mission scrubbed, Earth De-orbital burn (34%<87%), Re-entry (18%<87%), Recovery (74%<87%). Mission failure. +1% to D and a, Travis to 40%, -10MB to budget.

**Republic of Texas** launches a Manned Orbital with Docking and Spacewalk (Crockett). Liftoff (19%<97%), Earth Orbital Burn (56%<88%), Earth Orbital Activities (09%<88%), Docking Module Power-on (35%<98%), Docking (20%<98%), Spacewalk (61%<98%), Earth De-orbital Burn (85%<88%), Re-entry (90%>88%), heat shield ajar, -25% on Recovery check, Recovery (45%<63%). Mission success. +1% to A and a, Crockett to 40%, +6MB to budget.

**Republic of Texas** launches a Manned Orbital with Docking and Spacewalk (Bowie). Liftoff (46%<98%), Earth Orbital Burn (86%<89%), Earth Orbital Activities (66%<89%), Docking Module Power-on (54%<98%), Docking (02%<98%), Spacewalk (51%<98%), Earth De-orbital Burn (23%<89%), Re-entry (79%<89%), Recovery (28%<89%). Mission success. +1% to a, Bowie to 10%, +6MB to budget.

**Romulus Project** launches a Lunar Satellite Flyby. Liftoff (79%>49%), last second countdown abort, major problem with boosters, mission failure, -20% to B. -3MB to budget.

Players

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
Launch Facilities	3	3	3	3
Astronauts	3	1	5	4

**Astronauts:** **Cain Program:** Ventrue, Tremere (10%), Brujah (0%), **Romulus Project:** Caesar (30%), **JOE:** Roger Manning (50%), Tom Corbett, Astro (40%), Flash Gordon, Buck Rodgers (0%), **Republic of Texas** Travis, Crockett (40%), Bowie (10%), Houston (0%)

Programs and Hardware

**Cain Program:** Orbital Satellite (1): 3/98%, Docking Module (4): 1/45%, One Stage Rocket (A): 6/83%, Three Stage Rocket (C): 1/37%, One Person Capsule (a): 5/82%, EVA: 98%

**Romulus Project:** Orbital Satellite (1): 2/95%, Interplanetary Satellite (2): 2/68%, One Stage Rocket (A): 1/89%, Two Stage Rocket (B): 2/37%, Liquid Fuel Strap-ons (D): 1/30%, One Person Capsule (a): 0/82%, EVA: 84%

**JOE:** Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/92%, Docking Module (4): 0/90%, One Stage Rocket (A): 2/95%, Two Stage Rocket (B): 1/94%, Liquid Fuel Strap-ons (D): 1/67%, Kicker (F): 1/54%, One Person Capsule (a): 3/87%, Two Person Capsule (b): 1/69%, One Person Module (e): 1/10%, EVA: 98%, Photorecon: 65%.

**Republic of Texas:** Orbital Satellite (1): 1/98%, Interplanetary Satellite (2): 3/87%, Lunar Probe (3): 1/83%, Docking Module (4): 0/98%, One Stage Rocket (A): 1/98%, Two Stage Rocket (B): 3/90%, Liquid Fuel Strap-on (D): 0/86%, Kicker (F): 4/95%, One Person Capsule (a): 1/90%, EVA: 98%

**1964**Draw Event Cards

**Andy York:** Activists protest space program. -20MB to budget.

**Bill Scharf:** R&D Bonus. +1% to each R&D die rolled this year. +5MB to budget.

**Cary Nichols:** Government Order. Launch a manned space station within 3 years. +30MB to budget if accepted, -18MB to budget if declined.

**Dennis Cain:** Production Delay. May not purchase rockets this turn. +10MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1964 Budget	82	90	137	146
Cash	76	28	0	18
1965 Budget	92	120 or 72	142	126

**Retriever****Turn 2****Turn 3 due: 8/17 Tuesday**Commander Actions

**Golden Orb Developers** pass

**ORION** passes

**Bartertown** buys a water factory (Or2, Or3, Wa6, Wa9) and moves a population factor from an ore factory to man it.

**Little Green Manufacturing** buys a population factor (Or1, Or2, Wa7)

**HDBC** buys a population factor (Or3, Wa7)

**ACK!** passes

**Mud Mining Corporation** buys a population factor (Wa10).

**SD, Inc.** buys a water factory (Or5, Wa7, Wa8) and a population factor (Or1, Or3, Wa6)

The Players

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

LGM is Little Green Manufacturing, GOD is Golden Orb Developers, HBDC is Heavenly Bodies Development Corp, ORION is Orbital Recovery and Intergalactic Opportunity Network, MMC is Mud Mining Corporation

### Available Upgrades

New Arrivals: None

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

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## Pedagoguery

On July 1<sup>st</sup>, the largest, most complicated, and most expensive space probe ever launched from Earth entered orbit around one of the most picturesque destinations in the Solar System. I am, of course, referring to the Cassini/Huygens probe entering orbit around Saturn. This mission has been a long time coming. The initial planning for a Saturn orbiter mission started in 1982, after the two Voyager probes had encountered Saturn. A joint project of NASA and the European Space Agency, Cassini (the orbiter), and Huygens (a Titan probe) was designed and built over a decade. It cost over \$3 billion, of which the ESA contributed about 25%. Cassini is about the size of a small school bus, and contains 12 scientific instruments. Huygens has a mass of 319 kg (703 pounds) and has 6 scientific instruments.

The combined space probe was launched in 1997 aboard a Titan IVB rocket, the largest available to NASA. Even so, that was not nearly enough to get the probe all the way to Saturn, so NASA used what is becoming a standard tactic: the gravity assist. Cassini made two flybys of Venus, one of Earth, and one of Jupiter (making some coordinated observations of Jupiter along with the Galileo orbiter). Overall, the probe has performed nearly flawlessly. One problem was discovered in 2000, however. Huygens is designed to transmit its data to Cassini, which then relays it to Earth. A test was conducted to ensure that Cassini could receive Huygens' data, and the test revealed that Cassini could not lock onto Huygens' signal because the Doppler shift was too high. The mission had to be restructured, delaying Huygens' descent into Titan's atmosphere by about 7 weeks and having Cassini significantly increase its distance to the moon during the pass to reduce the relative speed of the two craft.

Cassini is a large, cylindrical craft, with its main engine at one end and its radio antenna at the other. The various instruments, along with three plutonium power sources, are attached to the sides of the cylinder. (The craft draws its power from the radioactive decay of the plutonium, because sunlight is too feeble at Saturn's distance to provide power given a reasonable size of solar arrays.) Unlike Galileo and Voyager, none of the instruments are on moving platforms. This was done to reduce development and manufacture costs. As a result, the entire craft has to do the pointing, and Cassini has to store up the observations until it can point its antenna back to Earth and transmit them. Since this limitation was factored in from the beginning, it is not a major limitation.

There are five major areas of exploration for Cassini, and a sixth for the Cassini/Huygens combination. Of these, the first and most obvious is Saturn itself. Saturn is composed primarily of hydrogen and helium, and it emits more heat than it receives from the Sun. It is believed that the primary source of this heat is helium condensing out of the atmosphere and raining into the interior. Cassini should be able to directly measure the helium abundance of Saturn, and

more accurately determine the heat emitted by the planet. We should also get a better idea of the wind and weather patterns in Saturn's atmosphere from images returned by Cassini.

The second area of exploration is Saturn's magnetosphere. Saturn's magnetosphere is more symmetric than that of Jupiter, and it generates much less radio noise. Scientists hope that Cassini will provide clues to explain this. Even so, the ions trapped in Saturn's magnetosphere can drive a variety of phenomena. They modify the surfaces of the icy moons, erode Titan's atmosphere, strip away small particles from the rings, and provide brilliant auroral displays that have been pictured from the Hubble Space Telescope. Cassini's investigation of these phenomena could help explain similar phenomena near Earth.

The rings of Saturn provide the third primary area of exploration. Voyager images of the rings proved much more dramatic and varied than scientists were expecting, including the "braiding" of the F ring and the "spokes" above the B ring. Cassini can help explain these peculiarities, as well as potentially discover new phenomena. Cassini's cameras and spectrometers will probe the rings much more thoroughly than the Voyagers did. In addition, Cassini will beam radio signals through the rings to Earth to help provide even more answers to the structure of the rings.

Saturn has 31 known moons, and Cassini will get a good look at 17 of them. With the exception of Titan, they are all much smaller than the Galilean satellites of Jupiter, but they are interesting worlds nonetheless. Ranging from 20km in diameter (Pan, the smallest measured moon) to 1528km (Rhea, the second largest after Titan) they each provide interesting puzzles. For instance, why is Enceladus so smooth, and does it really have ice volcanos? Why do the two hemispheres of Iapetus have such dramatically different colors? How close did Mimas come to being obliterated by the collision that caused the crater Herschel, the crater that earned the moon the nickname "Death Star"?

Finally, one of the biggest mysteries of the Saturnian system is Titan. Larger than Mercury, Titan is shrouded in an atmosphere 8 times thicker than Earth's with an upper-level haze of hydrocarbons that masks any view of its surface in visible light. Cassini will use its imagers and spectrometers on the moon, but the real star will be the Huygens probe, which will descend through Titan's atmosphere and collect data and images as it goes, hopefully surviving the landing to report conditions on the surface. Who knows what it will find there: lakes of liquid methane? A deep organic slush? This mysterious orb has certainly caught a lot of imaginations. Huygens will make its descent on January 14<sup>th</sup> of next year.

Next issue, I will talk about how black holes can play a role in the formation of new stars.

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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

Andy York for LVC in Guard Dog  
Dave Partridge for Carpathia in Hot Dog