

Notes from Hades

Not much going on around here. We're recovering from the holidays, and preparing for the boys' third birthday in March. Beyond that, we're just observing the strange winter we've had: first a deluge, then summer, then more rain, followed by more summer. The plants are quite confused.

I got some good feedback about my proposal to go all electronic, and most of it was favorable, provided that I supplied a downloadable PDF version. There was some dissent, however, so this is what I have decided to do. I will continue to publish the paper version, but I am going to increase the price (something I haven't done in at least five years. So, new subscriptions will be \$2.00 per issue (\$3.00 for overseas). I will also start providing a PDF version on the website. So, those of you who want to keep receiving the paper version can do so, it will just cost more.

The next deadline is **Tuesday, March 15 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

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 Eric Brosius, Dave Partridge, and Richard Weiss, need 1 more. Dave and Eric are willing to defer to anyone who is not in the Junk Yard Dog.

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.

Dog Chow. Age of Renaissance. Have Bob Robles, Cary Nichols, Caleb Cousins, Steve Koehler, Paul Bolduc, and Dennis Cain.

Outlaw Dogs. Gunslinger. A game of shootouts in the old West. The exact scenario to be determined. Have Chris Geggus, Paul Bolduc, Dave Partridge, Andy Lewis, and Mike Scott, need up to 1 more.

Jackal. New World. A game of colonization in the Americas. Have Dave Partridge, Andy Lewis, Bob Robles, and Andy York, will take up to 2 more.

Wish List

Dune. We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Will take up to 6.

Kremlin. Have Chris Geggus and Bill Scharf, will take up to 4 more.

Silverton. We will play the advanced game with the Hiring and Advancement optional rule. Have Dave Partridge and Bill Scharf, will take up to 4 more.

Merchant of Venus. We will use the Fast Setup, Lost ? Box, Own Species Bonus, Customized Spaceships, and the Agents, Bases, and Second Ships optional rules. Victory will be \$4000. Have Chris Geggus and Dave Partridge, will take up to 4 more.

Outpost. Dave Partridge and Bill Scharf, will take up to 8 more.

History of the World. Will take up to 7.

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

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

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

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Subscriptions cost \$2.00 per issue (\$3.00 overseas).

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

Andy Lewis

I don't want to see the paper version go away but would be fine with it if you provided a pdf version. This would be a very nice alternative because then I could print out just the pages that pertained to games I was in.

Kevin Wilson

I meant to respond to your thoughts on going electronic-only for the zine. While I like the paper zine you do what's easiest and best for you. I generally get my active game info from the website, including the reports and maps. But I do carry the paper zine around with me sometimes to read Pedagoguery and to peruse the other games. But if you did a downloadable PDF of each zine then even that use would be satisfied. A couple of other zines I've seen have gone the PDF route and it works fine. Your website is great and the zine too but I can see how web-only would be easier for you. But I would request the PDF.

Chris Geggus

Hope you and the family had a good Christmas break and my best wishes for 2005. A terrible start with the disaster in Asia, but we can all do something towards helping those who have lost friends and family etc. My son's close friend at school is a Sri Lankan, but, fingers crossed, he is not aware of anyone he knows being killed. Nature will, yet again, continue to remind us of her power.

Brendan Whyte

While I'm not currently in any games I would be sad to see SOB become an e-zine. I much prefer to get real mail and read it at my leisure in bed. If it's e-format I have to print it out, and I usually cut out the irrelevant parts from e-zines before doing that so I end up with a collection of games reports. This then gets thrown out after a week. I keep all my old zines.

Of course I hardly ever refer back to them, but it's nice to have a pile of old zines. E-zines are not as accessible. Of course e-zines are cheaper and faster to distribute internationally than post. But aesthetically they aren't as pleasurable, and I tend to ignore stuff in them that's not directly related to games, while with my paper zines I read them cover to cover.

Bob Robles

First, a book review: The Da Vinci Code by Dan Brown. I got lucky and found it in the library before I went on vacation recently. What can I say about this book that hasn't already been said in reviews? Page turner, relentless pace, lack of character development, clumsy build of sexual tension, conspiracy theory. If you like biblical references set as a puzzle to a conspiracy 2 millennia old, read this book. I think the only mystery is which actors and actresses will play the key roles in the movie. Still, a fun and quick read; filling but not satisfying.

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat Miller Number 2001Fpw10 Spring 1464

Deadline for Summer 1464: 3/15 Tuesday

France continues to make gains against Venice while Florence and Naples are unable to make significant gains.

Outstanding Debt

Summer 1455: 15 ducats from Venice

Orders

FLORENCE 🏹: A MODENA holds, A BOLOGNA supports A Florence to Urbino, A AREZZO supports A Florence to Urbino, A SIENNA supports A Arezzo, A PIOMBINO supports A Sienna, [A (EM) FLORENCE to Urbino], [F PISA to Ligurian Sea]

FRANCE 🏹: A Pavia to COMO, [A MILAN to Carinthia], A CREMONA supports G Milan convert to A, A Tyrolea to AUSTRIA, A (EM) HUNGARY supports A Tyrolea to Austria, [F GENOA to Ligurian Sea], [F GULF OF LIONS to Ligurian Sea], G PAVIA converts to A, [G MILAN converts to A], G CREMONA supports A Cremona

NAPLES 🏹: A Rome to PATRIMONY, A SPOLETO supports F Urbino, A (EM) PERUGIA supports F Urbino, F URBINO holds, F Western Mediterranean to TYRRHENIAN SEA, F TUNIS holds

VENICE 🏹: [A Austria supports A Carinthia (DISLODGED, retreat Slavonia, OTB)], [A CARINTHIA supports A Austria (cut)], A BERGAMO supports A Verona to Trent, A Verona to TRENTO, A MANTUA supports A Bergamo, A FERRARA supports A Mantua, A (EM) Treviso to VERONA, F UPPER ADRIATIC supports A Ferrara

Summer 1463 Plague

Poor year: Row Only: Piombino (Florentine A eliminated), Hungary (French Elite Mercenary A eliminated), Urbino (Neapolitan F eliminated), Treviso, Como (French A eliminated)

Press

France – Florence: Dear Florence, I hope that also you gave me the ducat I asked. I ask also that you move Modena in Mantua alone any turn, not to conquer it but only to avoid that Venice destroy me too early.

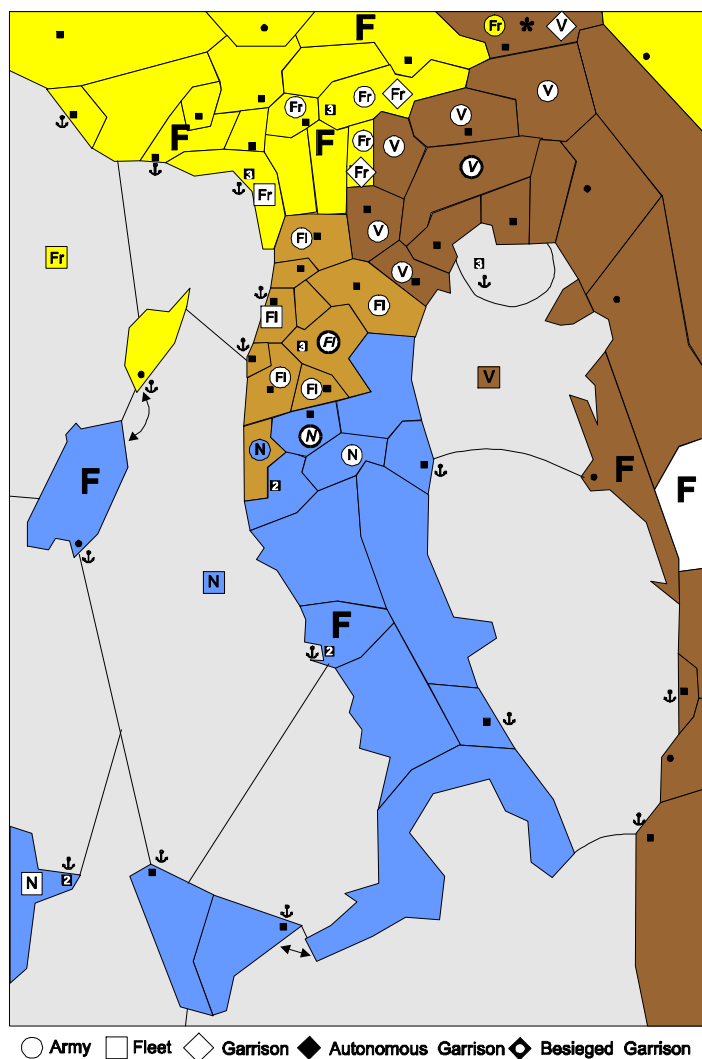
France – Naples: Dear neighbour, I hope that you gave me the ducat I asked in order to delay Venetian victory. Any way it is important that your Tunis fleet goes into Ionian Sea, at least; in this manner Venice cannot concentrate all his forces to destroy me.

France – Venice: Ah, ah, ah!!! You have no money, only debt? Again ah, ah, ah!!! You have 16 ducats exactly and you are the only one that can take other moneys, as necessary to buy two units to anyone of other players. Please, let you avoid to say lies, otherwise no one will believe you again.

Venice – France: You keep pushing me back but now you are thru my lines. I am defeated. Well done.

Venice – Naples/Florence: Beware a quick stab for France to get the 23 cities to win. He is at 14 now. Do not allow him to hover near your cities. Insist he pull his fleets back.

Off the Leash



Shepherd

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory
Miller Number 2003Epw10
Summer 1458

Deadline for Fall 1458 3/15, Tuesday

The noose tightens around Florence as Venice brings more armies to bear and Naples moves north. France and Milan continue their slow, grinding war.

Spring 1457 Retreats

France A Turin retreats to Avignon

Milan retreats A Genoa to garrison

Outstanding Debt

Spring 1459: 18 ducats from Florence, 11 ducats from France, 12 ducats from Naples

Orders

FLORENCE (McConnell): A (EM) PISA supports A Urbino to Florence, [A Urbino to Florence (DISLODGED, retreat Arezzo, Bologna, OTB)], A Spoleto to PERUGIA

FRANCE (Scott): A AVIGNON holds (Rebellion suppressed), A GENOA besieges, A Savoy to SALUZZO, [A Montferrat supports A Genoa (cut, DISLODGED, retreat Savoy, OTB)], F MARSEILLES supports A Avignon, F LIGURIAN SEA supports A Genoa

MILAN (Roalstad): A Milan to COMO, A Turin to MONTFERRAT, A PAVIA supports A Turin to Montferrat, A Parma to FORNOVA, A MODENA supports A Parma to Fornova, A Mantua to PARMA, [G GENOA converts to A]

NAPLES (Cole): A Capua to SPOLETO (Rebellion liberated), A Aquila to ANCONA, A Naples to SALERNO, F Rome to TYRRHENIAN SEA, F Tyrrhenian Sea to CENTRAL MEDITERRANEAN

VENICE (Giovine): A Bergamo to MANTUA, [A PISTOIA to Florence], A (EM) SIENNA supports A Pistoia to Florence, A Padua to URBINO (Rebellion liberated), A RAGUSA besieges, F UPPER ADRIATIC transports A Padua to Urbino, F Friuli to TREVISO (Rebellion liberated), F LOWER ADRIATIC supports Naples A Aquila to Ancona

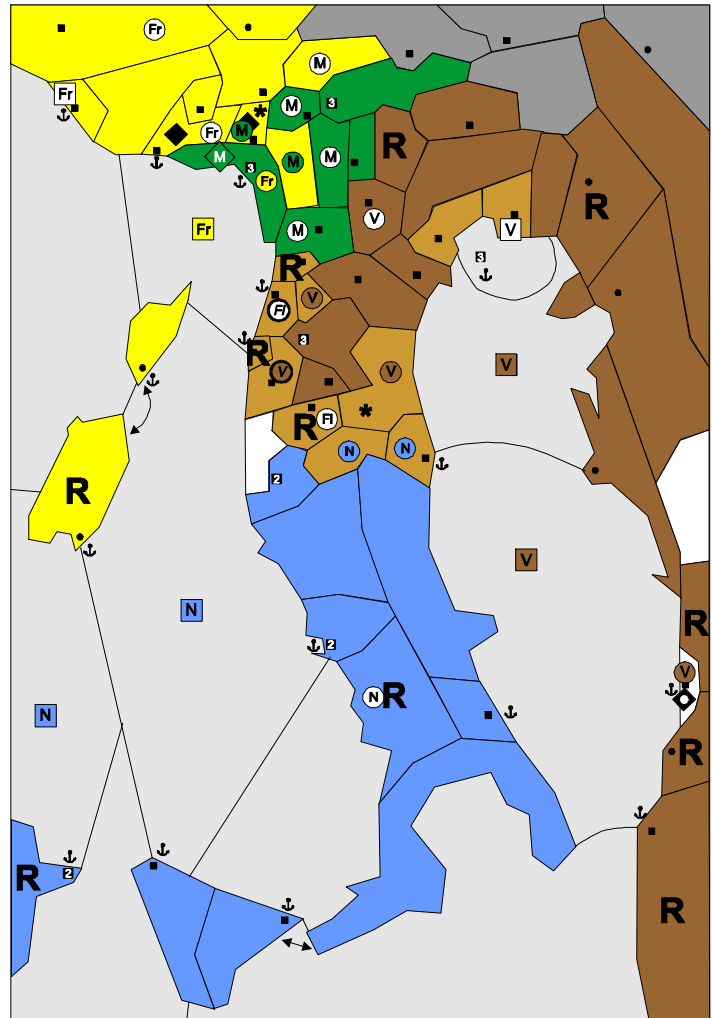
Your treasury:

Press

Florence – Board: Will someone awaken the Neapolitan?

Naples – All: Time to get these foreign-sponsored rebellions put down!

Shepherd



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

Pavlov

Turn 12 Nexus to Bidding

Turn 12 Bidding, Revival, and Movement due: 3/15 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 Guild dissolves his alliance with the Emperor and allies with the Bene Tleilaxu and Harkonnens.

Fremen place an extra Worm in the Funeral Plain, and the 5 tokens ride the Worm to Habbanya Ridge Sietch. The second Worm is placed in Wind Pass North, where it sends 5 Bene Gesserit tokens to the Tanks.

Spice Blow

8 spice in Habbanya Erg

Turn 13 spice blow:

Bidding

CHOAM Charity recipients: Bene Gesserit

There are 2 cards up for bid. Eligible bidders are: Bene Gesserit (2 cards) and Emperor (3 cards).

Cards are:

Positions

Atreides: 13 tokens Arrakeen, 1 token Hagga Basin (13), 6 tokens and Dr. Yueh in the tanks. Kwisatz Haderach available.

Bene Gesserit: 11 tokens and Wanna Marcus in the Tanks, 2 tokens Polar Sink, 7 tokens Cielago East (3)

Bene Tleilaxu: *Traps:* none

Emperor: 5 tokens (2 Elite Sadaukar) Carthag, 15 tokens (3 Elite Sadaukar), and Count Fenring in the Tanks

Your Spice: _____

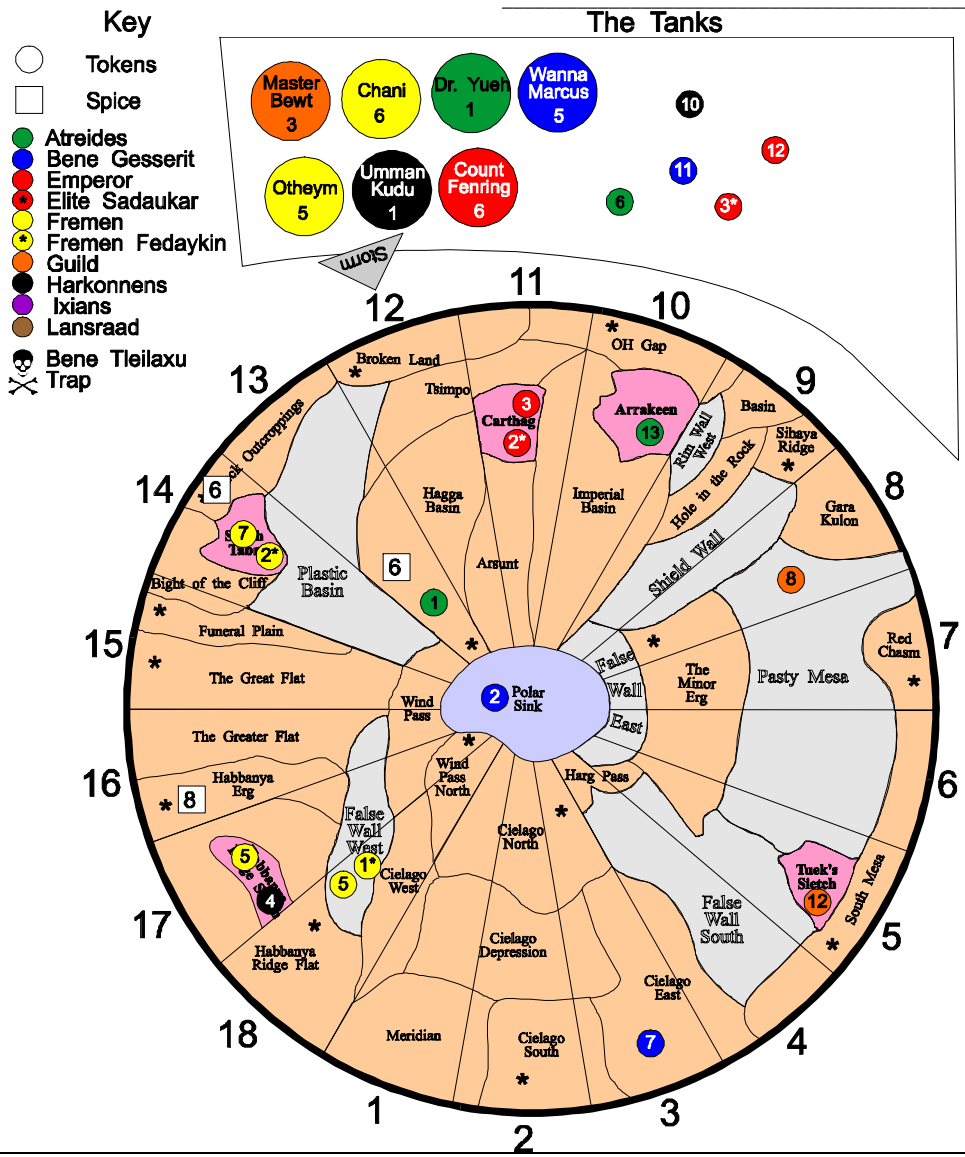
Your Intrigue cards: _____

Fremen: 9 tokens (2 Fedaykin) Sietch Tabr, 5 tokens Habbanya Ridge Sietch, 6 tokens (1 Fedaykin) False Wall West (18), Chani, and Othym in the tanks

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

Harkonnens: 10 tokens and Umman Kudu in the Tanks, 4 tokens Habbanya Ridge Sietch, 6 tokens off-planet

Your traitor(s): _____



Guard Dog

Turn 9 Cure through Health

Turn 9 Funeral Commission through Parade due: 3/15 Tuesday

Cure Phase

Niewitko returns from the Sanatorium and Protzky goes in. Niewitko ages to 85, Protzky ages to 74, Manjak ages to 64, Zenjarplan ages to 75, and Strychnin ages to 59.

Purge Phase

LVC declares 2 IP on Zenjarplan, who attempts to purge Wasolin (dr = 12, success), and V (dr = 3, fails). Zenjarplan ages to 79.

Spy Investigation Phase

Manjak declares a trial on Prozky. LVC declares 1 IP on Strychnin. Niewitko and Manjak vote guilty, Zenjarplan and Strychnin vote innocent, and Putschnik abstains. Protzky is acquitted. Manjak ages to 67.

Health Phase

Niewitko (dr = 11) gets sick. Protzky (dr = 16) recovers to sick.

Manjak (dr = 2) dies.
 Zenjarplan (dr = 14) remains sick.
 Strychnin (dr = 6) gets sick.
 Putschnik (dr = 5) remains healthy.

S.O.B.

People: R, S
Siberia: J (76, ++), G, H, L, M (70, ++), N, Z (55)
Kremlin Wall: A, I, C, B, F, K, E, P
Retired: O

Politburo

Office	Politician	Condition	Influence
Party Chief	Petr Niewitko (D)	85, +	1 (LVC), 6 (UNCLE)
KGB Head	Wassily Protzky (U)	74, +	10+ (LVC)
Foreign			
Defense			
Ideology	Tigran Zenjarplan (Q)	79, +	2 (LVC)
Industry	Mikaïl Strychnin (T)	59, weak, +	1 (LVC)
Economy	Ulan Putschnik (Y)	52	
Sport			

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

Candidates: V, W, X

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 18, Phases IV-VI and Turn 19, Phases I-III
Turn 19 Phases IV-VI and Turn 20 Phases I-III due: 3/15 Tuesday
Turn 18

Construction and Operation

Red (Scharf) operates claims #47 (\$40, depletes) and #49 (\$40, 3 silver). Delivers 3 coal from Craig to Denver for \$420. Gains \$130 in passenger revenues. Trades in a 9 train for a 72 train, paying \$460.

Green (Nichols) operates claims #52 (\$40, 2 silver) and #29 (\$20, depletes). Delivers 2 silver from Lake City to Denver for \$600 and 2 gold from Leadville to Denver for \$400. Gains \$20 in passenger revenues.

Orange (Narhi) operates claims #107 (\$50, 3 copper), #124 (\$40, 3 coal), #122 (\$20, depletes), and #105 (\$40, 4 silver). Delivers 1 coal from Lee Ranch West to Santa Fe for \$80, 8 silver from Silver City to El Paso for \$2400, and 5 coal from Magdalena to El Paso for \$700. Gains \$510 in passenger revenue.

Blue (Bolduc) operates claims #130 (\$80, 1 copper), #56 (\$30, 2 lumber), #119 (\$40, 3 coal), #26 (\$40, depletes), and #40 (\$40, depletes). Delivers 4 gold from Georgetown to Denver for \$800, 2 gold from Marysville to Salt Lake City for \$400, 2 lumber from Hot Sulphur Springs to Salt Lake City for \$480, and 5 coal from Farmington to Denver for \$700. Gains \$960 in passenger revenue. Trades in a 9 train for a 72 train, paying \$460.

Purple (Partridge) operates claims #65 (\$30, 2 lumber), #99 (\$50, depletes), #97 (\$40, 2 gold), and #61 (\$20, 2 lumber). Delivers 10 lumber from El Vado to Denver for \$2000, 2 lumber from El Vado to El Paso for \$400, and 4 lumber from Pagosa Springs to El Paso for \$800. Receives \$2050 in passenger revenues.

Determine Price Changes

Gold: -2 to \$150 Copper: Remains at \$100 Silver: -1 to \$240

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-4 to \$80	-1 to \$200	Remains at \$200	Remains at \$160	Remains at \$200
Coal:	Remains at \$140	Remains at \$100	Remains at \$80	+2 to \$120	Remains at \$140

Turn 18

Move Prospectors and Surveyors

Red (Scharf) surveys Craig to Steamboat Springs and Salt Lake City to Coalville, prospects passenger lines 20 and 21.

Green (Nichols) surveys Laramie to Walden and Minturn to Glenwood Springs, prospects #55

Orange (Narhi) surveys Thoreau to Gallup, prospects #114

Blue (Bolduc) surveys Antonito to La Madera and dismantles Georgetown to Denver, prospects #71

Purple (Partridge) surveys Taos to Elizabethtown, prospects #118 and #62

Dispute Resolution

No disputes. Red pays \$2060, Green pays \$460, Orange pays \$180, Blue pays \$170, Purple pays \$280.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$6115	15, 42, 72, 72	+4, +5	P, P+1, S+2, S+1
Cary Nichols	Green	Denver	\$1940	9, 15		P+2, S, S
Ward Narhi	Orange	El Paso	\$12990	9, 24, 42, 72		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$10635	24, 72, 72, 72	+5	P+1, S, S
Dave Partridge	Purple	Pueblo	\$14090	24, 24, 42, 72	+4	P, P+2, S, S

Personnell in **bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
51	Silverton	Red	Silver	1	Depleted
47	Ouray	Red	Silver	1	Depleted
64	Lumberton	Red	Lumber	2	Depleted
49	Silverton	Red	Silver	3	\$40
38	Aspen	Green	Silver	N	\$40
80	Aspen	Green	Coal	N	\$30
52	Lake City	Green	Silver	0	\$40
55	Walden	Green	Lumber	N	\$50
107	Santa Rita	Orange	Copper	9	\$50
124	Magdalena	Orange	Coal	5	\$40
105	Silver City	Orange	Silver	0	\$40
114	McGaffey	Orange	Lumber	N	\$30
130	Bingham	Blue	Copper	1	\$80
56	Hot Sulphur Springs	Blue	Lumber	0	\$30
119	Farmington	Blue	Coal	0	\$40
26	Marysvalle	Blue	Gold	2	Depleted
71	Sunnyside	Blue	Coal	N	\$20
65	El Vado	Purple	Lumber	1	\$30
97	Elizabethtown	Purple	Gold	5	\$40
61	South Fork	Purple	Lumber	2	\$20
118	Cimarron	Purple	Lumber	N	\$20
62	Taos	Purple	Lumber	N	\$30

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
21	C	Salt Lake City – Colorado Springs	\$600	Red	
20	C	Salt Lake City – Pueblo	\$600	Red	
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	
22	C	Denver – Salt Lake City	\$800	Blue	
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	
24	C	Denver – El Paso	\$1000	Purple	

Available Claims

#	City	Type	Claim	Operation
69	Scofield	Coal	\$40	\$30
70	Price	Coal	\$80	\$40
66	Vallecitos	Lumber	\$60	\$30
36	Eureka	Silver	\$100	\$50
50	Silverton	Silver	\$100	\$50
131	Hot Sulphur Springs	Lumber	\$40	\$20
100	White Oaks	Gold	\$120	\$40
42	Leadville	Silver	\$100	\$40

Available Trains

Type	# Available	Cost
9	4	\$80
15	4	\$120
24	4	\$200
42	5	\$320
72	1	\$500

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80
Die +4	3	\$140
Die +5	4	\$200

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
18	C	Gallup – Santa Rosa	\$500	\$660	
19	C	Salt Lake City – Albuquerque	\$600	\$975	
23	C	Salt Lake City – Santa Fe	\$900	\$1340	

Notes

Remember that turn 20 is a winter turn. No prospecting winter track on turn 20.

Junk Yard Dog

Turn 8b

Turn 9a due: 3/15 Tuesday

Cards

Eric	Dave	Andy	Cary
Growth	Innovation	Innovation	Hiring/Firing
Waste Disposal	Growth	Order	Bribery
Advisor	Advisor	Hiring/Firing	Order

Dave plays Growth, increasing his Growth to 18.

Andy plays Innovation, paying \$5 to change Rationalization to 3/6.

Cary plays Hiring/Firing, firing 1 worker.

Eric plays Growth, increasing his Growth to 16

Dave plays Innovation with an Advisor, paying \$10 and changing Waste Reduction to 2/10.

Andy plays Hiring/Firing, firing 1 worker.

Cary plays an Order, using 3 raw materials and gaining \$17 and 4 waste.

Eric plays Waste Disposal with an Advisor, reducing his waste to 2.

Dave passes.

Cary discards Bribery.

Andy passes.

Eric passes

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Eric Brosius	3	\$31	0	5	16	4	Advisor
Dave Partridge	4	\$11	10	6	18	4	
Andy York	1	\$25	10	16	18	4	Order
Cary Nichols	2	\$12	10	2	17	4	Bribery

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Eric Brosius	4/3	5/1	3/6	2	41
Dave Partridge	3/6	2/10	2/10	6	39
Andy York	5/1	3/6	3/6	7	33
Cary Nichols	4/3	3/6	4/3	15	25

Available Cards

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

Accident card is drawn. Cary may use his Bribery card (cost: \$1) to avoid having his Growth reduced to 15. Deck was reshuffled during deal.

Discards

Order

Hot Dog**Turns 24.5 to 26.5****Turns 27.1 to 29.1 due: 3/15 Tuesday**Turn 24

5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 5
Open Port – (R20) – TeleGate 4 – TeleGate 5 – A – (R) – B – Y – NC5 – Multi-Generation Ship – (R20) – NC5 – (R) – Y – (R) – Space Station Planet – B20 - Shuttlestop.

Sells Pedegree Bolts for \$200 (from the cup: Pedegree Bolts at 7b). Sells Servo-Mechanism for \$300 (from the cup: Mulch Wine at 3). Buys 2 Psychotic Sculptures for \$320. Gains \$82 in port commissions.

Turn 25

1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 2 6 6
NC2 – Galactic Base – Y – R – B – R – B – Y – R – Bypass – R – B – Y – R10 (pays penalty) – B10.

Sells 1 Impossible Furniture for \$180 (from the cup: Finest Dust at 4a). Buys Terror Station for \$200.

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 3 3 5
Cobble Port (p) – R – B – R – B – (Y) – B – R – Galactic Base.
 Drops off Fare for \$180 (from the cup: Mulch Wine at 3). Picks up Fare to 9a and Fare to 4a.

4th: Bob Robles (Eeepeeep/Mean Machine) Rolls Used: 6
Rumbleport (s).
 Buys Shining Slime for \$100 and 2 Immortal Grease for \$100. Trade and Transport Unity gains \$50 in factory commissions.

3rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 5
Whaleport (p) – TeleGate 2 – TeleGate 5 – (R20) – Terror Station (o) – Terror Station (s).

5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 4
NC4 – NC4 – ? (it's the Spy Eye Relic) – NC4 – (R) – Y – (R) – A – (R) – B – Y – B – (R30) – B30 (pays \$10 penalty) – (R30) – Y30.

Turn 26

1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 1 5 5
B10 – R – Y – B – R – B – Y – B – R – Desolation Landing (o) – Desolation Landing (s).
 Buys Desolation Landing for \$200.

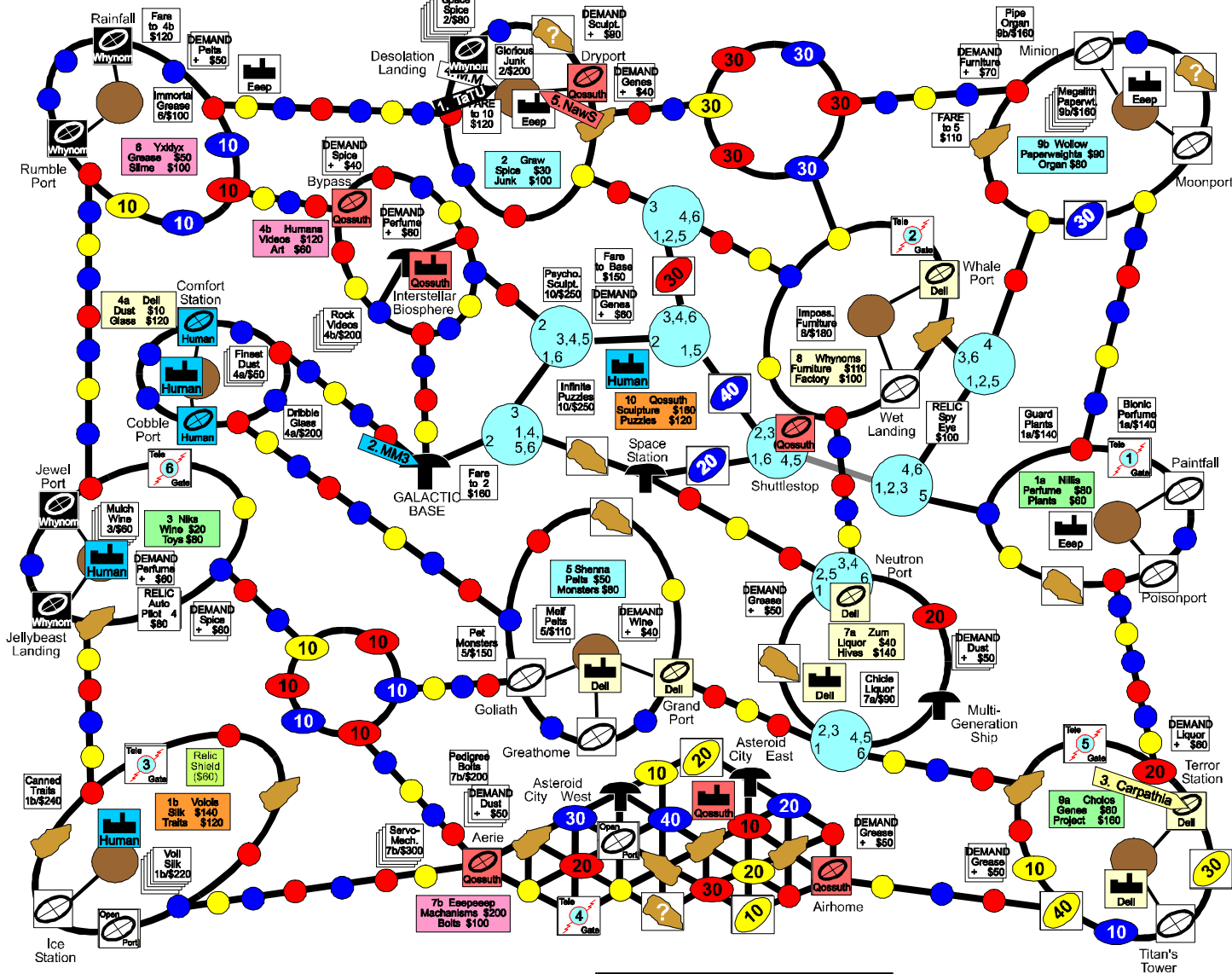
Sells Impossible Furniture for \$180 (from the cup: Canned Traits at 1b). Sells Impossible Furniture for \$180 (from the cup: Impossible Furniture at 8). Buys Life Project for \$160 and 4 Designer Genes for \$240. Receives \$112 in port commissions and \$80 in factory commissions.

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 3 4 5
Galactic Base – R – B – (Y) – B – R – B – R – Cobbleport (p).
 Drops off Fare for \$140 (from the cup: Servo-Mechanism at 7b).

4th: Bob Robles (Eeepeeep/Mean Machine) Rolls Used: 3
Rumbleport (s) – Rainfall (s) – Rainfall (p) – B – R – Y – B – R – B – Y – B – R – Desolation Landing (p) – Desolation Landing (s).
 Buys Graw factory for \$200.

3rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 3
Terror Station (s) – Terror Station (p).
 Sells Impossible Furniture for \$180 (from the cup: Megalith Paperweight at 9b). Sells Impossible Furniture for \$180 (from the cup: Pet Monsters at 5).

5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 5
Y30 – B – (R) – A – Dryport (o) – Dryport (s).
 Buys Dryport for \$200.



1. Trade and Transport Unity \$476		
Fast Scout 27: 3 3 5/28: 3 5/29: 4 5 (Double 1)		
Hold1	Hold2	Hull
Bionic Perfume 1a/\$140	Psychotic Sculpture 10/\$250	Ya (\$60)
Rainfall \$200	JewelPort \$200	Rumble Port \$200
Jellybeast Landing \$200		
Desolation Landing \$200		

2. Mystery Machine 3 \$1614		
Normal Scout 27: 3 4 5 /28: 2 3 5		
Hold1	Hold2	Hull
Finest Dust 4a/\$50	Fare to 9a \$110	Yellow Drive (\$80)
Shield (\$60)		
Gossuth \$200	Voilois \$200	Niks \$200
Comfort Station \$200	Dell \$200	Cobbleport \$200

3. Carpathia \$648			
Scow Freighter 27: 2 3 6 /28: 2 3 6 8 (Use 1)			
Hold1	Hold2	Hold3	Hull
Life Project 9a/\$240	Designer Genes 9a/\$120	Designer Genes 9a/\$120	Designer Genes 9a/\$120
Hold4	Hold5		
Designer Genes 9a/\$120	Red (\$120)	Shield (\$60)	Zum \$200
Cholos \$200	Grand Port \$200	Shenna \$100	Neutron Port \$200
Whale Port \$200	Terror Station \$200		

4. Mean Machine \$450			
Rocket Transport 27: 4 6/28: 1 5 (Use 1 * 4)			
Hold1	Hold2	Hold3	Hull
Immortal Grease 6/\$100	Immortal Grease 6/\$100	Shining Slime 6/\$200	Air Foil (\$80)
Wollow \$100	Nillis \$100	Yxklyx \$200	Graw \$200

5. Not as we Seem \$612		
Torch Scout 27: 4/28: 5 (Times 3)		
Hold1	Hold2	Hull
Psychotic Sculpture 10/\$250	Psychotic Sculpture 10/\$250	Red (\$120)
Shield (\$60)		
Bypass \$200	Human \$100	Laser 20 (\$100)
Eeeppeep \$100	Shuttlestop \$200	
Airhome \$200	Aerie \$200	Dryport \$200

Goods and Demands:

1a (Nillis): Guard Plants, 1 Bionic Perfume

1b (Volois): 5 Voll Silk, Relic Shield, Canned Traits

2 (Graw): 6 Space Spice, 1 Demand for Psychotic Sculpture (+\$90), Fare to 10 (\$120), 2 Demand for Designer Genes (+\$40), Glorious Junk

3 (Niks): 2 Demand for Bionic Perfume (+\$60), 2 Demand for Space Spice (+\$60), 4 Mulch Wine

4a (Dell): 3 Finest Dust, 1 Demand for Mulch Wine (+\$60), Dribble Glass

4b (Humans): 1 Demand for Bionic Perfume (+\$60), 5 Rock Videos, 2 Demand for Space Spice (+\$40)

5 (Shenna): 2 Melf Pelts, 2 Demand for Mulch Wine (+\$40), Fare to Base (\$140), Pet Monsters

6 (Yxklyx): 2 Demand for Melf Pelts (+\$50), 1 Immortal Grease, Fare to 4b (\$120)

7a (Zum): 3 Demand for Finest Dust (+\$50), 1 Chicle Liquor, 1 Demand for Immortal Grease (+\$50), Custom Hives

7b (Eeepeeep): 4 Servo-Mechanisms, 3 Demand for Dust (+\$50), 1 Demand for Immortal Grease (+\$50), Pedegree Bolts

8 (Whynoms): 1 Impossible Furniture

9a (Chola): 2 Demand for Immortal Grease (+\$50), 1 Demand for Chicle Liquor (+\$60)

9b (Wollow): 1 Demand for Impossible Furniture (+\$70), Fare to 5 (\$110), 5 Megalith Paperweights, Portable Pipe Organ

10 (Qossuth): 2 Demand for Designer Genes (+\$60), 1 Psychotic Sculpture, Infinite Puzzles, Fare to Base (\$150)

Base: Fare to 2 (\$160)

Laika

1968

1969 due: 3/15 Tuesday

Event Card Resolution/Saved Cards

JOE Fortunate Accident: Habitation Module.

Republic of Texas counter-espionages the Three Person Space Station program of Romulus Project, reducing it to 47%.

Purchase Hardware

Republic of Texas buys Habitation Extender program for 30MB, the Two Person Mars Lander program for 50MB, 6 habitation extenders for 18MB, 1 solid rocket booster for 5MB, 1 liquid fuel strap-on for 3MB, 1 one stage rocket for 3MB, 1 two stage rocket for 12MB, and 1 interplanetary satellite for 4MB.

JOE buys the Three Person Space Station program for 75MB, 1 Mars probe for 8MB, 2 two stage rockets for 24MB, 2 liquid fuel strap-ons for 6MB, 2 kickers for 6MB, and 1 two person capsule for 6MB.

Cain Program buys 1 three stage rocket for 18MB, 1 three person capsule for 12MB, and the Three Person Space Station program for 75MB.

Romulus Project buys 3 three stage rockets for 27MB, 2 kickers for 3MB, 2 liquid fuel strap-ons for 3MB, 2 three person space stations for 20MB, and the Space Construction program for 20MB.

Conduct Research

Republic of Texas i: 7 dice (2, 3, 3, 5, 5, 5) +28%. 56MB spent.

JOE H: 2 dice (2, 4) +6%. 8MB spent. I: 8 dice (3, 3, 3, 3, 3, 5, 5, 6) +31%. 64MB spent.

Cain Program i: 2 dice (2, 6) +8%. 16MB spent.

Romulus Project C: 1 die (5) +5%. 6MB spent. F: 4 dice (2, 3, 3, 6) +14% to Max R&D. 4MB spent. i: 4 dice (2, 2, 5, 5) +14%. 32MB spent.

Declare Future Missions

Republic of Texas declares 3 launches, **JOE** declares 3 launches, **Cain Program** declares 1 launch, and **Romulus Project** declares 1 launch.

Missions

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

JOE continues a Jupiter/Saturn Flyby. Jupiter Orbital Burn (21%<93%), Jupiter Orbital Activities (03%<93%). Partial mission success. +12MB to budget. Mission continues next turn (arrives at Saturn in 2 turns).

JOE continues a Uranus Flyby. In-Route Activities (35%<93%). Mission continues next turn (6 turns until arrival at Uranus).

JOE continues a Neptune Flyby. In-Route Activities (07%<93%). Mission continues next turn (13 turns until arrival at Neptune).

Romulus Project launches a Space Station. Liftoff (94%>30%), minor fire on pad, extinguished by ground crews. Mission failure. +1% to D. -10MB to budget.

Romulus Project launches a Space Station. Liftoff (20%<31%), Earth Orbital Burn (34%<95%), Earth Orbital Activities (46%<61%). Mission success. +1% to D, F, and i. +40MB to budget. Government order fulfilled.

Romulus Project launches a Space Station. Liftoff (46%>32%), minor fire on pad, extinguished by ground crews. Mission failure. +1% to D. -10MB to budget.

Cain Program launches a Lunar Probe. (All safety factors -3 because successful Lunar Flyby not made.) Liftoff (10%<95%), Earth Orbital Burn (79%<82%), Earth Mission Burn (24%<82%), Lunar Orbital Burn (09%<82%), Lunar De-orbital Burn (31%<82%), Photoreconnaissance (20%<77%), Lunar Landing (57%<82%). Mission success. +1% to 3, +15% to Photoreconnaissance, +12MB to budget.

Cain Program launches a Manned Lunar Pass (Ventru, Gangrel, Malkavian) Liftoff (68%<98%), Earth Orbital Burn (73%>92%), Earth Mission Burn (72%<92%), In-route Activities (45%<92%), Lunar Mission Burn (70%<92%), In-route Activities (07%<92%), Earth Orbital Burn (48%<92%), Earth Orbital Activities (88%<92%), Earth De-orbital Burn (67%<92%), Re-entry (75%<92%), Recovery (42%<92%). Mission success. +1% to c, Ventru to 60%, Gangrel and Malkavian to 10%, +11MB to budget.

Cain Program launches a Manned Lunar Pass (Tremere, Brujah, Nosferatu) Liftoff (71%<98%), Earth Orbital Burn (13%>93%), Earth Mission Burn (33%<93%), In-route Activities (27%<93%), Lunar Mission Burn (86%<93%), In-route Activities (57%<93%), Earth Orbital Burn (11%<93%), Earth Orbital Activities (60%<93%), Earth De-orbital Burn (79%<93%), Re-entry (41%<93%), Recovery (23%<93%). Mission success. +1% to c, Tremere to 60%, Brujah to 40%, and Nosferatu to 10%, +5MB to budget.

JOE launches a Mars Probe. Liftoff (15%<98%), Earth Orbital Burn (06%<85%), Earth Mission Burn (84%<85%). Mission continues next turn. +1% to 5.

JOE launches a Manned Lunar Landing (Astro, Corbett). Liftoff (89%>87%), last second countdown abort, problem resolved, countdown resumes same day, Liftoff (78%<87%), Earth Orbital Burn (69%<97%), Earth Mission Burn (92%<97%), In-Route Activities (55%<89%), Docking Module Power-on (70%<98%), Docking (07%<98%), Lunar Orbital Burn (50%<97%), Lunar De-Orbital Burn (71%<91%), Photo-Reconnaissance (23%<100%), Lunar Landing (76%<91%), Moon Walk (85%<98%), Lunar Lanuch (50%<91%), Lunar Orbital Activities (69%<89%), Docking (01%<98%), Lunar Mission Burn (13%<97%), In-Route Activities (72%<89%), Earth Orbital Burn (87%<97%), Earth Orbital Activities (04%<89%), Earth De-Orbital Burn (28%<89%), Re-entry (25%<89%), Recovery (37%<89%). Mission success. +1% to D, F, b, and e, +8% to Docking, +10% to Photo-Recon, Corbett to 70%, Astro to 60%, +10MB to budget.

JOE launches a Manned Sub-orbital (Gordon, Rodgers). Liftoff (90%<98%), Re-entry (10%<90%), Recovery (46%<90%). Mission success! +1% to b, Rodgers to 40%, Gordon to 20%. +2MB to budget.

Players

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1968 Budget	127	118	178	185
Cash	9	1	24	3
Launch Facilities	3	3	3	3
Astronauts	6	3	5	7

Astronauts: Cain Program: Ventrue, Tremere (60%), Brujah (40%), Gangrel, Malkavian, Nosferatu (10%), **Romulus Project:** Caesar (40%), Nero (20%), Brutus (10%), **JOE:** Roger Manning, Tom Corbett (70%), Astro (60%), Buck Rodgers (40%), Flash Gordon (20%), **Republic of Texas** Travis (60%), Crockett (50%), Bowie (30%), Houston, Ocnaschek, Simmons, Boyle (10%)

Programs and Hardware

Cain Program: Orbital Satellite (1): 3/98%, Lunar Probe (3): 1/86%, Docking Module (4): 0/70%, One Stage Rocket (A): 5/84%, Three Stage Rocket (C): 0/98%, One Person Capsule (a): 5/84%, Three Person Capsule (c): 0/93%, Three Person Space Station (i): 1/18%, EVA: 98%, Photoreconnaissance: 95%, Space Construction: 55%

Romulus Project: Orbital Satellite (1): 2/98%, Interplanetary Satellite (2): 0/72%, Docking Module (4): 2/70%, One Stage Rocket (A): 0/90%, Two Stage Rocket (B): 0/62%, Three Stage Rocket (C): 2/72%, Liquid Fuel Strap-ons (D): 2/33%, Kicker (F): 2/96%, One Person Capsule (a): 3/86%, Three Person Space Station (i): 2/62%, EVA: 85%, Photorecon: 70%, Space Construction: 55%

JOE: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/93%, Lunar Probe (3): 0/72%, Docking Module (4): 1/98%, Mars Probe (5): 1/86%, One Stage Rocket (A): 3/97%, Two Stage Rocket (B): 0/98%, Liquid Fuel Strap-ons (D): 3/88%, Kicker (F): 2/98%, Solid Rocket Boosters (H): 1/79%, One Person Capsule (a): 1/89%, Two Person Capsule (b): 1/91%, One Person Module (e): 0/92%, Three Person Space Station (i): 1/36%, EVA: 98%, Photorecon: 100%.

Republic of Texas: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 1/93%, Lunar Probe (3): 0/88%, Docking Module (4): 1/98%, One Stage Rocket (A): 1/98%, Two Stage Rocket (B): 2/98%, Liquid Fuel Strap-on (D): 1/85%, Kicker (F): 5/95%, Solid Rocket Booster (H): 1/81%, One Person Capsule (a): 1/90%, Three Person Capsule (c): 0/93%, Two Person Module (d): 1/91%, Three Person Space Station (i): 1/75%, Two Person Mars Lander (n): 1/20%, Habitation Extenders (p): 6, EVA: 98%, Photorecon: 95%, Space Construction: 55%

1969

Draw Event Cards

Andy York: Engineering Advance, all hardware is half price this year. -10MB to budget.

Bill Scharf: Fortunate Accident: Space Station. -20MB to budget.

Dennis Cain: Government Order: Place a man on the Moon by 1972. +30MB to budget if accepted, -30MB to budget if refused.

Cary Nichols: Test Failure: -15% on safety factor of most advanced Habitation Module (no effect). -10MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1969 Budget	150	141	182	184
Cash	5	4	5	7
1970 Budget	180 or 120	131	162	174

Retriever**Turn 7****Turn 8 due: 3/15 Tuesday****Commander Actions**

Little Green Manufacturing buys a water factory (Or3, Or4, Wa7, Wa7) and transfers a population from an ore factory to man it.

ORION buys a water factory (Or1, Or1, Or4, Wa7, Wa7) and transfers a population from an ore factory to man it.

SD, Inc. buys a water factory (Or4, Or5, Wa5, Wa6) and a population factor (Or3, Wa7).

Mud Mining Corporation buys a titanium factory (MWa) and moves a population from an ore factory to man it.

Bartertown opens the bidding on a Heavy Equipment at 30 and HBDC gets it for 34 (Wa4, Or5, Wa5, Wa5, Wa6, Wa9). Opens the bid on a Warehouse at 25 and gets it (Or1, Wa4, Wa6, Wa7, Wa7).

ACK! Buys a population factor (Or2, Or3, Or5)

HBDC passes

Golden Orb Developers buys a population factor (Or1, Wa9)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	SD, Inc.	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF	HE, No, Wa	10
2	LGM	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF	2No	9
3	ORION	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF	2DL, No	9
4	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, TiF	HE, No	9
5	Bartertown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF	2DL, Wa	8
6	ACK!	Bill Scharf	OrF, OrF, WaF, WaF	HE, DL, Wa	7
7	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF	Wa, HE	6
8	GOD	Cary Nichols	OrF, OrF, WaF, WaF, WaF	Wa, HE	6

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**Resource Cards**

New Arrivals: Scientists, Ecoplants, Orbital Lab, Scientists, Orbital Lab,
Ecoplants, Scientists, Orbital Lab

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	3	3
Orbital Lab (OL)	50	3	3
Robots (Ro)	50	0	6
Laboratory (La)	80	0	6
Ecoplants (Ec)	30	2	4
Outpost (Ou)	100	0	6

MMC took a Mega Water card.

Dogwood**Epoch II Empire Selection****Epoch II Assyria, Chou Dynasty, Vedic City States, and Greek City States due: 3/15 Tuesday****Epoch II Empire Selection**

Retropolis keeps.

Royal Manticoran Historical Society passes to the Hoard

Turanians keeps

The Time Traveler passes to the Royal Manticoran Historical Society.

Marching through the Ages keeps

The Hoard passes to the Arachnids

Arachnids pass to The Time Traveler.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dennis Cain	Retropolis (red)	4	8
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	7
Cary Nichols	Turanians (black)	4	6
Dave Anderson	The Time Traveler (orange)	4	4
Andy Lewis	Marching Through the Ages (green)	4	4
Chris Geggus	The Hoard (yellow)	5	11
Paul Bolduc	Arachnids (blue)	5	1

Positions

Turanians: SUMERIANS: Three armies and Capital Lower Tigris.

Gegus Guards: Fleet Red Sea. HITTITES: Army and Capital Eastern Anatolia, armies Western Anatolia, Balkans. EGYPT: Army, Capital, and Monument Nile Delta, armies Nubia, Palestine.

Marching through the Ages: Fleet Eastern Mediterranean. MINOANS: Army, Capital, and Fort Crete, army Libya.

Retropolis: INDUS VALLEY: Army, Capital, and Monument Lower Indus, two armies Persian Plateau, armies Upper Indus and Tarim Basin.

Royal Manticoran Historical Society: BABYLONIANS: Two armies, Capital, and Monument Middle Tigris, armies Upper Tigris, Levant, Zagros, Persian Salt Desert.

The Time Traveler: SHANG DYNASTY: Army, Capital, and Monument Yellow River, armies Great Plain of China, Wei River.

Arachnids: ARYANS: Armies Turanian Plain, Hindu Kush.

Event Cards

Epoch II Empire

Pedagoguery

The theories regarding galactic evolution are relatively new. While we can observe galaxies at all stages of their evolution, each observation is simply a snapshot of a particular galaxy at a particular point in time, and connecting those snapshots into a coherent whole is a daunting and very difficult task. However, new observations of a dynamic and evolving galaxy may help us piece those snapshots together. The new observations center around our own galaxy, and the tale they tell is one of cannibalism.

Most of us are familiar with the structure of our galaxy. There is the disc; a relatively thin (around 3000 light years) disc of stars and gas in which density waves form, leading to spiral arms. There is also the galactic core; an oblate spheroid at the center of our galaxy. Finally, there is the halo; a diffuse collection of gas, individual stars, and globular clusters that stretches out to at least a diameter of 100,000 light years. As it turns out, though, new observations at many different wavelengths from radio to x-ray have given us more detailed information about the structure of our galaxy that shed some very interesting light on its history.

The first piece of evidence was discovered more than 40 years ago. Radio observations discovered clouds of high-velocity gas, or HVCs. However, astronomers were unable to determine the distances to these clouds until recently. Those recent observations tell us that HVCs are huge clouds of hydrogen, some as large as 10,000 light years across and containing up to 10 million times the mass of the sun, that are moving rapidly toward the disc of our galaxy. This is clear evidence that the galaxy is continuing to accrete matter. This matter is believed to be left over gas from our galaxy's initial formation that has just taken over 10 billion years to reach the disc.

Another type of gaseous cloud, imaginatively named intermediate-velocity clouds, or IVCs was found the same year as the HVCs. These vary in structure from the HVCs. First of all, they are smaller and closer to the disc. Secondly, they tend to be associated with groups of high-mass stars within the disc. These clouds appear to originate in supernova explosions. A supernova will explode, excavating out a bubble of gas from the interstellar medium of the disc. Eventually, the bubble will expand large enough that it breaks through the disc,

forming a chimney that allows the hot gas to escape outside the disc. Eventually, this gas will cool down and rain back down on the galactic disc. At this stage, the gas is an IVC.

Another major stream of gas has been identified. This is called the Magellanic Stream, and it consists of gas in a long stream in the orbits of the two Magellanic Clouds, satellite galaxies of our own. The Magellanic Clouds orbit our galaxy in a highly elongated orbit, and they are currently near the closest point to our galaxy. Because of this, tidal effects will tend to strip gas and stars out of the two galaxies into two tails – one leading the clouds in their orbit, and one trailing. This gas will eventually fall into our own, as it interacts with the extended corona of our galaxy and slows in its orbit. Thus, our galaxy is slowly tearing the Magellanic Clouds apart and devouring them piecemeal.

Even more convincing evidence of galactic cannibalism was discovered more recently. The Sagittarius Dwarf, a small irregular galaxy that lies on the far side of the galactic core but within our galaxy. This is a small satellite galaxy of our own that is being ripped to shreds. It took astronomers a while to recognize it for what it is because most of its stars lie within our own galaxy. They were only able to determine their true nature by conducting surveys of the stars in that region and discovering that a number of such stars shared very similar element abundances and motions across the sky. This made it clear that they had similar origins and were grouped together.

Discovery of the galaxy itself was just the beginning, however. It is now clear that there is a stream of stars that circles the galactic core in the same orbit as the Sagittarius Dwarf. These are stars that have been tidally ripped out of the dwarf and will slowly be incorporated into our galaxy's halo. With each passage of these stars through the galactic disc, the chances of an encounter with another star or massive gas cloud increase, and each such encounter will alter the orbit of the star. Eventually, the orbits of all of those stars will be completely randomized, and the galaxy as such will have ceased to exist, totally cannibalized by our own.

Next issue, I will begin a series of columns about recent discoveries in cosmology.

S.O.B.
Best In Show

This is the complete list of all games that have finished in this zine, as well as who won.

Machiavelli

Name	Winner
The Gates of Hades	Chris Hurley
Mastiff	Bill Scharf
Pack of Curs	Bill Scharf
Doghouse	Dave Anderson
Rude Dog	Ward Narhi
The River ¹	Ken Marcionis
Not Guilty ¹	Dave Anderson
Rabid Dog	Ward Narhi
Fleabag	Berry Renken/Ray Grib/Pasquale Giovine
Feral Dogs	Pasquale Giovine
Citizen Dog	Pasquale Giovine
New Tricks	Phil Reynolds
Wild Dog	Dave Partridge

¹ Rehoused from Jason Wilke's *Won if by Land*

Merchant of Venus

Name	Winner
Dingo's Delight	Caleb Cousins
Dog Food	Andy Lewis
Dogged	Dennis Cain
Hyena	Andy Lewis

Dune

Name	Winner
Sand Dog	Chris Hurley
Canine	Paul Bolduc
Running Dogs	Andy York

Die Macher

Name	Winner
Mailman's Bane	Andy Lewis
Lupine	Andy Lewis

Outpost

Name	Winner
Dog Breath	Andy York
Mutt	Kevin Kinsel
Dogstar	Kevin Wilson
Canes Venatici	Michael Lowrey
Wolfbane	Dave Partridge

History of the World

Name	Winner
Fenris Wolf	Dave Anderson
Mongrel	Andy Lewis
Wolfpack	Sean Cousins
Dogpaddle	Andy Lewis
Dog Days	Andy Lewis
Dogface	Andy Lewis

New World

Name	Winner
Anubis	Bill Scharf
Chihuahua	Bill Scharf
Pooch	Bill Scharf
Coyote	Andy Lewis
Hounds of Tindalos	Andy Lewis
Doggerel	Andy Lewis
Gray Wolf	Dave Partridge

Settlers/Seafarers of Catan

Name	Winner
Rin Tin Tin ¹	Brendan Whyte
Benji ¹	Brad Martin
Fenris	Ward Narhi
Wolfhound	Dave Partridge

¹ GMed by Andy Lewis

Liftoff!

Name	Winner
Astro	Andy Lewis
Dog Pound	Dennis Cain
Rover	Bill Scharf
Watchdog	Bill Scharf

Age of Renaissance

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain

Kremlin

Name	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus

Other

Name	Game	Winner
Prairie Dog	Gunslinger	Paul Bolduc
Dog Biscuit ¹	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie ¹	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Doggin' it	Silverton	Bill Scharf
Warg	Downfall XIII	Dave Partridge

¹ GMed by Andy Lewis

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John Biehl 8809 Delwood Dr. Delta, B.C., Canada V4C 4A1 jrb@dccnet.com	Joe Carl 3172 Northwest Blvd. Columbus, OH 43221 Jcarl@neo.rr.com	Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net (360) 928-9698	Ward Narhi 521 Moreley Akron, OH 44320 ward.narhi@santoprene.com (330) 835-4013	Mike Scott 4040 E. Piedmont Dr. Space 61 Highland, CA 92346 mikesmag2@juno.com (909) 864-4343
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			Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 Rlrobles5@cs.com (510) 254-6354	

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, 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, Dave Partridge **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge

Standby Calls

None this issue.