S.O.B.

Notes from Hades

The boys' birthday went well. They've been into firefighters recently, so that was the theme. My parents enjoyed the visit, and the boys enjoyed seeing their grandparents. Since then, though, the whole family has been fighting off one ailment or another. It finally looks like we're getting over the worst of it, though.

The hobby lost one of its long time members recently, Phil Reynolds. He has published, off and on, for well over a decade. His latest efforts were the Zine Register, and ishkibibble. In fact, one of the games from ishkibibble is being rehoused here. See "Dirty Deeds Done Dirt Cheap" on page 4. Phil will be missed.

With the addition of Dirty Deeds (nicknamed D4C by the players, apparently) we are now at 11 games. I promised that Dogfight and Salty Dog would start this issue, and I intend to keep that promise, but that means that the next game that ends will not trigger a new game start.

The next deadline is **Tuesday, June 7 at 5:00 p.m. Pacific Time.** **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

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, and Ward Narhi. **Game starts this issue!**

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. **Game starts this issue!**

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 2 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.

Sled Dog. Kremlin. Have Chris Geggus, Bill Scharf, Andy Lewis, Dennis Cain, Bob Robles, and Mike Scott.

Sirius. 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, Dave Partridge, Andy Lewis, Dennis Cain, and Bob Robles, will take up to 1 more.

Wish List

Dune. We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Have Kevin Wilson and Bob Robles, will take up to 4 more (5 if one player plays the Bene Tleilaxu).

Silverton. We will play the advanced game with the Hiring and Advancement optional rule. Have Dave Partridge, Bill Scharf, and Andy Lewis, will take up to 3 more.

Outpost. Dave Partridge, Bill Scharf, Kevin Wilson, and Andy Lewis, will take up to 6 more.

History of the World. Have Andy Lewis and Kevin Wilson, will take up to 5 more.

Seafarers of Catan. We will be playing the Oceans scenario. Have Mike Scott, need up to 5 more.

Machiavelli.. Rules determined by player vote as usual. Have Kevin Wilson, Lee McConnell, and Bob Robles, 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.

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

Bob Robles

I really enjoy Open Office as my work suite. I make a number of Powerpoint presentations and have used the Lotus Suite, Power Point and Open Office. All very easy to use and Open Office is free!

On a more serious side, my father recently died after a brief illness. This was one of those events which really put my life into focus. The deep grief has mostly passed. I'm looking back at the times we shared and the role he played in the man I have become. Very sobering.

[My condolences on the loss of your father.]

Off the Leash
Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Miller Number 2001Fpw10
Fall 1464
Deadline for Winter/Spring 1465: 6/7 Tuesday

Venice reclaims his Austrian conquests while Naples edges into the Florentine heartland.

Spring 1464 Retreats

Florence A Sienna retreats to Pisa

Outstanding Debt

Summer 1465: 15 ducats due from Venice.

Orders

FLORENCE ✍: A MODENA supports A BOLOGNA, A BOLOGNA supports A AREZZO to URBINO, *A (EM) FLORENCE supports A PISA to SIENNA*, A AREZZO to URBINO, A PISA to SIENNA, [F PIOMBINO supports A PISA to SIENNA (CUT)]

FRANCE ✍: [A TYROLEA supports A MILAN (cut, DISLODGED, retreat SWISS, TURIN, garrison, OTB)], A COMO supports A TYROLEA, [A MILAN supports A TYROLEA (cut)], A CREMONA to PARMA, F GENOA holds, F LIGURIAN SEA to GULF OF LIONS, G MILAN supports A MILAN, [G CREMONA convert to A]

NAPLES ✍: [A URBINO holds (DISLODGED, retreat ANCONA, SPOLETO, OTB)], *A (EM) PERUGIA to AREZZO*, [A SIENNA supports F TYRRHENIAN SEA to PIOMBINO (cut, DISLODGED, retreat PATRIMONY, PERUGIA, garrison, OTB)], [F TYRRHENIAN SEA to PIOMBINO], [F WESTERN MEDITERRANEAN to TYRRHENIAN SEA]

VENICE ✍: A AUSTRIA supports A CARINTHIA to TYROLEA, *A (EM) CARINTHIA to TYROLEA*, A SLAVONIA to HUNGARY, A FRIULI to CARINTHIA, [A TRENT to MILAN], A BERGAMO supports A MANTUA to CREMONA, A MANTUA to CREMONA, A FERRARA to MANTUA, F UPPER ADRIATIC to FERRARA

Press

Florence – Naples: Look, I am not going to send my units north while you attack me. Not gonna happen. I will continue to fight you until I regain the lands you stole from me. You and I agreed that I would get Rome....you broke your promise and I will never work with you until you keep it. So save your breath.

France – Florence: Dear neighbour, it seems that your blind Neapolitan enemy intends to work for Venice win (that should must have 15 or more cities this fall). Sorry, but I cannot hold out on two fronts; so I shall prefer to give up to Venice in the north and come in your help and against the Naples invasion of my provinces. On the other hand, I made now an interesting proposal to him, at the end: we can only wait for his conclusions in the winter turn.

France – Naples: Dear Neapolitan neighbour, probably you don't know very well the rules. You can give ducats to other players in any turn of the game and not only in the building one: I needed it to bribe Venice and not to build units against you. Moreover, another rule that you underestimate is the Victory conditions, 22 cities: you have 8 cities actually while Venice have 15 or more, thus, **if you attack me on the rear**, as you continue to propose to Florence, I shall collapse, **but** it is more easy for Venice to gain 7 cities, that you to take 14 cities, I think: this is only mathematics. Moreover, **if you attack me on the rear**, I shall disband all my units on the boundary with Venice and I shall combat only you: I shall collapse, but you will not win in any case, sorry: Venice will win, if you wish so. This game can end only with a four-way draw, or with the solo win of Venice: no-one of us (France, Florence, Naples) can think of overwhelm him without the help of the other two, because of his big treasury and his possibility to take ducats (we three cannot). A three-way draw (France, Florence, Naples) could be possible only if all together attack him by leaving

Off the Leash
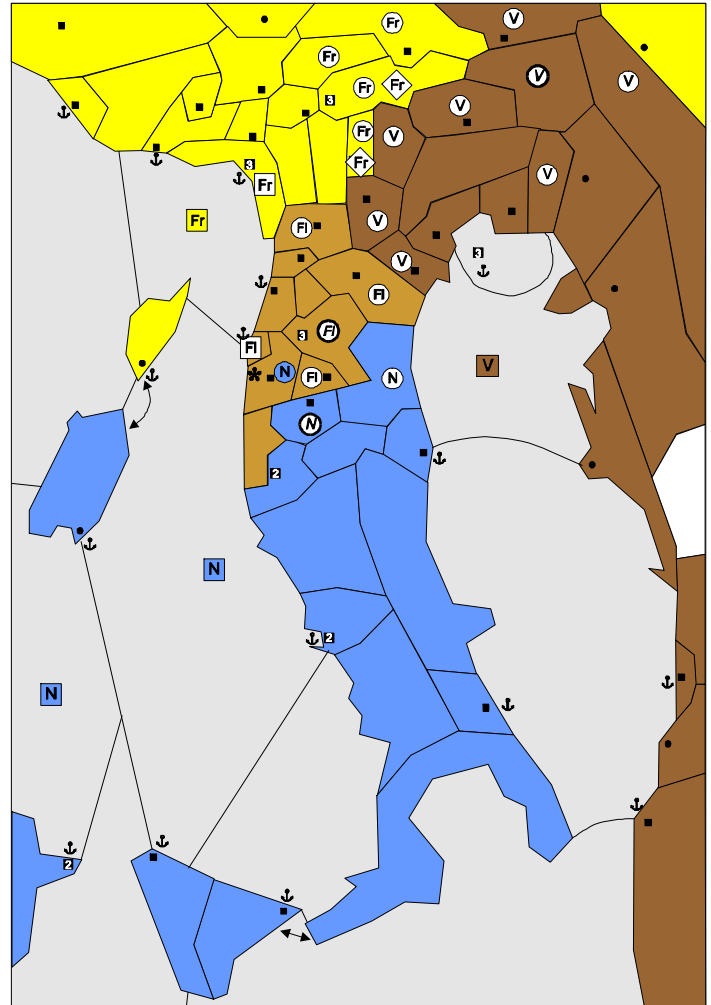
○ Army ▢ Fleet ◇ Garrison ◆ Autonomous Garrison ◈ Besieged Garrison

behind old questions: are you ready to do? I am: with two fleets in Bari and Messina you can easily overwhelm him in the Balkans.

GM – France: Actually, the victory conditions are 23 cities, not 22.

France – Venice: Well, it seems that your blind Neapolitan ally intends to work for your win. Congratulations for your impending solo! I shall leave the power of Milan to you if he attacks me: let you stay ready!

Naples – All: OK, gentlemen; let's see what happens now...

Venice – All: OK, I'll try again. I propose a VFLN draw. Any takers?

Notes

A Florence/France/Naples/Venice draw has been proposed. Please vote with your next orders. Remember, NVR = no, NMR = yes.

Spring 1464 Famine

Poor Year – Column Only. Modena, Swiss, Verona, Bergamo, Urbino, Florence, Parma, Aquila

Spring 1464 Income

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

Provinces

FLORENCE: <u>Modena</u>, Bologna, Lucca, Pisa, Pistoia, <u>Florence</u>, Piombino, Sienna, *Patrimony*, <u>Urbino</u> — 7

FRANCE: Avignon, <u>Swiss</u>, Marseilles, Provence, Saluzzo, Turin, Como, Milan, <u>Parma</u>, Pavia, Fornova, Genoa, Montferrat, Savoy, Corsica — 13

NAPLES: Ancona, Spoleto, Perugia, Rome, Capua, Naples, <u>Aquila</u>, Salerno, Bari, Otranto, Messina, Palermo, Sardinia, Tunis, Arezzo — 14

VENICE: Ferrara, Mantua, Cremona, <u>Bergamo</u>, <u>Verona</u>, Padua, Treviso, Friuli, Trent, Istria, Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Carinthia, Austria, Slavonia, Herzegovina, Hungary, Tyrolea — 20

Seas

FRANCE: Gulf of Lions — 1

NAPLES: Western Mediterranean, Tyrrhenian Sea — 2

VENICE: Venice — 1

Cities

FLORENCE: <u>Modena</u>, Bologna, Lucca, Pisa, <u>Florence (3)</u>, Piombino, *Sienna* — 5

FRANCE: Avignon, <u>Swiss</u>, Marseilles, Saluzzo, Turin, Milan (3), Pavia, Genoa (3), Montferrat, Savoy, Corsica, Cremona — 15

NAPLES: Ancona, Perugia, Rome (2), Naples (2), Bari, Messina, Palermo, Sardinia, Tunis (2), Arezzo — 13

VENICE: Ferrara, Mantua, Padua, Treviso, Trent, Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Austria, Hungary, *Tyrolea*, Venice (3) — 17

Totals

Variable income die roll was 1.

	Variable	Provinces	Seas	Cities	Gross
FLORENCE	2	7	0	5	14
FRANCE	4	13	1	15	33
NAPLES	1	14	2	13	30
VENICE	5	20	1	17	43

Your treasury: Total:

Game Summary

	1454	1455	1456	1457	1458	1459
Austria:	3	2	3	4	5	4
Florence:	3	6	8	7	6	6
France:	3	7	8	9	10	12
Milan:	3	5	5	2	2	3
Naples:	4	4	5	6	7	7
Papacy:	4	3	2	2	0	0
Turks:	3	5	5	6	4	1
Venice:	4	6	7	6	9	10

	1460	1461	1462	1463	1464	1465
Austria:	2	4	0	0	0	0
Florence:	6	7	11	10	8	7
France:	13	10	12	12	14	12
Milan:	0	0	0	0	0	0
Naples:	8	9	8	7	7	10
Papacy:	0	0	0	0	0	0
Turks:	0	0	0	0	0	0
Venice:	14	14	12	15	13	15

Shepherd

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory
Miller Number 2003Epw10
End of Game Statements

Game Summary

	1454	1455	1456	1457	1458	1459
Florence:	3	6	9	11	8	3
France:	3	5	5	8	7	6
Milan:	3	3	4	3	5	4
Naples:	4	6	6	6	6	8
Papacy:	4	0	0	0	0	0
Turks:	3	4	0	0	0	0
Venice:	4	7	9	10	12	16

The Players

FLORENCE:	Lee McConnell	5th place
FRANCE:	Mike Scott	3rd place
MILAN:	John Biehl (resigned, Fall 1456), Jerry Roalstad	4th place
NAPLES:	Forest Cole	2nd place
PAPACY:	Bob Robles (out, Fall 1455)	7th place
TURKS:	Cary Nichols (out, Fall 1456)	6th place
VENICE:	Pasquale Giovine	1st place

Statements

Lee McConnell (Florence): Congratulations to PG.

The game was skewed slightly by including a non-email participant, making communication difficult and causing the Neapolitan player to play at shall we say a somewhat reduced rate.

NMRs by both the Papacy and the Turk contributed to their early demise.

Otherwise, I found it an interesting game with the deciding situation being at the moment Florence had successfully invaded the Venetian home cities the plague eliminated all of Florence's home defenses. Ah...the inclusion of those rules designed to level the playing field.

Once again, good game PG.

Pasquale Giovine (Venice): Final comments of the King of Italy, the doge Pasquale the Fifth: I wish to thank Chris for all his work.

About the game, it was shorter than the usual due to the easy victory conditions and due to the absence of Austria and the early disappearance of Turkey and the Papacy in the first three years of play. In particular, the big difficulty to contact the Turkish player without the e-mail was the principal reason of the alliance against him of Venice and Naples. After the third year began the real race to the winning between me and Florence. Florence proposed me to attack our smaller neighbours (Milan and Naples) and, after their defeats, we should have had our encounter for the solo. But I doubted immediately of him (I encounter Lee in some other games): France assured him of its alliance and so I should remain alone against they two. Instead I preferred to continue my strong pact with Milan (also after the change of head), that never doubted of me, and convinced Naples to have some suspect of Florence; in fact, as I supposed, he took Ancona from Naples immediately, making also him my good ally at the end (when Forrest played).

Lee proved a blitz against me, but I was waiting him and counterattacked by arriving in his capital, Florence, and in the heart of his provinces. The loyalty of Milan and Naples made the rest.

About my last moves in Cremona and Bari, I had a lack of communications with Jerry and Forrest for a month and had fear of the diplomatic capacity of my old enemy Lee, without any reason in reality. Sorry. Any way, thank you very much to all players for the fun.

Forest Cole (Naples): First, congrats to Pasquale! You played a great game with enduring diplomatic spirit. The rest of the finishing players also contributed greatly to making it a good experience for me, and I appreciate that! I feel like a winner myself in that my experience and skill in this game is outclassed by most of the other players, but I was able to double Naples holdings by the end. I think opportunities were abundant in this game, and I might have even had an outside chance of a victory, at least until I missed a turn deadline... grrr, lol.

My sole 'difficulty' the entire game is once the initial eliminations were done, I was surrounded by really good and worthwhile allies. That's actually a dilemma in this kind of game, lol. That and trying to get past the debts incurred from the initial eliminations dissuaded me from deciding on a major midgame strike (aside from just a slow push north). Also I had high hopes for the Venice-Florence war: I hoped it would distract them while I rebuilt - that worked fairly well; I hoped it would tie up a lot of their forces - that worked well as far as it went; and finally I hoped it would tie them up a very long time - that started out working until Venice was able to make some breakthroughs.

Diplomatically, the Naples position became very lopsided. I was able to come to agreements with only Venice. At one point one of the other players who regularly at least answers stopped even answering. This meant even though I didn't want to kick a good ally like Florence when he was down, still I didn't have any inspiration to form an alliance with the others to counter Venice growth. Meanwhile Venice maintained good communication with me every turn. Consistent communication has made the difference in every Machiavelli (as well as Diplomacy) game I've seen.

As a side note I found Milan's recovery impressive - congrats to the replacement player!

Overall I really enjoyed the game. Thanks to the players and GM!

Mike Scott (France): Well congratulations Mr Giovine. Well played! I was hoping to pull this one in, but could not get rid of the pesky Milan players on my side, or get around them to find room to move. Great fun of course, and thanks Chris for the GMing.

Dirty Deeds Done Dirt Cheap
Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Strategic Movement, Black Press, Standard Victory
Miller Number ????????
Summer 1054
Deadline for Fall 1054 6/7, Tuesday

Papacy crushes one Byzantine fleet, buys another to convoy Venetian army to Croatia while receiving funds from Venice, Pisa. Muslims move fleets east to Boot heel; Pisa sends armies north.

Summer 1454 Retreats

Papacy retreats A Naples to Capua
Venice retreats A Milan to Pavia

Expenditures

Papacy borrows 10 ducats for 2 years (15 ducats due Summer 1056) and buys Byzantine F Upper Adriatic for 21 ducats.
Venice borrows 5 ducats for 1 year (6 ducats due Summer 1055).

Outstanding Debt

Fall 1054: 6 ducats due from Venice (5 borrowed)
Summer 1055: 6 ducats due from Pisa (4 borrowed), 6 ducats due from Venice (5 borrowed)
Summer 1056: 15 ducats due from the Papacy (10 borrowed)

Orders

BYZANTINES (Risner): A Herzegovina to DALMATIA, A Bosnia supports A Herzegovina to Dalmatia, [A ANCONA to Carniola], [F Upper Adriatic transports A Ancona to Carniola (nsu)], [F Urbino supports F Upper Adriatic (DESTROYED)]

HOLY ROMAN EMPIRE (Nichols): [A CREMONA to Milan], [A Montferrat to Turin (DISLODGED, retreats garrison, OTB)]

MUSLIMS (Wilson): A NAPLES besieges, F GULF OF NAPLES supports A Naples, F TYRRHENIAN SEA supports A Naples, F SARDINIA supports F Tyrrhenian Sea, F Messina to OTRANTO, F Central Mediterranean to IONIAN SEA

NORMANS (Whyte): [G NAPLES convert to A Naples]

Orders (cont.)

PAPACY (Scott): A Mantua to BOLOGNA, A Perugia to URBINO, A SPOLETO supports A Perugia to Urbino, A Patrimony to PERUGIA, [A AQUILA to Ancona], A ROME holds, F UPPER ADRIATIC transports Venetian A Ferrara to Croatia

PISA (Roalstad): [A COMO to Turin], A Genoa to MONTFERRAT, A FORNOVA supports A Genoa to Montferrat, A Lucca to MODENA, A SIENA supports F Piombino, F PIOMBINO supports A Siena, F Modena to GENOA, F Ligurian Sea to CORSICA

VENICE (Partridge): [A PAVIA to Milan], [A TREVISO to Venice (imp.)], A Ferrara to CROATIA, [F Dalmatia supports A Ferrara to Croatia (DISPLACED, retreat Lower Adriatic, OTB)]

Your treasury:

Notes

Please note that Jerry Roalstad has taken over for Steve Mayers as the player of record for Pisa. Also, since I haven't heard back from Paul Risner confirming that he is still in the game, **will Bob Robles please submit standby orders for the Byzantines.**

Press

Pisa – GM: Were you "amazed" by such sloppy orders last turn, or were you "utterly amazed?"

Brer Phil – Pisa: After a while, I've ceased to be amazed — utterly or not — at all!

Big Norm – Muslims: I don't think oo unnerstand. Oo have wescued me fwom the vile Paypals, now oo must run off and

finish them off. I can look after myself quite nicely here in Naples. I have all my Normal friends — well, the ones the Paypals didn't kill — to play with. There's no point sitting in my green Elysian fields on your fat brown, hairy, ethnic behind. Oo have work to do, my bwave, bwave wescuer. So be off with oo, and when oo have finished with the Paypals, oo can come back and I might have a little gift for oo.... If you have a damn good soak in something caustic first and boil your clothes, oo wevoltingly hygiened man. (Aside: But if he's a man, why does he wear a fwock?) I have alweady given oo some lunch money to help stave off the hunger pains and inflict them on those nasty Paypals. So, let me out of this tower at wunce and run north for Wome. (Weally, what are wescuers coming to these days?! Humph.)

Pisa – GM: Where's the flypaper when you really need it?

Brer Phil – Pisa: It's much harder to come by in this game than in Dip — one of the things you either love or hate about Mach!

Dirty Deeds Done Dirty Cheap

○ Army ☐ Fleet ◇ Garrison ◆ Autonomous Garrison ◇ Besieged Garrison
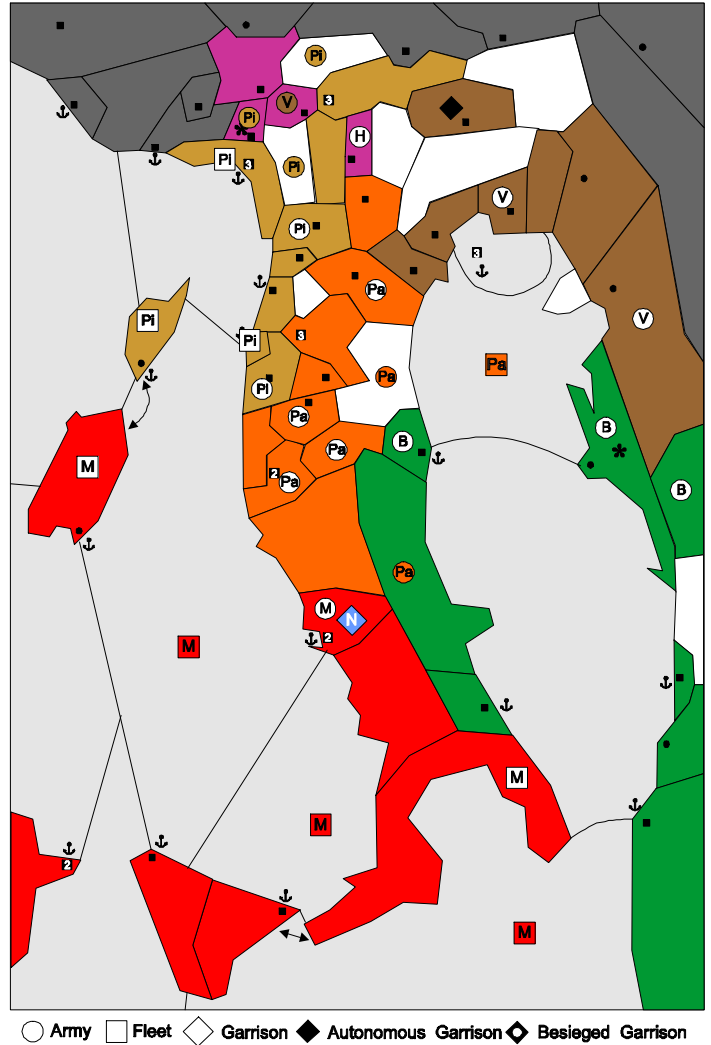
Dogfight
Gunboat Gamestart
Miller Number ????????
Deadline for Setup Preferences 6/7, Tuesday

We have eight people signed up for this game, so we will be playing **Scenario 1: The Balance of Power**. Please submit your preferences for country, as well as your preference for Standard (15 cities) or Ultimate (23 cities) victory conditions. In addition, please submit your vote on the inclusion of the following optional rules:

Natural Disasters (Plague and Famine) Special Units Moneylenders Conquest

Finally, please submit your preference for press: white, gray, or black.

Pavlov
Turn 12 Combat to Turn 13 Bidding
Turn 13 Bidding and Movement due: 6/7 Tuesday

Players

| ATREIDES: | Cary Nichols | BENE GESSERIT | Bob Robles | BENE TLEILAXU | Paul Bolduc | EMPEROR | Bill Scharf |
| FREMEN | Steve Koehler | GUILD | Kevin Wilson | HARKONNENS | Ward Narhi | GAME MASTER | Chris Hassler |

Combat
Arrakeen

The Atreides use prescience to determine the Guild's Defense. It is Kulon.

	Atreides	Guild
Attack card	Lasegun	Baliset
Defense card	None	Kulon
Leader	Gurney Halleck (4)	Guild Representative (1)
Dial	3	2.5
Spice	3	2
Total	**7**	**2.5**

The Atreides win. 3 Atreides tokens, 3 Guild tokens, and the Guild Representative go to the tanks (1 spice to the Atreides). The Baliset and Kulon cards are discarded.
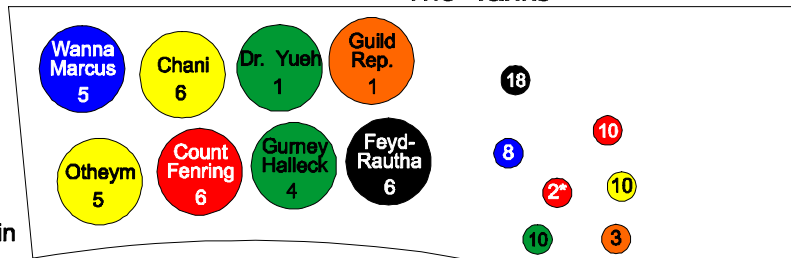
Habbanya Ridge Sietch

The Fremen play a Truthtrance card asking, " Are you playing a poison defense?" The answer is no.

	Harkonnens	Fremen
Attack card	Ellaca Drug	Gom Jabbar

	Harkonnens	Fremen
Defense card	Shield	None
Leader	Feyd Rautha (6)	Cheap Hero
Dial	9	10
Spice	9	10
Total	**9**	**10**

The Fremen win. 10 Atreides tokens, 10 Guild tokens, and Feyd Rautha go to the tanks (6 spice to the Fremen). The Ellaca Drug, Shield, and Cheap Hero cards are discarded.

The Bene Tleilaxu attack Gurney Halleck. The Atreides use prescience to view the attack and play no defense. The attack is a Karama card which acts as a Lasegun. Gurney is killed and the Karama card is discarded. 4 spice to the Bene Tleilaxu.

Spice Collection

Atreides collect 5 spice (2 Arrakeen, 3 Hagga Basin)
Emperor collects 2 spice (Carthag)
Guild collect 1 spice (Tuek's Sietch)

Key

○ Tokens
□ Spice

- 🟢 Atreides
- 🔵 Bene Gesserit
- 🔴 Emperor
- 🔴* Elite Sadaukar
- 🟡 Fremen
- 🟡* Fremen Fedaykin
- 🟠 Guild
- ⚫ Harkonnens
- 🟣 Ixians
- 🟤 Lansraad
- ☠ Bene Tleilaxu
- ✗ Trap

The Tanks

The Tanks / Board

Turn 13

Storm Movement

The Storm moves 3 sectors to sector 15 (3 Atreides tokens to the tanks from Hagga Basin and 6 spice in Rock Outcroppings destroyed).

Turn 14 storm movement:

Spice Blow

10 spice in Habbanya Ridge Flat

8 spice in Broken Land

Bidding

CHOAM Charity recipients: Bene Gesserit.

Five cards are up for bid. Eligible bidders are: Bene Gesserit (3 cards), Bene Tleilaxu (2 cards), Fremen (2 cards), Guild (2 cards), and Harkonnens (6 cards). Deck was reshuffled.

Cards are: _____

Your Spice: _____

Your Intrigue cards:

_____

_____

S.O.B.

Positions

Atreides:	7 tokens Arrakeen, 3 tokens Imperial Basin (10), 10 tokens, Gurney Halleck, and Dr. Yueh in the tanks. Kwisatz Haderach available.
Bene Gesserit:	8 tokens and Wanna Marcus in the Tanks, 5 tokens Polar Sink, 7 tokens False Wall South (3)
Bene Tleilaxu:	*Traps:* none
Emperor:	8 tokens (3 Elite Sadaukar) Carthag, 12 tokens (2 Elite Sadaukar), and Count Fenring in the Tanks
Fremen:	9 tokens (2 Fedaykin) Sietch Tabr, 1 token (Fedaykin) Habbanya Ridge Sietch, 10 tokens, Chani, and Othyem in the tanks
Guild:	12 tokens Tuek's Sietch, 5 tokens Shield Wall (9), 3 tokens and the Guild Administrator in the Tanks
Harkonnens:	18 tokens in the Tanks, 2 tokens off-planet

_____
___

Your traitor(s):

_____
_

Guard Dog
Turn 9 Special Influence Declaration Phase
Turn 10 Cure through Health due: 6/7 Tuesday

Hard Line Stalinists pass.

Lubianka Visitors Club draws 2 cards (and   ) and discards Olympic Win (32)

Trotskyite Internationalists declare 1 new IP plus 10 IP on Natasha Nogoodnik to take her to 10+. Declares 1 new IP plus 1 IP on Ludmilla Patina.

Marxist-Lenninists Integralists declare 2 IP on Leonid Bungaloff.

The California Connection declares 2 IP on Mikail Strychnin.

Underground Neo-Communist Liberation Effort declares 2 IP on Ulan Putschnik

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

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

Players

Andy Lewis	Trotskyite Internationalists
Pasquale Giovine	Marxist-Lenninists Integralists
Mike Scot	The California Connection
Ward Narhi	Underground Neo-Communist Liberation Effort
Bob Robles	Hard Line Stalinists
Chris Geggus	Lubianka Visitors Club

MLI have one wave, TCC have one wave, LVC have one wave, UNCLE has one wave.

Intrigue Cards

Undeclared Influence

Politburo

Office	Politician	Condition	Influence
Party Chief	Petr Niewitko (D)	86, +	1 (LVC), **6 (UNCLE)**
KGB Head	**Wassily Protzky (U)**	74, +	**10+ (LVC)**
Foreign	Tigran Zenjarplan (Q)	79, strong, +	**2 (LVC)**
Defense	Mikail Strychnin (T)	60, +	1 (LVC), **4 (TCC)**, 3 (HLS)
Ideology	Ludmilla Patina (S)	63	1 (TCC), **2 (TI)**
Industry	Natasha Nogoodnik (V)	55	**10+ (TI)**
Economy	Ulan Putschnik (Y)	57	1 (MLI), **2 (UNCLE)**
Sport	Leonid Bungaloff (W)	54, strong	**2 (MLI)**

Dogged
Turn 20, Phases IV-VI and Turn 21, Phases I-III
Turn 21 Phases IV-VI and Turn 22 Phases I-III due: 6/7 Tuesday
Turn 20

Construction and Operation

Red (Scharf) declines claim #53, operates +5 snowplow on Bridgeland to Heber City route (dr = 5, success) and +4 snowplow on Salida to Gunnison route (dr = 4, success), operates #49 ($40, 1 silver) and #50 ($50, 4 silver). Delivers 1 silver from Ouray to Denver for $400. Gains $1330 in passenger revenue.

Green (Nichols) operates claims #42 ($40, 2 silver) and #55 ($50, depleted). Buys a +3 snowplow for $80. Gains $20 in passenger revenues.

Orange (Narhi) operates #107 ($50, 1 copper), #124 ($40, 2 coal), and #114 ($30, depletes). Gains $510 in passenger revenue.

Blue (Bolduc) operates #130 ($80, 1 copper), #56 ($30, depletes), #71 ($20, 4 coal), and #36 ($50, 2 silver), uses +3 snowplow on Hot Sulphur Springs to Rollinsville line (dr = 6, fails), delivers 2 silver from Eureka to Salt Lake City for $800, 1 lumber from Hot Sulphur Springs to Salt Lake City for $300, 2 gold from Marysvale to Salt Lake City for $400, and 8 coal from Sunnyside to Salt Lake City for $800. Receives $20 in passenger revenue.

Purple (Partridge) operates snowplow on Alimosa to Walsenburg line (dr = 3, fails), operates #65 ($30, depletes), #61 ($20, 3 lumber), #118 ($20, 2 lumber), #62 ($30, 1 lumber), and #66 ($30, 2 lumber). Delivers 3 lumber from South Fork to Santa Fe, 1 lumber from Taos to Santa Fe, and 2 lumber from Vallecitos to Santa Fe for $960. Gains $380 in passenger revenue. Rolls dice for prospector in jail (dr = 10) and he remains there.

Determine Price Changes

Gold: +1 to $225   Copper: +3 to $160   Silver: Remains at $400

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

Turn 21

Move Prospectors and Surveyors

Red (Scharf) surveys Delta to Bowie, prospects #79 and the deck.

Green (Nichols) surveys Glenwood Springs to Aspen and Trinidad to Raton, prospects #53

Orange (Narhi) surveys Las Vegas to Santa Rosa and Gallup to McGaffey, no prospecting.

Blue (Bolduc) dismantles Emery to Green River and Salina to Marysvale, prospects passenger line 23.

Purple (Partridge) no surveying, prospects #100

Dispute Resolution

No disputes. Red prospects #108 from the deck and has first right of refusal. Red pays $180, Green pays $360, Orange pays $260, Blue pays $1220, Purple pays $120.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	$8765	15, 42, 72, 72	+4, +5	P, P+1, S+2, S+1
Cary Nichols	Green	Denver	$1700	9, 15	+3	P+2, S, S
Ward Narhi	Orange	El Paso	$15730	9, 24, 42, 72		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	$12795	24, 72 72, 72	+5, +3	P+1, S, S
Dave Partridge	Purple	Pueblo	$17750	24, 42, 72, 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
64	Lumberton	Red	Lumber	2	Depleted
49	Silverton	Red	Silver	5	$40
50	Silverton	Red	Silver	4	$50
79	Bowie	Red	Coal	N	$40
38	Aspen	Green	Silver	N	$40
80	Aspen	Green	Coal	N	$30
55	Walden	Green	Lumber	3	Depleted
42	Leadville	Green	Silver	2	$40
53	Lake City	Green	Silver	N	$30
107	Santa Rita	Orange	Copper	1	$50
124	Magdalena	Orange	Coal	2	$40
114	McGaffey	Orange	Lumber	2	Depleted
130	Bingham	Blue	Copper	5	$80
71	Sunnyside	Blue	Coal	0	$20
36	Eureka	Blue	Silver	0	$50
97	Elizabethtown	Purple	Gold	5	Depleted
61	South Fork	Purple	Lumber	0	$20
118	Cimarron	Purple	Lumber	3	$20
62	Taos	Purple	Lumber	0	$30
66	Vallecitos	Purple	Lumber	0	$30
100	White Oaks	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	
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	
23	C	Salt Lake City – Santa Fe	$900	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
108	Lordsburg	Copper	$140	$40
73	Hiawatha	Coal	$60	$20
74	Elk Springs	Coal	$60	$20
81	Crested Butte	Coal	$80	$40
123	Gallup	Coal	$60	$40
132	Steamboat Springs	Coal	$80	$50
126	Santa Rita	Coal	$60	$30
121	York Canyon	Coal	$100	$30

Available Passenger Lines

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

Available Trains

Type	# Available	Cost
9	4	$80
15	4	$120
24	5	$200
42	5	$320
72	0	$500

Available Snowplows

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

Notes

Available claims were placed on the bottom of the deck, then the deck was reshuffled.

Junk Yard Dog

Cards

Eric	Dave	Andy	Cary
Raw Materials	Advisor	Innovation	Waste Disposal
Growth	Waste Disposal	Order	Raw Materials
Waste Removal	Hiring/Firing	Raw Materials	Order

Andy plays Innovation, paying $5 and moving Waste Reduction to 2/10

Cary plays Waste Disposal, reducing waste to 12.

Eric plays Waste Removal, reducing his waste to 1, and increasing Dave's to 7, Andy's to 8, and Cary's to 13.

Dave plays Hiring/Firing, reducing his workforce to 3.

Andy sells 3 Raw Materials to Dave for $4.

Cary sells 3 Raw Materials to himself for $1.

Eric sells 5 Raw Materials to himself for $1.

Dave plays Waste Disposal, reducing waste to 4.

Andy plays an Order, gaining $18 and 2 waste while spending 3 raw materials.

Cary tries to play an Order, but has insufficient storage space for the resulting waste, so the play is canceled.

Eric plays Growth, increasing factory to 17.

Dave passes.

Andy plays an order, gaining $18 and 2 waste while spending 3 raw materials.

Cary passes

Eric passes

Dave passes.

Eric, Andy, and Cary each spend $4 for factory maintenance, and Dave spends $3.

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Eric Brosius	2	$26	0	10	17	4	Advisor
Dave Partridge	3	$4	10	9	18	3	Advisor
Andy York	4	$51	10	10	17	4	
Cary Nichols	1	$6	20	5	15	4	Order

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Eric Brosius	4/3	5/1	3/6	1	40
Dave Partridge	3/6	2/10	2/10	4	36
Andy York	5/1	3/6	2/10	12	49
Cary Nichols	4/3	3/6	4/3	13	10

Available Cards

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

Accident card is drawn. Andy loses $5 and factory drops to 17. Cary must take out a loan to pay the $10 and factory drops to 15. Deck will be reshuffled before next card draw.

Discards

| Order | Bribery | Innovation | Waste Disposal | Waste Reduction | Hiring/Firing | Raw Materials |
| Raw Materials | Raw Materials | Waste Disposal | Order | Growth | Order | Order |

Accident

Hot Dog
End of Game Statements

Cary Nichols: The navigation circles gave me fits. I couldn't get the needed rolls to go where I wanted. This was my first MoV game, and I enjoyed it. Andy seems to be the recurrent winner here – Congratulations.

Andy Lewis: Thanks to all again for another fun game. I had my doubts about the outcome of this one down to the wire. Good thing it wasn't to $4,000 or that Freighter would have been eating our lunch. I love this game and this is the only chance I get to play it.

Bob Robles: What can i say? Placed last again. just don't get the hang of this game yet, but a whole lot of fun!

Laika
1970
1971 due: 6/7 Tuesday

Event Card Resolution/Saved Cards

JOE Fortunate Accident: Habitation Module. Fortunate Accident: Space Station

Cain Program accepts the government order to place man on the moon by 1972. Fortunate Accident: Module.

Republic of Texas: Astronaut recruitment is 1MB apiece.

Purchase Hardware

Republic of Texas buys the Mars Probe Program for 60MB, 1 mars probe for 8MB, 3 habitation extenders for 9MB, fourth launch facility for 30MB, and the Solar Sail Program for 30MB.

JOE buys a Solar Sail Program for 30MB, 2 two person capsules for 12MB, 2 two stage rockets for 24MB, and 15 habitation extenders for 30MB.

Cain Program buys a Two Person Module Program for 30MB.

Romulus Project buys Lunar Probe program for 30MB, 1 lunar probe for 6MB, 2 two stage rockets for 24MB, and 1 three person capsule for 12MB.

Conduct Research

Republic of Texas n: 8 dice (2, 4, 4, 5, 5, 5, 5, 6) +36%. 40MB spent. 5: 8 dice (1, 2, 2, 2, 4, 6, 6, 6) +29%. 40MB spent. K: 8 dice (1, 1, 1, 2, 2, 4, 5, 6) + 22%. 24MB spent.

JOE i: 3 dice (1, 3, 4) +8% to Max R&D. 24MB spent. K: 8 dice (1, 2, 3, 4, 4, 5, 6, 6) +31%. 24MB spent.

Cain Program d: 8 dice (1, 4, 4, 4, 5, 5, 6, 6) +35%. 16MB spent.

Romulus Project 3: 6 dice (1, 1, 2, 3, 6, 6) +19%. 24MB spent. B: 6 dice (1, 2, 2, 4, 4, 4) +17%. 24MB spent. C: 4 dice (1, 1, 3, 5) + 10%. 24MB spent. c: 6 dice (1, 1, 3, 3, 4, 4) +16%. 30MB spent.

Declare Future Missions

Republic of Texas declares 4 launches, **JOE** declares 3 launches, **Cain Program** declares 1 launch, and **Romulus Project** declares 3 launches.

Missions

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

JOE continues a Jupiter/Saturn Flyby. Saturn Orbital Burn (29%<93%), Saturn Orbital Activities (47%<93%). Mission success. +12MB to budget.

JOE continues a Uranus Flyby. In-Route Activities (78%<93%). Mission continues next turn (4 turns until arrival at Uranus).

JOE continues a Neptune Flyby. In-Route Activities (81%<93%). Mission continues next turn (11 turns until arrival at Neptune).

JOE continues a Mars Probe. Mars Orbital Burn (01%<88%), Mars De-Orbital Burn (93%>88%). Mission failure. -8MB to budget.

Republic of Texas continues a Jupiter/Saturn Flyby. In-Route Activities (61%<93%). Mission continues next turn (arrives at Jupiter).

Romulus Project launches a Lunar Probe. Liftoff (70%<79%), Earth Orbital Burn (42%<64%), Earth Mission Burn (87%>64%), mission failure. +1% to B and 3, -6MB to budget.

Romulus Project launches a Lunar Probe. Liftoff (97%>80%), negative ignition, explosion destroys probe and damages launch facility. No further launches until 15MB of repairs made. +1% to B, -6MB to budget.

Romulus Project launches a Manned Lunar Orbital (Caesar, Nero, Brutus). -6% to all safety factors for not completing a Lunar Probe landing or a Manned Lunar Pass. Liftoff (27%<77%), Earth Orbital Burn (86%<90%), Earth Mission Burn (23%<90%), In-Route Activities (44%<60%), Lunar Orbital Burn (58%<90%), Lunar Orbital Activities (05%<60%), Lunar Mission Burn (74%<90%), In-Route Activities (09%<60%), Earth Orbital Burn (46%<90%), Earth Orbital Activities (57%<60%), Earth De-Orbital Burn (54%<60%), Re-entry (55%<60%), Recovery (13%<60%). Mission success. +1% to C, F, and c, +5% to Photorecon, Caesar to 60%, Nero to 40%, Brutus to 30%, and +14MB to budget.

Cain Program scrubs a Manned Lunar Landing (Ventrue, Tremere, Brujah). -10MB to budget.

Cain Program launches a Space Station. Launch scrubbed because a Kicker is needed to make the final lift into orbit. -10MB to budget.

JOE launches a Space Station. Liftoff (66%<80%), Earth Orbital Burn (99%>98%), mission failure. +1% to H, -10MB to budget.

JOE scrubs a 3 habitation extenders launch.

JOE scrubs a Medium Duration Orbital (Manning). -10MB to budget.

Republic of Texas launches a Uranus Flyby. Liftoff (88%<98%), Earth Orbital Burn (78%<93%), Earth Mission Burn (92%<93%). Mission continues next turn, arriving at Uranus in 8 turns.

Republic of Texas launches a Long Duration Manned Orbital (Travis, Bowie, Simmons). Liftoff (95%<98%), Earth Orbital Burn (46%<93%), Earth Orbital Activities (24%<93%), Docking (72%<98%), Earth Orbital Activities (53%<82%), Earth Orbital Activities (53%<82%), Earth Orbital Activities (39%<82%). Mission continues next turn. +1% to c and i, Travis to 70%, Bowie to 40%, and Simmons to 20%.

Republic of Texas launches a three person capsule for rendezvous with the space station. Liftoff (66%<98%), Earth Orbital Burn (66%<94%), Docking (48%<98%). Mission success. +1% to c.

Players

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1970 Budget	170	121	189	218
Cash	8	69	24	25
Launch Facilities	3	3	3	4
Astronauts	9	3	5	7

Astronauts: Cain Program: Ventrue, Tremere (60%), Brujah (40%), Gangrel, Malkavian, Nosferatu (10%), Toreador, Caitiff, Ravnos (0%). **Romulus Project:** Caesar (60%), Nero (40%), Brutus (30%), **JOE:** Roger Manning (70%), Astro (60%), Buck Rodgers (50%), Flash Gordon (30%), **Republic of Texas** Travis (70%), Crockett (50%), Bowie (40%), Simmons (20%), Houston, Ocnaschek, Boyle (10%)

Programs and Hardware

Cain Program: Orbital Satellite (1): 3/98%, Lunar Probe (3): 1/86%, Docking Module (4): 2/70%, One Stage Rocket (A): 5/84%, Three Stage Rocket (C): 2/98%, One Person Capsule (a): 5/84%, Three Person Capsule (c): 2/93%, Two Person Module (d): 1/45%, Three Person Space Station (i): 1/42%, Habitation Extenders (p): 1, EVA: 98%, Photoreconaissance: 95%, Space Construction: 55% IN ORBIT:

Romulus Project: Orbital Satellite (1): 2/98%, Interplanetary Satellite (2): 4/72%, Lunar Probe (3): 0/65%, Docking Module (4): 2/70%, One Stage Rocket (A): 0/90%, Two Stage Rocket (B): 0/81%, Three Stage Rocket (C): 0/83%, Liquid Fuel Strap-ons (D): 2/33%, Kicker (F): 1/96%, One Person Capsule (a): 3/86%, Three Person Capsule (c): 0/66%, Three Person Space Station (i): 2/62%, EVA: 85%, Photorecon: 70%, Space Construction: 55% IN ORBIT: 1 three person space station (life support: 36)

JOE: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/93%, Lunar Probe (3): 0/72%, Docking Module (4): 1/98%, Mars Probe (5): 0/88%, One Stage Rocket (A): 3/97%, Two Stage Rocket (B): 3/98%, Liquid Fuel Strap-ons (D): 3/88%, Kicker (F): 1/98%, Solid Rocket Boosters (H): 0/81%, Solar Sail(K): 1/41%, One Person Capsule (a): 1/89%, Two Person Capsule (b): 2/91%, One Person Module (e): 0/92%, Three Person Space Station (i): 0/73%, Habitation Extenders (p): 33, EVA: 98%, Photorecon: 100%, Space Construction: 55%. IN ORBIT:

Republic of Texas: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/93%, Lunar Probe (3): 0/88%, Docking Module (4): 1/98%, Mars Probe (5): 2/79%, One Stage Rocket (A): 3/98%, Two Stage Rocket (B): 2/98%, Liquid Fuel Strap-on (D): 1/85%, Kicker (F): 4/96%, Solid Rocket Booster (H): 6/82%, Solar Sail (K): 1/32%, One Person Capsule (a): 3/91%, Three Person Capsule (c): 3/95%, Two Person Module (d): 1/91%, Three Person Space Station (i): 2/83%, Two Person Mars Lander (n): 1/87%, Habitation Extenders (p): 13, EVA: 98%, Photorecon: 95%, Space Construction: 100% IN ORBIT: 1 three person space station with 3 person capsule docked (life support: 60)

1971

Draw Event Cards

Andy York:	Minor Problem: Pay 10MB or lose 10% on next Mars Probe launch. –1MB to budget.
Bill Scharf:	Government Order: Next launch must be manned. +20MB to budget if accepted, -20MB if declined.
Dennis Cain:	Ravnos killed in training: No manned missions this year. -7MB to budget.
Cary Nichols:	Corporate Investment in migrogravity research. +15MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1971 Budget	145	93	168	198
Cash	132	16	69	0
1972 Budget	138	108	188 or 148	197

Retriever
Turn 9
Turn 10 due: 6/7 Tuesday

Commander Actions

SD, Inc. buys a water factory (Wa5, Wa7, Wa8) and a population factor (Or1, Or4).

Little Green Manufacturing passes

ORION opens the bidding on Scientists for 40 and gets it (Wa5, Wa6, Wa9, DL discounts).

Mud Mining Corporation opens the bidding on an Orbital Lab at 56 and gets it (MWa, Ti12, Re14).

ACK! buys a new chemicals factory for 60 (Or2, Or2, Or3, Or4, Wa6, Wa6, Wa8, Wa8, Wa8, Re13) and moves a population factor from an ore factory to man it.

Bartertown opens the bidding on a Laboratory at 80 and gets it (Wa5, Wa6, Wa7, Wa8, Wa8, Wa8, Wa9, Wa9, DL discounts) and moves a population factor from a water factory to man the research factory.

HBDC opens the bidding on an Orbital Lab at 50 and gets it (Or3, Or5, Wa4, Wa5, Wa6, Wa6, Wa6, Wa7, Wa8).

Golden Orb Developers opens the bidding on Ecoplants at 30 and gets it (Or1, Wa5, Wa7, Wa7, Wa10). Buys a population factor (Wa9)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	SD, Inc.	Andy Lewis	**OrF, OrF, WaF, WaF, WaF, WaF, WaF**	HE, No, Wa, Ec	16
2	LGM	Dave Partridge	OrF, **OrF, WaF, WaF, WaF, WaF**	2No, Ec	14
3	MMC	Eric Brosius	OrF, OrF, **WaF, WaF,WaF, WaF, TiF**	HE, No, Sc, OL	14
4	Bartertown	Andy York	OrF, OrF, WaF, **WaF,WaF, WaF, WaF, ReF**	2DL, Wa, La	14
5	ORION	Michael Lowrey	OrF, **OrF, WaF, WaF, WaF, WaF**	2DL, No, 2Sc	13
6	GOD	Cary Nichols	OrF, **OrF, WaF, WaF, WaF, WaF**	Wa, HE	12
7	ACK!	Bill Scharf	OrF, **OrF, WaF, WaF, NCF**	HE, DL, Wa, Sc	11
8	HBDC	Kevin Wilson	**OrF, OrF, WaF, WaF, WaF, WaF**	Wa, HE, OL	10

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: Outpost, Laboratory, Orbital Lab, Orbital Lab, Robots

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	0	2
Orbital Lab (OL)	50	4	0
Robots (Ro)	50	2	4
Laboratory (La)	80	1	4
Ecoplants (Ec)	30	0	3
Outpost (Ou)	100	1	5

Resource Cards

SD, Inc., and MMC took Mega Water cards. LGM discarded Or1, Or1.

Dogwood
Epoch II Scytheans, Carthaginia, and Persia
Epoch III Empire Selection and Celts due: 6/7 Tuesday

Epoch II

The Horde SCYTHEANS: Army Caucuses, Eastern Anatolia (vs. Assyrians, plays Treachery, city eliminated), Upper Tigris (vs. Assyrians; S: 4, 3; A: 4; S: 4, 3; A: 4; S: 6, 1; A: 2; wins, Capital reduce to city), Levant (vs. Phoenicians; S: 4, 1; P: 1; wins, Capital reduced to city), Zagros (vs. Vedic City States; S: 2, 1; V: 4; loses), Zagros (vs. Vedic City States; A: 6, 3; V: 2; wins), Middle Tigris (vs. Babylonians; S: 6, 4; B: 1; wins, Capital reduced to city). Builds Monument Levant. Points: Dominance in Middle East (6), Presence in North Africa (2) and Southern Europe (2), 3 cities (3), 1 Sea (1), and 2 Monuments (2) for 16 points.

The Time Traveler plays Pestilence in the Nile Delta. Nile Delta (1, 2, 3, Phoenician army eliminated), Nubia (3, 4, no effect), Libya (1, 6, Minoan army eliminated), Palestine (1, 3, Egyptian army eliminated). Plays Disaster in Middle Tigris (Monument and city eliminated). CARTHAGINIA: Army and Capital Shatts Plateau, fleet Western Mediterranean, army Southern Iberia, Libya, Nile Delta (city eliminated), Palestine, Levant (vs. Scytheans, C: 6, 1; S: 3; wins, city eliminated), and fort Shatts Plateau. Builds Monument Shatts Plateau. Points: Dominance in North Africa (4), Presence

in Middle East (3), Southern Europe (2), and China (2), 1 Capital (2), 3 Monuments (3), and 1 Sea (1) for 17 points.

Marching Through the Ages plays North American Migrants. Army Central America and West Indies. PERSIA. Army and Capital Persian Plateau (Indus Valley armies eliminated), army Hindu Kush (vs. Aryans; P: 4, 1; A: 6; loses), Hindu Kush (vs. Aryans; P: 5, 2; A: 4; wins), Zagros (vs. Scytheans; P: 6, 2; S: 2; wins), Upper Indus (vs. Vedic City States; P: 6, 5; V: 1; wins, Capital reduced to a city), Eastern Anatolia (vs. Scytheans; P: 5, 4; S: 1; wins), Western Anatolia (vs. Hittites; P: 5, 4; H: 5; P: 5, 2; H: 3; wins), fleet Black Sea, army Upper Tigris (vs. Scytheans; P: 5, 1; S: 4; wins), Middle Tigris (vs. Scytheans; P: 6, 1; S: 2; wins, city eliminated), Levant (vs. Carthaginia; P: 4, 1; C: 5; loses), Levant (vs. Carthaginia; P: 6, 5; C: 6; P: 4, 3; C: 1; wins), Turanian Plain (vs. Aryans; P: 4, 1; A: 3; wins), Tarim Basin (vs. Indus Valley; P: 6, 2; I: 1, 1; wins), Lower Indus (vs. Vedic City States; P: 5, 1; V: 3; wins). Builds Monuments Persian Plateau and Zagros. Points: Dominance in Middle East (6), Presence in China (2), India (2), and Southern Europe (2), 2 Capitals (4), 1 city (1), 1 Sea (1), and 6 Monuments (6) for 24 points.

Press

The Time Traveler: Some where in the future: Time is relative , and don't argue about time with your relatives....According to his instruments other temporal anomalies had occurred. He was not alone trying to manipulate this small blue -greens planets destiny. He was humiliated by the barbaric Chinese as they kept referring his as Dr. Wong hung low and other derisive comments. He had taught them fireworks and to built fortifications. It was all pointless. He climbed into his machine and sped off : Destination: N. Africa. Time : The future....past.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dennis Cain	Retropolis (red)	10	20
Paul Bolduc	Arachnids (blue)	11	12
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	33
Chris Geggus	The Horde (yellow)	12	27
Dave Anderson	The Time Traveler (orange)	12	21
Cary Nichols	Turanians (black)	13	13
Andy Lewis	Marching Through the Ages (green)	19	28

Positions

Turanians: Two fleets Eastern Mediterranean. GREEK CITY STATES: Army and Capital Morea, armies Pindus, Dalmatia, Northern Apennines, Southern Apennines.

The Horde: Fleet Red Sea. HITTITES: Army Balkans. EGYPT: Army Nubia. SCYTHEANS: Army Caucuses.

Marching through the Ages: Fleet Black Sea. MINOANS: Army, Capital, and Fort Crete. NORTH AMERICAN MIGRANTS: Armies Central America, West Indies. PERSIA: Army, Capital, and Monument Persian Plateau, army, city, and Monument Upper Indus, army and Monument Levant, Middle Tigris, Lower Indus, Zagros, armies Turanian Plain, Tarim Basin, Hindu Kush, Eastern Anatolia, Western Anatolia, Upper Tigris.

Retropolis: CHOU DYNASTY: Army and Capital Wei River, army and city Yellow River, armies Szechuan, Irrawaddy, and Ganges Delta.

Royal Manticoran Historical Society: ASSYRIA: Army Western Deccan.

The Time Traveler: Fleet Western Mediterranean. SHANG DYNASTY: Army Great Plain of China CARTHAGINIA: Army, Capital, Monument, and Fort Shatts Plateau, army and Monument Nile Delta, armies, Southern Iberia, Libya, and Palestine.

Arachnids: SUB-SAHARAN MIGRANTS: Armies Central Africa and Congo Basin. VEDIC CITY STATES: Armies Ganges Valley, Eastern Deccan, Eastern Ghats, and Persian Salt Desert.

Event Cards   *Epoch II Empire*

Salty Dog
Seafarers of Catan
Gamestart
Deadline Round 1 Setup 6/7, Tuesday

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	?							
Dave Partridge	?							
Cary Nichols	?							
Bill Scharf	?							
Chris Geggus	?							
Ward Narhi	?							

Notes

1) All standard rules apply except as modified below.

2) Players may always make their orders conditional on something which has occurred in a previous phase or player-turn providing they would be able to do so in normal play.

3) In general, each mail turn will consist of a single game turn plus 1 player turn. However, I will split the turn if I get requests from at least one third of all players in the game (rounded up).

4) The following rules cover the orders each player should submit and the activities of the GM:

Raw Material Production: The GM will publish the dice rolls of all players for the next turn.

Trade: Each player may specify any trades they wish within the rules. Standing trade offers may be given.

Building: Players may specify builds to be made. Remember that in the 5- and 6-player games, if any player makes a build, all other players have the opportunity to build at that time.

Play Development Card: If desired, the player may specify the play of a development card. If a knight is played, the player must specify where Robber is to be moved to. It is best to specity a first and second choice in the event that the Robber was moved in a prior turn.

5) The first mailing will consist of the map publication and the initial build order and orders will be required for the first build round. The second build

round will be conducted on the second mailing. Remember that if you place one of your initial build settlements on a coast, you can choose to place a ship there instead of a road.

6) The Robber does not start the game on the map. It can be placed by the first player rolling a 7 (if that player chooses to move the Robber rather than the Pirate).

7) Unexplored hexes will be revealed by the first player to build a ship or a road to a vertex. If the revealed hex is a land area, the discoverer will receive the appropriate commodity.
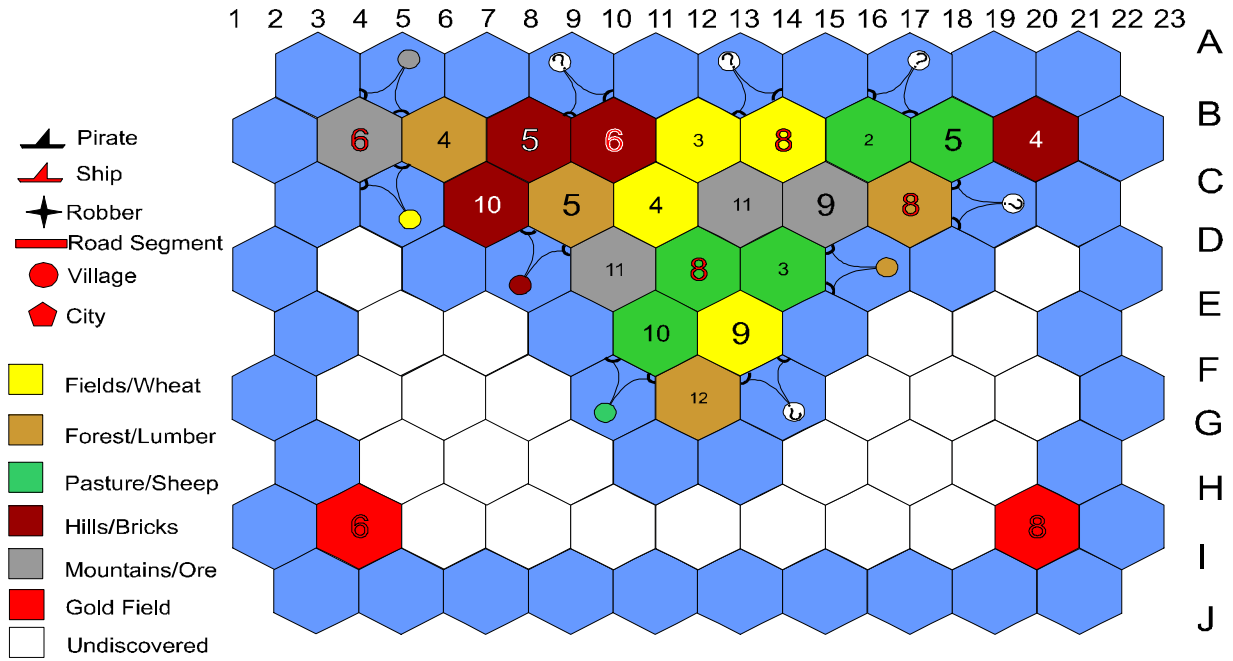
Pedagoguery

There is currently ample evidence that the expansion of the universe is accelerating. The question of what actually causes the acceleration is still an open one, however. A variant of string theory offers one intriguing explanation of the cause of the acceleration: gravity leakage.

String theory is actually not a single theory, but a collection of theories that share certain basic assumptions. The first assumption is that all particles are made up of tiny vibrating strings. The second assumption is that the three physical dimensions we see are not all that exist – six or seven additional dimensions are available for strings to vibrate into. In standard string theories, these extra dimensions are curled up on the scale of the Planck length (10^{-35} meters) and so do not have much of an affect at larger distance scales. However, one facet of the nature of strings would allow one or more of those extra dimensions to be infinite, while still giving us the three-dimensional universe we see around us. In fact, our three-dimensional world would be like a membrane (or "brane" for short) within the higher dimensional structure.

There are two basic types of strings: closed and open. A closed string can be visualized as a closed loop, while an open string as a line. The difference is that the open string has end points. These end points would be anchored to a particular brane. The idea behind this new type of string theory is that nearly all particles are made up of open strings, which are anchored to our brane. The sole exception is the graviton, which would be made up of a closed string, and would thus be free to move off of our brane and into the other dimensions that make up our universe.

One problem with this theory leaps out right away: if we live on a three-dimensional brane within a 10-dimensional universe, why does gravity observe an inverse square law rather than an inverse x^9 law? The answer could be that the additional seven dimensions are strongly curved, creating a steep-walled valley that is hard to leave. The drawback of this approach is that it modifies gravity on short distances, but would not produce the observed acceleration of the universe.

A theory that can generate the gravitational affects we are seeking actually has extra dimensions that are infinite and non-curved. However, these dimensions are empty, since all other particles are confined to our brane. The existence of this difference sets up a situation in which gravitons prefer to travel within our brane, but are not confined to do so. This results in a steady "leakage" of gravitons out of our brane, with more gravitons leaking out as distances increase. When distances get large enough, gravity no longer behaves like an inverse square law, but an inverse cube, or a higher power law, depending on the number of infinite extra dimensions. This makes gravity weaker at longer distances – so weak, in fact that it can become negative.

Other alternative theories also exist. They involve things like massive gravitons, which would decay over long distances, or minor alterations to General Relativity. The final arbiter of these theories will of course be observation. Each one will produce slightly different results that can be teased out of observations of distant supernovae or potentially even planetary motion within our own solar system. Only time will allow us to determine the truth.

Next issue, I will talk about the beginning of time, and why it may not be when you expect it to be.

Machiavelli House Rules

1. The 1995 edition rules will be used, unless otherwise specified.

2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.

3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.

4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.

5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.

6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.

7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.

8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.

9. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.

10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.

11. Phone orders will be accepted but written or emailed orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.

12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.

13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.

14. Treasuries are open to inspection only during income calculation and the Winter campaign.

15. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.

16. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.

17. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.

18. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province.

19. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.

20. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.

21. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.

Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.

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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, 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, 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 **Gunslinger:** none

Standby Calls

Bob Robles for the Byzantines in Dirty Deeds Done Dirt Cheap

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