

Notes from Hades

Earlier this month, the whole family went up to North Idaho to visit my parents to celebrate their 40th wedding anniversary. It was an interesting trip. The boys flew acceptably well for three-year-olds, especially Erik (who I had the good fortune to sit with). They are both high-energy children, so sitting so long on the plane was a struggle for them. Erik did sleep some in each direction, but Scott did not. Scott typically is the lighter sleeper, and it takes him longer to both go to sleep and to wake up. Scott did get to go up to the cockpit on the flight out when we stopped in Seattle, however. As for the visit itself, it went well. The boys got to meet their cousins for the first time. My sister Cheryl has one son, Zack, age 6, and my sister Stephanie has two daughters, Samantha, age 6, and Taya, age 2. It was a good trip, overall, but we were all glad to get home.

The wine making is going well. I've got three batches of blackberry wine fermenting, and a batch of blackberry port that is due to be racked this weekend. (Racking is the process of siphoning the wine off of its sediments and into a clean container.) I've also started a batch of honeysuckle wine, which sounded interesting. As for the chardonnay and merlot, hopefully I will have enough grapes to do something with by the time they are ripe. I have been having some serious trouble with rats eating my grapes. Although, Celeste did witness a spectacle of nature today when a hawk swooped down and plucked a rat out of the vine and landed on our patio while the rat was going through its death throes in the hawk's talons. It made me feel a little better, anyway.

The next deadline is **Tuesday, August 30 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.

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Game Openings

Doberman. Industrial Waste. This game will start after Junk Yard Dog ends. Have Eric Brosius, Dave Partridge, Richard Weiss, and Michael Longdin. This

game is closed, but Dave and Eric are willing to defer to anyone who is not in Junk Yard Dog.

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, Andy Lewis, Michael Lowrey, Andy York, and Eric Brosius, will take up to 3 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, Bob Robles, and Dale Horsley, will take up to 4 more.

Age of Renaissance. This game will start when Dog Chow finishes. Have Michael Longdin and Bob Robles, need up to 4 more.

Kremlin. This game will start when Sled Dog ends. Have Michael Longdin and Bob Robles, need up to 4 more.

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

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

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

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

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Miller Number 2001Fpw10
Summer 1465

Deadline for Fall 1465: 8/30 Tuesday

Naples makes gains against Florence, while Venice eliminates a French garrison.

Spring 1464 Retreats

Venice retreats A Austria to Slavonia

Expenditures

Venice pays off his loan to the moneylenders.

Outstanding Debt

None.

Orders

FLORENCE 🏹: [A BOLOGNA supports A Urbino (nsu)], A (EM) AREZZO supports F Piombino to Sienna, F Piombino to SIENNA

FRANCE 🏹: [A TURIN to Tyrolea], A COMO supports A Turin to Tyrolea, [A PAVIA to Parma], [A MILAN supports A Pavia to Parma (cut)], F GENOA to LIGURIAN SEA, F GULF OF LIONS holds, G MILAN supports A Milan, [G Cremona converts to A (DESTROYED)]

NAPLES 🏹: [A CAPUA to Sienna], A Spoleto to URBINO, A PATRIMONY supports A Capua to Sienna, A (EM) PERUGIA supports A Spoleto to Urbino, F Lower Adriatic to ANCONA, F TYRRHENIAN SEA transports A Capua to Sienna, F WESTERN MEDITERRANEAN holds

VENICE 🏹: A HERZEGOVINA to ALBANIA, A SLAVONIA TO CROATIA, A CARINTHIA SUPPORTS A AUSTRIA TO TYROLEA, [A AUSTRIA TO TYROLEA], [A TRENTO TO MILAN], A BERGAMO SUPPORTS A CREMONA, A CREMONA BESIEGES (FRENCH GARRISON DESTROYED), [A MANTUA TO PARMA], [A FERRARA TO MANTUA]

Your treasury:

Notes

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

Press

Florence – France: Please tell me how I can help you with Naples all over me?

France – Florence: It seems that your war against Naples has not good chances for a good end: famine and plague are contrary. Please, you should stop to fight him and help us two to avoid the Venice win: now he repayed the last debt of 15 ducats and is able to take **25 ducats** at one time, plus the 5 remained in his treasury, he can disband any two units on the board to arrive at the solo.

France – Naples: I hope that Florence understand the danger of Venice win and leave you free to attack him on the east coasts. At the end of this year Venice will be in Milan and Cremona and will have few cities to conquer for the solo.

France – Venice: So, it was a bluff of yours: well done to blow smoke in the eyes of the other players! I propose again the four-way draw.

Naples – France: Good work up North. Looking forward to see what you do next up there. The Famine & Plague have helped me vs Flo, let's see what I can do with that slight advantage.

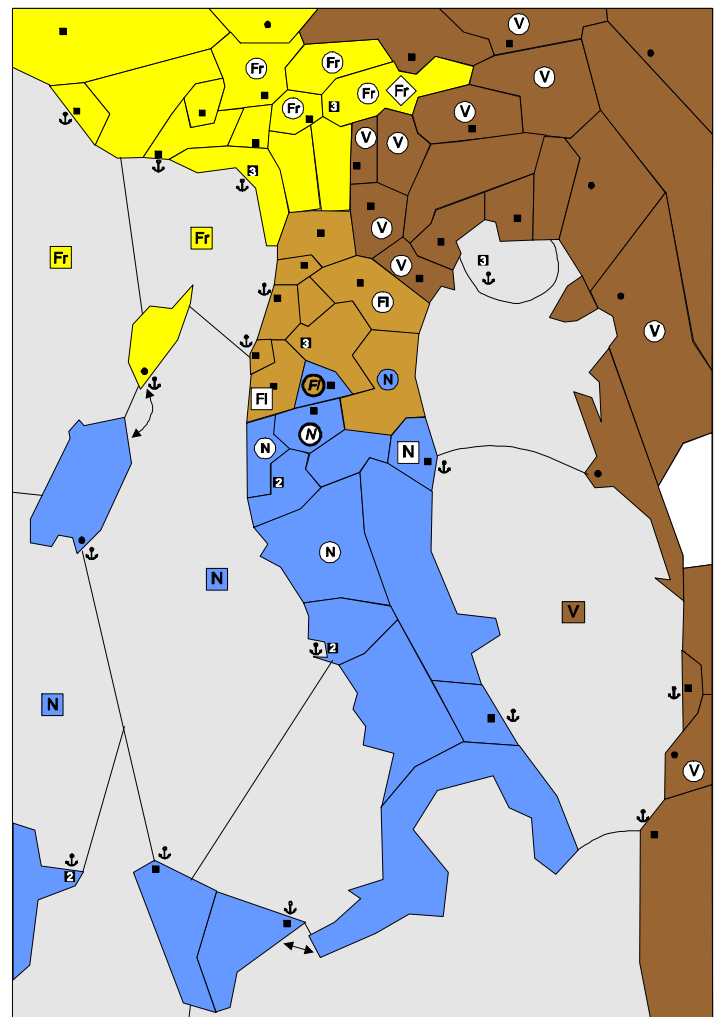
Naples – Venice: Yes, we remain as is in the Adriatic; my Fleet is going back into Ancona Port...

Venice – All: I think we can see that France is a bald-faced liar. Note in the press in the previous season he said he voted for the draw yet there WERE NO "YES" votes for the draw. Thus, we can now conclude that France is a liar, plain and simple. Any explanation for this France?

Venice – Florence: I'm not choosing sides between you and Naples. I hope you value my forbearance here.

Venice – Naples: Your unexplained move to the Lower Adriatic worries me. What purpose is there for this? My moves this season are precautionary, nothing more. WE have had such a good alliance I really hope to see it through to the end.

Off the Leash



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

Dirty Deeds Done Dirt Cheap

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Strategic Movement, Black Press, Standard Victory

Miller Number 2000Fpw10

Spring 1055

Deadline for Summer 1055 8/30, Tuesday

The Muslims consolidate their position and move in for an assault on the Pope. Venice and Pisa cooperate against the Holy Roman Empire while the Byzantine emperor forgets to order his troops.

Fall 1054 Retreats

Pisa retreats F Corsica to Gulf of Lions

Builds

		Cost
Byzantines	Maintains A Dalmatia, A Bosnia, builds Elite Mercenary F Durazzo	12
Holy Roman Empire	Maintains all, builds A Pavia	9
Muslims	Maintains all, builds F Tunis, A Messina	30
Papacy	Maintains A Bari, A Spoleto, A Rome, A Patrimony, A Ancona, F Upper Adriatic, no new builds	18
Pisa	Maintains A Como, A Parma, A Fornova, A Montferrat, F Piombino, F Gulf of Lions, F Ligurian Sea	21
Venice	Maintains all, builds F Venice, A Treviso	18

Expenditures

Papacy spends 3 ducats for Famine relief in Bari.

Pisa borrows 3 ducats for 2 years (5 ducats due Spring 1057).

Outstanding Debt

Summer 1055: 6 ducats due from Pisa (4 borrowed), 6 ducats from Venice (5 borrowed)

Summer 1056: 15 ducats due from the Papacy (10 borrowed)

Spring 1057: 5 ducats due from Pisa (3 borrowed)

Orders

BYZANTINES (Robles):	NMR!! A DALMATIA holds, A BOSNIA holds, F (EM) DURAZZO holds
HOLY ROMAN EMPIRE (Nichols):	A Cremona to MANTUA, A PAVIA supports G Montferrat convert to A, [G Montferrat convert to A (DESTROYED)]
MUSLIMS (Wilson):	A Messina to OTRANTO, A Naples to CAPUA, [F CORSICA to Sardinia], F Tunis to WESTERN MEDITERRANEAN, F TYRRHENIAN SEA supports A Naples to Capua, F GULF OF NAPLES supports F Tyrrhenian Sea, F IONIAN SEA supports F Lower Adriatic, [F LOWER ADRIATIC supports Byzantine F Durazzo to Albania (nso)]
PAPACY (Scott):	A BARI supports A Spoleto to Aquila, A ROME supports A Patrimony, A PATRIMONY supports A Rome, A ANCONA supports A Spoleto to Aquila, [F UPPER ADRIATIC to Lower Adriatic]
PISA (Roalstad):	A Como to TURIN, A PARMA supports Venice A Milan, A FORNOVA supports A Montferrat, A MONTFERRAT besieges (Holy Roman Empire garrison destroyed), F Piombino to SIENNA, [F LIGURIAN SEA to Corsica], [F GULF OF LIONS to Sardinia]
VENICE (Partridge):	A MILAN supports PISA A PARMA, A PADUA to FERRARA, A CROATIA HOLDS, A TREVISO to FRIULI, F

ALBANIA SUPPORTS PAPAL F UPPER ADRIATIC TO LOWER ADRIATIC, [F VENICE TO UPPER ADRIATIC]

Your treasury:

Summer 1055 Plague

Poor Year – Column Only. Bosnia (Byzantine army destroyed), Salerno, Bergamo, Fornova (Pisan army destroyed), Herzegovina

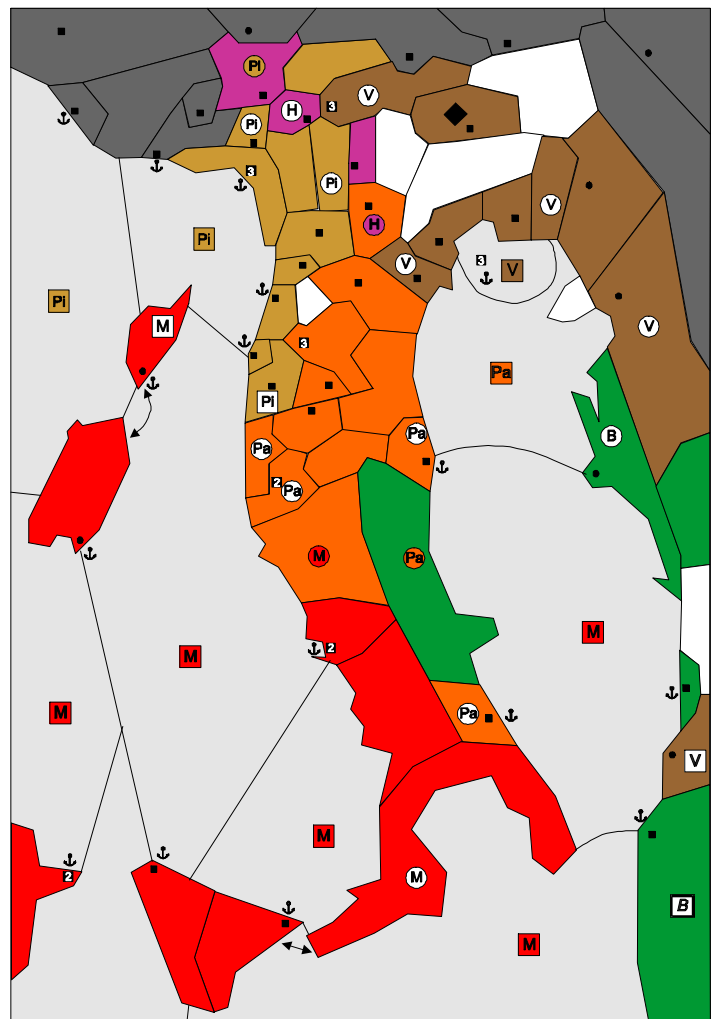
Press

Muslims – Byzantines: Eastern Orthodox vs. Western Demagoguery. How can we lose? You with me?

Muslims – Pisa: The infidel proves he is no true man if he takes his orders for the apostate in the Holy See.

Muslims – Venice: Are you also a girly-man infidel, taking orders from that man in the funny hat and long dress? I thought so.

Dirty Deeds Done Dirty Cheap



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

Dogfight

Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory Miller Number 2005Apw10

Spring 1454

Deadline for Summer 1454 8/30, Tuesday

The opening moves are mostly neutral, with the Pope and Venice bumping fleets in the Upper Adriatic, and Naples threatening Tunis. Florence makes a slightly unfriendly move on the Pope, but balances it with a friendly gesture. Milan and France move to pick up neutrals.

Orders

- AUSTRIA 🐉: A TYROLEA holds, A Austria to CARINTHIA, A Hungary to SLAVONIA
 FLORENCE 🐉: [A AREZZO to Perugia], A FLORENCE supports Papal A Bologna, F Pisa to LIGURIAN SEA
 FRANCE 🐉: A Avignon to TURIN, A SWISS supports A Avignon to Turin, F Marseilles to PROVENCE
 MILAN 🐉: A MILAN holds, A Pavia to MONTFERRAT, A Cremona to PARMA
 NAPLES 🐉: A Bari to AQUILA, A Messina to PALERMO, F Naples to TYRRHENIAN SEA, F Palermo to CENTRAL MEDITERRANEAN
 PAPACY 🐉: A BOLOGNA holds, A Perugia to SIENNA, [A ROME to Perugia], [E ANCONA to Upper Adriatic]
 TURKS 🐉: A Albania to RAGUSA, F DURAZZO to LOWER ADRIATIC, F Tunis to WESTERN MEDITERRANEAN
 VENICE 🐉: A Padua to VERONA, A Treviso to FRIULI, [F DALMATIA to Upper Adriatic], G VENICE converts to F

Your treasury:

Notes

Remember that this is a white press game. If I receive any press that does not clearly identify its source, I will make the source known.

Summer 1454 Plague

Poor Year – Column Only: Pavia, Provence (French fleet eliminated), Mantua (autonomous garrison eliminated), Treviso

Press

Anon (Austria) – All: Hey ho, let's go!

Florence – Pope: My move is merely defensive, please do not take offense. I am hoping that we can have peace instead of the usual Papal/Florentine war. We both can look elsewhere more profitably. If we fight now, we both will lose. Let's make a split with you getting Modena and I get Lucca. In south, I propose SIE for you and PIO for me. Once these have been taken, we can DMZ our border. Sound good?

Florence – Naples/Turkey/France: I don't want to get involved in the race for the islands so do as you please out there. I only ask that you leave Pisa alone.

Florence – Venice and Naples: AS stated above, I don't want war with the Pope but if he brings it to me, I will humbly ask you for help as you would be in a position to help me out.

Florence – Milan: I'll stay out of your way if you do the same for me. Good luck and write if you need to.

France – Austria: Not much to say to you. Good luck and perhaps we will meet in the future.

France – Austria: I extend my hand of Friendship against these Italians. What say you?

Naples – Papacy: Dear Pope, I wish to propose a no-belligerence pact; in fact, each of us have very near neighbours and big boundaries to control. Hence I hope that you also wish to avoid incomprehensions between us.

Naples – Turks: Dear neighbor, we should decide if to have a good peace or a never ending war; your initial moves will be clear: if you moved against Venice, I shall dedicate to take Sardinia only and to control my boundaries, on the contrary I shall be ready for you. I should prefer the first option.

Turks – Milan: One more wisecrack out of you and we're at war! Just wait until I get over there!!

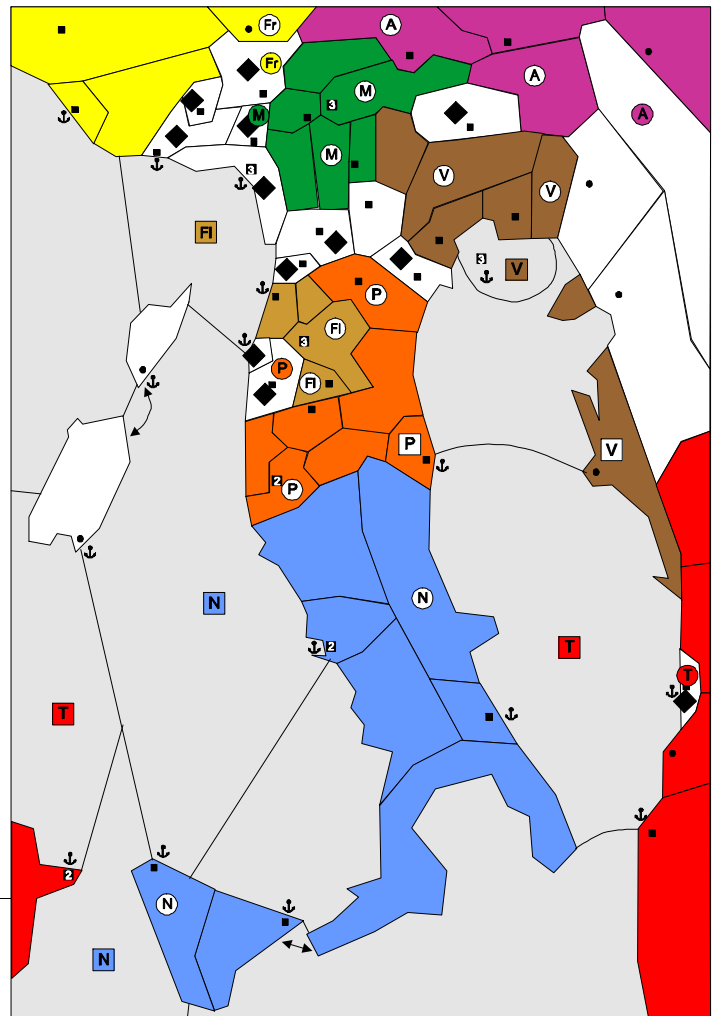
Turks – Naples: I'm not inclined to butt heads unless you are.

Venice – Milan: U & I rid ourselves of that behind us?

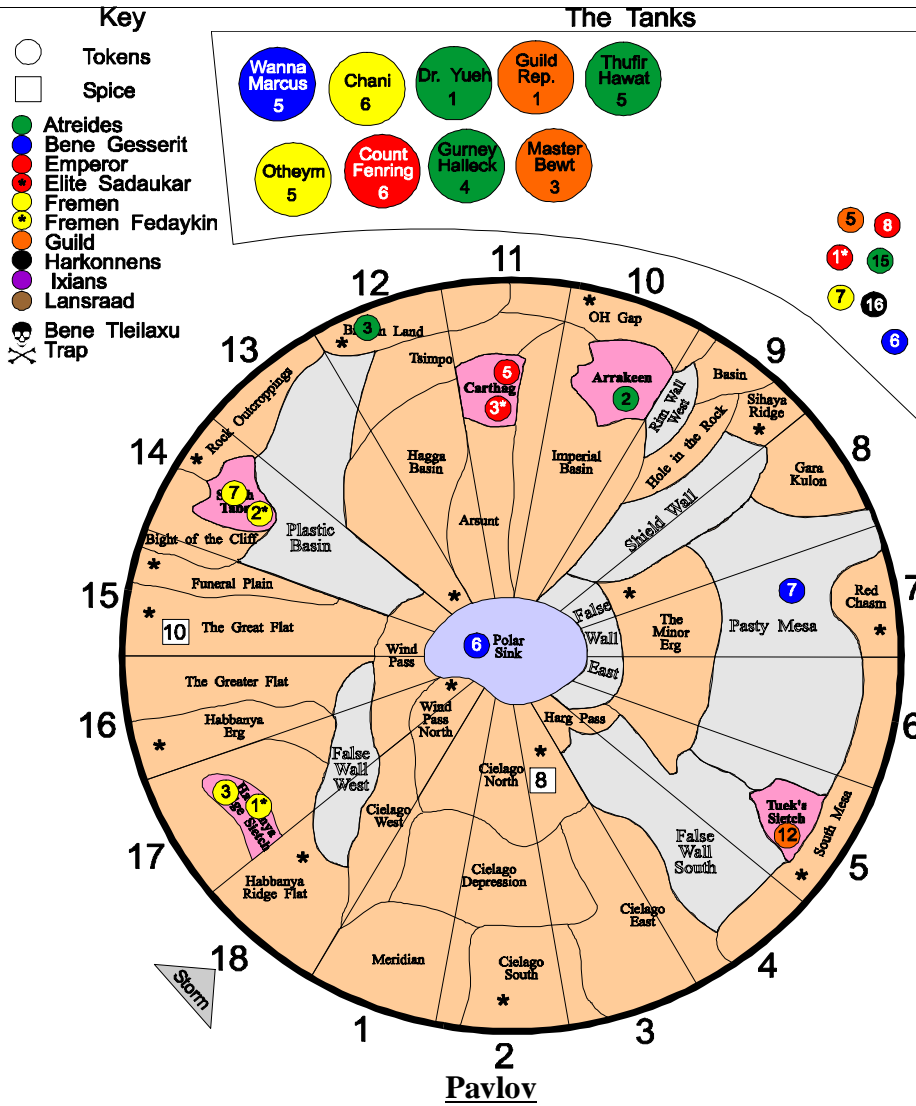
Venice – Pope: What plan U? can be friends?

Venice – Turkey: I go only to Bos, U to Her, ok?

Dogfight



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



Turn 13 Combat to Turn 14 Bidding
Turn 14 Bidding and Movement due: 8/30 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 Guild play Truthtrance to ask "Will you play a Poison defense?" The answer is no. The Atreides use prescience to look at the Guild's defense. It is a Snooper.

	Atreides	Guild
Attack Card	Lasegun	Chaumas
Defense Card	None	Snooper
Leader	Thurfir Hawat (5) plus Kwizatz Haderach (2)	Master Bewt (3)
Dial	7	4
Spice	7	4
Total	7	4

Both Thurfir and Master Bewt go to the tanks, along with 7 Atreides and 5 Guild tokens. The Atreides gain 8 spice. Chaumas and the Snooper are discarded.

Spice Collection

Atreides: Collect 10 spice (8 in Broken Land, 2 in Arrakeen)

Emperor: 2 spice (Carthag)

Guild: 1 spice (Tuek's Sietch)

Turn 14

Storm Movement

The storm moves 3 sectors to sector 18 (8 spice in Habbanya Erg and 10 spice in Habbanya Ridge Flat destroyed). Turn 15 storm movement: _____ sectors.

Spice Blow

8 spice in Cielago North

10 spice in the Great Flat

Turn 15 spice blow: _____

Bidding

CHOAM Charity recipients: Bene Gesserit.

4 cards are up for bid. Eligible bidders are: Bene Gesserit (3 cards), Bene Tleilaxu (2 cards), Guild (1 card), and Harkonnens (7 cards).

Cards are:

Positions

- Atreides:** 2 tokens Arrakeen, 3 tokens Broken Land (12), 15 tokens, Gurney Halleck, Thufir Hawat, and Dr. Yueh in the tanks. Kwisatz Haderach available.
- Bene Gesserit:** 6 tokens and Wanna Marcus in the Tanks, 6 tokens Polar Sink, 7 tokens Pasty Mesa (7), 1 token off-planet
- Bene Tleilaxu:** *Traps:* none

- Emperor:** 8 tokens (3 Elite Sadaukar) Carthag, 9 tokens (1 Elite Sadaukar), and Count Fenring in the Tanks, 3 tokens (1 Elite Sadaukar) off-planet
- Fremen:** 9 tokens (2 Fedaykin) Sietch Tabr, 4 tokens (1 Fedaykin) Habbanya Ridge Sietch, 7 tokens, Chani, and Othym in the tanks
- Guild:** 12 tokens Tuek's Sietch, 8 tokens, Master Bewt, and the Guild Administrator in the Tanks
- Harkonnens:** 16 tokens in the Tanks, 4 tokens off-planet

Your Spice: _____

Your Intrigue cards: _____

Your traitor(s): _____

Guard Dog

**Turn 10 Funeral Commission through Parade
Turn 11 Cure through Health due: 8/30 Tuesday**

Funeral Commission

None.

Replacement Phase

Protzky plays Blackmail (20) on Niewitko and requests that Nogoodnik be demoted to a Candidate. Since Niewitko is inactive, he cannot comply. M and Z advance to Candidate by age.

Rehabilitation Phase

Putschnik rehabilitates G and ages to 62.

Parade Phase

Niewitko is in the Sanatorium and cannot therefore wave.

Notes

Since no player has the required three waves, the game goes to an 11th turn. Whoever controls the Party Chief at the end of the Funeral Commission, wins.

Politburo

Office	Politician	Condition	Influence
Party Chief	Petr Niewitko (D)	87, +	1 (LVC), 6 (UNCLE)
KGB Head	Wassily Protzky (U)	78, +	10+ (LVC)
Foreign	Tigran Zenjarplan (Q)	79, strong, ++	2 (LVC)
Defense	Mikhail Strychnin (T)	63, +	5 (LVC) , 4 (TCC), 3 (HLS)
Ideology	Ludmilla Patina (S)	63	1 (TCC), 2 (TI)
Industry	Natasha Nogoodnik (V)	55	10+ (TI)

Office	Politician	Condition	Influence
Economy	Ulan Putschnik (Y)	62	1 (MLI), 2 (UNCLE)
Sport	Leonid Bungaloff (W)	54, strong	2 (MLI)

Politicians listed in **bold** are in the sanatorium. Influence in **bold** indicates controlling faction. Protzky is Blackmailing (20) Niewitko.

Candidates: M (70, ++), X, Z (55)

People: G

Siberia: J (76, ++), H, L, N, R

Kremlin Wall: A, I, C, B, F, K, E, P

Retired: O

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, UNCLE has one wave.

Intrigue Cards

Undeclared Influence

Dogged

**Turn 22, Phases IV-VI and Turn 23, Phases I-III
Turn 23 Phases IV-VI and Turn 24 Phases I-III due: 8/30 Tuesday
Turn 22**

Construction and Operation

- Red** (Scharf) prospects #50 (\$50, 2 silver), #79 (\$40, 3 coal), #81 (\$40, 4 coal), and #132 (\$50, 4 coal), delivers 7 coal from Bowie to Denver for \$980, 4 coal from Crested Butte to Denver for \$560, and 4 coal from Steamboat Springs to Denver for \$560. Receives \$1330 in passenger revenue.
- Green** (Nichols) operates #38 (\$40, depletes) and #42 (\$40, 1 silver), delivers 2 silver from Aspen to Pueblo for \$360 and 1 silver from Leadville to Denver for \$160. Buys 42 train for \$320. Receives \$20 in passenger revenue.
- Orange** (Narhi) operates #107 (\$50, depleted), delivers 2 lumber from McGaffey to Santa Fe for \$320. Receives \$1010 in passenger revenue.

S.O.B.

Blue (Bolduc) operates #130 (\$80, 1 copper), #71 (\$20, 4 coal), #36 (\$50, 2 silver), and #73 (\$20, 3 coal), delivers 4 coal from Sunnyside to Denver for \$560 and 3 coal from Hiawatha to Denver for \$420. Receives \$1720 in passenger revenue.

Purple (Partridge) operates #62 (\$30, 2 lumber), #66 (\$20, depletes), #100 (\$40, depletes), and #121 (\$30, 4 coal). Delivers 3 lumber from Cimarron to Pueblo for \$600 and 2 lumber from Taos to Pueblo for \$400. Receives \$2050 in passenger revenue.

Determine Price Changes

Gold: Remains at \$225

Copper: +2 to \$140

Silver: +2 to \$200

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

Turn 23Move Prospectors and Surveyors

Red (Scharf) dismantles Durango to Lumberton, prospects #86.

Blue (Bolduc) no surveying, prospects the deck.

Green (Nichols) surveys Divide to Cripple Creek and Raton to French, prospects #41

Purple (Partridge) surveys Cimarron to York Canyon and Carrizozo to Capitan, prospects #41 and #125.

Orange (Narhi) surveys Rincon to Lake Valley, prospects #101.

Dispute Resolution

Blue prospects claim #87, coal in Alamo. He has first right of refusal. Green and Purple have a dispute over claim #41. Green has a net +5 (+2 prospector, already in the city) versus Purple's +5 (+2 prospector, already in the city). Green dr = 7 + 5, Purple dr = 4 + 5. Green wins. Red gains \$30, Green pays \$260, Orange pays \$220, Purple pays \$380.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Red	Denver	\$18455	15, 42, 72, 72	+4, +5	P, P+2, S+2, S+1
Cary Nichols	Green	Denver	\$2410	9, 15, 42	+3	P+2, S, S
Ward Narhi	Orange	El Paso	\$17310	9, 24, 42, 72		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$18755	24, 72, 72, 72	+5, +3	P+1, S, S
Dave Partridge	Purple	Pueblo	\$22810	24, 42, 72, 72	+4	P, P+2, S, S

Personnel in **bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
50	Silverton	Red	Silver	2	\$50
79	Bowie	Red	Coal	0	\$40
108	Lordsburg	Red	Copper	N	\$40
81	Crested Butte	Red	Coal	0	\$40
132	Steamboat Springs	Red	Coal	0	\$50
86	Canon City	Red	Coal	N	\$20
80	Aspen	Green	Coal	5	\$30
55	Walden	Green	Lumber	1	Depleted
42	Leadville	Green	Silver	0	\$40
53	Lake City	Green	Silver	N	\$30
41	Leadville	Green	Silver	N	\$50
101	Lake Valley	Orange	Silver	N	\$20
130	Bingham	Blue	Copper	1	\$80
71	Sunnyside	Blue	Coal	0	\$20
36	Eureka	Blue	Silver	2	\$50
73	Hiawatha	Blue	Coal	0	\$20
97	Elizabethtown	Purple	Gold	5	Depleted
62	Taos	Purple	Lumber	2	\$30
100	White Oaks	Purple	Gold	1	Depleted
121	York Canyon	Purple	Coal	0	\$30
125	Capitan	Purple	Coal	N	\$20

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	
18	C	Gallup – Santa Rosa	\$500	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
113	Porter	Lumber	\$60	\$30
120	Cuba	Coal	\$40	\$30
67	Coalville	Coal	\$60	\$30
115	Paxton Springs	Lumber	\$100	\$40
87	Alamo	Coal	\$60	\$30
33	Silverton	Gold	\$160	\$50
31	Cripple Creek	Gold	\$320	\$80
117	Cloudcroft	Lumber	\$120	\$50

Available Trains

Type	# Available	Cost
9	4	\$80
15	4	\$120
24	5	\$200
42	4	\$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

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
19	C	Salt Lake City – Albuquerque	\$600	\$975	

Notes

Remember that turn 24 is a winter turn. No surveying on winter track that turn.

Junk Yard Dog

Turn 10b

Deadline Turn 11a 8/30, Tuesday

Cards

Eric	Dave	Andy	Cary
Advisor	Order	Raw Materials	Waste Disposal
Order	Raw Materials	Growth	Waste Removal
Raw Materials	Advisor	Waste Disposal	Growth

Cary plays Waste Disposal, reducing waste to 10

Eric plays an Order with an Advisor, using 5 raw materials while gaining \$22 and 3 waste.

Dave plays an Order, using 2 raw materials while gaining \$18 and 2 waste.

Andy plays Growth, increasing Growth to 18.

Cary plays Waste Removal, reducing his waste to 9 and increasing Eric's to 5, Dave's to 7, and Andy's to 13.

Eric plays Raw Materials, auctioning off 5 raw materials, which he ends up buying for \$3.

Dave discards an Advisor and pays off his loan.

Andy plays Waste Disposal, reducing his waste to 10.

Cary plays Growth, increasing his Growth to 16.

Eric passes.

Dave plays Raw Materials, auctioning off 2, which Cary buys for \$2.

Andy passes.

Cary plays an Order, using 3 raw materials while gaining \$16 and 4 waste.

Eric passes.

Dave passes.

Andy passes.

Dave pays \$3 for maintenance, while the others all pay \$4.

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Eric Brosius	1	\$41	0	10	17	4	Advisor
Dave Partridge	2	\$11	0	7	18	3	Advisor
Andy York	3	\$42	10	10	17	4	Raw Materials
Cary Nichols	4	\$6	20	4	14	4	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Eric Brosius	4/3	5/1	3/6	5	48
Dave Partridge	3/6	2/10	2/10	7	50
Andy York	4/3	3/6	2/10	10	47
Cary Nichols	4/3	3/6	4/3	13	9

Available Cards

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

Deck was reshuffled. Accident card was drawn. Andy loses \$5 and his Growth is reduced to 17. Cary loses \$10 and his Growth is reduced to 14. Deck will again be reshuffled on turn 12a.

Discards

Raw Materials Growth Order

Laika
1972

1973 due: 8/30 Tuesday

Event Card Resolution/Saved Cards

JOE Fortunate Accident: Habitation Module. Fortunate Accident: Space Station. Accepts government order to launch a manned mission as his next planned mission.

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

Republic of Texas: Astronaut recruitment is 1MB apiece. Pays 10MB to Romulus Project to avoid sabotage.

Romulus Project: One launch facility damaged. 15MB must be spent before it can be used again. Does not fix minor problem (-3% on next space station mission).

Purchase Hardware

Republic of Texas buys the Five Person Habitation Module program for 120MB, 1 three person capsule for 12MB, 1 one stage rocket for 3MB, 2 astronauts (Milbourn, Kitzman) for 2MB, and 1 Mars probe for 8MB.

JOE buys the Three Person Habitation Module Program for 90MB and 1 one person capsule for 2MB.

Cain Program buys 1 kicker for 3MB, the Interplanetary Satellite Program for 24MB, and 1 two person module for 8MB.

Romulus Project buys 2 kickers for 6MB, 1 three stage rocket for 18MB, 2 three person capsules for 24MB, the Two Person Module program for 30MB, and 3 astronauts (Augustus, Anthony, and Lepidus) for 6MB.

Conduct Research

Republic of Texas 5: 1 die (1) +1%. 5MB spent. K: 8 dice (1, 2, 3, 4, 4, 5, 6) +29%. 24MB spent. k: 8 dice (1, 2, 2, 3, 4, 4, 4, 6) +26%. 32MB spent.

JOE j: 8 dice (1, 2, 3, 4, 4, 6, 6, 6) +32%. 32MB spent. n: 8 dice (1, 2, 2, 4, 4, 5, 6, 6) +30%. 40MB spent. K: 8 dice (1, 3, 3, 3, 4, 5, 6, 6) +31% to Max R&D. 24MB spent.

Cain Program F: 8 dice (2, 2, 3, 3, 4, 4, 5, 6) +29%. 8MB spent. 2: 8 dice (1, 2, 5, 6, 6, 6, 6, 6) +38%. 24MB spent.

Romulus Project d: 8 dice (1, 2, 3, 3, 3, 5, 5, 6) +28%. 16MB spent. C: 2 dice (2, 6) +8%. 12MB spent. c: 1 die (2) +2%. 5MB spent.

Declare Future Missions

Republic of Texas declares 6 launches, **JOE** declares 3 launches, **Cain Program** declares 1 launch, and **Romulus Project** declares 2 launches.

Missions

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

JOE continues a Uranus Flyby. In-Route Activities (69%<93%). Mission continues next turn (2 turns until arrival at Uranus).

JOE continues a Neptune Flyby. In-Route Activities (43%<93%). Mission continues next turn (9 turns until arrival at Neptune).

Republic of Texas continues a Jupiter/Saturn Flyby. In-Route Activities (03%<93%). Mission continues next turn (arrives at Saturn next turn).

Republic of Texas continues a Uranus Flyby. In-Route Activities (63%<93%). Mission continues next turn (6 turns until arrival at Uranus).

Republic of Texas continues a Neptune Flyby. In-Route Activities (12%<93%). Mission continues next turn (13 turns until arrival at Neptune).

Republic of Texas continues a Uranus Flyby. In-Route Activities (10%<93%). Mission continues next turn (7 turns until arrival at Uranus).

Republic of Texas continues a Long Duration Manned Orbital (Travis, Bowie, Simmons). Earth Orbital Activities (78%<84%), Earth Orbital Activities (29%<84%), Earth Orbital Activities (02%<84%), Earth De-Orbital Burn (41%<96%), Re-entry (59%<96%), Recovery (79%<96%). Mission success. +1% to c and i, Bowie to 60% and Simmons to 40%, +6MB to budget.

Romulus Project launches a Manned Lunar Landing (Caesar, Nero, Brutus). Liftoff (87%>83%), last second countdown abort, major problem with boosters, mission aborted. -20% to C, -10MB to budget.

Romulus Project launches a Manned Lunar Landing (Augustus, Anthony, Lepidus). Liftoff (13%<63%), Earth Orbital Burn (53%<84%), Earth Mission Burn (97%>84%), ignition failure, minor glitch, mission continues, In-Route Activities (25%<84%), Docking (69%>70%), Lunar Orbital Burn (64%<84%), Lunar De-Orbital Burn (15%<38%), Photo-reconnaissance (04%<70%), Lunar Landing (76%>38%), hard landing, but craft OK, Moonwalk (45%<85%), Lunar Launch (26%<38%), Lunar Orbital Activities (35%<84%), Docking (60%<70%), Lunar Mission Burn (74%<84%), In-Route Activities (51%<84%), Earth Orbital Burn (36%<84%), Earth Orbital Activities (90%>84%), food and waste problem, coolant system shuts down, repairs are good, mission continues, Earth De-Orbital Burn (30%<84%), Re-entry (64%<84%), Recovery (39%<84%). Mission success. +1% to C, and c, +15% to docking, +15% to Photo-recon, Augustus, Anthony, and Lepidus all to 10%, +19MB to budget.

Cain Program launches a Manned Lunar Landing (Ventrue, Tremere, Brujah). All safety factors -3% due to lack of successful Manned Lunar Orbital. Liftoff (03%<95%), Earth Orbital Burn (55%<90%), Earth Mission Burn (72%<90%), In-Route Activities (02%<90%), Docking (94%>70%), crew saves, Lunar Orbital Burn (44%<90%), Lunar De-Orbital Burn (58%<76%), Photo-reconnaissance (46%<92%), Lunar Landing (96%>76%), crew saves, Moonwalk (11%<95%), Lunar Launch (25%<76%), Lunar Orbital Activities (63%<90%), Docking (37%<67%), Lunar Mission Burn (60%<90%), In-Route Activities (85%<90%), Earth Orbital Burn (72%<90%), Earth Orbital Activities (39%<90%), Re-entry (35%<90%), Recovery (45%<90%). Mission success, government order fulfilled. +1% to c and d, +5% to Photo-reconnaissance, +15% to docking, Ventrue and Tremere to 70%, Brujah to 50%. +10MB to budget.

Cain Program launches a Three Person Space Station. Launch must be scrubbed because insufficient payload capacity to launch in one piece (3300 required, 3200 available). -10MB to budget.

JOE launches a Manned Orbital (Rodgers). Liftoff (45%<98%), Earth Orbital Burn (06%<90%), Earth Orbital Activities (21%<90%), Earth De-Orbital Burn (36%<90%), Re-entry (83%<90%), Recovery (39%<90%). Mission success. +1% to a, Rodgers to 60%. +4MB to budget.

JOE launches a Three Person Space Station. Liftoff (46%<81%), Earth Orbital Burn (25%<98%), Earth Orbital Activities (50%<80%). Mission success. +1% to H and i, +15MB to budget.

JOE launches a Mars Probe. Liftoff (60%<88%), Earth Orbital Burn (30%<88%), Earth Mission Burn (61%<88%). Mission continues next turn. +1% to D.

Republic of Texas launches a Long Duration Manned Orbital (Simmons, Travis, Bowie). Liftoff (84%<98%), Earth Orbital Burn (18%<97%), Earth Orbital Activities (69%<97%), Docking (58%<98%), Earth Orbital Activities (96%>85%), crew saves, Earth Orbital Activities (54%<85%), Earth Orbital Activities (09%<85%). Mission continues next turn. +1% to c and i, Bowie to 70%, Simmons to 50%.

Republic of Texas launches a Mars Probe. Liftoff (83%<85%), Earth Orbital Burn (99%>84%). Mission failure. +1% to D and 4. -8MB to budget.

Republic of Texas launches a Mars Probe. Liftoff (79%<82%), Earth Orbital Burn (19%<85%), Earth Mission Burn (75%<85%). Mission continues next turn. +1% to H and 4.

Republic of Texas launches a Three Person Space Station. Liftoff (80%<83%), Earth Orbital Burn (76%<96%), Earth Orbital Activities (25%<85%). Mission success. +1% to H, F, and i.

Republic of Texas launches a Three Person Capsule to rendezvous with the space station. Liftoff (17%<98%), Earth Orbital Burn (32%<98%), Docking (62%<98%). Mission success.

Republic of Texas launches a Long Duration Manned Orbital (Crockett, Boyle, Houston). Liftoff (89%<98%), Earth Orbital Burn (35%<98%), Earth Orbital Activities (99%>98%), engine problem, computer glitch, but ground control scrubs mission, Earth De-Orbital Burn (90%<98%), Re-entry (33%<98%), Recovery (52%<98%). Mission failure. Crockett to 60%, Boyle and Houston to 20%. -10MB to budget.

Players

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1972 Budget	128	103	180	235
Cash	233	17	50	2
Launch Facilities	3	3	3	6
Astronauts	8	6	5	9

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

Programs and Hardware

Cain Program: Orbital Satellite (1): Interplanetary Satellite (2): 1/88%, 3/98%, Lunar Probe (3): 1/86%, Docking Module (4): 2/85%, One Stage Rocket (A): 5/84%, Three Stage Rocket (C): 1/98%, Kicker (F): 2/88%, One Person Capsule (a): 5/84%, Three Person Capsule (c): 1/94%, Two Person Module (d): 2/80%, Three Person Space Station (i): 1/42%, Habitation Extenders (p): 1, EVA: 98%, Photoreconnaissance: 100%, 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): 2/85%, One Stage Rocket (A): 0/91%, Two Stage Rocket (B): 0/89%, Three Stage Rocket (C): 1/64%, Liquid Fuel Strap-ons (D): 2/33%, Kicker (F): 2/97%, One Person Capsule (a): 3/86%, Three Person Capsule (c): 1/85%, Two Person Module (d): 0/38%, Three Person Space Station (i): 2/62%, Habitation Extenders: 2, EVA: 85%, Photorecon: 85%, Space Construction: 55% IN ORBIT: 1 three person space station (life support: 36), 1 habitation extender

JOE: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/93%, Lunar Probe (3): 0/72%, Docking Module (4): 2/98%, Mars Probe (5): 0/88%, One Stage Rocket (A): 1/98%, Two Stage Rocket (B): 1/98%, Liquid Fuel Strap-ons (D): 2/89%, Kicker (F): 2/98%, Solid Rocket Boosters (H): 0/82%, Solar Sail(K): 1/95%, One Person Capsule (a): 0/91%, Two Person Capsule (b): 2/91%, One Person Module (e): 0/92%, Three Person Space Station (i): 0/81%, Three Person Habitation Module (j): 1/52%, Two Person Mars Lander (n): 1/82%, Habitation Extenders (p): 33, EVA: 98%, Photorecon: 100%, Space Construction: 55%. IN ORBIT: 1 three person space station (life support: 36).

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): 1/86%, One Stage Rocket (A): 3/98%, Two Stage Rocket (B): 2/98%, Liquid Fuel Strap-on (D): 0/85%, Kicker (F): 3/97%, Solid Rocket Booster (H): 4/84%, Solar Sail (K): 1/79%, One Person Capsule (a): 5/91%, Three Person Capsule (c): 1/98%, Two Person Module (d): 1/91%, Three Person Space Station (i): 1/87%, Five Person Habitation Module (k): 1/54%, Two Person Mars Lander (n): 1/90%, Habitation Extenders (p): 13, EVA: 98%, Photorecon: 95%, Space Construction: 100% IN ORBIT: 1 three person space station with three person capsule docked (life support: 81), 1 three person space station with three person capsule docked (life support: 36).

1973

Draw Event Cards

Bill Scharf: Fortunate accident: satellite or probe. -3MB to budget.

Andy York: Corporate investment, gains 4MB cash. -1MB to budget.

Dennis Cain: R&D Bonus, +1 to each R&D die rolled this year. -5MB to budget.

Cary Nichols: Government Order: Next scheduled launch must be a multi-manned mission with at least one new astronaut. +30MB to budget if accepted, -23MB if declined.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1973 Budget	133	117	225	212
Cash	294	13	42	24
1974 Budget	128	147 or 94	222	213

Retriever

Turn 11

Turn 12 due: 8/30 Tuesday

Commander Actions

SD, Inc. passes.

Little Green Manufacturing opens the bidding on Ecoplants at 30 and Mud Mining Corporation gets it for 42 (MWa, Ti12). Buys a water factory (Or1, Wa9, Wa10) and a population factor (Wa5).

Mud Mining Corporation buys a titanium factory (Re16, Mi14) and buys 3 population factors (Mi17).

ORION opens the bidding on a Laboratory at 80 and gets it (Or3, MWa, Re9, Mi18, DL discounts). Buys a research factory (Wa7, Wa8, Re16) and a population factor (Re10) and transfers a population factor from an ore factory to man a research factory.

Bartertown opens the bidding on Robots at 50 and gets it for 57 (Wa5, Wa6, Wa7, Wa7, Wa7, Wa7, Wa8, Wa10).

Golden Orb Developers buys a titanium factory (Wa9, Wa9, Ti12) and 2 population factors (Wa5, Wa6)

ACK! opens the bidding on Robots at 50 and gets it (Or3, Or4, Wa5, NC16, NC22).

HBDC opens the bidding on Outposts at 100 and gets it (Or2, Wa5, Wa7, Wa8, Wa8, Wa10, Ti11, Mi16, Mi18, HE discount). Moves a population from a water factory to man the titanium factory.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	HE, No, Sc, 2OL, Ec	26
2	ORION	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF	2DL, No, 2Sc, OL, La	24
3	SD, Inc.	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF	HE, No, Wa, Ec, OL	19
4	LGM	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF	2No, Ec, OL	19
5	Bartertown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, ReF	2DL, Wa, La, Ro	17
6	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	Wa, HE, OL, Ou	17
7	GOD	Cary Nichols	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	Wa, HE, Ec	16
8	ACK!	Bill Scharf	OrF, OrF, WaF, WaF, NCF	HE, DL, Wa, Sc, Ro	14

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, Scientists, Ecoplants, Laboratory

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

SD, Inc., MMC, ORION, and LGM took Mega Water cards.

Dogwood

Epoch III Macedonia, Maurya, and Han Dynasty

Epoch III Hsuing-nu, Romans, and Sassanids due: 8/30 Tuesday

Epoch III

Turanians (Nichols) plays Plague in Morea (Celt army eliminated). MACEDONIA: Plays Leader. Army and Capital Pindus (Celt army retreats to Dalmatia), 2 fleets Eastern Mediterranean, army Morea (city eliminated), Crete (vs. Minoans; Ma: 4, 3, 3; Mi: 6+1; loses), Crete (vs. Minoans; Ma: 5, 4, 2; Mi: 2+1; wins, Capital reduced to city), Balkans (vs. Hittites; M: 4, 3, 1; H: 3, 1; wins), Dalmatia (vs. Celts; M: 5, 4, 4; C: 1; M: 3, 1, 1; C: 1; wins), Northern Apennines (vs. Celts; M: 5, 2, 1; C: 3; wins), Southern Apennines (vs. Greek City States, automatic victory), Central Massif (vs. Celts; M: 4, 4, 1; C: 4, 1; M: 5, 5, 1; C: 6, 3; loses), Central Massif (vs. Celts; M: 5, 5, 2; C: 2, 1; wins), Pyrenees, Southern Iberia (vs. Carthagina; M: 4, 3, 2; C: 2; wins), Western Iberia. Points: Control of Southern Europe (9), 1 Capital (2), 1 City (1), and 1 Sea (1) for 13 points.

The Time Traveler (Anderson) MAURYA: Army and Capital Ganges Delta (Chou Dynasty army retreats to Irrawaddy), army Malay Peninsula, Mekong, Si-Kyang, Chekiang, Yangtze Kian, Ganges Valley (vs. Vedic City States; M: 3, 1; V: 6; loses), Ganges Valley (vs. Vedic City States; M: 3, 2; V: 6; loses), Ganges Valley (vs. Vedic City States; M: 3, 2; V: 2; wins), Upper Indus (vs. Persia; M: 6, 2; P: 2; wins, city eliminated). Builds Monument Ganges Delta. Points: Dominance in North Africa (4), China (6), and India (6), Presence in Middle East (3) and Southeast Asia (1), 2 Capitals (4), 4 Monuments (4), and 1 Sea (1) for 29 points.

Retropolis (Cain) plays Kingdom in Southern Iberia (Army, city, and fort Southern Iberia, Macedonian army retreats to Pyrenees). HAN DYNASTY: Army and Capital Great Plain of China (Shang Dynasty army eliminated), army Chekiang (vs. Maurya; H: 2, 1; M: 4; loses), Chekiang (vs. Maurya; H: 6, 2; M: 5; wins), Si-Kyang (vs. Maurya; H: 6, 2; M: 5; wins), Yangtze Kian (vs. Maurya; H: 6, 3; M: 5; wins), fleet Sea of Japan, army Mongolia, Eastern Steppe, Tarim Basin (vs. Persia; H: 6, 2; P: 4, 3; wins), fleet South China Sea, army East Indies, Mekong (vs. Maurya; H: 6, 3; M: 3, 1; wins). Builds Monument Great Plain of China. Points: Control of China (9), Dominance of Southeast Asia (2), Presence in Southern Europe (3), 2 Capitals (4), 2 cities (2), 2 Seas (2), and 1 Monument (1) for 23 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Paul Bolduc	Arachnids (blue)	11	12
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	33
Andy Lewis	Marching Through the Ages (green)	19	28
Chris Geggus	The Horde (yellow)	20	40
Dave Anderson	The Time Traveler (orange)	22	50
Dennis Cain	Retropolis (red)	22	43
Cary Nichols	Turanians (black)	28	26

Positions

Turanians: Two fleets Eastern Mediterranean. MACEDONIA: Army and Capital Pindus, army and city Crete, two armies Pyrenees, armies Morea, Balkans, Dalmatia, Northern Apennines, Southern Apennines, Central Massif, Western Iberia.

The Horde: Fleet Red Sea. EGYPT: Army Nubia. SCYTHEANS: Army Caucasus. CELTS: Army and Monument Central Europe, armies Northern Gaul, Albion.

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

Retropolis: Fleets Sea of Japan and South China Sea. CHOU DYNASTY: Army and Capital Wei River, army and city Yellow River, two armies Irrawaddy, army Szechuan. IBERIAN KINGDOM: Army, city, and fort Southern Iberia. HAN DYNASTY: Army, Capital, and Monument Great Plain of China, armies Chekiang, Si-Kyang, Yangtze Kian, Mekong, East Indies, Mongolia, Eastern Steppe, Tarim Basin.

Royal Manticoran Historical Society: ASSYRIA: Army Western Deccan.

The Time Traveler: Fleet Western Mediterranean. CARTHAGINIA: Army, Capital, Monument, and Fort Shatts Plateau, army and Monument Nile Delta, armies, Libya, and Palestine. MAURYA: Army, Capital, and Monument Ganges Delta, army and Monument Upper Indus, armies Ganges Valley, Malay Peninsula.

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

Event Cards

Epoch II Empire

Salty Dog

Seafarers of Catan

Initial Placement Round 2

Deadline Turns 1.1 to 2.1 8/30, Tuesday

Initial Placement, Round 2

Ward places at C7, road at C7-B7

Chris places at D12 road at D12-C12

Bill places at B5, road at B5-C5

Cary places at B9, road at B9-B10

Dave places at F13, ship at F13-G13

Kevin places at F11, ship F11-G11

Open Trades

None

Turn 1 Rolls

Kevin 6

Dave 6

Cary 5

Bill 7

Chris 6

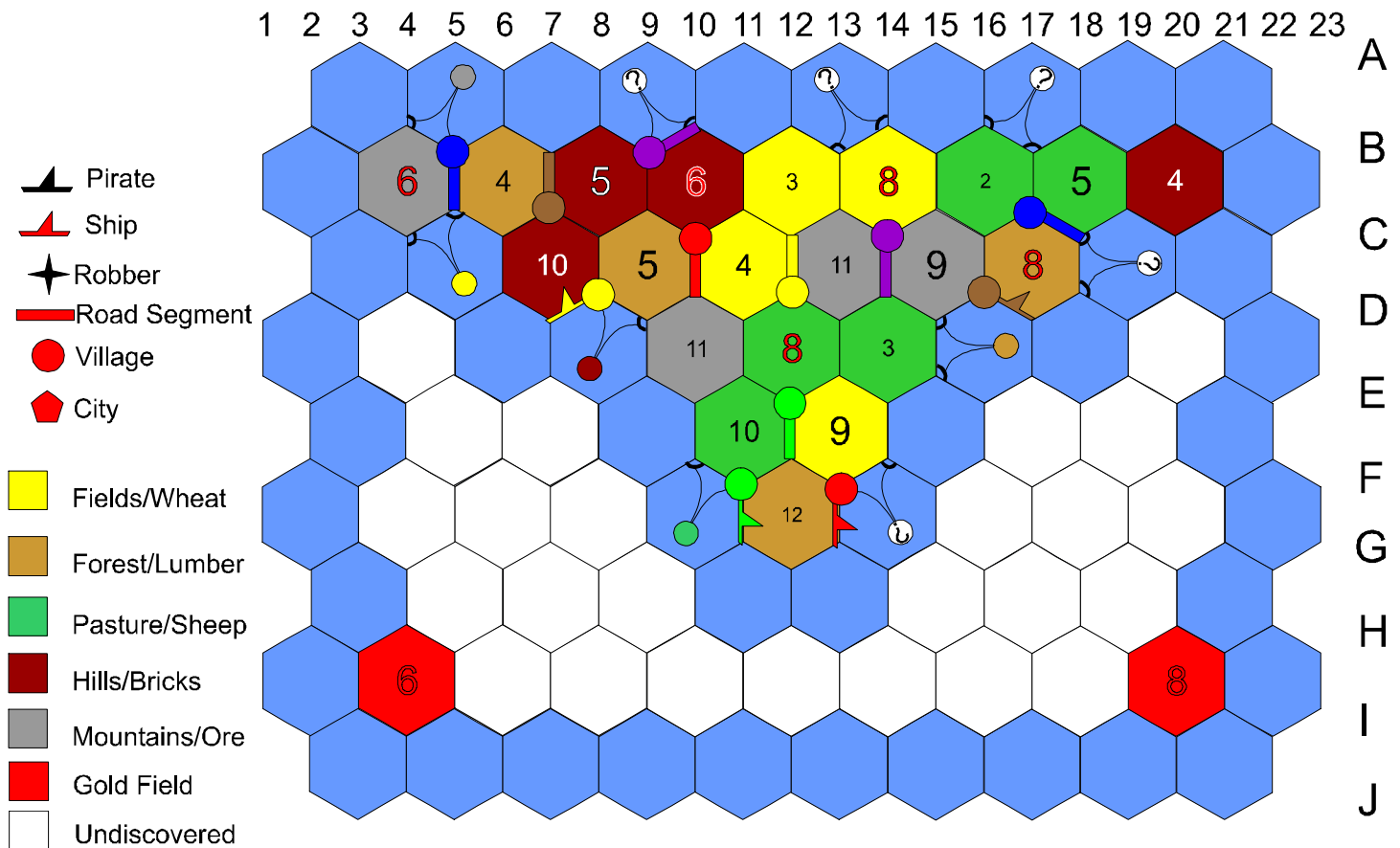
Ward 7

Turn 2 Rolls

Kevin 7

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green		1		1			2
Dave Partridge	Red	1			1			2
Cary Nichols	Purple			2				2
Bill Scharf	Blue				1	1		2
Chris Geggus	Yellow	1	1			1		2
Ward Narhi	Brown			2	1			2



Pedagoguery

The name Einstein has become synonymous with genius. He first gained popular notice in 1919 when his prediction regarding how gravity bends light was confirmed by observations of stars near the Sun's limb during a solar eclipse. Long before that point, however, he had gained the notice of the international physics community. That happened in 1905 when an obscure patent clerk in the Geneva patent office burst onto the scene by publishing not one but five landmark papers.

Contrary to urban legend, Einstein did not flunk out of high school. He was, however, rejected for his Ph.D. in 1901 because his thesis was rejected. He moved to Switzerland and became a patent clerk, mainly because he enjoyed the sort of detailed work it entailed, and because it was fairly undemanding. That aspect of it allowed him to work on physics on the sly while at work.

In June of 1905, at the age of 26, he submitted a paper to the journal *Annalen der Physik* called "On a Heuristic Point of View Concerning the Production and Transformation of Light". While not very remarkable by the title alone, this was actually the paper for which he received his Nobel prize. It described something called the photoelectric effect. What this effect is is that when light of a particular wavelength is shined onto a certain metal, the metal gives off electrons. Einstein realized that if light could be thought of as a particle as well as a wave, this affect could be explained by photons of just the right energy knocking electrons out of the metal. This paper thus established the dual wave and particle nature of light. We exploit this effect every day through lasers, digital cameras, and certain other electronics.

At this point, he tried once again to get his doctorate. He submitted the paper that would eventually become special relativity, but the university found it "a little uncanny", so he settled on a paper entitled "A New Determination of Molecular Dimensions" which was accepted in July. This paper lead to another paper also published in *Annalen* entitled "On the Motion of Small Particles

Suspended in Liquids at Rest Required by the Molecular-Kinetic Theory of Heat". This paper was published in July and it supplied a prediction of the number and mass of molecules in a given volume of liquid as well as how these molecules would flit around. At the time, the idea of atoms was still somewhat controversial, and Einstein's papers proported to prove their existence. The latter paper also explained Brownian motion, first observed by Robert Brown. Brownian motion is the irregular zigs and zags of small particles in a liquid. Einstein explained this motion as the particles being hit by molecules of the liquid that are in motion due to the heat of the liquid. The same techniques that Einstein pioneered in this paper can be used to simulate the behavior of airborne pollutants or the ways in which the stock market flucuates.

Einstein's next paper, published in September, was entitled "On the Electrodynamics of Moving Bodies" and it introduced what is now know as special relativity. This paper shattered the Newtonian notions of absolute space and absolute time. The only absolute is the speed of light. This resolved a major conundrum that existed in physics at the time and forever changed our conception of the universe.

Einstein's final paper of 1905 was published in November and was entitled "Does the Inertia of a Body Depend on Its Energy Content?" This was essentially an addendum to special relativity, and it established the equivalence between matter and energy. It contained what is now the most famous equation: $E=mc^2$.

Only one other scientist has ever had a comparably productive year, and that was Newton in 1665/1666, when he was confined to his country home to escape the plague. In that time, he established the foundations for the calculus, his theory of gravity, and his theory of colors. In many ways, Einstein's achievement is even more remarkable in that even after this extraordinarily fertile time, his best work was yet to come. In 1916, he published "The Foundations of

the General Theory of Relativity", arguably his greatest work, and one that continues to stand as one of the pillars of physics to this day.

Next issue, I will talk about solar storms.

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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, Michael Longdin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge **Gunslinger:** none **Industrial Waste:** Michael Longdin

Standby Calls

None this issue.

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