

Notes from Hades

We are currently in the midst of the worst natural disaster in United States history. Hurricane Katrina has essentially wiped a major U.S. city off the face of the map. The human toll alone will dwarf the attacks four years ago in New York. We are likely to see nearly 100,000 dead in New Orleans alone – much less the rest of the Gulf region. Plus, aside from the human cost, the economic waves will ripple throughout the world economy. We are already seeing a spike in the prices of crude oil, natural gas, and gasoline. The longer the Mississippi port stays shut down, the greater will be the impact on world trade. There is currently a minor shortage in worldwide grain products. If the Midwest grain harvest cannot be gotten to port and shipped, it could result in famine in several areas around the globe. We will be seeing the after affects of this catastrophe for months to come. The best thing to do in the short term, is to donate to the Red Cross. They are the best equipped to handle emergencies of this nature.

I recently received a copy of a new postal zine – a rarity at this point in the hobby. It is called “Who do you Trust?” and is published by Timothy Haffey. He currently has openings for Dip and several Dip variants. His address is in the addresses section. Contact him if you are interested.

We have a winner in the Kremlin game Guard Dog. Congratulations to Chris Geggus on his third Kremlin victory in S.O.B. He is clearly the one to beat in this game. This allows me to start a new game, which I will do despite the fact that I am currently running 11 games and I wanted to get down to 10. That one extra game does not involve that much extra work, and it fits my current 14 pages better than 10 games do. So, Dog Chow will be starting up next issue.

The next deadline is **Tuesday, October 11 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. **Starts next issue!**

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, Andy York, and Brendan Whyte, will take up to 1 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, Bob Robles, and Brendan Whyte, need up to 3 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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Subscriptions cost \$2.00 per issue (\$3.00 overseas).

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

Andy York

Sounds like the wine making operation is getting into full swing. Are you going to make the equivalent of a microbrewery? If so, since we Texans can now order wine via mail, how much will a bottle cost <GRIN>?

[Well, I doubt that I'll be making that much. I'm currently working on one gallon batches. Unfortunately, events have conspired against me with my grapes. I inadvertently over watered the merlot vine, so a number of the grapes split before they were ripe. I lost a lot more to rats. I was only able to get about four pounds of grapes from the vine, and many of those weren't quite ripe. Also, since it takes 15 pounds of grapes to make one gallon of wine, I decided that my best bet was to try and make a merlot-chardonnay mix. However, the rats got to all of my chardonnay grapes before they were completely ripe. So, I've given up on grape wines this year. Instead, I've gotten batches of nectarine and orange wine going, and I will be starting a batch of apricot this weekend.]

Interesting bit on Einstein. Do you get Analog? The latest issue had a good column on how Black Holes might really be Dark-Energy stars and the introductory editorial discussed the responsibility of teaching science in the context of evolution in today's schools. One of the stories brought up something about the parallel worlds theory that I'd not ever considered - if every decision creates parallel universe(s), where does the matter come from to create it (considering the conversation of matter). Sorta puts a damper on that theory.

[I don't get Analog, so I haven't read the column to which you refer, but the idea of black holes being dark energy stars seems far-fetched given the likely nature of dark energy. After all, how can something that effectively has negative

gravity clump to form a star -- much less a black hole? On the many worlds hypothesis of quantum mechanics, that little issue is one that had never occurred to me, either, but I can't help but think there is a solution to it. After all, the physicists who devised it were smart enough to factor in conservation of mass-energy. Still, the observation problem is still a major inconsistency underlying quantum physics.]

Yep, the dark energy star v. black hole was an interesting concept. The genesis of the article came from a lecture by Dr. George Chapline of Lawrence Livermore at the "Physics for the 3rd Millennium II Conference" held by NASA. His theory is, as the star is collapsing into a black hole, quantum mechanics takes over before the final collapse and the dark energy's negative pressure equalizes the forces causing the collapse.

I'm not well enough versed in the field to follow all of it, but it sounds like a plausible theory (emphasis on the theory).

Bob Robles

Book review. Journal of the Waterloo campaign. General Cavalie Mercer. A first hand account of the Waterloo campaign by a horse artillery officer. This is definitely an on the ground, "I was there" report from the embarkation in England to the occupation of Paris and back home again. Oh by the way, a personal account of the battle of Waterloo. The author has a nice eye for detail and you get an really nice description of the marching through Belgium and France. This does not give you the 'big picture', nor is it supposed to.

Off the Leash

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

Deadline for Winter/Spring 1466: 10/11 Tuesday

France and Venice continue their slow motion war in the north, while Naples makes major gains against Florence in the south.

Outstanding Debt

None.

Orders

FLORENCE ☞: [A (EM) Arezzo to Perugia (DISLOGGED, retreat garrison, OTB)], A Bologna to FLORENCE, [F Sienna to Patrimony (DISLOGGED, retreat Piombino, OTB)]

FRANCE ☞: A TURIN supports A Milan to Tyrolea, A Pavia to FORNOVA, A COMO supports A Milan to Tyrolea, A Milan to TYROLEA, F GULF OF LIONS supports F Ligurian Sea, F LIGURIAN SEA supports F Gulf of Lions, [G MILAN convert to A]

NAPLES ☞: A PATRIMONY supports A Capua to Sienna, A Capua to SIENNA, A URBINO supports A Perugia to Arezzo, A (EM) Perugia to AREZZO, F ANCONA supports A Urbino, F TYRRHENIAN SEA transports A Capua to Sienna, F WESTERN MEDITERRANEAN holds

VENICE ☞: [A AUSTRIA to Tyrolea], A CARINTHIA supports A Austria to Tyrolea, A TRENTO supports A Bergamo to Milan, A Bergamo to MILAN, A CREMONA supports A Mantua to Parma, A Mantua to PARMA, A FERRARA holds, A Croatia to BOSNIA, A Albania to DURAZZO, F Lower Adriatic to UPPER ADRIATIC

Your treasury:

Notes

The Florence/France/Naples/Venice draw fails with 3 abstentions. It has been re-proposed. Remember, NVR = no, NMR = yes.

Press

Florence – Venice and France: You have my permission to take my centers for the win. Good Luck.

France – Florence and Naples: Please, you should stop to fight yourselves and take attention to the near end of the game, if you don't attack Venice with me.

France – Venice: Probably you are a new player, but when Chris writes "The draw fails with 1 no vote and 1 abstention", it means that there are 2 YES (mine and N?Flo?), 1 NO (yours) and 1 abstention (N?Flo?) do you understand? Hence, please, let's go for the win at the end: if I were been Venice, I should have won from many years of playing. Any way, I vote YES again and propose the four-way draw, because you didn't make the same.

Naples – Venice: Oh yee of little faith... this wasn't the time to wimp out, you could of taken Bol & Mod, and made my life easier in Urb....

Venice – Naples: My apologies for my nervousness last turn.

Spring 1465 Famine

Poor Year – Column Only. Corsica, Milan, Spoleto, Arezzo, Mantua, Tyrolea, Lucca

Spring 1465 Income

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

Provinces

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

Seas

- FRA: Gulf of Lions, Ligurian Sea
- NAP: Western Mediterranean, Tyrrhenian Sea
- VEN: Venice, Upper Adriatic

Cities

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

Totals

Variable income die roll was 2.

	Variable	Provinces	Seas	Cities	Gross
FLO	4	6	0	8	18
FRA	7	12	2	14	35
NAP	2	16	2	13	33
VEN	8	22	2	16	48

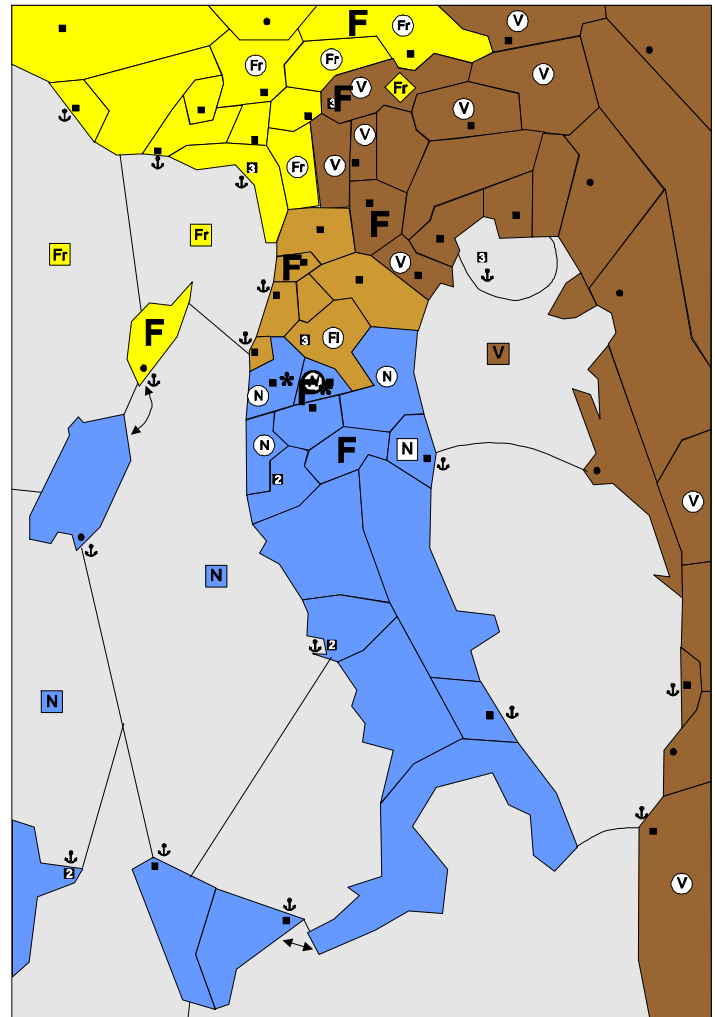
Your total:

Game Summary

	1454	1455	1456	1457	1458	1459	1460	1461	1462
Aus:	3	2	3	4	5	4	2	4	0
Flo:	3	6	8	7	6	6	6	7	11
Fra:	3	7	8	9	10	12	13	10	12
Mil:	3	5	5	2	2	3	0	0	0
Nap:	4	4	5	6	7	7	8	9	8
Pap:	4	3	2	2	0	0	0	0	0
Tur:	3	5	5	6	4	1	0	0	0
Ven:	4	6	7	6	9	10	14	14	12

Off the Leash

- 6
- 12
- 16
- 22
- 2
- 2
- 2
- 8
- 14
- 13
- 16



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

	1463	1464	1465	1466
Aus:	0	0	0	0
Flo:	10	8	7	6
Fra:	12	14	12	11
Mil:	0	0	0	0
Nap:	7	7	10	10
Pap:	0	0	0	0
Tur:	0	0	0	0
Ven:	15	13	15	15

Dirty Deeds Done Dirt Cheap

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

Miller Number 2000Fpw10

Summer 1055

Deadline for Fall 1055 10/11, Tuesday

Pisa and Venice combine to put the final squeeze on the Holy Roman Empire, while the Muslims start knocking on Pisa's back door. Venice also teams up with the Pope to go after Byzantium – but is that treachery on Venice's part?

Expenditures

- Pisa spends 6 ducats to repay his loan due this turn.
- Venice spends 6 ducats to repay his loan due this turn.

Outstanding Debt

- Summer 1056: 15 ducats due from the Papacy (10 borrowed)
- Spring 1057: 5 ducats due from Pisa (3 borrowed)

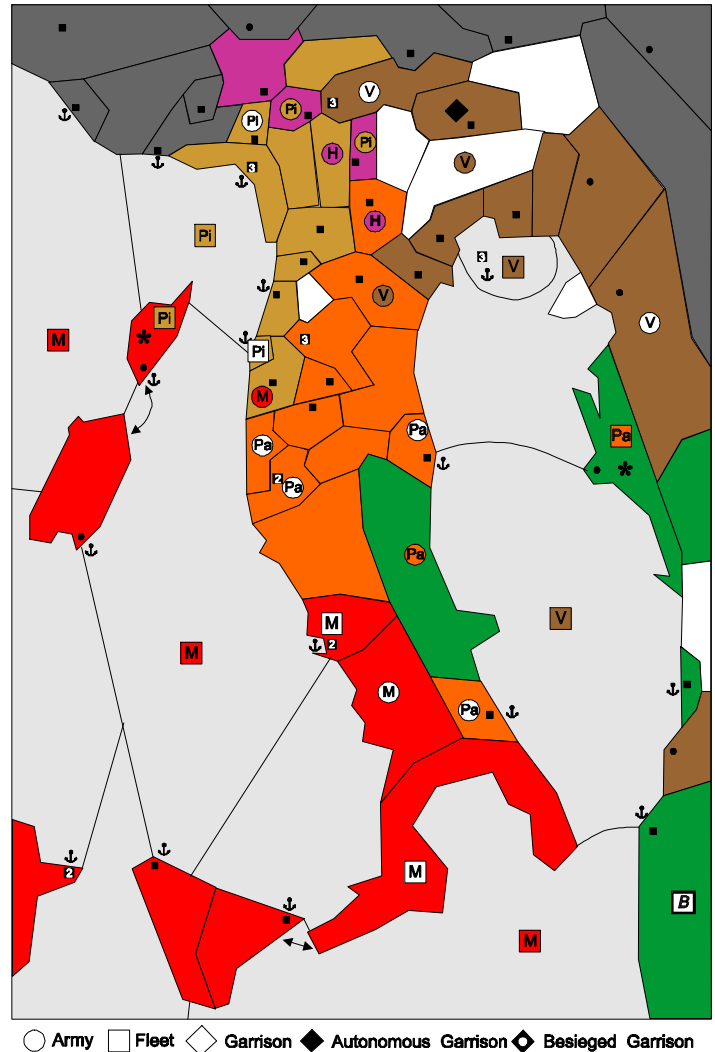
Orders

- BYZANTINES (Robles): [A Dalmatia holds (DISLODGED, retreat Bosnia, Herzegovina, OTB)], A (EM) DURAZZO holds
- HOLY ROMAN EMPIRE (Nichols): A MANTUA supports A Pavia to Parma, A Pavia to PARMA
- MUSLIMS (Wilson): A Otranto to SALERNO, A Capua to SIENNA, F Lower Adriatic to OTRANTO, F IONIAN SEA supports F Lower Adriatic to Otranto, F Gulf of Naples to NAPLES, F TYRRHENIAN SEA transports A Capua to Sienna, F Western Mediterranean to GULF OF LIONS, [F Corsica supports F Tyrrhenian Sea (cut, DISLODGED, retreat Sardinia, OTB)]
- PAPACY (Scott): A PATRIMONY holds, [A ROME to Spoleto], [A ANCONA to Spoleto], A AQUILA supports A Bari, A BARI supports A Aquila, F Upper Adriatic to DALMATIA
- PISA (Roalstad): A MONTFERRAT supports A Turin to Pavia, A Turin to PAVIA, A Parma to CREMONA, F Gulf of Lions to CORSICA, F LIGURIAN SEA supports F Gulf of Lions to Corsica, F Sienna to PIOMBINO
- VENICE (Partridge): A MILAN supports Pisa A Parma to Cremona, A Ferrara to BOLOGNA, A Friuli to VERONA, A CROATIA supports Papal F Upper Adriatic to Dalmatia, F Albania to LOWER ADRIATIC, F Venice to UPPER ADRIATIC

Your treasury:

Press

Pisa – Muslims: Our Fleets Dance Infidel but it will be by good Christian men who will see our Seas & Lands redeemed.

Dirty Deeds Done Dirty CheapDogfight

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

Summer 1454

Deadline for Fall 1454 10/11, Tuesday

The Pope conducts a full-on attack versus Florence, which Florence manages to repel for now. France likewise attacks Milan, but is aided by the fact that the Duke of Milan has gone missing. Austria and Venice pick up neutrals, while the Turks guard against Neapolitan treachery that does not materialize.

Orders

- AUSTRIA ☞: A TYROLEA holds, A Carinthia to TRENTO, A Slavonia to CROATIA
- FLORENCE ☞: [A FLORENCE supports A Arezzo (cut)], A AREZZO supports A Florence, F Ligurian Sea to PISA
- FRANCE ☞: A SWISS to TURIN, A Turin To PAVIA
- MILAN ☞: NMR! A MILAN holds, A PARMA holds, A MONTFERRAT holds
- NAPLES ☞: A Aquila to BARI, A Palermo to CORSICA, F TYRRHENIAN SEA transports A Palermo to Corsica, F CENTRAL MEDITERRANEAN supports F Tyrrhenian Sea
- PAPACY ☞: A BOLOGNA supports A Sienna to Florence, [A SIENNA to Florence], A Rome to PERUGIA, [F ANCONA supports Turkish F Lower Adriatic to Upper Adriatic (nso)]
- TURKS ☞: A RAGUSA besieges, F LOWER ADRIATIC holds, F Western Mediterranean to TUNIS

VENICE ☞: A Verona to MANTUA, A Friuli to TREVISO, F Venice to UPPER ADRIATIC, F DALMATIA supports F Venice to Upper Adriatic

Your treasury:

Notes

Milan has NMRed. So, a standby has been called for Milan: ☞

Press

Austria – France: I also extend my hand of friendship to these Italians and to you as well.

Florence – Pope: Are we on the same page? If you besieged SIE consider me your ally. If not...

France – Milan: I see the Greed of Genoa has called you away from Milan when you should have stayed back to protect your people. Pray that Austria will have mercy on you, for I won't show mercy when one's head is on the block.

France – Austria: Lets divide up and plunder the Provinces of Milan. For he has shown to be a weak & greedy Ruler. I'm content to take Pavia this Year, and

as a token of Friendship, I offer you my Army's Support in Pavia to you. If your Army in Carinthia is still there, my Army will Support you into Milan if you so desire to take its riches. It matters not to me if you show mercy to Milan, but Venice has already shown his hand against you, and has offer his hand to Milan. Let us divide up and plunder the Milan before the Venetians can help!!

Naples – Florence: If you will remain out of the Islands, your Pisa and Piombino will be surely free of any race of our fleets. Actually I do not have anything against the pope: his moves are in the direction of the no-belligerence pact proposed by me.

Naples – Papacy: Dear Pope, as I just said, I moved like if the no-belligerence pact is already been accepted by you. I hope that you also did so.

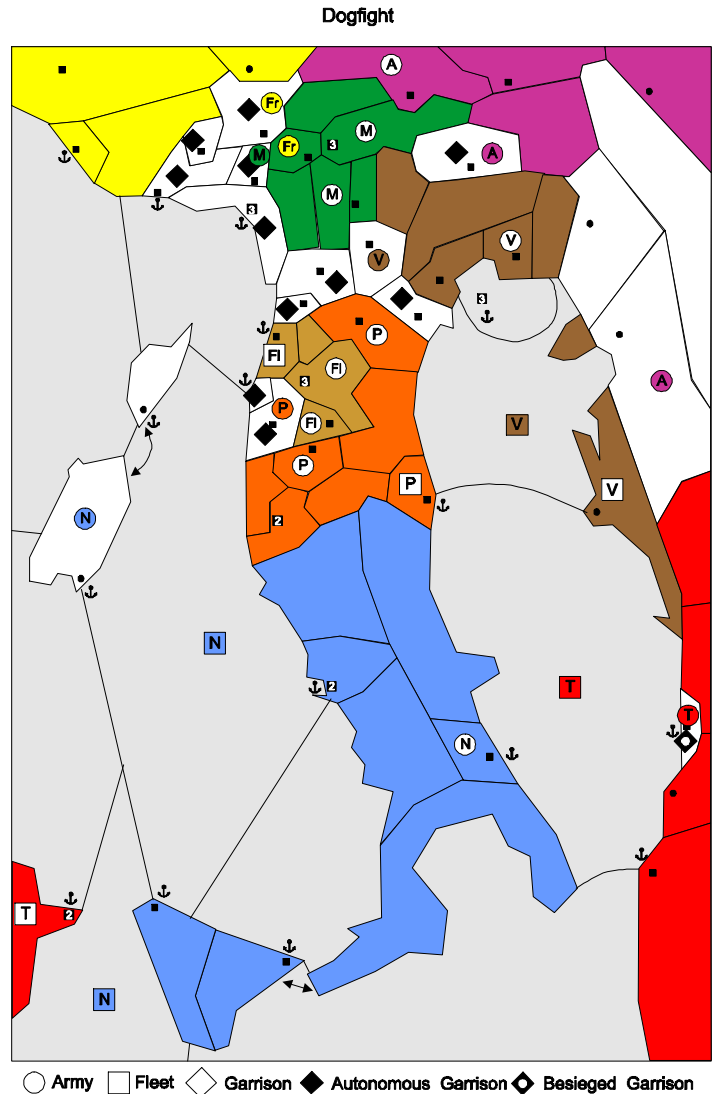
Naples – Turks: It seemed to me that you intend to move north in Adriatic and so I decided to avoid any hostile act against you and dedicate to islands. Ionian Sea must remain always free in order to have peace between us.

Papacy – Florence: You are correct. Your moves were only defensive last time. I believe you. My moves are only defensive this time. I accept the same courtesy.

Turks – Naples: Peace is good. Central Med should stay empty.

Turks – Venice: "I go only to Bos, U to Her, ok?" You need a new map. Bos is mine (Red!). If you go there, that would be war.

Venice – Austria: I no like U full moves south, U understand? U move west is OK, I leave ya alone.



Pavlov

Turn 14 Bidding to Combat
Turn 14 Combat due: 10/11 Tuesday

Players

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

Bidding

The Bene Tleilaxu give _____ to the Bene Gesserit
 CARD 1 (_____) goes to the Guild for 2 spice
 CARD 2 (_____) goes to the Guild for 2 spice
 CARD 3 (_____) goes to the Guild for 2 spice
 CARD 4 (_____) goes to the Bene Tleilaxu for 1 spice

Revival and Movement

Bene Gesserit coexist everywhere. Guild choose to go first.

Revival

- Guild:** Revives 1 token.
- Atreides:** Revive 3 tokens (2 spice to the Bene Tleilaxu).
- Bene Gesserit:** Revives 2 tokens (2 spice to the Bene Tleilaxu)
- Emperor:** Revives 3 tokens (1 Elite Sadaukar, 4 spice to the Bene Tleilaxu)
- Fremen:** Revives 3 tokens
- Harkonnens:** Revive 2 tokens

Shipping

- Guild:** Ships 12 tokens from Tuek's Sietch to Habbanya Ridge Sietch (6 spice paid).
- Atreides:** Ship 3 tokens to Arrakeen (Bene Gesserit accompany to the Polar Sink, 3 spice to the Guild).
- Fremen:** Ship 3 tokens from southern hemisphere to Habbanya Erg
- Harkonnens:** Ship 1 token to Arrakeen (Bene Gesserit accompany to the Polar Sink, 1 spice to the Guild)

Movement

- Atreides:** Move 3 tokens Broken Land to OH Gap to Arrakeen.
- Fremen:** Move 3 tokens Habbanya Erg – Habbanya Ridge Flat – Habbanya Ridge Sietch

Combat

Habbanya Ridge Sietch: Guild vs. Fremen. Fremen are the aggressors.
 Available leaders: Fremen: Stilgar, Shadout Mapes, Jamis. Guild: Staban Tuek, Esmar Tuek, Soo, Soo, Sook

Arrakeen: Harkonnens vs. Atreides. Atreides are the aggressors. Available leaders: Atreides: Lady Jessica, Duncan Idaho Harkonnens: All.

Positions

Atreides: 8 tokens Arrakeen, 12 tokens, Gurney Halleck, Thufir Hawat, and Dr. Yueh in the tanks. Kwisatz Haderach available.

Bene Gesserit: 4 tokens and Wanna Marcus in the Tanks, 8 tokens Polar Sink, 7 tokens Pasty Mesa (7), 1 token off-planet

Bene Tleilaxu: Traps: none

Emperor: 8 tokens (3 Elite Sadaukar) Carthag, 6 tokens and Count Fenring in the Tanks, 6 tokens (2 Elite Sadaukar) off-planet

Fremen: 9 tokens (2 Fedaykin) Sietch Tabr, 4 tokens (1 Fedaykin) Habbanya Ridge Sietch, 3 tokens Southern Hemisphere, 4 tokens, Chani, and Otheym in the tanks

Guild: 12 tokens Habbanya Ridge Sietch, 1 token off planet, 7 tokens, Master Bewt, and the Guild Administrator in the Tanks

Harkonnens: 14 tokens in the Tanks, 5 tokens off-planet, 1 token Arrakeen

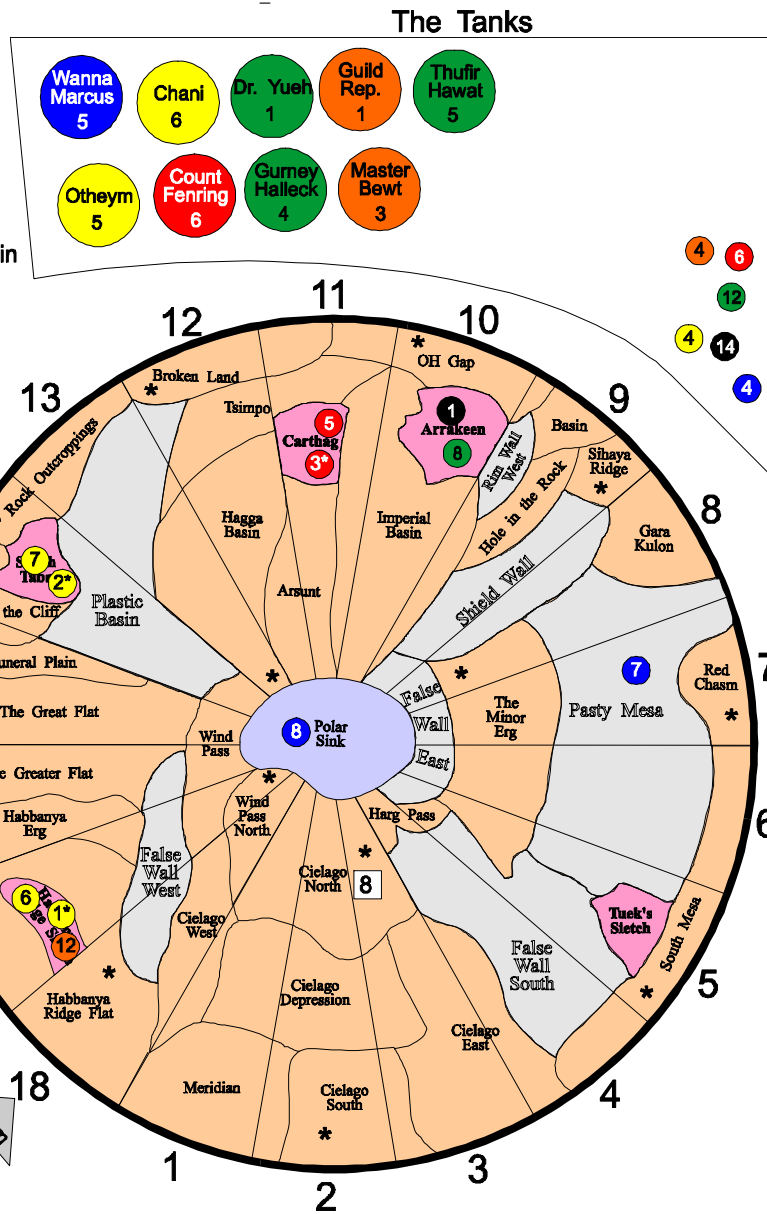
Your Spice: _____

Your Intrigue cards: _____

Your traitor(s): _____

Key

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



Guard Dog**Turn 11 Cure through Funeral Commission
End of Game Statements due: 10/11 Tuesday**Cure Phase

TCC declares 4 IP on Strychnin. UNCLE declares 9 IP on Bungaloff. HLS declares 10 IP on Putschnik. Niewitko stays in the Sanatorium. Niewitko ages to 88, Protzky to 79, Zenjarplan to 80, Strychnin to 64.

Purge Phase

Protzky attempts to purge Nogoodnik (dr = 18), success. Protzky ages to 80.

Spy Investigation Phase

No actions taken.

Health Phase

Petr Niewitko (dr = 15) remains sick
Wassily Protzky (dr = 10) falls ill.
Tigran Zenjarplan (dr = 20) remains ill.
Mikail Strychnin (dr = 15) remains sick.
Ludmilla Patina (dr = 20) remains healthy
Ulan Putschnik (dr = 2) falls ill.
Leonid Bungaloff (dr = 4) gets sick.

Funeral Commission

LVC declares 8 IP on Niewitko, taking control of the Party Chief and winning the game.

Notes

Congratulations to Chris Geggus on his victory.

Politburo

Office	Politician	Condition	Influence
Party Chief	Petr Niewitko (D)	88, +	9 (LVC) , 6 (UNCLE)
KGB Head	Wassily Protzky (U)	80, ++	10+ (LVC)

Office	Politician	Condition	Influence
Foreign	Tigran Zenjarplan (Q)	80, strong, ++	2 (LVC)
Defense	Mikail Strychnin (T)	64, +	5 (LVC), 8 (TCC) , 3 (HLS)
Ideology	Ludmilla Patina (S)	63	1 (TCC), 2 (TI)
Industry			
Economy	Ulan Putschnik (Y)	62, ++	1 (MLI), 2 (UNCLE), 10 (HLS)
Sport	Leonid Bungaloff (W)	54, +, strong	2 (MLI), 9 (UNCLE)

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, T (55)
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

Dogged**Turn 23, Phases IV-VI and Turn 24, Phases I-III****Turn 24 Phases IV-VI due: 10/11 Tuesday****Turn 23**Construction and Operation

Red (Scharf) operates #50 (\$50, depletes), #79 (\$40, 3 coal), #81 (\$40, 4 coal), #132 (\$50, 2 coal), and #86 (\$20, 4 coal). Delivers 2 silver from Silverton to Denver for \$400, 4 coal from Crested Butte to Denver for \$480, 4 coal from Canon City to Denver for \$480, and 3 coal from Bowie to Denver for \$360. Receives \$1330 in passenger revenue.

Green (Nichols) operates #42 (\$40, depletes), #53 (\$30, 4 silver), and #41 (\$50, 1 silver), delivers 4 silver from Lake City to Denver for \$800, 2 coal from Aspen to Denver for \$240, and 1 silver from Leadville to Denver for \$200. Receives \$20 in passenger revenue.

Orange (Narhi) operates #101 (\$20, 1 silver). Receives \$1010 in passenger revenue.

Blue (Bolduc) declines claim #87, operates #130 (\$80, 1 copper), #71 (\$20, 3 coal), #36 (\$50, depletes), and #73 (\$20, 1 coal). Delivers 2 coal from Sunnyside to Denver for \$240, 1 coal from Hiawatha to Denver for \$120, 2 copper from Bingham to Salt Lake City for \$280, and 2 silver from Eureka to Salt Lake City for \$400. Receives \$1720 in passenger revenue.

Purple (Partridge) operates #62 (\$30, depletes), #121 (\$30, 2 coal), and #125 (\$30, 5 coal). Delivers 2 lumber from Taos to El Paso for \$400. Receives \$2050 in passenger revenue.

Determine Price Changes

Gold: Remains at \$225

Copper: -2 to \$100

Silver: -1 to \$180

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

Turn 24Move Prospectors and Surveyors

Red (Scharf) no prospecting or surveying.

Green (Nichols) no prospecting or surveying

Orange (Narhi) prospects #120, surveys San Ysidro to Cuba

Blue (Bolduc) prospects the deck, no surveying

Purple (Partridge) dismantles Meeker to Rangely and Rifle to Meeker, no prospecting.

Dispute Resolution

Blue prospects claim #39, silver in Aspen. He has first right of refusal. No disputes. Orange pays \$160, Purple gains \$110.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Red	Denver	\$21305	15, 42, 72, 72	+4, +5	P, P+2, S+2, S+1
Cary Nichols	Green	Denver	\$3550	9, 15, 42	+3	P+2, S, S
Ward Narhi	Orange	El Paso	\$18140	9, 24, 42, 72		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$21345	24, 72 72, 72	+5, +3	P+1, S, S
Dave Partridge	Purple	Pueblo	\$25280	24, 42, 72, 72	+4	P, P+2, S, S

Personnel in **bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
79	Bowie	Red	Coal	0	\$40
108	Lordsburg	Red	Copper	N	\$40
81	Crested Butte	Red	Coal	0	\$40
132	Steamboat Springs	Red	Coal	2	\$50
86	Canon City	Red	Coal	0	\$20
80	Aspen	Green	Coal	3	\$30
55	Walden	Green	Lumber	1	Depleted
53	Lake City	Green	Silver	0	\$30
41	Leadville	Green	Silver	0	\$50
101	Lake Valley	Orange	Silver	1	\$20
130	Bingham	Blue	Copper	0	\$80
71	Sunnyside	Blue	Coal	0	\$20
73	Hiawatha	Blue	Coal	0	\$20
97	Elizabethtown	Purple	Gold	5	Depleted
100	White Oaks	Purple	Gold	1	Depleted
121	York Canyon	Purple	Coal	2	\$30
125	Capitan	Purple	Coal	5	\$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 1 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
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
39	Aspen	Silver	\$60	\$30

Available Passenger Lines

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

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

Notes

Remember that turn 24 is a winter turn. No delivery or passenger lines over winter track unless the track has been cleared using a snowplow. It is also the last turn. Whoever has the most money at the end of that turn is the winner.

Junk Yard Dog**Turn 10b****Deadline Turn 11a 8/30, Tuesday**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

Eric takes set 5.

Dave takes set 1.

Andy takes set 4.

Cary takes set 2

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

Cards

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

Discards

Raw Materials

Growth

Order

Laika**1973****1974 due: 10/11 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. Fortunate Accident: Satellite or Probe

Cain Program Fortunate Accident: Module. Fortunate Accident: Mars Lander

Republic of Texas: Astronaut recruitment is 1MB apiece.

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). Accepts government order to launch a civilian into space.

Purchase Hardware

JOE buys Human Hibernation program for 100MB, 1 two stage rocket for 12MB, and 1 one person capsule for 2MB.

S.O.B.

Republic of Texas launches a Long Duration Manned Orbital (Ocnaschek, Boyle, Milbourn). Liftoff (58%<98%), Earth Orbital Burn (18%<98%), Earth Orbital Activities (59%<98%), Docking (07%<98%), Earth Orbital Activities (98%>91%), thruster failure, complex problem, EVA required, EVA (46%<98%), repairs successful, Earth Orbital Activities (69%<91%), Earth Orbital Activities (17%<91%). Mission continues next turn. +1% to i, Ocnaschek to 20%, Boyle to 30%, and Milbourn to 10%.

Republic of Texas launches a Long Duration Manned Orbital (Simmons). Scrubbed because both space stations are at capacity. Mission failure. -10MB to budget..

Republic of Texas launches a Mars Probe. Liftoff (53%<98%), Earth Orbital Burn (79%<87%), Earth Mission Burn (28%<87%). Mission continues next turn. +1% to 5.

JOE launches a Manned Sub-Orbital (Rodgers). Liftoff (89%<98%), Re-entry (41%<91%), Recovery (37%<91%). Mission success. +1% to a, Rodgers to 70%. +2MB to budget.

JOE launches a Manned Orbital (Gordon, Astro). Liftoff (34%<98%), Earth Orbital Burn (06%<91%), Earth Orbital Activities (54%<91%), Earth De-orbital Burn (83%<91%), Re-entry (46%<91%), Recovery (09%<91%). Mission success. +1% to b, Astro to 70% and Gordon to 40%. +4MB to budget.

JOE launches 6 habitation extenders to his space station. Liftoff (54%<98%), Earth Orbital Burn (94%<98%), Earth Orbital Activities (80%<98%). Mission success.

Players

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
Launch Facilities	3	3	3	6
Astronauts	8	5	4	9

Astronauts: Cain Program: Ventruie, Tremere (70%), Brujah (60%), Gangrel, Malkavian, Nosferatu (10%), Toreador, Caitiff (0%), **Romulus Project:** Brutus (40%), Augustus, Anthony, Lepidus (10%), Octavian (0%), **JOE:** Roger Manning, Buck Rodgers, Astro (70%), Flash Gordon (40%), **Republic of Texas** Travis, Bowie, Crockett (70%), Simmons (60%), Boyle (30%), Houston, Ocnaschek (20%), Milbourn (10%), 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): 2/98%, One Stage Rocket (A): 5/84%, Three Stage Rocket (C): 0/98%, Kicker (F): 2/88%, Solid Rocket Booster (H): 4/68%, Ion Engine (J): 2/66%, One Person Capsule (a): 5/84%, Three Person Capsule (c): 0/95%, Two Person Module (d): 1/81%, Three Person Space Station (i): 1/42%, Habitation Extenders (p): 2, 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): 0/78%, Liquid Fuel Strap-ons (D): 2/33%, Kicker (F): 1/98%, One Person Capsule (a): 3/86%, Three Person Capsule (c): 1/86%, Two Person Module (d): 0/10%, Three Person Space Station (i): 2/68%, Habitation Extenders: 0, EVA: 87%, Photorecon: 100%, Space Construction: 55% IN ORBIT: 1 three person space station (life support: 36), 3 habitation extenders

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): 0/98%, Two Stage Rocket (B): 0/98%, Liquid Fuel Strap-ons (D): 2/89%, Kicker (F): 1/98%, Solid Rocket Boosters (H): 0/82%, Solar Sail(K): 1/95%, One Person Capsule (a): 0/92%, Two Person Capsule (b): 1/92%, One Person Module (e): 0/92%, Three Person Space Station (i): 0/81%, Three Person Habitation Module (j): 1/69%, Two Person Mars Lander (n): 1/90%, Habitation Extenders (p): 27, EVA: 98%, Hibernation: 1/39%, Photorecon: 100%, Space Construction: 55%. IN ORBIT: 1 three person space station (life support: 36), 6 habitation extenders.

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): 0/88%, One Stage Rocket (A): 4/98%, Two Stage Rocket (B): 2/98%, Liquid Fuel Strap-on (D): 0/85%, Kicker (F): 3/97%, Solid Rocket Booster (H): 8/84%, Solar Sail (K): 1/95%, One Person Capsule (a): 4/94%, Three Person Capsule (c): 0/98%, Two Person Module (d): 1/91%, Three Person Space Station (i): 1/91%, Five Person Habitation Module (k): 2/87%, Two Person Mars Lander (n): 1/90%, Habitation Extenders (p): 13, EVA: 98%, Photorecon: 100%, Space Construction: 100% IN ORBIT: 1 three person space station with three person capsule docked (life support: 63), 1 three person space station with three person capsule docked (life support: 27).

1974

Draw Event Cards

Bill Scharf: Program Setback: -10% to two person capsule and one person module. -5MB to budget.

Andy York: Defection: -1 to each R&D die rolled this year, select another player to receive +1 to each R&D die roll. -15MB to budget.

Dennis Cain: Severe Setback: pay MB's equal to 6 die rolls of most advanced habitation module or lose 10% on next mission (no effect). -7MB to budget.

Cary Nichols: Diplomatic Breakthrough: Next mission must be a joint mission (choose partner). -10MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1974 Budget	138	137	234	230
Cash	193	56	21	69
1975 Budget	131	127	229	215

Retriever**Turn 12****Turn 13 due: 10/11 Tuesday****Addendum**

Last turn, I mistakenly allowed GOD to buy two population past what he can support. I have adjusted his victory points and production cards to correct this error.

Commander Actions

Mud Mining Corporation opens the bidding on Scientists at 40, and ORION gets it for 63 (MWa, Re13, DL discounts). MMC opens the bidding on the second Scientists at 40 and Bartertown get it for 64 (Wa9, Wa9, Re12, Re14, DL discounts). Buys a new chemicals factory (Or2, Or2, MWa, Ti10, Re16) and shifts a population from an ore factory to man it.

ORION buys a research factory (Re14, Re16) and two population factors (Mi20).

SD, Inc. opens the bidding on an Outpost at 100 and gets it (Or1, Or1, Wa5, Wa8, MWa, MWa, HE discount, Ec discount). Opens the bidding on Ecoplants at 32 and gets it (Mi15, Mi17). Buys a population factor (Or2, Or3)

Little Green Manufacturing opens the bidding on a Laboratory at 80 and gets it (Or2, Or3, Wa6, Wa7, MWa, Mi15, Mi17). Buys a population factor (Wa5)

Bartertown passes

HBDC buys 2 population factors (Wa7, Wa7, Wa7)

Golden Orb Developers passes

ACK! buys a new chemicals factory (Or4, Wa5, Wa8, Wa9, Re14, NC20) and a robot (Wa4, Wa6)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	SD, Inc.	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF	HE, No, Wa, 2Ec, OL, Ou	31
2	ORION	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF, ReF	2DL, No, 3Sc, OL, La	29
3	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, NCF	HE, No, Sc, 2OL, Ec	28
4	LGM	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF	2No, Ec, OL, La	26
5	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	Wa, HE, OL, Ou	19
6	Bartertown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, ReF	2DL, Wa, La, Ro, Sc	19
7	ACK!	Bill Scharf	OrF, OrF, WaF, WaF, NCF, NCF	HE, DL, Wa, Sc, Ro	17
8	GOD	Cary Nichols	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	Wa, HE, Ec	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

New Arrivals: Robots, Planetary Cruiser, Planetary Cruiser, Space Station, Outpost

Resource Cards

Upgrade	Minimum Bid	Available	Not Yet Delivered
Robots (Ro)	50	2	1
Laboratory (La)	80	1	1
Ecoplants (Ec)	30	1	0
Outpost (Ou)	100	1	2
Space Station (SS)	120	1	5
Planetary Cruiser (PC)	160	2	4
Moon Base (MB)	200	0	6

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

Dogwood**Epoch III Hsuing-nu, Romans, and Sassanids****Epoch IV Empire Selection and Guptas due: 10/11 Tuesday****Epoch III**

Marching Through the Ages (Lewis) plays Mayans: Army and Capital Central America (migrants eliminated), army Guyana Highlands. HSUING-NU: Army Mongolia (Han army retreats to Great Plain of China), Great Plain of China (vs. Han Dynasty, plays Treachery, wins, Capital reduced to city, fleet Sea of Japan unsupported), Wei River (vs. Chou Dynasty; H: 3, 1; C: 3; H: 3, 2; C: 6; loses), Wei River (vs. Chou Dynasty; H: 4, 2; C: 3; wins, Capital reduced to city), Chekiang (vs. Han Dynasty; Hs: 5, 1; Ha: 5; Hs: 5, 4; Ha: 1; wins), Tarim Basin (vs. Han Dynasty; Hs: 6, 2; Ha: 2; wins), Yellow River (vs. Chou Dynasty; H: 6, 5; C: 6; H: 5, 2; C: 2; wins, city eliminated). Builds Monument Chekiang Points: Dominance in Middle East (6) and China (6), Presence in India (3), 2 Capitals (4), 2 Cities (2), 7 Monuments (7), and 1 Sea (1) for 29 points.

S.O.B.

Arachnids (Bolduc) ROMANS: Plays Fanaticism. Army and Capital Southern Apennines (Macedonian army retreats to Northern Apennines), fleet Western Mediterranean (vs. The Time Traveler; A: 4, 1; T: 2; wins), army Shatts Plateau (vs. Carthage; plays Surprise Attack; R: 3, 2; C: 1; wins, Capital reduced to city), Libya (vs. Carthagina; R: 5, 3; C: 5; wins), Nile Delta (vs. Carthagina; R: 6, 6; C: 3; wins), Nubia (vs. Egypt; R: 6, 5; E: 1; wins, fleet Red Sea unsupported), Upper Nile, fleet Red Sea, army Palestine (vs. Carthagina; R: 5, 3; C: 6; loses), Palestine (vs. Carthagina; R: 3, 2; C: 1; wins), Levant (vs. Persia; R: 3, 2; P: 4; loses), Levant (vs. Persia; R: 2, 1; P: 1; wins), Upper Tigris (vs. Persia; R: 6, 3; P: 1; wins), Zagros (vs. Persia; R: 4, 2; P: 4, 4; wins), Persian Plateau (vs. Persia; R: 4, 3; P: 1; wins, Capital reduced to city), Hindu Kush (vs. Persia; R: 5, 3; P: 6; loses), Hindu Kush (vs. Persia; R: 3, 2; P: 6; loses), Hindu Kush (vs. Persia; R: 6, 4; P: 1; wins), Lower Indus (vs. Persia; R: 3, 1; P: 4; loses), Lower Indus (vs. Persia; R: 3, 3; P: 4; loses), Lower Indus (vs. Persia; R: 2, 1; P: 6; loses), Lower Indus (vs. Persia; R: 5, 2; P: 1; wins), Turanian Plain (vs. Persia; R: 5, 4; P: 5; wins), Tarim Basin (vs. Hsuing-nu; R: 3, 1; H: 6, 6), Tarim Basin (vs. Hsuing-nu; R: 5, 1; H: 6, 1; loses). Builds Monument Southern Apennines Points: Control of North Africa (6), Dominance in Middle East (6) and India (6), Presence in Southern Europe (3), 1 Capital (2), 2 cities (2), 7 Monuments (7), and 2 Seas (2) for 34 points.

Royal Manticoran Historical Society (Wilson) plays Kingdom in the Upper Nile (Army, city, and fort Upper Nile, Roman army retreats to Nubia). **SASSANIDS:** Plays Jihad. Army and Capital Zagros (Roman army retreats to Persian Plateau), army Persian Plateau (vs. Romans; S: 5, 3, 2; R: 4; S: 5, 3, 1; R: 4; wins, city eliminated), Persian Salt Desert (vs. Vedic City States; S: 6, 4, 4; V: 4; wins), Lower Indus (vs. Romans; S: 6, 4, 3; R: 2; wins), Upper Indus (vs. Maurya; S: 4, 4, 2; M: 6; loses), Upper Indus (vs. Maurya; S: 3, 2; M: 3; wins), Ganges Valley (vs. Maurya; S: 1, 1; M: 2; loses), Ganges Valley (vs. Maurya; S: 4, 1; M: 3; wins), Ganges Delta (vs. Maurya; S: 6, 5; M: 3; wins, Capital reduced to city). Points: Dominance of India (6), Presence in North Africa (2) and Middle East (3), 1 Capital (2), 2 cities (2), and 5 Monuments (5) for 20 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	The Horde (yellow)	20	40
Kevin Wilson	Royal Manticoran Historical Society (purple)	21	53
Dave Anderson	The Time Traveler (orange)	22	50
Dennis Cain	Retropolis (red)	22	43
Andy Lewis	Marching Through the Ages (green)	26	57
Cary Nichols	Turanians (black)	28	26
Paul Bolduc	Arachnids (blue)	36	46

Positions

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

The Horde: SCYTHEANS: Army Caucuses. **CELTS:** Army and Monument Central Europe, armies Northern Gaul, Albion.

Marching through the Ages: Fleet Black Sea. **NORTH AMERICAN MIGRANTS:** Army West Indies. **PERSIA:** Armies Eastern Anatolia, Western Anatolia, Upper Tigris. **MAYANS:** Army and Capital Central America, army Guyana Highlands. **HSUING-NU:** Army, city, and Monument Great Plain of China, army and city Wei River, army and Monument Chekiang, armies Mongolia, Yellow River, Tarim Basin

Retropolis: Fleet South China Sea. **CHOU DYNASTY:** Two armies Irrawaddy, army Szechuan. **IBERIAN KINGDOM:** Army, city, and fort Southern Iberia. **HAN DYNASTY:** Armies Si-Kyang, Yangtze Kian, Mekong, East Indies, Eastern Steppe.

Royal Manticoran Historical Society: **ASSYRIA:** Army Western Deccan. **NILE KINGDOME:** Army, city, and fort Upper Nile. **SASSANIDS:** Army, Capital, and Monument Zagros, army, city, and Monument Ganges Delta, army and Monument Persia Plateau, Lower Indus, Upper Indus, armies Persian Salt Desert, Ganges Valley.

The Time Traveler: MAURYA: Army Malay Peninsula.

Arachnids: Fleets Western Mediterranean and Red Sea. **SUB-SAHARAN MIGRANTS:** Armies Central Africa and Congo Basin. **VEDIC CITY STATES:** Armies Eastern Deccan, Eastern Ghats. **ROMANS:** Army, Capital, and Monument Southern Apennines, army, city, and Monument Shatts Plateau, army and Monument Nile Delta, Levant, Upper Tigris, two armies Nubia, armies Libya, Palestine, Hindu Kush, Turanian Plain.

Event Cards

Epoch II Empire

Salty Dog

Seafarers of Catan

Turns 1.1 to 2.1

Deadline Turns 2.2 to 3.2 10/11, Tuesday

Turn 1

Kevin rolls a 6. Dave and Cary each receive 1 brick, Bill receives 1 ore. Builds a ship from G11 – G10 and discovers a 5 Mountains space, gaining one ore.

Dave rolls a 6. Dave and Cary each receive 1 brick, Bill receives 1 ore. Passes.

Cary rolls a 5. Dave and Chris each receive 1 lumber, Cary and Ward each receive 1 brick, and Bill receives 1 sheep. Passes.

Bill rolls a 7. Places the Robber at the 8 Pasture, and steals 1 ore from Yellow. Trades 2 ore for one brick at the ore port, and builds a road from C18 – D18. In the special build turn, Ward builds a road from D16 – C16.

Chris rolls a 6. Dave and Cary each receive 1 brick, Bill receives 1 ore.

Turn 2

Passes.

Kevin rolls a 7. Places the Pirate south of F14, and steals a brick from Red.

Ward rolls a 7. Moves the Robber to the 6 Hills, and steals a brick from Red.

Passes.

Passes.

Open Trades

Kevin offers one brick for one lumber

Cary offers one brick for one lumber

Turn 2 Rolls

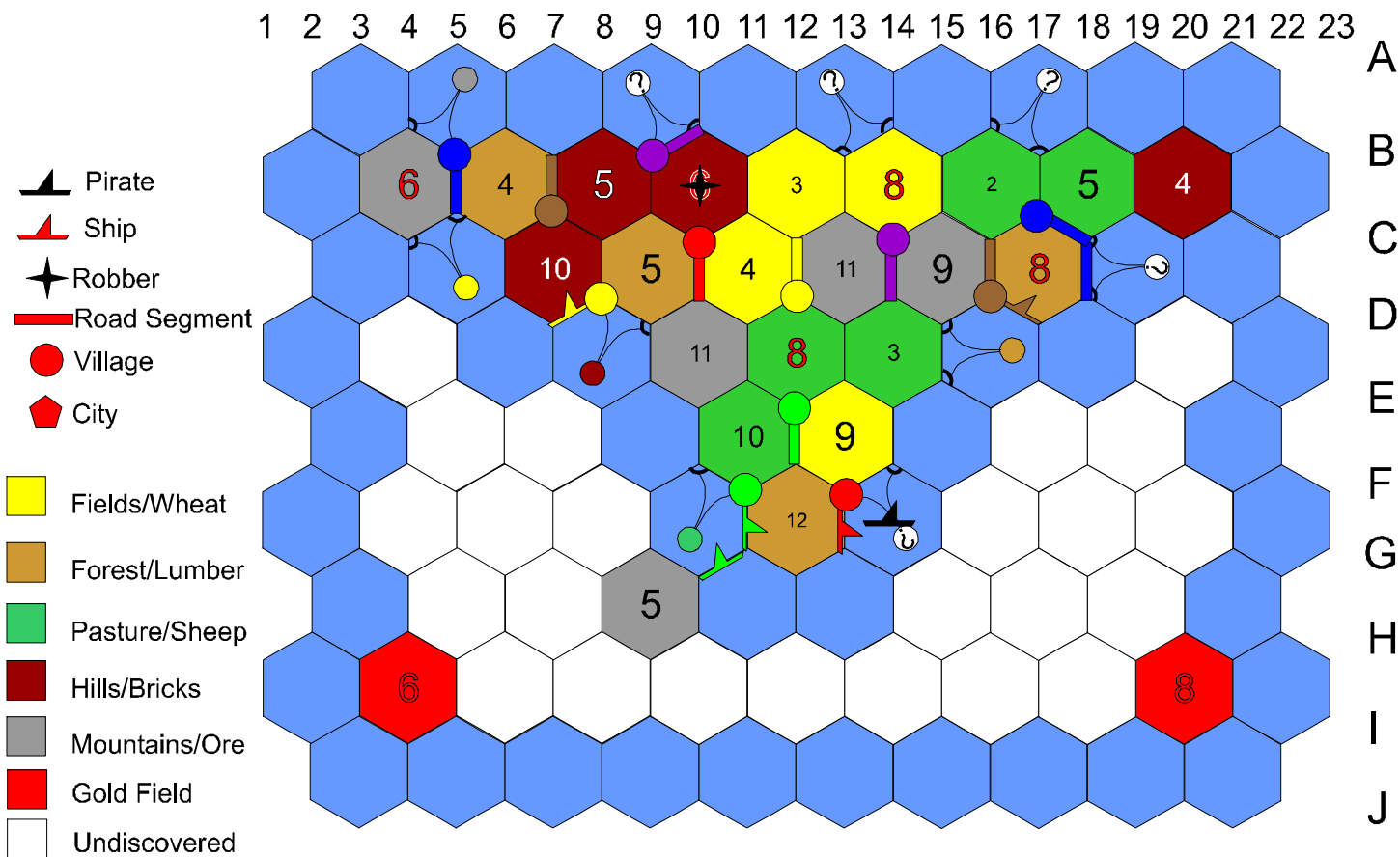
Dave 10 Cary 8 Bill 7 Chris 10 Ward 7

Turn 3 Rolls

Kevin 5 Dave 5

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green			1		1		2
Dave Partridge	Red	1		1	2			2
Cary Nichols	Purple			6				2
Bill Scharf	Blue		1			3		2
Chris Geggus	Yellow	1	1		1			2
Ward Narhi	Brown			3				2



Pedagoguery

Our sun is a tempestuous star. The eleven year solar cycle periodically bombards earth with tremendous bursts of particles and radiation. How does this happen, and what causes these outbursts? Scientists have made great strides in recent years toward answering those questions.

The primary fact to understand about the sun, is that it is a plasma. That is to say, that a significant fraction of the matter that makes up the sun is ionized; its atoms have one or more electrons stripped off by the energetic nature of the environment. Plasmas therefore contain charged particles, and

charged particles in motion create magnetic fields. It is the sun's magnetism that is the underlying cause of both the sunspot cycle, and solar storms.

At the minimum of the solar cycle, the sun's magnetic field is strongest at its poles, and it is relatively uniform. However, since the sun is not a solid body, the equator rotates faster than the poles. Magnetic field lines cannot move freely in a conducting medium, such as a plasma, so they tend to follow the rotation of the sun. As a result, they get stretched, so that eventually, instead of the lines going smoothly from pole to pole, at the equator, they are

running perpendicular to the poles. Tension builds and the lines bulge out, creating localized knots of magnetic energy. Because the energy of the magnetic field increases, the local thermal energy decreases to keep things in balance. What we now have is a visible as a sunspot.

Early on in the cycle, sunspots are more common at the lower latitudes, and they are small in size. As the cycle continues, and magnetic field lines get more twisted and contorted, they start getting bigger and appearing at higher latitudes. Individual sunspots evolve as well. Sometimes, their magnetic field lines will straighten out, and the sunspot will fade. Other times, magnetic field lines will cross; and if the crossing lines are of opposite polarity, they can reconnect, leaving a loop of magnetic field free of the sun. The reconnection releases tremendous energy, and the loop is typically ejected, along with the plasma it contains. This is a solar flare.

The reconnection event generally releases large amounts of electromagnetic radiation – much of it as ultraviolet and x-rays. The outer portions of the sun's atmosphere, the corona, factor into what happens with the plasma loop. The corona also has a magnetic field. The corona is also much more diffuse, and astoundingly hot – hot enough to glow in soft x-rays. (How the corona gets heated to this level is still a mystery.) The corona's magnetic field acts as a net, keeping those loops contained. However, if the loop's polarity is opposite to the polarity of the corona's magnetic field, a new reconnection event can occur, and the net rips, propelling the plasma out at high speed. This is called a Coronal Mass Ejection, or CME.

CME's can be dangerous, both to humans and to satellites. The concentration of highly energetic charged particles, can create strong induction currents, frying delicate electronics. The charged particles, can also

ionize atoms within human tissue, or even knock atoms out of molecules completely. This can cause dangerous free radicals or even break long molecular chains, such as DNA. Fortunately, the earth's magnetic field shields us from the worst effects of CME's. However, it is not a perfect defense. If a CME is launched in earth's direction, it generally takes one to three days for it to reach us. How the CME affects the earth then depends strongly on whether its magnetic polarity is the same as or opposite to the earth's. If it is the same polarity as the earth's, the dayside magnetic field will be compressed, and the plasma will be redirected to the poles, where it will hit the atmosphere and cause spectacular aurorae. The shock could cause a geomagnetic storm, making the earth's magnetic field vibrate, and causing induction currents like those that shut down Quebec's power grid in 1987. Typically, though, the worst that this type of CME will do is cause spectacular auroral displays.

If the CME has the opposite magnetic polarity to the earth, however, the situation worsens. Not only does it compress the earth's magnetic field, it can actually peel back the outer layers of it, causing the lines to reconnect on the night side. This reconnection releases energy in the form of electric current which travels down the magnetic field lines to the poles, potentially causing large geomagnetic storms.

Fortunately, events such as those described are uncommon, and in general they pose a greater danger to satellites than to us. However, if we ever achieve a significant presence beyond earth orbit, they are definitely something we will have to plan for.

Next issue, I will talk about the amazing possibilities offered by space tethers.

Best in Show (Abridged)

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

Machiavelli

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

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

² Rehoused from Phil Reynolds' *ishkibibble*

Dune

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

Outpost

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

History of the World

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

Settlers/Seafarers of Catan

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

¹ GMed by Andy Lewis

Kremlin

Name	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus
Guard Dog	Chris Geggus

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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

You ☞ (if check) for Milan in Dogfight.