

### Notes from Hades

**A**nother issue, another UN trip – this time to Vancouver, BC. I had actually never been to Canada before, but I was looking forward to visiting our northern neighbors. I can honestly say that I was not in the least bit disappointed. Vancouver is a very nice city with some excellent restaurants. The hospitality was first rate, and I can definitely recommend it.

We have two games ending this issue: Junk Yard Dogs and Laika. Eric Brosius wins Junk Yard Dog in a squeaker while Andy York sails away in Laika. Congratulations to both. With the conclusion of those two games, next issue will see the start of Doberman and Jackal.

The next deadline is **Tuesday, May 9 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. **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. **Starts this issue!**

**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. **Starts next issue!** I will use the non-player nations rule if we don't get a sixth player.

**Terrier.** Silverton. We will play the advanced game with the Hiring and Advancement optional rule. Have Dave Partridge, Bill Scharf, Andy Lewis, and Paul Bolduc, will take up to 2 more.

**Hound.** Outpost. Dave Partridge, Bill Scharf, Kevin Wilson, Andy Lewis, Michael Lowrey, Andy York, and Eric Brosius, will take up to 3 more.

**Flea Collar.** Kremlin. This game will start when Sled Dog ends. Have Bob Robles, Brendan Whyte, Pasquale Giovine, Chris Geggus, and Mike Scott need 1 more.

**Dog Park.** Machiavelli. Rules determined by player vote as usual. Have Kevin Wilson, Dave Partridge, Bob Robles, Pasquale Giovine, and Mike Scott, will take up to 3 more.

### Wish List

**Dune.** We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Have Kevin Wilson, Bob Robles, and Paul Bolduc, will take up to 3 more (4 if one player plays the Bene Tleilaxu).

**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 and Dave Partridge, need up to 4 more.

**Age of Renaissance.** This game will start when Dog Chow finishes and will use the European rules and alternate map. 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:

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

**2000 S. Armour Court**

**La Habra, CA 90631**

**Phone: (562) 690-7827, Fax: (562) 690-7827**

**chassler@adelphia.net**

**On the Web at: <http://home.adelphia.net/~chassler>**

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

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

### Dave Partridge

I haven't been to France for 20 years, but I never found that the people were rude. Like you I tried to use my high school French when I could but I found that English was prevalent and the people were just as friendly as any other country. I often wonder if the reputation for rudeness of various foreign countries stems more from the behaviour of the typical US tourist than from any societal trait of the people in the country. Don't act like you're the king of the world, or think that talking slowly and loudly will make someone who doesn't speak your language understand you and you'll get by just fine.

*[I agree with your assessment about the behavior of the stereotypical American tourist. Courtesy is usually met with courtesy, and rudeness with rudeness. I don't know why the French, and Parisians in particular, have the reputation, however.]*

### Chris Geggus

One message for your readers if I may. I am going to the World Boardgaming Championships this year for the first time since 1998. I will be travelling with an AHIKS colleague, Andy Cummins and will be sharing car plus room with him. He attends every year and is part of an AHIKS Europe team, so I'm a free agent.

Would anyone like a fourth member to make up a team? My chosen game will probably be Kremlin which I did win on my last visit. Regardless of team make up I would be more than pleased to say hello to any S.O.B.'ers who I bump in to.

I know Andy Lewis and also did meet both Cousins brothers on my previous trips. We arrive on Sunday the 30th July and fly back on Sunday 6th August. Come and look me up.

## Off the Leash

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

**Summer 1467**

**Deadline for Fall 1467: 5/9 Tuesday**

*Venice holds the line against France in the north, but employs ducats to make gains against Naples in the south.*

### Spring 1457 Retreats

Venice A Lucca retreats to garrison

### Expenditures

Venice borrows 18 ducats for 2 years (27 ducats due Summer 1469). Venice spends 18 ducats to buy Naples F Central Mediterranean and 21 ducats to buy Naples EM A Florence.

### Outstanding Debt

Summer 1469: 27 ducats due from Venice (18 borrowed)

### Orders

FRANCE 🇫🇷: A SWISS supports A Tyrolea, [A TYROLEA supports A Pavia to Milan (cut)], A COMO supports A Pavia to Milan, [A PAVIA to Milan], A PARMA supports A Modena to Mantua, [A MODENA to Mantua], [A FORNOVA to Modena], A Provence to TURIN, F GENOA convert to G, F LUCCA besieges

NAPLES 🇮🇹: A PISA supports French F Lucca, [A Pistoia supports A Florence to Bologna (ELIMINATED)], [A (EM) Florence to Bologna (nsu)], A URBINO supports A Aquila to Ancona, A Aquila to ANCONA, [F OTRANTO supports F Central Mediterranean to Ionian Sea (nsu)], [F Central Mediterranean to Ionian Sea (nsu)], [F GULF OF NAPLES supports F Central Mediterranean to Ionian Sea (nsu)], F Palermo to MESSINA

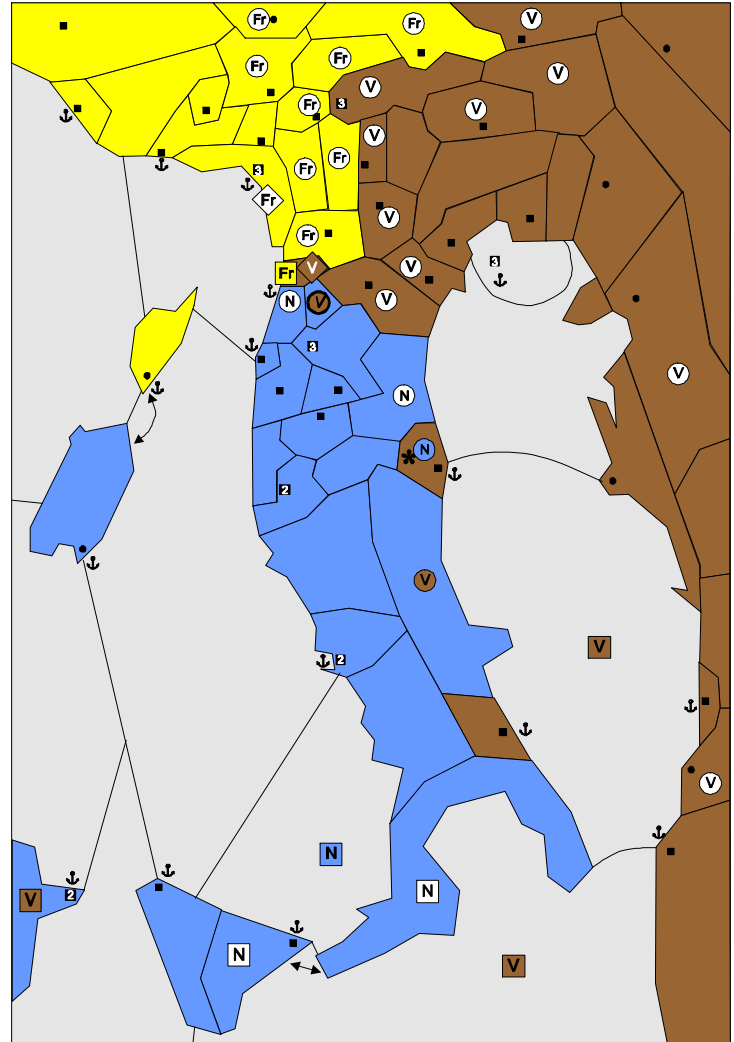
VENICE 🇻🇪: [A AUSTRIA to Tyrolea], A CARINTHIA supports A Milan, A Slavonia to CROATIA, A TRENT supports A Milan, [A MILAN supports A Cremona (cut)], A CREMONA supports A Milan, A Bergamo to MANTUA, A FERRARA supports A Bergamo to Mantua, A BOLOGNA supports A Bergamo to Mantua, A DALMATIA to ALBANIA, A Bari to AQUILA, A (EM) Florence to PISTOIA, [F Ancona to Urbino (DISLOADED, retreat Upper Adriatic, garrison, OTB)], F LOWER ADRIATIC transports A Dalmatia to Albania, F IONIAN SEA holds, F Central Mediterranean to TUNIS, G LUCCA holds (u)

Your treasury:

### Press

**France – Naples:** Dear Ally, thank you for the support in Lucca. About Bari, I can only say that you made as a ostrich by burying your's head in the sand and did not want to see what that everyone saw, also Venice (that is not a beginner in my opinion). I see that you could attack Bologna with three units from Pistoia and Florence and so I close the Venetian retreat in Mantua. If necessary, I shall support you in Bolo in fall, if you suggested me your attacking army (Pistoia, Florence, Urbino). About ducats, it seems that all two need them to disband Venetian units, and so none of two can give them each other, I think.

Off the Leash



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

**Naples – France:** OK, siege him out of Lucca, and tell me what you want to do next... unless he buys or disbands one of my units, I'll be taking Bol... and look for your support too.

**Naples – Venice:** OK, let me count up my monies, and see which unit looks most inviting to buy... do I have enough... ??

**Venice – France/Naples:** Didn't Hitler lose when he opened up a second front? Hopefully I will have better luck.

## Dirty Deeds Done Dirt Cheap

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

**Miller Number 2000Fpw10**

**Spring 1057**

**Deadline for Summer 1057 5/9, Tuesday**

*The Muslims turn their attention toward Byzantium, leaving the Pope and Venice to tangle with Pisa.*

### Fall 1056 Retreats

Muslim A Capua retreats to Spoleto (rebellion liberated)

Papacy A Sienna retreats to garrison

### Builds

		Cost
<b>Byzantines</b>	Maintains all, no new builds	9
<b>Muslims</b>	Maintains F Corsica, F Tyrrhenian Sea, F Aquila, F Bari, builds F Messina	15
<b>Papacy</b>	Maintains A Arezzo, A Urbino, A Rome, G Sienna	15
<b>Pisa</b>	Maintains A Trent, A Bergamo, A Mantua, A Lucca, A Florence, build Elite Mercenary A Piombino	21
<b>Venice</b>	Maintains all, no new builds	18

### Expenditures

Pisa spends 5 ducats to repay his debt.

### Outstanding Debt

Fall 1058: 33 ducats due from Pisa (22 borrowed), 18 ducats due from Venice (12 borrowed)

### Orders

BYZANTINES (Robles): A Ragusa to HERZEGOVINA, [F (EM) DURAZZO to Lower Adriatic]

MUSLIMS (Wilson): F Corsica to TYRRHENIAN SEA, F Tyrrhenian Sea to GULF OF NAPLES, F Messina to IONIAN SEA, F BARI supports F Aquila to Lower Adriatic, [F AQUILA to Lower Adriatic]

PAPACY (Scott): A Rome to PATRIMONY, A URBINO supports Venice G Florence convert to A, A (EM) Arezzo to SIENNA, G SIENNA supports A Arezzo to Sienna

PISA (Roalstad): A Trent to MILAN, A BERGAMO supports A Trent to Milan, A MANTUA supports A Lucca to Modena, A Lucca to MODENA, [A Florence besieges (DISLOADED, retreat Pisa, Pistoia, Arezzo, OTB)], [A (EM) PIOMBINO to Sienna]

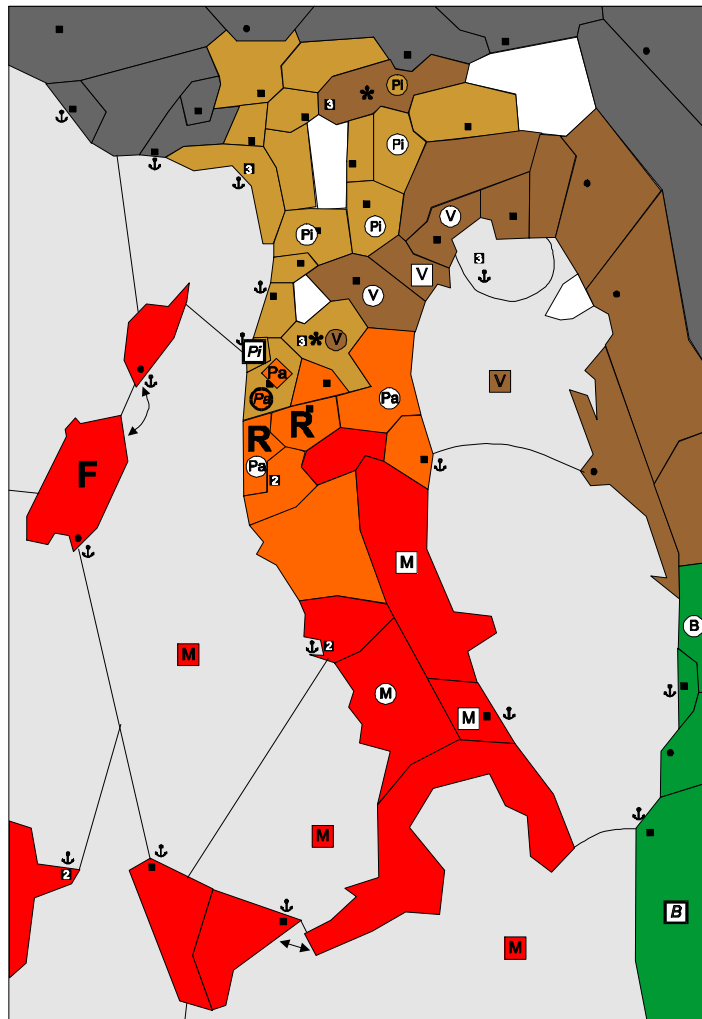
VENICE (Partridge): [A Milan holds (DISLOADED, retreat Como, Pavia, Parma, Cremona, Carinthia, garrison, OTB)], A BOLOGNA supports G Florence convert to A, A PADUA supports F Upper Adriatic to Ferrara, F Upper Adriatic to FERRARA, F Dalmatia to UPPER ADRIATIC, G FLORENCE convert to A

Your treasury:

### Spring 1057 Famine Losses

If Pisa A Florence retreats to Pistoia, it will be eliminated. If Venice A Milan retreats to Parma or Cremona, it will be eliminated.

### Dirty Deeds Done Dirty Cheap



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

### Summer 1057 Plague

**Plague results held until retreats have been received.**

### Press

**Papacy – Pisa:** Good try, we'll see what happens here....

**Pisa – Papacy:** Venice is looking for the win now and I don't think you're in his agenda.

## Dogfight

**Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory**

**Miller Number 2005Apw10**

**Spring 1456**

**Deadline for Summer 1456 5/9, Tuesday**

*The Turks make a last-ditch effort to fend off Naples, who withdraws from French land. Venice continues to advance against Austria, and the war between Florence and the Pope continues.*

Fall 1455 Retreats

Austria retreats A Carinthia to Slavonia

Builds

	Cost
Austria: Maintains all, builds Elite Mercenary A Hungary	15
Florence: Maintains A Pisa, A Florence, A Arezzo, A Urbino, no new builds	15
France: Maintains all, no new builds	12
Naples: Maintains all, builds A Naples	21
Papacy: Maintains all, no new builds	18
Turks: Maintains F Lower Adriatic	3
Venice: Maintains A Carinthia, A Bergamo, A Verona, A Mantua, F Upper Adriatic, F Dalmatia, builds A Treviso, A Padua	24

Expenditures

The Pope spends 3 ducats for famine relief in Pistoia

Turks spend 12 ducats to disband Neapolitan EM F Durazzo

Orders

- AUSTRIA ☞: A MILAN supports A Trent, [A Trent supports A Slavonia to Carinthia (cut, DISLODGED, retreat garrison, OTB)], A Slavonia to CARINTHIA, A (EM) HUNGARY holds
- FLORENCE ☞: [A Pisa supports A Florence to Sienna (cut, DISLODGED, retreat Lucca, garrison, OTB)], [A FLORENCE to Sienna], [A AREZZO supports A Florence to Sienna (cut)], [A (EM) URBINO to Florence]
- FRANCE ☞: A SAVOY to PROVENCE, A GENOA besieges (garrison destroyed), A PAVIA supports A Fornova to Parma, A Fornova to PARMA
- NAPLES ☞: A BARI supports A Naples to Aquila, A Naples to AQUILA, [F OTRANTO to Lower Adriatic], F IONIAN SEA supports F Otranto to Lower Adriatic, [F (EM) Durazzo supports F Otranto to Lower Adriatic (nsu)], F TUNIS to WESTERN MEDITERRANEAN, F Marseilles to GULF OF LIONS
- PAPACY ☞: [A BOLOGNA to Florence], A Pistoia to PISA, A PIOMBINO supports A Pistoia to Pisa, [A ANCONA to Urbino], [A PERUGIA to Arezzo], [A PATRIMONY to Sienna]
- TURKS ☞: F LOWER ADRIATIC holds
- VENICE ☞: A Carinthia to TRENTO, A BERGAMO supports A Carinthia to Trent, A VERONA supports A Carinthia to Trent, [A MANTUA supports Papal A Bologna (nsu)], A Treviso to FRIULI, A Padua to FERRARA, [F DALMATIA to Lower Adriatic], F UPPER ADRIATIC supports F Dalmatia to Lower Adriatic

Your treasury:

Spring 1456 Famine Losses

Autonomous garrison Turin

Summer 1456 Plague

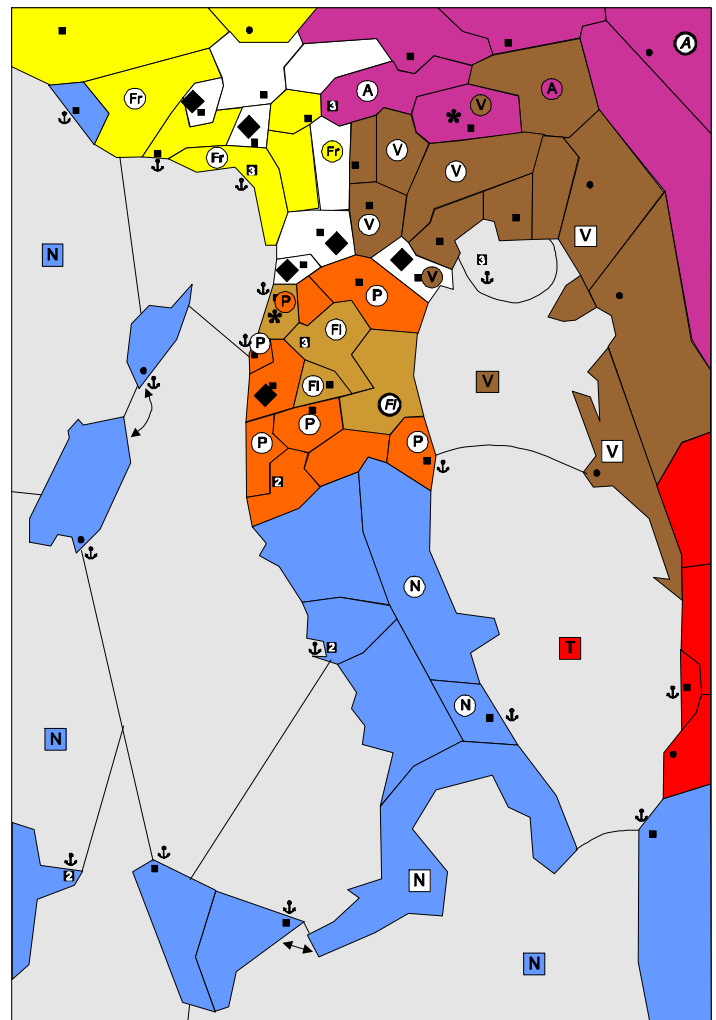
**Poor Year – Row Only:** Savoy (autonomous garrison destroyed), Friuli (Venice A destroyed), Rome, Marseilles, Pavia (French A destroyed)

Press

**Florence – Pope:** Can you see that I will not roll over for you? Please let's be friends so we can help stop the leaders. Look to the south and you will see a very grave situation for us. Note my defensive moves this turn.

**France – Austria:** I hope reinforcements are coming in Tyrolea and Hungary. I can't offer much, but my Army in Parma will offer its Support to Milan every Season until next year.

**France – Naples:** Weather your Fleet Captain acted by your orders or on his own, I'm offering this truce before I convert my Armies to Fleets. Leave Marseille and French lands and I won't convert Genoa's Army to a Fleet.

Dogfight

○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison  
 Venice's expansion must stop and your Fleet is a nail in my foot. Either I will remove the nail or I help Austria keep Venice in check. The choice is yours?

**France – Papacy & Florence:** IF you don't let go of each other's throats, you will be the next dinner for Venice or Naples.

**France – Venice:** I suppose a cease fire against Austria is out of the question?

**Naples – France:** Dear friend, I don't think that a single fleet could conquer the France, nor maintain Marseille, and in fact I leave it free immediately. I only needed some ducats against turks and, sorry for this, I took to you. Any way I shall return them to you as soon as possible, and if you don't put too many fleet on the seas. Instead I see that you have many possibilities of expansion on the terrestrial provinces (Lucca, Modena) and could need my support from the sea, hence I could give back the ducats for supporting your conquering.

**Naples – Papacy:** As you know, Capua and Aquila are mine and any trespassing won't be liked by me. On the contrary, our no-belligerence pact could be reinforced, if you agree.

**Naples – Venice:** I hope that you don't wish to enter in my questions with Turkey; in the case I shall not enter in any yours and we could have a no-belligerence pact. You should expand in the North and I in the South without interfere: UA is a your sea and LA should be mine. What do you think about it?

**Turks – World (except the Neapolitan Dogs):** Send Lawyers, Guns and Money! Seriously folks, send me your spare ducats and I can give Naples trouble until the rest of you can eat him up.

**Venice – Turks:** Ok, I'll move south to help you, and I know you won't like how I did it, but it was the only way I could see...

**Pavloy**  
**End of Game Statements**

**Kevin Wilson (Guild)** Congratulations to Bill & Cary. I really like this game and wish I had more time to play it face-to-face. I like PBM definitely works but FTF is how this game should be played. Sometimes you need to see the whites of the other guy's eyes!!

I'm still not sure what Ward was doing that last turn. I thought we had an agreement I was going to drop in and defend Tuek's. I had the cash, the troops and a card or two to make a go of it. Maybe you misunderstood. I'm looking forward to your comments to see if there is any light shed on the situation.

I was concerned the BT would win again. I think this is the first time I've played with the BT present that they didn't win with the 35 spice objective. I could be wrong but it seems far too easy of a way for them to win. I was working this one, as I usually do when playing the Guild, for the default win on 15. I still get a bit confused on the alliance shared wins and do think an alliance should have to have more than the normal 3 strongholds to win or their should be a caveat that if an alliance wins with 3 strongholds, one member of the alliance can't hold all 3. Regardless, I love this game. I will play every time Chris runs one and I'll hope to get my share of wins.

Good game. Congrats to Bill and Cary again. I'll try harder next time.

**Paul Bolduc (Bene Tleilazu)** With an ally like the Harkonnen, who needs enemies? I had a pretty good shot at winning it on Turn 16. I finally had the requisite spice and had but to prevent a stronghold win by another player or alliance. Failing that, the H/G/BT had the spice, the traitors, and the treachery cards to perhaps gain a stronghold victory ourselves. Then H played a Karama to bleed me down to the minimum spice, which handicapped my purchase of cards in Turn 16 and left me vulnerable to a BG played worthless/Karama. That didn't happen -- indeed the BG had been very quiet for a long time. Then H & G got their attacks crossed and cost us a shot at taking Arakeen and foiling A/E.

**Bill Scharf (Emperor)** Well, I can't say I really won this game...it was actually miscommunication within an opposing faction that gave us any chance at winning at all. But hey I'll take it...miscommunication in mail games can happen a lot more than in FTF games...it just worked out in my favor this time. Thanks to my Atredies team member...without whose game long support and behind the scenes skullduggery I wouldn't have had a chance.

**Ward Narhi (Harkonnens)** I'll be the first to admit that I am not all that good at Dune. The last turn, Kevin sent me an email and told me to move my forces to Tuek's Sietch. Then, he tried to move there himself so obviously there was some miscommunication on our part. Drat! I had great traitors but never seemed to be in position to use them even though I tried picking fights with people who I had their leaders.

**Junk Yard Dog**  
**Turn 13b**  
**Deadline End of Game Statements 5/9, Tuesday**

*Cards*

<b>Eric</b>	<b>Dave</b>	<b>Andy</b>	<b>Cary</b>
Hiring/Firing	Growth	Growth	Advisor
Order	Waste Removal	Order	Order
Waste Removal	Raw Materials	Waste Disposal	Waste Disposal

Andy plays Growth, increasing his Growth to 20 and triggering the end of the game.

Cary plays an Order, using 3 raw materials, gaining \$14, and generating 3 waste

Eric plays an Order, using 5 raw materials, gaining \$18, and generating 1 waste

Dave plays Raw Materials, offering 2 raw materials for sale which are declined by everyone

Andy plays an Order, using 3 raw materials, gaining \$20, and generating 1 waste

Cary plays Waste Disposal with an Advisor, reducing his waste to 6

Eric plays Waste Removal with an Advisor, reducing his waste to 5, and increasing Dave's to 11, Andy's to 8, and Cary's to 8

Dave plays Growth, increasing his Growth to 19

Andy plays Waste Disposal, reducing his waste to 5

Cary passes

Eric passes

Dave plays Waste Removal with an Advisor, reducing his waste to 9, and increasing Eric's to 7, Andy's to 7, and Cary's to 10

Andy passes

Cary passes

Eric passes

Dave passes

Maintenance: Eric and Andy both spend \$4, Cary spends \$3, and Dave spends \$1

*The Players*

<b>Player</b>	<b>Play Order</b>	<b>Money</b>	<b>Loans</b>	<b>Raw Material Supply</b>	<b>Growth</b>	<b>Co-workers</b>	<b>Saved Card</b>
Eric Brosius	3	\$53	0	5	18	4	Hiring/Firing
Dave Partridge	4	\$15	0	5	19	1	
Andy York	1	\$45	10	7	20	4	Raw Materials
Cary Nichols	2	\$15	30	4	14	3	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Eric Brosius	4/3	5/1	1/15	7	64
Dave Partridge	1/15	2/10	2/10	9	62
Andy York	4/3	3/6	1/15	7	57
Cary Nichols	4/3	3/6	3/6	10	7

Notes

Congratulations to Eric on his close victory.

**Laika**

**1978**

**End of Game Statements due: 5/9 Tuesday**

Event Card Resolution/Saved Cards

**JOE** Fortunate Accident: Habitation Module. Fortunate Accident: Space Station. Fortunate Accident: Satellite or Probe.

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

**Republic of Texas:** Astronaut recruitment is 1MB apiece.

**Romulus Project:** One launch facility damaged. 15MB must be spent before it can be used again. Accepts government order to place a man on Mars by 1982.

Purchase Hardware

**Republic of Texas** buys the Six Person Shuttle program for 120MB, Mega Stage Rocket program for 150MB, and the Ion Engine program for 90MB.

**JOE** buys 1 three person habitation module for 30MB, 3 two person capsules for 12MB, 1 solid rocket booster for 5MB, 3 two stage rockets for 36MB, and 3 one stage rockets for 9MB.

**Romulus Project** buys 2 three stage rockets for 36MB, 2 astronauts (Sulla, Pompey) for 4MB, and 12 habitation extenders for 36MB.

**Cain Program** buys 10 habitation extenders for 30MB and a three person capsule for 12MB.

Conduct Research

**Republic of Texas C:** 3 dice (3, 3, 5) +11% to Max R&D. 18MB spent. m: 8 dice (2, 2, 3, 3, 3, 3, 5, 6) +27%. 80MB spent. G: 8 dice (1, 1, 2, 3, 4, 4, 4, 5) +24%. 56MB spent. J: 8 dice (1, 2, 3, 3, 3, 4, 4, 5) +25%. 56MB spent.

**JOE J:** 4 dice (1, 1, 4, 5) +11% to Max R&D. 28MB spent. Hibernation: 1 die (6) +6% to Max R&D. 10MB spent.

**Romulus Project 5:** 2 dice (4, 5) +9% to Max R&D. 10MB spent. j: 8 dice (1, 1, 1, 2, 3, 4, 5, 5) +22% to Max R&D. 32MB spent. n: 8 dice (1, 1, 2, 3, 4, 5, 5, 6) +27%. 40MB spent.

**Cain Program** no research.

Declare Future Missions

**Republic of Texas** declares 4 launches, **JOE** declares 2 launches, **Romulus Project** declares 2 launches, and **Cain Program** declares 1 launch

Missions

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

**JOE** continues a Neptune Flyby. In-Route Activities (39%<93%). Mission continues next turn (3 turns until arrival at Neptune).

**Republic of Texas** continues a Neptune Flyby. In-Route Activities (97%>93%). Mission failure. -5MB to budget.

**Cain Program** continues a Grand Tour with Ion Drive. Ion Drive (59%<83%). +1% to J, mission continues next turn. (Arrives at Uranus).

Republic of Texas continues a Manned Mars Mission (Travis, Simmons, Ocknaschek, Milbourn, Crockett). Mars Walk (24%<98%), Mars Walk (59%<98%), Mars Orbital Activities (35%<96%), Mars Surface Activities (64%<91%), Mars Surface Activities (29%<91%), Mars Walk (85%<98%), Mars Walk (09%<98%), Mars Orbital Activities (69%<96%), Mars Surface Activities (42%<91%), Mars Surface Activities (60%<91%), Mars Launch (90%<91%), Mars Launch (36%<91%), Docking (52%<98%), Docking (77%<98%), Mars Mission Burn (13%<96%), Interplanetary In-Route Activities (81%<96%), Solar Sail (63%<97%), Interplanetary In-Route Activities (94%<96%), Solar Sail (78%<97%), Interplanetary In-Route Activities (95%<96%), Solar Sail (06%<97%), Interplanetary In-Route Activities (70%<96%), Solar Sail (30%<97%), Interplanetary In-Route Activities (61%<96%), Solar Sail (04%<97%), Interplanetary In-Route Activities (95%<96%), Solar Sail (03%<97%), Interplanetary In-Route Activities (72%<96%), Solar Sail (84%<97%), Interplanetary In-Route Activities (84%<96%), Solar Sail (12%<97%), Earth Orbital Burn (33%<96%), Earth Orbital Activities (96%=96%), Docking (43%<98%), Docking (39%<98%), Earth De-orbital Burn (25%<98%), Earth De-orbital Burn (63%<93%), Earth De-orbital Burn (40%<93%), Re-entry (39%<98%), Re-entry (58%<93%), Re-entry (30%<93%), Recovery (68%<98%), Recovery (44%<93%), Recovery (21%<93%). Mission success and victory for Republic of Texas!

Players

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1978 Budget	152	229	245	267
Cash	307	23	164	524
Launch Facilities	3	3	4	6
Astronauts	8	9	6	9

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

### Programs and Hardware

**Cain Program:** Orbital Satellite (1): 1/88%, Interplanetary Satellite (2): 2/98%, Lunar Probe (3): 1/86%, Docking Module (4): 2/98%, Mars Probe (5): 1/79%, One Stage Rocket (A): 5/84%, Three Stage Rocket (C): 3/98%, Kicker (F): 2/89%, Solid Rocket Booster (H): 3/77%, Ion Engine (J): 4/83%, One Person Capsule (a): 5/84%, Three Person Capsule (c): 2/81%, Two Person Module (d): 1/81%, Three Person Space Station (i): 1/68%, Habitation Extenders (p): 16, EVA: 98%, Photoreconnaissance: 100%, Space Construction: 55% IN ORBIT: nothing

**Romulus Project:** Orbital Satellite (1): 2/98%, Interplanetary Satellite (2): 4/72%, Lunar Probe (3): 0/65%, Docking Module (4): 2/98%, Mars Probe (5): 0/88%, One Stage Rocket (A): 0/91%, Two Stage Rocket (B): 0/89%, Three Stage Rocket (C): 2/98%, Liquid Fuel Strap-ons (D): 2/33%, Kicker (F): 1/98%, One Person Capsule (a): 3/86%, Three Person Capsule (c): 1/94%, Two Person Module (d): 0/49%, Three Person Space Station (i): 2/71%, Three Person Habitation Module (j): 2/85%, Two Person Mars Lander (n): 1/65%, Habitation Extenders: 12, EVA: 88%, Photorecon: 100%, Space Construction: 100% IN ORBIT: 1 three person space station (life support: 30)

**JOE:** Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/93%, Lunar Probe (3): 0/72%, Docking Module (4): 4/98%, Mars Probe (5): 2/88%, One Stage Rocket (A): 3/98%, Two Stage Rocket (B): 6/98%, Liquid Fuel Strap-ons (D): 2/94%, Kicker (F): 0/98%, Solid Rocket Boosters (H): 3/83%, Solar Sail(K): 0/95%, Ion Engine (J): 1/85%, One Person Capsule (a): 0/92%, Two Person Capsule (b): 5/98%, One Person Module (e): 0/92%, Three Person Space Station (i): 0/86%, Three Person Habitation Module (j): 2/72%, Two Person Mars Lander (n): 1/90%, Habitation Extenders (p): 19, EVA: 98%, Hibernation: 1/60%, Photorecon: 100%, Space Construction: 100%. IN ORBIT: 1 three person space station (life support: 108), 5 habitation extenders, 1 three person habitation module (life support: 90) with Mars Lander (life support: 20) and 2 solar sails.

**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): 0/98%, Three Stage Rocket (C): 1/95%, Liquid Fuel Strap-on (D): 0/85%, Kicker (F): 0/98%, Mega Stage Rocket (G): 1/59%, Solid Rocket Booster (H): 1/85%, Ion Engine (J): 1/35%, Solar Sail (K): 0/97%, One Person Capsule (a): 6/93%, Three Person Capsule (c): 0/98%, Two Person Module (d): 1/91%, Three Person Space Station (i): 1/98%, Five Person Habitation Module (k): 0/96%, Six Person Shuttle (m): 1/32%, Two Person Mars Lander (n): 2/91%, Habitation Extenders (p): 3, EVA: 98%, Photorecon: 100%, Space Construction: 100% IN ORBIT: 1 three person space station with 4 three person capsules docked (life support: 90), 1 three person space station with 2 three person capsules and 2 one person capsules docked (life support: 24), 0.5 five person habitation modules

### Notes

Congratulations to Andy on his victory. I would like everyone's feedback on the variant. What did you think of it? How would you improve it? Do you have any criticisms of it? Give it to me straight – I can take it.

## **Dogwood**

### **Epoch V Vikings, Holy Roman Empire, and Chola Epoch V Sung Dynasty, Seljuk Turks, and Mongols due: 5/9 Tuesday**

#### Epoch V

**Marching Through the Ages** (Lewis) plays Empire Fortifies in Yangtse Kian and East Indies. VIKINGS: Army and Capital Scandinavia, fleet North Sea (vs. Arachnids; MTtA: 6, 2; A: 2; wins), army Western Gaul (vs. Franks; V: 6, 3; F: 5, 3; wins), Central Massif (vs. Franks; V: 3, 1; F: 6; loses), Central Massif (vs. Franks; V: 4, 3; F: 4; V: 4, 1; F: 4; V: 5, 3; F: 1; wins), Northern Gaul (vs. Franks; V: 6, 5; F: 6; V: 6, 3; F: 5; wins, Capital reduced to city), Lower Rhein, Central Europe (vs. Franks; V: 4, 2; F: 6; loses), Central Europe (vs. Franks; V: 6, 6; F: 5; wins). Points: Dominance in China (6) and Northern Europe (4), Presence in Middle East (3), Southern Europe (3), Southeast Asia (2), Eurasia (1), and North America (1), 2 Capitals (4), 5 Monuments (5), and 1 Sea (1) for 30 points.

**Retropolis** (Cain) plays Fujiwara. Army and Capital Hokkaido, fleet Sea of Japan, army Great Plain of China (vs. Hsuing-nu; F: 2, 1; H: 6, 4; loses). HOLY ROMAN EMPIRE: Army and Capital Central Europe (Viking army retreats to Northern Gaul), army Northern Gaul (vs. Vikings; H: 4, 3; V: 6, 5; loses), Northern Gaul (vs. Vikings; H: 5, 4; V: 2, 1; H: 2, 2; V: 6, 4; loses), Northern Gaul (vs. Vikings; H: 6, 6; V: 5, 3; wins, city eliminated), Albion (vs. Celts; H: 6, 4; C: 5, 4; wins), Dniepr (vs. Huns; HRE: 5, 1; H: 4; wins), Western Steppe (vs. Huns; HRE: 5, 5; H: 5; HRE: 6, 5; H: 5; wins), Turanian Plain (vs. T'ang Dynasty; H: 5, 4; T: 3; wins), Tarim Basin. Builds Monument Albion. Points: Dominance in Southern Europe (6), Northern Europe (4), and Eurasia (2), Presence in Middle East (2), China (3), and Southeast Asia (2), 3 Capitals (6), 1 city (1), 3 Seas (3), and 3 Monuments (3) for 32 points.

The Horde (Geggus) plays Disaster (ships at sea) on Bay of Bengal. CHOLA. Army and Capital Eastern Ghats (Gupta A retreats to Eastern Deccan), fleet Bay of Bengal, plays Allies, army Ceylon, Western Ghats, Eastern Deccan (vs. Guptas; C: 6, 2; G: 5; C: 6, 1; G: 4; wins, city eliminated), Western Deccan (vs. Assyria; C: 4, 1; A: 1; C: 3, 2; A: 2; wins), Lower Indus (vs. civil war; C: 6, 5; CW: 3; wins), Hindu Kush, Persian Plateau (vs. T'ang Dynasty; C: 6, 5; T: 5; wins), Zagros (vs. T'ang Dynasty; C: 6, 6; T: 5; wins). Builds Monument Eastern Ghats. Points: Dominance in India (6), Presence in Middle East (2), Southeast Asia (2), and Eurasia (1), 1 Capital (2), 1 city (1), 1 Sea (1), and 5 Monuments (5) for 20 points.

#### Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dave Anderson	The Time Traveler (orange)	32	63
Kevin Wilson	Royal Manticoran Historical Society (purple)	39	105
Paul Bolduc	Arachnids (blue)	41	69
Chris Geggus	The Horde (yellow)	42	91
Dennis Cain	Retropolis (red)	44	101



Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy Lewis	Marching Through the Ages (green)	46	114
Cary Nichols	Turanians (black)	46	47

### Positions

**Turanians:** Two fleets Red Sea. MACEDONIA: Army and city Crete, two armies Pyrenees, army Western Iberia. ARABS: Army, Capital, and Monument Arabian Peninsula, army and Monument Nile Delta, Levant, Upper Tigris, armies Palestine, Nubia, Upper Nile, Middle Tigris, Lower Tigris, Eastern Anatolia.

**The Horde:** Fleet Bay of Bengal. SCYTHEANS: Army Caucuses. MALAYAN KINGDOM: Army, city, and fort Malayan Peninsula. HUNS: Army and Monument Upper Indus. CHOLA: Army, Capital, and Monument Eastern Ghats, army and Monument Lower Indus, Persian Plateau, Zagros, armies Ceylon, Western Ghats, Eastern Deccan, Western Deccan, Hindu Kush.

**Marching through the Ages:** Fleet North Sea. NORTH AMERICAN MIGRANTS: Army West Indies. MAYANS: Army and Capital Central America, army Guyana Highlands. HSUING-NU: Army and Monument Chekiang, armies Mongolia, Yellow River, Great Plain of China. T'ANG DYNASTY: Army, Capital, fort, and Monument Yangtse Kian, army and fort East Indies, armies Szechuan, Wei River, Turanian Plain. VIKINGS: Armies Scandinavia, Western Gaul, Central Massif, Lower Rhein.

**Retropolis:** Fleets Black Sea, Eastern Mediterranean, Sea of Japan. CHOU DYNASTY: Two armies Irrawaddy. IBERIAN KINGDOM: Army, city, and fort Southern Iberia. HAN DYNASTY: Army Eastern Steppe. BYZANTINES: Army and Capital Balkans, armies Danubia, Western Anatolia, Dalmatia, Pindus, Morea. FUJIWARA: Army and Capital Hokkaido. HOLY ROMAN EMPIRE: Army, Capital, and Monument Central Europe, army and Monument Albion, Tarim Basin, armies Northern Gaul, Dniepr, North European Plain, Western Steppe, Turanian Plain.

**Royal Manticoran Historical Society:** Fleet Western Mediterranean. SASSANIDS: Army Ganges Valley. GUPTAS: Two armies Sumatra. FRANKS: Army and Monument Southern Apennines, army Northern Apennines

**The Time Traveler:** GOLD COAST KINGDOM: Army, city, and fort Gold Coast.

**Arachnids:** Fleet South China Sea. SUB-SAHARAN MIGRANTS: Armies Central Africa and Congo Basin. ROMANS: Army, city, and Monument Shatts Plateau, army Libya. ANGLO-SAXONS: Armies Baltic Seaboard, Ireland. CIVIL WAR: Armies Persian Salt Desert, Ganges Delta. KHMERS: Army and Capital Mekong, army Si-Kyang.

### Event Cards

### Epoch V Empire Draw

## Salty Dog

### **Seafarers of Catan**

#### **Turns 6.6 to 7.6**

#### **Deadline Turns 8.1 to 9.1 5/9, Tuesday**

#### Turn 6

**Ward** rolls a 7. Ward moves the Robber to the 6 Hills space and steals a grain from Dave. Builds a settlement at B15.

#### Turn 7

**Kevin** rolls a 10. Kevin gains 2 wool, Chris gains 1 brick, and Ward gains 1 brick. Kevin trades 2 wool for 1 brick at the wool port and builds a road from G8 to H8 (discovers ocean).

**Dave** rolls a 7. Dave moves the Pirate to the ocean space containing the wool port and steals an ore from Kevin. Dave moves a ship from H12 to H11 to G13 to G14 (discovers Mountain 10, gains ore).

**Cary** rolls a 6. Bill gains 1 ore. Passes.

**Bill** rolls a 9. Kevin gains 1 lumber and 1 grain, Dave gains 1 grain, and Cary and Ward each gain 1 ore. Bill builds a ship from F19 to G19 (discovers Hills 10, gains brick).

**Chris** plays a Knight, moving the Robber to Forest 8 and stealing 1 ore from Bill. Rolls a 2. Ward and Bill each gain 1 wool. Chris trades 3 grain for 1 lumber at the port, and builds a ship from E6 to F6 (discovers ocean).

Ward rolls a 10. Kevin gains 2 wool, Chris and Ward each gain 1 brick.

#### Open Trades

None

#### Turn 8 Rolls

Kevin 10      Dave 10      Cary 8      Bill 9      Chris 7      Ward 8

#### Turn 9 Rolls

Kevin 4

#### Notes

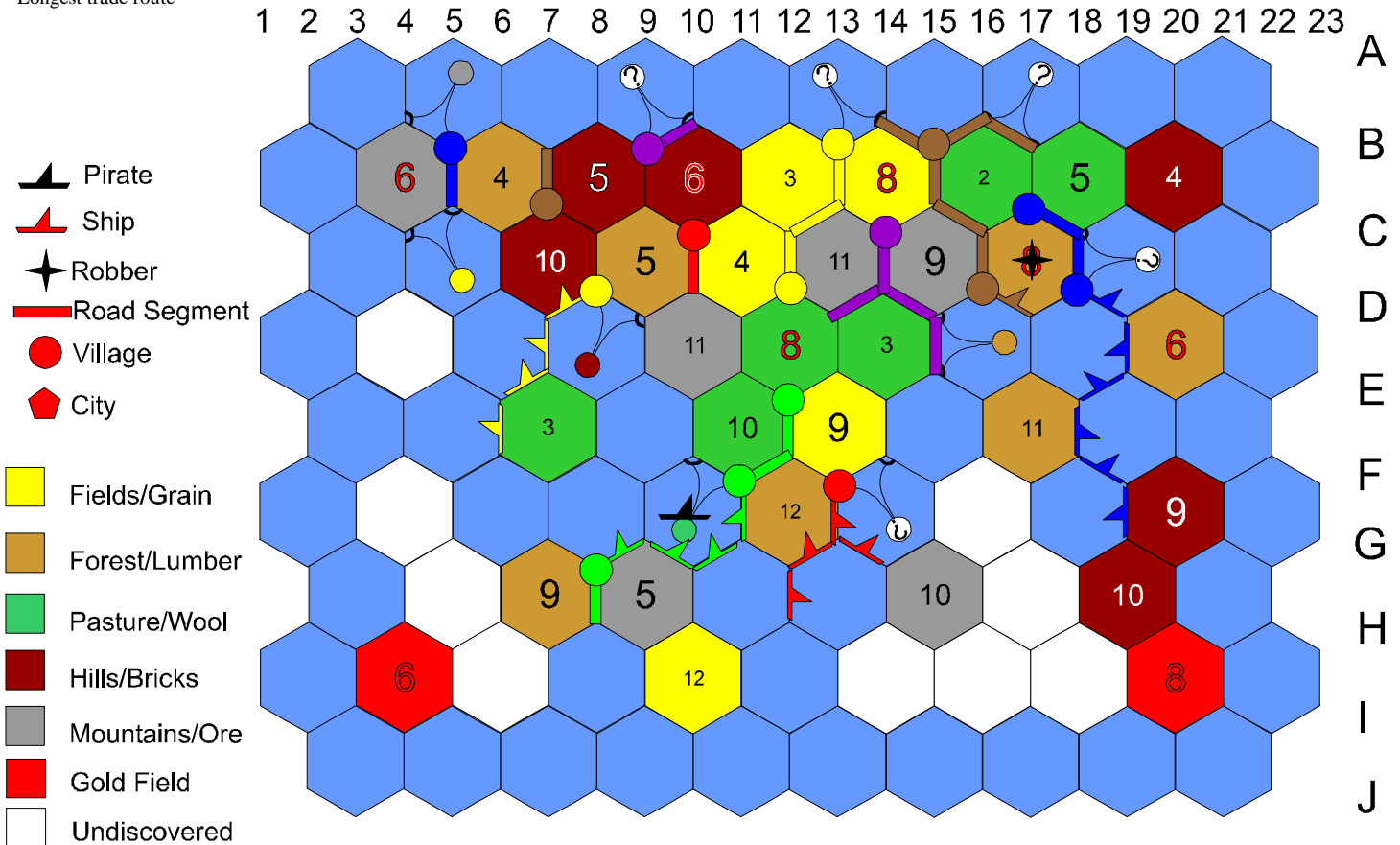
There has been a mistake in the table below for the last several turns. The Brick and Lumber columns have been transposed. This has caused some, for me, puzzling orders, which I have typically dealt with by acting on the intent of the orders rather than the letter. The problem is now resolved, and I apologize for the error. Note that the website had the correct values for brick and lumber – it was only the printed and pdf versions that were incorrect.



S.O.B.  
*The Players*

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green	1	3		2			3
Dave Partridge	Red	5				2		2
Cary Nichols	Purple					2		2
Bill Scharf	Blue		1	2				5*
Chris Geggus	Yellow		1	3		1	1 Knight	3
Ward Narhi	Brown		1	2		2		3

\* Longest trade route



**Dog Chow**

**Age of Renaissance**

**Turn 1, Phases 4 through 6**

**Deadline Turn 1 Phase 7 and Turn 2, Phases 1 through 3 5/9, Tuesday**

Phase 4: Purchase or Pass

London buys Galley 2 (\$10) and stabilization (\$3)      Paris buys Caravan (I, \$20) and stabilization (\$3)      Venice buys Galley 2 (\$10) and stabilization (\$3)  
 Barcelona buys Caravan (I, \$20) and stabilization (\$1)      Genoa buys Galley 2 (\$10) and stabilization (\$3)      Hamburg buys Galley 2 (\$10) and stabilization (\$1)

Phase 5: Expansion

London expands to Portsmouth (5), York (3), Edinburgh (2), and Cornwall (1)  
 Barcelona expands to Marseilles (5), Bordeaux (4), Lisbon (3), and Montpellier (2)  
 Paris expands to Bourges (4), St. Malo (2), Dijon (3), Strassburg (3), Bessel (3), Amsterdam (1), and St. Gali (1)  
 Genoa expands to Lyon (4), Florence (4), Naples (2), Milan (3), and Rome (4)  
 Venice expands to Vienna (4), Dubrovnik (3), Belgrade (2), and Florence (8, vs. Genoa dr = 4, 6, 6; loses)  
 Hamburg expands to Copenhagen (1), Lubeck (3), Stettin (1), Malmo (1), Cologne (4), Konigsberg (1), Amsterdam (2, vs. Paris, dr = 3, 2, 5; loses), Amsterdam (2, vs. Paris, dr = 1, 4, 3; wins), buys a card (3, ), and buys a card (6, )

Phase 6: Collect Income

Paris gains the extra card ( )  
 London gains \$39      Barcelona gains \$45      Paris gains \$51      Genoa gains \$45      Venice gains \$39      Hamburg gains \$33  
 Shortage of Metal (Genoa gains )      , and Surplus of Cloth (Genoa loses \$2)

Turn 2, Phase 1: Card Draw

Your card is:

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Paul Bolduc	Barcelona	0		\$47		5		I
Cary Nichols	Hamburg	0		\$35		3	2	
Bob Robles	London	0		\$53		4	2	
Dennis Cain	Venice	0		\$48		4	2	
Steve Koehler	Genoa	0		\$53		5	2	
Michael Longdin	Paris	0		\$51		6		I

Players are listed in reverse tie breaking order.

Commodity Log

Commodity	Bob	Cary	Michael	Steve	Paul	Dennis
Stone (2)	--	1	2	2	1	1
Wool (3)	3	--	--	--	--	--
Timber (4)	--	1	--	--	1	1
Grain (5)	1	--	1	--	--	1
<i>Cloth (6)</i>	--	1	1	2	--	1
Wine (7)	--	--	1	--	3	--
<b>Metal (8)</b>	--	--	--	1	--	--
Fur (9)	--	--	1	--	--	--
Silk (10)	--	--	--	--	--	--
Spice (11)	--	--	--	--	--	--
Gold (12)	--	--	--	--	--	--
Ivory (12)	--	--	--	--	--	--

**Shortage, Surplus**Cards**Sled Dog****Kremlin****Turn 1, Funeral Commission through Parade  
Deadline Turn 2, Cure through Health 5/9, Tuesday**Funeral Commission

RODT plays Brilliant Eulogy (53), giving him 4 temporary IP on every politician. Candidate.

SPY declares 4IP on Strychnin and 2 IP on Satin, TI declares 5 IP on Strychnin.

and 1 IP on Badenuff. Strychnin nominates Iwan Manjak as the new party chief.

Talksalot and Satin vote no, Strychnin, Manjak, and Badenuff vote yes and Manjak becomes the new party chief.

Talksalott promotes C into the Industry Minister's position (ages to 71). B rises to

Candidate.

Rehabilitation Phase

No eligible politicians.

Parade Phase

Iwan waves like a Manjak.

Replacement Phase

Manjak moves Strychnin into the KGB head and Talksalot into Foreign Minister.

He then promotes Badenuff into the Defense Minister's position (ages to 62).

Politburo

Office	Politician	Condition	Influence
Party Chief	Iwan Manjak (P)	62	1 (TI)
KGB Head	Mikail Strychnin (T)	57	2 (TCC), 4 (SPY), 5 (TI)
Foreign Minister	Antonj Talksalott (J)	71, ?	1 (TCC)
Defense Minister	Boris Badenuff (X)	53	1 (TI)
Ideology Minister	Igor Doberman (L)	65, ++	
Industry Minister	Alexei Goferbrok (C)	74	
Economy Minister	Oleg Satin (O)	62, ?	1 (TCC), 2 (SPY)
Sport Minister	Leonid Bungaloff (W)	54, strong	

**Candidates:** B, F, Q, U, V**People:** D, E, G, H, I, K, M, N, R, S, Y, Z**Siberia:** None (yet)**Kremlin Wall:** A

Players

Intrigue Cards

Player	Faction Name
Chris Geggus	Soviet Precocious Youths
Bill Scharf	Trotskyite Internationalists
Dennis Cain	Russian Olympic Drinking Team (RODT)
Bob Robles	Byelorussians Against Much Byzantine Interference (BAMBI)
Mike Scott	The California Connection
Michael	100%Stalinists
Longdin	

Undeclared Influence

**Sirius**

**Merchant of Venus**

**Initial Bidding**

**Turns 1.1 to 2.1 5/9, Tuesday**

<b>1<sup>st</sup>:</b>	Andy Lewis (Humans/Mystery Machine 4) Has <b>\$135</b> on hand. Die rolls: <b>1: 3, 4, 6 2: 3, 3, 4</b>	<b>4<sup>th</sup>:</b>	Dennis Cain (Niks/NNR) Has <b>\$140</b> on hand. Die rolls: <b>1, 1, 2, 3</b> (Use 3)
<b>2<sup>nd</sup>:</b>	Dave Partridge (Whynoms/Venus-Orion Oligarch Merchante) Has <b>\$140</b> on hand. Die rolls: <b>1, 2</b> (Double one)	<b>5<sup>th</sup>:</b>	Chris Geggus (Qossuth/Atlantis) Has <b>\$140</b> on hand. Die rolls: <b>2</b> (times 3)
<b>3<sup>rd</sup>:</b>	Paul Bolduc (Eeepoop/R. Olivaw) Has <b>\$140</b> on hand. Die rolls: <b>1, 3</b> (Use 1 * 4)	<b>6<sup>th</sup>:</b>	Bob Robles (Dell/NNR) Has <b>\$140</b> on hand. Die rolls: <b>5, 5, 5, 6</b> (Use 2)

The first 20 draws from the cup are as follows:

- |   |  |
|---|--|
| <b>1a (Nillis):</b> Nothing                                       | <b>7a (Zum):</b> Nothing   |
| <b>1b (Volois):</b> 2 Voll Silk                                   | <b>7b (Eeepoop):</b> Servo-Mechanism, Demand for Immortal Grease (+\$50), Fare to Base (\$110) |
| <b>2 (Graw):</b> Space Sice, Fare to 10 (\$120)                   | <b>8 (Whynoms):</b> Impossible Furniture   |
| <b>3 (Niks):</b> Mulch Wine                                       | <b>9a (Chola):</b> 2 Designer Genes  |
| <b>4a (Dell):</b> Finest Dust                                     | <b>9b (Wollow):</b> Megalith Paperweight   |
| <b>4b (Humans):</b> 3 Rock Videos, Demand for Space Spice (+\$40) | <b>10 (Qossuth):</b> Nothing   |
| <b>5 (Shenna):</b> Melf Pelts, Demand for Finest Dust (+\$50)     | <b>Base:</b> Nothing   |
| <b>6 (Yxklyx):</b> Demand for Melf Pelts (+\$50)                  |  |

Upon discovery of each new culture, four more chits will be drawn from the cup, until it is its normal size after all cultures have been discovered. The use of the Combat rules was voted down 2 no votes and 4 abstentions.

Well, that about covers it. Happy trading!

**1. Mystery Machine 4 \$135**  
 Normal Scout  
 1: 3 4 6 // 2: 3 3 4  
 Hold1 Hold2 Hull

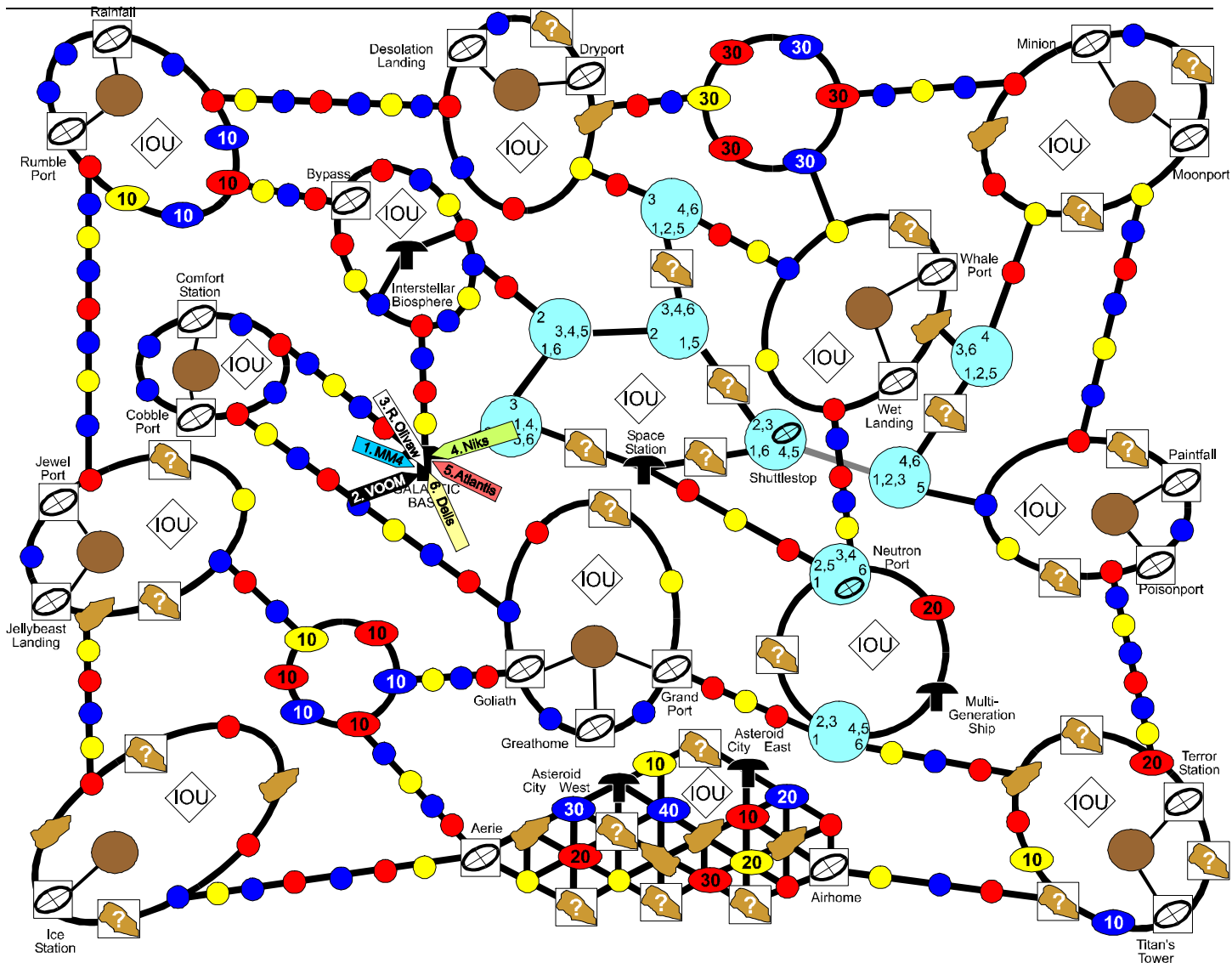
**2. VOOM \$140**  
 Fast Scout  
 1: 1 2 (Double 1)  
 Hold1 Hold2 Hull

**3. R. Olivaw \$140**  
 Rocket Scout  
 1: 1 3 (Use 1 \* 4)  
 Hold1 Hold2 Hull

**4. Niks \$140**  
 Sports Scout  
 1: 1 1 2 3 (Use 3)  
 Hold1 Hold2 Hull

**5. Atlantis \$140**  
 Torch Scout  
 1: 2 (Times 3)  
 Hold1 Hold2 Hull  
 Eq.

**6. Dell \$140**  
 Scow Scout  
 1: 5 5 5 6 (Use 2)  
 Hold1 Hold2 Hull



**Outlaw Dogs**

**Gamestart**

**Initial Setup due 5/9, Tuesday**

We will be playing Showdown 4: Thieves Fall Out. Below is a list of the characters. For players, we have:

Chris Geggus  
Paul Bolduc

Dave Partridge  
Andy Lewis

Mike Scott  
Jerry Roalstad

Please submit your preference list for characters, as well as your preferred setup location (may be made conditional on earlier setups). Setup is in the order listed below, and all characters must set up within 2 hexes of F6. F6 contains four money bags, each of which is worth 5 VP.

Westerners

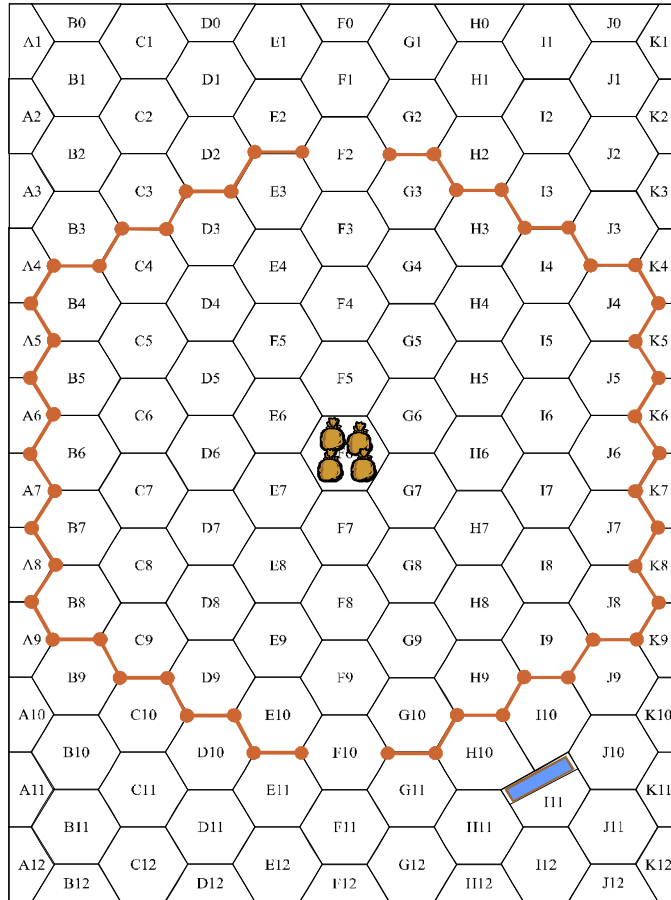
Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A		The Kid (K)		2, 2	1H +3, OH -1		20	
B		Border Rider (B)		3	1H +2, 2H +2		20	
C		Gun Artist (G)			1H +3, 2H +3, OH 0		20	
D		Innocente (I)		7, 8	1H +2		25	
E		Drifter (D)		3	2H +2		20	
F		El Jefe (J)			2H +2		20	

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
The Kid	W44, C45, C32, Knife	Empty	Empty	Empty	W44: OOOOOOOOOOOOOOOO

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
					C45: 000000 C32: 00000
Border Rider	C45, R41d	Empty	Empty	H44 (uncocked)	H44: 0000000000000000 C45: 000000 R41d: 00
Gun Artist	W44, C45, SW38	Empty	Empty	Empty	W44: 0000000000000000 C45: 000000 SW38: 000000
Innocente	R10, C45, C45, Knife	Empty	Empty	Empty	R10: 00 C45: 000000 C45: 000000
Drifter	W44, C44, C32, Knife	Empty	Empty	Empty	W44: 0000000000000000 C44: 000000 C32: 00000
El Jefe	W44, C44, C44, Knife	Empty	Empty	Empty	W44: 0000000000000000 C44: 000000 C44: 000000

### Outlaw Dogs



- Fence
- Water Trough
- Player
- Gun
- Knife
- Money Bag

## Pedagogy

Due to lack of space, the article on anomalous x-ray pulsars is deferred to next issue.

### Addresses

Dave Anderson 20832 Tuck Rd., Site 32 Farmington Hills, MI 48336 (248) 473-7482 andersond4@michigan.gov	Forest Cole 11210 Montverde Ln Houston, TX 7099 simply4est@yahoo.com Simply4est@aol.com	Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net (360) 928-9698	Lee McConnell 2023 Stancrest Rd. Dublin, OH 43016-9546 blackhawk@netwalk.com	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428 bear-hugs@sbcglobal.net
John Biehl 8809 Delwood Dr. Delta, B.C., Canada V4C 4A1 jrb@dccnet.com	Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568 caleb_cousins@umit.maine.edu	Scott Hutchens zenus@bellatlantic.net	Ward Narhi 521 Moreloy Akron, OH 44320 ward.narhi@santoprene.com (330) 835-4013	Mike Scott 4040 E. Piedmont Dr. Space 61 Highland, CA 92346 mikesmag2@juno.com (909) 864-4343
John Boardman 234 E. 16 <sup>th</sup> St. Brooklyn, NY 11226-5302	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK Chris@geggus99.freereserve.co.uk	Steve Koehler "Devil Dog" 418 Linderhill Ln. Mathews, NC 28105 sdk@Prodigy.net (704) 544-2849	Cary Nichols 756532-938 South FM1673 Snyder, TX 79549-8812	Brendan Whyte Department of Geography Faculty of Social Sciences The Hebrew University of Jerusalem Mt Scopus, Jerusalem, 91905 ISRAEL bwhyte@mscc.huji.ac.il
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	Pasquale Giovine Via Osanna N.2/e I-89127 Reggio Calabria, Italia giovine@unirc.it	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 Alewis161@hom.com (302) 644-1984	Dave Partridge 15 Woodland Drive Brookline NH, 03033 rebhuhn@rocketmail.com	Kevin Wilson 18623 Santa Maria Dr. Baton Rouge, LA 70809-6702 ckevinw1@cox.net
Eric Brosius 53 Bird St. Needham, MA Public.brosius@comcast.net	Tim Haffey 810 53 <sup>rd</sup> Ave. Oakland, CA 94601 Trhaffey@yahoo.com	Michael Longdin michasel.longdin@virgin.net	Paul Risner 10325 NW 63rd Dr., Parkland, FL 33076 goeben@aol.com	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 wandrew@compuserve.com
Dennis Cain "Red Dog" 1218 N. 3 <sup>rd</sup> St. Quincy, IL 62301-1727 (217) 223-2284 fax (217) 224-8393 iamthebear@sbcglobal.net	Dale Horsely dhorsely@excite.com	Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215 Mlowrey@infionline.net (704) 569-4269	Jerry Roalstad Gerald.roalstad@mndulu.ang.a f.mil	
		Brad Martin 2/14 Joseph Street Maylands 6051 Western Australia Australia Westfront@hotmail.com	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 Rlobles5@cs.com (510) 254-6354	

### Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

**Machiavelli (gunboat and regular):** Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Paul Bolduc, Pasquale Giovine, Andy York, Cary Nichols, Lee McConnell, Dave Partridge, Dale Horsely **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, 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