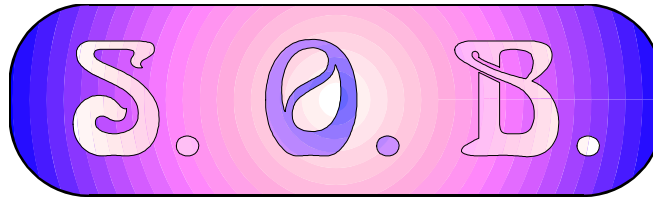


Number 147

September/October,
2008**Notes from Hades**

The last month has been a busy traveling month. First, in the middle week of August, I went to Copenhagen. I really liked Copenhagen. It is a good city for waling, since it is compact and a lot of things are available to see. The weather wasn't the best at first. I arrived early on Sunday morning, and my room wasn't available yet. So, I took a walk through the driving rain to a preserved fortress called Kastellet, and from there to where the Little Mermaid statue is. That was about all I was ready for that first morning.

The rest of the week went better. Our meeting place was just down the block from the summer palaces of the Danish royal family, and since one of the members was in residence, we went to observe the changing of the guards on Wednesday. It was quite a spectacle. We typically end our meetings on Friday after lunch, so a few of us took the opportunity on Friday afternoon to take a harbor cruise. The weather was perfect for it, and we got to see a lot of the city, including the Queen's yacht, the Little Mermaid statue, several nautical museums, the headquarters of the Danish shipping giant Maersk, and the main government building, which is unusual in that it houses not only the Parliament, but also the executive and judicial branches of the Danish government as well. Afterwards, a couple of us went to Roseborg Castle, which was first built by Christian IV in the early 1600s and which houses the Danish crown jewels. Quite impressive.

Two weeks later, I was in Paris. This was a shorter set of meetings, three rather than five days, which left less time for sightseeing. I was finally able to get to the top of the Eiffel Tower this trip, and the view was quite impressive. Beyond that, some excellent food, and generally good weather, there wasn't much to report on that trip.

Mike Scott is looking for players for a Gunslinger game. He has 7 possible scenarios in mind, ranging from 3 to 5 players, and in most scenarios each player will control more than one character. He will probably be running this on his own, so if you are interested, please contact him.

The next deadline is **Tuesday, October 14 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

Frontier Dog. Gunslinger .Scenario to be determined. Have Paul Bolduc, Chris Geggus, Mike Scott, and Andy Lewis, will take up to 3 more.

Pateel. Kremlin. Will start after Flea Collar ends. Have Ward Narhi, Mike Scott, Bill Scharf, Bob Robles, Pasquale Giovine, and Gina Teh. This game is full.

Hunter. Silverton. Will start after Terrier ends. Have Dave Partridge, Michael Longdin, Ward Narhi, Cary Nichols, Bill Scharf, and Dave Hooton. This game is full.

Procyon. Merchant of Venus. Have Dave Partridge, Bob Robles, Chris Geggus, Gina the, Dennis Cain, and Andy Lewis. This game is full.

Robover. Robo Rally. Have Dave Partridge, Bill Scharf, Chris Geggus, Dave Hooton, Gina the, Ward Narhi, Michael Longdin, and Chris Geggus. This game is full.

Husky. Power Grid. Have Andy York, Michael Longdin, Dave Partridge, Dave Hooton, and Brad Martin, will take up to 1 more.

Wish List

History of the World. Have Chris Geggus, Dave Partridge, and Gina Teh, will take up to 4 more.

Industrial Waste. Have Andy York and Dave Partridge, will take up to 2 more.

Outpost. Will start after Hound ends. Have Andy York, Cary Nighols, Dave Partridge, Dave Hooton, and Eric Brosius, will take up to 5 more.

Machiavelli. This game will start after the next Machiavelli game ends. Have Ward Narhi, Bob Robles, and Pasquale Giovine, will take up to 5 more.

Machiavelli. Gunboat. This game will start after the second Machiavelli game ends. Have 4, will take up to 4 more. You are signed up: .

New World. This will use the exploration variant, plus the Non-Player Nations variant in the event I get less than 6 players. Need up to 6.

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@roadrunner.com

On the Web at: <http://homepages.roadrunner.com/sobhome>

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

Dog Park

Fall 1052

Miller Number 20077Apw10

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, Gray Press, Ultimate Victory Deadline for Winer/Spring 1053 10/14, Tuesday

The Normans finish off the Muslims while the Holy Roman Empire and Byzantium close in on Venice. The Pope looks ready to face off with Byzantium. What is Pisa's fleet doing so far south?

Summer 1052 Retreats

Byzantines retreat A Aquila to Bari

Venice retreats A Treviso to Padua

Outstanding Loans

Summer 1053: 12 ducats due from Venice (10 borrowed)

Fall 1053: 14 ducats from Pisa (9 borrowed), 18 ducats from Byzantines (12 borrowed)

Spring 1054: 38 ducats due from the Normans (25 borrowed)

Summer 1054: 2 ducats due from the Papacy (1 borrowed), 20 ducats due from the Holy Roman Empire (14 borrowed)

Orders

BYZANTINES (Giovine): A CROATIA holds, A Albania to HERZEGOVINA, A BARI to Aquila, F IONIAN SEA holds, F Lower Adriatic to UPPER ADRIATIC

HOLY ROMAN EMPIRE (Partridge): A TURIN besiege (no garrison), A MILAN to Trent, A MANTUA to Ferrara, A (EM) Treviso to PADUA

MUSLIMS (Robles): No units, OUT!

NORMANS (Horsley): A NAPLES converts to G, F Central Mediterranean to TUNIS, F PALERMO supports F Messina, F (EM) MESSINA supports F Palermo

PAPACY (Roalstad): A BOLOGNA besieges (garrison destroyed), A SPOLETO supports G Ancona convert to F, A CAPUA supports A Aquila, A AQUILA supports Norman A Naples to Salerno (nso), G ANCONA convert to F

PISA (Scott): A LUCCA to CORSICA, A GENOA to FORNOVA, A MODENA besieges (garrison destroyed), F LIGURIAN SEA transports A Lucca to Corsica, F TYRRHENIAN SEA to CENTRAL MEDITERRANEAN

VENICE (Wilson): A TRENT holds, A FERRARA supports A Padua (cut), A Padua supports A Ferrara (cut), DISLOGGED, retreat Verona, garrison, OTB)

Your treasury:

Press

Muslims wave fist angrily at the Normans.

Notes

The Normans have conquered the Muslims. They now gain the variable income die roll for the Muslims, and the Muslim home areas are now Norman home areas. Unless Venice retreats off the board, he will gain the same income. The only difference is that if he retreats to garrison, the Holy Roman Empire will receive one less ducat.

Spring 1053 Famine

Good Year – No Famine!

Spring 1053 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

Provinces

BYZANTINES:	Croatia, Dalmatia, Herzegovina, Ragusa, Albania, Durazzo, Otranto, Bari, Salerno	9
HOLY	Turin, Montferrat, Pavia, Milan, Cremona, Mantua, Padua	7

ROMAN

EMPIRE:

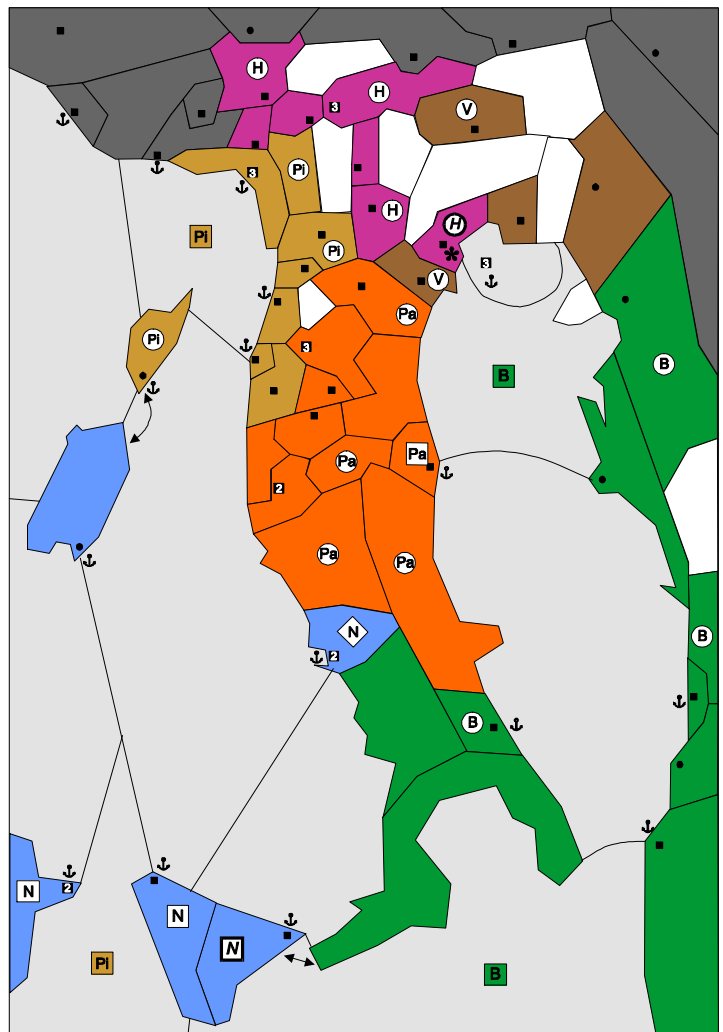
NORMANS: Sardinia, Naples, Messina, Palermo, Tunis 5

PAPACY: Bologna, Florence, Urbino, Arezzo, Perugia, Patrimony, Rome, Spoleto, Ancona, Capua, Aquila 1

PISA: Genoa, Forno, Modena, Lucca, Pisa, Piombino, Sienna, Corsica 8

VENICE: Trent, Ferrara, Treviso, Carniola, Verona 4

Dog Park



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

Seas

BYZANTINES: Venice, Upper Adriatic, Ionian Sea 3

PISA: Ligurian Sea, Central Mediterranean 2

Cities

BYZANTINES: Croatia, Dalmatia, Ragusa, Albania, Durazzo, Bari, Venice (3) 9

HOLY ROMAN EMPIRE: Turin, Montferrat, Pavia, Milan (3), Cremona, Mantua, Padua 9

NORMANS:	Sardinia, Naples (2), Messina, Palermo, Tunis (2)	7
PAPACY:	Bologna, Florence (3), Arezzo, Perugia, Rome (2), Ancona	9
PISA:	Genoa (3), Modena, Lucca, Pisa, Piombino, Sienna, Corsica	9
VENICE:	Trent, Ferrara, Treviso, Carniola, <i>Padua</i>	5

Totals

Variable income die roll was 4.

	Variable	Provinces	Seas	Cities	Gross
BYZANTINES:	4	9	3	9	25
HOLY ROMAN EMPIRE:	3	7	0	9	19
NORMANS:	8	5	0	7	20
PAPACY:	4	11	0	9	24
PISA:	3	8	2	9	22

S.O.B.

	Variable	Provinces	Seas	Cities	Gross
VENICE:	4	4	0	5	13

Total ducats:

Game Summary

	1051	1052	1053
Byzantines:	3	6	7
Holy Roman Empire:	3	6	6
Muslims:	3	3	0
Normans:	1	2	5
Papacy:	3	5	6
Pisa:	3	5	7
Venice:	3	4	5

Barking Up the Wrong Tree

Fall 1251

Miller Number 2007Bpw10

Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory

Deadline for Winter/Spring 1252 10/14, Tuesday

Florence's attempts to expand outward are once again thwarted, this time by Milan. Genoa makes an end run around Avignon, while Aragon sails northward and the Pope edgcs southward. Venice besieges.

Summer 1251 Retreats

Genoa army Savoy retreats to Saluzzo

Orders

- ARAGON (Mercer): A DURAZZO besieges (garrison destroyed), F Tunis to WESTERN MEDITERRANEAN, F TYRRHENIAN SEA TO CORSICA, F Ionian Sea to LOWER ADRATIC
- AVIGNON (Nichols): A SAVOY to SALUZZO, A RAGUSA to ALBANIA, F GULF OF LIONS to Sardinia, F PROVENCE to Gulf of Lions, F Lower Adriatic to DALMATIA
- FLORENCE (Whyte): A FLORENCE to Bologna, A AREZZO besieges (garrison destroyed), A SIENNA to PISA, A PISTOIA to Lucca
- GENOA (Scott): A GENOA holds, A Saluzzo to TURN, F LIGURIAN SEA supports A Genoa, F CORSICA to Sardinia
- MILAN (Renken): A PAVIA to MONTFERRAT, A FORNOVA to Genoa, A PARMA supports A Mantua to Modena, A MODENA to Lucca, A MANTUA to Modena
- PAPACY (Robles): A PERUGIA holds, A ROMA supports A Perugia, A ANCONA holds, A NAPLES holds (u), A Aquila to SALERNO, F URBINO holds
- VENICE (Partridge): A BOLOGNA besieges, A TREVISO besieges, F UPPER ADRIATIC supports A Bologna

Treasury:

Spring 1252 Famine

Poor Year – Row Only: Venice, Carniola, Messina, Perugia

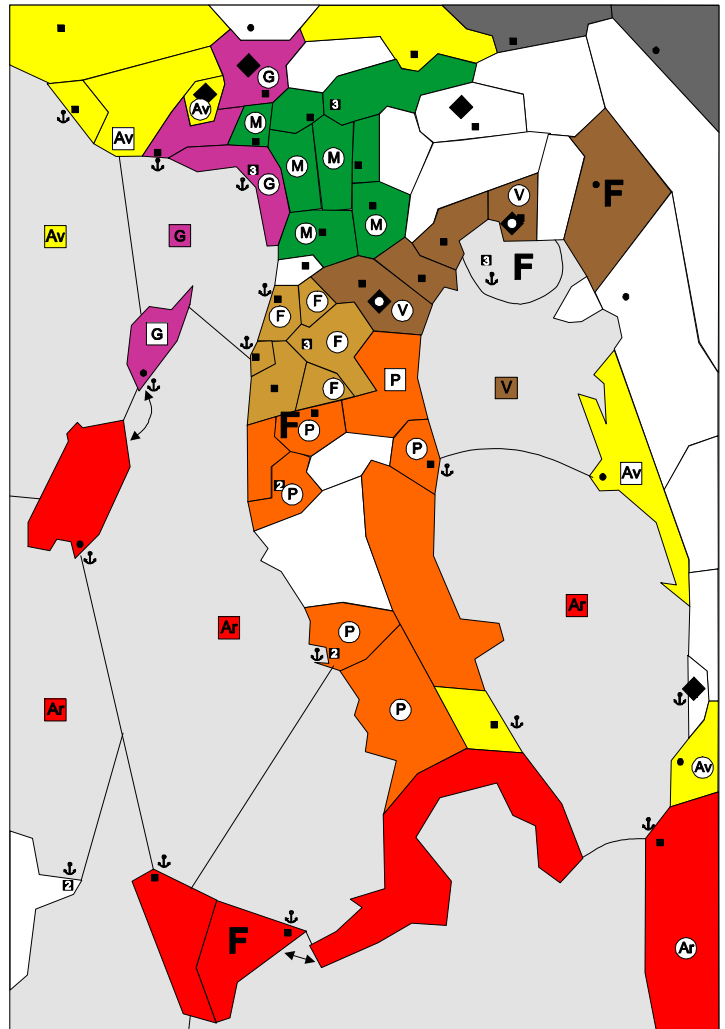
Spring 1252 Income

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

Provinces

ARA	Sardinia, Palermo, <u>Messina</u> , Otranto, Durazzo	4
AVI	Avignon, Marseilles, Provence, Saluzzo, Tyrolea, Bari, Dalmatia, Albania	8
FLO	Pisa, Pistoia, Florence, Arezzo, Sienna, Piombino	6
GEN	Turin, Savoy, Genoa, Corsica	4
MIL	Montferrat, Pavia, Milan, Cremona, Mantua, Modena, Parma, Fornova	8

Barking Up the Wrong Tree



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison
 PAP Urbino, Perugia, Patrimony, Rome, Ancona, Aquila, Naples, 7

Totals

Salerno

VEN Bologna, Ferrara, Padua, Treviso, Carniola

Seas

ARA Central Mediterranean, Tyrrhenian Sea, Lower Adriatic 3

AVI Gulf of Lions 1

GEN Ligurian Sea 1

VEN Venice, Upper Adriatic 1

Cities

ARA Sardinia, Palermo, Messina, Durazzo 3

AVI Avignon, Marseilles, Tyrolea, Bari, Dalmatia, Albania 6

FLO Pisa, Florence (3), Arezzo, Sienna, Piombino 7

GEN Savoy, Genoa (3), Corsica 5

MIL Montferrat, Pavia, Milan (3), Cremona, Mantua, Modena 8

PAP Perugia, Rome (2), Ancona, Naples (2) 5

VEN Ferrara, Padua, Carniola, Venice (3) 2

4 Variable income die roll was 6.

	Variable	Provinces	Seas	Cities	Gross
ARAGON	4	4	3	3	14
AVIGNON	4	8	1	6	19
FLORENCE	5	6	0	7	18
GENOA	4	4	1	5	14
MILAN	5	8	0	8	21
PAPACY	6	7	0	5	18
VENICE	5	4	1	2	12

Ducat Total:

Game Summary

	1250	1251	1252
Aragon:	3	3	4
Avignon:	4	5	6
Florence:	3	4	5
Genoa:	3	3	3
Milan:	3	6	6
Papacy:	3	4	4
Venice:	3	4	4

Doberman

Turn 10b

Turn 11a due 10/14, Tuesday

Cards

100%Trash	BIBCO	PIT	GOO
Waste Removal	Innovation	Waste Disposal	Hiring/Firing
Order	Raw Materials	Innovation	Order
Growth	Waste Disposal	Hiring/Firing	Innovation

BIBCO plays Waste Disposal, reducing waste from 9 to 6.

PIT plays Waste Disposal, reducing waste from 8 to 5

GOO plays Innovation, paying \$5 and improving Rationalization to 3/6

100%Trash plays Waste Disposal, reducing waste from 12 to 9

BIBCO plays Raw Materials, offering up 4 raw materials for sale, which Pit buys for \$7

PIT plays Innovation, paying \$5 and improving Rationalization from 4/3 to 3/6.

GOO plays Hiring/Firing to reduce co-workers to 3.

100%Trash plays Growth, increasing Growth to 17.

BIBCO plays Innovation, paying \$5 and improving Waste Reduction to 1/15

PIT plays an Order, using 5 raw materials and producing \$19 and 2 waste.

GOO discards an Order.

100%Trash plays an Order, using 1 raw material, and producing \$17 and 5 waste.

BIBCO passes

PIT plays Hiring/Firing, reducing his co-workers to 3.

GOO passes.

100%Trash passes

100%Trash and BIBCO each pay \$5 for maintenance, PIT and GOO pay \$3.

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	3	\$6	30	3	15	5	Order
Dave Partridge	BIBCO	4	\$36	0	1	16	5	Hiring/Firing
Richard Weiss	PIT	1	\$14	10	8	19	3	
Eric Brosius	GOO	2	\$16	0	1	17	3	Order

GOO stands for General Olfactory Organization. BIBCO stands for Big Industry Buying Congressmen Outright

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Michael Longdin	5/1	1/15	5/1	14	5
Dave Partridge	5/1	4/3	1/15	6	53
Richard Weiss	3/6	5/1	2/10	7	33
Eric Brosius	3/6	4/3	1/15	6	49

Available Cards

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

Accident card was drawn. 100% Trash pays \$10, and Growth goes to 15. Deck will be reshuffled before Turn 11 card draw.

Discards

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

Flea Collar

Kremlin

Turn 6 Special Influence Declaration

Turn 7 Cure though Health, 10/14, Tuesday

Errata

Victor Wasolin should have been promoted by age to Economy Minister rather than W. After which, he rehabilitated U and aged to 68.

Special Influence Declaration

REDS declares 1 IP each on Shootemdedsky and Eatstumuch

HLM takes 2 cards:

LWT declares 1 IP each on Eatstumuch and Patina

MLI declares 2 IP on U.

TCC takes 2 cards:

KGB declares 1IP on Talksalot and takes a card:

Politburo

Office	Politician	Condition	Influence
Party Chief	Igor Doberman (L)	79	5 (KGB) , 4 (REDS), 3 (HLM), 1 (LWT)
KGB Head	Karel Krakemheds (E)	76, ++	6 (REDS), 1 (HLM), 7 (LWT)
Foreign	Nikolai Shootemdedsky (H)	69, +	2 (REDS)
Defense	Petr Niewitko (D)	73	2 (REDS)
Ideology	Sergei Eatstumuch (M)	64	1 (REDS) , 1 (LWT)
Industry	Ludmilla Patina (S)	68, +	1 (LWT)
Economy	Victor Wasolin (Z)	68, weak, ?	11+ (MLI)
Sport	Antonj Talksalott (J)	67	1 (KGB)

Politicians in bold are in the sanatorium.

Candidates: N, P, X, W, Y (60, 11+ (HLM))

People: B (83 +), K (68 +), R, U (60 ++, 2 (MLI))

Siberia: C (81 +), T, Q (70, +)

Kremlin Wall: A, G, F, V, I, O

Players

Player	Faction Name
Bob Robles	Hard Line Mencheviks
Brendan Whyte	Left-wing Trendies
Pasquale Giovine	Marxist-Leninist Integralists
Mike Scott	The California Connection
Chris Geggus	King's Gambit for Bishops (KGB)
Cary Nichols	Re-Education Deployment Society (REDS)

TCC has one wave. KGB have one wave.

Intrigue Cards

Undeclared Influence

Terrier

Silverton

Turn 14 Phases IV- VI and Turn 15, Phases I-III

Turn 15, Phases IV- VI and Turn 16, Phases I-III, 9/2, Wednesday

Turn 14

Operations

Brown (Partridge) operates #44 (\$40, depletes) and #27 (\$40, 4 gold). Delivers 4 gold to Pueblo for \$1300. Gains \$550 in passenger revenue.

Blue (Bolduc) operates #88 (\$50, 4 coal) and #80 (\$30, 1 coal). Delivers 2 coal from Walsenburg to Santa Fe for \$240. Gains \$570 in passenger revenue.

Red (Scharf) operates #101 (\$20, 3 silver), #112 (\$20, 1 copper), and #117 (\$50, 2 lumber). Gains \$60 in passenger revenue.

Aqua (Lewis) operates #68 (\$20, 4 coal), #73 (\$20, 3 coal), #74 (\$20, 3 coal), #38 (\$40, depletes), and #25 (\$60, 2 gold). Delivers 4 gold from Bingham to Salt Lake City for \$1300 and 10 coal from Hiawatha to Salt Lake City for \$600. Buys a 72 train for \$500. Gains \$410 in passenger revenue.

Green (Longdin) operates #92 (\$40, depletes) and #43 (\$50, 1 silver). Delivers 2 silver from Ouray to Pueblo for \$200 and 13 coal from Raton to Denver for \$1300. Gains \$380 in passenger revenue. Buys a +5 snowplow for \$200.

Orange (Hooton) operates #119 (\$40, depletes), #63 (\$50, 1 lumber), #100 (\$40, depletes), #33 (\$50, 1 gold), #123 (\$40, 4 coal), #118 (\$20, 3 lumber), and #58 (\$40, 3 lumber). Delivers 8 coal from Gallup to El Paso for \$1120, 3 coal from Farmington to Santa Fe for \$360, and 1 coal from Gallup to Santa Fe for \$120. Receives \$230 in passenger revenue.

Determine Price Changes

Gold: -2 to \$275

Copper: +2 to \$400

Silver: Remains at \$100

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	Remains at \$200	+2 to \$100	+1 to \$120
Coal:	-1 to \$80	Remains at \$60	Remains at \$80	-2 to \$80	-3 to \$80

Turn 15

Move Prospectors and Surveyors

Brown (Partridge) surveys Canon City to Cripple Creek and prospects #31.

Blue (Bolduc) surveys Santa Fe to Moriarty and Meeker to Rangely, prospects #39.

Red (Scharf) surveys Willard to Vaughn and Thoreau to Gallup, prospect #104.

Aqua (Lewis) surveys Rangely to Ouray, UT, and Craig to Steamboat Springs, prospects #39.

Green (Longdin) surveys Santa Rosa to Vaughan and Canon City to Cripple Creek, prospects #31.

Orange (Hooton) surveys Gallup to McGaffey and Durango to Silverton, prospects #76 and the deck.

Dispute Resolution

Brown and Green have a dispute over the Canon City to Cripple Creek line. Brown has a +1 and Green has a +2 for their surveyors. Brown = 8 + 1, Green = 5 + 2. Brown wins and his surveyor improves to +2. Brown and Green have a dispute over claim #31. Brown has a +2 and Green has a +1 due to their prospectors. Brown = 5 + 2, Green = 3 + 1. Brown wins. Blue and Aqua have a dispute over #39. Blue has a net +2 due to his prospector. Blue = 5 + 2, Aqua = 10. Aqua wins, and his prospector improves to +1. Red and Green have a special dispute over the two lines into Vaughan. No bonuses on either side. Red = 10, Green = 9. Red wins, surveyor cannot improve to +1 due to counter mix limitations. Orange draws claim #82 from the deck and has first right of refusal. Brown spends \$480, Blue spends \$260, Red spends \$400, Aqua spends \$300, and Orange spends \$420

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$2905	9, 15		S+2, S, P+2
Paul Bolduc	Blue	Denver	\$980	9, 15		S, S+1, P+2
Bill Scharf	Red	El Paso	\$3375	9, 24		S+1, S, P+1
Andy Lewis	Aqua	Salt Lake City	\$7200	9, 15, 42, 72		S, S, P+1
Michael Longdin	Green	Pueblo	\$4530	9, 15, 24, 42	+2, +5	S+2, S, P+1
Dave Hooton	Orange	Santa Fe	\$2010	9, 15, 24		S, S, P, P+1

Personnel in **Bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
48	Ouray	Brown	Silver	2	Depleted
27	Dillon	Brown	Gold	0	\$40
31	Cripple Creek	Brown	Gold	N	\$80
88	Walsenburg	Blue	Coal	2	\$50
80	Aspen	Blue	Coal	7	\$30
56	Hot Sulphur Springs	Blue	Lumber	N	\$30
105	Silver City	Red	Silver	1	Depleted
102	Hillsboro	Red	Silver	6	Depleted
101	Lake Valley	Red	Silver	17	\$20
125	Capitan	Red	Coal	N	\$20
117	Cloudcroft	Red	Lumber	6	\$50
112	Tyrone	Red	Copper	1	\$20
104	Mogollon	Red	Silver	N	\$50
36	Eureka	Aqua	Silver	1	Depleted
67	Coalville	Aqua	Coal	1	Depleted
68	Scotfield	Aqua	Coal	15	\$20
73	Hiawatha	Aqua	Coal	16	\$20
74	Elk Springs	Aqua	Coal	20	\$20
25	Bingham	Aqua	Gold	4	\$60
39	Aspen	Aqua	Silver	N	\$30
92	Raton	Green	Coal	2	Depleted
81	Crested Butte	Green	Coal	9	Depleted

#	City	Owner	Type	Goods	Operation
43	Leadville	Green	Silver	1	\$50
128	South Fork	Orange	Silver	1	Depleted
63	Lumberton	Orange	Lumber	8	\$50
51	Silverton	Orange	Silver	8	Depleted
100	White Oaks	Orange	Gold	5	Depleted
122	Lee Ranch West	Orange	Coal	4	Depleted
33	Silverton	Orange	Gold	6	\$50
114	McGaffey	Orange	Lumber	1	Depleted
123	Gallup	Orange	Coal	3	\$40
118	Cimarron	Orange	Lumber	5	\$20
58	Dolores	Orange	Lumber	3	\$40
76	Craig	Orange	Coal	N	\$20

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Brown	
5	A	Denver – Pueblo	\$80	Brown	
15	B	Denver – Grand Jct.	\$270	Brown	Discard when 22 is taken. Good for \$270 toward card 22
12	B	Pueblo – Grand Jct.	\$150	Brown	Discard when 20 is taken. Good for \$150 toward card 20 or 21

#	Type	Route	Payoff	Owner	Notes
1	A	Denver – Boulder	\$20	Blue	
10	B	Denver – Aspen	\$130	Blue	
17	C	Denver – Santa Fe	\$420	Blue	
4	A	El Paso – Deming	\$60	Red	
2	A	Salt Lake City – Provo	\$20	Aqua	
11	B	Salt Lake City – Grand Jct.	\$140	Aqua	Discard when 20 is taken. Good for \$140 toward card 20 or 21
16	B	Salt Lake City – Grand Jct.	\$250	Aqua	Discard when 22 is taken. Good for \$250 toward card 22
9	B	Denver – Leadville	\$120	Green	
8	A	Denver – Leadville	\$260	Green	Discard after 2 more Leadville depletions
6	A	Santa Fe – Albuquerque	\$90	Orange	
13	B	El Paso – Santa Fe	\$140	Orange	

Available Trains

Type	# Available	Cost
9	0	\$80
15	1	\$120
24	5	\$200
42	6	\$320
72	7	\$500

Available Claims

#	City	Type	Claim	Operation
86	Canon City	Coal	\$40	\$20
85	Canon City	Coal	\$100	\$30
70	Price	Coal	\$80	\$40
109	Pinos Altos	Copper	\$80	\$20
82	Crested Butte	Coal	\$60	\$20
79	Bowie	Coal	\$80	\$40
45	Westcliffe	Silver	\$120	\$30
116	Pinos Altos	Lumber	\$60	\$30

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
20	C	Salt Lake City – Pueblo	\$600	\$930	
18	C	Gallup – Santa Rosa	\$500	\$660	
22	C	Denver – Salt Lake City	\$800	\$1100	
24	C	Denver – El Paso	\$1000	\$1380	
19	C	Salt Lake City – Albuquerque	\$600	\$975	
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Snowplows

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

HoundTurn 13**Deadline Turn 14, 10/14, Tuesday**Commander Actions

Brosiarium opens the bidding on the Orbital Lab at 50, and FEARLESS gets it for 66 (MWa, Mi18, Mi18). Buys 3 research factories (Wa4, Wa7, MWa, Ti9, Re12, Re12, Re16) and 3 population factors (Re15).

BORG buys a research factory (Wa7, Ti7, Re16) and 2 robots (Or1, Ti9, Ti10).

Little Green Men opens the bidding on Ecoplants at 30 and gets it for 38 (Wa8, MWa). Opens the bidding on the second Ecoplants at 30 and gets it for 38 (Ti10, Re14, Mi14). Buys 3 population factors.

Roobie-Roo opens the bidding on Ecoplants at 30 and gets it for 33 (Or3, MWa). Buys a titanium factory and 2 population factors.

Miles from Nowhere opens the bidding on an Outpost at 100 and gets it (Wa5, Wa7, Ti7, Ti9, Ti9, Ti11, Ti11, Ti11, Ti12, Ti13, HE discount). Buys a population factor (Ti10).

FEARLESS passes.

HBDC opens the bidding on a Laboratory and Scharfpost gets it for 98 (Or4, Or5, Re13, Re15, Re15, Re16, DL discounts). Opens the bidding on the second Laboratory and Bartertown X gets it for 81 (Or3, Or5, Wa5, Wa5, Wa6, Wa7, Wa7, Wa8, Re15, DL discounts). Buys a titanium factory (Wa5, Wa8, Ti8, Ti9) and a population factor (Ti10).

Scharfpost passes.

Bartertown X buys a robot (Wa7, Wa9).

Golden Orb buys a titanium factory (Wa7, Wa7, Wa9, Ti7) and a population factor (Or5, Wa5)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF	No, 2OL, La, Ou, 2Ec	40
2	Brosiarium	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF, ReF	No, 3Sc, La, Ou, Ec	39
3	Roobie-Roo	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, P	HE, No, Wa, 2Ec, Ou, OL	34
4	Miles from Nowhere	Michael Longdin	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	HE, No, 2Ou	33
5	BORG	Dave Hooton	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF	HE, No, Wa, Ro, OL, La	31
6	FEARLESS	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	No, HE, Wa, 3OL, Ro	26
7	Scharfpost	Bill Scharf	OrF, OrF, WaF, ReF	3DL, Wa, 3Sc, Ro, La	23

Turn 10

Mike rolls a 4. Mike and Chris each gain 1 wool, Dave P. and Dave H. each gain 2 wool. Builds a ship from G9 to G10 and a development card () grain. During the special build turn, Chris builds a settlement at C19.

Open Trades

None.

Turn 10 Rolls

Michael 8 Andy 7 Dave H. 7 Chris 12

Turn 11 Rolls

Mike 10 Dave P. 7 Michael 11

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Mike Scott	Red	2		1	1	1	Knight, unknown ()	4
Dave Partridge	Blue	4	4			1		7
Michael Longdin	Green	1	1	1	1	1		2
Andy York	Yellow	2	3	2		2		4*
Dave Hooton	Purple		3	2	2	3	1 unknown ()	4
Chris Geggus	Brown	2	1		1	1		6

* Longest trade route.

Malamute

Turn 9

Deadline Turn 10, 10/14 Tuesday

Planning

French maintain 4 ships (\$16) and buy 3 soldiers (\$30) for \$46.
Swedes maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
Dutch maintain 2 ships (\$8) and buy 1 soldier (\$10) for \$18.
Portuguese maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
Spanish maintains 4 ships (\$16) and buys 1 soldier (\$10) for \$26.
English maintain 5 ships (\$20) and buy 3 soldiers (\$20) for \$40.

Combat

French attack the Swedes in F. French lose 1 soldier. **Swedes** attack French in F. French lose 5 colonists. **Swedes** attack the English in R. Swedes lose 3 soldiers. **Portuguese** attack English in R. English lose 1 soldier. **English** attack Portuguese in R. English lose 1 soldier. **English** attack Portuguese in U. English lose 1 soldier.

Outbound Naval Movement

French Move to C. Dice: 2, 3, 4, 5. No losses.
Swedes Move to R. Dice: 1, 3, 4, 6. Loses 1 colonist.
Dutch Move to L. Dice: 1, 2, 4, 5. Loses 1 colonist.
Portuguese Move to E. Dice: 1, 1, 3, 3, 3, 5, 5, 6, 6, 6. Loses 1 soldier.
Spanish Move to S. Dice: 2, 2, 2, 2, 3, 4, 5, 6, 6. No losses.
English Move to R. 1, 2, 3, 6. Loses 1 soldier plus 1 ship containing 1 colonist.

Mining

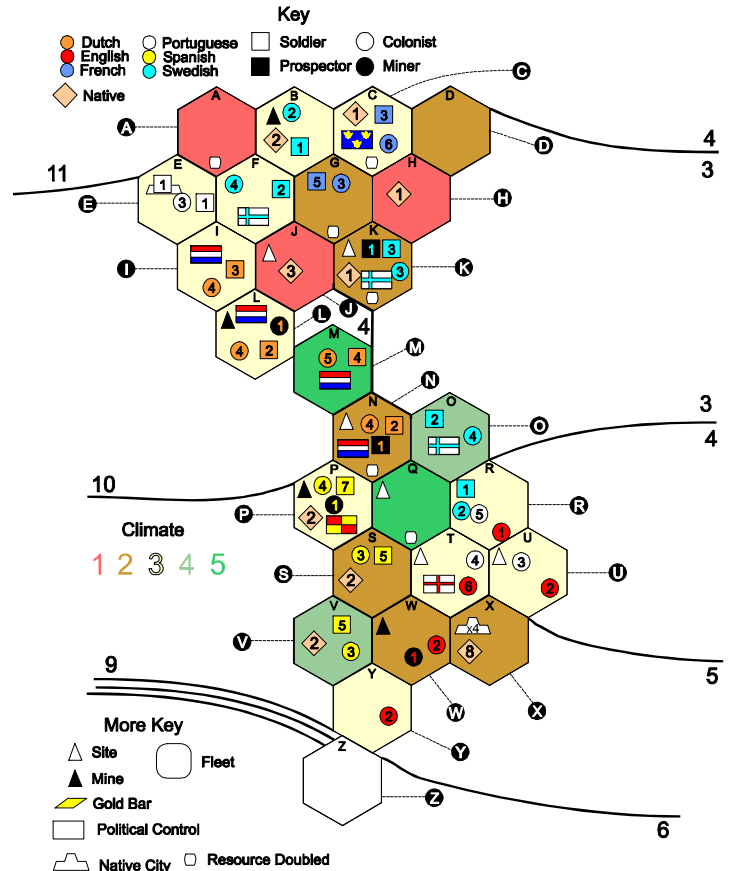
Dutch mine 1 gold in L and M (M depletes). **English** mine 1 gold in W. **Spanish** mine 1 gold in P. **Portuguese** loot 2 gold in E.

Discovery

No successful discovery.

Land Movement

French move 3 colonists and 8 soldiers from C to G, 2 colonists from F to G, 2 colonists and 2 soldiers from D to C, and 3 soldiers and 4 colonists from fleet to C.
Swedes move 5 colonists from G to F, 2 soldiers from B to F, and 3 colonists and 4 soldiers from fleet to R.
Dutch move 1 gold from L to fleet, 1 gold from M to anchorage dot, and 2 colonists and 1 soldier from fleet to L.
Portuguese move 2 gold from E to fleet, 4 soldiers and 4 colonists from E to A, 1 soldier from T to R, and 3 soldiers and 4 colonists from fleet to E.
Spanish move gold from P to fleet, move 2 soldiers and 3 colonists from P to S, and 1 soldier and 4 colonists from fleet to P.
English move gold from W to anchorage dot, 2 soldiers from Y to W, 2 soldiers and 2 colonists from W to T, 5 colonists from Q to T, 2 colonists from T to U, 3 colonists and 1 soldier from X to U, and 4 colonists and 2 soldiers from fleet to R.



Native Combat

Portuguese: 2 natives and 2 soldiers killed in A.

Native Uprisings

Climate is a 2. Uprisings in B (2 colonists killed) and K (3 colonists killed).

Survival

Climate is a 1.

Portuguese lose 4 colonists and 2 soldiers in A, 1 soldier and 1 colonist in E, 1 soldier and 1 colonist in R, 2 colonists in U, and 2 colonists in T. **Swedes** lose 1 soldier in B, 1 colonist in F, 1 colonist in K, 1 soldier in O, and 1 colonist in R. **French** lose 1 colonist and 2 soldiers in C and 2 colonists and 2 soldiers in G. **Dutch** lose 1 colonist and 1 soldier in I, 1 colonist and 1 soldier in L, 1 soldier in M, and 1 colonist and 2 soldier in N. **Spanish** lose 1 colonist and 1 soldier in P, 2 colonists and 2 soldier in S, and 1 colonist in V. **English** lose 3 colonists in R, 3 colonists in U, 1 colonist and 2 soldier in T, 1 colonist and 2 soldiers in W, and 2 colonists in Y.

Political Control

French gain political control of C and lose political control of C, **Swedes** lose political control of B and G and gain political control of F, **Portuguese** lose political control of E, R, U, and T, **English** lose political control of W and Y, and gain political control of T, and **Spanish** lose political control of V.

Homebound Naval Movement

French: Dice: 2, 5, 6, 6. No losses..

Swedes: Dice: 1, 2, 3, 4. No losses.

Dutch: Move to M: Dice: 2, 6. No losses, picks up gold. Home: Dice: 3, 3, 5. No losses.

Portuguese: Dice: 1, 1, 2, 2, 4, 4, 4, 4, 5, 6. No losses.

Income

French: Political Control: \$80, resources: \$54.

Swedes: Political Control: \$120, resources: \$36.

Dutch: Political Control: \$200, Gold: \$80, resources: \$72.

Portuguese: Political Control: \$40, Gold: \$80, resources: \$45.

Spanish: Political Control: \$80, Gold: \$40, resources: \$30.

English: Political Control: \$80, Gold: \$40, resources: \$39.

Turn 10 Initiative

Portuguese, Dutch, Swedes, English, French, Spanish

Portuguese attitude is (dr = 7) Expansion.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
French	Dennis Cain	\$815	8	4	4
Swedes	Andy Lewis	\$1015	8	4	4
Dutch	Andy York	\$1117	6	2	3
English	Dave Partridge	\$943	13	4	5
Spanish	Cary Nichols	\$565	4	4	4
Portuguese	Non-Player	\$635	10	4	4

Cats and DogsEpoch III Hsuing-nu, Romans, and SassanidsDeadline Epoch IV Empire Selection and Guptas, 10/14 TuesdayEpoch III

Marching Through the Ages (Lewis) plays the Mayans. Army and Capital Central America, army Guiana Highlands. HSUING-NU: Army Mongolia, Great Plain of China (vs. Han Dynasty; Hs: 3, 2; Ha: 4, 2; loses), Great Plain of China (vs. Han Dynasty; Hs: 6, 1; Ha: 2, 1; wins, Capital reduced to city), Wei River (vs. Han Dynasty; Hs: 5, 1; Ha: 2; wins), Szechuan (vs. Han Dynasty; Hs: 5, 5; Ha: 4; wins), Irrawaddy, Ganges Delta (vs. Maurya; plays Treachery, wins, Capital reduced to city). Points: Presence in Middle East (3), China (3), India (3), Southern Europe (3), and Southeast Asia (1), 1 Capital (2), 2 cities (2), and 3 Monuments (3) for 21 points.

The Questioner (Partridge) Plays Rebellion in Chekiang (vs. Han Dynasty; R: 5, 4; H: 2; wins). ROMANS: Plays Leader. Army and Capital Southern Apennines (Celt army retreats to Northern Apennines), fleet Western Mediterranean (vs. Time Traveler; Q: 6, 5, 3; T:4; wins), Eastern Mediterranean (vs. Time Traveler; Q: 4, 1, 1; T: 6; loses), Eastern Mediterranean (vs. Time Traveler; Q: 5, 3, 1; T: 5; Q: 5, 4, 3; T: 1; wins), army Southern Iberia, Western Iberia, Northern Apennines (vs. Celts; R: 5, 4, 2; C: 2; R: 5, 4, 4; C: 2; wins), Dalmatia (vs. Celts; R: 5, 4, 1; C: 4; wins), Danubia, Levant (vs. Macedonia; R: 5, 4, 1; M: 5, 1; R: 4, 3, 1; M: 3, 1; wins), Upper Tigris (vs. Macedonia; R: 2, 1, 1; M: 4; loses), Upper Tigris (vs. Macedonia; R: 4, 4, 2; M: 6; loses), Upper Tigris (vs. Macedonia; R: 5, 3, 2; M: 2; wins), Zagros (vs. Maurya; R: 5, 3, 1; M: 3, 1; wins), Persian Plateau (vs. Maurya; R: 3, 3, 2; M: 5; loses), Persian Plateau (vs. Maurya; R: 5, 4, 3; M: 5; R: 4, 1, 1; M: 4; R: 5, 3, 2; M: 3; wins, city eliminated), Hindu Kush (vs. Maurya; R: 6, 3, 3; M: 3; wins), Upper Indus (vs. Maurya; R: 5, 4, 2; M: 1; wins), Ganges Valley (vs. Maurya; R: 4, 3, 2; M: 6; loses), Ganges Valley (vs. Maurya; R: 6, 6, 2; M: 4; wins), Ganges Delta (vs. Hsuing-nu; R: 3, 2, 1; H: 2; wins, city eliminated), Irrawaddy (vs. Hsuing-nu; R: 5, 2, 1; H: 2, 1; wins), Szechuan (vs. Hsuing-nu; R: 4, 4, 3; H: 4, 4; R: 6, 1, 1; H: 4, 2; wins), Wei River (vs. Hsuing-nu; R: 6, 1, 1; H: 3; wins), fort Upper Tigris. Builds Monuments Southern Apennines and Southern Iberia. Points: Dominance in Middle East (6), China (6), India (6), Southern Europe (6), Presence in Northern Europe (1), Southeast Asia (1), 1 Capital (2), 2 Seas (2), and 9 Monuments (9) for 39 points.

Royal Manticoran Historical Society (Wilson) plays Sub-Saharan Migrants in East Africa and Madagascar. Plays Civil War against the Romans in Southern Apennines (CW: 6, 4; R: 1 wins, Capital reduced to city), Levant (CW: 6, 5; R: 6; CW: 3, 2; R: 2; wins), Persian Plateau (CW: 6, 1; R: 2; wins). SASSANIDS: Army and Capital Zagros (Roman army retreats to Upper Tigris), army Lower Tigris (vs. Scythians; Sa: 6, 5; Sc: 2; wins), Upper Tigris (vs. Romans; S: 6, 2; R: 4+1; S: 2, 1; R: 1+1; S: 3, 2; R: 6+1; loses), Upper Tigris (vs. Romans; S: 5, 5; R: 1+1; wins), Persian Salt Desert (vs. Aryans; S: 6, 3; A: 4; wins), Hindu Kush (vs. Romans; S: 1, 1; R: 6; loses), Hindu Kush (vs. Romans; S: 5, 4; R: 2; wins), Upper Indus (vs. Romans; S: 4, 3; R: 2; wins), Lower Indus (vs. Vedic City States; S: 5, 1; V: 5; S: 3, 2; V: 3; S: 5, 2; V: 1; wins, city eliminated). Builds Monument Upper Indus. Points: Dominance in Middle East (6) and India (6), Presence in Southern Europe (3), 1 Capital (2), 1 city (1), and 7 Monuments (7) for 25 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Michael Longdin	100% Pussycats (green)	19	36
Kevin Wilson	Royal Manticoran Historical Society (purple)	21	56
Paul Bolduc	Arachnids (blue)	21	38

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dennis Cain	Systematic Chaos (black)	25	46
Andy Lewis	Marching through the Ages (red)	26	48
Dave Anderson	The Time Traveler (orange)	27	53
Dave Partridge	The Questioner (yellow)	36	56

Positions

Systematic Chaos: Fleet South China Sea. GREEK CITY STATES: Army and city Crete. HAN DYNASTY: Army and city Yellow River, armies Tarim Basin, Yangtse Kian, East Indies.

100% Pussycats: VEDIC CITY STATES: Armies Eastern Deccan, Eastern Ghats. CIVIL WAR: Two armies and city Morea. CELTS: Army and Monument Central Europe, armies Northern Gaul, Albion, Central Massif, Pyrenees.

Marching Through the Ages: MINOANS: Army and Fort in Western Anatolia, army Balkans. MAYANS: Army and Capital Central America, army Guiana Highlands. HSUING-NU: Army, city, and Monument Great Plain of China, army Mongolia.

The Time Traveler: INDUS VALLEY: Three armies Western Ghats. CARTHAGINIA: Three armies, Capital, and Fort Shatts Plateau, armies Libya, Arabian Peninsula, Western Gaul. MACEDONIA: Army, Monument, and Capital Pindus, Army and Monument Nile Delta, armies Nubia, Upper Nile, Palestine.

Royal Manticoran Historical Society: SUB-SAHARAN MIGRANTS: Armies East Africa and Madagascar. CIVIL WAR: Army, city, and Monument Southern Apennines, army and Monument Levant and Persian Plateau. SASSANIDS: Army, Capital, and Monument Zagros, army and Monument Upper Tigris, Lower Tigris, Upper Indus, armies Persian Salt Desert, Hindu Kush, Lower Indus.

The Questioner: Fleets Western Mediterranean, Eastern Mediterranean. SHANG DYNASTY: Army Si-Kyang. SCYTHEANS: Army and Monument Lower Tigris, armies Caucuses, Eastern Anatolia, Middle Tigris. REBELLION: Army Chekiang. ROMANS: Army and Monument Southern Iberia, Ganges Delta, Wei River, armies Western Iberia, Northern Apennines, Dalmatia, Danubia, Ganges Delta, Irrawaddy, Szechuan.

Arachnids: ARYANS: Army Turanian Plain NORTH AMERICAN MIGRANTS: Armies Great Lakes, Great Plains. MAURYA: Army Western Deccan, Malayan Peninsula.

Event Cards

Epoch IV Empire Draw

Greyhound

Turn 2, Phases 3 through 6

Deadline Turn 2, Phase 7 and Turn 3, Phases 1 through 3, 10/14 Tuesday

Turn 2, Phase 4 – Purchases

Paris buys the Heavens (A, \$30) and Written Record (N, \$10 credit from Rashid ad Din, \$20).

Genoa buys Caravan (I, \$20), Galley 2 for \$10, and stabilization for \$3.

London buys Galley 4 (\$10), the Heavens (A, \$30), Urban Ascendancy (V, \$20), and stabilization for \$6.

Hamburg buys Galley 4 (\$10) and stabilization for \$3.

Barcelona buys Galley 4 (\$10), The Heavens (A, \$30), and stabilization for \$10.

Venice buys Written Record (N, \$20 credit from Dionysus Exiguus, \$10) and stabilization for \$3.

Phase 5 – Expansion

Paris expands to Lyon (5, vs. Genoa, dr = 3, 4, 3; wins), St. Malo (vs. London, dr = 6, 1, 6; wins).

Genoa expands to Naples (5), Bari (1), Bessel (3), Nuremburg (3)

London expands to Waterford (2), Iceland (2), Bergen (3), Armaugh (1), card (

), Shetland (1)

Hamburg expands to Stockholm (3), Danzig (3), Riga (2), Bergen (6, vs. London, dr = 4, 2, 3; loses).

Barcelona expands to Algiers (2), West Africa (2), Tripoli (2), Waterford (4, vs. London, dr = 4, 5, 4, wins), Edinburgh (4, vs. London, dr = 5, 2, 5; loses), Athens (1)

Venice expands to Budapest (3), Prague (2), Rome (8, vs. Genoa, dr = 6, 3, 6; loses), Nuremburg (6, vs. Genoa, dr = 2, 2, 6; loses), Breslau (1)

Barcelona gains the bonus card:

Phase 6 – Income

Paris gains \$63

Genoa gains \$45

London gains \$57

Hamburg gains \$45

Barcelona gains \$75

Venice gains \$57

Surplus of Cloth (Venice pays \$3) and a Surplus of Cloth (Venice pays \$3)

Turn 3, Phase 1 – Draw Cards

Your card was:

Epoch II begins after Paris' draw.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Longdin	Venice	40		\$78		7	2	5	N
Dave Partridge	Hamburg	50		\$71		5	4	4	
Bob Robles	Paris	40		\$64		8	2	1	A, N
Dave Hood	London	40		\$58		7	4	5	A, V
Steve Koehler	Barcelona	40		\$83		10	4	6	A
Robert Koehler	Genoa	60		\$59		5	2	3	I

Players are listed in reverse tie breaking order.

Commodity Log

Commodity	Michael	Dave P.	Bob	Dave H.	Steve	Robert
Stone (2)	1	1	2	--	1	3
Wool (3)	--	--	--	3	4	--
Timber (4)	1	2	1	1	--	--
Grain (5)	1	--	1	1	--	--
Cloth (6) (x2)	3	1	1	--	--	1
Wine (7)	--	--	2	--	1	--
Metal (8)	--	1	1	1	1	1
Fur (9)	--	--	--	--	--	1
Silk (10)	--	--	--	--	1	--
Spice (11)	--	--	--	--	--	--
Gold (12)	1	--	--	--	--	--
Ivory (12)	--	--	--	1	2	--

Cards

Shortage, Surplus

Sand Flea

Turn 1 Combat to Turn 2 Nexus
Turn 2 Nexus, 10/142 Tuesday

Players

ATREIDES: Jerry Roalstad
EMPEROR: Michael Longdin
GUILD: Kevin Wilson
IXIANS: Ward Narhi

BENE TLEILAXU: Bob Robles
FREMEN: Gina Teh?
HARKONNENS: Paul Bolduc
GAME MASTER: Chris Hassler

Dial	1.5	2
Spice	0	2
Total	3.5	2

Fremen win. Cheap Hero is discarded. 3 Fremen and 2 Harkonnen tokens go to the tanks.

Spice Collection

Atreides collect 2 spice (Arrakeen)
Fremen collect 2 spice (Habbanya Erg)
Guild collect 1 spice (Tuek's Sietch)
Harkonnens collect 2 spice (Carthag)

Turn 2

Storm Movement

The storm moves 4 sectors to sector 8. 10 spice in South Mesa destroyed. (Turn 3 storm movement: sectors).

Spice Blow

Worm in Habbanya Erg. 6 spice destroyed, Fremen may ride the Worm to any location. Nexus occurs.

Press

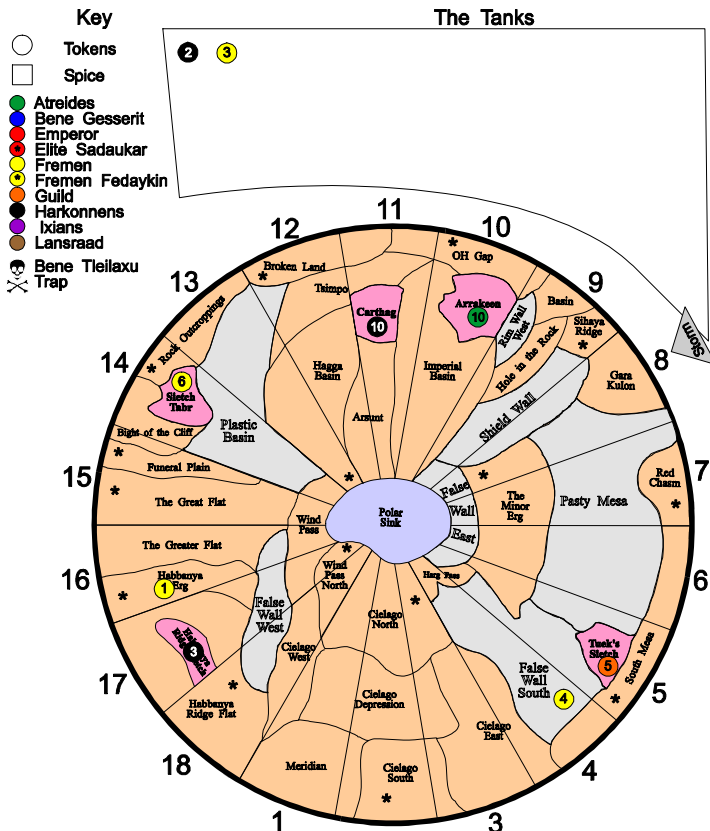
Bene Tleilaxu to All: Ah, the smell of combat ...I'll get the tanks ready!

Notes

Will Brad Martin please submit standby orders for the Fremen!

Positions

Atreides: 10 Arrakeen, 10 tokens off-planet
Bene Tleilaxu: No traps.
Emperor: 20 tokens (5 Elite Sadaukar) off-planet
Fremen: 6 tokens Sietch Tabr, 4 tokens False Wall South (4), 1 token Habbanya Erg (16), 6 tokens (3 Fedaykin) Southern Hemisphere, 3 tokens in the Tanks
Guild: 5 tokens Tuek's Sietch, 15 tokens off-planet
Harkonnens: 110 tokens Carthag, 3 tokens Habbanya Ridge Sietch, 2 tokens in the Tanks, 5 tokens off-planet
Ixians: 20 tokens off-planet
Your Spice:



Combat Round

Gina Teh has NMRed, so the Fremen will use the default battle plan.
Fremen are the aggressors.

	Fremen	Harkonnens
Leader	Jamis (2)	Cheap Hero
Weapon	None	None
Defense	None	None

Your Cards:

Your Traitor(s):

Gaspede
Turn 4
Turn 5, 10/14 Tuesday

Turn 4

Chris chooses the Craftsman, gains 2 doubloons, and produces 2 tobacco, Tom produces 1 corn, Andy Y. produces 1 indigo, Dave produces 1 indigo, and Andy L. produces 1 corn.
Tom chooses the Settler and takes a Quarry, Andy Y. takes a Tobacco plantation, Dave takes an Indigo plantation, Andy L. takes a Quarry and uses the Hacienda to draw a Corn plantation, and Chris takes a Sugar plantation.
Andy Y. chooses the Prospector and gains 2 doubloons.
Dave chooses the Builder and builds an Indigo Plant for (1 doubloon for Builder discount, 1 doubloon for the Quarry, 1 doubloon paid), Andy L. passes, Chris passes, Tom passes, Andy Y. builds a Tobacco Storage for 5 doubloons.
 Andy L. chooses the Mayor, and places colonists on both new Quarries and a Sugar plantation, Chris places a colonist on the Quarry, Tom places a colonist on the Tobacco plantation, and moves a colonist from the Construction Hut to the Tobacco Storage, Andy Y. places a colonist on the Indigo Plant, and Dave places a colonist on an Indigo plantation, and moves a colonist from the Small Indigo Plant to the Indigo Plant.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York	Prospector	Indigo, Indigo , Indigo, Sugar, Tobacco	Indigo Plant (x2) , Small Sugar Mill, Tobacco Storage		1	Indigo	
Dave Partridge	Builder	Indigo, Quarry , Corn, Indigo , Indigo, Indigo	Small Indigo Plant, Hacienda, Indigo Plant (x1)		2	Indigo	
Andy Lewis	Mayor	Indigo, Corn, Quarry, Sugar, Quarry , Coffee, Quarry , Corn	Hacienda, Construction Hut		0	Corn	1
Chris Geggus	Craftsman	Corn, Tobacco , Tobacco, Quarry , Sugar	Small Market, Tobacco Storage (x1)		2	2 Tobacco	
Tom Howell	Settler	Corn, Tobacco, Quarry, Quarry, Quarry	Construction Hut, Small Market, Tobacco Storage (x1)		0	Corn	1

Player in bold is the Governor. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

Available Items

Colonists: Supply: 56 Colonist Ship: 14
Trading House: Corn
Cargo Ships: Ship 1 (capacity 6): Ship 2 (capacity 7): Ship 3 (capacity 8): 2 Corn
Victory Points: 120

Commodities

Corn: 5 **Indigo:** 9 **Sugar:** 11 **Tobacco:** 7 **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (x3)	Indigo Plant		Guild Hall
Small Sugar Mill (x3)	Sugar Mill (x3)	Coffee Roaster (x3)	Residence
	Hospice (x2)	Factory (x2)	Fortress
	Office (x2)	University (x2)	Customs House
	Large Market (x2)	Harbour (x2)	City Hall
Small Warehouse (x2)	Large Warehouse (x2)	Wharf (x2)	

Roles

Builder, Captain (1d), Craftsman, Mayor, Prospector, Prospector (1d), Settler, Trader (2d)

Plantations

Sugar, Corn, Corn, Coffee, Corn, Coffee
 Discard Pile: Coffee, Corn, Sugar, Coffee, Sugar, Sugar, Tobacco, Indigo, Tobacco, Sugar, Indigo, Sugar

Pedagoguery

When Edwin Hubble started measuring the speed that galaxies are traveling traveling away. The few exceptions are all close by, indicating that they are part toward or away from us, he discovered that the vast majority of galaxies are of a gravitationally bound group called the Local Group. The Local Group

consists of two large galaxies, the Milky Way and the Andromeda galaxies, a couple of medium-sized galaxies, and a host of tiny galaxies. The Local Group is not static, however. Several of the smaller galaxies are being ripped apart and consumed by the larger members. And, most notably, we and the Andromeda galaxy are on a collision course.

The Andromeda galaxy is the furthest object visible to the naked eye at just over 2.5 million light years distance. It is approaching us at a speed of around 75 miles per second, so it is inevitable that there will be a collision. The question is, when? The answer is that it depends. It makes a big difference whether we are approaching each other head-on, or if there is a significant transverse component to its velocity. The radial motion is very easy to measure – simply take a spectrum of the galaxy, identify a common absorption line, and measure the shift (blue-shift, in this case). The transverse component is much harder to measure, because it involves measuring a minute sideways shift in comparison to background galaxies.

It is estimated that there is a transverse component to Andromeda's motion of between 0 and 150 km per second, which equates to 0 to 42 microarcseconds per year. That's 42 millionths of 1/3600 of a degree. At the maximum rate, it would take over 1.7 billion years for it to shift the width of the full moon in the sky. However, upcoming space missions, such as the European Space Agency's Gaia mission might be able to detect this motion.

If our course to Andromeda is a direct one, the collision will take place in about 3 billion years. The Sun will still be a main sequence star at that time, since it is estimated that it will be about 5 billion years from now before the Sun swells into a red giant. If our two galaxies are in a more eccentric mutual orbit, then the ultimate collision will still occur, it will just be much more distant in the future.

Galaxy collisions are messy. We see many examples in our telescopes, and they become more common as we look further back into the past. Since galaxies

are not solid entities, but gravitationally bound collections of stars and gas it is impossible to say with any precision exactly what will happen, but using the example of collisions we can see, we can get a good idea of the generalities. What is likely to happen is this. First of all, as we approach Andromeda, our velocity towards the galaxy will increase. Both galaxies will tend to get stretched out in a line toward each other, but that line will get distorted by the mutual motion of the galaxies. The result will be a long tidal tail from each galaxy tracing the orbit. Gravitational stretching and compression will ignite a burst star formation in the gas clouds of both galaxies. In the event of a relatively direct collision, the star formation will be quite intense, as gas clouds from both galaxies collide. Collisions between stars will be rare, but chances are good that stars will pass close enough to each other to disrupt planetary systems. The result will be some planets thrown into new orbits, some thrown into their parent stars, and some thrown completely out of their original solar system.

Even in the event of a head-on collision, the collision will not be resolved in a single event. The galaxies' motions will take them apart and together again many times, with each time resulting in a net loss of orbital energy as the more energetic stars are thrown clear. Whether our sun will be one of those, or whether the Earth will get affected by a near miss with another star, are unknown. It's even possible that the Earth could get fried by a nearby supernova explosion due to star formation. What is certain is that the eventual end state of the collision will be an elliptical galaxy, which will eventually absorb all of the galaxies in the local group. By then, it is likely that the accelerated expansion of the universe will have taken all other galaxies so far away that they would be beyond our horizon, and our local galaxy would be all alone.

Next time, supernovae.

Best In Show

A Listing of the Games Played in the Past, and the Winners of Those Games

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
Off the Leash	Pasquale Giovine
Shepherd	Pasquale Giovine
Dogfight	Pasquale Giovine
Dirty Deeds Done Dirt Cheap ²	Dave Partridge

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

² Rehoused from Phil Reynolds' *ishkibble*

Merchant of Venus

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

Dune

Name	Winner
Sand Dog	Chris Hurley
Canine	Paul Bolduc
Running Dogs	Andy York
Pavlov	Bill Scharf and Cary Nichols
Sand Flea	

Die Macher

Name	Winner
Mailman's Bane	Andy Lewis
Lupine	Andy Lewis

Outpost

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

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
Dogwood	Andy Lewis

New World

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

Settlers/Seafarers of Catan

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

¹GMed by Andy Lewis

Liftoff!

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

Age of Renaissance

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain
Dog Chow	Paul Bolduc

Kremlin

Name	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus
Guard Dog	Chris Geggus
Sled Dog	Bill Scharf

Silverton

Name	Winner
Doggin' It	Bill Scharf
Dogged	Dave Partridge

Gunslinger

Name	Winner
Prairie Dog	Paul Bolduc
Outlaw Dogs	Andy Lewis

Other

Name	Game	Winner
Dog Biscuit ¹	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie ¹	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Warg	Downfall XIII	Dave Partridge
Junk Yard Dog	Industrial Waste	Eric Brosius

¹GMed by Andy Lewis



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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, Brad Martin **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge, Brad Martin **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, Brad Martin **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Liftoff!:** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge, Michael Longdin, Brad Martin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge, Brad Martin **Gunslinger:** none **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin **Power Grid:** Brad Martin

Standby Calls

Brad Martin for the Fremmen in Sand Flea