

Notes from Hades

This is something of a landmark issue. First of all, I have gotten enough of a response (or things that could be construed to be a response) to actually kick off the letter column. I've also thrown out a couple of possible discussion topics for next time. Hopefully that will be enough to start the ball really rolling.

Another thing that I am trying is a new game that everyone can play with the imaginative name of Trivia Quiz. Every issue will have five trivia questions for you to answer, with the possibility of free issues to the winners. More details later in the zine.

I am also going to try an experiment. I've noticed that a lot of people tend to be intimidated by science, which is not only unfortunate, but potentially dangerous. In general, science programs in school do a very poor job of preparing children for the kind of world in which they will have to live. These programs fail to impart the sense of wonder at how the universe works and the drive to learn more that we need to turn out the kind of people who will not only discover more of the fundamental workings of the universe, but also those who will be able to turn that raw knowledge into something that can improve the lives of everyone. So, in an effort to do my little part to bring science to an understandable level, I will attempt to tackle some subject in science and explain it in terms that those who don't have a degree in physics can understand. I will call the column Pedagogy.

In other news, the bizarre weather has continued. A couple of weeks ago, on a Monday, it was sunny and in the 80s temperature-wise. The next day, someone gave the sky a massive diuretic and the temperature plummeted into the 50s. Our local climate seems to be suffering from a tremendous case of indecision, and the pattern (if it can be called that) has continued. On the good side, my lawn is loving all of this rain. Unfortunately, the weeds do, too. Oh, well.

There was a little bit of miscommunication as far as the games to be run by Andy Lewis. Apparently there are two games with very similar names: Race for the White House and Road to the White House. I listed the former last issue when I should have listed the latter. This issue, the correct game is listed.

There was so much interest in the Stellar Conquest game that I decided to create a new map which can accommodate a six player game. As I was working on the map, I got my sixth player. So, I quickly finished the map, and am now embarking on the landmark event of running a six player Stellar Conquest game.

Recently, what promised to be a fine zine has died nearly stillborn. *The Noble House* by Mark Weseman has had to fold due to financial problems at Mark's place of employment which could cost him his job. His current diplomacy games will be continued by flier, but the zine itself will have to fold. I certainly wish Mark the best of luck and hope we see a new zine from him in the future.

With the impending start of "Canis Major" and with "Dog Food" getting close, I am afraid that I will have reached the limit on the number of games I am willing to run simultaneously. Therefore, there will be no new game openings until one of the current games finishes. This of course does not affect Andy's games.

This issue's deadline will be on **Friday, April 14 at 5:00 pm Pacific Time. Please note the time.**

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Flier Games

"Proteus"	Midway Campaign	0700 Aug 26
"Canis Major"	Stellar Conquest	Starting

Game Openings

"Dog Food" Merchant of Venus. This will be the basic game plus the following variant from the General Vol 26, No 1: Fast Setup, The Lost "?" Box, Own Species Bonus, Customized Spaceships, and Agents, Bases, and Second Ships. We will play to \$3000. Have Andy Lewis, Chris Geggus, Eddy Mattei, Dan Eisenhut, and Pete Gaughan. Need one more.

"Canis Major" Stellar Conquest. This game will be run by flyer using a new six-player map and some variant rules. Currently have six and if you are in the game, the materials will be included with the zine. **Deadline for turns 1-4 is March 24, 5:00 pm.**

Wish List

Time Agent is a game pitting six different races against each other with the object of becoming the dominant race in the galaxy. This is achieved through manipulating past events more to your liking and then when you have arranged things to suit you, preventing others from undoing your work by reversing time travel itself. It will be run by flier. Have Sean Cousins and Chris Hurley. Need 4 more.

Gangsters is a game set in the Roaring Twenties where each player tries to have the most successful mob in the city. It will be guest GMed by Andy Lewis. Need 4.

Road to the White House is a game of Presidential elections. It will be guest GMed by Andy Lewis. Need 6.

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
631 Candia Circle
La Habra, CA 90631
Phone: (714) 773-0940
CompuServe: 70514,37

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

Ward Narhi

How you doing? I have a question for you and your readers. Has there been any noise from Avalon Hill about reprinting our favorite game, Machiavelli, at all? I fear with the game not having been available for so long attrition will cause its loyal fans to decline in number. This would be a tragedy!

[Several issues ago, Andy Lewis let us know that he saw something to indicate that Avalon Hill was considering rereleasing Machiavelli as a folio game. I have heard nothing new on that score recently. How about it, Andy?]

And if you are looking to start a debate for your new letter column, ask everyone what they think of that Newt book deal. That'll start the fur a flyin!
[As you can probably tell, this letter is somewhat old. I do have a somewhat more current controversial topic in mind however. You will find it at the end of the lettercol.]

Bob Robles

I would like to thank you for the excellent job you do with SOB (what does that stand for again?). The rag is pleasing to the eye, the maps legible, and the regularity is a welcome exception to the rule. It's also great that you're accepting orders by e-mail; not only have you made SOB instantly trendy, but you've allowed me to really refine my procrastination skills (11:59 pm still counts as Feb 3, right? *[Not exactly.]*). I hope this becomes more widespread in the pbm world in general. (I know CompuServe has quite a forum.)

Keep up the good work and, hey, get a Web home page someday!

[Thanks for the kind words. As for the name of the zine, it stands for what you think it does. The reason behind that is that this zine started out as a subzine in the, sadly, now defunct D.O.G.S. of War. So, when the time came for me to think up a name for my zine, S.O.B. seemed logical. You see, this zine is the son of a D.O.G....never mind.]

Bob Rutherford

Machiavelli has long been one of my favorites games, but it is naturally out of print. Does anyone out there have an inventory they are willing to part with? I'd pay for advertising space....

[No need. Anybody out there have a spare copy of Machiavelli? See Ward's letter for the possibility of it being republished.]

Keep up the game work. *[Thanks]*

Murray Cowles

Spring is here early. We have had a very mild winter, and a very wet February so everything is well forward. I grow a lot of our vegetables in my garden so this is the start of the busy season.

[Our weather has been very atypical. The winters here are always mild, at least by British standards, and this one has been no exception. What has been unusual is the amount of precipitation we have gotten. I don't know any figures offhand, but I would not be surprised if we were a couple of inches over the seasonal average. It was so bad in January that they had to close a couple of major streets here because of enormous sink holes that developed.]

Chester was as good as always. The Westminster Hotel where we have been going for our Spring Con for many years is not nearly as posh as the Bull Hotel where we go in the autumn. But it is very homely and is just as popular.

[Well, it's a start. In the hopes to generate a little more activity for the next issue, I will propose the following discussion question: If a revolution were to occur in Mexico, do you think that the U.S. would intervene militarily, and would we be justified in doing so? If that's too big a topic for you, what do you think of the new Star Trek series, Voyager? Until next time.]

Pack of Curs / MGN# O/B/8/ABCG/1

Spring 1461

Deadline/Summer 1461 4/14 Friday

Milan joins the ranks of the naval powers with his first fleet, which starts patrolling the Gulf of Lyon. Meanwhile, Florence and Naples start gearing up their offensives against the Pope.

Builds

		Treas.	Cost	Rem.
Aus:	CD! No new builds	5	0	5
Flor:	Maintains all, builds A4 (Elite Mercenary) Pisa and G1 Arezzo	30	21	9
Mil:	Maintains all, builds F1 (Elite Mercenary) Marseilles and A6 Pavia	49	24	25
Nap:	Maintains A1, F1, F3, builds A2 Naples	55	12	43
Pap:	Maintains all, builds F1 Ancona, G1 Perugia	38	30	8

Expenditures

Naples spends 12 ducats to disband Papal F3.

Naples spends 18 ducats to buy Papal F2.

The Papacy spends 3 ducats to counterbribe F2.

Orders

AUSTRIA: No Units
(CD)

FLORENCE: A1 Bologna to FERRARA
(Koehler) A2 FLORENCE supports A4
A3 AREZZO supports A4 (cut)
A4 (EM) PISA to SIENNA
F1 Western Tyrrhenian Sea to CORSICA
G1 AREZZO supports A3

MILAN: A1 SALUZZO to SAVOY
(Scharf) A2 Turin to TYROLEA
A3 FORTOVA to PIACENZA
A4 Milan to CARINTHIA
A5 GENOA holds
F1 (EM) Marseilles to WESTERN GULF OF LYON

Orders (cont.)

NAPLES: A1 (EM) Aquila to ANCONA
(Lewis) A2 Naples to CAPUA
F1 OTRANTO to Lower Adriatic
F3 Lower Adriatic to Upper Adriatic (DISLODGED, retreat to Aquila,
Bari, Herzegovina, Ragusa, Albania, Durazzo, Ionian Sea,
OTB)

PAPACY: A1 URBINO to Arezzo
(Robles) A2 Sienna to Florence (DISLODGED, retreat to Patrimony, Piombino,
OTB)
A3 Rome to SPOLETO
A4 Slavonia to HUNGARY
A5 PERUGIA supports A1
F1 Ancona to Upper Adriatic (DISLODGED, retreat to Romagna,
OTB)
F2 (EM) Dalmatia to LOWER ADRIATIC
F3 Ragusa supports F2 (nsu)
G1 PERUGIA supports A5

Famine Losses

Papal A1 Urbino dies of famine. Also, if the Neapolitan F3 retreats to Bari, it will be killed by famine.

Summer 1461 Plague

Good Year. Turin, Sienna (Florentine A4 dies), Messina, Padua, Austria, Ferrara (Florentine A1 dies), Capua (Neapolitan A2 dies), Tyrolea (Milanese A2 dies), Sardinia, Como, Spoleto (Papal A3 dies), Saluzzo

Press

Florence - Papacy: I'm not dead yet! Ni!

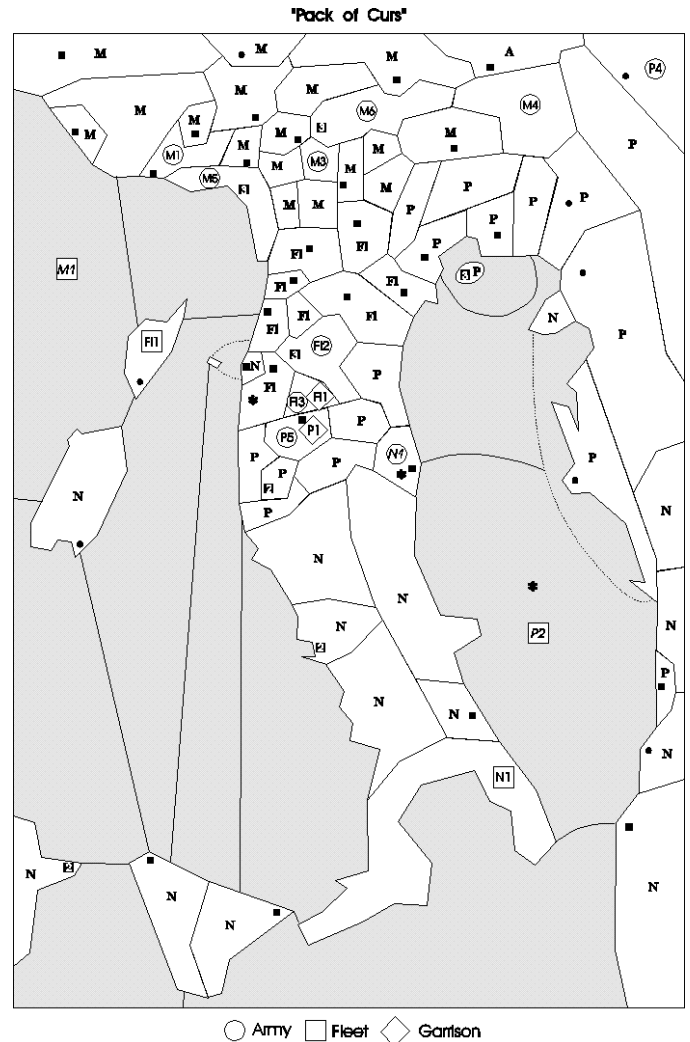
Milan - GM: Re: Famine results. Whoa, good shooting there, Tex! How about aiming elsewhere with the plague results?

Cerberus - Milan:

Milan - Papacy: Just who is writing your press? They need a little work!

Milan - Rumormonger: Oh, yes, the Papacy and I are best friends, why don't you just ask him?

Pope - All: I think I'm going to pay for the lack of communication this turn....



Doghouse / MGN# O/B/8/ABC/3

Fall 1456

Deadline/Winter-Spring 1457 4/14 Friday

The Venetian juggernaut keeps rolling along with the conquest of Austria. Florence and the Pope put their differences aside to try to stop Venice while France and Milan maneuver in the north. Naples readjusts his position while the Turk takes a stab at Venice and takes command of the western seas.

Orders

FLORENCE: A1 FLORENCE supports Papal A1 to Bologna
(York) F1 MODENA holds
G1 PISA holds

FRANCE: A1 SWISS holds
(Broyles) A3 (EM) Marseilles to PROVENCE
A4 (EM) Provence to TURIN
G1 GENOA holds

MILAN: A1 Fornova to PIACENZA
(Scharf) A2 Montferrat to SAVOY

Orders (cont.)

NAPLES: F1 Palermo to MESSINA
(Koehler) F2 Bay of Tunis to PALERMO
F3 DURAZZO to Lower Adriatic

PAPACY: A1 Pistoia to BOLOGNA
(Hurley) A4 Pisa to SIENNA

TURKS: F1 Western Tyrrhenian Sea to EASTERN TYRRHENIAN SEA
(Lewis) F2 Corsica to WESTERN TYRRHENIAN SEA
F3 Tunis to BAY OF TUNIS
F4 Lower Adriatic to ANCONA

Orders (cont.)

- VENICE: A1 Bologna supports Florence A1 to Pistoia (nso, DISLODGED, retreat to Lucca, Ferrara, Romagna, OTB)
 (Anderson) A2 Slavonia to CARINTHIA
 A3 TYROLEA holds
 A4 Verona to MANTUA
 A5 (EM) Urbino to PERUGIA
F1 UPPER ADRIATIC to Lower Adriatic
 F2 Dalmatia to CROATIA (SC)

Notes

Thanks to Jason Wilke for his unused standby orders. Also, Venice has completed the conquest of Austria this turn. All Austrian home areas are now considered Venetian home areas and Venice gains the Austrian variable income die roll.

Press

- Milan - GM:** Ods Gazooks! In a game named Machiavelli I'm made fun of for making an illegal move? Why, I should receive a commendation, not a condemnation.
Cerberus - Milan: Fine, I commend you on your needless loss of an army. Happy now?
Milan - GM: (About Austria) Now you see him, now you don't. And I was just getting used to him being in my face....
Milan - Papacy: I appreciate your sentiments -- but your language seems a bit uncouth for God's representative on Earth.

Spring 1457 Famine

Good Year! Venice, Carniola, Messina

Spring 1457 Income

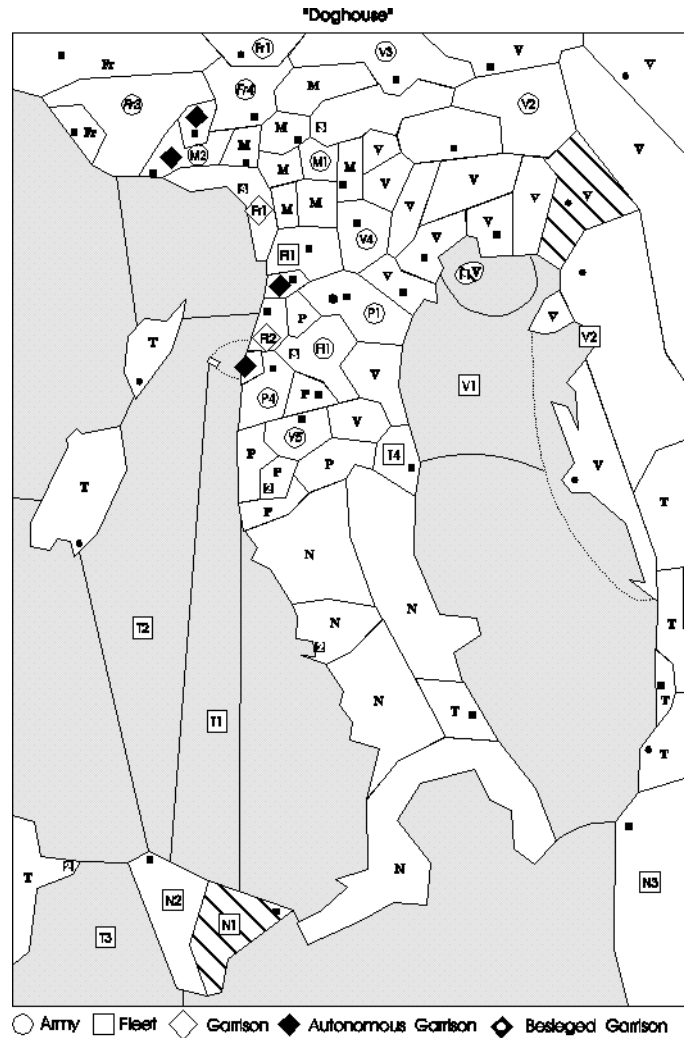
Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

- FLO: Modena, Pisa, Florence (3)
 FRA: Avignon, Swiss, Provence, Marseilles, Turin, Genoa (6)
 MIL: Como, Pavia, Fornova, Piacenza, Cremona, Parma, Savoy, Montferrat, Pontremoli (9)
 NAP: Capua, Aquila, Naples, Salerno, Otranto, Palermo, Durazzo, Messina (7)
 PAP: Bologna, Pistoia, Sienna, Arezzo, Patrimony, Spoleto, Rome, Tivoli (8)
 TUR: Bosnia, Herzegovina, Ragusa, Albania, Corsica, Sardinia, Tunis, Bari, Ancona (9)
 VEN: Bergamo, Brescia, Verona, Padua, Vicenza, Treviso, Friuli, Venice, Istria, Carniola, Croatia, Slavonia, Hungary, Austria, Ferrara, Romagna, Urbino, Perugia, Mantua, Tyrolea, Carinthia, Croatia, Dalmatia (21)

Seas

- TUR: Western Tyrrhenian Sea, Eastern Tyrrhenian Sea, Bay of Tunis (3)
 VEN: Upper Adriatic (1)



Cities

- FLO: Pisa, Florence(3) (4)
 FRA: Marseilles, Avignon, Swiss, Turin, Genoa(3) (7)
 MIL: Pavia, Cremona, Montferrat (3)
 NAP: Naples(2), Palermo, Messina, Durazzo (4)
 PAP: Bologna, Rome(2), Sienna, Arezzo (5)
 TUR: Ragusa, Albania, Tunis(2), Sardinia, Corsica, Bari, Ancona (8)
 VEN: Padua, Treviso, Venice(3), Carniola, Croatia, Hungary, Austria, Ferrara, Tyrolea, Mantua, Perugia, Dalmatia (10)

Totals

Coun	Rolls	Var	Prov	Seas	City	Gross	Treas	Total
FLO	4, 4	6	3	0	4	13	6	19
FRA	6, 2 ^G	8	6	0	7	21	0	21
MIL	4	4	9	0	3	16	5	21
NAP	1	1	7	0	4	12	1	13
PAP	5	5	8	0	5	18	8	26
TUR	3	3	9	3	8	23	2	25
VEN	1, 2, 6 ^A	11	21	1	10	43	0	43

^AThis is the roll gained by conquering Austria.

^GThis is the roll gained by holding Genoa.

Game Summary

Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	3	4	3	3	2	2	3	0	0
Flor:	3	3	2	2	2	2	2	3	3
Fra:	4	5	5	5	4	6	6	5	5
MIL:	3	3	3	4	4	4	3	3	3
NAP:	4	4	4	4	4	2	1	3	4
Pap:	4	5	6	5	5	6	4	4	4
Tur:	3	3	5	5	6	8	10	8	7
Ven:	4	4	5	7	8	8	9	11	12

Rude Dog / MGN# O/B/8/CH/1 - GUNBOAT

Fall 1454

Deadline/Winter-Spring 1455 4/14 Friday

The vice closes in around the Pope as Naples, Florence, and Venice continue to war on him. Naples and Venice have their own problems, however, as Turkey and Austria head after them. France trespasses into Milanese territory while Milan quietly goes about his business, mouthing words of peace. Or does he?

Retreats

Austrian A1 retreats to Austria.

Orders

Austria(): A1 AUSTRIA supports Milan A1 to Tyrolea (nso)
A2 FRIULI to Treviso
A3 CARNIOLA to Croatia

Florence(): A1 Pistoia to LUCCA
A2 Sienna to PATRIMONY
F1 Sardinia to WESTERN TYRRHENIAN SEA

France(): A1 SWISS to TURIN
A2 Tyrolea to COMO
F1 CORSICA holds

Milan(): A1 MILAN to Carinthia
A2 PAVIA to Milan
A3 GENOA besieges

Naples(): A1 Tivoli to SPOLETO
A2 Palermo to MESSINA
F1 Gulf of Naples to IONIAN SEA
F2 Ionian Sea to LOWER ADRIATIC

Papacy(): A1 FLORENCE sacks the city before eviction (hold)
A2 Urbino to AREZZO
A3 Perugia to ROME
F1 Ancona to ROMAGNA

Turks(): A1 Aquila to BARI
F1 Lower Adriatic to DURAZZO
F2 Tunis to BAY OF TUNIS

Venice(): A1 BOLOGNA supports Florence A1 to Florence (nso)
A2 TRENTO to Carinthia
F1 DALMATIA to Croatia (sc)
F2 VENICE LAGOON to Treviso

If you are in the game, a red check will appear next to the country you are playing.

Press

Borgia - DiMedici: Your family is history! I hereby excommunicate you and your ilk. Never darken the provinces of Italy with your misshapen shadow again.

Florence - Pope: Oi! Ger rof moi lahnd, you aggressor state you!

Florence - Venice: Well done.

Florence - Naples: Well done, too! Any suggestions on what to do with my fleet to help against the Turk, let me know.

France - Milan: If you aren't writing that Milan press, I suggest you start writing now.

Milan - France: You're dead meat Frenchie, begging won't help you a bit.

Milan - France: You have a deal. It seems the Austrian has his head up his ass anyhow.

Milan - N/T: How's it going down there?

Milan - Pope: You're right. France and I will be busy with each other for a while. Let's hope we're busy WITH each other and NOT AGAINST each other from now on.

Milan - Venice: I hope that unit in Trent is only there to besiege.

Naples - Dopey Popey: Venice is going to eat you alive, and I'm going to enjoy watching it happen -- talk about a dopey set of moves! You've played right into his hands.

Papal States - Milan: All talk and no action against Venice will come back to haunt you.

Pope - Florence: You..you..you #\$\$!@#! Now look. You got the Pope so mad he is having a stroke. Well, time to elect a new Pope. And with a new Pope there will probably be new policies.

Pope - Naples: Watch out. I still desire peace with you. How about you defend yourself against the Turk and leave each other alone.

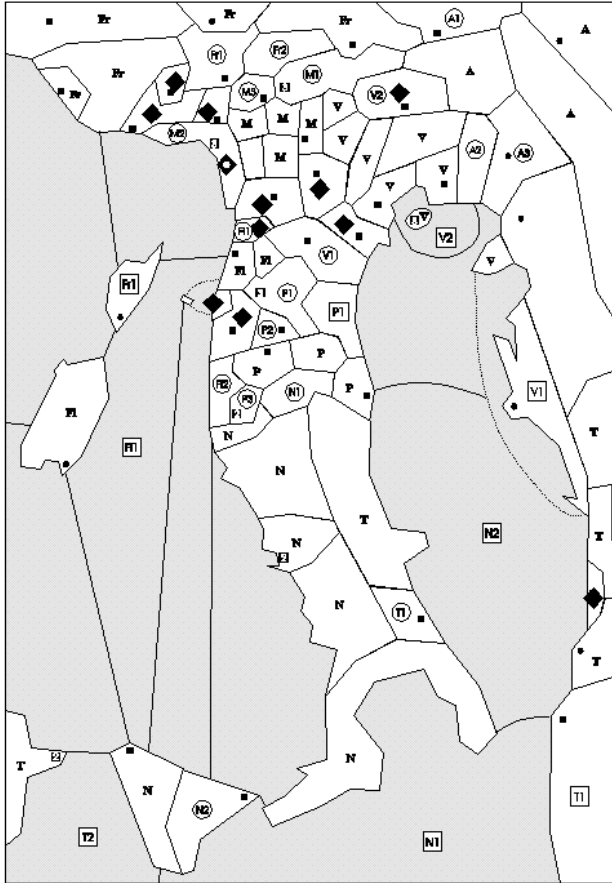
Pope - Turk: If you attack Ankara should we capitulate to Venice now? Venice with no enemies except Austria = Venice win. You would only be allowing your immediate neighbors (Ven, Nap) to grow stronger.

Pope - Venice: I can't believe you are getting a free ride. Soon you will be too rich to stop.

Turkey - The Papacy: Ah, exactly what are you doing? Are you that new to this game?

Venice - Austria: You've made a big mistake.

'Rude Dog'



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

Spring 1455 Income

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

Provinces

- AUS: Austria, Carinthia, Hungary, Slavonia, Carniola, Friuli (6)
- FLO: Pisa, Pistoia, Lucca, Patrimony, Sardinia (5)
- FRA: Avignon, Swiss, Provence, Marseilles, Corsica, Turin, Como, Tyrolea (8)
- MIL: Pavia, Milan, Fornova, Piacenza, Cremona, Parma, Genoa (7)
- NAP: Capua, Naples, Salerno, Otranto, Palermo, Messina, Tivoli, Spoleto (8)
- PAP: Romagna, Ancona, Urbino, Perugia, Rome, Florence, Arezzo (7)
- TUR: Bosnia, Herzegovina, Albania, Durazzo, Tunis, Bari, Aquila (7)

- VEN: Bergamo, Brescia, Verona, Padua, Vicenza, Treviso, Venice, Istria, Carniola, Trent, Bologna (11)

Seas

- FLO: Western Tyrrhenian Sea (1)
- NAP: Ionian Sea, Lower Adriatic (2)
- TUR: Bay of Tunis (1)
- VEN: Venice Lagoon (1)

Cities

- AUS: Austria, Hungary, Carniola (3)
- FLO: Pisa, Sardinia (2)
- FRA: Marseilles, Avignon, Swiss, Turin, Corsica, Tyrolea (6)
- MIL: Pavia, Milan(3), Cremona (5)
- NAP: Naples(2), Palermo, Messina (4)
- PAP: Rome(2), Ancona, Perugia, Florence(3), Arezzo (8)
- TUR: Albania, Durazzo, Tunis(2), Bari (5)
- VEN: Padua, Treviso, Venice(3), Dalmatia, Bologna (9)

Totals

Coun	Var	Prov	Seas	City	Gross	Treas	Total
AUS	3	6	0	3	12	1	13
FLO	6	5	1	2	14	6	20
FRA	3	8	0	6	17	2	19
MIL	3	7	0	5	15	7	22
NAP	2	8	2	4	16	4	20
PAP	3	7	0	8	18	6	24
TUR	3	7	1	5	16	4	20
VEN	6	11	1	9	27	12	39

Game Summary

Coun	1454		
	Spr	Sum	Fal
Aus:	3	3	3
Flor:	2	3	2
Fra:	4	6	6
MIL:	3	3	3
NAP:	4	4	3
Pap:	4	5	5
Tur:	3	3	4
Ven:	4	5	5

Mailman's Bane

Turn 4 Opinion Polls and Campaign Results

Deadline for Turn 5 Party Conferences and Cabinet: 4/14 Friday

Opinion Polls

- Bayern** CDU bids 100, buys 2 (200 DM spent). Turn CDU +1 and SPD -2
- Hamburg** FDP bids 400, buys 20 (8000 DM spent). Turns FDP +2, CDU -2.
- Rheinland-Pfalz** SPD bids 300, buys 3 (900 DM spent). Turn SPD +2, FDP -1.
- Niedersachsen** SPD bids 100, buys 4 (400 DM spent). Turns SPD +1, CDU -1.

Campaign Results

Niedersachsen

SPD turns in 1 campaign day for 2 vote share

Rheinland-Pfalz

Grüne turns in 4 campaign days for 8 vote share

FDP turns in 1 campaign day for 1 vote share.

Grüne exchanges Steuersenkung JA for 35-Stunden-Woche NEIN

Hamburg

SPD turns in 4 campaign days for 4 vote share
 Grüne turns in 8 campaign days for 8 vote share
 Grüne exchanges Marktwirtschaft for NATO JA

Bayern

CDU turns in 4 campaign days for 40 vote share, maxing himself out at 50.
 SPD turns in 7 campaign days for 4 vote share.
 Grüne turns in 2 campaign days for 2 vote share.
 FPD turns in 5 campaign days for 5 vote share.

Election Results

CDU has $(12 + 5) * 50$ for 850 votes.
 SPD has $(10 + 3) * 38$ for 494 votes.
 Grüne has $(8 + 1) * 12$ for 72 votes.
 FDP has $(7 + 1) * 5$ for 40 votes.

CDU is victor with an overall majority, so he moves one media token, Atomkraft JA, NATO JA, and §218 NEIN into Bonn.
 CDU receives 1 party base, SPD receives 2, Grüne receives 2 and FDP receives 3.

Financing:

FDP receives 5200 DM, including 500 DM from Pankow
 Grüne receives 2300 DM, declining contributions
 SPD receives 7600 DM, declining contributions
 CDU receives 10300 DM, declining contributions

Players

<u>CDU</u>	<u>Grüne</u>	<u>FDP</u>	<u>SPD</u>
Player: Bill Scharf	Player: Dave Anderson	Player: Sean Cousins	Player: Andy Lewis
Campaign Days: 10	Campaign Days: 15	Campaign Days: 6	Campaign Days: 12
Media Tokens: 1	Media Tokens: 2	Media Tokens: 2	Media Tokens: 2
Conferences: Regular	Conferences: 2 Special	Conferences: Special	Conferences: 2 Special
Platform: <u>Freugeutliche Grundordnung</u> Atomkraft JA Gewerkschaft NATO JA §218 NEIN	Platform: <u>Umweltschutz</u> NATO JA Steuersenkung NEIN 35-Stunden-Woche NEIN §218 JA	Platform: <u>Marktwirtschaft</u> Atomkraft JA Steuersenkung NEIN 35-Stunden-Woche NEIN §218 JA	Platform: <u>Gewerkschaft</u> Atomkraft JA NATO JA Steuersenkung NEIN §218 JA

Player order for turn 5 is: Grüne, SPD, CDU, FDP

Your Available Cash: _____

Your Available Ministers: _____

Notes

I mistakenly shorted SPD two media tokens for his buys last turn. This has been rectified.

Provinces

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	5	0	8	0
Vote Share	0	10	0	4
Media Tokens	2	2	1	0
Trend	-2	0	+1	0

Issues: Umweltschutz
 NATO JA
 Atomkraft NEIN
 Steuersenkung JA

Mandate Range: 2 - 7

Niedersachsen

	CDU	Grüne	FDP	SPD
Campaign Days	0	0	0	3
Vote Share	0	0	0	2
Media Tokens	0	0	0	3
Trend	-1	0	0	+1

Issues: NATO JA
 Steuersenkung JA

Mandate Range: 6 - 11

Rheinland-Pfalz

	CDU	Grüne	FDP	SPD
Campaign Days	0	0	1	0
Vote Share	0	16	1	0
Media Tokens	0	1	0	0
Trend	0	+2	-2	+2

Issues: NATO JA
 35-Stunden-Woche NEIN
 Steuersenkung NEIN

Mandate Range: 4 - 9

Available Issues

Steuersenkung JA Atomkraft NEIN (x2)
 35-Stunden-Woche JA Marktwirtschaft (x2)
 NATO NEIN (x3) 35-Stunden-Woche NEIN
 Freiheitliche Grundordnung §218 JA (x2)
 NATO JA

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	2	0	2	0
Party Bases	18	15	33	26
Votes	1568	997	1593	622

Issues: Atomkraft JA (x3), §218 JA, Steuersenkung NEIN (x2).

Dog Breath

Turn 11

Deadline for Turn 12 Commander Actions: 4/14 Friday

Commander Actions

Fangland (Kinsel) NMR!

New Earth (Scharf) opens the bidding on an Orbital Lab at 51 and NODNOL gets it for 61 (Or2, Or4, Wa5, Wa6, Wa7, Re11, Re12, Re14). Opens the bidding on an Orbital Lab at 51 and Last Chance Cafe gets it for 54 (Wa8, Wa8, Wa8, MWa). Opens the bidding on the last Orbital Lab at 51 and gets it (Wa7, Wa10, Ti10, Ti12, Ti12).

Dealer's Den (Anderson) opens the bidding on a Warehouse at 26 and gets it (Ti8, Ti13, HE discount). Buys a titanium factory for 30 (MWa) and a population for 11 (Ti11).

Basset Base Beta (Koehler) buys a titanium factory (Or2, Or3, Or5, Wa10, Ti10) and moves a population over from an ore factory to man it.

BarterTown (York) opens the bidding on an Outpost at 100 and gets it (Ti8, Ti8, MWa, MTi, HE discount). Receives free titanium factory, which is manned from a water factory.

Last Chance Cafe (Lewis) passes.

Interstellar Mining and Pizza Delivery (S. Cousins) uses Or3, Or5, Wa5, Ti7, Ti10 to buy a titanium factory. One population from the ore factory is used to man it.

NODNOL (Cochran) passes.

The Commanders

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	HE, No, Ou	21
2	Dealer's Den	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	No, HE, Ro, Wa	19
3	New Earth	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TiF, TiF	HE, No, Wa, Ro, OL	19
4	Last Chance Cafe	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF	No, HE, Ro, Wa, OL	18
5	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF, TiF	No, HE, Wa, Ec	17
6	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	No, HE, Wa	16
7	NODNOL	Dean Cochran	OrF, OrF, WaF, WaF	6DL, 2Sc, OL	16
8	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF, TiF, TiF, TiF	DL, HE, No, Ro	15

Available Upgrades

New arrivals: Robots, 2 Orbital Labs, Ecoplants, Outpost

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouses (Wa)	25	2	0
Scientists (Sc)	40	0	5
Orbital Lab (OL)	50	2	2
Robots (Ro)	50	1	2
Laboratory (La)	100	0	7
Ecoplants (EP)	30	1	5
Outpost (Ou)	100	2	4

Existing cards: _____

New cards: _____

Last Chance Cafe, Dealer's Den, and Fangland took Mega water cards.
 BarterTown, Dealer's Den, and Basset Base Beta all took Mega titanium cards.

Notes

Will Dan Eisenhut please submit standby orders for Fangland.

Press

NODNOL - All: Where's the hell is Star's End?

Cerberus - All: Anybody detecting a pattern here?

Income

"Fenris Wolf"

Epoch IV, Guptas, Goths, Huns, Byzantines

Deadline for Epoch IV T'ang Dynasty, Arabs, Khmers: 4/12 Friday

Wesley Crusher Returns (Anderson) plays Rebellion in *Great Plain of China* (vs. Han Dynasty: R: 6, 3; H: 2; wins, Capital reduced to a city). GUPTAS: Capital and army in *Eastern Deccan* (Mauryan army retreats to Ganges Delta), army in *Eastern Ghats* (vs. Vedic City States: G: 3, 2; V: 6; loses), army *Eastern Ghats* (vs. Vedic City States: G: 3, 1; V: 4; loses), army *Eastern Ghats* (vs. Vedic City States: G: 6, 4; V: 5; wins), fleet *Bay of Bengal*, army *Ceylon* (vs. Vedic City States: G: 5, 5; V: 3+1; wins), army *Western Deccan* (vs. Vedic City States: G: 4, 1; V: 1; wins), army *Ganges Delta* (with Surprise Attack vs. Maurians: G: 6, 3; M: 1; G: 6, 5; M: 4; wins). Points: Dominance in India (6) and Middle East (6), Presence in North Africa (2) and China (3), three Capitals (6), three Cities (3), one Sea (1), two Monuments (2) for 29 points.

Hellfighters (Lewis) plays Civil War on the Romans in *Southern Iberia* (C: 6, 2; R: 1; wins), *Western Iberia* (C: 3, 2; R: 5, loses), and *Pyrenees* (C: 4, 3; R: 1; wins). HUNS: Plays Fanaticism. One army *Western Steppe*, *Eastern Steppe*, *Wei River* (vs. Han: Hu: 6, 6; Ha: 5, 3, wins, City eliminated), *Taurim Basin* (vs. Civil War: H: 5, 1; C: 5; H: 6, 3; C: 2; wins), *Great Plain of China* (vs. Rebels: H: 5, 1; R: 1; wins, City eliminated), *Chekiang* (vs. Han: Hu: 4, 2; Ha: 6; loses), *Chekiang* (vs. Han: Hu: 5, 5; Ha: 5; wins, *South China Sea* fleet is unsupported), *Caucuses*, *Eastern Anatolia* (vs. Sassanids: H: 5, 2; S: 5, 3; wins), *Eastern Anatolia* (vs. Sassanids: H: 6, 4; S: 4, 3; wins), *Zagros* (vs. Sassanids: H: 2, 1; S: 6;

loses), *Zagros* (vs. Sassanids: H: 6, 3; S: 6; wins, Capital reduced to City), *North European Plain*, *Baltic Seaboard*, *Central Europe* (vs. Romans: H: 6, 5; R: 6; wins). Builds Monuments in *Great Plain of China* and *Taurim Basin*. Points: Dominance in China (6) and the Middle East (6), Presence in Southern Europe (3), Northern Europe (2), North Africa (2), 2 Cities (2), 4 Monuments (4) for 25 points.

Olde Sea Dogge (Cowles) plays Empire Fortifies to build a Fortress in *Yellow River*. BYZANTINES: Plays Elite Troops. Capital and army in the *Balkans* (Roman army retreats to *Pindus*). Fleet in the *Black Sea* (vs. Flintstones: O: 5, 2, 1; F: 1; wins), fleet in *Eastern Mediterranean* (vs. Flintstones: O: 5, 4, 2; F: 5; O: 5, 5, 4; F: 6; loses), fleet in *Eastern Mediterranean* (vs. Flintstones: O: 4, 3; F: 1; wins), army in *Danubia* (vs. Romans: B: 4, 3; R: 3; wins), *Dalmatia* (vs. Romans: B: 6, 3; R: 6, 2; B: 6, 1; R: 5, 4; wins), *Northern Apennines* (vs. Romans: B: 4, 4; R: 3; wins), *Southern Apennines* (vs. Romans: B: 6, 1; R: 3+1; wins, Capital reduced to City), *Crete* (vs. Romans: B: 5, 2; R: 6, 2; loses), *Crete* (vs. Romans: B: 4, 3; R: 3, 1; wins), *Morea* (vs. Romans: B: 4, 3; R: 2; wins), *Pindus* (vs. Romans: B: 6, 5; R: 5; B: 3, 1; R: 3; B: 4, 1; R: 6; loses). Points: Dominance in Southern Europe (6), Presence in Middle East (3), India (3), China (3), and Northern Europe (2), 2 Capitals (4), 2 Cities (2), 2 Monuments (2), 2 Seas (2) for 27 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Caleb Cousins	Purple People Eaters	18	45
Kevin Kinsel	Quantum Coyotes	24	57
Dave Anderson	Wesley Crusher Returns	29	61
Murray Cowles	Olde Sea Dogge	34	65
Chris Geggus	The Flintstones	37	56
Andy Lewis	Hellfighters	51	68

Final Positions

SUMERIANS: Capital and 3 armies in *Lower Tigris*.

Purple People Eaters (C. Cousins) CHOU DYNASTY: Three armies in *Irrawaddy*.

The Flintstones (Geggus) BABYLONIA: Capital and 3 armies in *Middle Tigris*. ASSYRIANS: Capital, Fort, Monument, and 3 armies in *Upper Tigris*. ROMANS: Army and City in *Pindus*, one army each in *Northern Gaul*, *Albion*, *Central Massif*, *Western Iberia*, and *Western Anatolia*.

Olde Sea Dogge (Cowles) Fleets in *Black Sea* and *Eastern Mediterranean*. INDUS VALLEY: Capital, 1 army, and 1 fortress in *Lower Indus*, 1 army in *Persian Salt Desert*. NORTH AMERICAN MIGRANTS: One army each in *West Indies* and *Great Plains*. HAN DYNASTY: Monument, City, Fortress, and army in *Yellow River*, one army in *Yangtse Kiang*. BYZANTINES: Capital and army in *Balkans*, City, Monument, and army in *Southern Apennines*, one army each in *Danubia*, *Dalmatia*, *Northern Apennines*, *Crete*, *Morea*.

Wesley Crusher Returns (Anderson) Fleet in *Bay of Bengal*. MAYANS: Army, Capital, and fort in *Central America*. SASSANIDS: Army, Capital, and Monument in *Zagros*, army and City in *Levant*, one army each in *Eastern Anatolia*, *Palestine*, *Nile Delta*, and *Nubia*. GUPTAS: Capital and army in *Eastern Deccan*, City and army in *Ganges Delta*, one army each in *Eastern Ghats*, *Ceylon*, and *Western Deccan*.

Quantum Coyotes (Kinsel) ARYANS: 2 armies in *Hindu Kush*, 1 army in *Turanian Plain*. NILE KINGDOM: Army, City, and Fort in *Upper Nile*. MAURYANS: City and army in *Upper Indus*, one army each in *Ganges Valley*, *Malayan Peninsula*, *Mekong*, *Si-Kyang*, and *Szechwan*.

Hellfighters (Lewis) EGYPT: One army in *Arabian Peninsula*. SYTHEANS: Two armies in *Persian Plateau*. MACEDONIANS: City and army in *Shatts Plateau*, one army in *Libya*. CIVIL WAR: One army each in *Southern Iberia* and *Pyrenees*. HUNS: City, Monument, and army in *Zagros*, Monument and army in *Great Plain of China*, Monument and army in *Wei River* and *Taurim Basin*, one army each in *Western Steppes*, *Eastern Steppes*, *Chekiang*, *Caucuses*, *Eastern Anatolia*, *Northern European Plain*, *Baltic Seaboard*, *Central Europe*.

Your event cards are: _____

Epoch IV Empire

Your Empire is: _____

Prairie Dog

Turn 6

Deadline Turn 7: 4/14 Friday

Segment 1

- Andy:** Card 9 -- Draw and Cock (bottle other hand to gun hand), segment 1 of 3
- John Henry:** Card 1 -- Advance (ahead left) to hex F17, segment 1 of 2
- Ronnie:** Delay
- Laundry Boy:** Delay

Segment 2

- Andy:** Card 9 -- Draw and Cock (bottle other hand to gun hand), segment 2 of 3
- John Henry:** Card 1 -- Advance (ahead left) to hex F17, segment 2 of 2, draw two delay cards (1 delay point)
- Ronnie:** Delay
- Laundry Boy:** Card B1 -- Advance (ahead left) to hex I16, segment 1 of 1

Segment 3

- Andy:** Card 9 -- Draw and Cock (bottle other hand to gun hand), segment 3 of 3
- John Henry:** Delay
- Ronnie:** Delay
- Laundry Boy:** Card 2 -- Run (ahead left) to hex I15*, segment 1 of 1.

Segment 4

- Andy:** Card 5 -- Aim (), segment 1 of 2
- John Henry:** Nothing
- Ronnie:** Card (3) -- Turn (right) to face hex H17, segment 1 of 1
- Laundry Boy:** Nothing

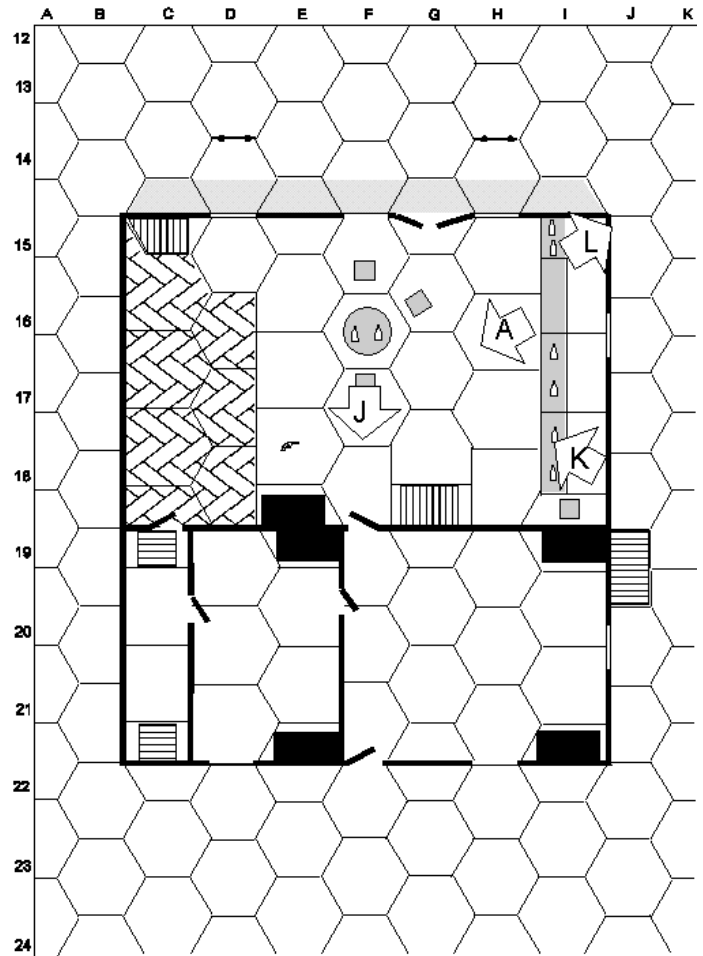
Segment 5

- Andy:** Card 5 -- Aim (), segment 2 of 2
- John Henry:** Nothing
- Ronnie:** Card (10) -- Duck against Laundry Boy, segment 1 of 1
- Laundry Boy:** Nothing

End of Turn

- John Henry** loses 1 delay point.
- Ronnie** loses 2 delay points.
- Laundry Boy** loses 1 delay point.

Prairie Dog



Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	H16 > G17	4, 6, 9	None	0	25	2 aim points ()
B	Steve Koehler	John Henry (J)	F17 > F18	5, 6, 8, 9	Brawling +2	0	34	GUN ARM 1
C	James Pratt	Ronnie (K)	I18 > H17	5, 8	Brawling +2	1	15	
D	Scott Cameron	Laundry Boy(L)	I15* > J14	1, 4, 5, 6, 7	Brawling +2	0	18	

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Andy	C45, Knife	Bottle	Empty	Empty	C45: O O O O O O
John Henry	C45, Knife	Empty	Empty	Empty	C45: O O O O O O
Ronnie	Knife	Empty	Empty	Empty	n/a
Laundry Boy	None	Empty	Empty	Empty	n/a

Anubis

Turn 1

Deadline Turn 2: 4/14 Friday

Planning

- English** buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
- Dutch** buy 5 ships (\$60) and 5 soldiers (\$50) for \$110.
- Portuguese** buy 3 ships (\$36) and 2 soldiers (\$20) for \$56.
- Swedes** buy 2 ships (\$24) and 2 soldiers (\$20) for \$44.
- French** buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Outbound Naval Movement

- English:** Dice: 2, 3, 6. No losses.
- Dutch:** Dice: 1, 2, 3, 4. Loses one ship, including one soldier and one colonist.
- Portuguese:** Dice: 1, 1, 4, 4. Loses one ship (with a colonist and a soldier) and one additional soldier.
- Swedes:** Dice: 1, 5, 6. No losses.
- French:** Dice: 3, 4, 4, 5, 6. No losses.

Land Movement

- English:** Move 4 soldiers and 4 colonists to Area K. It is a 2 climate area with a site and 3 natives.
- Dutch:** Move 4 soldiers and 3 colonists to Area J. It is a resource rich area with a climate of 3 and one native.
- Portuguese:** Move 3 colonists to Area R. It is a 3 climate area with a site and 2 natives.
- Swedes:** Move 2 soldiers and 2 colonists to Area O. It is a resource rich area with a climate of 4 and one native.
- French:** Move 4 soldiers and 4 colonists to Area W. It is a 1 climate area with a site and 3 natives.

Combat

- English:** Two natives and one soldier are killed.
- Dutch:** Conduct no combat.
- Swedes:** Conduct no combat.
- French:** Conduct no combat.

Native Uprisings

Climate is a 2. Uprisings occur in K (2 colonists lost), W (no losses), and R (2 colonists lost)

Survival

- Climate is a 1.
- English:** Loses 2 colonists, 2 soldiers.
- Dutch:** Loses one colonist, 2 soldiers.
- Portuguese:** Loses one colonist.
- Swedes:** Loses one colonist, one soldier.
- French:** Loses 3 colonists, 3 soldiers.

Political Control

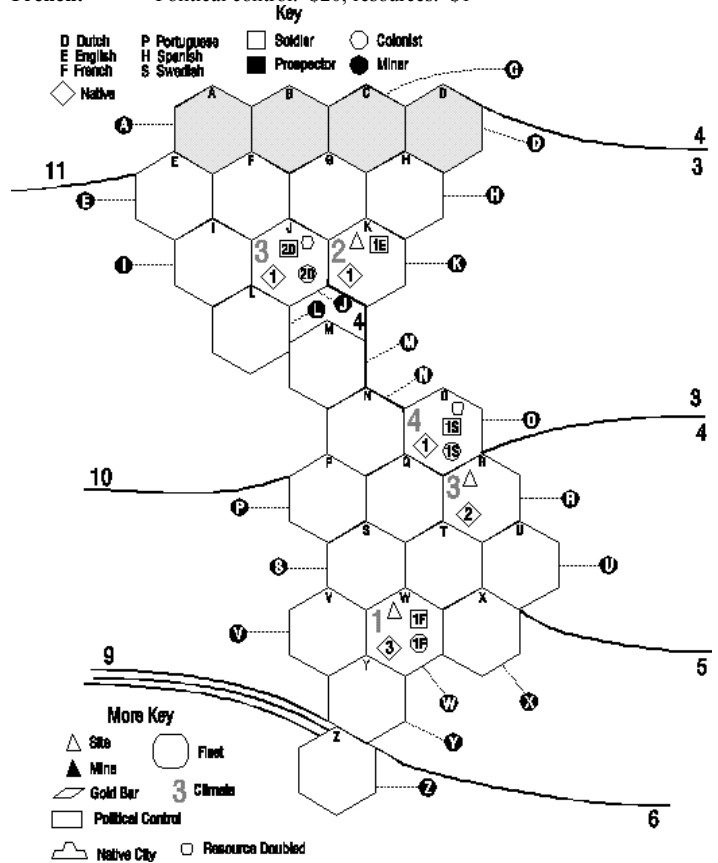
No political control is gained.

Homebound Naval Movement

- English:** Dice: 3, 4, 6. No losses.
- Dutch:** Dice: 5, 5, 6, 6. No losses.
- Portuguese:** Dice: 1, 1, 2, 4. No losses.
- Swedes:** Dice: 1, 4, 4. Loses one ship.
- French:** Dice: 1, 2, 2, 4, 6. No losses.

Income

- English:** Political control: \$20, resources: \$0
- Dutch:** Political control: \$20, resources: \$4.
- Portuguese:** Political control: \$20, resources: \$0
- Swedes:** Political control: \$20, resources: \$2
- French:** Political control: \$20, resources: \$1



Turn 2 Initiative

Swedes, Portuguese, French, English, Dutch

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dan Eisenhut	\$67	20	4	4
English	Sean Cousins	\$72	21	4	4
French	Jeremy Gerson	\$113	21	4	4
Portuguese	Bill Scharf	\$124	23	2	4
Swedes	Andy Lewis	\$145	23	1	6

Trivia Quiz

Welcome to the first installment of the *S.O.B.* Trivia Quiz. The rules are very simple. Each issue will present five questions about a particular subject. For example, this particular quiz is about a subject I'm sure many of you have a particular interest in: Military History. Each question will be worth two points, divided evenly amongst all those who give correct answers. Anybody can submit a collection of five questions. If they are used, you get one point. Submissions must be accompanied by the answers, or no points will be credited! If nobody is able to answer one of your questions, you get the two points! Each ten points earned gets you one free issue. So, without further ado, here are the first questions.

Topic: Military History

1. Who coined the term "The Iron Curtain"?
2. During what time period did the hand grenade start to play a significant role in warfare?
3. In 1241, the Mongol army eliminated the combined Hungarian-Polish armies in a series of battles which opened the gates to Western Europe. The Mongols advanced no further, however and in fact drew back. Why?
4. What was "Torpedo Junction"?
5. How did the term "tank" come to be used in reference to armored fighting vehicles?

Pedagoguery

First of all, I will say a few words about why I can presume to attempt this. I currently work in the computer field, but like many that I have encountered in that field, I do not have a computer science background. Instead, I have a B.S. degree in Astronomy from the California Institute of Technology. At Caltech, the Astronomy and Physics curricula are virtually identical, so I took most of the same core physics classes as the physics majors themselves. So, my educational background has prepared me a little for this, but since I graduated, I have done virtually nothing in that field. I believe that I will be able to convey the basics, however, and I do read some popular works in the area. One such, which I will probably draw upon very heavily, is an excellent book called *A Brief History of Time* by Stephen Hawking. A fascinating book which I would heartily recommend to anyone who has any interest in science at all.

In this first column, I am going to be rather ambitious and attempt to tackle quantum mechanics. Quantum mechanics is a field which tends to intimidate more than most, mainly because it is so counter-intuitive. It deals with events and effects on a scale that is totally outside human experience, and to a large degree, can be only described through mathematics. Yet, an understanding of quantum mechanics is vital to understanding what the current state of research in physics is today. When you hear mention of Grand Unified Theories or Theories of Everything, quantum mechanics plays an indispensable role.

At the heart of quantum mechanics is something called the Heisenberg Uncertainty Principle. Stated simply, this principle says that there are certain pairs of quantities that cannot be simultaneously determined with arbitrary accuracy. In other words, it is impossible to simultaneously know the exact position and velocity of a particle. Hawking gives one of the best common-sense explanations of this phenomenon that I have ever heard, and I will paraphrase it here. In order to determine where a particle is, you must observe it. The most common method of observation is to shine light on the thing you want to observe. However, there is a limit to the accuracy of such a measurement. That limit is the wavelength of the light. However, by using an arbitrarily short wavelength of light, you could determine the position of the particle to an arbitrary accuracy. When you shine light on the particle, some of the individual bit, or quanta, called photons, of light will hit the particle and bounce off. This is of course, the whole point, because it is that reflected light that shows you the position of the particle. Unfortunately, by doing so, the photon has altered the trajectory of the particle. And, since the energy possessed by each photon increases with decreasing wavelength, when

you shine very short wavelength light on the particle, you are bombarding it with more and more energetic photons, and therefore altering its course by a greater and greater amount. Therefore, the more accurately you measure its position, *the more the act of observation itself interferes with the velocity of the observed particle.* This is an important point. In a classical system, the observer was outside the system observed. In quantum mechanics, the mere act of observation changes what you observe. This is another difficult concept to grasp.

Because of this uncertainty, quantum mechanics deals with probabilities. In quantum mechanics, a particle is described by what is called a wave function. A wave function is simply a function which describes the probability of a particle being in a particular state at a particular time. It is not until the particle is actually observed that it exists in a particular state. The act of observation is said to "collapse" the wave function into one of its possibilities. A famous thought experiment that illustrates this point is called Schrödinger's Cat. The experiment is this: Take a cat and place it into a sealed box. You will not be able to observe the cat in any way, but it will still be able to breathe, etc. Now, arrange it so that in a given amount of time, a bit of radioactive isotope will have exactly a 50% chance of emitting a decay particle. If it does so, it will trigger the release of poison gas into the cat's box, killing the cat. Now, after the proscribed amount of time has elapsed, there is exactly a 50% chance that the cat is dead. However, until you actually open the box and look inside, the cat exists in an indeterminate state, neither alive nor dead, but a little bit of both. This is because the cat's wave function has not been observed, and therefore all possibilities coexist. As soon as you open the box, observation will collapse the cat's wave function into one of the two possible states -- alive or dead. This thought experiment was originally conceived by an opponent of quantum mechanics to point out how absurd the whole idea was. What it really demonstrates, however, is the inseparability of observer and observed, a phenomenon which, as I stated above, does not exist in classical mechanics.

Next time, I will describe why quantum mechanics is necessary to properly describe the behavior of atoms. I would also like to have your feedback on this column. I realize that there is a fine line between making subject matter such as this too difficult for the average reader to understand and insulting the reader's intelligence. How am I doing? Do any of you find this of interest? Are there any subjects in particular that you would like me to touch upon? Please let me know.

**S.O.B.
Addresses**

Name	Address	Phone
David Anderson "Snoopy"	287 Florawood Waterford, MI 48327	(810) 683-3274
Paul Boldoc	203 Devon Court FWB, FL 32547-3110	(904) 863-9081
Carolyn Boselli	602 Laurel Ave. Bridgeport, CT 06605-1414	
Tom Butcher	17402 Matinal Rd. #5322 San Diego, CA 92127-1387	
Tim Broyles	50729 Seadon Chesterfield, MI 48047	(810) 949-3074
Scott Cameron	4 Meadow Lane Hicksville, NY 11801-5304	
Ray Carpenter	2086 Stanley St. #407 New Britain, CT 06053 yxhy13d@prodigy.com	(203) 229-8526
Dean Cochran "Fang"	9812 Luders Ave. Garden Grove, CA 92644	(714) 537-0453
Caleb Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Sean Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Murray Cowles	6 Chafford Gardens, West Horndun Brentwood, Essex, CM13 3NJ UK 100431.70@compuserve.com	
Dan Eisenhut "Naldo"	P.O. Box 3289 962 Dahlgren Rd. Dahlgren, VA 22448	
Pete Gaughan	1236 Detroit Ave. #7 Concord, CA 94520-3651 gaughan@netcom.com	(510) 825-2165
Chris Geggus "Davey Boy Smith"	10 Talbrook, Brentwood Essex, CM14 4PY UK	
Jeremy Gerson	2550 W. 225th Pl. Torrance, CA 90505	
Ken Goldstien "Dealer Dog"	7667 Kittyhawk Ave. Los Angeles, CA 90045-1733	(310) 641-2309
Tom Howell "Whippet"	P.O. Box 1450 Port Townsend, WA 98368-0036 off-the-shelf@pt.olympus.net	(206) 379-9697

Name	Address	Phone
Chris Hurley "Jackal"	8 Cascada Rancho Santa Marguerita, CA 92688 74631.3142@compuserve.com	(714) 589-5777
Kevin Kinsel "El Coyote"	21561 Oakbrook Mission Viejo, CA 92692	(714) 458-0819 (714) 830-2939
Steve Koehler "Devil Dog"	2906 Saint Field Place Charlotte, NC 28270 YXHY13C@Prodigy.com	(704) 544-2849
Andy Lewis "Marmaduke"	102 Corn Tassel Ct. Rehoboth Beach, DE 19971 a.lewis16@genie.geis.com	(302) 227-5551
Edoardo Mattei	Viale Sartorio, 95 00147 - Roma, Italia	
Ward Narhi "Dogbert"	46 S. Adolf St. #4 Akron, OH 44304 r2wen@vm1.cc.uakron.edu	(216) 762-5617
Debbie Osborne	170 Gale Blvd. #104 Melvindale, MI 48122	
Thomas Pasko	73 Washington St. Bristol, CT 06010	
James Pratt "Falcon"	939 Asbury St. San Jose, CA 95126	(408) 294-6446
Bob Robles "Howler"	67 Tara Rd. Orinda, CA 94563 76350.2203@compuserve.com	(510) 254-6354
Bob Rutherford	140 S. Morrissey #17 Santa Cruz, CA 95062	
Bill Scharf "Doge"	4814 Walnut Grove Ave. Rosemead, CA 91770	(818) 286-4428
Roy Vij "Metallic Dog"	12571 Camus Lane #2 Garden Grove, CA 92641	(714) 373-9288
Earl Whiskeyman, Jr.	27 Mark St. Milford, CT 06460-7927	
Brendan Whyte	96 Waiatarua Rd, Remuera, Auckland 5, New Zealand	
Jason Wilke "Rock-it Man"	2042 Dalton Ave. Deltona, FL 32725	(904) 789-7764
Andrew York "Greyhound"	P.O. Box 2307 Universal City, TX 78148-1307 73210.3053@compuserve.com	(210) 658-6066

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, lets get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Steve Koehler, Andy York, Bill Scharf, Bob Robles, Jason Wilke

Dune: Steve Koehler, Paul Boldoc

Outpost: Andy York, Dave Anderson, Roy Vij,

Stellar Conquest: Andy York, Paul Boldoc,

New World: Steve Koehler, Dan Eisenhut

Dan Eisenhut

Dean Cochran

Merchant of Venus: Andy York, Paul
Boldoc, Dan Eisenhut

History of the World: Andy Lewis, Dan
Eisenhut, Paul Boldoc

Gunslinger: Paul Boldoc

Die Macher: Andy York

Standby Calls

Dan Eisenhut for Fangland in "Dog Breath"