

**Notes from Hades**

The nature of my job means that I will sometimes be asked to work for extended periods of time away from home. This happened last year when I worked for about a six month period up in Sacramento for the State of California. For a while, it looked like it would happen again, this time with the State of Oregon. It would have been a five-month assignment, and I would get to fly home on alternate weekends. However, they apparently had a very tight deadline, and the fact that I couldn't start before the 24th of April, and that I had a two week vacation in August meant that they chose to use a different company. For me personally, this was good, because I could keep my personal life, and that I would not be faced with delays in putting out this particular zine. It turned out to be not all that bad for my company as well, because we were able to leverage the possibility of my leaving my current client into getting them to pay more for me.

So far, the response both to the Trivia Quiz and to Pedagoguery has been very good, and I am pleased with the level of interest shown. I would still encourage anybody who is interested to submit a list of questions (with answers) for the Trivia Quiz. If you stump enough people, it could mean a free issue.

It is also Runstone Poll time again. Included in this issue is a ballot. Please take the time to fill it out and send it in.

This issue's deadline will be on **Friday, May 19 at 5:00 pm Pacific Time.**

**Contents**

<b>Howling at the Moon</b>	Page 1
<b>"Pack of Curs"</b>	Page 2
<b>"Doghouse"</b>	Page 3
<b>"Rude Dog"</b>	Page 4
<b>"Mailman's Bane"</b>	Page 6
<b>"Dog Breath"</b>	Page 7
<b>"Fenris Wolf"</b>	Page 8
<b>"Prairie Dog"</b>	Page 9
<b>"Canine"</b>	Page 10
<b>"Anubis"</b>	Page 11
<b>Trivia Quiz</b>	Page 12
<b>Pedagoguery</b>	Page 12

**Flier Games**

<b>"Proteus"</b>	Midway Campaign	1100 Aug 26
<b>"Canis Major"</b>	Stellar Conquest	Turns 7, 8

**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, Pete Gaughan, and Steve Koehler. **Deadline for Race Preferences and Initial Order Bids is May 19, 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.

**Machiavelli.** With the completion of "Pack of Curs" I will open up another Machiavelli game. I am going to try the 9-player Genoan variant with plague, famine, and unlimited special military units, to the Advanced game victory conditions. Need 9.

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**

Subscriptions cost \$1.00 per issue (\$1.50 overseas).

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

**Bob Robles**

Well, this week we saw the sight of some bureaucrat from Orange County coming to Sacramento, hat in hand, to beg for money. Pretty pathetic sight. Obviously, his request was laughed at by both the legislature and press. I feel pretty sorry for the constituents of that county having to put up with such pathetic representation. But hey, you get the government you deserve. (sort of like the 104th Congress and Bill Clinton). As a parent who just voted for ANOTHER property tax increase to fund the local schools, Orange county can dig down deep in their OWN pockets to fund their schools (if that is really what their crying about). Or even better yet, let's get rid of Prop 13!!!

*[Prop 13 isn't really the problem, since the legislature has already managed to get around that by increasing property assessments.]*

*[Later.] PS to my last letter: Well, Orange County gets to vote on a tax to pull their butts out of bankruptcy. We'll see what sort of folks live in that place.*

*[As for the O.C. situation, do you realize that La Habra is in Orange County? I will probably vote yes on the tax increase when it comes to ballot. It would make the sales tax in Orange County the same as it is in L.A. County, and I put up with that for quite a while, so it shouldn't prove a hardship.]*

As with many Northern CA folks, I'm geographically challenged when it comes to Southern Cal., no I didn't know La Habra was in OC. Hope more people share your viewpoint.

*[Unfortunately, they don't appear to. A recent Times poll showed that about 60% of the voters would vote against the tax increase. The single biggest reason why: "I don't want to pay for the mistakes of someone else." To me, this is a completely invalid argument. The voters of this county are responsible for the government they elect. The only people who could legitimately use an argument like that are people like myself who moved here after the last election. I in fact moved here about a week before the bankruptcy was announced. It sure made my day, I can tell you.]*

*[Even later.]* Is "B-1" Bob Dornan for real or what. Figure a Buchanan/Dornan ticket would sweep their immediate circle of friends, the KKK, American Nazis, and those lovable militias. Wow, I'm REALLY envious of Orange County now. What an incomparable set of elected, or elected officials you poor suck..er voters put in office. On the other hand, Bill Baker is my Congresscritter and Dick (and I use the word in a broad sense) Rainey looks after my interests in Sacramento. Guess I don't have too much to brag about come to think of it.

*[I can't stand Dornan either, and I don't understand how he keeps getting reelected. I'm just glad he isn't my representative.]*

#### **Ward Narhi**

I doubt a US intervention in a Mexican revolution would occur. Then again I don't think a real strong revolution would occur in Mexico either. The only time the USA would intervene is if a socialist/communist revolution appeared imminent. I think the USA might make some "sweet" arms deals with Mexico but the political fallout of sending American troops south of the border would be too great. The USA is becoming increasingly isolationist.

*[Maybe so, but there is certainly plenty of justification that could be dug up in favor of intervention, not the least of which is this \$20 billion bail-out deal. And as for the chances of a revolution being small, I'm not so sure. The Chiappas situation could easily spread to many other areas of Mexico, and the social and economic inequities are great enough that the wrong stimulus could touch off widespread civil disorder. I have also heard estimates that if a civil war were to occur in Mexico, we could expect as many as 7 million war refugees in this country. This would play absolute havoc with the economies of the states along the border, and California's economy is fragile enough as it is. While that fact may not be enough to justify intervention, it would certainly lead to a strong military presence at the border to stop the refugees from coming across.]*

As to ST - voyager I say give it time. I like the premise and most of the crew. Janeway can't hold a candle to Picard but she is a different character so comparisons may not be justified. She is a bit stiff though but Picard seemed the same way at first. Oops, there I go comparing them again. Better shut up

on this one.

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

*[I agree. It will take a while for the characters to start to get into their roles. I think that just now, the actors on DS9 are getting comfortable enough in their roles to do some very fine work. The fact remains that the new characters are not the characters from Next Generation, and the viewers will have to accept this fact. I wonder, though, how long it will take before an episode of Voyager is run that has Q in it?]*

As an introduction, I am a recent grad with M.S. in mechanical engineering. I just started work with Diebold in Canton Ohio as a design engineer. I would really like to work overseas for a while. Any advice from those of you with more experience than I would be appreciated as to how to break into these foreign positions. Target countries are Australia, western Europe or South America. I figure first I need some experience, thus I accepted the job at Diebold. Any advice would be greatly appreciated.

#### **Kevin Wilson**

Since dogs seem to be theme in your 'zine I thought I might tell you a little about mine. I have a 90 lb wiemaraner. His name is Baron. He is spoiled to high heaven and has become destructive. We recently moved into a new house which Baron proceeded to destroy. He has been diagnosed with severe separation anxiety. He has clawed through drywall twice, chewed through 2 steel kennels, and almost chewed through a 1 1/4 inch thick solid wood door trying to get out of the basement. We have retaken obedience school, hired canine behavior modification specialists, and tried prescription stress relieving drugs in attempts to settle him down. As yet the only success we have is he now sleeps on the floor in our room rather than on the bed with us. We still adore him

(which I am sure is part of the problem) and want to keep trying to find ways to settle him down. He is 6 years old and has never been a problem before this. We continue to hope something will work out.

*[Sorry to hear about the problems you are having with Baron. Was he that attached to the old place? Hopefully he will get over it, but from the sound of things, that is an expensive process. Best of luck to you all.]*

*[Later.]* Thanks also for asking about Baron. He was quite attached to the old house, but we were in an apartment for 6½ months between selling the old house and completing construction of the new house. He had access to the backyard through a dog door in the old house plus full run of an unfinished basement. In the apartment he only had access to the kitchen and our bedroom. During the 6½ months he destroyed nothing and urinated on the floor only once. Since being in the new house (4 months) he has destroyed a solid wood door, clawed through drywall twice, and urinates or defecates on the basement floor at least once or twice a week. You are correct that it has been expensive, but we haven't given up hope yet.

---

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

#### **Summer 1461**

#### **Deadline/End of Game Statements 5/19 Friday**

*The Pope puts and end to Austria as Milan puts and end to the game by taking his 15th city.*

#### **Spring 1461 Retreats**

Naples retreats F3 to Herzegovina

The Pope retreats A2 to Sienna (imp. retreats OTB)

The Pope retreats F1 to Romagna

#### **Orders**

AUSTRIA: No Units, **OUT!**  
(CD)

FLORENCE: A2 Florence to BOLOGNA

(Koehler) A3 Arezzo to URBINO

F1 Corsica to WESTERN TYRRHENIAN SEA

G1 AREZZO converts to A1

Orders (cont.)

MILAN: A1 Savoy to PROVENCE  
 (Scharf) A3 Piacenza to MILAN  
 A4 Carinthia to CARNIOLA  
 A5 GENOA holds  
 A6 Milan to CARINTHIA  
 F1 (EM) Western Gulf of Lyon to SARDINIA

NAPLES: A1(EM) Ancona to ROMAGNA  
 (Lewis) F1 Otranto to LOWER ADRIATIC  
 F3 Herzegovina to DALMATIA

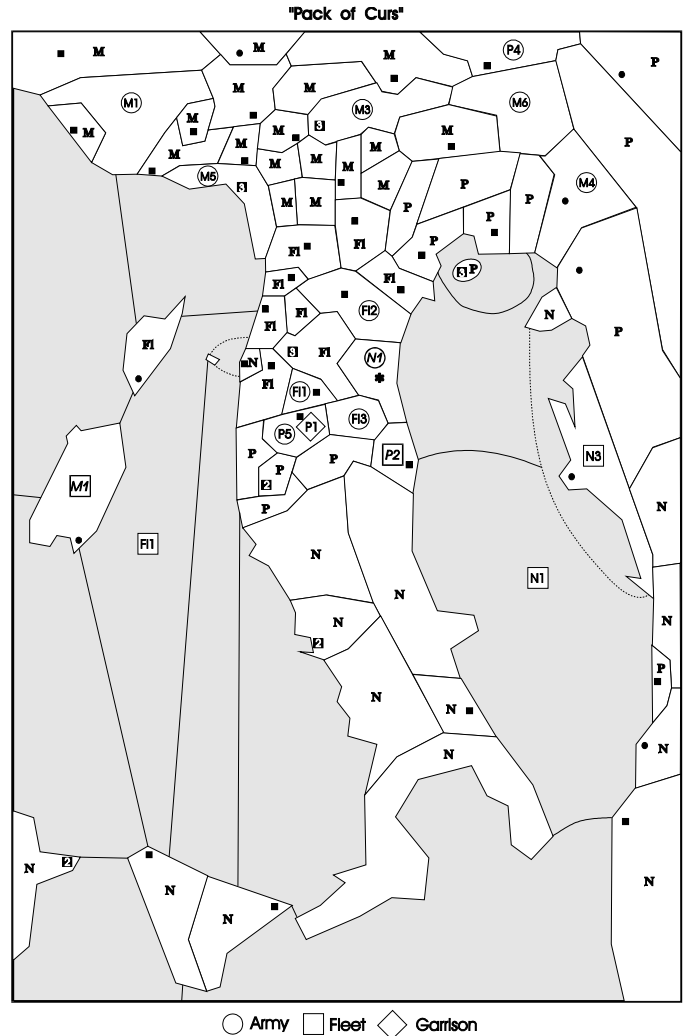
PAPACY: A2 Sienna to Arezzo (nsu)  
 (Robles) A4 Hungary to AUSTRIA  
A5 PERUGIA supports A2 to Arezzo (nsu)  
F1 Romagna supports F2 to Ancona (DISLODGED, retreat to Upper Adriatic, OTB)  
 F2 (EM) Lower Adriatic to ANCONA  
 G1 PERUGIA supports A5

Notes

Milan has just won the game by taking his 15th city. Congratulations to Bill on his victory.

Press

**Florence - GM:** Thanks a bunch for those Plague rolls. Sheesh.  
**Cerberus - Florence:** You're quite welcome.  
**Milan - GM:** I almost seem to be doing well, what's the catch?  
**Cerberus - Milan:** Must be a fluke.  
**Milan - Naples:** We both know you're the biggest threat. You're like an iceberg with that cash reserve of yours -- 9/10ths hidden from sight.  
**Naples - Pope:** I knew that I should have spent those extra 3. But you haven't been learning in the past.  
**Papacy - Florence:** So, I'm an opportunistic worm, so sue me. You'd have done the same, and you'll be left alone on the board with Naples and Milan now -- some reward.  
**Papacy - Milan:** Oh yeah, well you suck!  
**Pope - GM:** Ouch, those summertime blues... Seems like divine intervention is a thing of the past.  
**Cerberus - Pope:** So's this game.



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

**Spring 1457**

**Deadline/Summer 1457 5/19 Friday**

*Bad times in France as the king cannot be found and at the same time, Venice and Milan combine in an assault. The Pope remembers to build his units, but forgets to tell them what to do. Florence remains on the defensive, but is hit hard by plague. The war in the south continues, the Turks arraying even more fleet power, and Venice jumping in against him.*

Builds (cont.)

		Treas.	Cost	Rem.
Venice	A1 retreats to Ferrara.			
	<u>Builds</u>			
Flo:	Maintains all, no new builds	19	9	10
Fra:	NBR! Maintains all, no new builds	21	18	3
Mil:	Maintains all, builds Elite	21	21	0
	Professional A3 Pavia, Citizen's Militia A4 Cremona			
Nap:	Maintains F2, builds A1 Naples, Elite Mercenary G1 Palermo	13	12	1
Pap:	Maintains A1, builds A2 Rome	26	6	20
Tur:	Maintains all, builds F5 Tunis, Elite Mercenary F6 Albania	25	21	4
Ven:	Maintains A2, A3, A4, F1, F2, builds Elite Mercenary A1 Austria, A5 Dalmatia, Citizen's Militia A6 Padua	43	30	13

Expenditures

Florence spends 9 ducats to buy Autonomous Garrison Piombino (fails -- not adjacent to a garrison unless in the same province).

Florence spends 1 ducat to counterbribe F1 (fails -- counterbribes must be in increments of 3 ducats).

Venice spends 3 ducats to counterbribe F1.

Venice gives 6 ducats to Milan.

Orders

FLORENCE: A1 FLORENCE supports Papal A1

(York) F1 MODENA holds  
G1 PISA converts to A2

FRANCE: NMR! A1 SWISS holds  
(Broyles?) A3 (EM) Provence holds (DISLOADED, retreat to Como, Montferrat, Saluzzo, Avignon, OTB)

A4 (EM) TURIN holds  
G1 GENOA holds

MILAN: A1 PIANCENZA supports A4

(Scharf) A2 SAVOY besieges  
A3 (EP) Pavia to TURIN  
A4 (CM) Cremona to MILAN

NAPLES: F2 PALERMO holds  
(Koehler) A1 NAPLES to Aquila  
G1 (EM) PALERMO supports F2

PAPACY: NMR! A1 BOLOGNA holds

(Hurley) A2 ROME holds

TURKS: F1 EASTERN TYRRHENIAN SEA supports F2

(Lewis) F2 WESTERN TYRRHENIAN SEA to Palermo

F3 BAY OF TUNIS supports F2

F4 ANCONA to Aquila

F5 Tunis to WESTERN MEDITERRANEAN

F6 (EM) Albania to LOWER ADRIATIC

VENICE: A1 (EM) AUSTRIA supports A3

(Anderson) A2 Carinthia to TRENTO

A3 TYROLEA supports Milan A3 to Turin

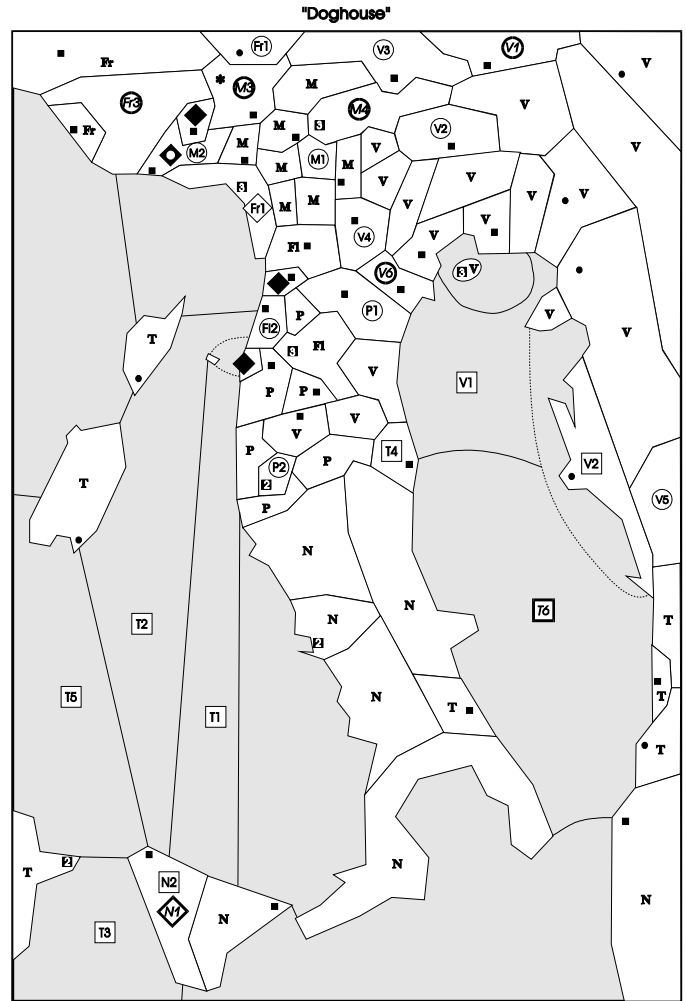
A4 MANTUA supports A6

A5 Dalmatia to BOSNIA

A5 (CM) Padua to FERRARA

F1 UPPER ADRIATIC to ANCONA

F2 CROATIA(SC) to DALMATIA



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

Summer 1457 Plague

**Good Year:** Durazzo, Naples (Naples A1 destroyed), Modena (Florence F1 destroyed), Perugia, Cremona, Venice, Florence (Florence A1 destroyed)

Notes

Will Jason Wilke please submit standby orders for France.

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

**Sprint 1455**

**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?

Buils

		Treas.	Cost	Rem.
Aus:	Maintains all, builds A4 Hungary	13	12	1
Flo:	Maintains all, builds A3 Pisa	20	12	8
Fra:	Maintains all, builds A3 Avignon, F2 Marseilles	19	15	4
Mil:	Maintains all, builds A4 Cremona, G1 Milan, G2 Pavia	22	18	4

Buils (cont.)

		Treas.	Cost	Rem.
Nap:	Maintains all, builds A3 Naples, F3 Palermo	20	18	2
Pap:	Maintains all, no new builds	24	12	12
Tur:	Maintains all, build A2 Albania, F3 Tunis	20	15	5
Ven:	Maintains all, builds Elite Mercenary A3 Treviso	39	18	21

Expenditures

The Papacy spends 12 ducats to disband Florentine A3 Pisa

Orders

- Austria( ): A1 AUSTRIA to Carinthia  
A2 Friuli to VICENZA  
A3 Carniola to CROATIA  
A4 Hungary to SLAVONIA
- Florence( ): A1 Lucca to PISTOIA  
A2 Patrimony to SIENNA  
A3 Pisa to Florence (nsu)  
F1 Western Tyrrhenian Sea to PIOMBINO  
**OUT!**
- France( ): A1 Turin to SALUZZO  
A2 Como to TURIN  
A3 Avignon to PROVENCE  
F1 CORSICA supports F2  
F2 Marseilles to WESTERN GULF OF LYON
- Milan( ): A1 MILAN to Carinthia  
A2 PAVIA supports G1 convert to A5  
A3 GENOA besieges (autonomous garrison destroyed)  
A4 Cremona to MANTUA  
G1 MILAN converts to A5  
G2 PAVIA supports A2
- Naples( ): A1 Spoleto to AQUILA  
A2 Messina to RAGUSA  
A3 NAPLES to Salerno  
F1 IONIAN SEA transports A2  
F2 LOWER ADRIATIC transports A2  
F3 PALERMO supports F1
- Papacy( ): A1 Florence to PISA  
A2 AREZZO to Perugia  
A3 ROME to Perugia  
F1 Romagna to ANCONA
- Turks( ): A1 BARI to Salerno  
A2 ALBANIA support F1  
F1 DURAZZO support A2  
F2 BAY OF TUNIS support F3  
F3 Tunis to WESTERN MEDITERRANEAN
- Venice( ): A1 Bologna to ROMAGNA  
A2 TRENTO to Carinthia  
A3 (EM) TREVISO to Carniola (imp)  
F1 DALMATIA supports F2  
F2 Venice Lagoon to UPPER ADRIATIC

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

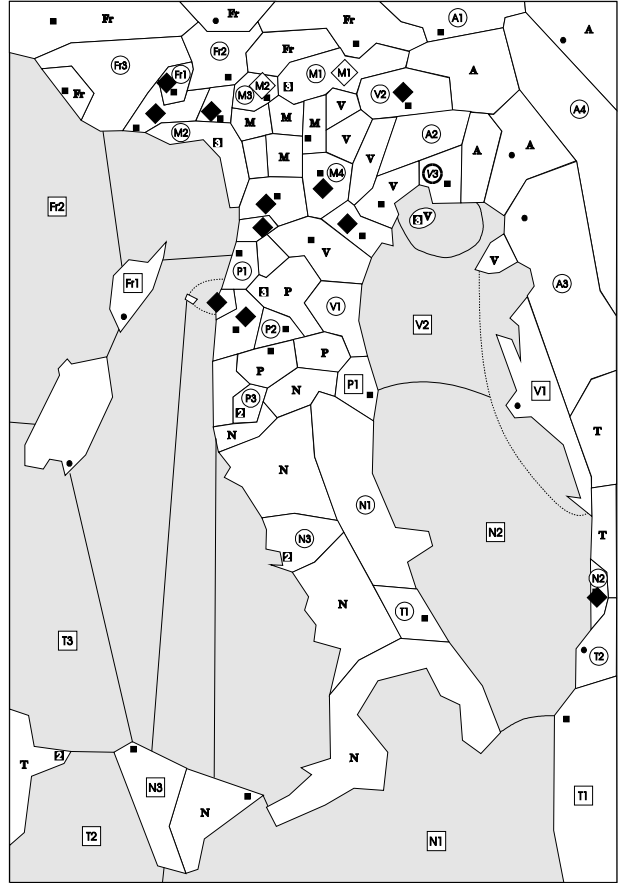
Notes

Florence has lost his last home city and is therefore eliminated.

Press

- Aus - Ven:** Give it up! Your money can't help you against my persistence!
- Borgia - DiMedici:** The Pope's final decree before passing on was to order the final nail be hammered home against the foul Florentines. He was rather sick of your faction trying to undermine his control over mother church. Been fun knowing ya.
- Borgia - Doge:** Your sorry derriere is turf. I hope you're first to go.
- Flo - Tur:** A say-d Ancona you ideoot!

**Flo - Ven/Nap:** The longer we leave it, the better he gets.  
"Rude Dog"



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

- Mil - Flo:** Care to take in a movie? I'd like to see "WAGONS EAST" myself. If you want to go, I'll be moving into position this turn coming. Pull the FLAMING arrows out of your wagons, and join me in the appropriate theater.
- Mil - Fra:** Actions speak louder than words. Whoever is writing press for me (Ven? Aus?) has no control over my units. Trust my moves and not my words, which may not be my own. Look for the pattern which will constantly change. I have a BURNING desire to take Aus down a peg. I'll write to at least 3 people each season to establish my pattern. If it's not there -- then it's not me. I would never use the word "Frenchie". That really BURNS my bacon. Some people have no sense of style.
- Mil - Fra:** Please exit my lands -- and avoid EGOL. If I've not been bounced again, I'll be in Cari. I shall support to Austria. Then we'll FIRE-bomb der Osterreich.
- Mil - N/P:** The only way you shall defeat Venice is to work together. Let your fleets act as one, in order to enter the Lagoon. BURN a path through the canals!
- Mil - Papacy:** Fear not. Even if the Turk continues to attack you, I'll be BLAZING a trail towards Venice. I'll need all the naval help I can get. I can use all the financial assistance I can get, too. It takes \$\$ to fight Venice. That's why I picked up Genoa.
- Nap - Tur:** Can we talk about peace? I'll hold my fall attack if you reply well this summer.
- Pope - all:** Contrary to popular opinion, I have played this game before. Actually I have been playing for 10 years. My intention of my moves was to force some combination of Milan or Tukey to join Austria in attacking Venice. From Milan's press it seemed reasonable to assume this. I do not

**S.O.B.**

consider my set of moves all that extraordinary. Risky yes. I knew there was a very good chance I would lose Bologna to Venice. Hindsight 20/20, eh?

**Pope - Austrian:** I hope you aren't the loner against the Venetian otherwise you and I are in big trouble.

**Pope - Doge:** Sorry about stirring up all this anti-Venice resentment but you have to admit that you are sitting very pretty right now.

**"Pope on Dope" - Naples:** See here now. I had every indication Milan was going to attack Venice. How was I to know he would chicken out. Dopey moves indeed! I'm not sure of the efficacy of your moves either.

**Cerberus - Dopey Pope:** That makes two of us.

**Pope - France/Milan:** Sheesh, bury the hatchet already. Look at all the ducats Venice has and only one weak enemy (Sorry Austria). If France does allow Milan to wheel about Venice can be contained. Otherwise we should just vote for a concession right now!

**Pope - Naples:** Sure Venice may eat me alive but you will not enjoy watching it happen as he'll be twice your size by then. Then I'll be laughing from the sidelines as you get swallowed just as easily. Last laugh and all....

**Pope - Turk:** Oops that should have read Ancona instead of Ankara.

**Ven - Aus:** You shall feel my vengeance for entering my lands!

**Mailman's Bane**

**Turn 5 Conferences, Cabinet, and Coalitions**

**Deadline for Turn 5 Media and Campaign Days: 5/19 Friday**

Party Conferences

Cabinet

Grüne holds a Special Conference to gain 3 party bases in Bonn (500 DM spent)  
CDU holds a Regular Conference (700 DM spent). He switches Gewerkschaft to 35-Stunden-Woche NEIN and attempts to switch §218 NIEN to §218 JA, but that issue is unavailable. He gains 3 party bases in Bonn

Grüne sends his Generalsekretär to Hamburg to double Umweltschutz (300 DM spent)  
SPD sends his Parteiboss to Hamburg to increase his vote share by 10 (1500 DM spent).  
CDU sends his Parteiboss to Rheinland-Pfalz to increase his vote share by 10 (1500 DM spent).  
Grüne sends his Außenminister to Hamburg to turn his trend +1 (500 DM spent).

Regional Agreements

Grüne gains 2 party bases in Bonn  
SPD gains 1 party base in Bonn  
CDU gains 1 party base in Bonn  
FDP gains 0 party bases in Bonn

Coalitions

None

Players

<u>CDU</u>	<u>Grüne</u>	<u>FDP</u>	<u>SPD</u>
<b>Player:</b> Bill Scharf	<b>Player:</b> Dave Anderson	<b>Player:</b> Sean Cousins	<b>Player:</b> Andy Lewis
<b>Campaign Days:</b> 10	<b>Campaign Days:</b> 15	<b>Campaign Days:</b> 6	<b>Campaign Days:</b> 12
<b>Media Tokens:</b> 1	<b>Media Tokens:</b> 2	<b>Media Tokens:</b> 2	<b>Media Tokens:</b> 2
<b>Conferences:</b> None	<b>Conferences:</b> Special	<b>Conferences:</b> None	<b>Conferences:</b> Special
<b>Platform:</b> <u>Freugeutliche Grundordnung</u> Atomkraft JA 35-Stunden-Woche NEIN NATO JA §218 NEIN	<b>Platform:</b> <u>Umweltschutz</u> NATO JA Steuersenkung NEIN 35-Stunden-Woche NEIN §218 JA	<b>Platform:</b> <u>Marktwirtschaft</u> Atomkraft JA Steuersenkung NEIN 35-Stunden-Woche NEIN §218 JA	<b>Platform:</b> <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 added the vote totals for Grüne and SPD to the wrong people. This has been corrected.

Provinces

Hamburg

Rheinland-Pfalz

	CDU	Grüne	FDP	SPD
Campaign Days	5	0	8	0
Vote Share	0	10	0	14
Media Tokens	2	2	1	0
Trend	-2	+1	+1	0

	CDU	Grüne	FDP	SPD
Campaign Days	0	0	1	0
Vote Share	10	16	1	0
Media Tokens	0	1	0	0
Trend	0	+2	-2	+2

**Issues:** Umweltschutz \*2  
NATO JA  
Atomkraft NEIN  
Steuersenkung JA  
**Mandate Range:** 2 - 7

**Issues:** NATO JA  
35-Stunden-Woche NEIN  
Steuersenkung NEIN  
**Mandate Range:** 4 - 9  
CDU Parteiboss

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

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	22	20	33	28
Votes	1568	575	1593	1044

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

**Dog Breath**

**Turn 12**

**Deadline for Turn 13 Commander Actions: 5/19 Friday**

Commander Actions

**BarterTown** (York) buys 4 population factors (MTi) and a titanium factory (Wa5, Ti7, Wa9, Ti9).

**Dealer's Den** (Anderson) passes.

**New Earth** (Scharf) buys 2 titanium factories (Or1, Wa5, Wa6, Wa7, Wa8, Ti9, Ti10, Mi14). Buys 2 robots (Or2, Or4, Wa4, Wa10)

**Last Chance Cafe** (Lewis) opens the bidding on Ecoplants at 30 and get it (MWa). He opens the bidding on an Orbital Lab at 50 and NODNOL gets it for 62 (Wa7, Wa9, Re14, Re15, Mi17). He opens the bidding on the second Orbital Lab at 50 and gets it (Or5, Wa6, Wa9, MWa).

**Fangland** (Kinsel) opens the bidding on an Outpost at 100 and gets it for 106 (Or1, Or1, Ti11, Ti13, MWa, MWa, HE discount, Ec discount). Buys population factor (Or1, Or4).

**Basset Base Beta** (Koehler) opens the bidding on an Outpost at 105 and gets it (Wa7, Wa7, Ti8, Wa8, Wa9, Wa12, MTi, HE discount). Buy two population factors (Or3, Or3, Wa6, Ti8)

**NODNOL** (Cochran) buys a population factor (Or3, Wa9)

**Interstellar Mining and Pizza Delivery** (S. Cousins) buys a titanium factory (Ti9, Ti11, Ti11) and a robot (Wa5, Wa5)

The Commanders

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TIF, TIF, TIF, TIF	HE, No, Ou	26
2	Last Chance Cafe	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF	No, HE, Ro, Wa, 2OL, Ec	26
3	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF	No, HE, Wa, Ec, Ou	24
4	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, WaF, WaF, TIF, TIF, TIF, TIF, TIF	No, HE, Wa, Ou	24
5	New Earth	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TIF, TIF, TIF, TIF	HE, No, Wa, Ro, OL	23
6	NODNOL	Dean Cochran	OrF, OrF, WaF, WaF	6DL, 2Sc, 2OL	20
7	Dealer's Den	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TIF, TIF	No, HE, Ro, Wa	19
8	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF, TIF, TIF, TIF, TIF	DL, HE, No, Ro	17

Available Upgrades

New arrivals: Orbital Lab, Laboratory, Outpost, 2 Robots

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouses (Wa)	25	2	0
Scientists (Sc)	40	0	5
Orbital Lab (OL)	50	1	1
Robots (Ro)	50	3	0
Laboratory (La)	100	1	6
Ecoplants (EP)	30	0	5
Outpost (Ou)	100	1	3

Income

Existing cards: \_\_\_\_\_

New cards: \_\_\_\_\_

Mega Water recipients: BarterTown, Last Chance Cafe, Fangland.  
Mega Titanium recipients: BarterTown, Basset Base Beta, New Earth, Dealer's Den, Interstellar Mining and Pizza Delivery

Notes

Thanks to Dan Eisenhut for his unused standby orders.

Press

**Last Chance Cafe - Cerberus:** This game is fun to play by mail. Much better than FTF.

S.O.B.

## "Fenris Wolf"

### Epoch IV, T'ang Dynasty, Arabs, Khmers Deadline for Epoch V Empire Selection: 5/19 Friday

**The Flintstones** (Geggus) plays Anglo-Saxons. Army in *Baltic Seaboard* (Hun army retreats to *North European Plain*). Fleet in *North Sea*. Army in *North European Plain* (vs. Huns: A: 5, 1; H: 5; A: 1, 1; H: 1; A: 2, 1; H: 5; loses). Plays Kingdom in the Malay Peninsula (Mauryan army retreats to *Mekong*). T'ANG DYNASTY: Capital and army in *Yangtse Kian* (Han army eliminated), army in *Great Plain of China* (vs. Huns: T: 4, 2; H: 6; loses), army *Great Plain of China* (vs. Huns: T: 5, 3; H: 6; loses), army *Great Plain of China* (vs. Huns: T: 3, 1; H: 2; wins, City eliminated), army *Chekiang* (vs. Huns: T: 6, 4; H: 4; wins), army *Si-Kiang* (vs. Mauryans: T: 4, 3; V: 1; wins), fleet *South China Sea*, army *Szechuan* (vs. Mauryans: T: 6, 4; M: 4; wins), army *Wei River* (vs. Huns: T: 6, 4; H: 3; wins), army *Taurim Basin* (vs. Huns: T: 5, 4; H: 6; loses), army *Taurim Basin* (vs. Huns: T: 6, 1; H: 5; wins). Builds Monument *Yangtse Kian*. Points: Dominance in China (6) and Northern Europe (4), Presence in Southern Europe (3), Southeast Asia (2), and Middle East (3), three Capitals (6), two Cities (2), two Seas (2), five Monuments (5) for 33 points.

**Purple People Eaters** (C. Cousins) plays Famine in Middle East. Two Sumerian armies die in *Lower Tigris*, 2 Babylonian armies die in *Middle Tigris*, 2 Assyrian armies die in *Upper Tigris*, and one Sythean army dies in *Persian Plateau*. ARABS: Plays Weaponry. Capital and army *Arabian Peninsula* (Egyptian army destroyed), fleet *Red Sea*, army *Palestine* (vs. Sassanids: A: 6+1, 6+1; S: 4, wins), *Levant* (vs. Sassanids: A: 6+1, 4+1; S: 3: 2; wins, City eliminated), *Upper Tigris* (vs. Assyrians: Ab: 4+1, 3+1; As: 3+1; wins, Capital reduced to City), *Middle Tigris* (vs. Babylonians: A: 5+1,

4+1; B: 5; wins, Capital reduced to a City), *Lower Tigris* (vs. Sumerians: A: 3+1, 1+1; S: 2; wins, Capital reduced to a City), *Zagros* (vs. Huns: A: 2+1, 2+1; H: 6, 5; loses), *Zagros* (vs. Huns: A: 1+1, 1+1; H: 2, 1; A: 6+1, 2+1; H: 6, 1; wins, City eliminated), *Persian Salt Desert* (vs. Indus Valley: A: 5+1, 3+1; I: 3; wins), *Lower Indus* (vs. Indus Valley: A: 5+1, 5+1; I: 3+1; wins, Capital reduced to a City), *Nile Delta* (vs. Sassanids: A: 6+1, 2+1; S: 4; wins), *Libya* (vs. Macedonians: A: 4+1, 3+1; M: 2, wins), *Shatts Plateau* (vs. Macedonians: A: 6+1, 1+1; M: 5, wins), *Southern Iberia* (vs. Civil War: A: 4+1, 3+1; C: 2, 2; wins), *Nubia* (vs. Sassanids: A: 3+1, 3+1; S: 6; loses), *Nubia* (vs. Sassanids: A: 4+1, 2+1; S: 4; wins), *Upper Nile* (vs. Nile Kingdom: A: 4+1, 2+1; N: 5+1; loses). Builds Monuments in *Arabian Peninsula* and *Middle Tigris*. Points: Dominance in Middle East (6) and the North Africa (4), Presence in Southern Europe (3), India (3), and Southeast Asia (2), 1 Capital (2), 4 Cities (4), 4 Monuments (4), and 1 Sea (1) for 29 points.

**Quantum Coyotes** (Kinsel) plays Disaster in *Upper Tigris*. Monument and City destroyed. KHMERS: Capital and army in *Mekong* (Two Mauryan armies eliminated). Army *Si-Kiang* (vs. T'ang: K: 5, 1; T: 1; wins), fleet in the *South China Sea* (vs. Flintstones: Q: 3, 3, 1; F: 1; wins), army *East Indies*, army in *Yangtse Kian* (vs. T'ang: K: 6, 3; T: 2; wins, Capital reduced to City). Points: Presence in Southeast Asia (2), India (3), China (3), and North Africa (2), 1 Capital (2), 2 Cities (2), 1 Monument (1), 1 Sea (1) for 16 points.

#### Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Kinsel	Quantum Coyotes	29	73
Dave Anderson	Wesley Crusher Returns	29	61
Murray Cowles	Olde Sea Dogge	34	65
Caleb Cousins	Purple People Eaters	36	74
Andy Lewis	Hellfighters	41	69
Chris Geggus	The Flintstones	48	89

#### Press

**Quantum Coyotes - Olde Sea Dogge:** Hello! Hello! Anybody home!?! Don't look now, but the "Flintstones" are going to have the last word in this one. Good night, now!. P.S. Always, ALWAYS, give the Romans the Khmers! P.P.S. Maybe this is just a U.K. connection?

#### Final Positions

**Purple People Eaters** (C. Cousins) Fleet in *Red Sea*. CHOU DYNASTY: Three armies in *Irrawaddy*. ARABS: Capital, Monument, and army in *Arabian Peninsula*, City, Monument, and army in *Middle Tigris*, City and army in *Lower Indus*, Monument and army in *Zagros*, one army each in *Palestine*, *Levant*, *Persian Salt Desert*, *Nile Delta*, *Libya*, *Shatts Plateau*, *Upper Tigris*, *Nubia*, and *Southern Iberia*.

**The Flintstones** (Geggus) Fleet in *North Sea*. ROMANS: Army and City in *Pindus*, one army each in *Northern Gaul*, *Albion*, *Central Massif*, *Western Iberia*, and *Western Anatolia*. ANGLO-SAXONS: Army in *Baltic Seaboard*. MALAYAN KINGDOM: Army, City, and fort in *Malay Peninsula*. T'ANG DYNASTY: Army and Monument each in *Taurim Basin*, *Wei River*, and *Great Plain of China*, one army each in *Chekiang* and *Szechuan*.

**Olde Sea Dogge** (Cowles) Fleets in *Black Sea* and *Eastern Mediterranean*. NORTH AMERICAN MIGRANTS: One army each in *West Indies* and *Great Plains*. HAN DYNASTY: Monument, City, Fortress, and army in *Yellow River*. BYZANTINES: Capital and army in *Balkans*, City, Monument, and army in *Southern Appenines*, one army each in *Danubia*, *Dalmatia*, *Northern Appenines*, *Crete*, *Morea*.

**Wesley Crusher Returns** (Anderson) Fleet in *Bay of Bengal*. MAYANS: Army, Capital, and fort in *Central America*. 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) Fleet in *South China Sea*. 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 in *Ganges Valley*. KHMERS: Army and Capital in *Mekong*, army, City, and Monument in *Yangtse Kian*, one army each in *Si-Kiang* and *East Indies*.

**Hellfighters** (Lewis) SYTHEANS: Army in *Persian Plateau*. CIVIL WAR: One army in *Pyrenees*. HUNS: Two armies in *Northern European Plain*, one army each in *Western Steppes*, *Eastern Steppes*, *Caucuses*, *Eastern Anatolia*, *Central Europe*.



Your event cards are: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Your Empire is: \_\_\_\_\_

## Prairie Dog

### Turn 7

#### Deadline Turn 8: 5/19 Friday

Ronnie loses 1 delay point.

#### Segment 1

**Andy:** Card (6) -- Throw (bottle at John Henry), segment 1 of 2  
**John Henry:** Card (2) -- Spin Around (back left) to face hex G17, segment 1 of 2  
**Ronnie:** Delay  
**Laundry Boy:** NMR!

#### Segment 2

**Andy:** Card (6) -- Throw (bottle at John Henry), segment 2 of 2, 4 aim points, range 2, GUN becomes miss due to Move status.  
**John Henry:** Card (2) -- Spin Around (back left) to face hex G17, segment 2 of 2  
**Ronnie:** Card 9 -- Draw and Cock (knife to gun hand), segment 1 of 3  
**Laundry Boy:** NMR!

#### Segment 3

**Andy:** Card 9 -- Draw and Cock (C45, cocked, to gun hand), segment 1 of 3  
**John Henry:** Card 9 -- Draw and Cock (chair to both hands), segment 1 of 3  
**Ronnie:** Card 9 -- Draw and Cock (knife to gun hand), segment 2 of 3  
**Laundry Boy:** NMR!

#### Segment 4

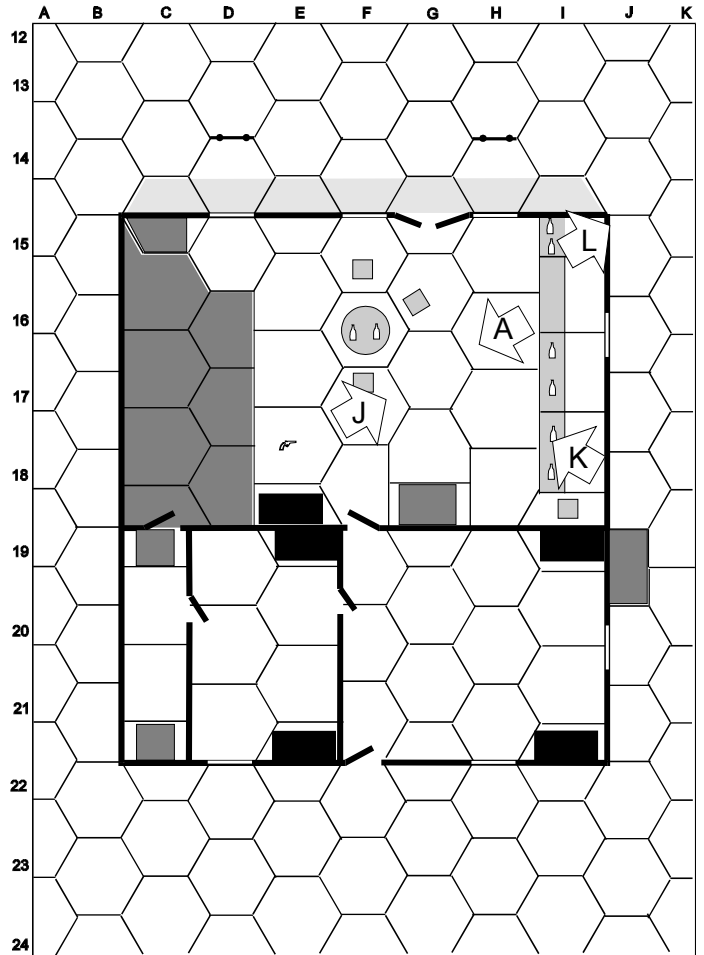
**Andy:** Card 9 -- Draw and Cock (C45, cocked, to gun hand), segment 2 of 3  
**John Henry:** Card 9 -- Draw and Cock (chair to both hands), segment 2 of 3  
**Ronnie:** Card 9 -- Draw and Cock (knife to gun hand), segment 3 of 3  
**Laundry Boy:** NMR!

#### Segment 5

**Andy:** Card 9 -- Draw and Cock (C45, cocked, to gun hand), segment 3 of 3  
**John Henry:** Card 9 -- Draw and Cock (chair to both hands), segment 3 of 3, insufficient strength applied, action fails.  
**Ronnie:** Card (10) -- Duck against Laundry Boy, segment 1 of 1  
**Laundry Boy:** NMR!

#### End of Turn

## 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	
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	0	15	
D	Scott Cameron?	Laundry Boy(L)	I15* > J14	1, 4, 5, 6, 7	Brawling +2	0	18	

S.O.B.  
*Weapons*

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Andy	Knife	C45, cocked	Empty	Empty	C45: 0 0 0 0 0 0
John Henry	C45, Knife	Empty	Empty	Empty	C45: 0 0 0 0 0 0
Ronnie	None	Knife	Empty	Empty	n/a
Laundry Boy	None	Empty	Empty	Empty	n/a

*Notes*

Will Paul Bolduc please submit standby orders for Laundry Boy!

**Canine**

Turn 2 Combat to Turn 3 Nexus  
Deadline Turn 3 Alliances: 5/19 Friday

*Players*

ATREIDES:	Ray Carpenter	BENE GESSERIT	Steve Koehler
EMPEROR	Bill Scharf	FREMEN	Paul Bolduc
GUILD	Chris Hurley	HARKONNENS	Dave Anderson
LANSRAAD	Andy Lewis		

*Combat*

*Tuek's Sietch*

	<b>Guild</b>	<b>Fremen</b>
Leader	Staban Tuek (5)	Stilgar (7)
Weapon	Hunter-Seeker	None
Defense	Kulon	None
Dialed	5	4½
Spice Spent	5	3
Total	<b>10</b>	4½

Stilgar betrays the Fremen! All Fremen tokens go to the tanks, as does Stilgar. The Guild discards the Kulon card and gains 7 spice.

*Sietch Tabr*

The Atreides look at the Fremen weapon. After that, he plays Truthtrance to ask if the total of leader and number dialed is greater than 7. The answer is no.

	<b>Fremen</b>	<b>Atreides</b>
Leader	Cheap Hero (0)	Lady Jessica (5)
Weapon	None	None
Defense	None	Snooper
Dialed	2½	2
Spice Spent	0	2
Total	2½	7

The Atreides are victorious. All Fremen tokens go to the tanks and the Cheap Hero is discarded.

*Broken Land*

	<b>Fremen</b>	<b>Harkonnens</b>
Leader	Chani (6)	Cheap Hero (0)
Weapon	None	None
Defense	None	None
Dialed	0	1
Spice Spent	0	1
Total	<b>6</b>	1

The Fremen win. All Harkonnen tokens go to the tanks and the Cheap Hero is discarded.

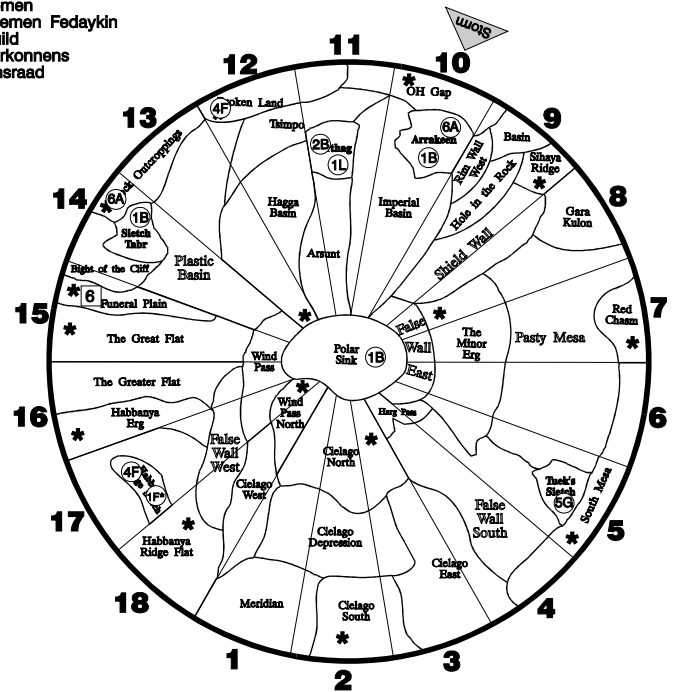
*Carthag*

	<b>Harkonnens</b>	<b>Lansraad</b>
Leader	Feyd-Rautha (6)	Representative (1)
Weapon	Baliset	Kull Wahad
Defense	None	Trip to Gamont
Dialed	2	½
Spice Spent	2	0
Total	<b>8</b>	1½

Feyd-Rautha betrays the Harkonnens! The Lansraad win, and 10 Harkonnen tokens go to the tanks. Feyd-Rautha goes to his traitor's reward in the tanks as well, yielding 6 spice to the Lansraad. All cards are discarded.

**Key**  
○ Tokens  
□ Spice

AAtreides  
BBene Gesserit  
EEmperor  
E\*Elite Sadaukar  
FFremen  
F\*Fremen Fedaykin  
GGuild  
HHarkonnens  
LLansraad



S.O.B.

Spice Collection

- Atreides:** 2 spice (Arrakeen)
- Fremen:** 8 spice (Broken Land)
- Guild:** 1 spice (Tuek's Sietch)
- Lansraad:** 2 spice (Carthag)

**Turn 3**

Storm Movement

Atreides play Weather Control to move the storm one sector to sector 10.  
Arrakeen is in storm. (Turn 4 storm movement: 4)

Spice Blow

Worm in Habbanya Ridge Flat (10 spice destroyed). Nexus occurs.

Final Positions

- Atreides:** 6 tokens Arrakeen, 6 tokens Rock Outcroppings (14), 2 tokens in the tanks, 6 tokens off-planet
  - Bene Gesserit:** 1 token Polar Sink, 1 token Arrakeen, 1 token Sietch Tabr, 2 tokens Carthag, 15 tokens off-planet
  - Emperor:** 20 tokens (5 Elite Sadaukar) off-planet
  - Fremen:** 5 tokens (1 Fedaykin) in Habbanya Ridge Sietch, 4 tokens Broken Land (12), 1 token Southern Hemisphere, 10 tokens (2 Fedaykin) in the tanks
  - Guild:** 5 tokens Tuek's Sietch, 15 tokens off-planet
  - Harkonnens:** 7 tokens off-planet, 13 tokens in the tanks
  - Lansraad:** 19 tokens off-planet, 1 token Carthag
- Your spice: \_\_\_\_\_  
Your cards: \_\_\_\_\_

**Anubis**

**Turn 2**

**Deadline Turn 3: 5/19 Friday**

Planning

- Swedes** buy 3 ships (\$36), maintain 1 ship (\$4), and buy 4 soldiers (\$40) for \$80.
- Portuguese** buy 2 ships (\$24) and 6 soldiers (\$60) and maintain 2 ships (\$8) for \$92.
- French** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- English** maintain 4 ships (\$16) and buy 3 soldiers (\$30) for \$46.
- Dutch** buy 3 soldiers (\$30) and maintain 4 ships (\$16) for \$46.

Outbound Naval Movement

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

Land Movement

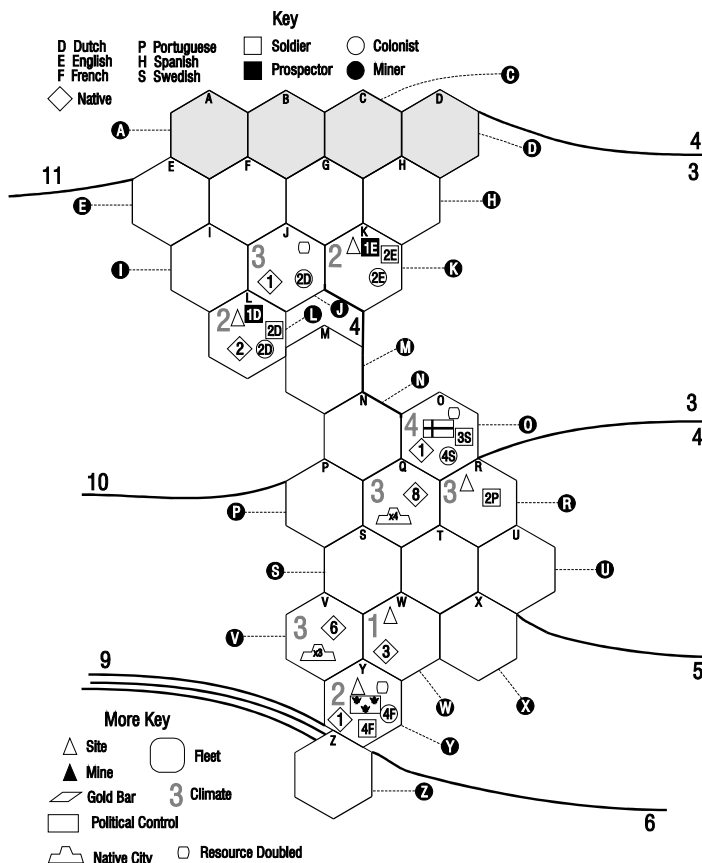
- Swedes:** Move one soldier from Area O to Area Q. It is a 3 climate area with a X4 Native City and 8 natives. Move 3 soldiers and 3 colonists to Area O.
- Portuguese:** Move 6 soldiers to Area R.
- French:** One colonist moves from Area W to Area Y. It is a resource rich 2 climate area with a site and 1 native. One soldier moves from Area W to Area V. It is a climate 3 area with a X3 Native City and 6 natives. Move 4 soldiers and 4 colonists to Area Y.
- English:** Move 2 soldiers and 3 colonists to Area K.
- Dutch:** Move 3 soldiers and 3 colonists to Area L. It is a 3 climate area with one site and two natives.

Combat

- Swedes:** Conduct no combat.
- Portuguese:** 3 soldiers and 2 natives are killed.
- French:** Conduct no combat.
- English:** One native and is killed.
- Dutch:** Lose one soldier in Area J.

Native Uprisings

Climate is a 6. No uprisings.



Survival

- Climate is a 4.
- Swedes:** Loses one soldier in Area Q.
- Portuguese:** Loses one soldier.
- French:** Loses 1 colonist in Area Y and 1 soldier in Area V.
- English:** Loses 1 colonist.
- Dutch:** Loses one colonist in Area L and 1 soldier in Area J.

Political Control

The Swedes gain political control in Area O and the French in Area Y.

Homebound Naval Movement

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

Income

**Swedes:** Political control: \$40, resources: \$8  
**Portuguese:** Political control: \$20, resources: \$0  
**French:** Political control: \$40, resources: \$8  
**English:** Political control: \$20, resources: \$2  
**Dutch:** Political control: \$20, resources: \$6.

Turn 3 Initiative

French, English, Swedes, Dutch, Portuguese

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dan Eisenhut	\$47	17	4	4
English	Sean Cousins	\$48	18	3	4
French	Jeremy Gerson	\$105	17	3	4
Portuguese	Bill Scharf	\$52	17	4	4
Swedes	Andy Lewis	\$113	19	3	4

Notes

It was pointed out to me that colonists cannot be saved up. Therefore, any colonists that you do not take to the new world on the turn you receive them are lost. Also keep in mind that movement from an anchorage dot to land is the last land movement that takes place, so you cannot make the movement of units already on land conditional on what newly landing units discover.

Trivia Quiz

Well, the response to the trivia quiz was quite good. And, on further consideration of the scoring scheme, I have decided to revise it. You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. The other portions will remain the same. And so, without further ado, the answers to last issues questions:

Q1. Who coined the term “The Iron Curtain?”

A1. While the term Iron Curtain was popularized by Winston Churchill, he did not coin it. The term was actually coined in an article called “The Year 2000” which was written in early March, 1945 by non other than Dr. Joseph Geobbels. The article was designed as a warning to the Western powers about Soviet imperialistic designs on Eastern and Central Europe. It was typical Nazi propaganda, which actually hit pretty close to the truth.

No correct answers.

Q2. During what time period did the hand grenade start to play a significant role in warfare?

A2. The hand grenade began to play a significant part in warfare during the Wars of Spanish Succession in the early 1700s.

No correct answers.

Q3. 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?

Q3. That year, the current Great Kahn, Ogotai, died. By Mongol tradition, all of the Kahns had to gather together at Karakorum to select his replacement. The general leading the Mongol armies in Europe was one of those Kahns, so he pulled his army back to the Ukraine and journeyed to Mongolia. The momentum lost thereby was never regained.

Dave Anderson, Debbie Osborne, Kevin Kinsel, Chris Geggus, Bob Robles, Kevin Wilson, and Ward Narhi all receive ½ point.

Q4. What was “Torpedo Junction?”

A4. Torpedo Junction was the nickname granted to the *USS Saratoga* by the men of the United States Navy after she was disabled for a second time by Japanese subs without seeing any major action.

No correct answers.

Q5. How did the term “tank” come to be used in reference to armored fighting vehicles?

A5. When armored fighting vehicles were being developed in Britain during World War I, the project was given a code name to keep it secret from the Germans. The code name was “water tanks.” This was frequently shortened to simply “tanks” in correspondence about the project, and in fact the crates containing tank parts were labeled “water tanks” as well. The name stuck.

Chris Geggus and Kevin Kinsel each get one point.

Current Scores

Chris Geggus	1½	Kevin Kinsel	1½
Dave Anderson	½	Ward Narhi	½
Debbie Osborne	½	Bob Robles	½
Kevin Wilson	½		

New Questions**Topic: The Earth**

1. Measured from base to summit, what is the tallest mountain in the world?
2. Imagine a tetrahedron large enough that if it were placed at the center of the Earth, the vertices would just barely stick out. If you could rotate this tetrahedron in any direction, you would find that there is one orientation where all four vertices stick out on dry land. Approximately where are those four points?
3. The fossil record on the floor of the Atlantic Ocean indicates that the polarity of the Earth’s magnetic field reverses periodically. About how often does this happen?
4. What is the single largest source of the oxygen in the Earth’s atmosphere? (Hint: Plants is too general an answer.)
5. What is the most abundant element on the Earth?

## Pedagogy

During the decades around the turn of the Twentieth Century, a great deal of upheaval was occurring in physics. First, Maxwell had demonstrated that electricity and magnetism were in fact different aspects of the same force. Then, the Michaelson-Morely experiment proved that the speed of light was a constant, throwing into disarray many of the assumptions of the day and eventually leading to the development of Special Relativity by Albert Einstein.

One of the most profound discoveries, however, was that atoms were not as simple as was previously thought. Even the word “atom” carries this connotation, being as it is derived from the Greek word for “indivisible.” An experiment was performed which bombarded a thin lead foil with electrons. A phosphor screen was placed behind the foil, which emitted a brief burst of light when an electron hit it. What it showed was that by far most of the electrons went straight through the lead sheet, but that a few were deflected by a significant angle. What this meant was that the lead atoms were made up primarily of empty space, with a small, dense core, or nucleus. Further investigation led to the conclusion that the nucleus was made up of positively charged particles, called protons (neutrons had not yet been discovered), and that orbiting around this nucleus were electrons. This led to other problems, however. Let us take the simple assumption that electrons orbit around the nucleus in much the same way that planets orbit the sun. At first glance, this works just fine. Both gravity and electromagnetism operate on an inverse square law: that is, both forces get weaker in direct proportion with the square of the distance between two objects. However, a problem arises because of Maxwell’s work, which showed that any accelerated charge emits electromagnetic radiation. Now, an electron has a charge, and if it is not traveling in a straight line, it is being accelerated, so it would have to emit radiation. The energy going into this radiation has to come from somewhere, though, and that somewhere would have to be the orbital energy of the electron, which would cause it to spiral into the nucleus. So, according to classical theory, all atoms would quickly collapse into a state of very high density, and with no electron cloud to keep them apart, all matter would do the same. Obviously, this is not what happens, so classical theory must be wrong. It was this fact that led to the development of quantum mechanics.

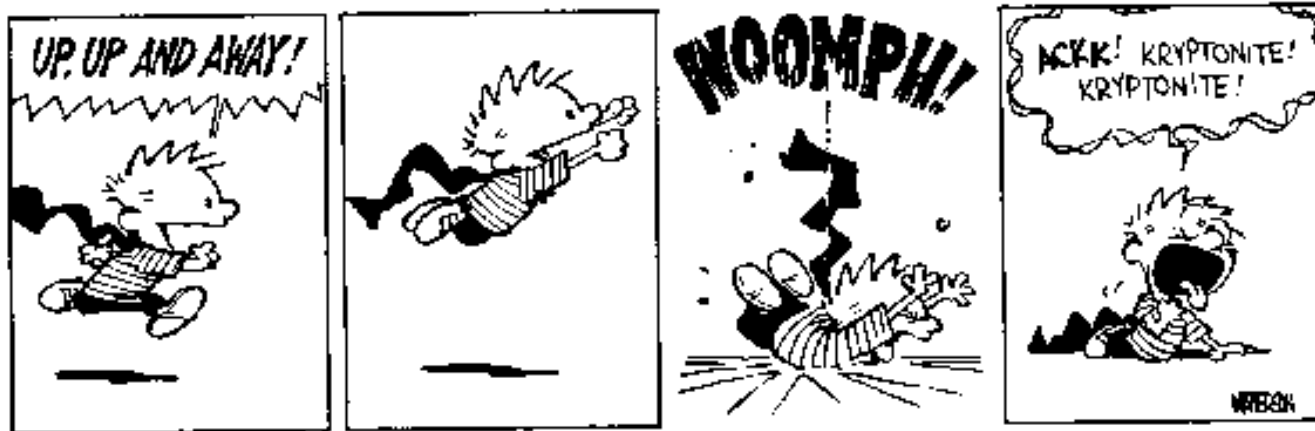
One of the first attempts to explain this discrepancy was proposed by Niels Bohr. He postulated that electrons, which were by then known to have properties of both a particle and a wave, could only assume orbits which were integer multiples of their wavelengths. Thus, the smallest orbit would be one which was exactly one wavelength in circumference. So, the atom could collapse no farther than this lowest orbit. But, there are still problems with this model. It does not explain, for example, why all of the electrons of an atom do not occupy this lowest orbit, which they do not, or chemistry as we know it could not exist.

Something more was missing. That missing something was the Pauli Exclusion Principle.

The Pauli Exclusion Principle arises because of a property of particles called “spin.” Now, this does not mean that protons and electrons spin around on their axis like little planets. Spin is just a term that has evolved to describe a property of particles. This is one of the confusing things about elementary particle physics: the terminology. Physicists use terms like spin, color, flavor, charm, and strangeness, to describe properties of particles that have no analog in the macroscopic world in which we live. It is important to realize that when one of these terms comes up, that it should be properly defined. Spin is described by a number. This number must be either a whole or a half integer: 0, 1/2, 1, 3/2, etc. The spin of a particle determines how it interacts with other particles, and how many “spin states” it can have, that is, how many different “orientations” due to spin. This will become clearer later. Spin can be thought of through an analogy. A spin-0 particle can be thought of as a point. It has no distinct orientation. A spin-1/2 particle can be thought of as an arrow. It does have a distinct orientation, and if you rotate the particle through 180°, it looks differently, and if you were to rotate it through another 180°, it would look the same again. Things start to get weirder with higher spins. A spin-1 particle would look differently if you rotated it through a full 360° and would appear the same as it started only if you rotated it through a full 720°. Once again, keep in mind that this is only an analogy and that you can’t rotate an electron through any angle.

Anyway, the Pauli Exclusion Principle states that there is a fundamental difference between particles with an integer spin (0, 1, 2, etc.) and those with a half-integer spin (1/2, 3/2, 5/2, etc.). Integer spin particles are social particles. They like to get together in big groups and have parties. Or, to put it more formally, any number of them can be in the same energy state at the same time. Photons are examples of a spin-0 particle. Half-integer spin particles are more aloof. They like to keep their distance from each other. In fact, they are downright solitary. Only one can occupy a particular energy state at a single time. Electrons, protons, and neutrons are all spin-1/2 particles. And since the spin state of a particle is part of its energy state, and spin-1/2 particles have two different spin states, this means that only two electrons can ever occupy any one atomic orbital at a single time. This is the fundamental reason why atoms do not collapse in on themselves as predicted by classical theory. It is also the foundation for the branch of science called chemistry, for the interaction of atoms with each other to form molecules is brought about by the sharing of electrons and electron orbitals between atoms.

Next time, I will start to describe the fundamental forces of the universe, and tell a little bit of the state of physics today.



**S.O.B.**  
**Addresses**

Name	Address	Phone
David Anderson "Snoopy"	287 Florawood Waterford, MI 48327	(810) 683-3274
Paul Bolduc	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 Waitarua 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 Bolduc

**Die Macher:** Andy York

**Stellar Conquest:** Andy York, Paul Bolduc,  
Dean Cochran

**New World:** Steve Koehler, Dan Eisenhut

**Outpost:** Andy York, Dave Anderson, Roy Vij,  
Dan Eisenhut

**Merchant of Venus:** Andy York, Paul

Bolduc, Dan Eisenhut,  
Debbie Osborne

**History of the World:** Andy Lewis, Dan  
Eisenhut, Paul Bolduc

**Gunslinger:** Paul Bolduc

**Standby Calls**

Jason Wilke for France in "Doghouse" and Paul Bolduc for Laundry Boy in "Pairie Dog"