

**Notes from Hades**

Well, here it is again. I hope everybody had a good holiday season. I took a week to visit my parents in North Idaho. They didn't have any snow, but there was cold to be had aplenty. All in all, I had a great time visiting and relaxing.

In this issue, two games, "Mailman's Bane" and "Fenris Wolf" end, and two games are starting up. With the number of games I am currently running, and the pace of my life at the moment, I don't anticipate starting up any new games, other than any already on the list, until things quiet down a bit. Also, due to a lack of submissions, Howling at the Moon will not be appearing this issue.

On a final note, Stuart Schoenberger is in desperate need of a replacement player for the Papacy in a Machiavelli game that he is running through the zine *Blut und Eisen*. He also needs standby players. Please contact him if you are interested. His address is in the list on back.

This issue's deadline will be on **Thursday, February 1 at 5:00 pm Pacific Time.**

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"Proteus"	Midway Campaign	0500 Oct 27
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**Game Openings**

"Dog Biscuit" Slapshot is a tongue-in-cheek card game about hockey. This will be run by Andy Lewis. Neither knowledge of hockey nor ownership of the game are required to play. Have Chris Hassler, Paul Bolduc, Sean Cousins, Caleb Cousins, Ward Narhi, Chris Geggus, Dave Anderson, and Brian Boulanger. **Starts this issue!**

"Wolfpack" History of the World. This game will also start up when the current one finishes. Preferences will be given to those not already in "Mongrel". Have Debbie Osborne, Kevin Kinsel, Sean Cousins, Caleb Cousins, Brian Boulanger, Paul Bolduc. **Starts this issue!**

"Mutt" Outpost. This game will use the Expert Rules, which alter the sequence of play a bit. Anybody who signs up will be provided with the details of the differences. Have Andy Lewis, Dave Anderson, Dan Eisenhut, Andy York, Sean Cousins, and Brian Boulanger, need 4 more.

**Wish List**

Die Macher is a game of German elections. This one will begin after "Mailman's Bane" ends. Have Andy Lewis and Stuart Schoenberger, need 2 more.

Siedler von Catan is a German game of the year for 1995. It is a game of building settlements and roads on an island. Where your settlements are built determines what kind of resources you can receive. Trading with other players is the cheapest way to get you the other resources which you need. The island set-up changes each game. This game will be played as one complete turn per mailing. Ownership of the game is not required to play. Inquire to Andy Lewis for rules and sample map. Have Caleb Cousins and Chris Hassler, need 2 more.

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).

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

**Summer 1457**

**Deadline/Fall 1457 2/1 Thursday**

*Venice takes advantage of a lapse by the Pope. Milan manages to hold off his enemies while France starts his outflanking maneuvers. Naples is able to recover some lost territory from the Turk.*

Spring 1457 Retreats

Milan A4 retreats to Cremona

Expenditures

Venice spends 3 ducats to counterbribe F2 and 3 ducats to counterbribe A5

Orders

- France( ): A1 SAVOY to GENOA
- A2 SWISS holds
- A3 GENOA to PONTREMOLI
- A4 (EM) MONTFERRAT to PAVIA
- A5 TURIN supports A4
- F1 Eastern Gulf of Lyon to Western Gulf of Lyon
- F2 Western Tyrrhenian Sea to Western Mediterranean

Orders (cont.)

- Milan( ): A1 COMO to Milan  
A2 BRESCIA to Trent  
 A4 CREMONA supports A1  
A5 (EM) PAVIA supports A4 (cut)  
 A6 FORNOVA supports A5
- Naples( ): A1 Aquila to CAPUA  
 A2 NAPLES supports A1  
 F1 LOWER ADRIATIC holds  
 F2 BARI supports F1
- Papacy( ): NMR! A1 FERRARA hold  
 A2 MANTUA holds  
 A3 SPOLETO holds  
 A4 PIOMBINO holds  
 A5 PATRIMONY holds  
 F1 ROMAGNA holds  
F2 Padua holds (DESTROYED)  
 F3 PISA holds
- Turks( ): A2 ALBANIA holds  
F1 Capua to Naples (DISLOGED, retreat Tivoli, Gulf of Naples, OTB)  
F2 EASTERN TYRRHENIAN to Palermo  
 F3 Messina to IONIAN SEA  
 F4 OTRANTO supports F3  
F5 DURAZZO to Lower Adriatic  
F6 WESTERN MEDITERRANEAN to Palermo

Orders (cont.)

- Venice( ): A1 Slavonia to CROATIA  
A2 TRENT supports A4 (cut)  
 A3 (EM) TYROLEA supports A4  
A4 MILAN supports French A4 Montferrat to Pavia (cut)  
 A5 Treviso to PADUA  
 F1 Dalmatia to UPPER ADRIATIC  
 F2 (EM) VENICE LAGOON supports A5

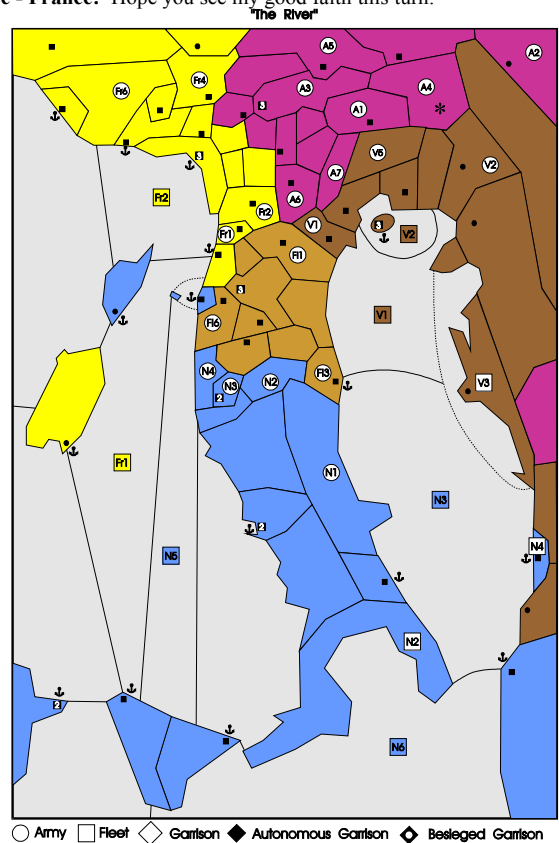
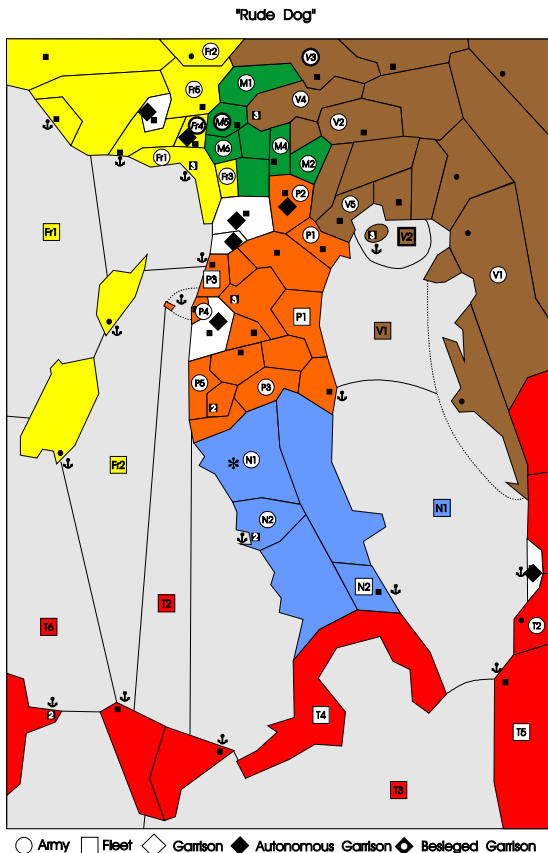
If you are in the game, a red check will appear next to the country you are playing.

Notes

A standby has been called for the Papacy. If a red check appears here ( ), you are it.

Press

- France - Milan:** Earlier peace attempts failed because you attacked me despite my peace efforts. You are the reason we are at war. "As you sow, so shall you reap..."
- France - Papacy:** We are still allies as far as I'm concerned.
- France - Turkey:** So..., did you go for Sardinia?
- France - Venice:** We can be at peace, but it depends on how much of Milan I get (hint, hint).
- Milan - Pope:** I've done as you said and attacked Venice. Now would you mind helping me before I dwindle away to nothingness?
- Naples - Turk:** OK, the season of giving is over, time to take some stuff back!
- Turkey - Milan:** I would certainly help you, but I have this little Neapolitan problem. See Lower Adriatic.
- Turkey - Venice:** True.
- Venice - Papacy:** Reclaiming a Venetian province. I stop there if you will direct your forces at easier pickings.
- Venice - France:** Hope you see my good faith this turn.



The River / MGN# O/B/8/AD2/1Summer 1460Deadline/Fall 1460 2/1 Thursday

Austria continues to put pressure on Venice, taking advantage of the opportunities opened by plague. In the same way, France and Naples are getting together to punish Florence for his lapse.

Spring 1460 Retreats

Austrian A7 retreats to Brescia

Florentine A2 retreats to Pistoia

Expenditures

France spends 12 ducats to disband Florentine A2

Orders

Austria: A1 TRENT supports A4

(Grib) A2 HUNGARY to Slavonia

A3 MILAN supports A4

A4 Austria to CARINTHIA

A5 TYROLEA supports A4

A6 MANTUA supports A7

A7 Brescia to VERONA

Florence: A1 BOLOGNA to LUCCA

(Scott?) A2 Pistoia supports A1 (nsu)

A3 Urbino to ANCONA

A6 SIENNA to Pisa

France: A1 LUCCA supports A6 (cut)

(Marcinonis) A2 Parma to MODENA

A4 SWISS to TURIN

A6 PROVENCE to Pisa

F1 WESTERN TYRRHENIAN SEA transports A6

F2 EASTERN GULF OF LYONS transports A6

Naples: A1 Bari to AQUILA

(McConnell) A2 Capua to SPOLETO

A3 Tivoli to ROME

A4 Messina to PATRIMONY

F2 Gulf of Naples to OTRANTO

F3 Aquila to LOWER ADRIATIC

F4 RAGUSA supports F3

F5 EASTERN TYRRHENIAN SEA transports A4

F6 IONIAN SEA supports F3

Venice: A1 FERRARA to Verona

(Palumbo) A2 Friuli to CARNIOLA

A3 Carinthia to Slavonia (DISLODGED, retreat Friuli, OTB)

A5 VICENZA to Verona

F1 UPPER ADRIATIC to Lower Adriatic

F2 VENICE LAGOON to Upper Adriatic

F3 DALMATIA supports F1

Treasuries

Austria: 12

Florence: 22

France: 1

Naples: 2

Venice: 18

Press

**Austria - France:** Wouldn't boats make more sense? I hope those armies go south.

**Austria - Florence:** Just when you look like you are going places!

**Austria - Venice:** What now, Godfather?

**Austria - Naples:** You may just run away with this one.

**Florence - GM:** Sorry about the NMR; that really hurt me! But those extra \$'s should make for an interesting disbandment or buy of unfriendly units.

**Cerberus - Florence:** Well, there appears to be no lack of targets.

**Florence - Naples:** What are all those units doing at my southern borders?

My friend (I hope) how could you even think it....

Not Guilty / MGN# O/C1/6/ABCD2G/1End of Game StatementsGame Summary

Coun	1499			1500			1501		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	7	5	4	4	5	6	5	3	3
Flo:	3	2	4	3	4	4	4	0	0
Fra:	8	11	12	11	12	11	11	0	0
Pap:	4	5	4	6	6	6	6	9	10
Tur:	3	3	4	4	4	3	5	5	5
Ven:	4	5	7	10	10	10	10	14	15

The Players

AUSTRIA:	Stuart Schoenberger	4th place	5
FLORENCE:	Kerry Kaszak (out, Summer 1501)	5th place	2.5
FRANCE:	Pete Palumbo (out, Summer 1501)	5th place	2.5
PAPACY:	Lee McConnell (resign, Sum '99), Ken Marcinonis (drop, Spr '00), Chris Hassler (resign, Fall '00), Eddy Mattei	2nd place	8
TURKS:	Mike Scott	3rd place	7
VENICE:	Dave Anderson	1ST PLACE	10

Statements

**Mike Scott (Turks):** Congratulations to Dave Anderson for winning plays... I, as Turkey, thought not to trifle with Dave's Venice position -- and Dave had an easy run of things in the north when Austria also would not attack him. My thought was originally to bottle up the French forces in the Naples boot to gain an allegiance with Austria. I was -- I thought -- very successful, and in fact was able to conquer the entire boot. However, Stuart Schoenberger kept his Austrian fleets backing away from the oncoming French from their homeland, and in fact let them sail southward uncontested

to take Palermo and Tunis. I sure thought he'd make some attack against them sometime...and that in doing so would be able to grow stronger so we could later take on Venice. Oh well. It was fun while it lasted. My thanks again to Jason for GMing the start of the game, and for Chris in picking it up and continuing it.

**Jason Wilke (AKA RockitMan, Original GM):** Now, look at that. Ya see what happens? Ya give a guy a game for two months, and what does he do??? He ends it!.

**Chris Hassler (GM):** This was interesting in that I got a chance to see this game from both sides. I was originally called in as a standby for the Papacy when the game was being run by Jason in Won if by Land. When he had to hand off his games so he could go to Germany for school, I resigned my position and started running the game -- although not for long. Dave's surprise buy-off of two French armies for the elimination and conquest of France proved a winning move. After that, it was simply a matter of getting one more city. Congratulations, Dave.

### Rabid Dog / MGN# O/E1/9/ABC/1

Summer 1450

Deadline/Fall 1450 2/1 Thursday

*Austria quickly takes advantage of Venice's troubles by advancing against Venetian territory, despite Venice's peace offering. France heads south while the Turks continue their anti-Genoan campaign. The Pope decides to teach a lesson to Mantua and Sienna and Florence heads north looking for greener pastures. Turmoil strikes in Naples as the King is nowhere to be found! Milan is still suspicious of his neighbors.*

#### Orders

Austria:	A1 TYROLEA holds
(Koehler)	A2 Carinthia to Friuli
	A3 Slavonia to Croatia
Florence:	A1 Pisa to Lucca
(Lewis)	A2 Florence to Pistoia
France:	A1 Swiss to Turin
(Wilke)	A2 Provence to Savoy
	F1 Marseilles to Western Gulf of Lyon
Genoa:	F1 Corsica to Western Tyrrhenian Sea
(Schoenberger)	F2 Ragusa to Herzegovina
	G1 Genoa converts to F3
Milan:	A1 Parma to Pontremoli
(Anderson)	A2 Montferrat besiege
	A3 Milan converts to G1
Naples:	NMR! A1 Aquila holds
(Narhi?)	A2 Messina holds
	F1 Gulf of Naples holds
	F2 Western Mediterranean holds
Papacy:	A1 Mantua besieges
(Rutherford)	A2 Sienna besieges
	A3 Spoleto holds
	F1 Romagna to Upper Adriatic
Turks:	A1 Albania to Ragusa
(Wilson)	F1 Lower Adriatic supports A1
	F2 Bay of Tunis to Ionian Sea
Venice:	A1 Ferrara besieges
(Robles)	A2 Verona supports Austrian A2 Carinthia to Trent (nso)

#### Notes

Will Bill Scharf please submit standby orders for Naples!.

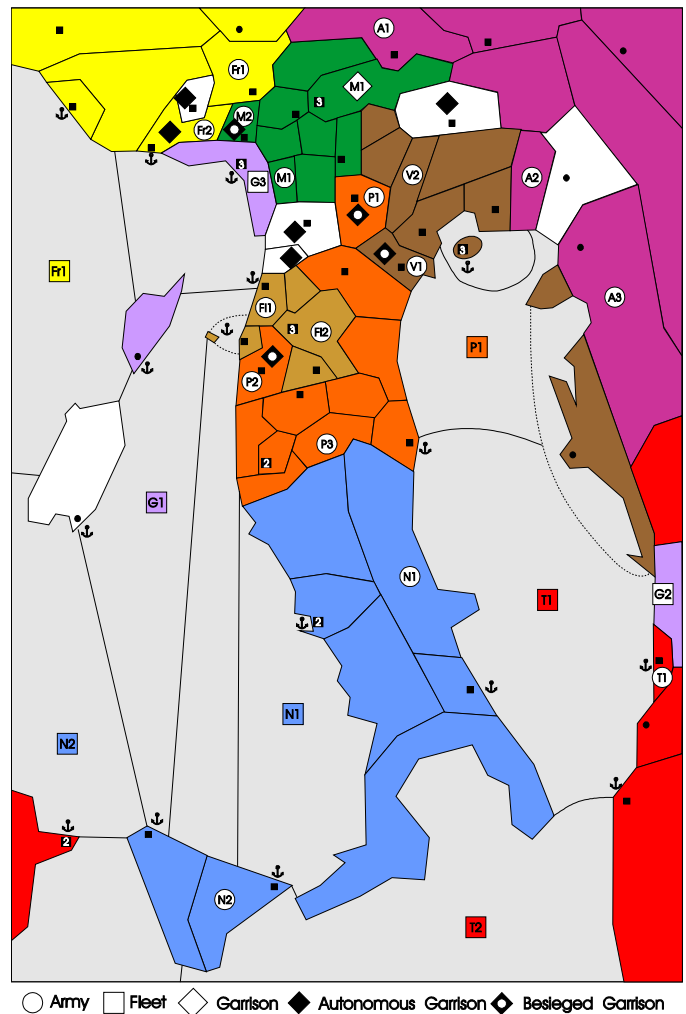
#### Press

**Florence - World:** Has anybody seen the new version yet? What are the rule changes?

**Cerberus - Florence:** I have a copy of the new version, and I wrote an article detailing most of the changes for the latest issue of *Niccolo*. *Niccolo* is available for \$1.00 per issue.

**Florence - World:** Dogpile on Venice.

"Rabid Dog"



**France - Austria:** Here's the test, eh?

**France - Milan, Genoa:** The Sounds of Silence?

**France - Naples:** I certainly hope you didn't take Sardinia. That would make me...very unhappy.

**France - Venice:** Now you know how I feel.

**France - Naples:** You're right, this is a quiet group.

**France - Austria:** Now's your chance!

**Genoa - All:** Happy Holidays, and my sincerest apologies for not communicating to all would-be allies and friends.

**Murad II to France:** I hope your travels over the holiday were enjoyable.

**Venice - Pope:** As you requested o holy one.

**Venice - Turk:** Nice heathen, NICE heathen...Don't listen to any of those BAAAD voices.

**Venice - Austrian:** Heh, heh, heh...we are GOOD neighbors aren't we?

## Mailman's Bane

### Turn 7 Media Tokens through Campaign Results Deadline for End of Game Statements: 2/1 Thursday

#### Media Tokens

None

#### Issue Exchange

Grüne exchanges 35-Stunden-Woche JA to NEIN in Niedersachsen.

#### Campaign Days

SPD buys 4 campaign days in Niedersachsen (400 DM spent).

Grüne buys 4 campaign days in Niedersachsen (400 DM spent).

CDU buys 4 campaign days in Niedersachsen (400 DM spent).

FDP buys 4 campaign days in Niedersachsen (400 DM spent).

#### Opinion Polls

CDU buys one opinion poll for 13000 DM and doesn't use it.

#### Campaign Results

SPD turns in 4 campaign days for 24 vote share, maxing out at 50.

Grüne turns in 8 campaign days for 48 vote share, maxing out at 50.

CDU turns in 8 campaign days for 4 vote share.

FDP turns in 8 campaign days for 8 vote share.

#### Election Results

SPD has  $(3 + 11) * 50 = 700$  votes.

Grüne has  $(3 + 11) * 50 = 700$  votes.

CDU has  $(2 + 6) * 4 = 32$  votes.

FDP has  $(2 + 6) * 8 = 64$  votes.

The tie between SPD and Grüne is broken in favor of the of Grüne, since he has fewer votes in Bonn. He moves NATO JA, and §218 JA into Bonn. SPD gains 4 party bases, Grüne gains 4, CDU gains 3, and FDP gains 4.

#### Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	2	2	2	1
Party Bases	30	31	44	43
Votes	1849	1839	1797	2184

**Issues:** Atomkraft JA (x3), §218 JA, Steuersenkung NEIN (x3), NATO JA (x2), 35-Stunden-Woche NEIN

#### Federal Election Results

SPD (Lewis) has  $(10 + 40 + 43) * 2184 = 203,112$  votes.

Grüne (Anderson) has  $(20 + 40 + 31) * 1839 = 167,349$  votes.

CDU (Scharf) has  $(20 + 30 + 30) * 1849 = 147,920$  votes.

FDP (S. Cousins) has  $(20 + 40 + 44) * 1797 = 186,888$  votes.

SPD is the winner with the most votes in Bonn.

## Dog Breath

### End of Game Statements

**Andy York (BarterTown):** I'm quite pleased with the ending of this game. Coming in as a standby is always difficult, and in OutPost, missing a turn can be quite deadly. Fortunately, I didn't lose much in the way of points during the NMR round and was able to bounce back. I guess if there is to be a replacement, the earlier in the game the better when your hand isn't stretched (just think of an NMR late in the game when you can hold 8-11 cards and draw 10-15 plus what was left over from last time!!).

I don't really have a long term strategy in this game, I just take each round as it comes trying to get the best benefit I can for the cards I have. Well, I guess I do have a bit of a strategy. For the most part, I think buying SOMETHING in a round is better than holding pat unless you are being the curve and need to save cards for a "big" purchase.

**Andy Lewis (Last Chance Cafe):** Congrats to Andy York. Not much else to say.

**Dan Eisenhut (NODNOL):** For coming in as a standby at the bottom of the pile, I think I did rather well with 69 VPs. Getting 6 scientists for absolutely nothing helped out a lot. Though I still haven't figured out what NODNOL stands for yet....

**Bill Scharf (New Earth):** I didn't have enough buying power at the game end. Congrats to Andy for his win. Buying titanium factories is usually a winning strategy -- the more you have the better.

This is a great game by mail, even better than face-to-face in my opinion. Thanks for running it, Chris, I had a lot of fun.

**Steve Koehler (Basset Base Beta):** To Andy York, Congrats. I started this game having played only once. Having now played it FTF several times, I can see what my mistakes were. Next time....

**Chris Hassler (GM):** I am quite pleased with the way the game turned out. It is fun, easy to run, and offers a multitude of strategies for the players. Oupost makes the transition to pbm better than most games.

## "Fenris Wolf"

### Epoch VII Britain, United States, and Germany Deadline for End of Game Statements: 2/1 Thursday

**Hellfighters (Lewis)** Plays Siegecraft. BRITAIN: Capital and army *Albion* (Two Viking armies are eliminated), fleet *North Sea* (vs. The Flintstones, H: 3, 2; F: 4; loses), fleet *North Sea* (vs. The Flintstones, H: 5, 4; F: 2; wins), army *Gold Coast*, *Southern Andes*, fleet *Pacific Ocean*, army *Australia*, *New Guinea*, *Chekiang* (vs. Timurid Emirate, Plays Treachery card, wins, city eliminated),

*Yangtse Kian* (vs. Mongols, B: 5, 5; M: 5; B: 4, 1; M: 1; wins), *Wei River* (vs. Manchu Dynasty, B: 6, 1; M: 5; wins), *Tarim Basin* (vs. Timurid Emirates, B: 2, 2; T: 1; wins), *Great Plain of China* (vs. Timurid Emirates, B: 6, 3; T: 1; wins), *Northern Gaul* (vs. Dutch, B: 6, 6; D: 2; wins), *Western Gaul* (vs. Dutch, B: 6, 5; D: 3; wins), fleet *Caribbean*, *South China Sea*, army *Northern Andes*

(vs. Incas, B: 6, 5; I: 6; B: 5, 3; I: 4; wins, Capital reduced to city), *Brazil*, *Western Iberia* (vs. Portuguese, B: 6, 6; P: 3, 2; wins, Capital reduced to city). Builds Monuments in *Albion* and *Australia*. Points: Control of Australia (3), Dominance in Northern Europe (8), China (6), India (6), Sub-Saharan Africa (4), and South America (4), Presence in North America (3), North Africa (1), Eurasia (2), Middle East (1), Southern Europe (2), and Southeast Asia (2), two Capitals (4), two cities (2), four Seas (4), and ten Monuments (10) for 62 points.

**Quantum Coyotes** (Kinsel) UNITED STATES: Army and Capital *Appalachia* (Viking army is eliminated). Army *Deep South* (vs. Portuguese, U: 5, 5; P: 2; wins), fleet *Caribbean* (vs. Hellfighters, Q: 4, 3; H: 4; Q: 5, 3; H: 1; wins), army *Guiana Highlands* (vs. Incas, U: 6, 2; I: 3, 2; wins), *Mexican Valley* (vs. Aztecs, U: 2, 1; A: 5, 4; loses), *Mexican Valley* (vs. Aztecs, U: 5, 5; A: 5, 3; U: 4, 2; A: 4, 1; U: 6, 3; I: 2, 1; wins, Capital reduced to city), *Pacific Seaboard* (vs. Aztecs, U: 3, 2; A: 2; wins), *Northern Andes* (vs. British, U: 6, 5; B: 2, 2; wins, city eliminated), *Brazil* (vs. British, U: 4, 1; B: 4, 1; U: 6, 1; B: 4, 1; wins), *Central America* (vs. Mayans, U: 2, 1; M: 5+1, 3+1; loses). Builds Monument in *Appalachia*. Points: Dominance in North America (6) and South America (4), Presence in Southern Europe (2), North Africa (1), India (3),

Southeast Asia (2), and Middle East (1), two Capitals (4), two cities (2), two Seas (2), and five Monuments (5) for 32 points.

**Purple People Eaters** (C. Cousins) Plays Kingdom in Southern Iberia. Army, city and fort in *Southern Iberia* (Arab army eliminated). GERMANY: Plays Elite Troops. Army and Capital in *Baltic Seaboard* (Russian armies retreat to *North European Plain*). Army *Dneipr* (vs. Russians, G: 6, 3, 2; R: 4; wins), *Western Steppe* (vs. Russians, G: 3, 2, 1; R: 4; loses, Elite Troops lost), *Western Steppe* (vs. Russians, G: 6, 5; R: 5; wins), *Turanian Plain* (vs. Russians, G: 5, 2; R: 4; wins, city eliminated), fleet *North Sea* (vs. Hellfighters, P: 2, 2; H: 4; loses), army *Tarim Basin* (vs. British, G: 4, 4; B: 6, 1; loses), *Tarim Basin* (vs. British, G: 5, 5; B: 6, 6; loses), *Tarim Basin* (vs. British, G: 1, 1; B: 5, 3; loses), *Tarim Basin* (vs. British, G: 4, 3; B: 3, 1; wins), *Hindu Kush* (vs. Aryans, G: 6, 5; A: 3, 1; wins). Points: Dominance in North Africa (2) and Eurasia (4), Presence in Middle East (1), Southern Europe (2), China (3), and India (3), one Capital (2), three cities (3), one Sea (1), and two Monuments (2) for 23 points.

### Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Dave Anderson	Wesley Crusher Returns	69	181
Andy Lewis	Hellfighters	82	176
Caleb Cousins	Purple People Eaters	68	173
Kevin Kinsel	Quantum Coyotes	64	165
Chris Geggus	The Flintstones	72	165
Murray Cowles	Olde Sea Dogge	61	146

Dave Anderson wins the game with 181 victory points. Congratulations.

### Final Positions

**Purple People Eaters** (C. Cousins) Fleet *Red Sea*. ARABS: City and army each in *Lower Tigris* and *Arabian Peninsula*, one army each in *Nile Delta*, *Libya*, *Nubia*, *Upper Tigris*, and *Levant*. GERMANS: Army and Capital in *Baltic Seaboard*, army and Monument each in *Turanian Plain* and *Tarim Basin*, army each in *Dneipr*, *Hindu Kush*, and *Western Steppe*.

**The Flintstones** (Geggus) Two fleets in *Black Sea*. RUSSIANS: Three armies and Capital in *North European Plain*, army in *Danubia*.

**Olde Sea Dogge** (Cowles) Fleets in *Western Mediterranean* and *Atlantic Ocean*. NORTH AMERICAN MIGRANTS: One army each in *West Indies* and *Great Plains*. BYZANTINES: One army each in *Crete* and *Morea*. SAFAVIDS: Capital and Army in *Persian Salt Desert*. PORTUGUESE: Army and Monument in *Southern Appenines*, one army each in *Patagonia*, *Ireland*, *South Africa*, and *Congo Basin*. NETHERLANDS: Army and Capital in *Lower Rhine*, armies each in *Central Europe* and *Central Massif*.

**Wesley Crusher Returns** (Anderson) Fleet in *Sea of Japan*. MAYANS: Army, Capital, and fort in *Central America*. GUPTAS: Capital and two armies in *Eastern Deccan*, one army in *Ceylon*. CRUSADERS: City, fort and army in *Palestine*. MONGOLS: Army each in *Yellow River*, *Si-Kyang*, and *Mekong*. SCOTTS: Army, city, and fort in *Highlands*. MANCHU DYNASTY: Army and Capital in *Manchurian Plain*, army and city in *Hokkaido*, army and Monument in *Szechuan*, army each in *Korean Peninsula*, *Honshu*, *Mongolia*, *Irrawaddy*, and *Ganges Delta*.

**Quantum Coyotes** (Kinsel) Fleets in *Eastern Mediterranean* and *Caribbean*. NILE KINGDOM: Army, City, and Fort in *Upper Nile*. KHMERS: One army in *East Indies*. HOLY ROMAN EMPIRE: Army each in *Northern Appenines* and *Dalmatia*. OTTOMAN TURKS: Army, Monument, and Capital in *Western Anatolia*, army and Monument each in *Middle Tigris* and *Zagros*, army each in *Pindus*, *Balkans*, *Eastern Anatolia*, *Lower Indus*, and *Western Ghats*. UNITED STATES: Army, Capital and Monument in *Appalachia*, army and city in *Mexican Valley*, army and Monument in *Northern Andes*, army each in *Deep South*, *Pacific Seaboard*, *Guiana Highlands*, and *Brazil*.

**Hellfighters** (Lewis) Fleets in the *Atlantic Ocean*, *Pacific Ocean*, *South China Sea*, *North Sea*, and *Bay of Bengal*. SYTHEANS: Army in *Persian Plateau*. CIVIL WAR: One army in *Pyrenees*. HUNS: Three armies in *Eastern Steppes* and one army in *Caucuses*. VIKINGS: Army each in *Scandinavia* and *Shatts Plateau*. SUB-SAHARAN MIGRANTS: Army each in *Central Africa* and *Madagascar*. MUGHALS: Army, Capital, and Monument in *Ganges Valley*, army and Monument in *Malayan Peninsula*, one army each in *Upper Indus*, *Western Deccan*, *Eastern Ghats*, *Sumatra*. BRITISH: Army, Capital and Monument in *Albion*, army, city, and Monument in *Western Iberia*, army and Monument each in *Australia*, *Chekiang*, *Yangtse Kian*, *Great Plain of China*, and *Wei River*, army each in *Southern Andes*, *Gold Coast*, *New Guinea*, *Northern Gaul*, and *Western Gaul*.

**"Mongrel"****Epoch II Empire Selection****Deadline for Assyria, Chou Dynasty, Vedic City States, and Greek City States: 2/1 Thursday**

**Civs-R-U**s (Lewis) keeps.

**Horsemen of the Apocalypse** (Wilson) passes to Gamers' Lonely Hearts Club.

**The Dark Side** (Eisenhut) keeps

**Hector** (Cowles) passes to the Horsemen of the Apocalypse.

**The Hoard** (Hurley) keeps

**Gamers' Lonely Hearts Club** (Anderson) passes to Hector.

Epoch II

**Civs-R-U**s plays Barbarians out of the Syrian Desert. *Levant* (vs. Babylonians, Bar: 6, 5; Bab: 4; wins), *Arabian Peninsula* (vs. Egypt, B: 6, 3; E: 2; wins), *Upper Tigris* (vs. Babylonians, Bar: 5, 4; Bab: 6; loses). ASSYRIA.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	Horsemen of the Apocalypse	4	7
Dan Eisenhut	The Dark Side	4	5
Murray Cowles	Hector	4	5
Chris Hurley	The Hoard	5	7
Dave Anderson	Gamers' Lonely Hearts Club	5	5
Andy Lewis	Civs-R-U	12	12

Final Positions

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

**The Hoard.** Fleet *Red Sea*. EGYPT: One army each in *Nubia* and *Upper Nile*.

**Civs-R-U**s. Fleet *Eastern Mediterranean*. MINOANS: Army and Capital in *Crete*, army and city in *Nile Delta*, army *Libya*.

**The Dark Side.** INDUS VALLEY: Two armies, fort, Monument, and Capital in *Lower Indus*, one army each in *Upper Indus*, *Western Deccan*, and *Eastern Ghats*.

**Horsemen of the Apocalypse.** BABYLONIA: Capital, army, and Monument in *Middle Tigris*, army in *Upper Tigris*.

**Hector.** SHANG DYNASTY: Army, Capital, Monument, and fort in *Yellow River*, armies each in *Wei River*, *Taurim Basin*, *Great Plain of China*, and *Chekiang*.

**Gamers' Lonely Hearts Club.** ARYANS: Army, city, and Monument in *Eastern Anatolia*, armies each in *Turanian Plain*, *Hindu Kush*, *Persian Plateau*, and *Zagros*.

Your event cards

are: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Epoch II Empire

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

**"Wolfpack"****Gamestart****Deadline for Epoch I Empire Selection: 9/8 Friday**Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Debbie Osborne	?	0	0
Brian Boulanger	?	0	0
Sean Cousins	?	0	0
Kevin Kinsel	?	0	0
Paul Bolduc	?	0	0
Caleb Cousins	?	0	0

Initial Positions

SUMERIANS: Capital and 2 armies in *Lower Tigris*, 1 army each in *Middle Tigris* and *Zagros*.

Your event cards

are: \_\_\_\_\_

Epoch I Empire Draw

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

# Prairie Dog

Turn 14

Deadline Turn 15: 2/1 Thursday

## Segment 1

**Andy:** Delay  
**John Henry:** Delay  
**Ronnie:** Delay  
**Laundry Boy:** Card B4 -- Chop (at Andy, with bottle), segment 1 of 2.

## Segment 2

**Andy:** Card 5 -- Aim (at Laundry Boy), segment 1 of 2  
**John Henry:** Delay.  
**Ronnie:** NMR  
**Laundry Boy:** Card B4 -- Chop (at Andy, with bottle), segment 2 of 2, BE becomes HEAD, LIGHT 6 (7 delay points, LOSE AIM), LOSE AIM.

## Segment 3

**Andy:** Delay  
**John Henry:** Pass  
**Ronnie:** NMR  
**Laundry Boy:** Card 12 -- Belt (at Andy), segment 1 of 3

## Segment 4

**Andy:** Delay  
**John Henry:** Pass  
**Ronnie:** NMR  
**Laundry Boy:** Card 12 -- Belt (at Andy), segment 2 of 3

## Segment 5

**Andy:** Delay  
**John Henry:** Pass  
**Ronnie:** NMR  
**Laundry Boy:** Card 12 -- Belt (at Andy), segment 3 of 3, VITAL, LIGHT 4 (3 delay points), LOSE AIM.

## End of Turn

**Andy** loses 6 delay points.  
**John Henry** loses 1 delay point.  
**Ronnie** loses 1 delay point.

## Beginning of Turn 15

John Henry gains 4 delay points due to wounds.

# Prairie Dog

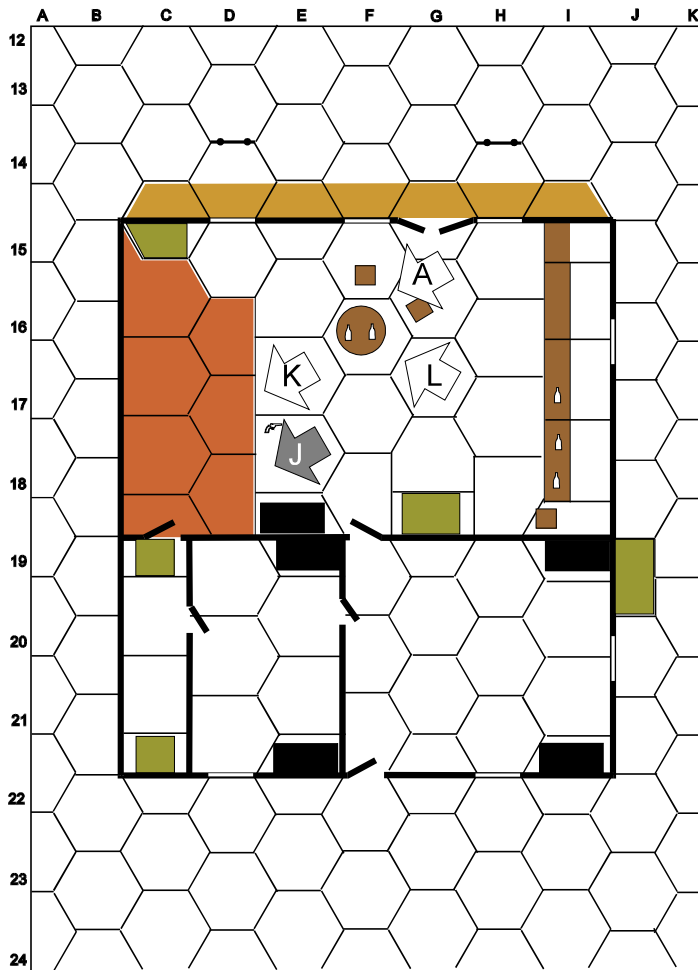


Table   
  Chair   
  Bottle   
 ← A Westerner

### Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	G16 > F16	4, 6, 9	None	5	5	SERIOUS 1
B	Steve Koehler	John Henry (J)	E18 > D18	5, 6, 8, 9	Brawling +2	5	25	GUN ARM 1, SERIOUS 2, LEG 4, DOWN
C	Mike Scott	Ronnie (K)	E17 > D17	5, 8	Brawling +2	0	13	
D	Paul Bolduc	Laundry Boy(L)	G17 > F17	1, 4, 5, 6, 7	Brawling +2	0	18	

### Weapons

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



## Canine

### Turn 4 Combat to Turn 5 Nexus Deadline Turn 5 Nexus: 12/27 Thursday

<u>Players</u>			
ATREIDES:	Debbie	BENE GESSERIT	Steve Koehler
	Osborne		
EMPEROR	Bill Scharf	FREMEN	Paul Bolduc
GUILD	Chris Hurley	HARKONNENS	Dave Anderson
LANSRAAD	Andy Lewis		

Lansraad: 7 tokens off-planet, 5 tokens Carthag, 8 tokens in the tanks.

Your spice: \_\_\_\_\_

Your cards: \_\_\_\_\_

#### Nexus

No new alliances formed. Harkonnen-Fremen alliance re-affirmed.

#### Spice Blow

8 spice in the Minor Erg

Worm in Red Chasm (8 spice destroyed)

8 spice in Habbanya Erg

#### Bidding

CHOAM Charity recipients: Bene Gesserit and Harkonnens

Six cards up for bid. Eligible bidders are: Atreides (3 cards),

Emperor (3 cards), Fremen (1 card), Guild (3 cards), Harkonnens (4

cards), Lansraad (2 cards).

Cards are: \_\_\_\_\_

\_\_\_\_\_

#### Movement

Turn 6 spice blow: \_\_\_\_\_

#### Final Positions

**Atreides:** 4 tokens Arrakeen, 8 tokens in the tanks, 8 tokens off-planet

**Bene Gesserit:** 1 token Arrakeen, 1 token Sietch Tabr, 13 tokens off-planet, 5 tokens in the tanks

**Emperor:** 7 tokens (5 Elite Sadaukar) off-planet, 13 tokens and Captain Aramsham in the Tanks

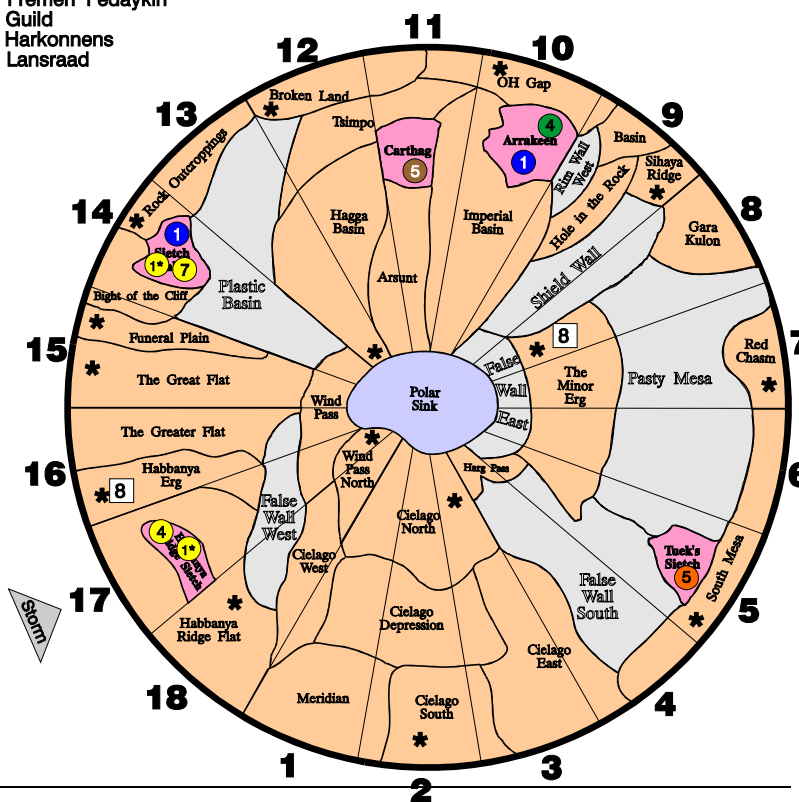
**Fremen:** 5 tokens (1 Fedaykin) in Habbanya Ridge Sietch, 8 tokens (1 Fedaykin) Sietch Tabr, 7 tokens (1 Fedaykin) and Stilgar in the tanks

**Guild:** 5 tokens Tuek's Sietch, 15 tokens off-planet

**Harkonnens:** 7 tokens off-planet, 13 tokens and Feyd-Rautha in the tanks

**Key**

- Tokens
- Spice
- Atreides
- Bene Gesserit
- Emperor
- Elite Sadaukar
- Fremen
- Fremen Fedaykin
- Guild
- Harkonnens
- Lansraad



## Anubis

### Turn 6 Land Movement through Homebound Naval Movement Deadline Turn 7: 2/1 Thursday

*Most powers consolidate their gains. Exploration reveals some prime territory. The Swedes encroach on Portuguese territory, but poor weather prevents them from disrupting the colony. Native uprisings hurt the English, Swedes, and French, and bad weather hurts everybody.*

#### Land Movement

**English:** Move gold bar to anchorage dot, two soldiers and two colonists from K to H, two soldiers and four colonists from anchorage dot to K.

**Portuguese:** Move one soldier from T to X (it's a 5 climate area with two natives), four soldiers from U to X and four soldiers and four colonists from anchorage dot to U.

**Dutch:** Move three colonists and two soldiers from J to L, and four soldiers and four colonists from anchorage dot to J.

**French:** Move four soldiers and two colonists from Y to Z, and four colonists and six soldiers from anchorage dot to Y. One soldier at Z prospects.

**Swedes:** Move one colonist from N to M (it's a 5 climate area with a site and one native), one soldier and two colonists from O to N, three soldiers from O to R, and two soldiers and four colonists from anchorage dot to N.

Native Combat

- English:** None.
- Portuguese:** None.
- Dutch:** One native and one soldier are killed in area L.
- French:** None.
- Swedes:** None.

Native Uprisings

Climate is a 1. Uprisings in H (1 colonist killed), M (1 colonist killed), N (2 colonists killed), and Z (0 colonist killed).

Survival

Climate is a 2. The English lose two soldiers in G, a soldier and a colonist in H, and a colonist in K. The Portuguese lose one colonist in R, one colonist in U, and one soldier in X. The Dutch lose one colonist in J and one soldier and one colonist in L. The French lose one soldier and one colonist in Y and one soldier and one colonist in Z. The Swedes lose one colonist and one soldier in N, one soldier in O, two soldiers in R, and one soldier in P.

Political Control

The Swedes gain political control in Area N.

Homebound Naval Movement

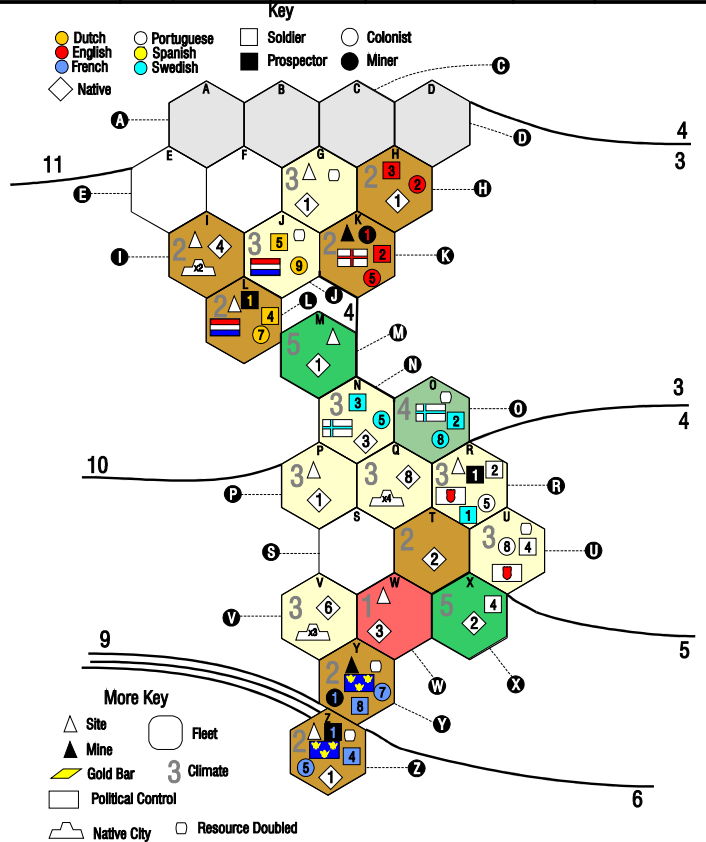
- English:** Dice: 4, 6, 6. No losses.
- Portuguese:** Dice: 2, 3, 4, 6. No losses.
- Dutch:** Dice: 4, 4, 5, 6. No losses.
- French:** Dice: 1, 5, 5, 6, 6. No losses.
- Swedes:** Dice: 2, 4, 4, 6. No losses.

Income

- Dutch:** Political control: \$90, resources: \$50.
- English:** Political control: \$60, gold: \$40, resources: \$14
- French:** Political control: \$90, resources: \$48
- Portuguese:** Political control: \$90, resources: \$42
- Swedes:** Political control: \$90, resources: \$42

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dan Eisenhut	\$254	13/0/2/0	4	4
English	Sean Cousins	\$194	17/0/3/0	4	4
French	Kevin Wilson	\$199	8/2/2/0	5	4
Portuguese	Bill Scharf	\$204	13/0/1/0	4	4
Swedes	Andy Lewis	\$261	11/3/5/0	3	4



**Dog Food**

Turns 7 and 8

Deadline Turns 9 and 10: 2/1 Thursday

Turn 7

- 1st: Steve Koehler (Eepeeep/Basset Imports, Ltd.)** Rolls Used: 5 \* 4  
**R - B - Goliath(o) (Observes \_\_\_\_\_) - B - Greathome(o) - B - Grand Port(o) - R - Y - R - NC5 - Multi-Generation Ship.**  
 Sell Finest Dust for \$50 + \$50 demand (Out of the cup pops a Servomechanism at 7b and Designer Genes at 9a). Buys Chicle Liquor for \$40.
- 2nd: Andy Lewis (Humans/Cash & Carrie)** Rolls Used: 1 6 6  
**A - R - B - Y - Airhome(o) (Observes \_\_\_\_\_) - A - R10 - Asteroid City East.**  
 Discovers Humans (Out of the cup pops Psychotic Sculpture at 10, Demand for Liquor at 9a, Chicle Liquor at 7a, and Demand for Silk at 3). Sell Space Spice for \$80 + \$120 demand (out of the cup pops Voll Silk at 1b and Demand for Sculpture at 2). Sell Space Spice for \$80 + 80 demand (out of the cup pops Space Spice at 2 and Demand for Liquor at 9a). Buy factory using IOU. Buy Primitive Art for \$60 (receive \$30 commission). Buy Agent for \$80. Buy Airhome for \$160. Buy one Rock Videos for \$120.

- 3rd: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)** Rolls Used: (5 \* 2) 3 1  
**Ice Station(s).**  
 NMR
- 4th: Eddy Mattei (Niks/Beagle Boys Enterprise)** Rolls Used: 4 5 6  
**Y - B - R - Jewel Port(o) - B - Jellybeast Landing(o) - A - Y - R - B - Y - R - A - Ice Station(o) - Ice Station(s)**  
 Sell Finest Dust for \$50 + \$50 demand (out of the cup pops Rock Videos at 4b and Demand for Spice at 4b).
- 5th: Chris Geggus (Qossuth/Rockville Emporium)** Rolls Used: 5 \* 3  
**B30 - (R30) - B - Y - B - (R) - A - (R) - Y - Open Port.**  
 Sells two Immortal Grease for \$200 (out of the cup pops Demand for Perfume at 3 and Megalith Paperweight at 9b). Buys Impossible Furniture for \$110 and Other Shoes for \$80 (\$40 commission to Cash & Carrie).
- 6th: Dan Eisenhut (Dell/Naga Trading Corp)** Rolls Used: 5 6  
**A - R20 - Terror Station(o) - A.**  
 Picks up Laser Relic.

1st: Steve Koehler (Eepeeep/Basset Imports, Ltd.) Rolls Used: 6 \* 4  
Multi-Generation Ship.

Sell Finest Dust for \$50 (Out of the cup pops a Fare to Base at 5). Buys Chiclé Liquor for \$40 and a Laser for \$100.

2nd: Andy Lewis (Humans/Cash & Carrie) Rolls Used: 3 4 4

Asteroid City East - R10 - A - Airhome(p) - Y - B - R - A - Y10.

3rd: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)

Rolls Used: (6 \* 2) 4 1

Ice Station(s).

NMR

4th: Eddy Mattei (Niks/Beagle Boys Enterprise) Rolls Used: 1 4 5  
Ice Station(s).

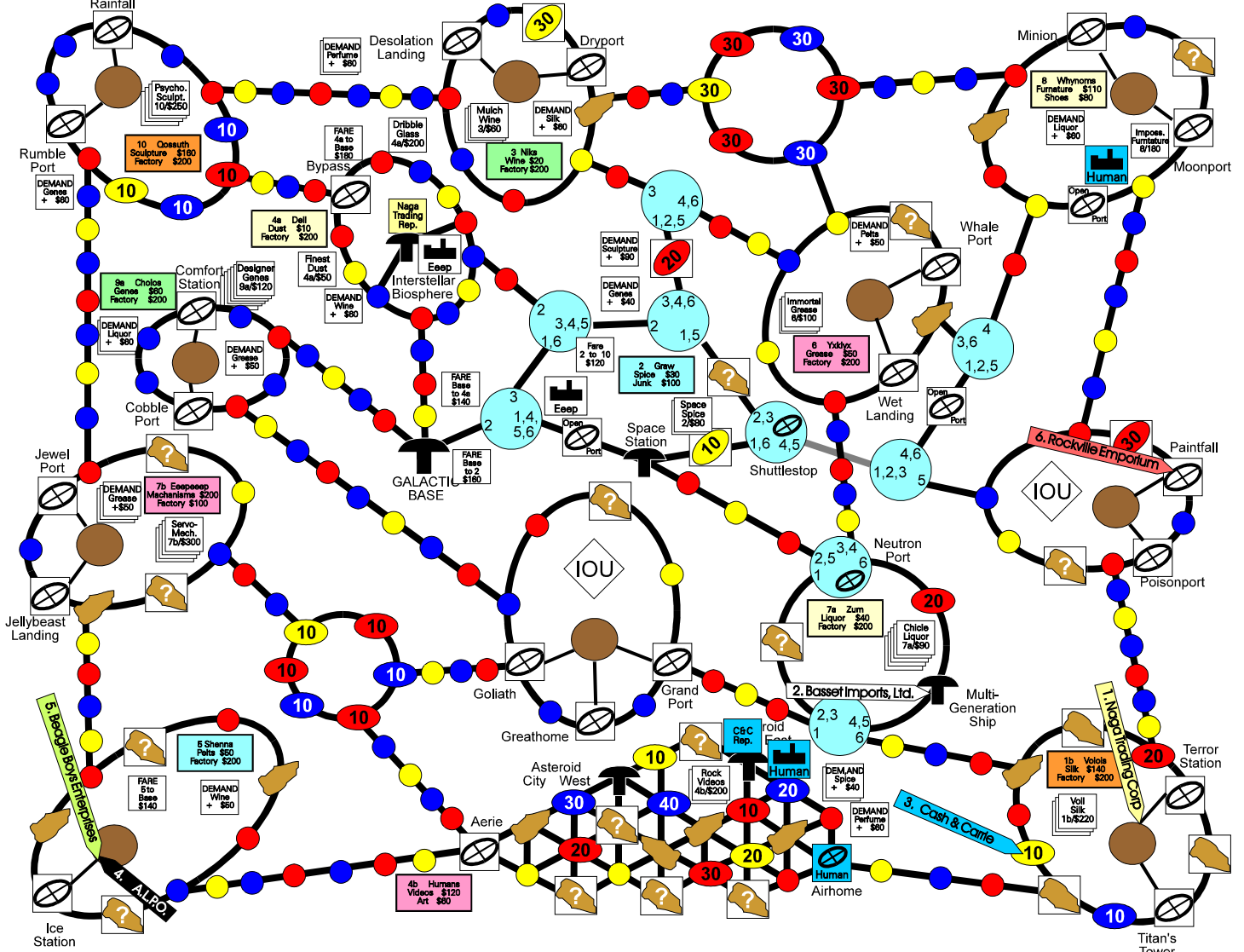
5th: Chris Geggus (Qossuth/Rockville Emporium) Rolls Used: 2 \* 3  
Open Port - Y - B - (R) - B - Y - B - (R) - (R30) - Paintfall(o).

Observes \_\_\_\_\_

6th: Dan Eisenhut (Dell/Naga Trading Corp) Rolls Used: 3 6

A - R20 - Terror Station(o) - Terror Station(s).

Discovers Volois (out of the cup pops Mulch Wine at 3, Megalith Paperweight at 9b, Impossible Furniture at 8, and Immortal Grease at 6). Trades in IOU and \$20 for one Voll Silk.



<p>1. Naga Trading Corp \$179 Scow Scout 9: 1 2 2 5 // 10: 1 3 5 5 (use 2)</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hull</th></tr> <tr><td>Voll Silk 1b/\$220</td><td>FARE 6 to 4b \$120</td><td>Air Foil (\$80)  Relic Laser (\$100)</td></tr> </table>	Hold1	Hold2	Hull	Voll Silk 1b/\$220	FARE 6 to 4b \$120	Air Foil (\$80)  Relic Laser (\$100)	<p>2. Basset Imports, Ltd. \$40 Rocket Scout 9: 3 4 // 10: 1 1 (Use 1 * 4)</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hull</th></tr> <tr><td>Chicle Liquor 7a/\$90</td><td>Chicle Liquor 7a/\$90</td><td>Laser (\$100)</td></tr> </table> <p>Graw \$200 Dell \$200</p>	Hold1	Hold2	Hull	Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90	Laser (\$100)	<p>3. Cash &amp; Carrie \$70 Normal Scout 9: 2 5 6 // 10: 2 4 6</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hull</th></tr> <tr><td>Rock Videos 4b/\$200</td><td>Primitive Art 4b/\$160</td><td>Switch Switch (\$100)</td></tr> </table> <p>Wallow \$100 Airhome \$200 Human \$100</p>	Hold1	Hold2	Hull	Rock Videos 4b/\$200	Primitive Art 4b/\$160	Switch Switch (\$100)	<p>4. AL.P.O. \$90 Fast Clipper 9: 1 4 4 // 10: 3 3 5 (Double one)</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hull</th></tr> <tr><td>FARE 10 to Base \$150</td><td></td><td>Rock Videos 4b/\$200  FARE 7b to Base \$110</td></tr> </table>	Hold1	Hold2	Hull	FARE 10 to Base \$150		Rock Videos 4b/\$200  FARE 7b to Base \$110	<p>5. Beagle Boys Enterprises \$325 Sports Scout 9: 1 5 5 5 // 10: 2 3 5 6 (Use 3)</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hull</th></tr> <tr><td></td><td></td><td></td></tr> </table>	Hold1	Hold2	Hull				<p>6. Rockville Emporium \$110 Torch Scout 9: 2 // 10: 1 (Times 3)</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hull</th></tr> <tr><td>Imposs. Furniture 8/\$180</td><td>Other Shoes 8/\$160</td><td>Shield (\$60)  Red Cup (\$120)</td></tr> </table>	Hold1	Hold2	Hull	Imposs. Furniture 8/\$180	Other Shoes 8/\$160	Shield (\$60)  Red Cup (\$120)
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Goods and Demands in undiscovered cultures:

**1a (Nillis):** two Bionic Perfume

**9b (Wollow):** four Megalith Paperweight, Demand +\$70 for Impossible Furniture

Notes

Remember that Relics can only be traded in for credit with the culture to which they are traded, just like IOUs, and they are only worth half their face value at that time. Also, **will Paul Bolduc please submit standby orders for A.L.P.O.**

**“Dog Biscuit”**

**Gamestart**

**GM: Andy Lewis**

**Deadline for Turn 1 is January 30, Tuesday**

With the addition of Brian Boulanger to the list in the current SOB, we have a game start. Enclosed is a copy of the rules of the game (except for Sean and Caleb) so that you know how to play this terribly difficult game. It also includes a complete player list. We will be playing with all the optional rules except for extra managers and two divisions. Since you don't get the exciting map or the season log, I'll tell you what they look like. The map has eight numbered spaces and a ninth space which says playoffs. This means when one team has won nine games the playoffs will start; only the top 4 teams will advance - ties for 4th will be broken by one game playoffs. The season logs has spaces for 18 games initiated, 9 drafts, and 9 trades; remember the games played is only for games that you decide to play as your action for the turn.

House Rules

1. One complete turn per mailing.
2. Moves can be conditional on other things which have happened. For example, trade with Caleb as long as he doesn't have any players 2 or below otherwise trade with Chris or play team with lowest team total excluding goalie.
3. You can set player orders or say randomize for games to be played. (i.e., F1, D1, F3, G, D2, F2 or randomize). If you randomize, I'll shuffle the cards for the player order.

4. Since people can keep track of the order players have been returned to the draft pools (decks), I'll shuffle each deck after all the players in it have been used. This is to prevent card counting.

5. Moves are due to me two days before Chris' deadline each issue. E-mail is great. Mail is fine or you can call the move in if you want as long as you call before 9 pm Eastern. My number is (302) 644-1984. We have an answering machine which allows long messages to be left if you wish to call during the day to leave your move. Or you can always e-mail your move.

That's probably about all. Instead of the map, I'll have Chris list, the team's in standings order with their records showing first. See the initial start shown below. I'll list the actions which each team has taken below the team name in the order games/trades/drafts. The first deadline is sometime in January; I repeat it isn't with the current issue. Oh yea, don't forget to submit team name which will make the game more interesting; otherwise you'll get stuck with the name I've assigned below. Just so everyone knows, Tiny Tim is my favorite franchise player. At last year's Avaloncon, he scored 5 goals for me in the opening round. I didn't win the round, but I had fun. Oh and having Tiny Tim score on you was one of only three things that could occur for which you were allowed to whine.

The Teams

Team	Manager	Record	Forwards	Defense	Goalie	Trades	Drafts	Games
Bolduc's Soups	Paul Bolduc	0-0-0	F1: Guy Whiz 7 F2: Eric the Redline 5 F3: Snow Howe 3	D1: Tex Hitter 4 D2: Gay Blade 1	G: Bo Legs (2)	0	0	0
Blendor's Barbarians	Chris Hassler	0-0-0	F1: Bobby Howl 5 F2: Frosty Todd 1 F3: Sir Stanley Kup 5	D1: Cheap Shot b2 D2: Jack the Tripper b3	G: Golden Gums (0)	0	0	0
Narhi's Grape Nehis	Ward Harhi	0-0-0	F1: Napoleon Bonapuck 4 F2: Superstar * F3: Captain Hook 2	D1: Cardinal Finner 5 D2: Hip Checker 1	G: Stonewall Jackson(6)	0	0	0
Anderson's Chicken Littles	Dave Anderson	0-0-0	F1: Frank N. Stick 5 F2: Chubby Checker 3 F3: Swede Sixteen 5	D1: Moose 3 D2: Boney Maloney 2	G: King Neptue (7)	0	0	0
Boulanger's French Breads	Brian Boulanger	0-0-0	F1: Chairman of the Boards 6 F2: Puck Rogers 7 F3: Rebel Rouser 3	D1: Tiny Tim ½ D2: Charge Kard 3	G: Crease Lightning(10)	0	0	0
C. Cousins' Coxwains	Caleb Cousins	0-0-0	F1: Phantom of the Ice 6 F2: Cyclone Henri 6 F3: Jock Strappe 4	D1: Antoni Zamboni 7 D2: Headlock Holmes 5	G: Canada Post (5)	0	0	0
S. Cousins' Comrades	Sean Cousins	0-0-0	F1: Slap Happy 1 F2: Fat Trick 2 F3: Slash Gordon 3	D1: Hi Stick 6 D2: Iron Orr 7	G: Stu Late (1)	0	0	0
C.J.'s Clavers	Chris Geggus	0-0-0	F1: Robin Hooker 4 F2: Billy the Skid 2 F3: Chief Sitting Bench 2	D1: Captain Canuck 7 D2: El Boss b5	G: Masked Man (8)	0	0	0

Teams are listed in the order in which they will take their turns.

## Trivia Quiz

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. Every 10 points earns you a free issue.

And so, without further ado, the answers to last issues questions:

Q1. What is Sulu's first name?

A1. Hikaru. This was first mentioned in the movie Star Trek VI.

Andy York and Chris Geggus each receive 1 point.

Q2. On what date was NCC-1701D commissioned?

A2. The *Enterprise* was commissioned on October 4, 2363, or stardate 40759.5.

Andy York and Caleb Cousins each receive 1 point.

Q3. How old was William Riker when he left his father?

A3. 15. (Technically, his father left him, but you get the idea).

Andy York and Caleb Cousins each receive 1 point.

Q4. Approximately how fast is Warp 9 in terms of the speed of light?

A4. 1516 times the speed of light. (In the original series, it was 729, but the warp scale was redone at the start of Next Generation.)

Andy York receives 2 points.

Q5. What is the maximum range of the transporter?

A5. 40,000 km.

Andy York receives 2 points.

### *Current Scores*

Andy Lewis	15	Chris Geggus	7½
Andy York'	7	Dan Eisenhut	5
Bill Scharf	4	Kevin Wilson	3½
Jeremy Gerson	3	Kevin Kinsel	2½
Caleb Cousins	2½	Dave Anderson	2
Paul Bolduc	1½	Steve Koehler	1½
Bob Robles	1	Ward Narhi	½
Debbie Osborne	½		

### *New Questions*

#### **Topic: Ancient Rome**

1. What do the letters S.P.Q.R. stand for?
2. According to legend, on what date was Rome founded?
3. Rome was dominated by what race until 509 B.C.?
4. Pyrrhus went to war with Rome to aid what city?
5. Carthage was a colony of what city?

## Pedagogy

When a star the size of our sun starts to exhaust the hydrogen in its core, a number of changes take place. The helium core is no longer producing energy, so it loses heat to the surrounding layers. As the core cools, its pressure has to increase to compensate for gravity, therefore the core contracts. As it contracts, it tends to heat up. The combination of the increasing gravitational pull at the surface of the core with the increasing core temperature results in the ignition of the hydrogen in the layer surrounding the core. The fusing hydrogen shell drops more helium onto the core, which continues to collapse. This results in an ever increasing gravity at the surface of the core, which in turn causes the hydrogen shell to burn ever more fiercely. Eventually, the star is producing more energy than it did when it was in its normal hydrogen burning, or "main sequence" phase.

There are generally three different ways to transfer heat: conduction, radiation, and convection. In a star, conduction plays only a minor role. Normally, radiation is the dominant form of heat transfer. However, there is a limit to how fast heat can diffuse through a dense material by radiation. In the hydrogen shell burning stage, the amount of heat produced far exceeds what can be radiatively diffused through the star. Initially, the excess heat goes toward heating the star's interior, causing it to expand. In a star the size of the sun, this will cause the star to expand to about 50 times its original radius, or about two-thirds of the way to Mercury's orbit. Eventually, however, the heating will cause the lower layers to become so hot that convection will start. Convection is a more efficient heat transfer mechanism than radiation, so heating of the interior will cease at that point. The star is now a red giant.

Meanwhile, the inert helium core is getting larger and larger. Eventually, it gets so dense that only electron degeneracy pressure is preventing complete collapse. If you'll recall, electron degeneracy is what happens when atoms get so close together that they share electron states, and all of the lower states are occupied with electrons. In this state, matter becomes very inelastic with temperature. In other words, if you heat it up, it doesn't expand much. This becomes important because at some point, the temperature of the core will become great enough for helium to ignite and burn into carbon by the triple-alpha reaction. This produces heat, which under normal circumstances would expand the matter around it and thus

reduce the density. Since this matter is degenerate, however, that is impossible, so the reaction starts to run away, until the matter is so hot that it can no longer remain degenerate. This is the "helium flash."

After the helium flash, the core expands, and hence the core's surface gravity drops. This causes the hydrogen burning shell to burn less brightly. The net effect is that the star now produces less energy, despite the fact that it now has two energy sources rather than one. This, combined with the fact that the star loses mass in the red giant phase causes the star to shrink. It doesn't return to its original size, but it does get down to about 5 times its original radius. The star is now on what astronomers refer to as the "horizontal branch." This is because they tend to have the same luminosity, but may have different surface temperatures, depending on how much mass was lost in the red giant phase, and as a result, appear to be on a horizontal line on the Hertzsprung-Russel diagram.

What happens when the helium in the core is exhausted? Similar to when the core hydrogen is exhausted, the core contracts and heats, causing helium to burn in a shell around the core. The surface gravity of the core increases, causing the two shells (helium and hydrogen burning) to burn more fiercely. The star expands tremendously -- as much as 300 times its original radius. This would take the sun well past Earth's orbit and more than half way toward Mars'. The star is now an asymptotic giant. At such huge radii, the surface gravity of the star is very small, which means that light pressure is sufficient to blow off the outer layers of the star, producing what is called a planetary nebula. An example of a planetary nebula is the Ring Nebula in the constellation of Lyra. It consists of a huge, hollow sphere of gas, illuminated by the still burning core.

Eventually, the hydrogen and helium burning shells will run out of fuel, and since the star is not massive enough, especially after the planetary nebula phase, to start the ignition of carbon, the star will end up as a white dwarf. White dwarves are bodies about the size of the Earth, held up by electron degeneracy pressure. They shine by the residual heat of their formation. White dwarf stars are probably quite common in the universe. We can see many examples of them today, such as the companion star to Sirius.

Next time, the evolution of high mass stars, and the mechanics of supernovae.

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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, 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, Kevin Kinsel, Stuart Schoenberger **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson **New World:** Dan Eisenhut, Kevin Kinsel **Merchant of Venus:** Andy York, Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis **Die Macher:** Andy York **Outpost:** Andy York, Dave Anderson, Dan Eisenhut, Michael Lowrey **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson **Stellar Conquest:** Andy York, Paul Bolduc, Dean Cochran, Stuart Schoenberger **Gunslinger:** Paul Bolduc, Mike Scott

Standby Calls

Bill Scharf for Naples in "Rabid Dog"

Paul Bolduc for A.L.P.O. in "Dog Food"

You, if checked, ( ) for the Papacy in "Rude Dog"