

Notes from Hades

This issue is a landmark issue, since it marks the start of my first subzine. "In the Doghouse" makes its debut within the pages of this very rag, brought to you by our very own Marmaduke (AKA Andy Lewis). He responds well to arm twisting. He is currently running Slapshot and Siedler von Caton, and is currently taking suggestions for his third game.

Mike Scott has asked me to pass along that he wants to start up a Machiavelli game in S.O.B. The details are below in the Wish List. He is also trying to start up a game of Advanced Civilization by email. If you are interested, please contact him. His snail and email addresses are in the list.

On the same topic, Paul Bolduc has asked me to pass along that he is asking for players interested in Stellar Conquest. He is also toying with the idea of Down with the King and Lift-Off, and if you like this zine, you will probably like his *Boris the Spider* as well. Check it out. His addresses are also in the list.

The latest issue of *Zine Register* is out! The new editor, Michael Lowrey, has put together a fine effort, even if it isn't as voluminous or graphical as the efforts by his predecessors Pete Gaughan and Gerret Schenk. It is an invaluable look at the current state of the hobby, so if you are looking at expanding your zine participation (as you should always be) it is definitely worth getting. (What can I say -- he gave me a great review!) *Zine Register* costs \$2.00 (\$4.00 overseas) and Michael's address is also in the list.

Finally, I have some sad news. One of my favorite zines, *Perelandra*, is folding. Pete Gaughan has always put out a very impressive zine which never failed to capture my interest. His first place finish for three consecutive years in the Runestone Poll testifies that my opinion was not an isolated one. Sadly, however, Pete is unable to continue due to the financial drain, especially since he is self-employed. As a fellow entrepreneur, I can certainly sympathize with his plight, and I wish him the best. I certainly hope we see his return to publishing soon.

This issue's deadline will be on **Thursday, April 11 at 5:00 pm Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

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Flier Games

"Proteus"	Midway Campaign	1300 Oct 27
"Canis Major"	Stellar Conquest	Turns 45, 46
"Dingo"	4000AD (Kevin Wilson GM)	Turns 1-4

Game Openings

"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, Brian Boulanger, and Bill Scharf, need 3 more, **but I will start this game with the next issue, regardless of how many have signed up.**

Wish List

Die Macher is a game of German elections. Have Andy Lewis and Stuart Schoenberger, need 2 more.

2038 is an 18xx-style game based on asteroid mining. Need 6.

Machiavelli guest GMed by Mike Scott. This will be the Struggle for Dominance, Part II scenario, run using the first edition rules (I believe). No optional rules in play. Need 6.

Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

S.O.B. is a zine of unusual postal games, and anything else I feel like including. Your publisher is:

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

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

Ray Grib

I read with great interest Chris' review of the new release of Machiavelli in the last Diplomag. So I promptly ordered it from Avalon Hill. Upon receiving it, I sat down to review the rules and changes. Personally, I love it! They obviously did their homework in designing and re-thinking some of the more awkward aspects of the original Mach. The only thing I didn't like was the changing of the countries background colors. This wasn't necessary and doesn't improve the quality. It just gives us loyal Mach players the hassle of repainting all of our game markers we use on our mapboards at home to keep

track of our games. Otherwise I am enthusiastically looking forward to playing the new Mach, which leads into my next inquiry: Chris, when do you intend to switch over to the new edition in S.O.B.? And will you play out the remaining games then convert completely, or still run original Mach games?

[First of all, thanks for the endorsement of my article. The article in question first appeared in my other zine, Niccolo, and was later reprinted in both Diplomag and Diplodocus.]

[I agree with most of your comments on the new Mach. They definitely cleaned up the old system, mainly by making it more consistent with

Diplomacy, but they retained that same feel as the original Mach. I'm not sure I like the fact that control of areas is only determined once a year, instead of each campaign, but we'll see how it works in play. I am in complete agreement with you on the gratuitous color switch, though.

[Now, to answer your question, I intend to switch over to the new Mach with any new games I run. I don't intend to switch the colors I use on the maps, however. I will consider running new games under the old rules if there is sufficient demand. I like to keep a limit of three Mach games running at all times, so I won't start a new one until one of the current games finishes (or The River goes back to Jason, whichever comes first). I have no plans to switch over the games in progress. I don't believe it's proper to switch rules in mid-game.]

Rich Goranson

Re question #1 of two issues ago in your trivia quiz: The Hikaru Sulu was first mentioned in the novel *My Enemy, My Ally* by Diane Duane in 18=986 (earlier) not STVI:TUC. Diane Duane was the best of the Star Trek novelists until Peter David came along and also gave Uhuru her first name (Nyota).

[I haven't read many of the Star Trek novels, so I was unaware of this. There is some dispute about whether the novels should be included in the "official" Star Trek history. Some of the earlier novels depict events which are completely inconsistent with events in later series and movies. For that matter, Roddenberry himself wasn't all that hot on Star Trek V, and considered the events in that particular fiasco to be apocryphal.]

You have a problem with cats? If the nickname "Sabertooth" is unacceptable to you how about "Fang" (from the Genesis classic "White Mountain")?

"Fang, son of Great Fang. The traitor we seek,

The laws of the brethren say this:

That only the King sees the crown of the gods,

And he, the usurper, must die!"

[I have no problem with cats. You are free to choose whatever nickname you like, as long as you don't mind being treed by this mangy pack!]

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

Spring 1458

Deadline/Summer 1458 4/11 Thursday

Milan fights Venice to a standstill while losing ground to France. The Turks take the Neapolitan capital while getting blown back at sea. Meanwhile, the Pope sits quietly by....

Fall 1457 Retreats

Milan A1 retreats to Pavia
Milan A6 retreats to Piancenza
Venice A4 retreats to Carinthia

Builds

		Treas	Cost	Rem
Fra	Maintains all, builds A6 Avignon, F3 Marseilles	36	30	6
Mil	Maintains A2 Brescia, A4 Cremona, A5 Milan	14	12	2
Nap	Maintains all, builds F3 Bari	15	15	0
Pap	Maintains A1 Ferrara, A2 Mantua, A3 Spoleto, A4 Sienna, F1 Bologna, F3 Lucca	60	18	42
Tur	Maintains F1 Gulf of Naples, F4 Lower Adriatic, F6 Western Mediterranean	23	9	14
Ven	Maintains all, <u>builds F3 Dalmatia (imp., not a port)</u>	57	27	30

Expenditures

The Turks spend 12 ducats to disband Naples A1 Naples.

Orders

France(): A1 FORNOVA supports A5
A2 SWISS supports A6
A3 PONTREMOLI supports A1
A4 (EM) MONTFERRAT besiege (autonomous garrison destroyed)
A5 Turin to PAVIA
A6 Avignon to TURIN
F1 WESTERN GULF OF LYON holds
F2 WESTERN TYRRHENIAN SEA to Western Mediterranean
F3 Marseilles to PROVENCE(SC)

Orders (cont.)

Milan(): A2 BRESCIA to Trent
A4 CREMONA supports A5 (cut)

A5 (EM) MILAN supports A2 (cut)

Naples(): A1 Naples converts to G1 (nsu)

A2 SALERNO supports F2

F1 RAGUSA to LOWER ADRIATIC

F2 OTRANTO supports F1

F3 BARI supports F1

Papacy(): A1 FERRARA supports A2

A2 MANTUA besieges (autonomous garrison destroyed)

A3 SPOLETO holds

A4 SIENNA besieges

F1 BOLOGNA supports A1

F3 Lucca to PISA

Turks(): F1 Gulf of Naples to NAPLES

F4 Lower Adriatic to Bari (DISLODGED, retreat Ancona,

Dalmatia, Aquila, Albania, Durazzo, Ionian Sea, Otranto,

OTB)

F6 WESTERN MEDITERRANEAN holds

Venice(): A1 BOSNIA to HERZEGOVINA

A2 TRENT supports A3 (cut)

A3 (EM) COMO to Milan

A4 CARINTHIA supports A3

A5 PADUA holds

F1 UPPER ADRIATIC supports F Dalmatia to Lower Adriatic (nsu)

F2 (EM) VENICE LAGOON supports F1

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

Notes

Remember, fleets can only be built at ports. Ports are marked with an anchor symbol on the map.

Press

Naples - France: C'mon down, y'all.

Pope - Milan: Mouth moniker is because you are a demagogue. you'll say anything no matter how outrageous. Still, you have no reason to fear me.

Papacy - Austria: Had you retreated before the build you would have earned yourself a ducat. Why didn't you? I wrote provisional orders for a loan if you did the retreat but I am not going to throw ducats away to someone who isn't opportunistic. Duh!

Pope - Venice: I'll overlook your sneaky abidance of the 2-2 fleet ratio and let it go. Ok, Padua is yours, actually my orders last turn were to vacate it anyways. I'll pick up neutrals for a bit.

Pope - Milan: You need France to let up. Not much I can do for you at this point but I will leave you alone.

Pope - France: I'll leave you alone.

Pope - Naples: I can't believe you have managed to outmaneuver the Turk so well. You truly are a master of tactics!

Pope - Venice: No hostile action. I will be interested to see what you built and where you moved it. Stick to the deal!

Pope - Turk: You know, I might be more inclined to help you out if you wrote a little press here so I can judge your character.

Pope - Naples: If the Turk doesn't want to write then I will root for you. (But no aid as I am neutral.)

Pope - France: Hey, convoy one of my armies to Sardinia and I will protect it for you.

Pope reminisces: And they thought I was crazy when I attacked Florence.

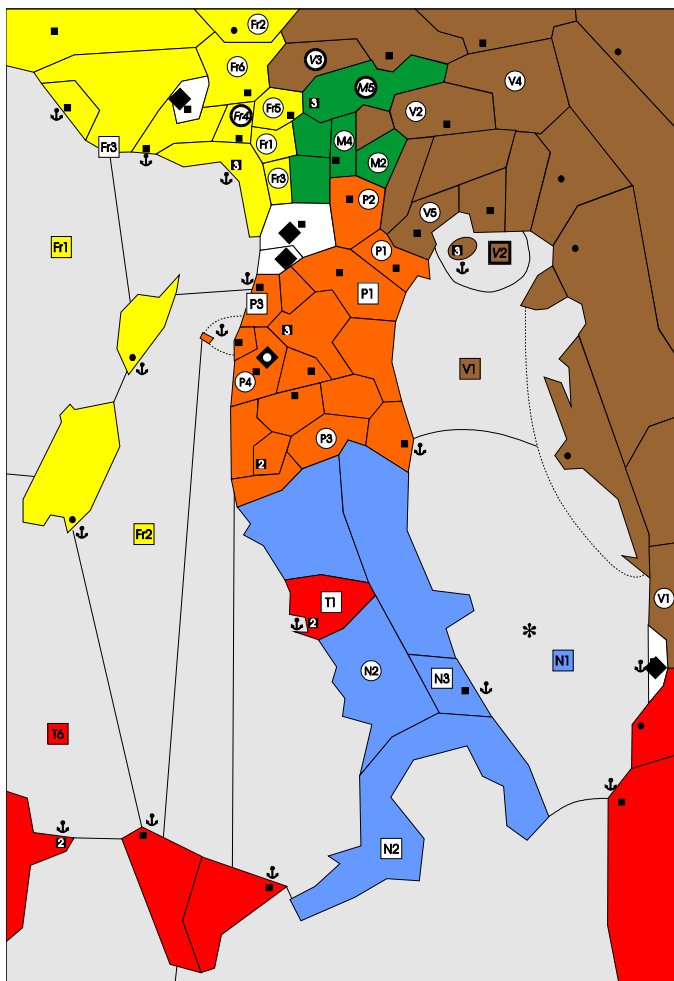
Borgia Pope declares: A certain city is proving themselves unfaithful and I am getting ready to excommunicate them. Ignore a command from God at your own peril.

Venice - Papacy: You need not worry about my fleets. Note that the elite fleet is staying home. I'm concentrating on the scheming Milanese. Where are you going north or south?

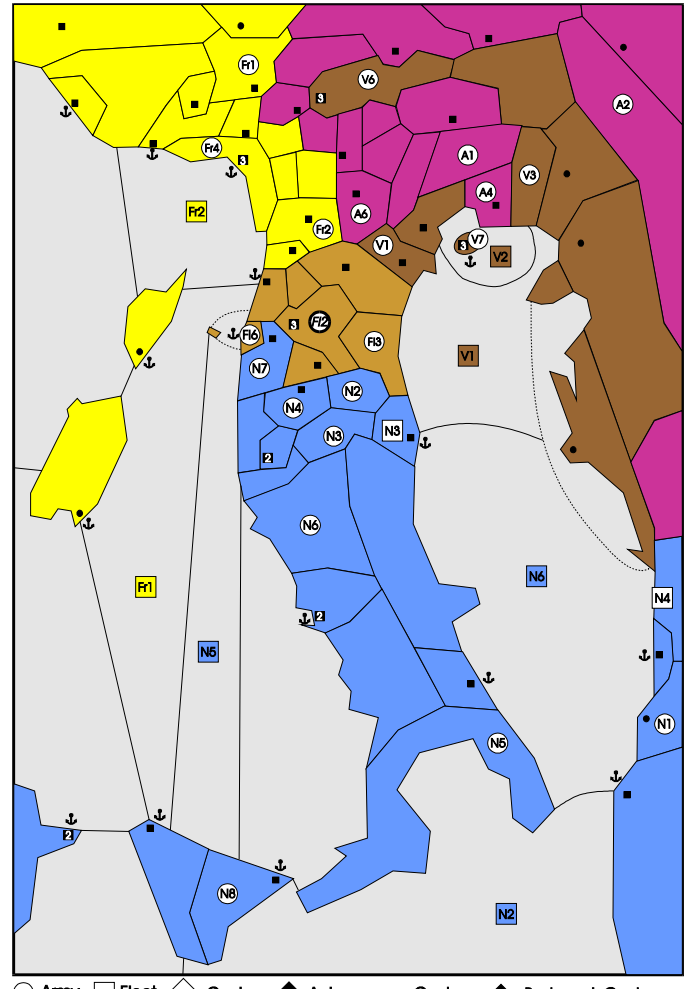
Venice - Turkey: The Herzo move is to hinder any retreat by Naples fleet. Hope it worked.

Venice - France: Still need some idea of your plans re: Milan. Meanwhile Good Hunting. What do you say about Venice conquering Milan and giving you half of the money. If we split it up no one gets the variable income.

"Rude Dog"



"The River"



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

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

The River / MGN# O/B/8/AD2/1Spring 1461Deadline/Summer 1461 4/11 Thursday

Austria and Venice throw many ducats around messing with each others' armies and, not incidentally, confusing the northern situation even further. France and Naples continue to put the squeeze on Florence. Finally, plague hits early and often.

Fall 1460 Retreats

Florence A3 retreats to Romagna
Venice A5 retreats to Treviso

Builds

		Treas	Cost	Rem
Aus	Maintains A1 Trent, A2 Hungary, A3 Carinthia, A4 Vicenza, A6 Mantua, A7 Verona, no new builds	42	18	24
Flo	Maintains A1 Bologna, A3 Romagna, A5 Piombino, builds A2 (Elite Mercenary) Florence, G1 Bologna	26	18	8
Fra	Maintains all, builds A1 Swiss	36	18	18
Nap	Maintains all, builds A5 Bari, A6 Naples, A7 Palermo, A8 Messina	39	39	0
Ven	Maintains all, builds A4 Padua, A7 Venice	46	27	19

Expenditures

Austria spends 12 ducats to disband Venetian A4 Padua
Austria spends 12 ducats to disband Venetian A5 Treviso
Venice spends 18 ducats to buy Austrian A3 Carinthia

Orders

Austria:
(Grib) A1 Trent to VICENZA
A2 Hungary to SLAVONIA
A3 Carinthia supports A2 (nsu)
A4 Vicenza to TREVISO
A6 MANTUA to Ferrara
A7 VERONA to Padua

Florence:
(Scott) A1 BOLOGNA to Modena
A2 (EM) FLORENCE supports G1
A3 ROMAGNA supports G1 (cut)
A6 PIOMBINO holds
G1 BOLOGNA CONVERTS to A4

France:
(Marcinonis) A1 SWISS to TURIN
A2 MODENA to Bologna
A4 Montferrat to GENOA
A6 Genoa to LUCCA
F1 Corsica to WESTERN TYRRHENIAN SEA
F2 EASTERN GULF OF LYON transports A6

Orders (cont.)

Naples:
(McConnell) A1 Aquila to ALBANIA
A2 URBINO supports French A Pisa to Florence (nsu)
A3 Rome to SPOLETO
A4 PERUGIA supports A7
A5 Bari to OTRANTO
A6 Naples to CAPUA
A7 Palermo to SIENNA
A8 MESSINA holds
F2 Otranto to IONIAN SEA
F3 ANCONA to Romagna
F4 HERZEGOVINA supports F6
F5 EASTERN TYRRHENIAN SEA transports A7
F6 LOWER ADRIATIC transports A1

Venice:
(Palumbo) A1 FERRARA to Verona
A2 Carniola to CARINTHIA
A3 FRIULI supports A4 (nsu)
A4 Padua to Vicenza (nsu)
A5 Treviso supports A4 (nsu)
A6 Carinthia to MILAN
A7 VENICE to Padua
F1 UPPER ADRIATIC supports F3
F2 VENICE LAGOON transports A7
F3 DALMATIA to Lower Adriatic

Summer 1460 Plague

Good Year: Salerno, Verona (Austrian A7 destroyed), Dalmatia (Venetian F3 destroyed), Lucca (French A6 destroyed), Bologna (Florentine A1 and G1 destroyed), Carinthia (Venetian A2 destroyed), Provence

Press

Austria - Venice: I'm going for the jugular, Godfather.
Austria - Florence: I think it's going to take more than Venice to do something about Naples.
Austria - Naples: How about some back-door treachery?
Austria - France: How come everybody wants me to pick on you?
GM on vacation to rabble of players: Are you boys behaving yourselves for Uncle Chris while I'm away?
Cerberus - Jase: They have been a GM's dream.
Venice - Austria: Godson.....don't complain about the ultimate winner Naples having no enemies. I'm ready and willing as soon as you get off my back.
Venice - Florence: Free up one northern unit and I'll push it thru.

Treasuries

Austria: 0 Florence: 8 France: 18
Naples: 0 Venice: 1

Rabid Dog / MGN# O/E1/9/ABC/1**Spring 1451****Deadline/Summer 1451 4/11 Thursday**

The winter lull is shattered by blood and treachery! Austria helps France tighten the noose around Milan. Meanwhile, Genoa strikes back at France, eliminating a French fleet. The Pope launches a sudden attack on Florence, while the Turks catch Naples napping. Venice ejects the Papal fleet from the vicinity of his capital, but can he protect his interior?

Builds

		Treas	Cost	Rem
Aus	Maintains all, builds A4 Hungary	16	12	4
Flo	Maintains all, builds A3 Florence, A4 Arezzo	19	12	7
Fra	Maintains all, builds A3 Avignon, F2 Marseilles	17	15	2
Gen	Maintains F1 Western Tyrrhenian Sea, F3 Genoa, builds Elite Mercenary G1 Genoa, F2 Eastern Gulf of Lyon	15	15	0
Mil	Maintains all, builds G1 Milan	17	12	5
Nap	Maintains all, builds F3 Messina	20	15	5
Pap	Maintains all, builds A4 Bologna, A5 Perugia, F2 Ancona	29	21	8
Tur	Maintains all, builds A2 Albania, F3 Durazzo	20	15	5
Ven	Maintains all, builds Elite Mercenary F1 Venice	29	12	17

Expenditures

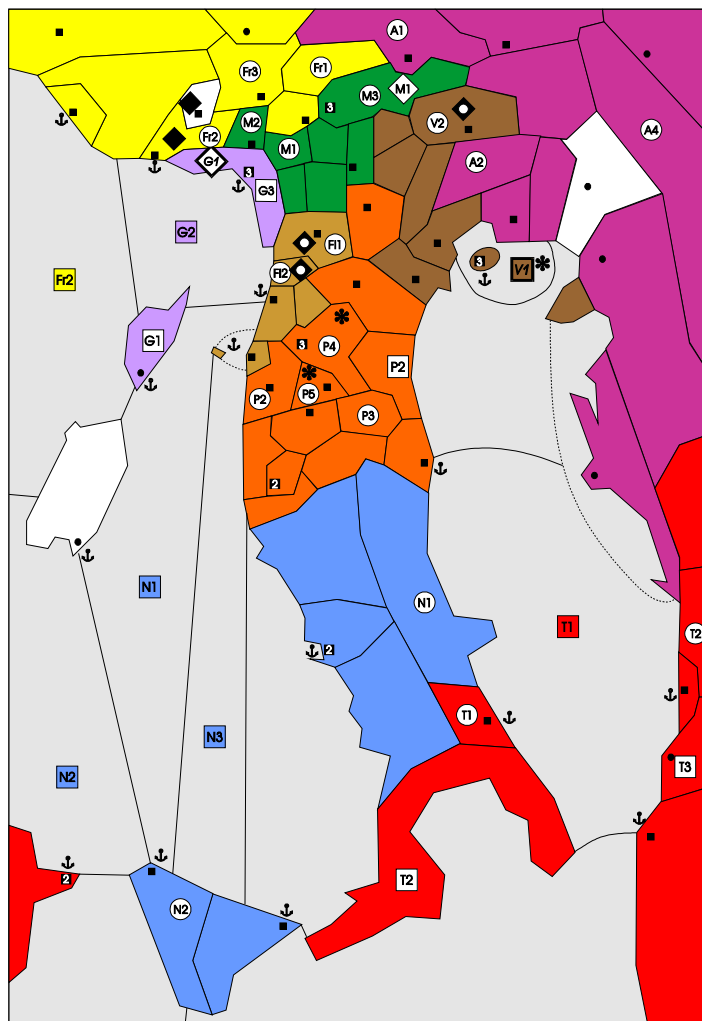
Milan spends 3 ducats for famine relief in Montferrat

Venice spends 3 ducats to counterbribe F1

Orders

Austria:	A1 TYROLEA supports French A1 to Como
(Koehler)	A2 Treviso to VICENZA
	A3 Croatia to DALMATIA
	A4 Hungary to SLAVONIA
Florence:	A1 MODENA besiege
(Lewis)	A2 LUCCA besiege
	<u>A3 Florence supports A4 (cut, DISLOADED, retreat Pistoia, Pisa, OTB)</u>
	<u>A4 Arezzo hold (DISLOADED, retreat to garrison, OTB)</u>
France:	A1 Pavia to COMO
(Wilke)	A2 SAVOY supports A3
	A3 Avignon to TURIN
	<u>F1 Corsica supports F2 (cut, ELIMINATED!)</u>
	F2 Marseilles to WESTERN GULF OF LYON
Genoa:	F1 Western Tyrrhenian Sea to CORSICA
(Schoenberger)	<u>F2 GENOA supports G1 convert (imp.)</u>
	F3 EASTERN GULF OF LYON supports F1
	<u>G1 (EM) GENOA CONVERTS TO A1</u>
Milan:	A1 Pontremoli to FORNOVA
(Anderson)	<u>A2 MONTFERRAT to TURIN</u>
	<u>A3 MILAN to Como</u>
	<u>G1 MILAN converts to A4</u>
Naples:	A1 AQUILA holds
(Narhi)	A2 PALERMO holds
	F1 Eastern Tyrrhenian Sea to WESTERN TYRRHENIAN SEA
	F2 WESTERN MEDITERRANEAN supports F1
	F3 Messina to EASTERN TYRRHENIAN SEA
	<u>Orders (cont.)</u>
Papacy:	A1 Mantua to BOLOGNA

(Rutherford) A2 SIENNA supports A5
A3 URBINO supports A4
A4 Bologna to FLORENCE
A5 Perugia to AREZZO
F1 Venice Lagoon holds (DISLOADED, retreat Padua, Treviso, Friuli, Upper Adriatic, OTB)
F2 Ancona to ROMAGNA
Turks: A1 Ragusa to BARI
(Wilson) A2 Albania to HERZEGOVINA
F1 LOWER ADRIATIC transports A1
F2 Ionian Sea to OTRANTO
F3 Durazzo to ALBANIA
Venice: A1 Ferrara to VERONA
(Robles) A2 TRENTO besiege
F1 (EM) Venice to VENICE LAGOON
"Rabid Dog"



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

Spring 1451 Famine Losses

None, except if the Florentine A3 retreats to Pisa or the Papal F1 retreats to Padua. In either case, the retreating unit will be eliminated by famine. However,

if the Florentine unit retreats to Lucca, it will be eliminated due to Plague (see below), so just consider it eliminated. (Nowhere to run, nowhere to hide....)

Summer 1451 Plague

Bad Year: Salerno, Verona (Venetian A1 eliminated), Dalmatia (Austrian A1 eliminated), Lucca, Bologna (Papal A1 eliminated), Carinthia, Provence, Croatia, Austria, Avignon, Venice, Piombino

Press

Florence - World: It's awfully quite out there. No word is goodness, right?

France - Genoa: I DID attack Milan like you asked, heh heh heh ...

France - Milan: Gee, are you still being quiet? I'll have to keep going.

France - Florence: Can we talk?

France - Naples: Ditto.

France - Turks: Just hold Ragusa a wee bit longer...

France - Austria: The armies of France salute their Austrian neighbors. We wish to bid you greetings from across a friendly border, and inform you we are at your service at any time. How may we be of assistance to you?

Naples - Venice: Keep your sick over there. I don't want plague spreading down here.

N1 Fleet - G1 Fleet: I'll race you to Genoa! First one there wins. Hoist the spinnaker!

Naples - Devil Dog: Where is my *Diplodocus*?

Cerberus - Naples: Did you try looking in Jurassic Park?

Naples - Milan: You're getting what you deserve from that Wilke guy. If I weren't so far away I'd clean your clock! Can't diplomacize by making demands and not offering anything in return.

Naples - Genoa: I never heard back from you!

Naples - France: As per our plan. Sar for me, Cor for you. If not, you are a lying, backstabber and I envy your complete lack of morals.

Naples - Milan: I can't believe the audacity! You can't make those sort of demands and expect me to cave.

Pope - Venice: Navies are expensive.

Pope - Austria: I applaud your hegemonistic ambitions and your applied opportunism. Take a blessing out of petty cash.

Turkey - Venice: First plague and now famine. Perhaps your wizards need retraining. The wizards of the Sultan offer their assistance, in exchange of course for Dalmatia and Istria.

Turkey - Naples: Phase II?

Turkey - His Holiness: Peace and prosperity through monotheism.

Venice - Pope: Don't mind the move to Verona; just trying to hang on to what I have

Venice - GM: What do you mean a 'Good Year' for plague?!!!!

Cerberus - Venice: Well, it was good for *someone*, wasn't it?

"Mongrel"

Epoch II Scythians, Carthagina, and Persia

Deadline for Epoch II Carthagina and Persia, and Epoch III Empire Selection: 4/11 Thursday

Gamers' Lonely Hearts Club (Anderson) Plays Pestilence in *Upper Tigris* (One Phoenician army dies in *Levant* and one Babylonian army dies in *Middle Tigris*). SCYTHEANS: Army in *Caucuses*. Army *Eastern Anatolia* (Aryan army and city eliminated), *Western Anatolia*, *Balkans*, *Upper Tigris* (vs. Assyria: S: 6, 6; A: 2; S: 3, 1; A: 1; wins, Capital reduced to city), *Middle Tigris* (vs. Babylonians: S: 5, 4; B: 3; wins, Capital reduced to city), *Levant* (Capital reduced to city). Points:

Dominance in Middle East (6), Presence in Southern Europe (2), three cities (3), three Monuments (3) for 15 points.

The Dark Side (Eisenhut) CARTHAGINIA. Dan was unable to get to his copy of the game, so we'll stop here. Since he warned me beforehand, and the circumstances were largely out of his control, he will not be NMRed and no standby will be called.

The Hoard (Hurley) PERSIA.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Murray Cowles	Hector	10	28
Kevin Wilson	Horsemen of the Apocalypse	10	20
Dave Anderson	Gamers' Lonely Hearts Club	11	20
Andy Lewis	Civs-R-Us	12	31
Dan Eisenhut	The Dark Side	12	5
Chris Hurley	The Hoard	20	7

Notes

Because I consider it highly unlikely that Dan will be able to get 26 points with just the Carthaginians, I believe it is safe to deal out the cards for Epoch III. So, you will receive your Epoch III draw, and you must remember to give me your empire selection.

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-Us. MINOANS: Army and city in *Nile Delta*, army *Libya*. ASSYRIA: Two armies in *Hindu Kush*, one army each in *Zagros* and *Persian Salt Desert*.

The Dark Side. No unit on the map.

Horsemen of the Apocalypse. CHOU DYNASTY: Two armies, Monument, and Capital in *Wei River*, one army each in *Tarim Basin*, *Great Plain of China*, and *Chekiang*.

Hector. Fleet *Eastern Mediterranean*. SHANG DYNASTY: Two armies, Capital, Monument, and fort in *Yellow River*. PHOENICIANS: Army city in *Crete*. VEDIC CITY STATES: Army, Capital, and Monument in *Upper Indus*, army, city, and Monument in *Lower Indus*, one army each in *Western Deccan*, *Eastern Ghats*, and *Ceylon*.

Gamers' Lonely Hearts Club. ARYANS: Armies each in *Turanian Plain* and *Persian Plateau*. SCYTHEANS: Army, Monument, and city each in *Upper Tigris* and *Middle Tigris*, army and city in *Levant*, army and Monument in *Eastern Anatolia*, one army each in *Western Anatolia*, *Balkans*, and *Caucuses*.

Your event cards are: _____

Epoch III Empire Draw

Your Empire is: _____

"Wolfpack"

Epoch I Egypt, Minoans, and Indus Valley

Deadline for Epoch I Babylonia, Shang Dynasty, and Aryans: 4/11 Thursday

The Arachnids EGYPT: Plays Civil Service. Army and Capital in *Nile Delta*, fleet *Red Sea*, one army each in *Nubia*, *Upper Nile*, *Palestine*, *Arabian Peninsula*, and *Levant*. Builds Monument in *Nile Delta*. Points: Dominance in Middle East (4), and North Africa (2), one Capital (2), one Monument (1), and one Sea (1) for 10 points.

Quantum Coyotes MINOANS: Army and Capital in *Crete*. Fleet *Eastern Mediterranean*. Army *Western Anatolia*. Fort *Crete*. Points: Presence in Middle East (2), one Capital (2), and one Sea (1) for 5 points.

Pinky and the Brain INDUS VALLEY: Army and Capital in *Lower Indus*. Army *Persian Salt Desert*, *Western Deccan*, *Western Ghats*. Points: Dominance in India (2), Presence in Middle East (2), one Capital (2) for 6 points.

Moody Indignants BABYLONIA. NMRs!
We'll stop here while a standby is called.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Caleb Cousins	Dead Peoples	0	0
Chris Geggus	The Blunt Approach	0	0
Sean Cousins	Pinky and the Brain	4	6
Kevin Kinsel	Quantum Coyotes	4	5
Debbie Osborne?	Moody Indignants	4	0
Paul Bolduc	The Arachnids	5	10

Notes

Will Dave Anderson please submit standby orders for The Moody Indignants! Also, Chris Geggus is now the player of record for The Blunt Approach.

Your event cards are: _____

Initial Positions

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

The Arachnids: Fleet *Red Sea*. EGYPT: Army, Capital, and Monument in *Nile Delta*. One army each in *Nubia*, *Upper Nile*, *Palestine*, *Arabian Peninsula*, and *Levant*.

Quantum Coyotes: Fleet *Eastern Mediterranean*. MINOANS: Army, Capital, and Fort in *Crete*, army *Western Anatolia*.

Pinky and the Brain: Army and Capital in *Lower Indus*, one army each in *Persian Salt Desert*, *Western Deccan*, *Western Ghats*.

Epoch I Empire

Your Empire is: _____

Prairie Dog

Turn 16

Deadline Turn 17: 4/11 Thursday

Segment 1

Andy: Delay
John Henry: Delay
Ronnie: Delay
Laundry Boy: Card (3) -- Turn (Left, facing E18), segment 1 of 1.

Segment 3

Andy: Delay
John Henry: Delay
Ronnie: Card (3) -- Turn (Left, facing D18), segment 1 of 1
Laundry Boy: Card 2 -- Run (Ahead left to F19), segment 1 of 1

Segment 2

Andy: Delay
John Henry: Delay
Ronnie: Delay
Laundry Boy: Card B1 -- Advance (ahead left to F18), segment 1 of 1

Segment 4

Andy: Card 5 -- Aim (at Laundry Boy), segment 1 of 2
John Henry: Delay
Ronnie: Card 1 -- Advance (ahead left to E17), segment 1 of 2
Laundry Boy: Card 1 -- Advance (straight ahead to E20), segment 1 of 2

Segment 5

Andy: Card 5 -- Aim (at Laundry Boy), segment 2 of 2
John Henry: Delay, draw 2 delay cards because of Ronnie, 2 delay points
Ronnie: Card 1 -- Advance (ahead left to E18), segment 2 of 2, draw 4 delay cards LOSE AIM, 5 delay points
Laundry Boy: Card 1 -- Advance (straight ahead to E20), segment 2 of 2

End of Turn

Andy loses 1 delay points.
John Henry loses 7 delay points.
Ronnie loses 4 delay points.

Beginning of Turn 16

Andy gains 2 delay point due to wounds.
John Henry gains 4 delay points due to wounds.

Prairie Dog

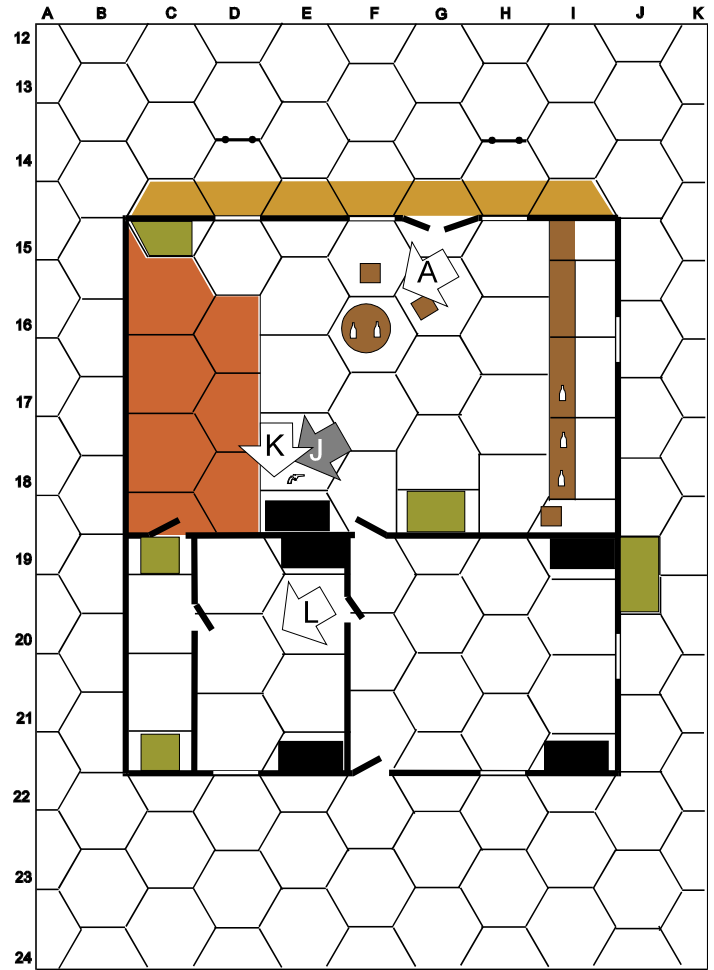


Table
 Chair
 Bottle

A
 Westerner

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	G16 > F16	4, 6, 9	None	3	2	SERIOUS 1
B	Steve Koehler	John Henry (J)	E18 > D18	5, 6, 8, 9	Brawling +2	11	6	GUN ARM 1, SERIOUS 3, LEG 4, DOWN
C	Mike Scott	Ronnie (K)	E18 > E19	5, 8	Brawling +2	4	10	
D	Paul Bolduc	Laundry Boy(L)	E20 > D20	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 5 Combat to Turn 6 Spice Blow

Deadline Turn 6 Bidding and Movement: 4/11 Thursday

Players

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

Key

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

Combat
Sietch Tabr

	Fremen	Emperor
Leader	Otheym (5)	Cheap Hero (0)
Weapon	Ya! Ya! Yawm!	Slip-Tip
Defense	Snooper	None
Dialed	2½	1
Spice Spent	0	1
Total	2½	1

The Fremen are victorious. 1 Emperor and 4 Fremen (1 Fedaykin) tokens go to the tanks, along with Otheym (5 spice to the Fremen). The Fremen discard Ya! Ya! Yawm! and the Emperor loses both cards.

The Minor Erg I

	Atreides (NMR!)	Lansraad
Leader	Dr. Yueh (1)	Representative (1)
Weapon	None	None
Defense	None	None
Dialed	½	½
Spice Spent	0	0
Total	1½	1½

The Atreides are victorious with the tie. 1 Atreides and 2 Lansraad tokens go to the tanks.

The Minor Erg II

The Bene Gesserit Voice the Atreides not to play a Snooper.

	Bene Gesserit	Atreides (NMR!)
Leader	Alia (5)	Duncan Idaho (2)
Weapon	Chaumurky	None
Defense	Shield	None
Dialed	2	½
Spice Spent	2	0
Total	7	½

The Bene Gesserit are victorious. Duncan Idaho and the remaining Atreides token go to the tanks along with 2 Bene Gesserit tokens. The Bene Gesserit gain 2 spice.

Spice Collection

- Atreides gain 2 spice (Arrakeen)
- Bene Gesserit gain 8 spice (Minor Erg)
- Guild gains 1 spice (Tuek's Sietch)
- Lansraad gains 2 spice (Carthag)

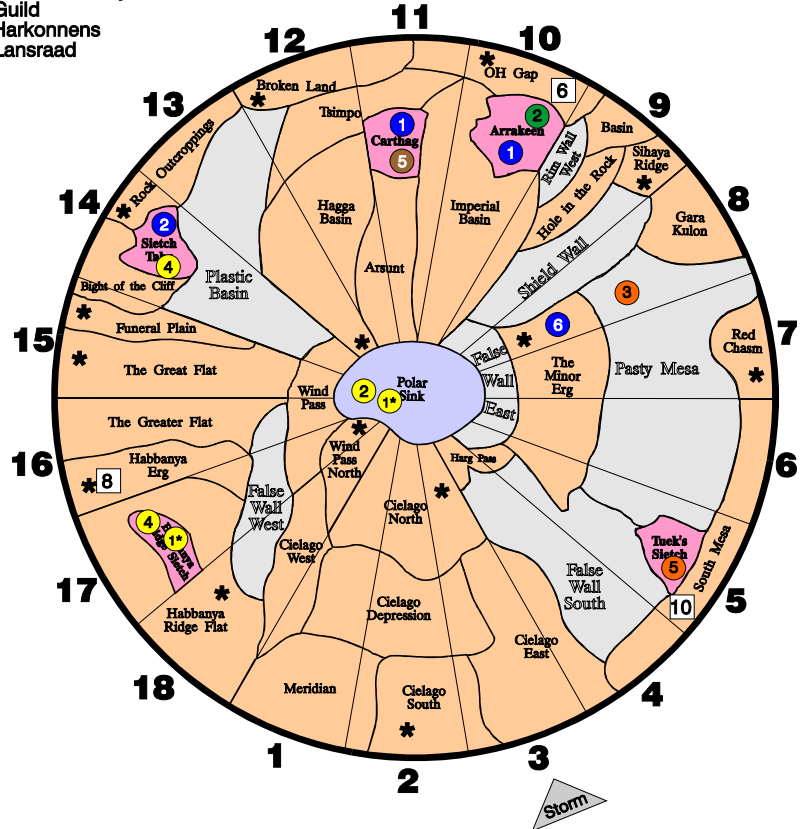
Turn 6

Storm Movement

The storm moves 4 sectors to sector 3. Turn 7 storm movement:

Spice Blow

- 10 spice in South Mesa
- 6 spice in OH Gap



Bidding

CHOAM Charity recipients: Bene Gesserit

4 cards are up for bid. Eligible bidders are: Emperor (2 cards), Fremen (2 cards), Harkonnens (4 cards), Lansraad (3 cards).

Cards are: _____ . Note: Discards were shuffled after the second card.

Notes

Will Kevin Wilson please submit standby orders for the Atreides!

Final Positions

- Atreides:** 2 tokens Arrakeen, 8 tokens and Duncan Idaho in the tanks, 10 tokens off-planet
- Bene Gesserit:** 1 token Arrakeen, 2 tokens Sietch Tabr, 1 token Carthag, 4 tokens Minor Erg (8), 6 tokens off-planet, 6 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, 4 tokens Sietch Tabr, 3 tokens (1 Fedaykin) Polar Sink, 8 tokens (1 Fedaykin), Stilgar, and Otheym in the tanks
- Guild:** 5 tokens Tuek's Sietch, 3 tokens Pasty Mesa (8), 12 tokens off-planet
- Harkonnens:** 9 tokens off-planet, 11 tokens and Feyd-Rautha in the tanks
- Lansraad:** 8 tokens off-planet, 5 tokens Carthag, 7 tokens in the tanks.

Your spice: _____

Your cards: _____

Anubis

Turn 8

Deadline Turn 9: 4/11 Thursday

The Swedes and French gain additional political control, while the Portuguese begin mining operations. The British send a military expedition into Dutch territory to reconnoiter....

Planning

- Dutch** maintain 4 ships (\$12) and buy 4 soldiers (\$40) for \$52.
- English** maintains 4 ships (\$12) and buys 4 soldiers (\$40) for \$52.
- French** maintains 7 ships (\$28) and buys 2 soldiers (\$20) for \$48.
- Portuguese** maintain 6 ships (\$24) and buy 4 soldiers (\$40) for \$64.
- Swedes** maintain 4 ships (\$12) and buy 4 soldiers (\$40) for \$52.

Mining

- English** receive one gold bar at K.
- French** receive one gold bar at Y.

Discovery

- Dutch** prospector in L discovers nothing and in M discovers nothing.
- French** prospector in Z discovers nothing.
- Portuguese** prospector in R discovers a mine.

Outbound Naval Movement

- Dutch:** To anchorage M. Dice: 4, 4, 5, 5. No losses.
- English:** To anchorage K. Dice: 3, 3, 6. No losses.
- French:** To anchorage Y. Dice: 1, 1, 2, 3, 3. 1 soldier lost.
- Portuguese:** To anchorage U. Dice: 2, 2, 6, 6. No losses.
- Swedes:** To anchorage N. Dice: 2, 4, 6, 6. No losses.

Initiative

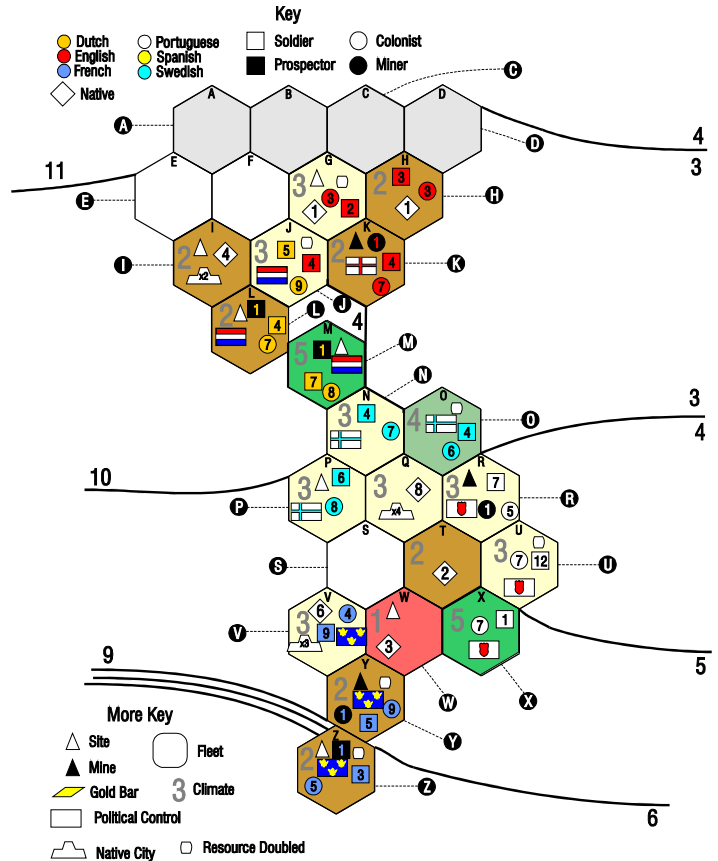
Swedes, Portuguese, French, Dutch, English.

Land Movement

- Swedes:** Move 6 soldiers and 8 colonists from N to P, and 4 soldiers and 4 colonists from anchorage dot to N.
- Portuguese:** Move 2 colonists from U to X, 1 colonist from U to R, and 4 soldiers and 4 colonists from anchorage dot to U. One colonist in R becomes a miner.
- French:** Move gold bar to anchorage dot, 9 soldiers and 4 colonists from Y to V, 4 soldiers from Z to Y, and 4 colonists and 1 soldier from anchorage dot to Y.
- Dutch:** Move 2 colonists and 3 soldiers from M to L, 2 colonists and 2 soldiers from L to J, and 4 soldiers and 4 colonists from anchorage dot to M.
- English:** Move gold bar to anchorage dot, 4 soldiers from K to J, 2 colonists from K to H, 4 soldiers and 4 colonists from anchorage dot to K.

Native Combat

- Swedes:** 2 soldiers and 1 native are killed in area P.
- Portuguese:** None.
- French:** None.
- Dutch:** None.
- English:** None.



Native Uprisings

Climate is a 5. No uprisings.

Survival

Climate is a 6. No losses.

Political Control

The Swedes gain political control in Area P.
The French gain political control in Area V

Homebound Naval Movement

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

Income

Dutch: Political control: \$160, resources: \$132.
English: Political control: \$80, gold: \$40, resources: \$64
French: Political control: \$160, gold: \$40, resources: \$128
Portuguese: Political control: \$160, resources: \$104
Swedes: Political control: \$160, resources: \$108

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dan Eisenhut	\$616	7/0	2	4
English	Sean Cousins	\$398	11/1	4	4
French	Kevin Wilson	\$534	3/3	7	3
Portuguese	Bill Scharf	\$452	2/3	6	4
Swedes	Andy Lewis	\$520	7/2	4	4

Dog Food

Turns 11 and 12

Deadline Turns 13 and 14: 4/11 Thursday

Turn 11

1st: Chris Geggus (Qossuth/Rockville Emporium) Rolls Used: 1 * 3
Poisonport(p) - (R) - ? (It's TeleGate 4).

2nd: Dan Eisenhut (Dell)
Naga Trading Corp Rolls Used: 5 6
Airhome(p) - A - R10 - A - A - Y - ? (It's a red 40 penalty marker).
 Stops.
Naga Subsidiaries, Inc. Rolls Used: 5 6
Interstellar Biosphere - B - R - B - R - Y - Galactic Base.
 Picks up Fare to 2.

3rd: Steve Koehler (Eepeeep/Basset Imports, Ltd.) Rolls Used: 6 * 4
B - Y - B - R - B - Y - TeleGate 4 - R - Poisonport(p).
 Sell Impossible Furniture for \$180 (from the cup: Space Spice at 2). Buy two Bionic Perfumes for \$160 and a shield for \$60. Rockville Emporium gains \$40 in commissions.

4th: Andy Lewis (Humans)

Cash & Carrie Rolls Used: 1 1 3
Multi-Generation Ship - NC1 - R - Y - R - Grandport(o)
Messy Wes Rolls Used: 3 6 6
Asteroid City East - R10 - A - Airhome(p) - B - R - A - Y10 - R - A - R - B - Y - NC3 - ? (It's a B10 Penalty marker).

5th: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)
Rolls Used: (6 * 2) 6 5
Goliath(s) - Goliath(o) - B - R - B - Y - B - R - B - Y - R - B - R - B - Y - B - R - Galactic Base.
 Drops off two fares for \$260 (out of the cup pops Melf Pelts at 5 and Impossible Furniture at 8).

6th: Andy York (Niks/Beagle Boys Enterprise) Rolls Used: 1 1 3
Jewel Port(s).
 Buys Eepeeep factory for \$100.

Turn 12

1st: Chris Geggus (Qossuth/Rockville Emporium) Rolls Used: 5 * 3
TeleGate 4 - (R) - B - Y - B - (R) - B - Y - (R20) - A - A - (R) - Y10 - A - (R) - B - Y - Airhome(p) - (R) - B20 - Asteroid City East.
 Sells Guard Plants for \$140 (from the cup: Finest Dust at 4a). Buys Aerie port for \$200.

2nd: Dan Eisenhut (Dell)
Naga Trading Corp Rolls Used: 3 6
R40 - Y - Aerie(p) - Y - R - B - R - B - Y - B.
Naga Subsidiaries, Inc. Rolls Used: 5 6
Galactic Base NC4 - Open Port.
 Drops off Fare for \$160 (from the cup: Voll Silk at 1b). Buys Glorious Junk for \$100 (\$50 commission to Basset Imports) and Space Spice for \$30.

3rd: Steve Koehler (Eepeeep/Basset Imports, Ltd.) Rolls Used: 4 * 4
Poisonport(p) - R - B - Y - B - R - B - R20 - Terror Station(o) - A - Titan's Tower(o) - B10 - A - R - B - Y.

4th: Andy Lewis (Humans)
Cash & Carrie Rolls Used: 4 6 6

Grandport(o) - B - Greathome(o) - B - Goliath(o) - B - R - B - Y - B - R - B - Y - R - Cobble Port(o) - Cobble Port(s).
 Sell Chicle Liquor for \$90 plus \$120 demand (from the cup: Demand for Pelts at 6 and Megalith Paperweight at 8). Buy a shield for \$60.

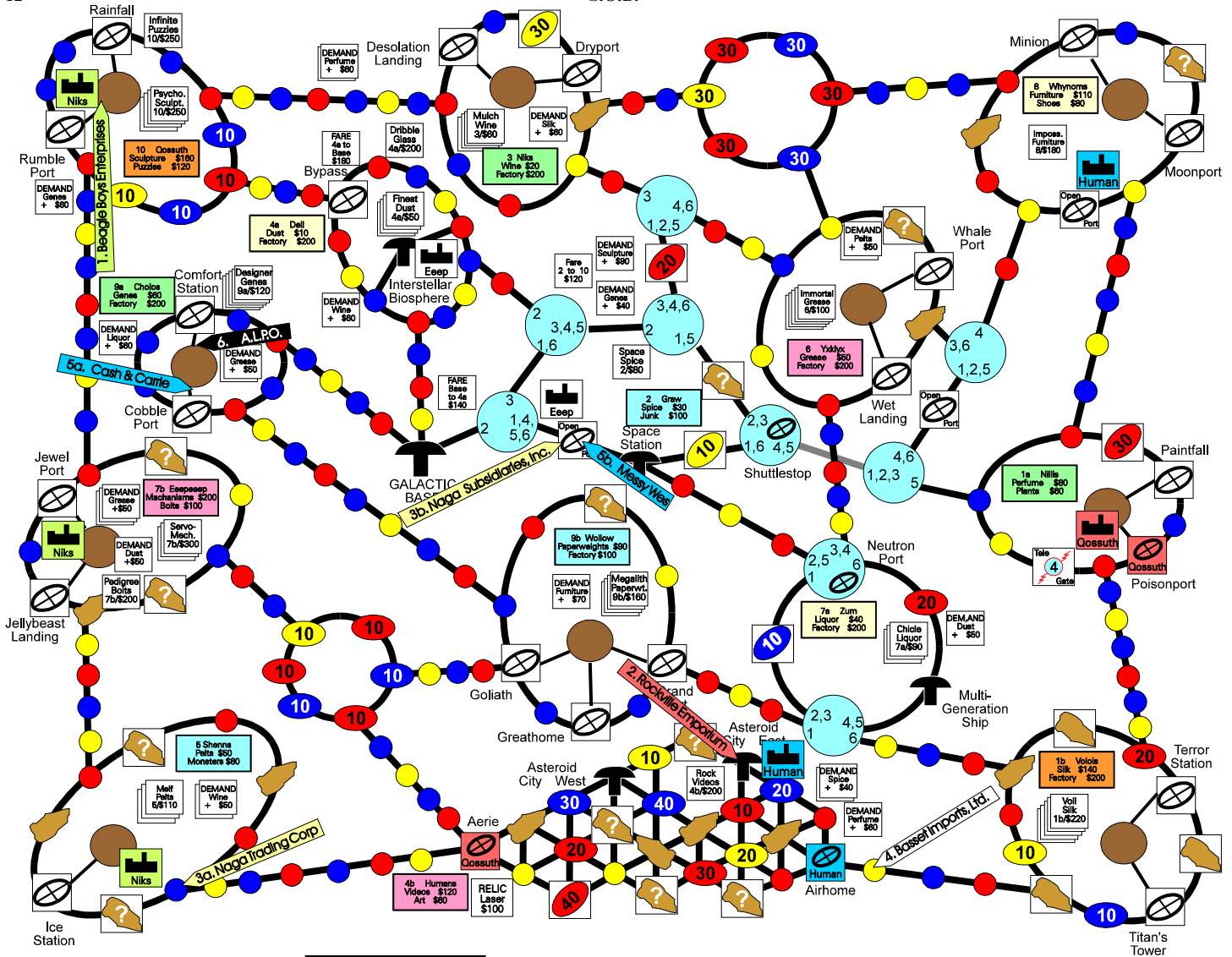
Messy Wes Rolls Used: 1 5 6
B10 - NC5 - R - Y - R - Space Station - Open Port.
 Buy two Space Spice for \$60.

5th: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)
Rolls Used: (4 * 2) 4 2
Galactic Base - R - B - Y - B - R - B - Comfort Station(o) - Comfort Station(s).
 Buys Designer Genes for \$60.

6th: Andy York (Niks/Beagle Boys Enterprise) Rolls Used: 4 5 6
Jewel Port(s) - Jewel Port(o) - R - B - Y - B - R - B - Y - B - R - Rumble Port(o) - Rumble Port(s).
 Sells Servo-Mechanism for \$300 (from the cup: Immortal Grease at 6). Buys Qossuth factory for \$200.

Notes

A few of things this time. First of all, I neglected to give Rockville Emporium his commissions for the port last turn. These commissions amounted to \$50 and have been added to his total. Secondly, Basset Imports, Ltd. were mistakenly under the impression that the combat rules were in place. If there is no serious objection, I will act as if his laser purchase never occurred. Of course, if you want to play with the combat rules, I would be willing to accommodate that as well.... Finally, Andy York is now the player of record for Beagle Boys Enterprise. Welcome aboard.



<p>1. Beagle Boys Enterprises Torch Scout 13: 1 1 1 4 // 14: 1 1 3 3 (Use 3)</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hull</th></tr> <tr><td>Sherna \$100</td><td>Eeep \$100</td><td>Qossuth \$200</td></tr> </table>	Hold1	Hold2	Hull	Sherna \$100	Eeep \$100	Qossuth \$200	<p>2. Rockville Emporium \$150 Torch Scout 13: 4 // 14: 6 (Times 3)</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hull</th></tr> <tr><td>Bionic Perfume 1a/\$140</td><td>Nillie \$100</td><td>Poisonport \$200</td></tr> <tr><td>Aerie \$200</td><td>Shield (\$60)</td><td>Red Dye (\$120)</td></tr> </table>	Hold1	Hold2	Hull	Bionic Perfume 1a/\$140	Nillie \$100	Poisonport \$200	Aerie \$200	Shield (\$60)	Red Dye (\$120)	<p>3a. Naga Trading Corp \$159 Scow Scout 13: 2 3 3 6 // 14: 4 5 5 (Use 2)</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hull</th></tr> <tr><td>Rock Videos 4b/\$200</td><td>Rock Videos 4b/\$200</td><td>Air Foil (\$80)</td></tr> </table>	Hold1	Hold2	Hull	Rock Videos 4b/\$200	Rock Videos 4b/\$200	Air Foil (\$80)	<p>3b. Naga Subsidiaries, Inc. Scow Transport 13: 6 6 6 6 // 14: 1 2 2 2 (Use 2)</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hold3</th><th>Hull</th></tr> <tr><td>Glorious Junk 2/\$200</td><td>Space Spice 2/\$80</td><td></td><td></td></tr> </table>	Hold1	Hold2	Hold3	Hull	Glorious Junk 2/\$200	Space Spice 2/\$80			<p>4. Basset Imports, Ltd. \$230 Rocket Scout 13: 2 3 // 14: 2 3 (Use 1 * 4)</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hull</th></tr> <tr><td>Bionic Perfume 1a/\$140</td><td>Bionic Perfume 1a/\$140</td><td></td></tr> <tr><td>Graw \$200</td><td>Dell \$200</td><td></td></tr> </table>	Hold1	Hold2	Hull	Bionic Perfume 1a/\$140	Bionic Perfume 1a/\$140		Graw \$200	Dell \$200	
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<p>5a. Cash & Carrie Normal Transport \$167 13: 3 5 6 // 14: 2 4 5</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hold3</th><th>Hull</th></tr> <tr><td>Chicle Liquor 7a/\$90</td><td>Chicle Liquor 7a/\$90</td><td>Switch Switch (\$100)</td><td>Shield (\$60)</td></tr> <tr><td>Whynom \$100</td><td>Airhome \$200</td><td>Human \$100</td><td></td></tr> </table>	Hold1	Hold2	Hold3	Hull	Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90	Switch Switch (\$100)	Shield (\$60)	Whynom \$100	Airhome \$200	Human \$100		<p>5b. Messy Wes Normal Scout 13: 1 3 3 // 14: 1 2 4</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hull</th></tr> <tr><td>Space Spice 2/\$80</td><td>Space Spice 2/\$80</td><td></td></tr> </table>	Hold1	Hold2	Hull	Space Spice 2/\$80	Space Spice 2/\$80		<p>6. A.L.P.O. Fast Clipper \$260 13: 5 6 6 // 14: 1 3 3 (Double one)</p> <table border="1"> <tr><th>Hold1</th><th>Hold2</th><th>Hull</th></tr> <tr><td>Designer Genes 9a/\$120</td><td>Megalith Paperwt. 9b/\$160</td><td>Shield (\$60)</td></tr> <tr><td></td><td></td><td>10 \$120</td></tr> <tr><td></td><td></td><td>5 \$90</td></tr> </table>	Hold1	Hold2	Hull	Designer Genes 9a/\$120	Megalith Paperwt. 9b/\$160	Shield (\$60)			10 \$120			5 \$90										
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In the Doghouse with Marmaduke

Well I love it when you get asked to provide your random ramblings. Normally people just ignore me and wander off when I start rambling, but now I have a captive audience. The Doghouse is a chance for me to return the favor to Chris for all his great work and allow him a chance to play some games in his own zine.

Here's the important stuff.

First, although these games appear in S.O.B. Chris does not have anything to do with running them and at least at this point he's in both. So do NOT send any info to him that you wouldn't want an opponent to see. Open stand-by calls should be sent to me as well. I'm the gamemaster and the only one who needs info about the games.

The Doghouse has room for up to 4 games running at one time. I'm soliciting offers from people for what they would like to see run. I had one suggestion for Kremlin, but I thought that the conditional orders would get way too involved.

I've run Rotissiere baseball before, but already the first couple of turns of running play-by-mail games is different. People seem to be worse about responding to these games with moves on time or at all. The games which I've got running are very critical about having all players in the game each turn otherwise that position is weakened in the overall game. Therefore, I am moving my deadlines up to the SUNDAY before Chris's S.O.B. deadline. This will allow me time to get some move for each position hopefully each turn. The first player called for a position will be the actual player. This will occur on Monday, but will count as an NMR even if I receive a move at this time. On Tuesday, standbys will be called until I get one, and they have until Wednesday to respond with a move. As in most pbm, 2 NMRs means replacement by a stand-by.

Let's see how things go. On with the games....

“Dog Biscuit”

Turn 2

GM: Andy Lewis

Deadline for Turn 3 is April 7, Sunday

Addendum

S.O.B. had a misprint in it for the value of Slash Gordon. This prompted Anderson's Chicken Littles to chose the Hansen Brothers with faulty information. The solution that I came up with is for this one game to allow the misprint to stand. This means Swede Sixteen beat Slash Gordon and the Chicken Littles won 3-2 instead of losing. As I sent out to everyone this won't work for this turn.

REMEMBER: When you trade you can't specify position, you just have to give someone in return who is at the same position.

Results

Bolduc's Spiders play Anderson's Chicken Littles

Bo Legs opens up for Swede Sixteen (dr4) 0-1

Tex Hitter beats Boney Maloney 1-1

Guy Whiz (dr3) is stoned by King Neptune 1-1

Gay Blade is beaten by Moose 1-2

Eric the Redline beats Chubby Checker 2-2

Snow Howe is beaten by Frank N. Stick 2-3

Chicken Littles win! 3-2

Blendor's Barbarians

Send Pea Shooter to the minors and promote General Icinghower [3]

Narhi's Nordic Bunwarmers play Hansen Brothers

Superstar beats Fat Trick 1-0

Captain Hook is beaten by Slash Gordon 1-1

Stonewall Jackson and Stu Late stare each other down 1-1

Cardinal Finner bows to Hi Stick 1-2

Napoleon Bonapuck conquers Slap Happy 2-2

Hip Checker dances away from Iron Orr 2-3

Hansen Brothers win! 3-2

Anderson's Chicken Littles play Blendor's Barbarians

Swede Sixteen scores on Cheap Shot but is knocked out [replaced by Fast

Eddy

{6} 1-0

Boney Maloney is beaten by Bobby Howl 1-1

King Neptune stops Sir Stanley Kup 1-1

Moose (dr5) slips it by Golden Gums 2-1

Chubby Checker ties up General Icinghower 2-1

Frank N. Stick scores on Jack the Tripper but loses his head [replaced by Cheap Skate {1}] 3-1

Chicken Little's win! 3-1

Boulangier's French Breads NMR for second time

Team taken over by Ms. Sonja Nar (at Paul Bolduc's email address) and name changed to

Ms. Nar's Aquanuts

Trade Rebel Rouser to Blendor's Barbarians for Sir Stanley Kup

Dynamo Sporck play Anderson's Chicken Littles

Cyclone Henri and Fast Eddy get into a whirling derby going nowhere 0-0

Canda Post bounces Boney Maloney 0-0

Chief Sitting Bench is nailed in place by King Neptune 0-0

Antoni Zamboni nets Moose 1-0

Headlock Holmes beats Chubby Checker 2-0

Jock Strappe clubs Cheap Skate 3-0

Sporck win! 3-0

Hansen Brothers

Send Slap Happy to the minors and promote Puk Luk [3]

C.J.'s Cleavers play Blendor's Barbarians

Billy The Skid is blown over by Bobby Howl 0-1

Robin Hooker steals one from General Icinghower 1-1

El Bos crushes Rebel Rouser [replaced by Doc Holiday On Ice {4}] 2-1

Masked Man gets mugged by Jack the Tripper [replaced by Bulldog Brown (3)]

2-1

Captain Canuck takes one for the team from Cheap Shot [replaced by Friar Puck

{6}] 3-1

Phantom of the Ice (dr2) whiffs on Golden Gums 3-1

Cleavers win! 3-1

Press

Blendor's Barbarians - League: Why doesn't anybody want to play me?

Marmaduke - Blendor's Barbarians: Well now they did and found out how bloody a win can be!

The Teams

Team	Manager	Record	Forwards	Defenseemen	Goalie	Trades	Drafts	Games
Bolduc's Spiders	Paul Bolduc	1-1-0	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	2
Blendor's Barbarians	Chris Hassler	0-2-0	F1: Bobby Howl 5 F2: General Icinghower 3 F3: Doc Holiday on Ice 4	D1: Cheap Shot b2 D2: Jack the Tripper b3	G: Golden Gums (0)	0	2	0
Narhi's Nordic Bunwarmers	Ward Narhi	0-1-0	F1: Napoleon Bonapuck 4 F2: Superstar * F3: Captain Hook 2	D1: Cardinal Finner 5 D2: Hip Checker 1	G: Stonewall Jackson(6)	0	0	1
Anderson's Chicken Littles	Dave Anderson	2-2-1	F1: Cheap Skate 1 F2: Chubby Checker 3 F3: Fast Eddy 6	D1: Moose 3 D2: Boney Maloney 2	G: King Neptune (7)	0	0	2
Ms. Nar's Aquanuts	Sonja Nar	0-0-0	F1: Chairman of the Boards 6 F2: Puck Rogers 7 F3: Sir Stanley Kup 5	D1: Tiny Tim ½ D2: Charge Kard 3	G: Crease Lightning(10)	1	0	0
Dynamo Sporck	Caleb Cousins	2-0-0	F1: Chief Sitting Bench 2 F2: Cyclone Henri 6 F3: Jock Strappe 4	D1: Antoni Zamboni 7 D2: Headlock Holmes 5	G: Canada Post (5)	0	0	2
Hansen Brothers	Sean Cousins	1-2-1	F1: Puk Luk 3 F2: Fat Trick 2 F3: Slash Gordon 7	D1: Hi Stick 6 D2: Iron Orr 7	G: Stu Late (1)	0	1	1
C.J.'s Cleavers	Chris Geggus	1-0-0	F1: Robin Hooker 4 F2: Billy the Skid 2 F3: Phantom of the Ice 6	D1: Friar Puck 6 D2: El Boss b5	G: Bulldog Brown (3)	1	0	1

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

Thanks to Rich Goranson for his un-used stand-by orders. You are now top dog on the stand-by list for Dog Biscuit.

“Rin Tin Tin”

Setup

GM: Andy Lewis

Deadline for Turn 1 is April 7, Sunday

Notes

Everybody's form for orders was fine. Please note that the key has capitalized letters for the correct one to use in orders - everyone is the first except forest.

Chris' player-turn: 6

Kevin's player-turn: 8

Setup

- Brendan places S at F4/5/8 and D at F4/5
- Caleb places S at M5/6/9 and D at M5/6
- Chris places S at F4/6/9 and D at F4/6
- Kevin places S at P5/8/10 and D at P5/10
- Kevin places S at F3/6/Sea and D at F3/6
- Chris places S at O3/6/11 and D at O3/6
- Caleb places S at O9/10/11 and D at O9/11
- Brendan places S at O3/4/8 and D at O3/4
- Unbelievably I had enough conditionals for everyone.

Initial Cards

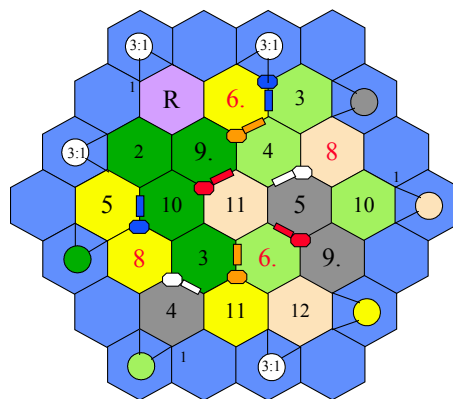
- Brendan - Wool, Ore, Lumber
- Caleb - Lumber(2), Brick
- Chris - Wool, Grains, Lumber
- Kevin - Wool, Grains

Turn 1 Production Die Rolls

- Brendan's player-turn: 2 - None
- Caleb's player-turn: 10

- Brendan
- Caleb
- Chris
- Kevin
- Robber **R**
- City
- Settlement
- road
- Wasteland
- Farmland
- Hills
- Pasture
- fOrest
- Mountains

Rin Tin Tin Set-Up



If you have any questions, please email or call me. If you can do your turn a little early it would help to resolve any problems on time during this first turn.

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. Who were the members of Monty Python?

A1. Graham Chapman, Eric Idle, Terry Gilliam, Terry Jones, John Cleese, and Michael Palin.

Rich Goranson, Paul Bolduc, and Chris Geggus each receive ½ point.

Q2. How many seasons did Monty Python's Flying Circus run?

A2. It ran 4 seasons, although the fourth season was short (only 6 episodes, as compared to 13 for the other 3).

Rich Goranson and Chris Geggus each receive 1 point.

Q3. Which member of the group did not appear in the last season of Flying Circus?

A3. John Cleese. I believe he was working on Fawltly Towers at the time, but I'm not sure.

Rich Goranson and Chris Geggus each receive 1 point.

Q4. What was Dinsdale Piranha afraid of?

A4. A giant hedgehog named Spiny Norman.

Chris Geggus receives 2 points.

Q5. How were King Arthur and his knights saved from the hideous Black Beast of Argh?

A5. The animator suffered a fatal heart attack, and the cartoon adventure could not go on.

Paul Bolduc and Rich Goranson each receive 1 point.

Current Scores

Andy Lewis	17	Chris Geggus	15
Andy York`	7	Paul Bolduc	5½
Dan Eisenhower	5	Steve Koehler	4
Bill Scharf	4	Kevin Wilson	3½
Rich Goranson	3½	Jeremy Gerson	3
Kevin Kinsel	2½	Caleb Cousins	2½
Dave Anderson	2½	Bob Robles	2
Ward Narhi	½	Debbie Osborne	½

Chris Geggus earns a free issue.

New Questions

Topic: Brain Teasers

1. What was the first man-made object to travel faster than the speed of sound?
2. How many grooves were there in an old-fashioned vinyl record?
3. How many times can you divide 345.6754 by 23.854?
4. If a man lives in Seattle why can't he be buried in Birmingham?
5. Look in a mirror. Your left hand seems to have become your right hand and your right is now apparently your left. You have been laterally reversed. Why does the mirror not reverse you vertically as well?

Pedagoguery

The field of classical mechanics was first quantified by Sir Isaac Newton in his book *Principia*. The principles outlined in that book, now commonly know as Newton's Laws, held up very well for over two hundred years. Then, an experiment was performed which proved that Newton's Laws were not the exact solutions of the motions of objects, but simply approximations. That experiment was the Michelson-Morely experiment, and it demonstrated that the speed of light did not depend on the motion of the observer. Think about what that means for a moment. Let's take an example from everyday experience. Let's say that you are traveling in a car at 60 mph. Another car is approaching you, also at 60 mph. To you, it appears that the other car is moving at 120 mph. However, this simple principle breaks down when you travel close to the speed of light.

It wasn't until Albert Einstein published his Special Theory of Relativity in the early 1900's that this seeming paradox was resolved. One of the basic tenants of Special Relativity is that any two observers will always get the same answer when they measure the speed of light, regardless of their motion. That is, as long as they are moving at a constant velocity. So, the speed of light is the fundamental velocity of the universe. Now, some strange things happen as a result of this when you start moving a significant fraction of the speed of light. First of all, an observer at rest will notice that your clock seems to be moving more slowly. Also, that same observer will notice that you seem to be getting more massive.

The factor by which time dilates and mass increases is generally

denoted as γ in the equations. Mathematically, it is
$$\frac{1}{\sqrt{1 - \left(\frac{v}{c}\right)^2}}$$
, where v

is the velocity being traveled, and c is the speed of light. If v is small, the factor is very close to 1, and can be ignored. When this occurs, the equations reduce to the Newtonian equations. This means that Newton's equations are simply the low-velocity approximations of Einstein's. Also note that if v is equal to the speed of light, the denominator becomes 0, and therefore γ

becomes infinite. Just to give you an idea of how fast γ grows as you get close to the speed of light, here are some values of γ for given values of v/c :

v/c	γ	v/c	γ
0.1	1.005038	0.9	2.294157
0.2	1.020621	0.99	7.088812
0.3	1.048285	0.999	22.36627
0.4	1.091089	0.9999	70.71245
0.5	1.154701	0.99999	223.6074
0.6	1.25	0.999999	707.107
0.7	1.40028	0.9999999	2236.068
0.8	1.666667		

This means that any particle with rest mass cannot be accelerated up to the speed of light, since as it is accelerated, it would gain mass, and if it ever got to the speed of light, its mass would be infinite and it takes an infinite amount of energy to accelerate an infinite mass. However, there are particles that do travel at the speed of light: photons and neutrinos. These particles have a special property: they have zero rest mass. This means that if they traveled any slower than the speed of light, they would cease to exist! So, Special Relativity divides the universe of particles into two realms: particles with rest mass, which must always travel slower than the speed of light, and particles with zero rest mass, which must always travel at the speed of light. There is a third type of particle allowed by the equations of Special Relativity, but this type has never been detected. They are called tachyons. Tachyons have *imaginary* rest mass. In this case the term "imaginary" is the mathematical one: any number multiplied by the square root of minus one. Tachyons must always travel *faster* than the speed of light. The more energetic they are, the slower they go. As a tachyon slows down to the speed of light, its imaginary mass increases, and if it were to ever reach the speed of light, it would be infinite.

Another property of Special Relativity is the fact that time becomes just another dimension. However, since the equations all expect dimensions to be in units of distance, time must be converted. The conversion factor has to be a velocity, which is distance divided by time. The obvious conversion factor

then becomes the speed of light. So, time times the speed of light becomes the fourth dimension. By the same token, mass and energy are equivalent. The conversion factor here is a velocity squared, so we arrive at the famous equation $E = mc^2$.

Next time, I will talk more about relativity, including a discussion of the famous Twins' Paradox.

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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, Mike Scott, Dave Anderson **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, Chris Geggus, Dave Anderson **Stellar Conquest:** Andy York, Paul Bolduc, Stuart Schoenberger **Gunslinger:** Paul Bolduc, Mike Scott

Standby Calls

Dave Anderson for the Moody Indignants in "Wolfpack"

Kevin Wilson for the Atreides in "Canine"

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