

Notes from Hades

The last month has been a busy one. Work has been most of that. Aside from attending conferences, I have been plowing through a 1000-page ruling recently issued by the Federal Energy Regulatory Commission. One of our clients is right in the thick of the ongoing deregulation of the electricity industry in this country. The changes are going to be sweeping. Within three to four years, the average citizen will be affected at least to the degree that he or she was affected by the breakup of AT&T. You will be able to choose who you buy your electricity from and more people will be able to benefit from newer, low-cost generation, rather than being saddled with high-cost debacles like most of the nuclear plants in this country. That is, unless the big utilities manage to stall or subvert the process, which they have been attempting for quite a while. Like most major deregulation issues, there are likely to be many unforeseen consequences and only time will tell how much you and I will benefit. I do believe that the benefits will be substantial if it is handled properly, and I find it quite exciting to be in the middle of it all. It is quite a bit of work, however.

Dave McCrumb is soliciting nominations for the Diplomacy Hobby Awards. The awards are:

- Don Miller Memorial Award** for hobby service.
- Rod Walker Award** for literary excellence.
- John Koning Memorial Award** for outstanding play of Diplomacy
- Fred Hyatt Memorial Award** for excellence in Gming.

Please submit nominations to Dave McCrumb, 3636 Oldtown Road, Shawsville, VA 24162. Email: dmccrumb@bev.net. Fax: (540)268-9877.

Yet another game has ended this issue: "Canine". Congratulations to Paul Bolduc for his victory as the Fremien.

This issue's deadline will be on **Thursday, June 20 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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"Proteus"	Midway Campaign	0500 Nov 11
"Canis Major"	Stellar Conquest	Turns 57, 58
"Dingo"	4000AD (Kevin Wilson GM)	Turns 7,8

Game Openings

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. Have Jason Wilke, Ward Narhi, and Bob Robles, need 3 more.

Wish List

- Die Macher** is a game of German elections. Have Andy Lewis, need 3 more.
- 2038** is an 18xx-style game based on asteroid mining. Have Chris Hurley, Sean Cousins, Bill Scharf, need 3 more.
- Modern Art** is a game of art trading. Need 5.
- SolarQuest** is a Monopoly-style game where the real estate consists of various planets and moons in the solar system. Need 6.
- Dune**. You know this one. Since Paul Bolduc was kind enough to supply me with the Ixians and Bene Tleilazu, this can take up to 9 players. Please submit preference lists when you sign up.
- New World** is a game of colonial exploration and exploitation. Need 6. Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

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

Chris Hassler a.k.a. Cerberus
631 Candia Circle
La Habra, CA 90631
Phone: (714) 773-0940
Fax: (714) 773-0940 (call first)
CompuServe: 70514,37

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

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

Ward Narhi

Hah! I can't wait for you to try and explain gravity. Yeah, I'll be waiting for you! Heh, heh, heh.

Now that you explained the strategic movement to me I think it is fair. The smaller powers being able to react to larger ones makes it better balanced but how would this be done pbm? What do you think of the map changes? I haven't seen the map yet so I reserve judgment. So what say you start a

second edition Mach game up or do you want to wait til Naples wins in The River?

[I think strategic movement would have to be accomplished via conditionals, or perhaps as a separate season like the builds sometimes are. As for the changes in the map, they certainly make the sea areas much more important, particularly the Tyrrhennian Sea. The combination of certain land areas helps mitigate to a certain extent, the early power of Venice and

the Papacy. And, yes, I am waiting for one of the current Mach games to end before starting up a new one. The next one I start will use second edition rules.]

As to Roble's statement about same sex marriages I agree. What is the big deal? Relax, people! An interesting article in the paper the other day touched on the subject of the sin of homosexuality from a fundamentalist point of view. It is interesting to me that fundamentalists will quote all these verses against homosexuality but don't quote some other verses in the New Testament which indicate; a tacit endorsement of slavery, that women should be subservient to men, and that divorcees should never remarry as it is considered adultery (references available upon request). Isn't it time we let people be themselves without fear of persecution?

And finally, my Ode to Hassler <ahem>

This poem has no meaning
Off Perelandra I'm slowly weaning.
Hassler has quite the SOB,
Methinks I'll piss on that tree

My mind's twisted offerings I do write
It is murky, please turn on a light.
Of simple rhyming this poem's sublime,
Ten pennies don't equal a dime.

Hassler's dogs howl quite loudly
Sabertooth ground up and eaten proudly.
Chris's dream is to be a friar,
But a smelly sock is found in the dryer.

[Yeah. Right.]

Chris Hurley

Please sign me up for 2038. Have the game and played it at the Con last Feb. Appears to be very interesting.

Congrats on your 'zine. It gets better all the time. I really like the HOTW map.

I too have joined the consultant ranks. I do Foxpro systems, targeting spreadsheet users (currently doing a system for a residential home builder) as well as joining a consulting firm "Team CFO" providing high level (Controller on up) accounting out sourcing services. Unfortunately my main client is in Upland CA (50 mi, 1 way), but its 8+ hours per day so I frown all the way to the bank. With the relief from the financial woes I've had of late, I expect to rejoin the DOGS. Please keep me informed on upcoming meetings re: games to be played. As you know I prefer the shorter "fun" type games.

Chris Geggus

Firstly could you just mention in the next *S.O.B.* that I will be attending Avoloncon this year, so perhaps other of your attendees may be prepared to come up and shake my hand. I hope to be in the AHIKS Europe Second Team, but I'll shout if I'm spare before the event.

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

Fall 1458

Deadline/Winter-Spring 1459 6/20 Thursday

Milan's final days are in sight, as the last faithful soldiers hole up in the capital. Unfortunately, the relief force is unable to break through Venice's encirclement. Meanwhile, the French take the final remaining Milanese city. Venice completes his conquest of the Balkans, while Naples prepares to retake his capital and the French gear up for an African campaign. The Pope sits quietly, counting his money and contemplating the chaos around him.

Summer 1458 Retreats

Turkish F4 retreats to the Messina

Expenditures

Venice spends 3 ducats each to counterbribe A5 and F1

Orders

France(): A1 FornoVA to GENOA
A2 AVIGNON supports A6
A3 PARMA supports A5
A4 (EM) PAVIA hold
A5 PIANCENZA to CREMONA
A6 TURIN supports A4
F1 Western Gulf of Lyon to SARDINIA
F2 WESTERN TYRRHENIAN SEA to Palermo

Milan(): A2 Verona to VICENZA
A4 Cremona to Milan (DISLODGED, retreat Bergamo, Mantua, Brescia, OTB)
G1 (EM) MILAN supports A4

Naples(): A2 SALERNO to Naples
F1 Lower Adriatic to OTRANTO
F2 IONIAN SEA to Gulf of Naples
F3 Aquila to BARI

Orders (cont.)

Papacy(): A1 FERRARA prays for the soul of Milan (hold)
A2 MODENA besiege
A3 ANCONA prays for the soul of Florence (hold)
A4 SIENNA to PISA
F1 BOLOGNA supports A1
F3 PISA to LUCCA

Turks(): F1 NAPLES holds
F4 MESSINA to Palermo
F6 WESTERN MEDITERRANEAN to Palermo

Venice(): A1 Albania to DURAZZO
A2 TRENTO supports A4
A3 (EM) Como supports A4
A4 MILAN besiege
A5 PADUA holds
F1 UPPER ADRIATIC supports A5
F2 (EM) VENICE LAGOON supports F1

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

The Superior Society?

The homicide rate in prewar Germany was only 12.8 percent of that of the United States; an annual rate of 0.75 murders per 100,000 people as against 5.84, figures that, of course, exclude officially sanctioned killings.

Press

Naples - Venice: How shall we divide up the spoils?
Pope: So neither Venice nor France have anything to say about the future. I am listening but I hear nothing.
Pope - Naples: Since you seem to have gotten the best of our Turkish neighbor I humbly ask where your plans lead you in the future? Consider me your friend.
Pope - Turkey: The Doge has sure turned out to be a great ally hasn't he? <Snicker>
Venice - France: I have no intent to quarrel with you. The pope is just waiting for us to fight. Talk about money - He's loaded and just as anxious to spend it. Watch out!! Of course the pope wants to convince you that I won't split Milan's money with you but I will.
Venice - Milan: Why all the crying over spilled milk now? You had your chance to forge a deal but decided to attack Venice. Don't bore me with your pitiful whining.
Venice - Naples: Remember that what ever I do against the Turk also helps you!
Venice - Papacy: Deal still on?

Spring 1459 Income

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

Provinces

FRA: Avignon, Swiss, Provence, Marseilles, Corsica, Sardinia, (16)
 Turin, Savoy, Montferrat, Genoa, Fornova, Pontremoli,
 Pavia, Piancenza, Parma, Cremona
 MIL: Verona, Vicenza, Brescia (3)
 NAP: Capua, Salerno, Otranto, Aquila, Bari (5)
 PAP: Ancona, Urbino, Perugia, Rome, Spoleto, Tivoli, (19)
 Patrimony, Romagna, Bologna, Florence, Arezzo, Pistoia,
 Pisa, Piombino, *Mantua*, Lucca, Sienna, Ferrara, Modena
 TUR: Naples, Tunis, Messina, Palermo (4)
 VEN: *Bergamo*, Padua, Treviso, Friuli, Venice, Istria, Carniola, (20)
 Trent, Carinthia, Dalmatia, Croatia, Bosnia, Tyrolea,
 Slavonia, Hungary, Austria, Como, Herzegovina, Albania,
 Durazzo

Seas

FRA: Western Tyrrhenian Sea (1)
 NAP: Ionian Sea (1)
 TUR: Western Mediterranean (1)
 VEN: Upper Adriatic, Venice Lagoon (2)

Cities

FRA: Avignon, Swiss, Marseilles, Corsica, Sardinia, Savoy, (13)
 Genoa(3), Turin, Montferrat, Pavia, Cremona
 MIL: Milan(3) (0)
 NAP: Bari (1)
 PAP: Ancona, Ferrara, Rome(2), Florence(3), Arezzo, Pisa, (14)
 Bologna, Sienna, Piombino, Perugia, *Mantua*
 TUR: Naples(2), Tunis(2), Messina, Palermo (6)
 VEN: Treviso, Venice(3), Padua, Carniola, Dalmatia, Croatia, (14)
 Tyrolea, Hungary, Albania, Austria, Trent, Durazzo

Totals

Coun	Var	Prov	Sea	City	Gross	Treas	Tot
FRA	5	16	1	13	35	6	41
MIL	3	3	0	0	6	2	8
NAP	2	5	1	1	9	0	9
PAP	9	19	0	14	42	42	84
TUR	3	4	1	6	14	2	16
VEN	9	20	2	14	45	21	66

Game Summary

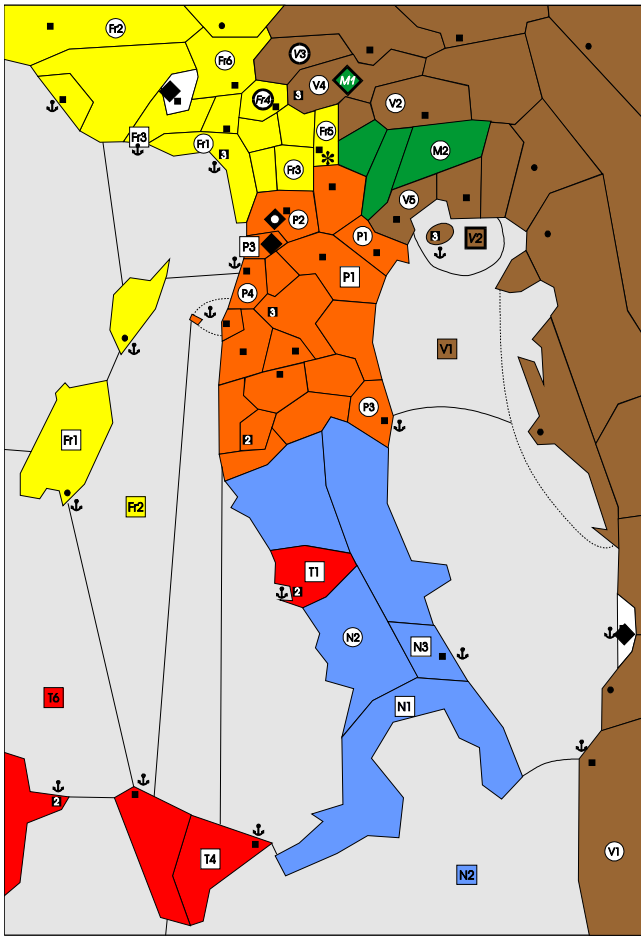
Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	3	3	3	4	3	2	2	2	1
Flo:	2	3	2	0	0	0	0	0	0
Fra:	4	6	6	6	7	6	6	7	8
Mil:	3	3	3	4	5	6	4	4	3
Nap:	4	4	3	4	4	2	3	3	2
Pap:	4	5	5	6	6	6	7	7	8
Tur:	3	3	4	4	3	5	4	4	5
Ven:	4	5	5	5	5	6	7	8	8

Coun	1457			1458		
	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	0	0	0	0	0	0
Flo:	0	0	0	0	0	0
Fra:	8	8	8	10	10	11
Mil:	2	2	3	2	2	1
Nap:	2	2	2	1	1	1
Pap:	10	9	9	10	11	11
Tur:	5	5	5	6	5	4
Ven:	10	11	10	10	11	12

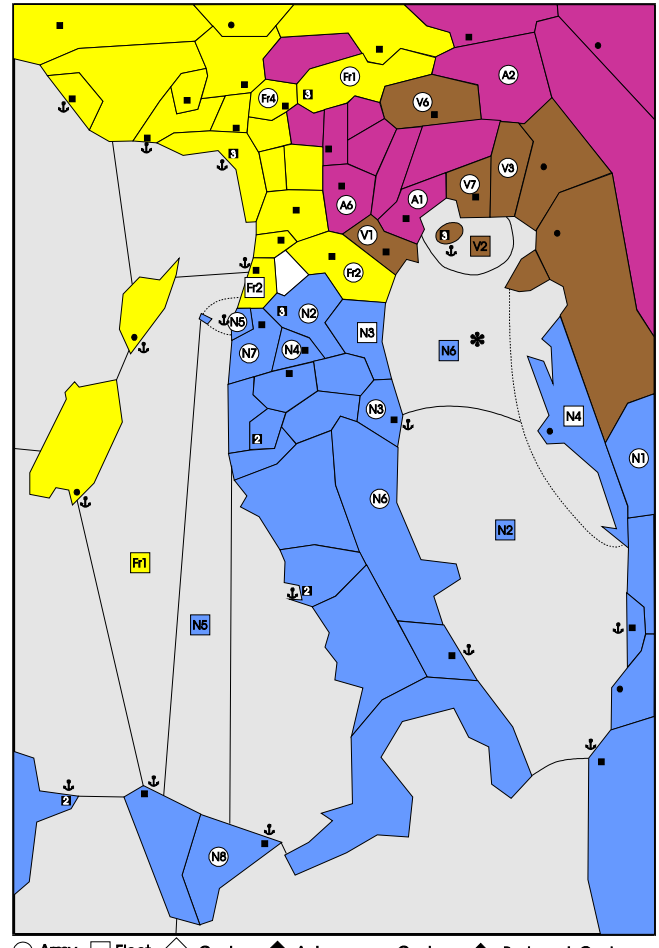
AGAINST THE GRAIN By Glen Foden



"Rude Dog"



"The River"



The River / MGN# O/B/8/AD2/1

Fall 1461

Deadline/Winter-Spring 1462 6/20 Thursday

Austria and Venice, exhausted from their mutual struggle, neglect to send orders to their field commanders. Meanwhile, France and Naples finish off Florence, while Naples completes his conquest of Turkey.

Retreats

Austria A4 NRR! Retreats OTB.

Expenditures

France spends 18 ducats to disband Florentine A2

Orders

- Austria: NMR! A1 PADUA holds
(Grib?) A2 CARINTHIA holds
A6 MANTUA holds
- Florence: A2 (EM) Bologna to Romagna (nsu)
(Scott) A3 Florence supports A6 (cut, DISLODGED)
A6 Piombino to Pisa (DISLODGED), OUT!
- France: A1 Tyrolea to MILAN
(Marcinonis) A2 Modena to BOLOGNA
A4 Fornova to PAVIA
F1 WESTERN TYRRHENIAN SEA supports F2
F2 PISA supports Naples A5 to Piombino

Orders (cont.)

- Naples: A1 Herzegovina to BOSNIA
(McConnell) A2 Urbino to FLORENCE
A3 ANCONA holds
A4 AREZZO supports A2
A5 Palermo to PIOMBINO
A6 AQUILA holds
A7 SIENNA supports (ambiguous)
A8 MESSINA holds
F2 Ionian Sea to LOWER ADRIATIC
F3 ROMAGNA supports F6
F4 DALMATIA supports F6
F5 EASTERN TYRRHENIAN SEA transports A5
F6 Lower Adriatic to UPPER ADRIATIC
- Venice: NMR! A1 FERRARA holds
(Palumbo) A3 FRIULI holds
A6 TRENTO holds
A7 TREVISO holds
F1 Upper Adriatic holds (DISLODGED, retreat Carniola, Croatia, Istria, OTB)
F2 VENICE LAGOON holds

Press

France - Austria: I say we are even now.

France - Florence: I guess I won't buy them....

France - Naples: Sorry I was out of touch, hopefully I guessed right.

Ex-vacationing GM - GM: Methinks thou shalt finish my game before thou returnest it to me!

Cerberus - Ex-vacationing GM: It certainly looks that way....

Notes

Naples has just conquered Turkey. All Turkish home areas are now considered Neapolitan, and Naples gains the Turkish variable income die roll. Also, **will Ward Narhi please submit standby orders for Venice and Bob Robles for Austria.**

Spring 1462 Income

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

Provinces

- AUS: Austria, Hungary, Como, Piacenza, Cremona, Bergamo, Brescia, Mantua, Verona, Vicenza, Carinthia, Padua, Slavonia (13)
- FRA: Avignon, Swiss, Provence, Marseilles, Turin, Saluzzo, Savoy, Montferrat, Genoa, Fornova, Pontremoli, Parma, Modena, Corsica, Sardinia, Pavia, Milan, Tyrolea, Lucca, Pisa, Bologna (21)
- NAP: Patrimony, Tunis, Palermo, Messina, Capua, Aquila, Naples, Salerno, Bari, Otranto, Durazzo, Ragusa, Rome, Tivoli, Perugia, Spoleto, Ancona, Urbino, Herzegovina, Sienna, Piombino, Arezzo, Florence, Dalmatia, Bosnia, Albania, Romagna (27)
- VEN: Ferrara, Treviso, Friuli, Carniola, Croatia, Istria, Trent, Venice (8)

Seas

- FRA: Western Tyrrhenian Sea (1)
- NAP: Eastern Tyrrhenian Sea, Lower Adriatic, Upper Adriatic (3)
- VEN: Venice Lagoon (1)

Cities

- AUS: Austria, Hungary, Cremona, Mantua, Padua (5)
- FRA: Avignon, Swiss, Marseilles, Turin, Saluzzo, Savoy, Montferrat, Genoa(3), Modena, Corsica, Sardinia, Pavia, Milan(3), Tyrolea, Lucca, Pisa, Bologna (21)
- NAP: Tunis(2), Palermo, Messina, Naples(2), Bari, Durazzo, Ragusa, Rome(2), Perugia, Ancona, Sienna, Piombino, Arezzo, Florence(3), Dalmatia, Albania (21)
- VEN: Ferrara, Treviso, Carniola, Croatia, Trent, Venice(3) (8)

Totals

Coun	Roll	Var	Prov	Sea	Cit y	Gross	Treas	Tot
AUS	6	4	13	0	5	25	0	25
FRA	5, 6 ^G	9	21	1	21	52	0	52
NAP	3, 3 ^T	5	27	3	21	56	0	56
VEN	2, 6	8	8	1	8	25	1	26

^GDie rolls gained from Genoa

^TDie rolls gained from conquest of Turkey

Game Summary

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

Coun	1457			1458			1459		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	11	9	10	7	10	9	10	8	8
Flo:	5	7	7	7	8	8	9	9	8
Fra:	4	4	7	8	9	9	9	10	11
Mil:	0	0	0	0	0	0	0	0	0
Nap:	3	4	3	3	4	6	7	7	9
Pap:	2	1	1	1	1	1	0	0	0
Tur:	7	6	4	5	0	0	0	0	0
Ven:	9	11	10	12	9	10	10	10	8

Coun	1460			1461		
	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	8	8	8	8	6	5
Flo:	7	6	7	5	3	0
Fra:	12	12	11	12	14	17
Mil:	0	0	0	0	0	0
Nap:	0	10	10	12	14	16
Pap:	0	0	0	0	0	0
Tur:	0	0	0	0	0	0
Ven:	8	8	8	7	7	6

"I..."

In 1939a newspaper subjected the speech patterns of the then principal world leaders to analysis regarding the use of the first person singular. The results were not surprising.

Adolf Hitler was wont to use *I* or the equivalent about once every 53 words, while his partner in crime, Benito Mussolini, used it about once every 83 words. In contrast Franklin D. Roosevelt said *I* about once every 100 words. French Premier Edouard Daladier referred to himself in this fashion only once every 234 words and British Prime Minister Neville Chamberlain only once in every 249 words, perhaps because they had much to be modest about.

Since at the time this analysis was made Winston Churchill was an unemployed politician, he was omitted from the survey. However, in his "Blood, Toil, Tears, and Sweat" address to the House of Commons on May 13, 1940, he used the first person singular about once in every 35 words, thereby beating even Hitler in the egotism stakes.

Rabid Dog / MGN# O/E1/9/ABC/1**Fall 1451****Deadline/Spring-Winter 1452 6/20 Thursday**

The Pope finds the tables turned, as three of his home cities are taken. Florence is eliminated, while France makes peace with the new ruler of Genoa. The Turks back off from Naples while Austria repels a Milanese invasion of the Tyrol. Venice reclaims some home territory, while losing a conquest.

Orders

Austria: A1 CARNIOLA to Tyrolea
 (Koehler) A4 Carniola to CROATIA
 Florence: A1 Modena to BOLOGNA
 (Lewis) G1 AREZZO converts to A2, **Out!**
 France: A1 Turin to MONTFERRAT
 (Wilke) A2 SAVOY supports A1
 A3 Provence to SALUZZO
F2 WESTERN GULF OF LYON supports Genoa F2 to Western Tyrranean Sea (nso)
 Genoa: F1 CORSICA to Western Tyrrhenian Sea
 (Kinsel) F2 EASTERN GULF OF LYON to Pisa
F3 GENOA to Eastern Gulf of Lyon
G1 (EM) GENOA converts to A1
 Milan: A1 Pavia to TURIN
 (Anderson) A2 Montferrat supports A1 (cut, DISLODGED, retreat Pavia, Fornova, OTB)
A3 MILAN to Tyrolea
G1 MILAN converts to A4
 Naples: A1 SPOLETO to Perugia
 (Narhi) A2 Tivoli to ROME
F1 SARDINIA to Western Tyrrhenian Sea
F2 Western Mediterranean to BAY OF TUNIS
F3 Eastern Tyrrhenian Sea to GULF OF NAPLES
 Papacy: A2 PISA holds
 (Rutherford) A3 URBINO to Perugia
 A4 Florence to PISTOIA
 A5 AREZZO besiege (garrison destroyed)
 F1 Upper Adriatic to FERRARA
F2 ROMAGNA to Ancona
 Turks: A1 AQUILA supports A2
 (Wilson) A2 Dalmatia to ANCONA
 F1 LOWER ADRIATIC transports A2
 F2 Salerno to OTRANTO
 F3 DURAZZO to IONIAN SEA
 Venice: A2 TRENTO holds, loots, pillages
 (Robles) F1 (EM) Treviso to FRIULI

Notes

Kevin Kinsel is now the Genoan player of record. Also, the Papacy has conquered Florence. All Florentine home areas are now considered Papal home areas and the Pope gains the Florentine variable income die rolls.

Press

Naples Prophet asks: So how did everyone vote?

Naples grovels: Um, Signor Pope, I really had no intention of attacking you. We were just fleeing from the marauding Turks and sought refuge in your holy city.

Naples - All: The red plague has reached the mainland! Flee for your lives!

Naples - Austria and Pope: So lets see, Turkey has stabbed Naples, Genoa, and Venice. Yeah, I'd trust this guy.

Press (cont.)

Naples - Turk: Whoah! I'm glad you opened my eyes to such a fair trade.

Golly, how can I refuse giving up all the boot for lovely Tunis here. Thanks!

(Heh, heh, boy did I swindle him, right?)

Pope - Naples: Are you taking your Lithium? You've been venting all over the map!

Murad II - Naples: The Janissaries have spared Naples. What is my reward?

Murad II - the Pope: I should not have doubted you. You are correct, the dice DO help that help themselves.

Murad II - Florence: I hope help is not too late.

Venice - Austria: get the drift?

Venice - Turk: Ok, Ok, those territories really are yours. Say, could I broker a real estate deal for you in Ancona?

Venice - Pope: The Crimson Tide is rising!

Spring 1452 Famine

Good Year! Modena, Swiss, Verona, Bergamo, Urbino, Florence, Parma, Aquila

Spring 1452 Income

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

Provinces

AUS: Tyrolea, Austria, Hungary, Carinthia, Slavonia, Croatia, (8)
 Vicenza, Carniola
 FRA: Avignon, Swiss, Provence, Marseilles, Montferrat, Savoy, (7)
 Saluzzo, Como
 GEN: Genoa, Corsica (2)
 MIL: Turin, Fornova, Pontremoli, Parma, Piacenza, Cremona, (7)
 Milan, Pavia
 NAP: Capua, Tivoli, Naples, Rome, Spoleto, Messina, Palermo, (8)
 Sardinia
 PAP: Mantua, Ferrara, Romagna, Pisa, Urbino, Pistoia, Perugia, (9)
Florence, Arezzo, Patrimony, Sienna
 TUR: Tunis, Durazzo, Albania, Ragusa, Bosnia, Dalmatia, (11)
 Ancona, Aquila, Bari, Otranto, Salerno, Herzegovina
 VEN: Bergamo, Trent, Brescia, Verona, Friuli, Treviso, Padua, (7)
 Venice, Istria

Seas

FRA: Western Gulf of Lyon (1)
 GEN: Eastern Gulf of Lyon (1)
 NAP: Bay of Tunis, Gulf of Naples (2)
 TUR: Lower Adriatic, Ionian Sea (2)

A Little Problem in Procurement?

Fearing that a German invasion was imminent after the fall of Norway, in 1940 the Swedish Army mobilized, only to discover that the total available stockpile of anti-aircraft ammunition was barely sufficient to sustain a simultaneous one minute's firing by all of the anti-aircraft guns on hand.

Cities

AUS:	Tyrolea, Austria, Hungary, Croatia, Carniola	(5)
FRA:	Avignon, <u>Swiss</u> , Marseilles, Montferrat	(3)
GEN:	Genoa(3), Corsica	(4)
MIL:	Turin, Milan(3), Cremona, Pavia	(6)
NAP:	Naples(2), Rome(2), Messina, Palermo, Sardinia	(7)
PAP:	Mantua, Ferrara, Pisa, Perugia, <u>Florence(3)</u> , Sienna	(5)
TUR:	Tunis(2), Durazzo, Albania, Ragusa, Dalmatia, Ancona, Bari	(8)
VEN:	Trent, Padua, Venice(3), Treviso	(6)

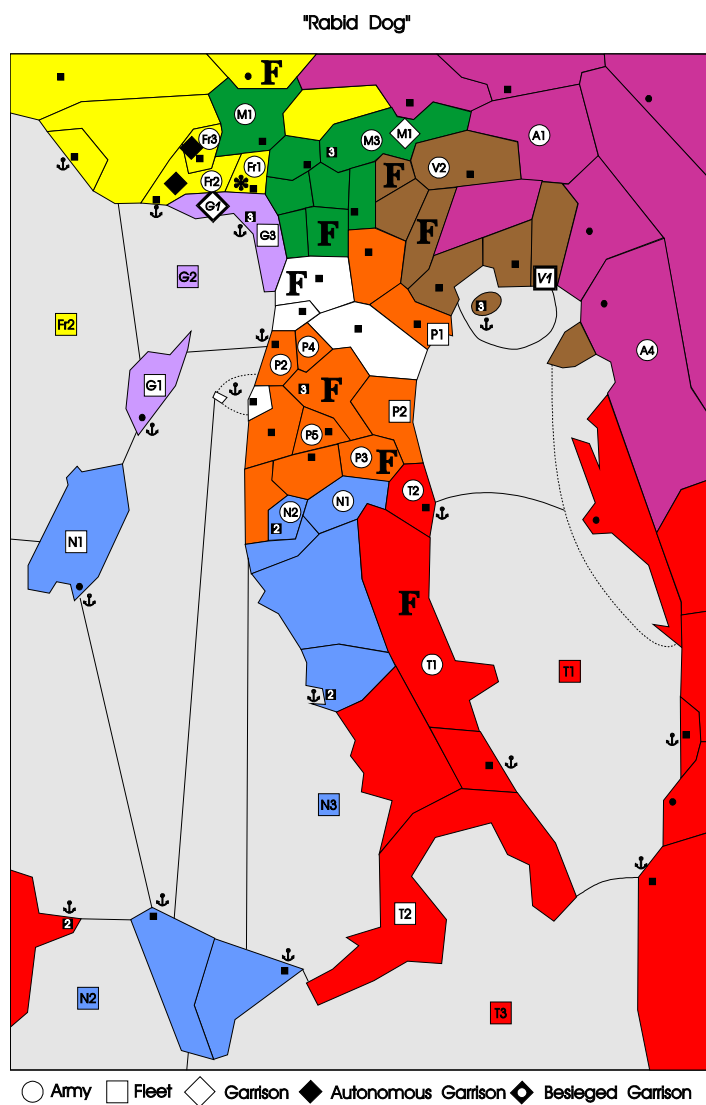
Totals

Coun	Roll	Var	Prov	Sea	Cit y	Gross	Treas	Tot
AUS	3	3	8	0	5	16	4	20
FRA	5	5	7	1	3	15	2	17
GEN	3, 4	5	2	1	4	12	0	12
MIL	3	3	7	0	6	16	2	18
NAP	6	4	8	2	7	21	5	26
PAP	5, 2 ^F , 2 ^F	9	9	0	5	23	8	31
TUR	2	2	11	2	8	23	5	28
VEN	1, 5	6	7	0	6	19	2	21

^FDie rolls gained from conquest of Florence

Game Summary

Coun	145 0			145 1		
	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	3	4	5	6	5	5
Flo:	4	4	4	4	4	0
Fra:	3	4	6	5	4	4
Gen:	3	2	1	2	2	2
Mil:	3	3	3	3	4	4
Nap:	4	4	4	3	4	5
Pap:	4	4	6	7	8	6
Tur:	3	4	4	5	6	7
Ven:	5	4	4	3	5	4



"Mongrel"

Epoch III Celts, Macedonia, Maurya, and Han Dynasty

Deadline for Epoch III Hsuing-Nu, Romans, and Sassanids: 6/20 Thursday

Civ-R-U's (Lewis) CELTS. Army in *Central Europe, Northern Gaul, Albion, Dalmatia, Pindus, Balkans* (vs. Scythians: C: 6, 5; S: 2, 1; wins), *Western Anatolia* (vs. Scythians: C: 5, 4; S: 4, 2; wins), *Dneiper*. Builds Monument in *Albion*. Points: Dominance in Northern Europe (2) and Southern Europe (6), Presences in India (3), Middle East (3), and North Africa (2), one Monument (1) for 17 points.

The Hoard (Hurley) MACEDONIA. Army and Capital in *Pindus* (Celt army retreats to *Balkans*). Army *Morea, Dalmatia* (vs. Celts: M: 6, 1; C: 6; M: 5, 1; C: 6; loses), *Dalmatia* (vs. Celts: M: 5, 2; C: 2; wins), fleet *Black Sea*, army *Danubia, Central Europe* (vs. Celts: M: 6, 4; C: 3; wins), *Baltic Seaboard*, fleet *Western Mediterranean (imp.)*, army *Shatts Plateau* (vs. Carthaginians: M: 2, 1; C: 5, 5; loses), *Shatts Plateau* (vs. Carthaginians: M: 6, 2; C: 6, 4; M: 4, 1; C: 3, 2; wins, Capital reduced to city), *Libya* (vs. Minoans: Ma: 6, 5; Mi: 6; Ma: 6, 4; Mi: 6; Ma: 4, 1; Mi: 4; Ma: 3, 3; Mi: 5; loses), *Libya* (vs. Minoans: Ma: 6, 1; Mi: 4; wins), *Western Anatolia* (vs. Celts: M: 4, 3; C: 4, 2; M: 5, 4; C: 6, 5; loses), *Western*

Anatolia (vs. Celts: M: 2, 1; C: 3, 1; loses), *Western Anatolia* (vs. Celts: M: 5, 4; C: 5, 4; M: 5, 1; C: 4, 1; wins). Points: Control of North Africa (6), Dominance in Middle East (6), India (4), Southern Europe (6), and Northern Europe (2), Presence in China (3), two Capitals (4), two cities (2), five Monuments (5), and three Seas (3) for 41 points.

Horsement of the Apocalypse (Wilson) MAURYA: Army and Capital *Ganges Delta*, army *Ganges Valley* (vs. Persia: M: 5, 2; P: 1; wins), *Upper Indus* (vs. Persia: M: 4, 1; P: 6; loses), *Upper Indus* (vs. Persia: M: 5, 3; P: 4; wins, city eliminated), *Lower Indus* (vs. Persia: M: 3, 2; P: 5; loses), *Lower Indus* (vs. Persia: M: 3, 2; P: 6; loses), *Lower Indus* (vs. Persia: M: 2, 1; P: 5; loses), *Lower Indus* (vs. Persia: M: 5, 1; P: 3; wins), *Irrawaddy, Malayan Peninsula*. Builds Monument *Ganges Delta*. Points: Dominance in India (6) and China (6), Presence in Southeast Asia (1), two Capitals (4), four Monuments (4) for 21 points.

HAN DYNASTY is a no-show.

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Murray Cowles	Hector	10	28
Dave Anderson	Gamers' Lonely Hearts Club	11	20
Dan Eisenhut	The Dark Side	12	18
Andy Lewis	Civs-R-Us	20	48
Kevin Wilson	Horsemen of the Apocalypse	20	41
Chris Hurley	The Hoard	35	72

Press

Andy - Chris: The new map is outstanding. Thanks for making it up. Only one thing, would you please add the scoring display as well?

Cerberus - Marmaduke: Kevin Wilson beat you to the request. At his suggestion, I also changed the font the map is in and I also show each army as a different unit, rather than how I was doing it on the first map.

Final Positions

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

The Hoard. Fleets *Red Sea*, *Black Sea*, and *Eastern Mediterranean*.
EGYPT: One army each in *Nubia* and *Upper Nile*. PERSIA: Army, Capital, and Monument in *Persian Plateau*, army and Monument in *Upper Tigris*, armies each in *Eastern Deccan*, *Persian Salt Desert*, *Zagros*, *Levant*, *Palestine*, and *Nile Delta*. CIVIL WAR: Army *Chekiang*. MACEDONIA: Army and Capital in *Pindus*, army, city, and Monument in *Shatts Plateau*, army each in *Baltic Seaboard*, *Central Europe*, *Dalmatia*, *Morea*, *Western Anatolia*, *Danubia*, and *Libya*.

Civs-R-Us. ASSYRIA: Two armies in *Hindu Kush*. CELTS: Army and Monument *Albion*, two armies *Balkans*, army *Northern Gaul* and *Dneiper*.

The Dark Side. CIVIL WAR: Army *Ceylon*. CARTHAGINIA: Armies *Southern Iberia* and *Crete*..

Horsemen of the Apocalypse. CHOU DYNASTY: Two armies, Monument, and Capital in *Wei River*, one army each in *Tarim Basin* and *Great Plain of China*. MAURYA: Army, Capital, and Monument *Ganges Delta*, army and Monument *Upper Indus* and *Lower Indus*, army *Ganges Valley*, *Irrawaddy*, and *Malayan Peninsula*.

Hector. SHANG DYNASTY: Two armies, Capital, Monument, and fort in *Yellow River*. VEDIC CITY STATES: One army each in *Western Deccan* and *Eastern Ghats*.

Gamers' Lonely Hearts Club. ARYANS: Two armies in *Turanian Plain*. SCYTHEANS: Army, Monument, and city in *Middle Tigris*, army and Monument in *Eastern Anatolia*, one army *Caucases*.

Your event cards

are: _____

Epoch III Empire

Your Empire is: _____

"Wolfpack"

Epoch II Empire Selection

Deadline for Epoch II Assyria, Chou Dynasty, Vedic City States, and Greek City States: 6/20 Thursday

Errata

There was a slight miscount on the victory points for The Blunt Approach, as a result of which, he selects first, not third.

The Blunt Approach keeps

Moody Indignants keeps.

Pinky and the Brain keeps

Quantum Coyotes keeps

The Arachnids gives to the Dead Peoples

Dead Peoples gives to the Arachnids

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Chris Geggus	The Blunt Approach	4	8
Debbie Osborne	Moody Indignants	4	7
Sean Cousins	Pinky and the Brain	4	6
Kevin Kinsel	Quantum Coyotes	4	5
Paul Bolduc	The Arachnids	5	10
Caleb Cousins	Dead Peoples	5	7

Press

Brain: Come, let us prepare for tomorrow night, Pinky.

Pinky: Why, what are we gonna do tomorrow night, Brain.

Brain: The same thing we do every night, Pinky. Try to take over the world.

Final Positions

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

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

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

Pinky and the Brain: One army each in *Western Deccan* and *Western Ghats*.

Moody Indignants: BABYLONIA: Army, Capital, and Monument in *Middle Tigris*, one army each in *Upper Tigris*, *Levant*, and *Zagros*.

The Blunt Approach: HITTITES: Army and Capital in *Eastern Anatolia*, armies each in *Western Anatolia* and *Balkans*. SHANG DYNASTY: Army and Capital in *Yellow River*, armies each in *Great Plain of China*, *Chekiang*, and *Si-Kyang*.

Dead Peoples: ARYANS: Army, Monument, and city in *Lower Indus*, armies each in *Turanian Plain*, *Tarim Basin*, *Upper Indus*, *Hindu Kush*, *Persian Salt Desert*, and *Persian Plateau*.

Your event cards

are: _____

Epoch II Empire

Your Empire is: _____

Mutt

Turn 1

Deadline, Turn 2: 6/20, Thursday

Commander Actions

Minos Entrepreneurs opens the bidding for a Warehouse at 26 and gets it (Or2, Or3, Or3, Or4, Wa8)

BB NMRs!

Tribute to Troy opens the bidding on a Nodule at 26 and gets it (Or3, Or4, Or5, Wa7, Wa7).

BarterTown II buys a water factory (Or3, Or4, Wa6, Wa7). One population moved from an ore factory to man it.

Heavenly Bodies Development Company opens the bidding on a Data Library at 15 and gets it (Or3, Or4, Wa8). Buys an ore factory (Wa10)

Bellbick 7 buys a water factory (Or1, Or2, Or3, Or5, Wa9). One population moved from an ore factory to man it.

The Outhouse buys a water factory (Or2, Or2, Or3, Wa6, Wa7). One population moved from an ore factory to man it.

Awl Mining Company opens the bidding on a Nodule at 25 and gets it (Or2, Or3, Or3, Or4, Wa6, Wa7)

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Awl Mining Company	Andy Lewis	OrF, OrF, WaF	No	5
2	Tribute to Troy	Dan Eisenhut	OrF, OrF, WaF	No	5
3	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF	Wa	4
4	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF	DL	4
5	Bellbick 7	Bill Scharf	OrF, OrF, WaF, WaF		3
6	BB	Brian Boulanger?	OrF, OrF, WaF		3
7	BarterTown II	Andy York	OrF, OrF, WaF, WaF		3
8	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF		3

Available Upgrades

New Arrivals: Nodule, Heavy Equipment, Data Library, Warehouse

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	1	3
Warehouses (Wa)	25	1	3
Heavy Equipment (HE)	30	3	2
Nodules (No)	25	3	0

Notes

Will Kevin Kinsel please submit standby orders for BB!

Production Cards

In the Warehouse: _____

New Cards: _____

Prairie Dog

Turn 18

Deadline Turn 19: 6/20 Thursday

Segment 1

John Henry: Delay

Ronnie: Delay

Laundry Boy: Card B4 -- Chop (at Ronnie), segment 1 of 2.

Segment 2

John Henry: Delay

Ronnie: Delay

Laundry Boy: Card B4 -- Chop (at Ronnie), segment 2 of 2, hit BODY -- LIGHT 2 (3 delay points).

Prairie Dog

Segment 3

John Henry: Delay
Ronnie: Delay
Laundry Boy: Card B7 -- Kick (Ronnie), segment 1 of 3

Segment 4

John Henry: Delay
Ronnie: Delay
Laundry Boy: Card B7 -- Kick (Ronnie), segment 2 of 3

Segment 5

John Henry: Delay
Ronnie: Delay
Laundry Boy: Card B7 -- Kick (Ronnie), segment 3 of 3, hit BE becomes CRIT -- LIGHT 3 (LOSE AIM), LOSE AIM

End of Turn

John Henry loses 4 delay points.
Ronnie loses 3 delay points.

Beginning of Turn 19

John Henry gains 0 delay points due to wounds.

You Have to Get Your Priorities Right
 In 1937 the British Army riding school at Weeden had a budget of £20,000 (about \$1 million in 1994 dollars) for 38 students, more than £526 (about \$26,000 in 1994 dollars) per pupil, while the Tank Corps School, with 550 students, had to make due with £46,000, or about £83 (about \$4,100 in 1994 dollars) per pupil. This effectively demonstrated the priorities of the senior leadership of the British Army in maintaining tradition rather than preparing for war.

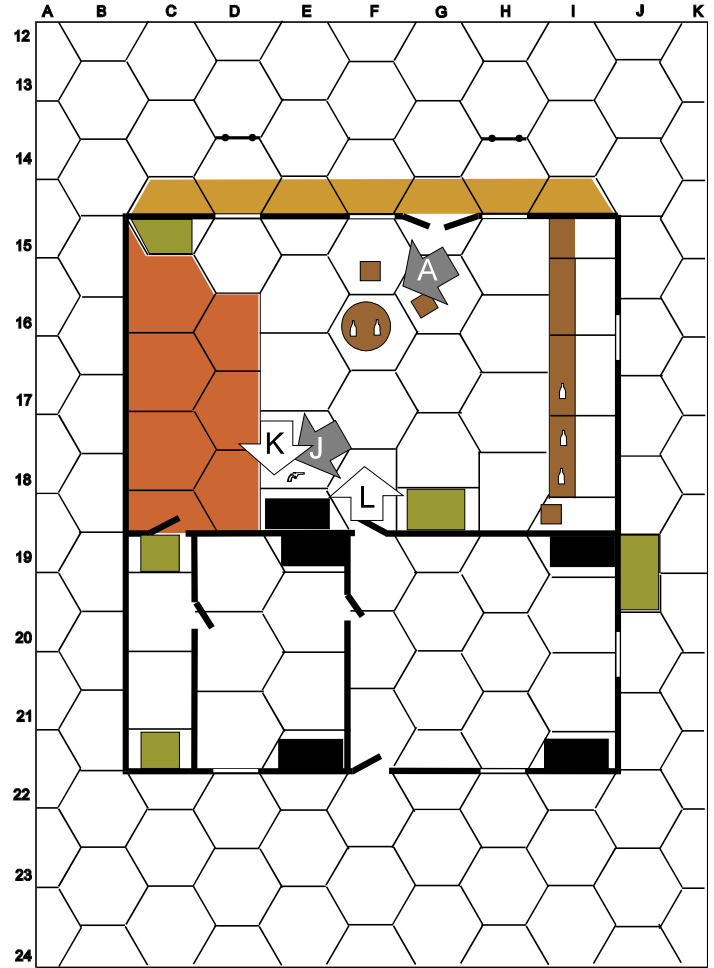


Table
 Chair
 Bottle
 A
 Westerner

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	G16 > F16	4, 6, 9	None	3	0	SERIOUS 1, UNCONSCIOUS
B	Steve Koehler	John Henry (J)	E18 > D18	5, 6, 8, 9	Brawling +2	4	4	GUN ARM 1, SERIOUS 3, LEG 4, DOWN
C	Mike Scott	Ronnie (K)	E18 > E19	5, 8	Brawling +2	2	7	
D	Paul Bolduc	Laundry Boy(L)	F18 > 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 6 Combat

Deadline End of Game Statements: 6/20 Thursday

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

Fremen: 5 tokens (1 Fedaykin) in Habbanya Ridge Sietch, 4 tokens Sietch Tabr, 1 token Carthag, 10 tokens (2 Fedaykin), Stilgar, and Otheym in the tanks

Guild: 5 tokens Tuek's Sietch, 3 tokens Pasty Mesa (8), 12 tokens off-planet

Harkonnens: 11 tokens off-planet, 9 tokens and Feyd-Rautha in the tanks

Lansraad: 11 tokens off-planet, 9 tokens and Baron Moat in the tanks.

Combat

Arrakeen

Atreides look at the Bene Gesserit weapon. Bene Gesserit Voice the Atreides not to play a poison defense.

	Atreides	Bene Gesserit
Leader	Lady Jessica (5)	Alia (5)
Weapon	None	Chaumurky
Defense	None	Snooper
Dialed	2	2½
Spice Spent	2	2
Total	2	7½

The Bene Gesserit are victorious. Lady Jessica accompanies 2 Atreides tokens to the tanks (5 spice to the Bene Gesserit). The Bene Gesserit lose 3 tokens. No cards are discarded. The Atreides are now eligible to use the Kwizatz Haderach.

Carthag

The Lansraad play a Karama card to negate the Fremen Fedaykin bonus.

	Lansraad	Fremen
Leader	Baron Moat (6)	Chani (6)
Weapon	None	Gom Jabbar
Defense	Shield	Snooper
Dialed	4	2½
Spice Spent	4	0
Total	4	8½

The Fremen are victorious. Baron Moat goes to the tanks with his 5 tokens and 5 Fremen tokens (2 Fedaykin). With this, the Fremen control 3 cities and are victorious!

Press

Lansraad - All: I've done my best to stop the win. How about someone else helping? NOW!

Cerberus - Lansraad: Too late.

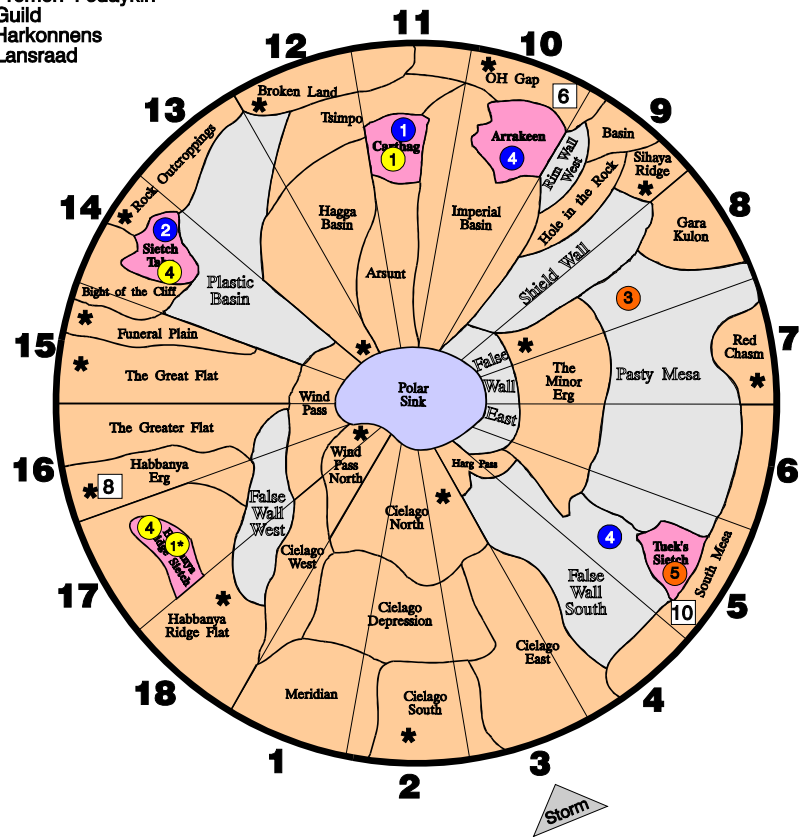
Final Positions

Atreides: 8 tokens and Duncan Idaho, and Lady Jessica in the tanks, 12 tokens off-planet

Bene Gesserit: 4 tokens Arrakeen, 2 tokens Sietch Tabr, 1 token Carthag, 4 tokens False Wall South (5), 3 tokens off-planet, 6 tokens in the tanks

Emperor: 10 tokens (5 Elite Sadaukar) off-planet, 10 tokens and Captain Aramsham in the Tanks

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



Your spice: _____

Your cards: _____

OVER THE HEDGE By M. Fry and T. Lewis



Anubis

End of Game Statements

Dan Eisenhut (Dutch). Good job, Bill. I never saw it coming. This was the first time I've seen the game won with 5 PCs. Usually you get jumped before you make it. Everyone seemed to draw their attention to me and left you alone. Bravo Zulu!

Sean Cousins (English) I've never been very fond of this game, but I had a lot of fun. Congrats to Bill -- very well played.

Kevin Wilson (French) This was my first try at New World, pbm or ftf. I like the game. While it took me a while to get into the flow of the game, the rules were pretty straight forward. I only had a couple of questions for Chris. I feel had I

gotten to know the game better faster, I might have seen the danger from Portugal winning. I didn't think he could gain Political Control of 2 additional areas that fast and thought the game would go to the final turn and be decided by wealth, so I concentrated on getting gold home, keeping the natives subdued, and hopefully getting the other mine the French had found producing. Instead I got caught standing with my hands in my pockets while Portugal went on to the win. I probably could have been in position to use military force to hold him back, but didn't. In hindsight, I see I should have.

Congratulations to Bill for the win. From the time I assumed the French, I don't remember seeing any combat between the players. In addition, the

communication almost non-existent and I was a guilty as the rest. I think I see where combat would be appropriate, keeping someone from Political Victory, and when to talk. I'll play again the next time you start a game.

Bill Scharf (Portuguese) I looked at the map before the last turn and saw this as a possible way of winning, but there seemed to be too many chances of bad climate rolls or being attacked. After the last round when I realized that I still had a shot at it I decided, "What the heck, I'm not going to win monetarily." It worked out. The rolls came through beautifully, and I had just enough to squeak out a win, which still amazes me. I think what helped in that was that I was so far out of the running that nobody bothered picking on me too much.

Andy Lewis (Swedes) Nice win Bill. You really pulled that one out of nowhere. I hate to see it happen though because I think that the last turn was going to be very interesting. How about another game?

Chris Hassler (GM) It was an interesting experiment, which I believe turned out well. This game has to hold the record, though, for the most time spent waiting on the Game Openings list. I would be willing to run another if there is enough interest. It was an enjoyable game from a GMing standpoint. Congrats to Bill on the surprise win.

Dog Food

Turns 15 and 16

Deadline Turns 17 and 18: 6/20 Thursday

Turn 15

1st: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)

Rolls Used: (3 * 2) 2 1

Y - R - B - R - B - Y - R - Bypass - R - B

2nd: Andy York (Niks/Beagle Boys Enterprise) Rolls Used: 1 4 5

R - Y - B - R - B - Y - B - R - Desolation Landing(o) - Desolation Landing(s).

Sell Infinite Puzzles for \$250 (from the cup: Demand for Spice at 3). Buys Factory for \$160. Buy Living Toys for \$80 and a Shield for \$60. Gains \$40 in commissions.

3rd: Chris Geggus (Qossuth/Rockville Emporium) Rolls Used: 6 * 3

Jewelport(s) - Jewelport(o) - (R) - B - Y - B - (R) - B - Y - B - (R) - Rumbleport(o) - Rumbleport(s)

Sells Servo-Mechanism for \$300 (from the cup: Impossible Furniture at 8). Buy Agent for \$80, Psychotic Sculpture for \$160, and pick up Fare to Base

4th: Dan Eisenhut (Dell)

Naga Trading Corp Rolls Used: 5 6

Ice Station(s).

Sell Rock Videos for \$200 (from the cup: Finest Dust at 4a). Buy Melf Pelts for \$50.

Naga Subsidiaries, Inc. Rolls Used: 3 5

Galactic Base - Y - R - B - R - B - Interstellar Biosphere.

Buys Bypass for \$160.

5th: Steve Koehler (Eeepeep/Basset Imports, Ltd.) Rolls Used: 5 * 4

Titan's Tower(s).

Buy 2 Voll Silk for \$280.

6th: Andy Lewis (Humans)

Cash & Carrie Rolls Used: 2 4 5

NC4 - Open Port - Space Station - Y10 - NC4 - NC4 - Open Port

Sell Designer Genes for \$120 + \$80 bonus (from the cup: Demand for Wine at 5 and Voll Silk at 1b). Sell Designer Genes for \$120 + \$40 bonus (from the cup: Demand for Liquor at 8 and Bionic Perfume at 1a). Sell Designer Genes for \$120 (from the cup: Demand for Genes at 10).

Messy Wes Rolls Used: 1 2 6

Dryport(s) - Dryport(p).

Sell 2 Space Spice for \$160 (from the cup: Demand for Spice at 4b and Designer Genes at 9a). Buy Shield for \$60, Mulch Wine for \$20, Desolation Landing for \$200, and Mulch Wine for \$20. Gain \$46 in commissions.

Turn 16

1st: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)

Rolls Used: (6 * 2) 3 2

B - Y - R10 - B10 - R - B - Rainfall(o) - Rainfall(s).

Sells Megalith Paperweight for \$160 (from the cup: Impossible Furniture at 8). Barter IOU for \$120 and pay \$80 for Rainfall.

2nd: Andy York (Niks/Beagle Boys Enterprise) Rolls Used: 3 6 6

Desolation Landing(s) - Desolation Landing(o) - R - B - R - Y - R - NC6 - R - Y - B - Y - R - Wet Landing(o).

3rd: Chris Geggus (Qossuth/Rockville Emporium) Rolls Used: 5 * 3

Rumbleport(s) - Rumbleport(o) - (R) - Y10 - B10 - (R10) - Y - B - (R) - Bypass(p) - (R) - Y - B - (R) - B - (R) - Y - Galactic Base

Drop off Fare for \$150 (from the cup: Demand for Genes at 2). Agent buys Freighter for \$300.

4th: Dan Eisenhut (Dell)

Naga Trading Corp Rolls Used: 6 6

Ice Station(s) - Ice Station(o) - A - R - Y - B - R - Y - A - Jellybeast Landing(o) - Jellybeast Landing(s).

Buy Jewelport for \$200.

Naga Subsidiaries, Inc. Rolls Used: 3 4

Interstellar Biosphere - B - Y - R - Bypass(p).

Sell Glorious Junk for \$200 (from the cup: Mulch Wine at 3). Sell Space Spice for \$80 (from the cup: Glorious Junk at 2). Drop off Fare for \$140 (from the cup: Rock Videos at 4b). Gains \$42 in commissions.

4b. RockMart Torch Freighter 17: 4 // 18: 3 (times 2) Hold1 Hold2 Hold3 Hull Hold4 Hold5				5a. Naga Trading Corp \$561 Scow Scout 17: 1 2 2 4 // 18: 1 2 4 4 (Use 2) Hold1 Hold2 Hull Melf Pelts 5/\$110 Melf Pelts 5/\$110 Air Foil (\$80) Bypass \$200 Jewelport \$200			5b. Naga Subsidiaries, Inc. Scow Transport 17: 1 4 6 6 // 18: 3 4 4 6 (Use 2) Hold1 Hold2 Hold3 Hull			6. Basset Imports, Ltd. \$230 Rocket Scout 17: 3 5 // 18: 2 5 (Use 1 * 4) Hold1 Hold2 Hull Rock Videos 4b/\$200 Rock Videos 4b/\$200 Shield (\$60) Graw \$200 Dell \$200 Volois \$200		
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In the Doghouse with Marmaduke

The Gathering of Friends was a nice time. The new German games which I got to play included Manhattan, Entdecker, and El Grande.

Manhattan is being distributed by Mayfair. It's an easy short game which involves building the most buildings and highest buildings in several different cities. The game normally supposedly has one person winning by a large margin, but that didn't occur in the 2 games I played. The first game was 1st 43 pts, 2nd-4th at 42 pts. The second was 1st-3rd at 44 pts and 4th at 43 pts. Pretty close. There is an interesting variant called Godzilla where he rampages the cities at the same time you are building them.

Entdecker is a game of exploring islands. It's a fun game which is different every time since you draw tiles to make the map as you go. I found somewhat of a flaw which won't necessarily occur all the time but made the game less than exciting for me.

El Grande is a real nice game for up to 5 people. It's in Spain with it divided into 12 regions, I think. This game has so many different interplays that it has strategy everywhere. The game is 9 turns with scoring rounds after turns 3, 6, and 9. Each region has different points for 1st, 2nd, and 3rd in control. The order in which players go changes each turn and is based on playing cards from duplicate packets for each player. Each player gets to

bring men onto the board and do an action each turn. The possible actions change each turn and there are only 5 possibilities, but when you do one, it prevents everyone else from doing it. So the last player doesn't have much choice on an action except to not do it. Lots of things going on, but the King controls almost everything. Nothing at all can change in the region where the King is; this is one of the hardest rules to get right at first. But in general pieces can only be placed on the board in regions next to the King. The only action choice which is always available each turn is move the King. I could go on for pages explaining all the neat things this game has, but let me say instead if you have a group of 5 people who like strategy games buy a copy of this one and try it; I really think you'll like it. It does play with 3 or 4 as well but never had a problem finding 5 to play it here.

Well I'm probably out of space so next month I will wrap up this report with other neat games seen and what the rules differences in Phantoms of the Ice are. But now let's get on with the games....

Stand-bys:

Dog Biscuit: Rich Goranson

Rin Tin Tin: Ward Narhi, Paul Bolduc

"Dog Biscuit"

Turn 4

GM: Andy Lewis

Deadline for Turn 5 is June 16, Sunday

Changing my mind about player order staying static. I would like players input. I'm suggesting that the 1st player becomes the last player on the next turn with everyone else moving up one position. I'll take votes this month from everyone. High vote yes or no wins. Abstaining just doesn't affect the decision

Results

Bolduc's Spiders Trade Bo Legs to Blendor's Barbarians for Moby Stick

Blendor's Barbarians play Anderson's Chicken Littles

Cheap Shot trades an arm for a goal with Moose {replaced by Kroz Czech [4]}

0-1

Bo Legs giggles at Boney Maloney {dr5} 0-1

Doc Holiday on Ice {dr2} fans at Crease Lightning 0-1

Jack the Tripper pushes past Cheap Skate {replaced by Old Man Winters [4], Forwards shuffled} 1-1

General Icinghower can't out maneuver Chubby Checker 1-1

Bobby Howl is blown away by Fast Eddy 1-2

Chicken Littles win! 1-2

Narhi's Nordic Bunwarmers Send Hip Checker to the minors and promote Ice Capone [b4]

Anderson's Chicken Littles pass

Ms. Nar's Aquanuts play Anderson's Chicken Littles

King Netune spears the shot by Kroz Czech 0-0

Chairman of the Board fires Boney Maloney 1-0

Tiny Tim shoots and SCORES on Crease Lightning 2-0

Charge Card is abused by Old Man Winters 2-1

Puck Rogers out discos Chubby Checker 3-1

Sir Stanley Kup is rusted by Fast Eddy 3-2

Aquanuts win! 3-2

Dynamo Sporck Trade Headlock Holmes to C.J.'s Cleavers for Friar Puck

Hansen Brothers play Anderson's Chicken Littles

Stu Late is a dollar short against Kroz Czech {dr5} 0-1

Puk Luk freezes Boney Maloney 1-1

Slash Gordon {dr5} is stoned by Crease Lightning 1-1

Hi Stick beats the blues of Old Man Winters 2-1

Fat Trick is out weighed by Chubby Checker 2-2

Iron Orr mines Fast Eddy 2-2

Brothers win! 3-2

C.J.'s Cleavers Trade Headlock Holmes to Hansen Brothers for Iron Orr

Press

Bunwarmers finally warming up!

The Teams

Team	Manager	Record	Forwards	Defenseemen	Goalie	Trades	Drafts	Games
Bolduc's Spiders	Paul Bolduc	1-1-1	F1: Guy Whiz 7 F2: Ian Jury 1 F3: Snow Howe 3	D1: Tex Hitter 4 D2: Le Sainte 6	G: Moby Stick (9)	1	1	2
Blendor's Barbarians	Chris Hassler	0-3-0	F1: Bobby Howl 5 F2: General Icinghower 3 F3: Doc Holiday on Ice 4	D1: Cheap Shot b2 D2: Jack the Tripper b3	G: Bo Legs (2)	0	3	1
Narhi's Nordic Bunwarmers	Ward Narhi	0-1-0	F1: Napoleon Bonapuck 4 F2: Superstar * F3: Jock Strappe 4	D1: Cardinal Finner 5 D2: Ice Capone b4	G: Stonewall Jackson(6)	1	1	1
Anderson's Chicken Littles	Dave Anderson	3-6-1	F1: Old Man Winters 4 F2: Chubby Checker 3 F3: Fast Eddy 6	D1: Kroz Czech 4 D2: Boney Maloney 2	G: Crease Lightning(10)	1	0	2
Ms. Nar's Aquanuts	Sonja Nar	2-0-0	F1: Chairman of the Boards 6 F2: Puck Rogers 7 F3: Sir Stanley Kup 5	D1: Tiny Tim ½ D2: Charge Kard 3	G: King Neptune (7)	1	0	2
Dynamo Sporck	Caleb Cousins	2-0-0	F1: Ivan Fazov 2 F2: Cyclone Henri 6 F3: Captain Hook 2	D1: Antoni Zamboni 7 D2: Friar Puck 6	G: Canada Post (5)	1	1	2
Hansen Brothers	Sean Cousins	3-2-1	F1: Puk Luk 3 F2: Fat Trick 2 F3: Slash Gordon 7	D1: Hi Stick 6 D2: Headlock Holmes 5	G: Stu Late (1)	0	1	3
C.J.'s Cleavers	Chris Geggus	1-0-1	F1: Robin Hooker 4 F2: Billy the Skid 2 F3: Phantom of the Ice 6	D1: Iron Orr 7 D2: El Boss b5	G: Bulldog Brown (3)	2	0	2

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

“Rin Tin Tin”

Turn 2

GM: Andy Lewis

Deadline for Turn 3 is June 16, Sunday

Turn 2

Brendan's player-turn

Production: Brick(Brendan), Wool(Brendan, Kevin)

Trades: Trade 1 Brick to Chris for 1 Grain

Actions: Spend Brick and Lumber to build road at F6/11; Buy one card - you will be notified by email which card it is

Caleb's player-turn

Production: Brick(Brendan), Wool(Brendan, Kevin)

Trades: None

Actions: None

Chris' player-turn

Production: Brick(Brendan), Wool(Brendan, Kevin)

Trades: None

Actions: Spend Brick and Lumber to build road at F6/11

Kevin's player-turn

Production: Brick(Brendan), Wool(Brendan, Kevin)

Trades: Kevin(3 Wools for 1 Lumber at 3:1 Port)

Actions: None (no Brick in hand)

Cards at End of Turn 1

Brendan - Wool(5), Brick(3)

Caleb - Lumber(2), Grain

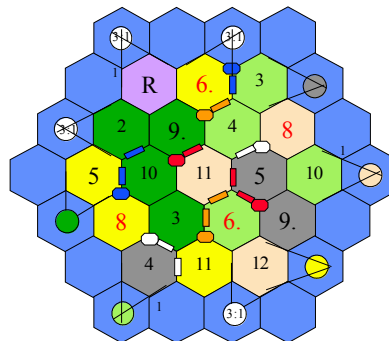
Chris - Wool(2), Grain

Kevin - Grain, Lumber, Wool

Turn 3 Production Die Rolls

- Brendan Ⓞ
- Caleb ●
- Chris ●
- Kevin ●
- Robber R
- City ●
- Settlement ●
- road ●
- Wasteland ●
- Farmland (Grain) ●
- Hills (Brick) ●
- Pasture (Wool) ●
- Forest (Lumber) ●
- Mountains (Ore) ●

Rin Tin Tin Turn 2



Brendan's player-turn: 4

Caleb's player-turn: 4

Chris' player-turn: 8

Kevin's player-turn: 4 - <Sorry guys but these are real rolls>

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 planet is currently farthest from the Sun?

A1. Pluto entered the portion of its orbit inside the orbit of Neptune in 1979 and will remain there until 1999. Therefore Neptune is currently furthest of known planets from the sun.

Andy Lewis, Paul Bolduc, Berry Renken, Steve Koehler, Debbie Osborne, and Chris Geggus each receive ½ point.

Q2. How many asteroids are there with diameters larger than 200 km?

A2. 33.

No correct answers.

Q3. What is the most volcanically active body in the Solar System?

A3. Io, one of the moons of Jupiter.

Paul Bolduc, Berry Renken, and Steve Koehler each receive ½ points.

Q4. What is the densest planet in the Solar System?

A4. The Earth at 5.52 gm/cm³ mean density.

Andy Lewis, Berry Renken, and Steve Koehler each receive ½ point.

Q5. What is the least dense planet in the Solar System?

A5. Saturn at 0.69 gm/cm³ mean density.

Andy Lewis, Bob Robles, Paul Bolduc, Berry Renken, and Chris Geggus each receive ½ point.

Current Scores

Andy Lewis	19½	Chris Geggus	17
Paul Bolduc	12	Steve Koehler	7½
Andy York	7	Dan Eisenhut	5
Rich Goranson	4½	Bill Scharf	4
Kevin Wilson	3½	Dave Anderson	3
Kevin Kinsel	2½	Caleb Cousins	2½
Ward Narhi	2½	Bob Robles	2½
Berry Renken	2	Debbie Osborne	1

New Questions

Topic: World War II

1. Of all the generals of all nationalities serving in World War II, only five were also generals in World War I. Who were they?
2. Approximately how many people died in World War II? (Note this includes military and civilian casualties.)
3. In preparation for war, Britain gained a world-wide monopoly on a resource considered vital to the war effort. What was the commodity?
4. What was a *kaiten*?
5. In 1940, the Germans, through superior training and tactics, were able to defeat a foe who not only outnumbered them, but also possessed an edge in weapons technology. Only one other modern nation has been able to duplicate that feat. Who?

Pedagogy

While the Special Theory of Relativity deals with inertial frames of reference, that is frames of reference where the velocity is constant, the General Theory of Relativity deals with accelerated reference frames.

One of the fundamental tenants of General Relativity is that any frame of reference undergoing constant acceleration is indistinguishable from a frame of reference in a gravity field. As a result, General Relativity does not look at gravity as a force in the traditional sense, rather mass results in a curvature of space-time. The curvature of space-time affects how objects move in that region of curved space, resulting in what appears to be a force acting on the mass. Even light is affected by space-time curvature. According to General Relativity, light does not move in straight lines, but in geodesics. A geodesic is defined as the shortest distance between two points on a curved surface. If a surface is not curved, the shortest distance between two points is a straight line. This property of light results in the effect that light appears to be bent by gravity. This has been observed in a number of ways. For example, during a solar eclipse, it is possible to observe stars that are actually *behind* the Sun. The curved space-time caused by the Sun's mass results in the light from the star bending around the sun, so that the star appears to us to be just off the disc of the Sun. There are also instances of what are termed "gravitational lenses." In these cases, two very distant objects, usually quasars, are observed to have identical spectra. This is the result of a massive object, probably a distant galaxy, between us and the quasar, bending the light of the quasar around itself, so that there appears to be two quasars.

The special effect of this curvature is what appears most noticeable to us, but there is a time effect as well. The deeper you are inside a gravity well, and the stronger the gravity, the slower time runs for you. This effect has also been observed. The clocks of astronauts in orbit run slightly faster than those on the ground. This amounts to only fractions of a second over the course of a mission, but it is measurable.

Another effect of this space-time curvature is that orbits aren't quite as static as predicted by Newtonian mechanics. For example, Mercury has an orbit that is more elliptical than Earth's. Before Einstein released his theory, some anomalies were noted in Mercury's orbit that couldn't be explained.

The orbit appeared to precess. That is, the aphelion (the point in the orbit farthest from the Sun) appeared to shift about 2° clockwise in Mercury's orbit about every hundred years. This phenomenon was explained by General Relativity.

Another phenomenon predicted by General Relativity is gravitational radiation. Now, normal electromagnetic radiation is generated any time a charged particle is accelerated. This is the basic principle behind radio. Charged particles in the broadcast antenna are accelerated through the use of electric currents. These produce radio waves (electromagnetic radiation) which propagate through space. When these waves encounter a receiver antenna, they produce an electric current which is converted into sound by the electronics in the radio and speakers. Gravitational radiation works in a similar way. The main differences are that mass has no "charge" and that gravity is tremendously weaker than electromagnetism. As a result, you need tremendous masses to generate strong gravity waves. This is actually a fact for which we can be thankful, because if it were not the case, planetary orbit would decay quite rapidly. You see, a planet in orbit is in constant acceleration, therefore it constantly gives off gravitational radiation. This means that energy is being dissipated. That energy has to come from somewhere, so it comes from the orbital energy of the planet. But since gravity is so weak, the rate of decay is infinitesimal. The Sun would long since have dwindled to a white dwarf before the Earth's orbit starts to decay appreciably.

The math of General Relativity is hideously complex. I don't even begin to understand the equations. The equations have only been exactly solved for a small number of cases. The first was done by Karl Schwarzschild. The solution he came up with describes what we call a black hole. Actually, it only describes one type of a black hole: a non-charged, non-rotating black hole; the simplest case. Later, others were able to solve the equations for a rotating black hole or a charged black hole or a charged, rotating black hole.

A black hole has many special properties. Firstly, it has an infinite radius. This is a consequence of the intense space-time curvature it generates. There is a construct, called the Schwarzschild Radius, which is determined by

calculating the circumference of the black hole's event horizon. To describe the event horizon, I will have to backtrack a little. When any object travels out of a gravitational well, it loses energy. Normally, this energy is lost from the object's kinetic energy, i.e. the object slows down. Light is no exception, except for the fact that light can't slow down. Instead what happens is that the light gets red-shifted. The differing time factors at the bottom of the gravity well versus the top result in the an increasing wavelength for the light as the light gets higher in the gravity well. Now the event horizon of a black hole is defined as the point at which any light generated would be red-shifted to infinite wavelength at an infinite distance away from the black hole. In other words, it is the point from which not even light can escape the pull of the black hole. The time dilation effects at the event horizon also approach an

extreme. To an outside observer, the closer you approach to a black hole, the slower time goes for you. At the event horizon, time seems to stop completely.

There is a saying among physicists that "A black hole has no hair." What this really means, is that there are only three properties of a black hole that can be directly observed: Mass, angular momentum, and electric charge. This property was used by Carter, Hawking, Israel, and Robinson to derive thermodynamic properties of black holes, such as temperature and entropy, using just those observable properties.

Next time, I will talk about some of the more outrageous possibilities described in General Relativity, such as faster-than-light and time travel.

Machiavelli House Rules

1. The first edition rules will be used, with second edition modifications for plague and famine in effect.
2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.
4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.
5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.
6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.
7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.
8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
9. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.
10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
11. Phone orders will be accepted but written orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.
12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.
13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.

14. Treasuries are open to inspection only during income calculation and the Winter campaign.
15. Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. A fleet in either province may still transport an army in the other, however.
16. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.
17. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.
18. A unit is not considered adjacent to a garrison unless it is in the same province as the garrison.
19. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.
20. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province.
21. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.
22. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.
23. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.

Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.

SHOE By Jeff MacNelly



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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, Bill Scharf, Bob Robles, Jason Wilke, Kevin Kinsel, Stuart Schoenberger, Mike Scott, Dave Anderson, Ward Narhi **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson, Ward Narhi **New World:** Dan Eisenhut, Kevin Kinsel **Merchant of Venus:** Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis, Bob Robles **Die Macher:** None **Outpost:** Dave Anderson, Dan Eisenhut, Michael Lowrey **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Dave Anderson **Stellar Conquest:** Paul Bolduc **Gunslinger:** Paul Bolduc, Mike Scott

Standby Calls

Kevin Kinsel for the Brian Boulanger in "Mutt"
Bob Robles for Austria in "The River"
Ward Narhi for the Venice in "The River"