

### Notes from Hades

One of the beneficial side effects to winning the Runestone Poll is that my zine has garnered much more attention than it has previously. This has allowed me to con other editors into giving me samples of their zines. Hopefully, I can further con them into trading... Anyway, two zines in particular stand out. The first is *Crossing the Rubicon* by Jamie McQuinn, 236 Rubicon Road, Dayton, Ohio 45409-2242, email jmcquinn@delphi.com. He runs mostly Diplomacy and Dip variants, with a few games of Scrabble on the side. He has a lively letter column (I'm envious) and some good commentary. It's well worth a look.

The other zine is *Western Front* by Brad Martin, 15 Turo Close, Willetton, 6155, Western Australia, Australia, email martib@devetwa.edu.au. He runs about an eclectic collection of games as I do, including History of the World, Pax Britannica, Britannia, 1830, and many others. He also has quite a lot of reading material in his zine, focusing primarily on history. Definitely worth a look.

We have another game ending this time. Andy Lewis has pulled out a stunning victory in "Dog Food". So, another Merchant of Venus game will be put on the block.

It's once again time to start submitting review for the *Zine Register*. Michael Lowrey is even offering a special offer: write 10 or more reviews and get a copy of ZR free. How can you pass that up? Please submit all reviews to Michael Lowrey (his address is in the regular address section) by November 1.

This issue's deadline will be on **Thursday, October 3 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	1100 Nov 11
"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, Bob Robles, Pasquale Giovene, Ken Marconis, and Lee McConnell. This will probably be starting up with the next issue.

**"Rock Hound"** 2038 is an 18xx-style game based on asteroid mining. Have Sean Cousins, Bill Scharf, Andy Lewis, Caleb Cousins, and Bob Robles. Need 1 more.

**"Chihuahua"** New World is a game of colonial exploration and exploitation. Have Kevin Wilson, Bill Scharf, Andy Lewis, Dan Eisenhut, Brendan Whyte, and Debbie Osborne. **Starts this issue!**

**"Fleabag"** Machiavelli, 1995 edition. Please let me know whether you want basic, advanced, or optional rules (and if optional rules, which optional rules) when you sign up. Current preferences are for the basic game. Have Berry Renken, Ray Grib, Jason Wilke, Andy Lewis, Sean Cousins, and Sigourney Street, need 2 more.

**"Sirius"** Stellar Conquest is a game of stellar exploration and colonization. This uses a new map and a number of variants. Have 5 (You're one if there is a check right here: [ ]) Need 1 more.

**"Running Dogs"** Dune. You know this one. Since Paul Bolduc was kind enough to supply me with the Ixians and Bene Tleilaxu, this can take up to 9 players. Please submit preference lists when you sign up. Have Kevin Wilson, Bill Scharf, Andy Lewis, Ward Narhi, Sean Cousins, and Stuart Tucker.

**"Hair of the Dog"** Modern Art is a game of art trading. Have Andy Lewis, Sean Cousins, and Caleb Cousins, need 2 more.

### Wish List

**Die Macher** is a game of German elections. Have Andy Lewis, need 3 more.

**SolarQuest** is a Monopoly-style game where the real estate consists of various planets and moons in the solar system. Have Bill Scharf and Andy Lewis, need 4 more.

**Merchant of Venus** is a game of mercantile expansion. Like before, I will be using some of the variant rules presented in *The General* v26 n1. The game will be played to \$3000. 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)**

**70514.37@compuserve.com**

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

### Bob Robles

Congratulations on your finish in the Runestone Poll! OK, time to belabor the obvious...How is Bob Dole being received in Southern California? As you might guess, the LIBERAL press (oxymoron) in Northern Californicate is not receiving the Repugnetcan candidate terribly well. That darn Demonrat Billiary still has a huge lead in the polls due to the liberal press. Anybody know the Vegas line on the November presidential election?

*[Dole got a rather cold reception from Hollywood, as you would expect from his prior Hollywood-bashing. I didn't watch either convention -- I've got much better things to do with my time than be propagandized by our politicians.]*

### Berry Renken

Thank you for the new S.O.B., which got here a few days ago. I can hardly imagine it was just the pretty maps that got you on top of the Runestone Charts. Your 'Pedagoguery' proves that your zine isn't mainly about looks. It's very difficult to do good writing about science, and you do an excellent job at it. Science articles very often presume that the reader either knows everything, and is able to understand loads of jargon, or is an ignorant clown who should be approached as such. What's your background with regard to physics?

*[Thanks for the kind words. As for my background, I majored in Astronomy at the California Institute of Technology. I had a work-study job in the Astronomy department and had the fortune of being able to go to the Palomar Observatory twice for observing runs on the 200-inch "Big Eye" with the prof I worked for. I also go to meet two physics Nobel Laureates -- Richard Feynman and Murray Gell-Mann while I was there.]*

I like your Trivia Quiz too, especially AFTER I get to see the answers...:) That way, it's informative. But, it being a Quiz, I think that the questions may be too difficult when you get good answers on only two out of five of them..! *[Well, maybe so. However, you are allowed to research the questions. I may not have made this clear, but it is the case.]*

### Kevin Wilson

Congrats on the showing in the Runestone Poll. I'm sure the color got you noticed, but it is your promptness, precision and willingness to help newcomers that got you the award.

*[Thanks. While I run this thing mainly because I enjoy it, I do believe that for it to be worthwhile, a zine has to be a place where people will want to play. That's why I try to make the zine easy to read and attractive, as well as turn it around as quickly as possible, so that players have the maximum amount of time to actually play the games, rather than waiting for the zine to come out.]*

### Chris Geggus

I had a really good time at Avaloncon, although not very successful as best only 7th in Slapshot. Also excellent that I finally managed to meet Andy Lewis, Sean and Caleb Cousins. It may be a year or two before I can go again in the view of lovely sons and cost of flight (£600+). However, I'll be trying!

### Ward Narhi

Hope all is well in your neck of the woods. August has been a strange month for me. I went to Gencon in the middle of the month. It was OK but I doubt I will go again. Two weeks later my friends and I had our Cabincon which always is a great time. And at the end of the month my girlfriend and I take a trip to Toronto. I'm looking forward to a relaxing September already!

*[Things have been busy for me as well. Earlier this month, I took a couple of trips up to the Bay Area (work related). In addition, we have a major deadline up and coming. Fortunately, we were able to get our part done today (Friday), so that this year, I actually get to take Labor Day off! Last year, I worked the whole weekend through. Finally, a number of prospects which my company has been developing have suddenly panned out, so that we got a couple of new clients (including Lawrence Livermore National Laboratory) and were able to hire some new people. Overall, it's been a good month, but I wouldn't mind if the pace were to slacken a little. Unfortunately, it doesn't look like it will. I'm already scheduled for a trip to Washington D. C. the middle of next month. I've never been before, but unfortunately, I won't be there long enough to sightsee. Maybe some other time.]*

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

### Fall 1459

### Deadline/Spring-Winter 1460 10/3 Thursday

*As the titanic struggle between Venice and the Pope commences, Venice decides to spice it up a bit with an attack on France. France and Naples, meanwhile, continue their assault on the hapless Turk, now defending the African remnant of his empire.*

### Expenditures

Venice spends 6 ducats each to counterbribe F2

Venice spends 21 ducats to buy Papal A6

### Orders

France( ):    A2 Turin to SWISS  
                   A3 Genoa to PROVENCE  
                   A4 (EM) Montferrat to TURIN  
                   A5 PARMA holds  
                   A6 Pavia holds (DISLODGED, retreat Como, Fornova, Piacenza, Montferrat, OTB)  
                   F1 WESTERN MEDITERRANEAN supports F2  
                   F2 Palermo to BAY OF TUNIS  
                   F3 Provence(sc) to WESTERN GULF OF LYON  
                   F4 (CM) EASTERN GULF OF LYON transports A3  
                   G1 GENOA holds

### Orders (cont.)

Naples( ):    A2 NAPLES besieges (Turkish garrison destroyed)  
                   F1 GULF OF NAPLES supports F2  
                   F2 Ionian Sea to MESSINA  
 Papacy( ):    A1 Ferrara to VERONA  
                   A2 MANTUA supports A1  
                   A3 Dalmatia to CROATIA  
                   A4 Pisa to LUCCA  
                   A5 Ancona to CARNIOLA  
                   A6 Treviso to Padua (nsu)  
                   F1 Bologna to FERRARA  
                   F2 UPPER ADRIATIC transports A5  
                   F3 Lucca to MODENA

Orders (cont.)

Turks( ): F2 Bay of Tunis to Palermo (DISLODGED, retreat Ionian Sea, OTB)  
F4 Messina supports F2 (cut, DISLODGED, retreat Eastern Tyrrhenian Sea, Ionian Sea, Palermo, OTB)  
 F6 TUNIS holds  
G1 Naples holds (DESTROYED)

Venice( ): A1 Ragusa to HERZEGOVINA  
 A2 Brescia to CREMONA  
 A3 (EM) Milan to PAVIA  
 A4 Tyrolea to MILAN  
 A5 Treviso to FRIULI  
 A6 Vicenza to PADUA  
 F2 (EM) Padua to VENICE LAGOON

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

Notes

A concession to the Papacy has been proposed. Please vote with your next orders. NVR = No, NMR = Yes.

Press

**France - Venice:** Hurry up and spend your money so I know who to support. (It's an ax over my head until it's spent.)

**Naples - France:** Time to tighten the screws and put ice picks through the Turk's testicles.

**Naples - Pope:** Thanks for being such a swell Pope during this mess!

**Pope - France:** Don't want to fight? Then please stay out of my lands. I certainly do not want to antagonize you.

**Pope - Milan:** I was considering helping you but I waited too long. Imagine what 18 ducats could have done in your hands against the Doge.

**Pope - Venice:** We can have peace on two conditions. One, you must yield all Milanese lands to France. Two, you must pull back from Turkey's lands and allow either Naples or Turkey to have them.

**Venice -World:** Well, are you going to sit back and let Papacy run away with it?

Spring 1460 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, (15)  
 Turin, Montferrat, Genoa, Fornova, Pontremoli, Savoy,  
 Piacenza, Parma, *Palermo*

NAP: Capua, Salerno, Otranto, Aquila, Bari, Naples, Messina (7)

PAP: Ancona, Urbino, Perugia, Rome, Spoleto, Tivoli, (23)  
 Patrimony, Romagna, Bologna, Florence, Arezzo, Pistoia,  
 Pisa, Piombino, Mantua, Lucca, Sienna, Ferrara, Modena,  
 Verona, Dalmatia, Croatia, Carniola

TUR: Tunis (1)

VEN: Bergamo, Brescia, Padua, Treviso, Vicenza, Friuli, Venice, (22)  
 Istria, Trent, Carinthia, Bosnia, Tyrolea, Slavonia,  
 Hungary, Austria, Como, Herzegovina, Albania, Durazzo,

Milan, Pavia, Cremona

Seas

FRA: Western Gulf of Lyon, Eastern Gulf of Lyon, Western (4)  
 Mediterranean, Bay of Tunis

NAP: Gulf of Naples (1)

PAP: Upper Adriatic (1)

VEN: Venice Lagoon (1)

Cities

FRA: Avignon, Swiss, Marseilles, Corsica, Sardinia, Turin, (12)  
 Montferrat, Genoa(3), Savoy, *Palermo*

NAP: Bari, Naples(2), Messina (4)

PAP: Ancona, Perugia, Rome(2), Bologna, Florence(3), Arezzo, (18)  
 Pisa, Piombino, Mantua, Sienna, Ferrara, Modena,  
 Dalmatia, Croatia, Carniola

TUR: Tunis(2) (2)

VEN: Padua, Treviso, Venice(3), Trent, Tyrolea, Hungary, (16)  
 Austria, Albania, Durazzo, Milan(3), Pavia, Cremona

Totals

Coun	Var	Prov	Sea	City	Gross	Treas	Total
FRA	5	15	4	12	36	5	41
NAP	2	7	1	4	14	3	17
PAP	9	23	1	18	51	19	70
TUR	3	1	0	2	6	4	10
VEN	9	22	1	16	48	0	48

Game Summary

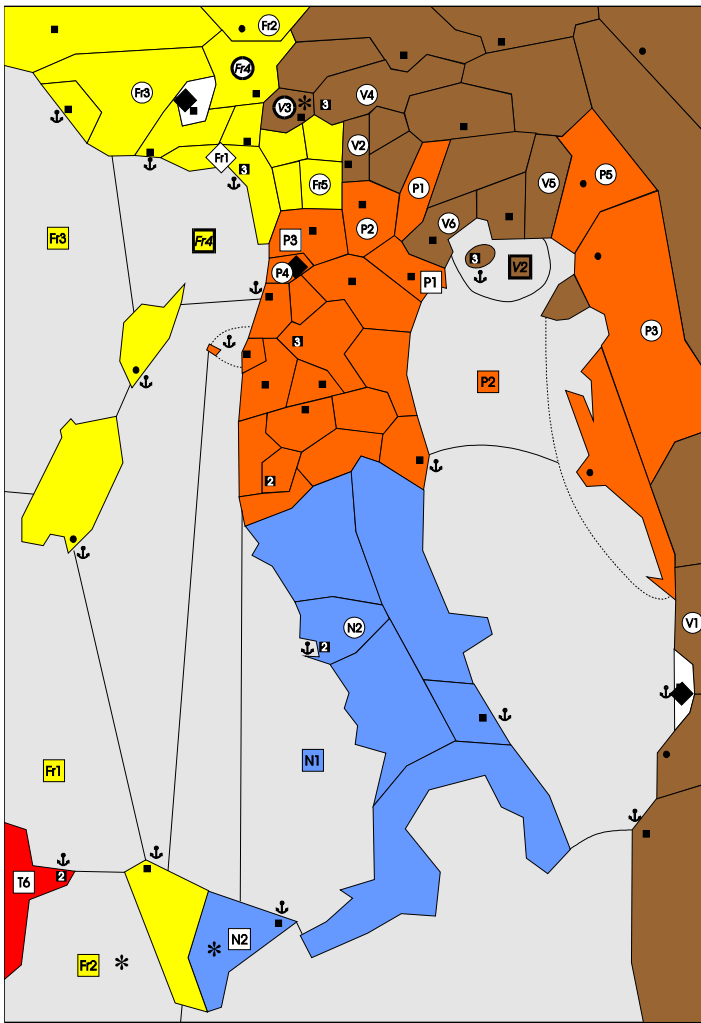
Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	3	3	3	4	3	2	2	2	1
Flo:	2	3	2	0	0	0	0	0	0
Fra:	4	6	6	6	7	6	6	7	8
Mil:	3	3	3	4	5	6	4	4	3
Nap:	4	4	3	4	4	2	3	3	2
Pap:	4	5	5	6	6	6	7	7	8
Tur:	3	3	4	4	3	5	4	4	5
Ven:	4	5	5	5	5	6	7	8	8

Coun	1457			1458			1459		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	0	0	0	0	0	0	0	0	0
Flo:	0	0	0	0	0	0	0	0	0
Fra:	8	8	8	10	10	11	11	12	10
Mil:	2	2	3	2	2	1	0	0	0
Nap:	2	2	2	1	1	1	1	1	3
Pap:	10	9	9	10	11	11	11	14	15
Tur:	5	5	5	6	5	4	4	3	1
Ven:	10	11	10	10	11	12	13	11	12

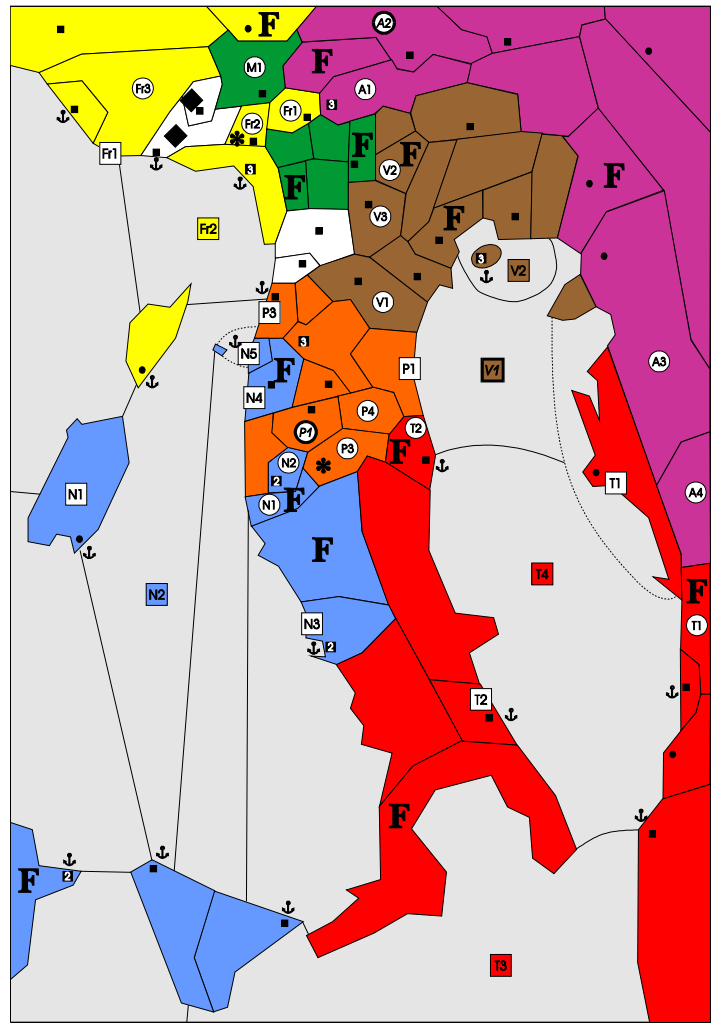
**Well, It Must Mean Something**

A truly odd bit of data emanating from the war was the fact that aces (those with five or more air-to-air kills) tended to have blue or light-colored eyes (over two thirds), were shorter than average, and (later on in life) had more daughters than sons. This may mean something, but to date no one has figured out what.

"Rude Dog"



"Rabid Dog"



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

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

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

**Fall 1452**

**Deadline/Spring-Winter 1453 10/3 Thursday**

Things are looking grim for Milan as the Austrian siege in his capital succeeds. The Pope, meanwhile, is attacked from the north by Venice while in the south, his capital remains in the hands of Naples and his port in Turkish possession. Finally, millions starve due to widespread famine.

Orders

- Austria: A1 MILAN besieges (Milan garrison destroyed)
- (Koehler) A2 (EM) Como to TYROLEA
- A3 Carniola to CROATIA
- A4 BOSNIA supports Venice F1 to Dalmatia (nso)
- France: A1 PAVIA supports A2
- (Wilke) A2 Genoa to MONTFERRAT
- A3 PROVENCE to Turin
- F1 WESTERN GULF OF LYON to Avignon(sc)
- F2 Corsica to EASTERN GULF OF LYON
- Milan: A1 TURIN to Tyrolea
- (Anderson) A2 Montferrat to Pavia (DISLOADED, retreat Savoy, Fornova, OTB)
- G1 Milan holds (DESTROYED)

Orders (cont.)

- Naples: A1 TIVOLI supports G1
- (Narhi) A3 Spoleto supports G1 (cut, DISLOADED, retreat Capua, Aquila, OTB)
- F1 SARDINIA supports F2
- F2 Western Mediterranean to WESTERN TYRRHENIAN SEA
- F3 NAPLES holds
- F4 SIENNA supports F5
- F5 Western Tyrrhenian Sea to PIOMBINO
- G1 ROME converts to A2
- Papacy: A1(EM) PERUGIA supports A3
- (Rutherford) A3 Rome to SPOLETO
- A4 Florence to URBINO
- F1 Bologna to ROMAGNA
- F3 PISA to Piombino

Orders (cont.)

Turks: A1 Aquila to Herzegovina  
 (Wilson) A2 ANCONA holds  
 F1 DALMATIA supports A1  
 F2 Otranto to BARI  
 F3 IONIAN SEA supports F4  
 F4 LOWER ADRIATIC transports A1

Venice: A1 Ferrara to BOLOGNA  
 (Robles) A2 Trent to BRESCIA  
 A3 Verona to MANTUA  
 F1 (EM) UPPER ADRIATIC supports A1  
 F2 VENICE LAGOON supports F1

Press

**Jay - GM:** My my, isn't this game friendly! Can't you just feel the love?

**Cerberus - Jay:** Love is in the air. It's just like Woodstock. You never know who's going to get screwed next.

**Jay - Naples:** Easy, there. Nice navy... Nice navy.

**Naples - France:** Peace? But of course.

**Naples - Pope:** It seems we have a guessing game in Rome. Did I guess right?

**Naples - Turk:** Hows about you pulling those ships away from Sicily? No, no, not through Sicily!!

**Naples Prophet - Rome:** Why did I not predict the Florentine demise? You see, I was still ascending to my title as Prophet and the future was yet cloudy. But now I see clearly and what I see are gondolas paddling through Mantua.

**Pope - Neapolitan Profit:** Twinkies? Oh, you must mean the preserved male members of the martyrs! I'm afraid even the shrink-wrap couldn't stave off decay.

**Pope - Murad II:** Nice job on Ancona! I can't wait to see what you'll have done with Naples.

**Pope - France:** It looks like you've been the recipient of TWO strokes of good fortune.

**Murad II - Naples:** Your trust was well placed. Mine in Austria was not.

Spring 1453 Famine

**Bad Year!** Tivoli, Otranto, Padua, Swiss, Cremona, Pontremoli, Herzegovina, Ancona, Tunis, Sienna, Como, Brescia, Capua, Carniola

Spring 1453 Income

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

Seas

FRA: Eastern Gulf of Lyon (1)  
 NAP: Western Tyrrhenian Sea (1)  
 TUR: Lower Adriatic, Ionian Sea (2)  
 VEN: Upper Adriatic, Venice Lagoon (2)

Provinces

AUS: Tyrolea, Austria, Hungary, Carinthia, Slavonia, Croatia, Como, (8)  
Carniola, Milan, Bosnia

FRA: Avignon, Swiss, Provence, Marseilles, Montferrat, Pavia, (7)  
 Genoa, Corsica

MIL: Turin, Fornova, Pontremoli, Parma, Piacenza, Cremona (4)

NAP: Capua, Tivoli, Naples, Rome, Messina, Palermo, Sardinia, (6)  
Sienna, Piombino, Tunis

PAP: Romagna, Pisa, Urbino, Pistoia, Perugia, Florence, Arezzo, (9)  
 Patrimony, Spoleto

TUR: Durazzo, Albania, Ragusa, Dalmatia, Ancona, Aquila, Bari, (7)  
Otranto, Salerno, Herzegovina

VEN: Bergamo, Trent, Brescia, Verona, Friuli, Treviso, Padua, (10)  
 Venice, Istria, Mantua, Ferrara, Bologna

Cities

AUS: Tyrolea, Austria, Hungary, Croatia, Carniola, Milan(3) (7)

FRA: Avignon, Swiss, Marseilles, Montferrat, Pavia, Genoa(3), (8)  
 Corsica

MIL: Turin, Cremona (1)

NAP: Naples(2), Rome(2), Messina, Palermo, Sardinia, Sienna, (8)  
 Piombino, Tunis(2)

PAP: Pisa, Perugia, Florence(3), Arezzo (6)

TUR: Durazzo, Albania, Ragusa, Dalmatia, Ancona, Bari (5)

VEN: Trent, Treviso, Padua, Venice(3), Mantua, Ferrara, Bologna (8)

Totals

Coun	Rolls	Var	Prov	Sea	City	Gross	Treas	Total
AUS	1	1	8	0	7	16	5	21
FRA	1	1	7	1	8	17	0	17
MIL	5	4	4	0	1	8	3	11
NAP	5	3	6	1	8	18	2	20
PAP	5, 4 <sup>F</sup> , 6 <sup>F</sup>	13	9	0	6	28	7	35
TUR	5	5	7	2	5	19	4	23
VEN	1, 4	6	10	2	8	26	3	29

<sup>F</sup>Die rolls gained from conquest of Florence

Game Summary

Coun	1450			1451			1452		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	3	4	5	6	5	5	5	5	6
Flo:	4	4	4	4	4	0	0	0	0
Gen:	3	4	6	5	4	4	6	6	7
Fra:	3	2	1	2	2	2	0	0	0
Mil:	3	3	3	3	4	4	4	4	2
Nap:	4	4	4	3	4	5	6	7	8
Pap:	4	4	6	7	8	6	8	6	4
Tur:	3	4	4	5	6	7	6	6	6
Ven:	5	4	4	3	5	4	4	5	7

**Good For You!**

Although Iceland was a dependency of Denmark, its position in the North Atlantic preserved it from Nazi occupation when the Germans overran its motherland in early 1940. The Icelanders invited the British, and later the Americans, in to help them defend themselves. Otherwise, life went on more or less as before. Finally, in 1944 the Icelanders decided to go their own way and declared their independence. In distant Copenhagen, King Christian X, then under house arrest for his support of resistance to the Nazi occupiers, sent a telegram of congratulations to his rebellious subjects.

**"Mongrel"****Epoch IV Guptas, Goths, and Huns****Deadline for Epoch IV Byzantines, T'ang Dynasty, Arabs, and Khmers: 10/3 Thursday**

**Horsemen of the Apocalypse** (Wilson) plays Barbarians in the *Syrian Desert*, *Palestine* (vs. Romans: B: 5, 4; R: 5; B: 6, 5; R: 1; wins), *Levant* (vs. Romans: B: 1, 1; R: 2; loses). Plays Empires Revive to place two armies in *Ganges Delta*, one army in *Ganges Valley*, and one army in *Tarim Basin*. GUPTAS: Army and Capital in *Eastern Deccan* (Persian army eliminated). Fleet *Bay of Bengal*. Army in *Eastern Ghats* (vs. Vedic City States: G: 6, 4; V: 3; wins), *Western Deccan* (vs. Vedic City States: G: 3, 2; V: 5; loses), *Western Deccan* (vs. Vedic City States: G: 6, 6; V: 4; wins), *Upper Indus* (vs. Sassanids: G: 2, 1; S: 4; loses), *Upper Indus* (vs. Sassanids: G: 6, 1; S: 3; wins), *Sumatra*. Builds Monument *Eastern Deccan*. Points: Dominance in India (6) and Southeast Asia (4), Presence in China (3), two Capitals (4), three Monuments (3), and one Sea (1) for 21 points.

**The Hoard** (Hurley) GOTHS: Army *Danubia* (Macedonian army eliminated), *Balkans* (vs. Romans with Surprise Attack: G: 2, 1; R: 2; G: 5, 3; R: 3; wins), *Western Anatolia* (vs. Romans: G: 5, 5; R: 4; wins), *Central Europe* (vs. Romans: G: 4, 1; R: 2, 2; wins), *Lower Rhine*, *Northern Gaul* (vs. Celts: G: 6, 3; C: 1, 1; wins), *Western Gaul* (vs. Romans: G: 6, 2; R: 6; G: 5, 4; R: 2; wins), *Central Massif* (vs. Romans: G: 3, 2; R: 6; loses), *Central Massif* (vs. Romans: G: 2, 1; R: 6; loses), *Central Massif* (vs.

Romans: G: 3, 2; R: 6; loses). Points: Dominance in Northern Europe (4) and North Africa (4), Presence in Southern Europe (3), China (3), and Middle East (3), and two Seas (2) for 19 points.

**Gamers' Lonely Hearts Club** (Anderson) plays Anglo-Saxons. Army *Baltic Seaboard* (Macedonian army eliminated), fleet *North Sea* (vs. The Dark Side: G: 2, 2; D: 2; G: 6, 3; D: 1; wins), army *Ireland*. Rebellion in *Central America* (vs. Mayans: R: 5, 2; M: 4; wins, Capital reduced to city). HUNS: Army *Western Steppe*, *Dneipr* (vs. Celts: H: 6, 1; C: 2; wins), *Danubia* (vs. Goths: H: 4, 3; G: 4; H: 6, 6; G: 3; wins), *Central Europe* (vs. Goths: H: 4, 1; G: 1; wins), *Lower Rhine* (vs. Goths: H: 2, 1; G: 4; loses), *Lower Rhine* (vs. Goths: H: 6, 3; G: 1; wins), *Northern Gaul* (vs. Goths: H: 3, 2; G: 5, 4; loses), *Northern Gaul* (vs. Goths: H: 3, 1; G: 1, 1; wins), *Western Gaul* (vs. Goths: H: 6, 2; G: 6; H: 4, 1; G: 2; wins), *Balkans* (vs. Goths: H: 4, 2; G: 6, 4; loses), *Balkans* (vs. Goths: H: 2, 1; G: 6, 5; loses), *Balkans* (vs. Goths: H: 4, 1; G: 6, 4; loses), *Balkans* (vs. Goths: H: 6, 3; G: 6, 4; H: 5, 5; G: 4, 4; wins), *Western Anatolia* (vs. Goths: H: 6, 5; G: 4, 3; wins, fleet *Black Sea* unsupported). Points: Dominance Northern Europe (4) and China (6), Presence Southern Europe (3) and Middle East (3), three cities (3), two Monuments (2), and one Sea (1) for 22 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Murray Cowles	Hector	19	49
Andy Lewis	Civs-R-Us	20	48
Kevin Wilson	Horsemen of the Apocalypse	28	62
Dave Anderson	Gamers' Lonely Hearts Club	32	64
Dan Eisenhut	The Dark Side	37	52
Chris Hurley	The Hoard	45	92

Final Positions

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

**The Hoard**. Fleets *Red Sea*. EGYPT: One army each in *Nubia* and *Upper Nile*. PERSIA: Armies in *Nile Delta*. CIVIL WAR: Army *Chekiang*. MACEDONIA: Army in *Libya*.

**Civs-R-Us**. ASSYRIA: Two armies in *Hindu Kush*.

**The Dark Side**. Fleets *Western Mediterranean* and *Eastern Mediterranean*. CIVIL WAR: Army *Ceylon*. CARTHAGINIA: Armies *Southern Iberia* and *Crete*. MAYANS: Army *Guiana Highlands*. ROMANS: Army, Capital, and Monument *Southern Apennines*, army and Monument each in *Albion*, *Shatts Plateau*, and *Middle Tigris*, army each in *Western Iberia*, *Pyrenees*, *Central Massif*, *Northern Apennines*, *Dalmatia*, *Pindus*, *Morea*, and *Palsetine*.

**Horsemen of the Apocalypse**. Fleet *Bay of Bengal*. CHOU DYNASTY: Two armies in *Tarim Basin*. MAURYA: Three armies, Capital, and Monument *Ganges Delta*, two armies *Ganges Valley*, army each in *Irrawaddy*, and *Malayan Peninsula*. GUPTAS: Army, Capital, and Monument in *Eastern Deccan*, army and Monument in *Upper Indus*, army each in *Eastern Ghats*, *Western Deccan*, and *Sumatra*.

**Hector**. NORTH AMERICAN MIGRANTS: Army each in *West Indies* and *Great Plains*. SASSANIDS: Army, Capital, and Monument in *Zagros*, army,

city, and Monument in *Persian Plateau*, army and Monument each in *Eastern Anatolia*, *Upper Tigris*, and *Lower Indus*, army *Persian Salt Desert*.

**Gamers' Lonely Hearts Club**. Fleet *North Sea*. ARYANS: Two armies in *Turanian Plain*. SCYTHEANS: Army *Caucuses*. HSIUNG-NU: Army, city, and Monument each in *Wei River* and *Yellow River*, army each in *Mongolia* and *Great Plain of China*. REBELLION: Army and city in *Central America*. ANGLO-SAXONS: Army each in *Baltic Seaboard* and *Ireland*. HUNS: Armies each in *Western Steppe*, *Dneipr*, *Danubia*, *Balkans*, *Western Anatolia*, *Central Europe*, *Lower Rhine*, *Northern Gaul*, and *Western Gaul*.

Your event cards

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Epoch IV Empire Draw

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

**A Short Life, but a Glorious One.**

In an active career of only two hundred days during 1941, the *H.M.S. Prince of Wales*, Great Britain's newest battleship, commissioned on March 31, 1941, participated in the pursuit of the German battleship *Bismarck* in May, sustaining some damage in the process, carried Winston Churchill to the Atlantic Conference in Argentina Bay in Newfoundland in August, and was sunk by Japanese aircraft of Malaya on December 10.

**"Wolfpack"****Epoch III Empire Selection****Deadline for Epoch III Celts, Macedonia, Maurya, and Han Dynasty: 10/3 Thursday****The Moody Indignants:** Keeps.**The Blunt Approach** Keeps.**The Arachnids:** Keeps.**Dead Peoples:** Gives to the Quantum Coyotes.**Quantum Coyotes:** Gives to Pinky and the Brain.**Pinky and the Brain** Gives to the Dead Peoples.Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Debbie Osborne	Moody Indignats	10	23
Paul Bolduc	The Arachnids	11	29
Kevin Kinsel	Quantum Coyotes	12	28
Chris Geggus	The Blunt Approach	12	24
Caleb Cousins	Dead Peoples	12	21
Sean Cousins	Pinky and the Brain	19	33

Final PositionsSUMERIANS: Capital and army in *Lower Tigris*.

**The Arachnids:** Fleet *Red Sea*. EGYPT: Army *Arabian Peninsula*. SUB-SAHARAN MIGRANTS: Army each in *Madagascar* and *Central Africa*. CHOU DYNASTY: Army, Capital, and Monument in *Wei River*, army and city in *Yellow River*, one army each in *Tarim Basin*, *Great Plain of China*, and *Chekiang*.

**Quantum Coyotes:** MINOANS: Army, Capital, and Fort in *Crete*. PHOENICIA: Army *Southern Iberia*. ASSYRIA: Armies *Eastern Ghats* and *Ceylon*.

**Pinky and the Brain:** Fleet *Eastern Mediterranean*. INDUS VALLEY: One army each in *Western Deccan* and *Western Ghats*. PERSIA: Army, Capital, and Monument *Persian Plateau*, army, city, and Monument each in *Upper Indus* and *Middle Tigris*, army and Monument each in *Eastern Anatolia*, *Lower Indus*, *Upper Tigris*, *Levant*, *Nile Delta*, army each in *Morea*, *Palestine*, *Zagros*, and *Persian Salt Desert*.

**Moody Indignants:** NILE KINGDOM: Army, city, and fort *Upper Nile*. VEDIC CITY STATES: Army each in *Ganges Valley*, *Ganges Delta*, *Eastern Deccan*, *Malayan Peninsula*, and *Sumatra*.

**The Blunt Approach:** Fleet *Western Mediterranean*. HITTITES: Army each in *Western Anatolia* and *Balkans*. SHANG DYNASTY: Army *Si-Kyang*. CARTHAGINIA: Army and Capital in *Shatts Plateau*, army each in *Libya* and *Nubia*.

**Dead Peoples:** ARYANS: Two armies in *Hindu Kush*, army *Turanian Plain*. SCYTHEANS: Army *Caucuses*.

Your event cards

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

\_\_\_\_\_

\_\_\_\_\_

Epoch III Empire Draw

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

Press**From Pinky:** Narf, poit.**Mutt****Turn 4****Deadline, Turn 5: 10/3, Thursday**Commander Actions**Heavenly Bodies Development Company** passes**Bellpick 7** buys one water factory for 20 (Or3, Or4, Wa5, Wa8). One population is moved from an ore factory to man it.**Awl Mining Company** opens the bidding on Heavy Equipment at 30 and gets it (Or2, Or2, Or3, Or4, Or4, Wa7, Wa8)**Tribute to Troy** buys a population factor for 20 (Or1, Or2, Wa7).**Minos Entrepreneurs** buys a water factory for 20 (Or1, Or2, Or2, Or3, Wa5, Wa7). One population is moved from an ore factory to man it.**The Outhouse** buys a population factor for 10 (Or1, Or3, Wa6).**BarterTown II** opens the bidding on Heavy Equipment at 30 and gets it (Wa4, Or5, Wa6, Wa7, Wa8).**Fangland** opens the bidding on a Nodule at 25 and gets it (Or1, Wa5, Wa5, Wa7, Wa7)The Players

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

Available Upgrades

New Arrivals: 2 Data Libraries, Warehouse

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	3	0
Warehouses (Wa)	25	3	0
Heavy Equipment (HE)	30	2	0

Production Cards

In the Warehouse: \_\_\_\_\_

New Cards: \_\_\_\_\_

**“Now What Would Arch Do In a Case Like This...?”**

During his campaigns in North Africa in 1941-1943, Rommel carried with him a well-worn copy of the German translation of *Generals and Generalship*, written by Sir Archibald Wavell, one of his opponents.

**Prairie Dog****End of Game Statements****Steve Koehler (John Henry):** Finally over. Thank God.**Dave Anderson (Andy):** Congratulations, Paul, for a well played game.

**Paul Bolduc (Laundry Boy):** Thank Buddah for nimble feet!! I thought this was a friendly barroom brawl when I got shanghai'd into this. The next thing I know Andy is drawing iron with the intention of spraying lead. Ronnie has this Bowie he'd like to put into my best liver. And poor little LaundryMAN with nothing but kung-fu, which is great close-in, but rather lacking at 10 meters.

Then the capricious GM hides the shotgun that is conveniently near to LaundryMAN's starting location.

But it was great fun and I'm rarin' to do it again. Sigh, If I could only scare up enough players in BORIS (hint, hint).

**Chris Hassler (GM):** This was an interesting experiment. I think the game works well by mail, but lack of interest seems to be the real killer. If I get enough demand, I'll run another. Congratulations, Paul.

**Dog Food****Turn 21****Deadline End of Game Statements: 10/3 Thursday**Turn 21**1st: Dan Eisenhut (Dell)**

Naga Trading Corp Rolls Used: 4 5

Rumbleport(p) - B - B - Rainfall(p) - B - Y - R - B - R - B.

Naga Subsidiaries, Inc. Rolls Used: 6 6

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

Pick up Fare to Base.

**2nd: Steve Koehler (Eepeeep/Basset Imports, Ltd.) Rolls Used: 5 \* 4**

Poisonport(p) - R - B - Y - B - R - B - Y - R20 - A - A - R - Y10 - A - R - B - Y - Airhome(p) - R - ? (It's TeleGate 3).

**3rd: Andy Lewis (Humans)**

Cash &amp; Carrie Rolls Used: 1 6 6

Whale Port(p) - A - Y - B30 - R30 - B - Y - B - R - A - R - Y - Open Port.

Sell 2 Immortal Grease for \$200 (from the cup: Demand for Liquor at 9a and Other Shoes at 8). Sell Shining Slime for \$200 (from the cup: Pet Monsters at 5). Barter Switch Switch for \$50 credit, shield for \$30 credit, and Jump Start for \$60 credit. With the \$140 credit plus \$60 cash, buy Minion.

Messy Wes Rolls Used: 2 3 6

Poisonport(p) - R - TeleGate 4 - Y - B - NC6 - Open Port.

Sell Gaurd Plants for \$140 (from the cup: Melf Pelts at 5)

**4th: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)**

Rolls Used: (6 \* 2) 3 1

Open Port - Y - Moonport(p).

Sell 2 Immortal Grease for \$200 (from the cup: Chicle Liquor at 7a and Rock Videos at 4b). Buys an Agent for \$80. Agent buys Transport for \$240 (Whynom Asteroid Express, or WAX). Transfers Shield to WAX. Buy 2 Impossible Furniture for \$220 for A.L.P.O. Receives \$74 in commissions.

**5th: Andy York (Niks/Beagle Boys Enterprise) Rolls Used: 3 5 5**

Cobbleport(s) - Cobbleport(p).

Buys Designer Genes for \$60 and Comfort Station for \$200.

**6th: Chris Geggus (Qossuth)**

Rockville Emporium Rolls Used: 4 \* 3

Aerie(p) - (R) - B - Y - B - (R10) - B10 - (R10) - Y10 - B - (R) - B - Y - ? (It's TeleGate 5) - (R) - Jewel Port(p) - B - Jellybeast Landing(p)

Sell 2 Rock Videos for \$400 (from the cup: Shining Slime at 6 and Designer Genes at 9a). Buys Servo-Mechanism for \$200.

Rock Mart Rolls Used: 1 \* 2

Jewel Port(p) - B - Jellybeast Landing(p)

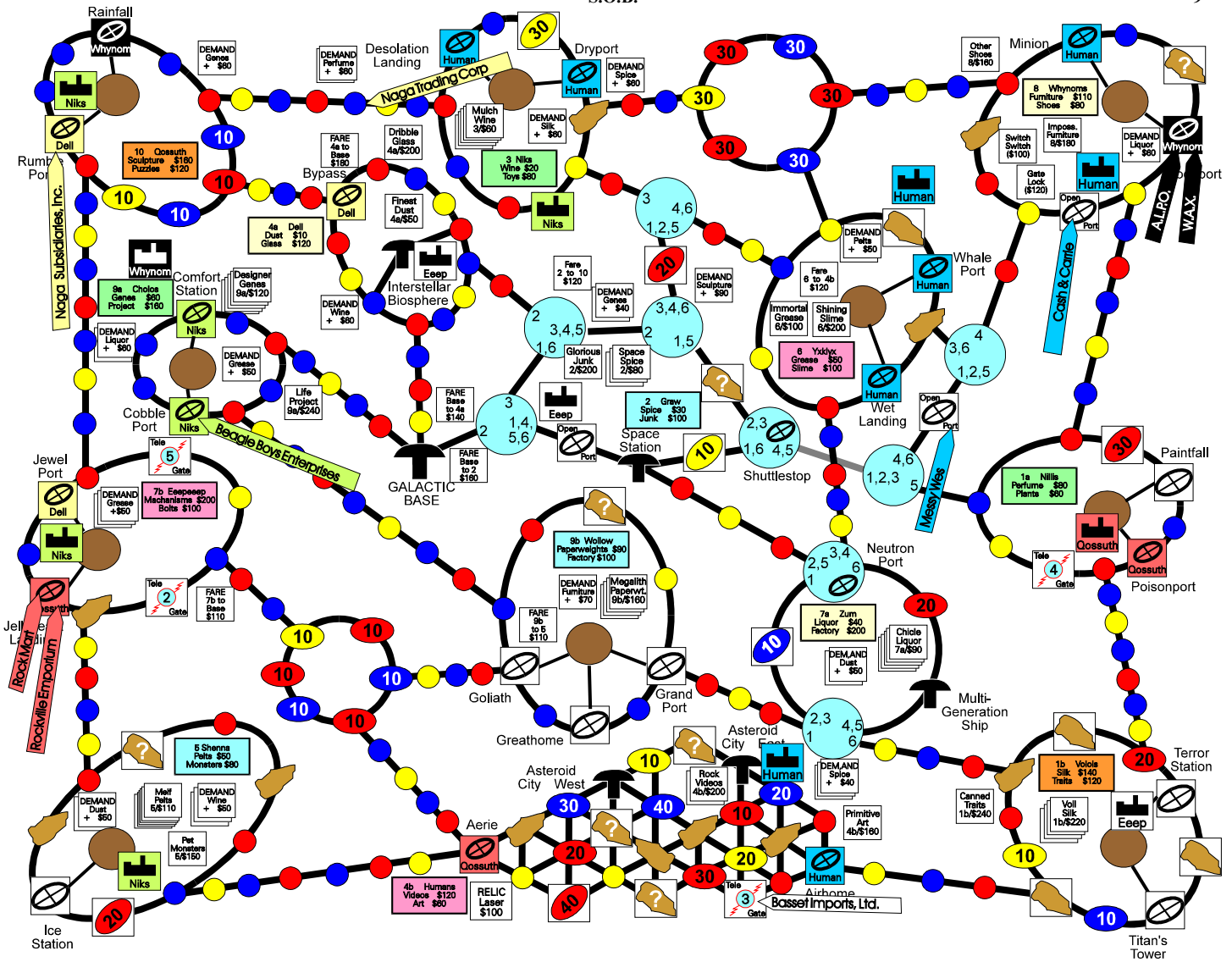
Sells Finest Dust for \$50 plus \$50 demand (from the cup: Immortal Grease at 6 and Impossible Furniture at 8). Receives AutoPilot Relic from Rockville Emporium

Final Results

Player	Cash	Assets	Total
Andy Lewis	\$1404	Airhome (\$200), Desolation Landing (\$200), Dryport (\$200), Human Factory (\$100), Minion (\$200), Wet Landing (\$200), Whaleport (\$200), Whynom Factory (\$100), Yxklyx Factory (\$200) = \$1600	\$3004
Chris Geggus	\$952	Aerie (\$200), Jellybeast Landing (\$200), Nillis Factory (\$100), Poisonport (\$200) = \$700	\$1652
Dan Eisenhut	\$814	Bypass (\$200), Jewelport (\$200), Rumbleport (\$200) = \$600	\$1414
Andy York	\$195	Cobbleport (\$200), Comfort Station (\$200), Eepeeep Factory (\$100), Niks Factory (\$200), Qossuth Factory (\$200), Shenna Factory (\$100) = \$1000	\$1195
Steve Koehler	\$310	Dell Factory (\$200), Graw Factory (\$200), Volois Factory (\$200) = \$600	\$910
Pete Gaughan	\$110	Cholos Factory (\$200), Moonport (\$200), Rainfall (\$200) = \$600	\$710

Congratulations to Andy Lewis on his smashing victory.





**“Chihuahua”**

**Game Start**

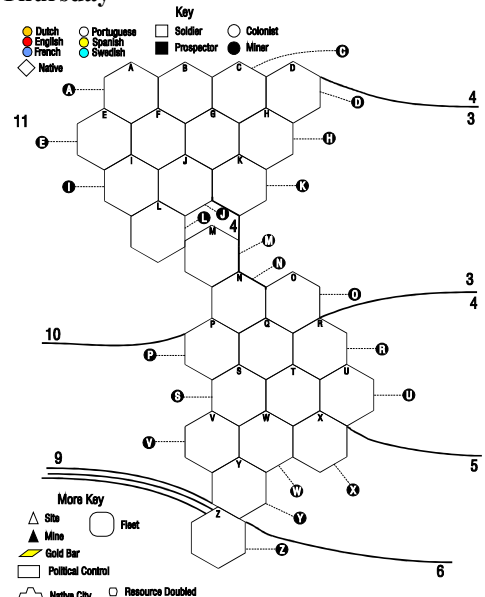
Initial Anchorage Bids due: 10/3 Thursday

*Players*

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$160	25	0	0
English	Brendan Whyte	\$160	25	0	0
French	Kevin Wilson	\$160	25	0	0
Portugese	Dan Eisenhut	\$160	25	0	0
Spanish	Debbie Osborne	\$160	25	0	0
Swedish	Andy Lewis	\$160	25	0	0

*Notes*

As a rules recap, we will be using all regular rules except 13.3 (Secrecy) and we will be using optional rule 16 (Piracy). This will also be the exploration game. For this first turn, I will need your Initial Anchorage Bids and whether you want to roll for colonists or take the automatic 4. If you express no preferences, your bid will be 0 and you will get 4 colonists.



### In the Doghouse with Marmaduke

Avaloncon was another wonderful time - good game, good once a year meetings with friends. I again strongly recommend for all to attend even if you have to travel from the left coast. I managed another championship, Stocks & Bonds, (1 plaque a year for the last four). My teammates, Sean and Caleb, also managed plaques in Kremlin and Guerrilla. Although none of us did it for the team; we got shut out for the first time and we were the defending team champs! Other favorite memories are (plus see Chris Geggus' comment in Dog Biscuit press)

- \* A quote from Vana Ratliff of Lebanon, PA who had just taught someone to play March Madness before Heat 4 of the tournament (each heat consisted of two 16 team regions): "I have to help her. She's my friend and she's not in my region!".
- \* 1st round Slapshot game (you can give this a more personable feel Stuart). There needed to be a one game playoff between two teams tied for the 4th playoff spot. The game was 2-2 with one player left. It was Tiny Tim versus a goalie. An automatic goal from the smallest player in the game. The crowd went into pandemonium.
- \* My second round game of Attack Sub was the shortest in history. We were playing the British versus the Argentineans. The flow of play was as follows:
  - \* British discard entire hand.
  - \* Argentineans play Close Range to begin in reinforcement (successful). It's going to be a long game for the British.
  - \* British keep one card discard the rest.
  - \* Argentineans discard several cards.
  - \* British play Active Sonar to can one contact level on both Argentineans. One Argentinean, Salta, counters with a Passive Sonar.

- \* Argentineans have Salta play Passive Sonar (successful) followed by Battle Stations and Weapons Lock (Contact:1 Fire:1). The Weapon Lock hits and sinks the British. Game over! At least I didn't have to suffer long. The game took less than two minutes!

I'm going to offer some new games that I'll run. I've worked out a system for both Wembley and Fireside Football - if interested, ask me for all that you'll need to play (moves will only take about 15- 30 minutes even if you study it as hard as possible). Also, with Settlers being available from Mayfair now, there may be more interest in this; I'll open up 1 or 2 new games depending on the number of people interested. The last game is called Ironman Football. It's 1920-30's American Football. It's a financial game as well as using dice to resolve each game played. I don't own it yet, but have heard great reviews and talked with the designer to find out that with a gamemaster it will work fine by mail. It's a desktop published game which players may need to get (although I'm not sure yet); however, it won't break the bank at \$12 plus \$3 shipping.

On with the games....

#### **Game Openings:**

Wembley: Want 4-8

Fireside Football: Want 4 or 6

Siedler: Want 4 or 8

Ironman Football: Want 4, 6, or 8

#### **Stand-bys:**

Dog Biscuit: Rich Goranson

Rin Tin Tin: Ward Narhi, Paul Bolduc

### "Dog Biscuit"

#### Turn 7

**GM: Andy Lewis**

**Deadline for Turn 8 is September 29, Sunday**

The season has passed the half way point!

#### Results

**Bolduc's Spiders** play Hansen Brothers

Trapper John overlooks Tiny Tim 0-1

Le Sainte steals one from General Icinghower 1-1

Napoleon Bonapuck is out flashed by Slash Gordon 1-2

Guy Whiz melts Puk Luk 2-2

Snow Howe is batted by Moby Stick 2-2

Jake Skate is clubbed by Hi Stick 2-3

Hansens win! 3-2

**Blendor's Barbarians** play Ms. Nar's Aquanuts

Doc Holiday on Ice is fired by Chairman of the Boards 0-1

Bo Legs rides Sir Stanley Kup {dr 2} 0-1

Cyclone Henri blows away Frosty Todd 1-1

Gay Blade is charged to the max by Charge Card 1-2

Cheap Shot beats up King Netune [replaced by Masked Man {8}] 1-2

Bobby Howl and Headlock Holmes bark it out 1-2

Aquanuts win! 2-1

**Narhi's Nordic Bunwarmers** play C.J.'s Cleavers

Ice Capone ices Robin Hooker [replaced by Eric the Redline {5}] 0-0

Ian Jury is stopped by Bulldog Brown 0-0

Jock Strappe is stripped by Phantom of the Ice 0-1

Cardinal Finner pronounces Boney Maloney dead 1-1

Stonewall Jackson bounces Cheap Skate 1-1

Superstar out muscles Iron Orr 2-1

Bunwamers win! 2-1

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

Moose rams Masked Man but bounces off 0-0

Old Man Winters breaks the plastic of Charge Card 1-0

Crease Lightning takes over Chairman of the Boards 1-0

Kroz Czech is outdueled by Sir Stanley Kup 1-1

Swede Sixteen drinks Frosty Todd 2-1

Fast Eddy eludes Headlock Holmes 3-1

Chicken Littles win! 3-1

**Ms. Nar's Aquanuts** trade Charge Kard to Anderson's Chicken Littles for Kroz Czech

**Dynamo Spork** play Ms. Nar's Aquanuts

Friar Puck is too large for Headlock Holmes 1-0

Puck Rogers blasts past Chairman of the Boards 2-0

Canada Post and Masked Man swap ends 2-0

Antoni Zamboni takes Sir Stanley Kup down 3-0

Ivan Fazov melts Frosty Todd with his breath 4-0

Fat Trick is deported by Kroz Czech 4-1

Spork win! 4-1

**Hansen Brothers** trade Puk Luk to Anderson's Chicken Littles for Fast Eddy

**C.J.'s Cleavers** send Cheap Skate to the minors and promote Chief Sitting Bench

Press

**C.J.'s Cleavers open:** "A real pleasure meeting you at Avaloncon (plus Sean and Caleb as well). I really enjoyed the convention, even if my best result

was 7th in Slapshot - a game I had never seen and only played, briefly, in the pages of your 'zine. Maybe you deserve the \$10 credit!". <Keep the \$10. I'll just take the pride in my 'zine being training grounds for the National Championship. You can't win if you don't play.>

The Teams

Team	Manager	Record	Forwards	Defense	Goalie	Trades	Drafts	Games
Bolduc's Spiders	Paul Bolduc	2-3-1	F1: Guy Whiz 7 F2: Napoleon Bonapuck 4 F3: Snow Howe 3	D1: Le Sainte 6 D2: Jake Skate 2	G: Trapper John (4)	2	1	4
Blendor's Barbarians	Chris Hassler	0-6-0	F1: Bobby Howl 5 F2: Cyclone Henri 6 F3: Doc Holiday on Ice 4	D1: Cheap Shot b2 D2: Gay Blade 1	G: Bo Legs (2)	1	3	3
Narhi's Nordic Bunwarmers	Ward Narhi	4-1-0	F1: Ian Jury 1 F2: Superstar * F3: Jock Strappe 4	D1: Cardinal Finner 5 D2: Ice Capone b4	G: Stonewall Jackson(6)	1	1	4
Anderson's Chicken Littles	Dave Anderson	5-8-1	F1: Old Man Winters 4 F2: Swede Sixteen 5 F3: Puk Luk 3	D1: Charge Kard 3 D2: Moose 3	G: Crease Lightning(10)	1	1	4
Ms. Nar's Aquanuts	Sonja Nar	4-4-0	F1: Frosty Todd 1 F2: Captain Hook 2 F3: Sir Stanley Kup 5	D1: Headlock Holmes 5 D2: Kroz Czech 4	G: Masked Man (8)	3	0	3
Dynamo Sporck	Caleb Cousins	3-0-0	F1: Ivan Fazov 2 F2: Fat Trick 2 F3: Puck Rogers 7	D1: Antoni Zamboni 7 D2: Friar Puck 6	G: Canada Post (5)	2	1	4
Hansen Brothers	Sean Cousins	4-3-1	F1: Fast Eddy 6 F2: General Icinghower 3 F3: Slash Gordon 7	D1: Hi Stick 6 D2: Tiny Tim ½	G: Moby Stick (9)	2	2	3
C.J.'s Cleavers	Chris Geggus	2-1-1	F1: Robin Hooker 4 F2: Cheap Sitting Bench 2 F3: Phantom of the Ice 6	D1: Iron Orr 7 D2: Boney Maloney 2	G: Bulldog Brown (3)	2	2	3

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

**“Rin Tin Tin”**

**Turn 5**

**GM: Andy Lewis**

**Deadline for Turn 6 is September 29, Sunday**

Turn 5

*Brendan's player-turn*

(Your post arrived on 7/24 FYI)

Production: Wool (Chris, Kevin), Grain (Caleb, Chris)

Trades: None

Actions: Upgrade to a city at P8/O3/M4

*Caleb's player-turn*

Production: Robber moves to H8 where he robs a Lumber from Brendan.

Trades: None

Actions: None

*Chris' player-turn*

Production: Wool(Kevin, Brendan[2])

Trades: None

Actions: None

*Kevin's player-turn*

Production: Robber moves to M4 where he robs an Ore from Brendan (Kevin, this occurred by random roll. You can not designate which type of card to steal).

Trades: None

Actions: None

Brendan ☐

Caleb ●

Chris ●

Kevin ●

Robber R

City ●

Settlement ●

road ●

Wasteland ●

Farmland (Grain) ●

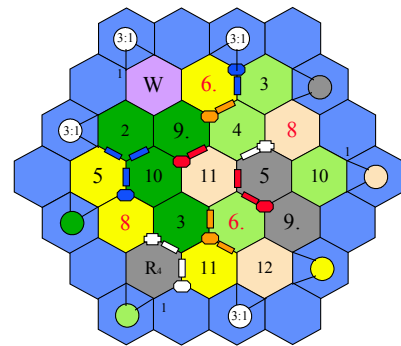
Hills (Brick) ●

Pasture (Wool) ●

Forest (Lumber) ●

Mountains (Ore) ●

Rin Tin Tin Turn 5



<u>Cards at End of Turn 5</u>						<u>Turn 6 Production Die Rolls</u>	
	Grain	Brick	Wool	Lumber	Ore		
Brendan	--	--	2	1	--	Brendan's player-turn: 7	Caleb's player-turn: 2
Caleb	2	--	--	2	--	Chris' player-turn: 4	Kevin's player-turn: 6
Chris	2	1	3	--	--		
Kevin	1	--	4	1	1		

Press

**Brendan to Caleb and Kevin:** So was that worth it?

### 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. Research is allowed.

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

Q1. What are the only two cities to have undergone attack by both ballistic and cruise missiles?

A1. London and Antwerp were both subjected to bombardment from cruise (V1) and ballistic (V2) missiles. Interestingly, the only other city to have such a distinction is Baghdad, which was hit by Iranian Scud (ballistic) missiles, and American Tomahawk (cruise) missiles in more recent times.

Bob Robles, Berry Renken, Andy York, and Sigourney Street each receive ½ point.

Q2. How did the battle of Khalkhin Gol alter the course of World War II?

A2. This battle was fought between the Japanese and the Soviets on the Mongolian border in 1939. Soviet forces under the command of Georgi Zhukov so thoroughly defeated the Japanese that when Germany invaded in 1941, Japan declined to attack. This allowed the Soviet Union to transfer Siberian forces to the west in time to prevent the capture of Moscow.

Bob Robles receives 2 points.

Q3. What piece of personal equipment was considered as important as a parachute by American fliers in the Pacific?

A3. Sunglasses. A pilot who wore sunglasses was much less likely to need his parachute.

Sean Cousins receives 2 points.

Q4. What was *gedunk*?

A4. *Gedunk* is U.S. Navy slang for sweets. In World War II, it referred particularly to ice cream. The Navy actually had several ships attached to the various supply flotillas which were dedicated to the manufacture of ice cream.

One such ship could manufacture 5000 gallons of ice cream per hour.

Dan Eisenhut receives 2 points.

Q5. What was Unit 731?

A5. Unit 731 was a Japanese unit based in Manchuria which performed experiments in biological and chemical warfare using allied prisoners of war and Chinese civilians.

Bob Robles and Andy York each receive 1 point.

#### Current Scores

Chris Geggus	20	Andy Lewis	19½
Paul Bolduc	13	Andy York	8½
Bob Robles	8	Steve Koehler	7½
Dan Eisenhut	7½	Rich Goranson	4½
Bill Scharf	4½	Dave Anderson	4
Kevin Wilson	3½	Caleb Cousins	3
Kevin Kinsel	2½	Ward Narhi	2½
Berry Renken	2½	Sean Cousins	2
Debbie Osborne	1	Sigourney Street	½

#### New Questions

##### Topic: World War II (yet again)

1. What is the significance of the words *Higashi no kaze ami*?
2. Douglas MacArthur was distantly related to two other famous World War II personages. Who were they?
3. What was the average lifespan (in miles) of a standard U.S. military truck in the Pacific?
4. Contrary to popular belief, the 15-inch guns defending Singapore were able to fire at the mainland. However, they were still useless in the defense of the island. Why?
5. What was the longest naval gun battle of the war?

### Pedagogy

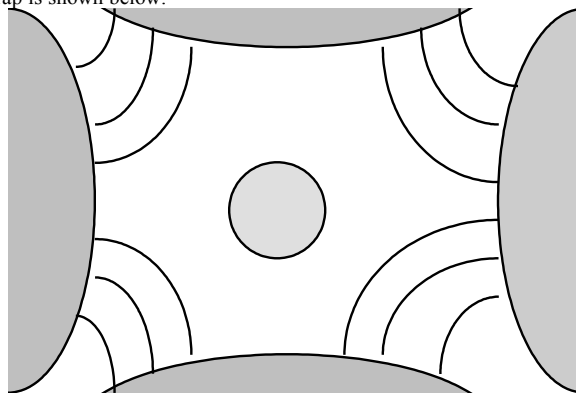
Last issue I described what antimatter is and how it can be manufactured. The question then arises: Now that you've got the stuff, what do you do with it? How do you store stuff that will annihilate whenever it comes into contact with normal matter? The answer, of course, is: Don't let it.

There are two basic methods used to store antimatter. The first, is to place them in an evacuated tube bent into a ring. Magnetic fields can then be used to ensure that the antiprotons remain traveling in the ring and that they stay away from the sides. Antiprotons have been successfully stored for weeks in such a containment. This can also be used to slow the antiprotons down for placement in a more portable storage container.

The container currently being used to hold antiprotons is called a Penning trap. It consists of a container whose side walls are made from a carefully machined metal ring about five centimeters in diameter. The inside surface has a hyperbolic shape. Above and below holes in the ring are two metal caps, also with hyperbolic inside shapes. This whole shape is placed in a vacuum inside the bore hole of a superconducting magnet in a large thermos jug filled with liquid helium. The magnetic field generated by the superconducting magnet runs from one cap to the other, and one of the caps has a small hole to allow the antiprotons to enter the trapping region in the center.

After the antiprotons have entered the trap, the end caps are given a negative charge and the ring a positive charge. Thus, the antiprotons will be repelled from both ends, and will try to move toward the sides. When they do so, however, the magnetic field causes them to move in a circle, so they never

quite reach the sides, staying in the central portion of the trap. A schematic of the trap is shown below:



Penning traps have been successfully used to store about 100,000 antiprotons for over two months without losing any. Even a single annihilation would have been detectable.

Another technique that is being used to store antimatter is to actually create anti-hydrogen. That is, to introduce a positron to an anti-proton and have them get together. When enough of the anti-hydrogen has been accumulated, it is frozen into a ball of slush. This ball is then shined with a laser, which drives off a few positrons, leaving a slight excess negative charge. The slushball can then be levitated using magnetic fields. Experiments in magnetic levitation are being conducted at the Jet Propulsion

Laboratories in Pasadena, and they have been able to successfully levitate water ice in standard gravity. Hydrogen ice, which is much less dense, would be quite easy, and only the precautions of keeping the anti-hydrogen away from normal matter would present any difficulties.

Now that you've got the antimatter stored in such a fashion that you can carry it around, what can you do with it? Well, an obvious answer is to generate power. There is no energy source that is more efficient than antimatter, since it releases 200% of its own mass as energy. In particular, one application of this would be through an antimatter rocket.

It is an obvious statement that to travel, you must move. In space, generally the only way to move is to throw something away. This is the principle of the rocket. The faster you throw something away, or the more mass you throw away, the faster you move. Chemical rockets require tremendous amounts of fuel for their operation. Well over 90% of the mass of the Saturn V rocket that launched the Apollo missions was fuel.

When a positron annihilates with an electron, all of the energy is immediately released as gamma rays. Now, gamma rays are difficult to deal with. For one thing, since they would be produced evenly in all directions, it is difficult, if not impossible, to channel them to form an effective rocket exhaust. Fortunately, the process is different with protons and anti-protons. The annihilation in that case produces particles called pi mesons, or pions. Pions come in three flavors:  $\pi^+$ ,  $\pi^-$ , and  $\pi^0$ . On average, there will be three charged pions and two neutral pions produced. Neutral pions ( $\pi^0$ ), which are composed of a quark/anti-quark pair decay almost immediately into a pair of gamma rays. These gamma rays can then be trapped and used to supply power to the ship. The charged pions, however, decay more slowly. Since they are produced with a speed of around 94% of light speed, relativistic time dilation extends their lifetimes to an incredible 70 nanoseconds, during which they will travel around 21 meters. Since they are charged, magnetic fields can be used to direct their travel. After about 70 nanoseconds, they will decay,  $\pi^+$  into a neutrino and a  $\mu^+$  meson, while the  $\pi^-$  will decay into an antineutrino and a  $\mu^-$  meson. The neutrinos and antineutrinos will escape immediately, but the muons have a much longer lifespan than the pions, and will travel 1.85 kilometers in the 6.2 microseconds they live. They will then decay into

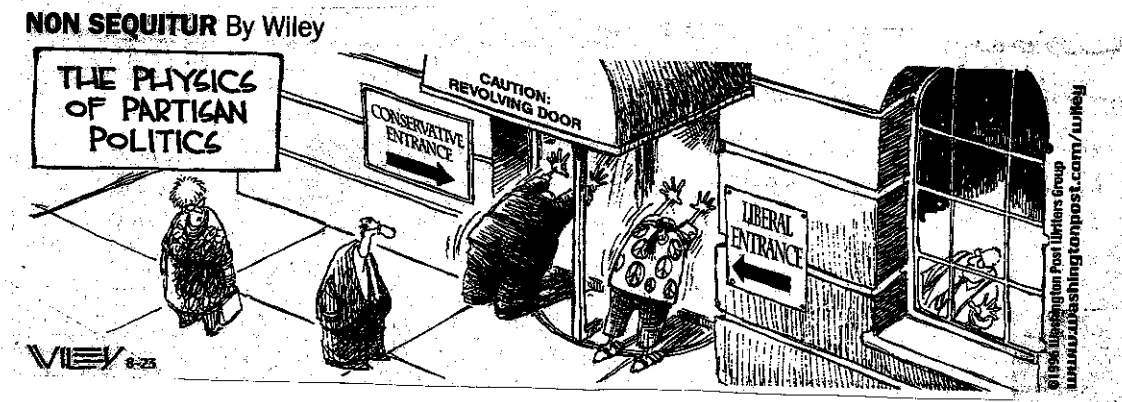
positrons and electrons. So, approximately 60% of the energy produced in the annihilation can then be used to directly propel the ship.

Some studies have been conducted about antimatter rockets, and they have produced some surprising results. For instance, in general, you should not use equal parts matter and antimatter. In fact, the shorter the intended missions of the rocket, the more matter you should use in relation to antimatter. For missions within the Solar System, the optimal arrangement seems to be a few milligrams of antimatter to heat several tons of matter. In addition, one size antimatter rocket fits all. For longer or more difficult missions, you simply increase the proportion of antimatter used. Interstellar trips would require close to a one-to-one ratio. Even for such a mission, the required amount of antimatter needed is measured in kilograms, not tons.

A surprising use for antiprotons is actually in the field of medicine, particularly in the diagnosis and treatment of cancer. This could even be accomplished today with the number of antiprotons being produced for research purposes. A low density antiproton beam can be used to create high resolution density traces of the interiors of objects, such as a human body. Current studies indicate that this technique would have several advantages over current techniques such as CAT scans, which use x-rays. For one thing, antiprotons could accomplish the same jobs while delivering a radiation dose to the patient that is over 100 times lower than CAT scans. Secondly, it could also afford an immediate, non-invasive treatment for a tumor. You simply turn up the intensity of the scanning beam, and zap the tumor directly, killing the cancerous cells without significantly damaging surrounding tissue.

The number of antiprotons needed for this technique is not large. With only one billion antiprotons, a high-quality three dimensional image of a volume as large as the head or chest area of a human body could be produced. Destruction of tumors would, of course, require more antiprotons, but even so, a trap containing a single day's antiproton production of CERN would be sufficient to image over one thousand patients, or to treat several dozen tumors.

Next time, I will discuss some of the research I was involved in as a student at Caltech.



Addresses

David Anderson "Snoopy" 287 Florawood Waterford, MI 48327 (810) 683-3274	Dan Eisenhut "Naldo" CF Division USS Lake Erie (CG-70) FPO AP 96671-1190 dan@bbs.annex.com	Kevin Kinsel "El Coyote" 21561 Oakbrook Mission Viejo, CA 92692 kinsel@aol.com (714) 458-0819 (714) 830-2939	Debbie Osborne 170 Gale Blvd. #104 Melvindale, MI 48122	Sigourney Street "Canine Killer" P.O. Box 1506 GMF Boston, MA 02205-1506
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 bolduc@eglin.af.mil (904) 863-9081	Pete Gaughan 1236 Detroit Ave. #7 Concord, CA 94520-3651 gaughan@netcom.com (510) 825-2165	Steve Koehler "Devil Dog" 2906 Saint Field Place Charlotte, NC 28270 Steve_Koehler@Prodigy.com (704) 544-2849	<b>Björn Peine</b> <b>Baumschulenweg 28</b> <b>39307 Genthin</b> <b>Germany</b>	<b>Stuart Tucker</b> <b>16724 Frontenac Terrace</b> <b>Derwood, MD 20855</b> <b>ahgeneral@aol.com</b>
Brian Boulanger 1476-J Begonia Pl. Honolulu, HI 96818 (808) 833-3258	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY UK	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 alewis16@aol.com (302) 644-1984	Berry Renken "Carnivore" van Nootenstrat 6 7981 DG Diever The Netherlands	<b>avalon.hill@genie.com</b>
Tom Butcher <b>12532 Oak Knoll Rd.</b> <b>Poway, CA 92064</b> <b>(619) 679-9440</b>	Richard Goranson "Sabertooth" 10 Hertel Ave. #208 Buffalo, NY 14207 glvl88a@prodigy.com	Michael Lowrey 6503 Four Winds Dr. Apt. D Charlotte, NC 28212-3749	<b>blues@chal.idn.nl</b>	Brendan Whyte 96 Waiatarua Rd. Remuera
Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Ray Grib "Ray-Bid Basset" 2424 Penton Ct. Deltona, FL 32725 (904) 789-7867	Ken Marcinonis 322 Sheri Brunswick, OH 44212 (216) 225-2984	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 76350.2203@compuserve.com (510) 254-6354	<b>avalon.hill@genie.com</b>
Sean Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Tom Howell "Whippet" P.O. Box 1450 Port Townsend, WA 98368- 0036	KenMech@aol.com	Bob Rutherford "Chili Dog" 140 S. Morrissey Ave. #17 Santa Cruz, CA 95062 (408) 425-7536 rcubed@netcom.com	Jason Wilke "Rock-it Man" 2042 Dalon Ave. Deltona, FL 32725 wilke@iag.net (904) 789-7764
Murray Cowles 6 Chafford Gardens West Horndun Brentwood, Essex CM13 3NJ UK 100431.70@compuserve.com	off-the-shelf@pt.olympus.net (206) 379-9697	Lee McConnell 2023 Stancrest Rd. Dublin, OH 43016-9546 (614) 764-2089 104547.1370@compuserve.com	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (818) 286-4428	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
	Chris Hurley "Jackal" 8 Cascada Rancho Santa Marguerita, CA 92688 74631.3142@compuserve.com (714) 589-5777	Ward Narhi "Dogbert" 2241 Front Street Cuyahoga Falls, OH 44221 usznjs6@ibmmail.com 103036.546@compuserve.com (216) 923-0748	Mike Scott <b>5508 Withers Ave.</b> <b>Fontana, CA 92336</b> mikesmag@aol.col <b>(909) 899-2378</b>	Andrew York "Greyhound" P.O. Box 2307 Universal City, TX 78148- 1307 73210.3053@compuserve.com (210) 658-6066

Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, lets get those people standing by. The current standby list is:

**Machiavelli (gunboat and regular):** Steve Koehler, Bill Scharf, Bob Robles, Jason Wilke, Kevin Kinsel, 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 **2038:** None

Standby Calls

None this issue!