

Notes from Hades

The last couple of weeks have been quite frustrating. It all started when I decided to upgrade the operating system of my home computer. I had been operating under Windows 3.1. However, because of what we are trying to do at work, I needed to upgrade to a 32-bit operating system. I had just upgraded my laptop from Windows NT version 3.51 to version 4.0, and it went quite smoothly. Naturally, I assumed that the upgrade on my home computer would be just as smooth. Silly me.

I was able to get the version installed, but for some reason, I couldn't get my modem installed. It was a new modem, and I could get it working under the old Windows, but not under the new. I decided to try the next night after talking with some of my colleges at work to get some ideas. The next night, I tried to boot up under Windows NT, and was informed that the boot device was unavailable. Since I had taken the install CD into work, I had to wait another day to go back into work and bring the CD home. When I tried the next day to re-install the operating system, I discovered that the Windows NT view of my hard drive was completely screwed up. I was eventually forced to reformat my hard drive and start from the ground up. Fortunately, I was able to back up all of my game files onto a removable hard drive. Unfortunately, I did not back up my CompuServe files, until it was too late to do anything about it. Those of you who have email already know about that part. In any case, I was eventually able to get my system working again – just in time. Especially in view of the fact that I'm going to be in Atlanta from the 11th through the 14th, so that if I was late, I would be late an entire week. Next time, I'll be much more careful about backing up files.

In other news, Brendan Whyte has asked me to pass along an urgent request for Machiavelli standbys in his zine. If you have any interest at all, please contact him as soon as possible.

Finally, this is a busy issue, with three, count 'em, three new game starts. "Rock Hound" and "Running Dogs" have started and Mike Scott's email game has finally started as well. Unfortunately, I have had to hold back "Fleabag" for a turn because of my computer problems and because one of the players has let his subscription lapse.

This issue's deadline will be on **Thursday, December 12 at 5:00 pm Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

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Flier Games

"Proteus"	Midway Campaign	1100 Nov 11
"Dingo"	4000AD (Kevin Wilson GM)	Turns 7, 8
"Sirius"	Stellar Conquest	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 Giovine, Ken Marcinonis, and Lee McConnell. **Starts this issue!**

"Rock Hound" 2038 is an 18xx-style game based on asteroid mining. Have Sean Cousins, Bill Scharf, Andy Lewis, Caleb Cousins, Bob Robles, and Dennis Cain. **Starts this issue!**

"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, Stuart Tucker, Steve Koehler, Dennis Cain, and Brad Martin. **Starts this issue!**

"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, Dennis Cain, and Andy Lewis, need 3 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. Have Bob Robles, Andy Lewis, and Chris Geggus, need 3 more.

Liftoff! is a game of building a space program and being the first to land an astronaut on the Moon. Have Andy York and Brad Martin. Need up to 4 more.

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

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

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

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

Chris Geggus

Perhaps I should have suggested the same thing to you that I suggested to Andy, i.e. when listing openings or wish lists you should specify whether ownership of the game is required or not.

[In general, unless I specify otherwise, game ownership is not required. You will usually get enough in the way of maps and rules to get by without the game if you must. I will point out exceptions to that in the future, however.]

One other point – we have just had an AHIKS convention and as usual I gave all my old S.O.B.s away (very popular). A couple of people asked about pbm rules for some of these games. Is there a central store of these rules or

can we get them off you or whoever is GMing a game? Modern Art was a repeated question. I'm sure our guys would pay postage or something if they didn't play the game in S.O.B.

[For most of the game I run, I either came up with the postal rules myself or I adapted rules developed by another GM. I don't know of a central store of non-Dip or Dip variant rules. The best way of obtaining such rules would be directly from the GM. I am always willing to send out copies of my pbm rules. All you need to do is ask.]

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

Spring 1460

Deadline/Summer 1460 11/7 Thursday

A new Doge takes over the reigns of Venice, just in time to see his empire crumble at the hands of the Pope. France makes small gains against an entrenched Venice, while Naples just tries to recover what is rightfully his.

Spring 1460 Retreats

Venetian A5 retreats to the Vicenza

Venetian A6 retreats to Carinthia

Expenditures

The Pope spends 3 ducats to counterbribe F5

Orders

France(): A1 (EM) AVIGNON to Turin

A2 TYROLEA supports A6 (cut)

A3 TURIN to Pavia

A4 GENOA supports A5

A5 Parma to FORNOVA

A6 COMO to Milan

F1 Tunis to WESTERN MEDITERRANEAN

F2 BAY OF TUNIS to Palermo

F3 WESTERN GULF OF LYON supports F4

F4 (CM) EASTERN GULF OF LYON supports A4

G1 GENOA supports A4

Naples(): A2 Capua to AQUILA

F1 Gulf of Naples to EASTERN TYRRHENIAN SEA

F2 MESSINA to Palermo

F3 Lower Adriatic to RAGUSA

F4 NAPLES holds

First Things First?

In 1943 Albert Speer, the German armaments minister, received, but wisely rejected, a request from the German Navy for the manufacture of fifty thousand ceremonial daggers, explaining to the offended *Kriegsmarine* that the metal might serve the Reich's war effort more effectively if used for something besides ensuring that officers were properly uniformed. The German Navy's attitude was in sharp contrast to the more no-nonsense approach of the U.S. Army with regard to uniform details. While millions of men were being mobilized, the army realized that even small economies could yield immense savings. As a result, distinctive insignia (the small metallic badges worn on the shoulders to identify a soldier's regiment) were dispensed with during the war, with a consequent savings of over seventy-five tons of rare metals, paints, and enamels.

Orders (cont.)

Papacy(): A1 Padua to VICENZA

A2 MANTUA supports F3

A3 DALMATIA holds

A4 LUCCA besieges (autonomous garrison destroyed)

A5 CARNIOLA supports A6

A6 Friuli to CARINTHIA

A7 PISA to Marseilles

A8 Rome to TIVOLI

F1 Ferrara to UPPER ADRIATIC

F2 Upper Adriatic to LOWER ADRIATIC

F3 MODENA holds

F4 ANCONA supports F2

F5 (EM) Treviso to VENICE LAGOON

Venice(): A1 HERZEGOVINA to Dalmatia

A2 Cremona to PIACENZA

A3 (EM) PARMA supports A4 (cut)

A4 MILAN to Como

A5 Carinthia to Tyrolea (DISLODGED, retreat Trent, Austria,

Slavonia, OTB)

A6 Vicenza to VERONA

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

Notes

The standby has taken over the position of Venice.

Press

Naples - France: May I claim my ancestral lands without dispute?

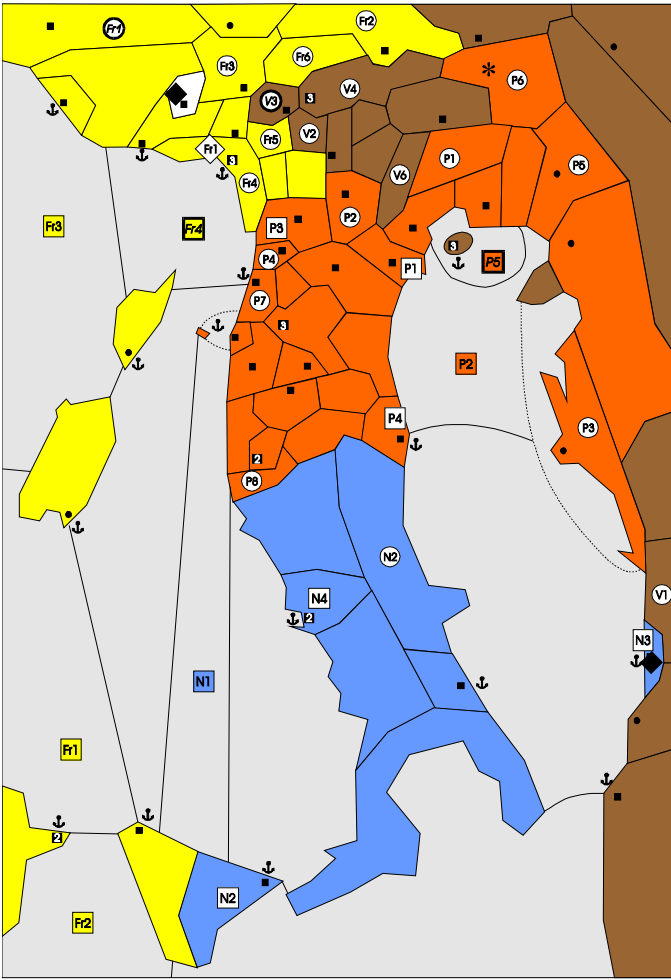
Naples - Rome: Hello...

Pope - Departed Turk: I guess I was the only guy not to stab you, eh? Thanks for the ducats.

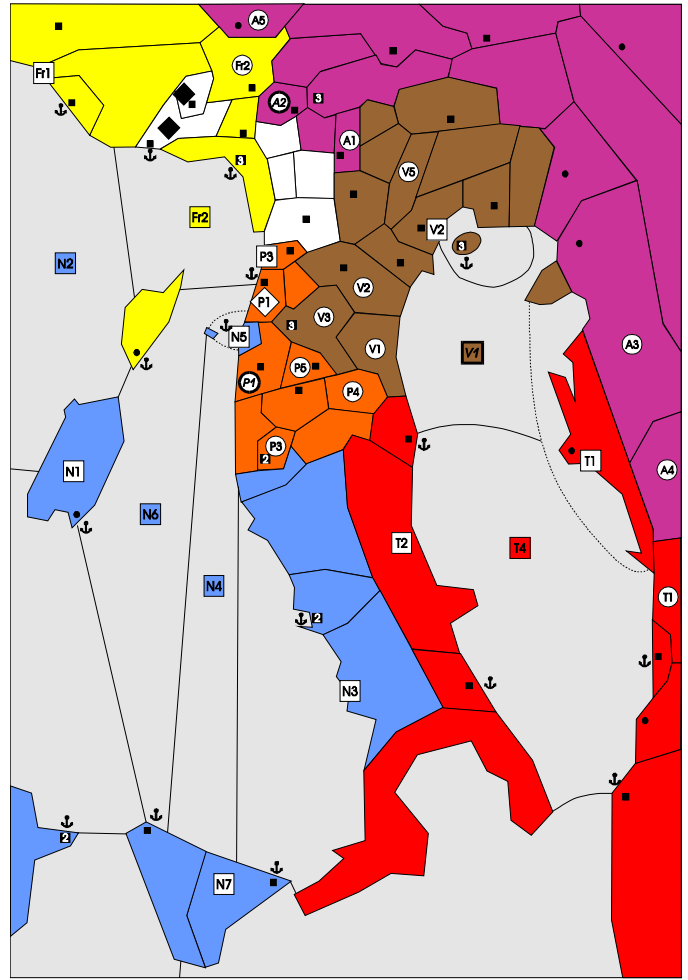
Pope - Venice: You know what I demand for peace. You out of Milan and Turkey.

Pope - France: I will do everything in my power to give you Milan's lands and to punish the Venetian for his stab on my French brethren.

"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

Summer 1453

Deadline/Fall 1453 12/12 Thursday

Grim days ahead for France as Austria joins the fray against him. Naples, however, is frustrated in his efforts to move against France. Venetian money once again tells as the cream of the Papal army melt away in Florence. The Turks meanwhile put all of their effort into retaining Ancona.

Spring 1453 Retreats

French F1 retreats to Provence(nc)

Expenditures

Venice spends 12 ducats to disband Papal A2

Orders

- Austria: A1 PIANCENZA to CREMONA
- (Koehler) A2 (EM) MILAN to PAVIA
- A3 CROATIA supports A4
- A4 BOSNIA supports A3
- A5 TYROLEA to SWISS
- France: A2 MONTFERRAT to TURIN
- (Wilke) F1 PROVENCE(NC) to Marseilles
- F2 EASTERN GULF OF LYON supports Papal F3 to Western Tyrrhenian Sea (nso)
- Milan: No units, **OUT!**
- (Anderson)

Orders (cont.)

- Naples: F1 SARDINIA supports F6
- (Narhi) F2 WESTERN GULF OF LYON to Marseilles
- F3 GULF OF NAPLES to SALERNO
- F4 EASTERN TYRRHENIAN SEA to Western Tyrrhenian Sea
- F5 PIOMBINO supports F4
- F6 WESTERN TYRRHENIAN SEA to Western Gulf of Lyon
- F7 PALERMO to Eastern Tyrrhenian Sea
- Papacy: A1 (EP) Patrimony to SIENNA
- (Rutherford) A2 (EM) Florence to Pistoia (nsu)
- A3 Spoleto to ROME
- A4 URBINO to Florence
- A5 Perugia to AREZZO
- F3 Pisa to LUCCA
- G1 PISA holds
- Turks: A1 HERZEGOVINA supports F1
- (Wilson) F1 DALMATIA supports F4
- F2 AQUILA to Ancona
- F4 LOWER ADRIATIC supports F2

Orders (cont.)

Venice: A1 ROMAGNA supports A3
 (Robles) A2 Mantua to BOLOGNA
 A3 Bologna to FLORENCE
 A5 Vicenza to VERONA
 F1 (EM) UPPER ADRIATIC supports A1
 F2 Venice Lagoon to PADUA

Press

France - Grim Reaper: Your timing is wonderful. Remind me to thank you. I have a position waiting for you in my next game.

S.O.B.

Naples Prophet: See, I knew there would be a plague in Tivoli and thus I ordered my units in that area to disband.
 Naples Prophet forsees: Austrian troops in Switzerland by winter.
 Naples - France: Let me just tidy up this corner here. Too much clutter, you know.
 Murad II - Naples: I like #s 8, 6, 3 and 2.
 Murad II - Austria: Peace, such a wonderful word. Let's hope we can say it.
 Venice - Naples: Bring the Love boat back into port to finish the job against the pope.
 Venice - GM (Re: last ish's press): Yes, you ARE toying with me.

"Fleabag"/MGN# B2/B/8/1
Gamestart - Held Over
Deadline/Spring 1454 12/12 Thursday

The Players

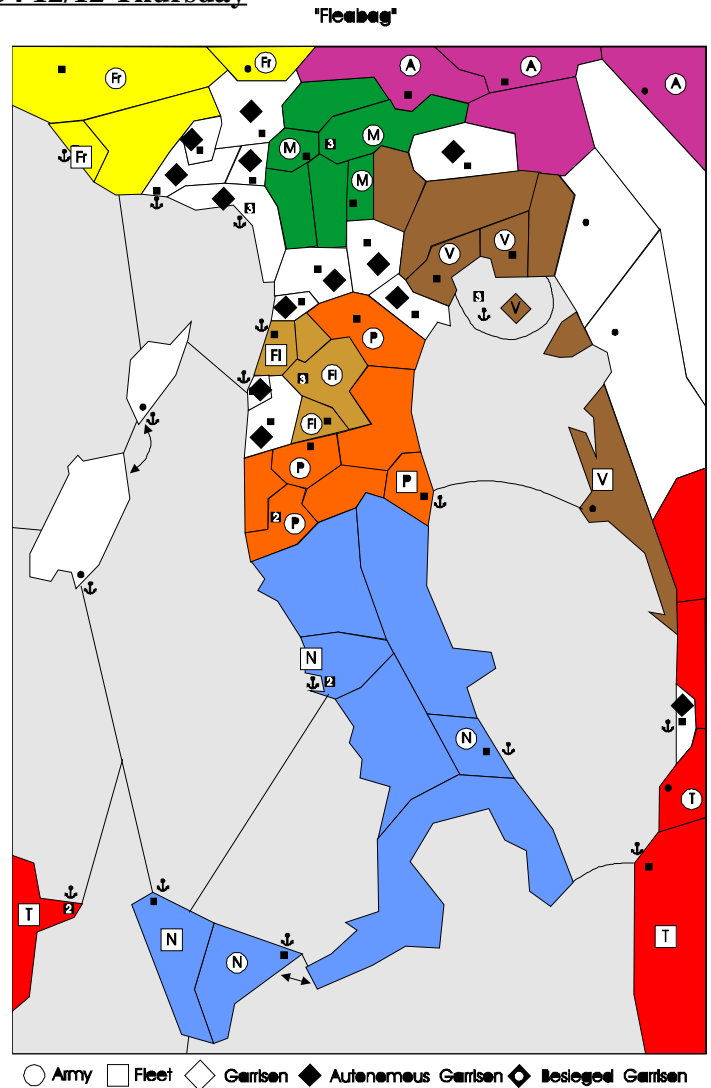
AUSTRIA	Berry Renken	"Carnivore"
FLORENCE	Jason Wilke?	"Rock-it Man"
FRANCE	Ray Grib	"Ray-Bid Basset"
MILAN	Stuart Schoenberger	"Wag-a-Tail"
NAPLES	Andy Lewis	"Marmaduke"
PAPACY	Andy York	
TURKS	Sigourney Street	"Canine Killer"
VENICE	Sean Cousins	
GAME MASTER	Chris Hassler	"Cerberus"

The Positions

Austria:	A Tyrolea, A Austria, A Hungary
Florence:	A Florence, A Arezzo, F Pisa
France:	A Swiss, A Avignon, F Marseilles
Milan:	A Cremona, A Pavia, A Milan
Naples:	A Bari, A Messina, F Naples, F Palermo
Papacy:	A Bologna, A Perugia, A Rome, F Ancona
Turks:	A Albania, F Durazzo, F Tunis
Venice:	A Padua, A Verona, G Venice, F Dalmatia
Autonomous Garrisons:	Savoy, Saluzzo, Montferrat, Turin, Genoa, Trent, Lucca, Mantua, Piombino, Sienna, Ferrara, Modena, Ragusa

Notes

Due to computer problems and whatnot, I am holding this game over. **Will Bill Scharf please submit standby orders for France. Also, will Andy York please take over for Mark Weseman as the Papacy.** Orders on file will be kept unless superseded.



Howl / MGN# O/C2/6/ABC/1
Spring 1513
Deadline/Summer 1513 12/9 Monday
GM: Mike Scott

Spring 1513 Famine

Die roll = 7 = good year - row only = die roll = 9 = Famine in Croatia, Florence, Turin, Mantua, Capua, & Treviso.

Spring 1513 Income

	Star t	cit y	prov	sea	var	fam	subtot	units	Total
AUS	0	7	13	0	3+1	-2	24	-24	0
FRA	0	6	4	0	6	0*	16	-12	4
MIL	0	5	5	0	5	0	15	-15	0
PAP	0	5	9	0	4	0	18	-12	6
TUR	0	5	6	0	5	0	16	-12	4
VEN	0	6	9**	0	4+4	0	23	-12	11

* = Famine does not affect the garrison inside Milan per rules...
 ** = I GM that Venice only counts as a city, not province too.

As of now, the Auto-garrison's are all in their original locations.....

Expenditures

PAPACY ORDER 'A' FAMINE RELIEF - FLORENCE = -3d, TREASURY LEVEL NOW = 3d.

Orders

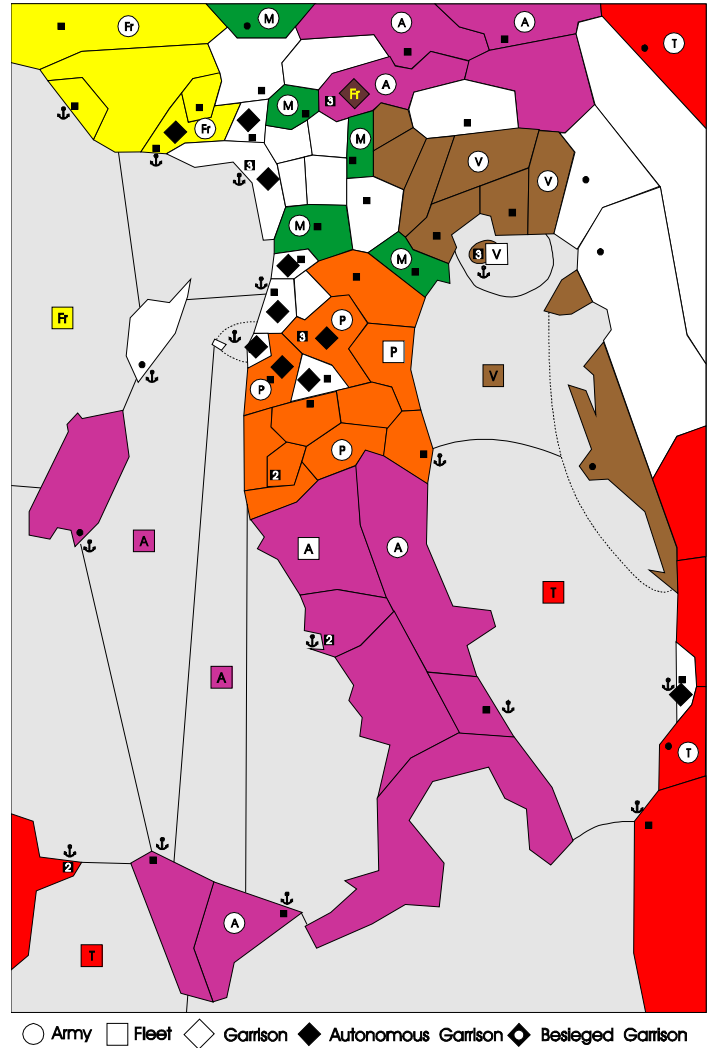
AUSTRIA (Robles): A TYR S A MIL, A AUS HOLD, A MES HOLD, A BARI - AQUILA, A MIL BESEIGE, F PAL - ETYR, F NAP - CAP, F SAR - WTYR
 FRANCE (Giovine): G MILAN C TO A MILAN, A AVI HOLD, A SAL - SAV, F MARS - WGofL
 MILAN (Narhi): NMR! A PAVIA HOLD, A CREM HOLD, A SWISS HOLD, A MOD HOLD, A FERR HOLD
 PAPACY (McConnell): A ROME - SPOL, A PER - SIEN, A BOLO - FLO, F ANC - ROMA.
 TURKEY (Marcinonis): A DUR - ALB, A HUN HOLD, F ALB - LADR, F TUN - BofT.
 VENICE (Wilke): G VEN C TO F VEN, A TREV - FRIU, A PADU - VICE, F DALM - UADR.

Summer 1513 Famine Losses

AUTO-G'S IN TURIN & MANTUA.

Summer 1513 Plague

DIE ROLL 2 + 5 = 7 = ROW ONLY; DIE ROLLS 6 + 6 = 12 = PLAGUE IN TRENT, HERZEGOVINA, BRESCIA, CORSICA, PATRIMONY, & SALUZZO; REMOVE AUTO-G IN TRENT.
 "96-2" aka "Howl"



"Mongrel"

Epoch V Empire Selection

Deadline for Epoch V Franks, Vikings, Holy Roman Empire, and Chola: 12/12 Thursday

Horsemen of the Apocalypse (Wilson) keeps

Hector (Cowles) gives to the Dark Side.

Gamers' Lonely Hearts Club (Anderson) gives the Hoard

Civs-R-U's (Lewis) gives to Hector

The Hoard (Hurley?) NMR! Gives to Civs-R-U's

The Dark Side (Eisenhut) gives to the Gamers' Lonely Hearts Club

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	Horsemen of the Apocalypse	28	62
Murray Cowles	Hector	30	82
Dave Anderson	Gamers' Lonely Hearts Club	32	64
Andy Lewis	Civs-R-U's	38	81
Chris Hurley	The Hoard	45	92
Dan Eisenhut	The Dark Side	49	84

Final Positions

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

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

Civs-R-U's. Fleet *Red Sea*. ASSYRIA: Two armies in *Hindu Kush*. SCOTTS: Army, city, and Fort in *Highlands*. ARABS: Army, Capital, and Monument in *Arabian Peninsula*, army, city, and Monument in *Zagros*, army and Monument in *Southern Iberia*, *Upper Tigris*, *Shatts Plateau*, *Lower*

Indus, and Upper Indus, army Libya, Nile Delta, Palestine, Levant, Persian Salt Desert, Western Deccan, and Western Ghats.

The Dark Side. Fleets *Western Mediterranean, Eastern Mediterranean, and Black Sea.* CIVIL WAR: Army *Ceylon.* CARTHAGINIA: Army *Crete.* MAYANS: Army *Guiana Highlands.* ROMANS: Army, Capital, and Monument *Southern Apennines, army and Monument Albion and Middle Tigris, army each in Western Iberia, Pyrenees, Central Massif, Northern Apennines, Dalmatia, Pindus, and Morea.* REBELLION: Army in *Ireland.* BYZANTINES: Army and Capital in *Balkans, army each in Danubia, Central Europe, Baltic Seaboard, Northern Gaul, and Western Gaul.*

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

Hector. Fleet *South China Sea.* NORTH AMERICAN MIGRANTS: Army each in *West Indies and Great Plains.* SASSANIDS: Army, city, and Monument in *Persian Plateau, army and Monument Eastern Anatolia.* T'ANG DYNASTY: Army, Capital, and Monument *Yangtse Kian, army and Monument each in Wei River and Yellow River, army Great Plain of China, Chekiang, Mekong, Irrawaddy, and Malay Peninsula.*

Gamers' Lonely Hearts Club. Fleet *North Sea.* ARYANS: Two armies in *Turanian Plain.* SCYTHEANS: Army *Caucuses.* HSIUNG-NU: Army *Mongolia.* REBELLION: Army and city in *Central America.* HUNS: Two armies *Western Anatolia, armies each in Western Steppe, Dneipr, and Lower Rhine.*

Notes

Will Dennis Cain please submit orders for The Hoard.

Your event cards

are: _____

Epoch V Empire

Your Empire is: _____

"Wolfpack"

Epoch III Hsuing-nu, Romans, and Sassanids

Deadline for Epoch IV Empire Selection: 12/12 Thursday

Pinky and the Brain: HSUING-NU: Army *Mongolia, Yellow River* (vs. Chou Dynasty: H: 5, 1; C: 2, 2; wins, city eliminated), *Wei River* (vs. Chou Dynasty: H: 3, 3; C: 4; loses), *Wei River* (vs. Chou Dynasty: H: 4, 1; C: 5; loses), *Wei River* (vs. Chou Dynasty: H: 4, 2; C: 1; wins, Capital reduced to city), *Great Plain of China* (vs. Chou Dynasty: H: 5, 2; C: 6; loses), and *Great Plain of China* (vs. Chou Dynasty: H: 5, 2; C: 4; wins). Points: Dominance in China (6), Presence in North Africa (2), India (3), and Middle East (3), two cities (2), and four Monuments (4) for 20 points.

The Blunt Approach: Plays Fanaticism. ROMANS: Army and Capital in *Southern Apennines, army Northern Apennines* (vs. Macedonia: R: 5, 1; M: 3; wins), *Dalmatia* (vs. Macedonia: R: 2, 1; M: 5; loses), *Dalmatia* (vs. Macedonia: R: 3, 1; M: 3; wins), *Pindus* (vs. Macedonia: R: 5, 4; M: 5, 4; wins, Capital reduced to city), *Morea* (vs. Macedonia: R: 3, 1; M: 2; wins), plays Shipbuilding, fleet *Eastern Mediterranean* (vs. The Arachnids: B: 2, 2; A: 2; wins), army *Crete* (vs. Macedonia: R: 4, 3; M: 5; loses), *Crete* (vs. Macedonia: R: 3, 2; M: 3; wins, city eliminated), *Central Massif* (vs. Celts: R: 5, 4; C: 6, 3; loses), *Central Massif* (vs. Celts: R: 5, 4; C: 5, 2; wins), *Pyrenees* (vs. Celts: R: 4, 2; C: 5, 3; loses), *Pyrenees* (vs. Celts: R: 5, 3; C: 4, 4; wins), *Southern Iberia* (vs. Phoenicia: R: 6, 5; P: 3; wins), *Western Iberia* (vs. Celts: M: 4, 3; C: 1; wins), *Northern Gaul* (vs. Celts: R: 3, 1; C: 6; loses), *Northern Gaul* (vs. Celts: R: 6, 1; C: 4; wins), fleet *North Sea, army*

Danubia (vs. Macedonia: R: 2, 1; M: 1; wins), *Nile Delta* (vs. Persia: R: 6, 3; P: 6, 2; wins), *Arabian Peninsula* (vs. Egypt: R: 4, 3; E: 1; wins, fleet Red Sea unsupported), fleet *Red Sea, army Palestine* (vs. Jews: R: 3, 1; J: 6+1; loses), *Palestine* (vs. Jews: R: 6, 1; J: 4+1; wins, city eliminated), *Levant* (vs. Macedonia: R: 6, 4; M: 1; wins), *Upper Tigris* (vs. Persia: R: 4, 2; P: 3; wins), *Middle Tigris* (vs. Persia: R: 5, 3; P: 1; wins, city eliminated). Builds Monument *Southern Apennines*. Points: Control of Southern Europe (9), Dominance in North Africa (4), Middle East (6) Presence in China (3), and Northern Europe (1), one Capital (2), one city (1), four Seas (4), and six Monuments (6) for 34 points.

Dead Peoples: MAYANS: two armies and Capital in *Central America.* SASSANIDS: Plays Elite Troops. Army and Capital *Zagros* (Macedonian army retreats to *Persian Plateau*), army *Persian Plateau* (vs. Macedonia: S: 6, 4, 2; M: 1; S: 5, 5, 4; M: 6; loses, elite troops lost), *Persian Plateau* (vs. Macedonia: S: 3, 2; M: 1; wins, city eliminated), *Hindu Kush* (vs. Macedonia: S: 3, 1; M: 2; wins), *Eastern Anatolia* (vs. Macedonia: S: 4, 1; M: 3; wins), *Western Anatolia* (vs. Hittites: S: 4, 2; H: 4; S: 4, 1; H: 1; wins), *Balkans* (vs. Hittites: S: 5, 1; H: 6, 3; loses), *Balkans* (vs. Hittites: S: 6, 3; H: 6, 1; S: 5, 5; H: 6, 1; loses), *Balkans* (vs. Hittites: S: 5, 5; H: 1, 1; wins). Points: Dominance in Middle East (6), Presence in Southern Europe (3) and India (3), two Capitals (4), and two Monuments (2) for 18 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Kinsel	Quantum Coyotes	20	46
Debbie Osborne	Moody Indignants	20	42
Caleb Cousins	Dead Peoples	21	39
Paul Bolduc	The Arachnids	26	65
Sean Cousins	Pinky and the Brain	26	53
Chris Geggus	The Blunt Approach	37	58

Final Positions

SUMERIANS: Capital and army in *Lower Tigris*.

The Arachnids: SUB-SAHARAN MIGRANTS: Army each in *Madagascar* and *Central Africa*. CHOU DYNASTY: Army each in *Tarim Basin* and *Chekiang*.

Quantum Coyotes: ASSYRIA: Army and Fort *Ceylon*. CELTS: Army and Monument *Albion*, armies *Scandinavia*, *Baltic Seaboard*, and *Central Europe*.

Pinky and the Brain: INDUS VALLEY: One army in *Western Ghats*. PERSIA: Army *Persian Salt Desert*. HSUING-NU: Army, city, and Monument *Wei River*, armies *Mongolia*, *Yellow River*, and *Great Plain of China*.

Moody Indignants: NILE KINGDOM: Three armies, city, and Fort *Upper Nile*. VEDIC CITY STATES: Two armies each in *Ganges Valley*, army *Malayan Peninsula* and *Sumatra*. MAURYA: Army, Capital, and Monument *Ganges Delta*, army and Monument in *Upper Indus* and *Lower Indus*, armies in *Yangtse Kian*, *Szechwan*, *Irrawaddy*, *Eastern Deccan*, *Eastern Ghats*, and *Western Deccan*.

The Blunt Approach: Fleets *Western Mediterranean*, *Eastern Mediterranean*, *North Sea*, and *Red Sea*. SHANG DYNASTY: Army *Si-Kyang*. CARTHAGINIA: Army and Capital in *Shatts Plateau*, army each in *Libya* and

Nubia. ROMANS: Army, Capital, and Monument *Southern Apennines*, army, city, and Monument *Pindus*, army and Monument *Nile Delta*, *Levant*, *Upper Tigris*, and *Middle Tigris*, army *Western Iberia*, *Southern Iberia*, *Pyrenees*, *Central Massif*, *Northern Gaul*, *Northern Apennines*, *Dalmatia*, *Danubia*, *Morea*, *Crete*, *Arabian Peninsula*, and *Palestine*.

Dead Peoples: ARYANS: Army *Turanian Plain*. SCYTHEANS: Army *Caucases*. MAYANS: Two armies and Capital *Central America*. SASSANIDS: Army and Capital *Zagros*, army and Monument *Persian Plateau* and *Eastern Anatolia*, army *Hindu Kush*, *Western Anatolia*, and *Balkans*.

Your event cards are: _____

Epoch IV Empire Draw

Your Empire is: _____

MuttTurn 6Deadline, Turn 7: 12/12, ThursdayCommander Actions

Heavenly Bodies Development Company passes

Tribute to Troy opens the bidding on a Data Library at 18 and Minos Entrepreneurs gets it for 19 (Or1, Or1, Wa7, Wa10). Buys water factory (Or3, Wa7, Wa10) and moves a population from an ore factory to man it.

Belpick 7 opens the bidding on a Warehouse at 25 and gets it (Or2, Or4, Wa7, Wa7, HE discount)

Fangland passes

Awl Mining Company buys a population factor for 11 (Or2, Or3, Wa6).

Minos Entrepreneurs passes

The Outhouse buys a titanium factory for 30 (Or5, Wa8, Wa8, Wa9) and a population factor for 10 (Or2, Or3, Wa5).

BarterTown II buys a titanium factory for 30 (Or2, Or5, Wa5, Wa8, Wa10). A population factor is moved from a water factory to man it.

The Players

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

Available Upgrades

New Arrivals: None

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouses (Wa)	25	1	0

Production Cards

In the Warehouse: _____

New Cards:

The Fortunes of War

The first German bomb to fall on Leningrad during World War II killed the only elephant in the city zoo.

“Chihuahua”Turn 1Turn 2 due: 12/12 ThursdayPlanning

Dutch buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

English buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

French buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Portuguese buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Spanish NMR! buy 4 ships (\$48) and 4 soldiers (\$40) for \$88 (determined randomly by the GM).

Swedes buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Outbound Naval Movement

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

Land Movement

- Dutch** move 3 soldiers and 3 colonists into area J. It is a climate 3 area with 1 native.
- English** move 4 soldiers and 4 colonists into area H. It is a climate 2 area with 2 sites and 3 natives. 2 soldiers prospect.
- French** move 3 colonists and 3 soldiers into area C. It is a climate 4 area with 1 site and 3 natives.
- Portuguese** move 4 colonists and 4 soldiers into area N. It is a climate 1 area with one site and 1 native. 1 soldier prospects.
- Spanish** move 4 colonists and 3 soldiers into area Y. It is a resource rich climate 2 area with 1 site and 3 natives.
- Swedes** move 4 colonists and 4 soldiers into area O. It is a resource rich climate 3 area with 3 natives.

Native Combat

- Dutch:** 1 native and 1 soldier are killed.
- English:** None
- French:** None
- Portuguese:** None
- Spanish:** None
- Swedes:** None

Native Uprisings

Climate is a 2. Uprisings in C (2 colonists lost), H (no losses), N (3 colonists lost), O (no losses), and Y (2 colonists lost).

Survival

- Climate is a 4.
- Dutch:** lose 1 soldier.
- English:** lose 1 colonist.
- French:** No losses.
- Portuguese:** lose 1 colonist and 1 soldier.
- Spanish:** lose 1 colonist.
- Swedes:** lose 1 soldier.

Political Control

Swedes gain political control in Area O.

Homebound Naval Movement

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

Income

- Dutch:** Political Control: \$20, resources: \$3.
- English:** Political Control: \$20, resources: \$3.
- French:** Political Control: \$20, resources: \$1.
- Portuguese:** Political Control: \$20, resources: \$0.
- Spanish:** Political Control: \$20, resources: \$2.
- Swedes:** Political Control: \$40, resources: \$8.

Turn 2 Initiative

Dutch, Portuguese, Swedes, English, Spanish, French

Press

England - France: If you go so overboard with your bids, I'd hate to see your sailing technique!

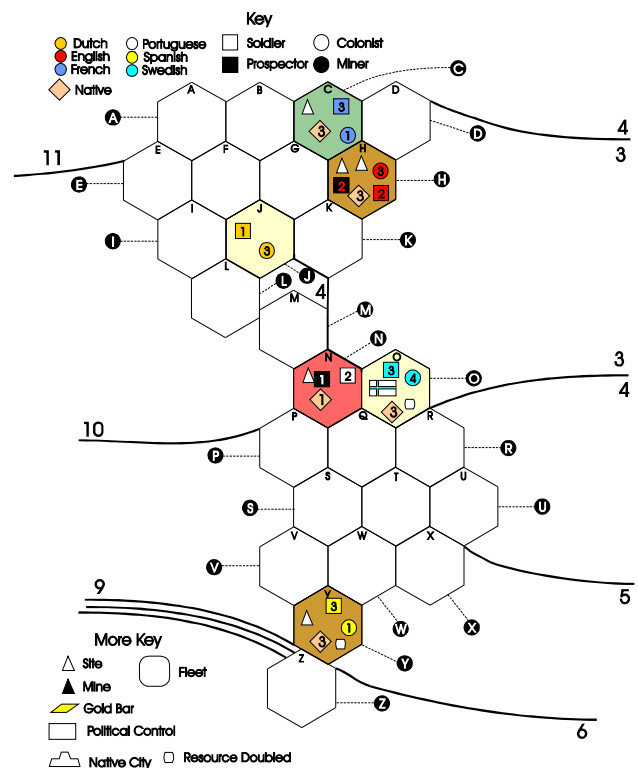
England - France/Dutch: I propose C and D are French, H and K are English, and J and L are Dutch.

Notes

Kevin Wilson has informed me that his initial bid was mistyped. He meant to bid \$5, not \$35. I will leave that up to the rest of the players whether to take that back or leave it. Please vote with your next orders, NVR = No, NMR = Yes. It'll have to be unanimous to pass. Also, **will Andy York please submit standby orders for the Spanish.**

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$95	21	4	4
English	Brendan Whyte	\$93	21	4	4
French	Kevin Wilson	\$58	21	4	4
Portuguese	Dan Eisenhut	\$94	21	4	4
Spanish	Debbie Osborne	\$94	21	3	4
Swedish	Andy Lewis	\$155	21	4	4



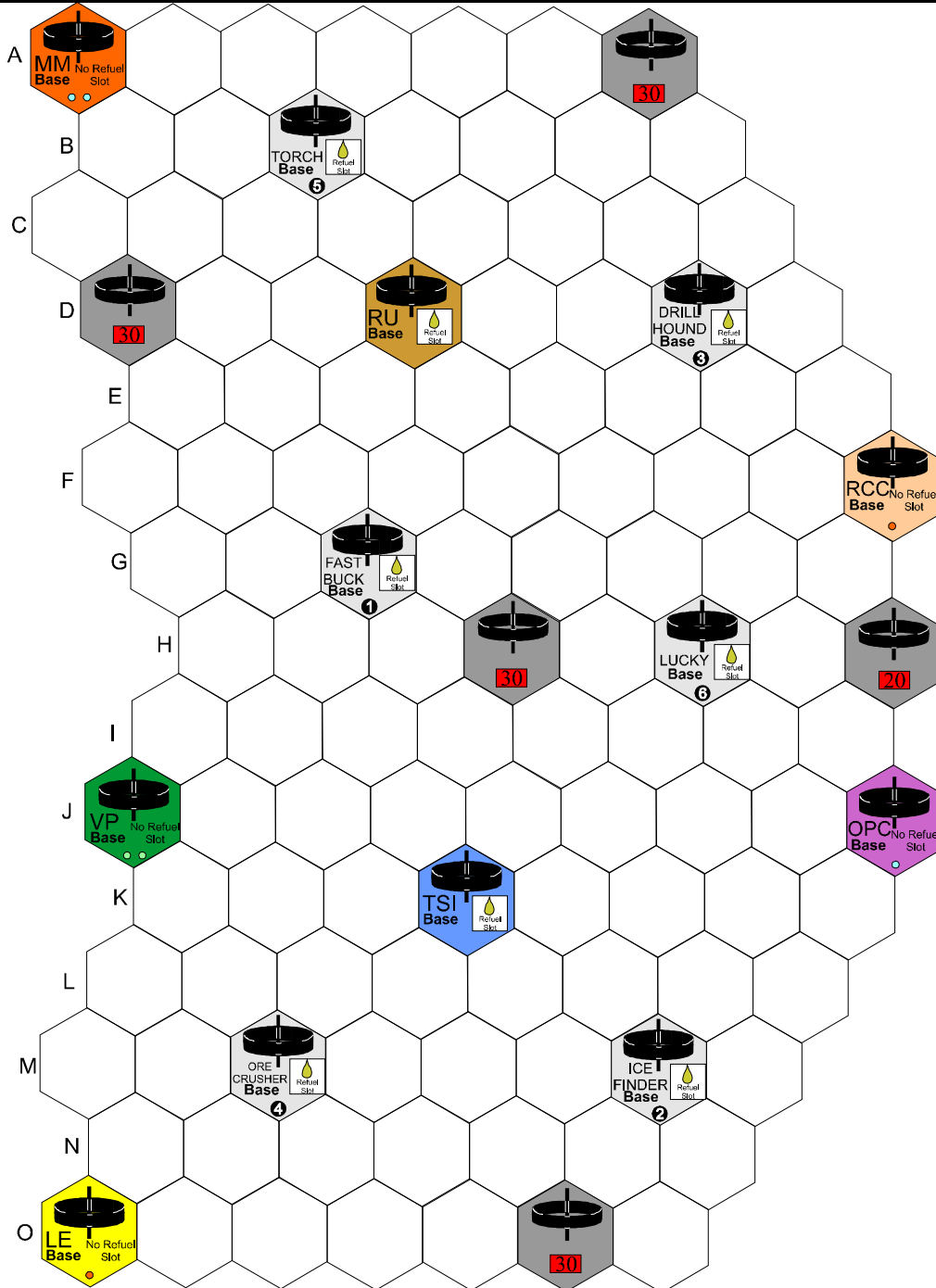
“Rock Hound”

Gamestart

Stock Round 1 due: 12/12 Thursday

Players

Player Name	Player Faction Name	Cash	Assets
Bill Scharf	?	\$300	
Dennis Cain	?	\$300	
Bob Robles	?	\$300	
Caleb Cousins	?	\$300	
Andy Lewis	?	\$300	
Sean Cousins	?	\$300	



In the Doghouse with Marmaduke

In the news this month....Avaloncon '97 is set. It will run from 10 am July 30th to Aug 3rd at the same location as recent years - Marriot Hunt Valley Inn. Reservations can be made now \$69 per night. This year the tournament will start 8 hours earlier, although I would guess that a lot of people will probably be around for open gaming on Tuesday night....Krieg, a game from Decision games, is actually a very good game. It's a two map but only 400 counter WWII ETO game. The mechanics of the game are very simple and the counter density is low. However, it has very interesting systems which are different from the standard fair which make this game very interesting. The card play is very interesting and new. It will still take a long time to play but not nearly as much as A3R - one game played by friends recently was able to complete 2 years in about 7-8 hours....The Siedler games which I have openings in will use the following two modifications to the current system. First the set-up will be conducted as two mailings versus one to try and prevent some of the oddities in the set-up which occurred in the first game and has made it more difficult to get going. Secondly, if at least one player votes for it in the game, each mailing will

be 5 player turns long. This will balance out players going first instead of just one player all the time....Any suggestions for games I should run???

On with the games....

Game Openings:

Wembley (No ownership required): Want 4-8. Have Sean Cousins.

Fireside Football (No ownership required): Want 4 or 6. Have Sean Cousins.

Siedler (Ownership required): Want 4 or 8. Have Sean and Caleb Cousins and Ward Narhi.

Ironman Football (Ownership not required but helpful): Want 4, 6, or 8. Have Sean Cousins

Stand-bys:

Dog Biscuit: Rich Goranson

Rin Tin Tin: Ward Narhi, Paul Bolduc

“Dog Biscuit”

Turn 9

GM: Andy Lewis

Deadline for Turn 10 is December 8, Sunday

Sporck remain undefeated!

I was asked to review the playoff picture again. The playoffs will begin when the first team reaches 9 wins. This may occur in the middle of a turn. There will be no more trades or drafts once the playoffs begin. When the playoffs begin, the top four teams will advance. If there is a tie for 4th, there will be one game round robins to next who advances. The third and fourth place teams will play a best of five series. Ties will be decided in overtime where the players can be organized and the first goal wins. Any players which are bruised are replaced between games in the series. The winner of this series will face the second placer finisher in a best of seven series with the winner facing the first place finisher in a best of seven series for the Stanley Tools Cup.

Results

Bolduc's Spiders play Ms. Nar's Aquanuts

Trapper John catches Frosty Todd 0-0

Guy Whiz freezes Sir Stanley Kup 1-0

Le Sainte blesses Headlock Holmes 2-0

Jake Skate is bladed by Kroz Czech 2-1

Snow Howe is tossed by Chairman of the Boards 2-2

Slap Happy {dr5} smacks Golden Gums 3-2

Spiders win! 3-2

Blendor's Barbarians play Anderson's Chicken Littles

Doc Holiday on Ice is upstaged by Frank N. Stick 0-1

Bo Legs rejects Charge Kard {dr1} 0-1

Gay Blade is goosed by Moose 0-2

Bobby Howl moons Puk Luk 1-2

Cheap Shot thunders over Crease Lightning [replaced by Stu Late {1}] 1-2

Cyclone Henri blows Old Man Winters away 2-2

It's a tie! 2-2

Narhi's Nordic Bunwarmers lay Blendor's Barbarians

Boney Maloney [replaced by Captain Canuck {7}] is broken by Cheap Shot 0-0

Ian Jury is blown over by Bobby Howl 0-1

Superstar returns the favor to Gay Blade 1-1

Jock Strappe comes up short on Cyclone Henri 1-2

Ice Capone {dr2} misses Bo Legs [replaced by Masked Man {8}] 1-2

Stonewall Jackson shatters Doc Holiday on Ice 1-2

Barbarians win! 2-1

Anderson's Chicken Littles play Bolduc's Spiders

Puk Luk carves up Jake Skate 1-0

Moose takes out Slap Happy 2-0

Charge Kard is caught red-handed by Trapper John 2-0

Stu Late addition stops Le Sainte {dr3} 2-0

Old Man Winters out shivers Snow Howe 3-0

Frank N. Stick waves Guy Whiz by 3-1

Littles win! 3-1

Ms. Nar's Aquanuts trade with Nordic Bunwarmers Aquanuts acquire Stonewall Jackson from Bunwarmers for Golden Gums <We wonder who got the better deal?!>

Dynamo Sporck play Anderson's Chicken Littles

Puck Rogers dunks Frnak N. Stick 1-0

Canada Post bounces Charge Kard 1-0

Friar Puck eats Old Man Winters 2-0

Ivan Fazov is bulled over by Moose 2-1

Antoni Zamboni nets Puk Luk 3-1

Fat Trick {dr3} can't get around Stu Late 3-1

Sporck win! 3-1

Hansen Brothers play Anderson's Chicken Littles

Slash Gordon crosses the Moose 1-0

Hi Stick {dr1} is squeezed by Stu Late 1-0

Moby Stick paddles Charge Kard 1-0

Fast Eddy breezes through Old Man Winters 2-0

General Icinghower and Puk Luk freeze to death 2-0

Tiny Tim is missed by Frank N. Stick 2-1

Brothers win! 2-1

C.J.'s Cleavers play Anderson's Chicken Littles

Iron Orr mines Charge Kard 1-0

Cardinal Finner excommunicates Puk Luk 2-0

Bulldog Brown and Stu Late miss the party 2-0

Phantom of the Ice blinds Moose 3-0

Eric the Redline and Frank N. Stick are scary together 3-0

Chief Sitting Bench allows Old Man Winters to break the ice 3-1

Cleavers win! 3-1

Press

Bunwarmers-Cleavers: How dare you trade for Cardinal Finner! He was the heart and soul of our team. We'll pay you back in the playoffs! Watch as Ice Capone erases Iron Orr.

The Teams

Team	Manager	Record	Forwards	Defenseemen	Goalie	Trades	Drafts	Games
Bolduc's Spiders	Paul Bolduc	3-5-2	F1: Guy Whiz 7 F2: Slap Happy 1 F3: Snow Howe 3	D1: Le Sainte 6 D2: Jake Skate 2	G: Trapper John (4)	2	1	6
Blendor's Barbarians	Chris Hassler	2-6-2	F1: Bobby Howl 5 F2: Cyclone Henri 6 F3: Doc Holiday on Ice 4	D1: Cheap Shot b2 D2: Gay Blade 1	G: Masked Man (8)	1	3	5
Narhi's Nordic Bunwarmers	Ward Narhi	5-2-0	F1: Ian Jury 1 F2: Superstar * F3: Jock Strappe 4	D1: Captain Canuck 7 D2: Ice Capone b4	G: Golden Gums (0)	1	1	6
Anderson's Chicken Littles	Dave Anderson	6-13-5	F1: Old Man Winters 4 F2: Frank N. Stick 5 F3: Puk Luk 3	D1: Charge Kard 3 D2: Moose 3	G: Stu Late (1)	1	1	6
Ms. Nar's Aquanuts	Sonja Nar	4-5-2	F1: Frosty Todd 1 F2: Chairman of the Boards 6 F3: Sir Stanley Kup 5	D1: Headlock Holmes 5 D2: Kroz Czech 4	G: Stonewall Jackson(6)	4	0	4
Dynamo Sporck	Caleb Cousins	6-0-0	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	6
Hansen Brothers	Sean Cousins	5-3-2	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	5
C.J.'s Cleavers	Chris Geggus	3-1-1	F1: Eric the Redline 5 F2: Cheap Sitting Bench 2 F3: Phantom of the Ice 6	D1: Iron Orr 7 D2: Cardinal Finner 5	G: Bulldog Brown (3)	3	2	4

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

"Rin Tin Tin"**Turn 7****GM: Andy Lewis****Deadline for Turn 8 is December 8, Sunday**Turn 7*Brendan's player-turn*

Production: Wool (Kevin[2]), Ore (Brendan[2], Caleb)

Trades: 4 Ore for 1 Brick

Actions: Build road at H8/F4

Caleb's player-turn

Production: Grain (Kevin), Lumber (Brendan[2], Chris)

Trades: 4 Grain for Brick

Actions: Build road at F6/M9

Chris' player-turn

Production: Lumber (Caleb, Kevin)

Trades: Trade 4 Wool for Brick

Actions: Build road at F6/H12

Kevin's player-turn

Production: Move Robber to O3 and rob Wool from Brendan

Trades: None

Actions: Buy Development card - actual card being sent by email (listed below as unknown)

Cards at End of Turn 7

	Grain	Brick	Wool	Lumber	Ore	Development
Brendan	1	--	2	2	--	K
Caleb	--	--	--	2	1	--
Chris	3	1	--	--	--	--
Kevin	--	--	2	1	--	U

Longest Trade Route: No one

Largest Knight Force: No one.

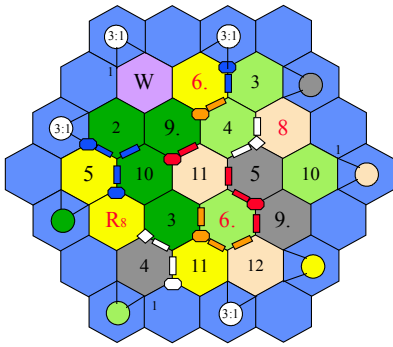
Sad But True

Enemy action accounted for only 25 percent of the tanks lost by the British Army in France in 1940; all the rest were due to mechanical breakdown. On the other hand, this was a better record than that for the French tanks, nearly half of which had to be abandoned for lack of fuel, French army policy limiting them to only five hours' supply.

Turn 8 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 7



Brendan's player-turn: 11 Caleb's player-turn: 11
 Chris' player-turn: 7 Kevin's player-turn: 9
 A little more interesting this turn

Press

From GM: I changed the city symbol to make it more legible in the small size.

Brendan to Caleb: Now wasn't that a nice build?

Brendan to Kevin: Wool!? WOOL!? I guess I need to hire me an intelligent robber. But I hope you use him wisely. <He really didn't want you to have that wool!>

Kevin to Brendan: It was worth it, perhaps this one even more so.

Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and 1/2 point for sharing the answer with two or more people. Every 10 points earns you a free issue. Research is allowed. Free issues are credited as they are earned.

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

Q1. The British used to use gold sovereigns. The 1883 sovereign contained exactly the same amount of gold as the 1884 one. Even so, 1884 sovereigns are worth more than 1883 sovereigns. Why? There is no historical significance to the date 1883.

A1. Because 1884 is one more than 1883.

Chris Geggus and Dan Eisenhut each gain 1 point.

Q2. Before Sir Richard Burton attempted to discover the source of the Nile what was the world's longest river?

A2. It was still the Nile.

Andy Lewis, Chris Geggus, and Berry Renken each receive 1/2 point.

Q3. The shamans of Central Asia knew of an ancient and ingenious means of passing right through solid walls. What was it?

A3. A door.

Andy York and Chris Geggus each receive 1 point.

Q4. In the early 18th century, Mrs. Abigail Eischrank of Cambridge, Massachusetts, gave birth to 13 children. Exactly half of them were girls. Explain.

A4. The other half were girls, too.

Chris Geggus receives 2 points.

Q5. Are there earthquakes on the Moon?

A5. No, they would be moonquakes.

Berry Renken, Andy, Lewis, Andy York, and Chris Geggus each receive 1/2 point.

Congratulations to Chris Geggus on five correct answers!

Current Scores

Chris Geggus	25 1/2	Andy Lewis	20 1/2
Paul Bolduc	13	Andy York	10 1/2
Bob Robles	8 1/2	Steve Koehler	7 1/2
Dan Eisenhut	8 1/2	Rich Goranson	4 1/2
Bill Scharf	4 1/2	Dave Anderson	4 1/2
Kevin Wilson	3 1/2	Caleb Cousins	3
Kevin Kinsel	2 1/2	Ward Narhi	2 1/2
Berry Renken	3 1/2	Sean Cousins	2
Debbie Osborne	1	Brendan Whyte	1
Sigourney Street	1/2		

Free issues awarded to Andy Lewis and Andy York.

New Questions

Topic: American History

1. Who died first, Thomas Jefferson or John Adams, and on what day?
2. Who did Pocahontas marry?
3. Who was the first man George Washington killed in combat?
4. What was Fort Necessity made out of?
5. There is a canceled check in the National Archives. What was it used to purchase?

Pedagoguery

Due to time constraints and the fact that I'm not feeling particularly well (I've got a cold), Pedagoguery will not appear this issue. It will return next issue.

Incidentally, I still would like to hear more ideas on possible future Pedagoguery columns.



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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, 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

Bill Scharf for France in "Fleabag"
 Andy York for the Papacy in "Fleabag"
 Dennis Cain for The Hoard in "Mongrel"
 Andy York for the Spanish in "Chihuahua"