

**Notes from Hades**

It's been an eventful few weeks. A combination of things, really, holiday activities (shopping, wrapping presents, Christmas cards, etc.), preparing for vacation next week, my girlfriend, work, it all adds up. One additional bright spot was when Andy Lewis came over on a business trip, allowing a little get together at my place for games. A good time was had by all.

In this issue, we have three more new gamestarts. "Hair of the Dog", the Modern Art game, is now underway, as is "Dogged", the new Merchant of Venus game. Also, Andy filled his second Settlers of Catan game, which he is calling "Hootch". Also, SolarQuest and Liftoff! are nearing the point at which I can start them. That will give me 15 games total, including flier games, so I will have to put a hold on new gamestarts for a while, at least until a few games end.

The new *Zine Register* is out. Contact Michael Lowrey (his address is on the back) for your issue.

**Happy Holidays everyone!**

This issue's deadline will be on **Thursday, January 16 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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**Trivia Quiz**

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**Pedagoguery**

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**Flier Games**

<b>"Proteus"</b>	Midway Campaign	1700 Nov 11
<b>"Sirius"</b>	Stellar Conquest	Turns 13, 14

**Game Openings**

**"Hair of the Dog"** Modern Art is a game of art trading. Have Andy Lewis, Sean Cousins, Caleb Cousins, Pitt Crandlemire, and Chris Geggus. **Starts this issue!**

**"Sun Dog"** 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, Andy Lewis, and Pitt Crandlemire, need 2 more.

**"Dogged"** 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, Chris Geggus, Pitt Crandlemire, Debbie Osborne, and Dennis Cain. **Starts this issue!**

**"Astro"** Liftoff! is a game of building a space program and being the first to land an astronaut on the Moon. Have Andy York, Brad Martin, Dave Anderson, Bill Scharf, and Andy Lewis, need 1 more, but I'll start it next issue with whoever I have.

**Wish List**

**Die Macher** is a game of German elections. Have Andy Lewis, need 3 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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**631 Candia Circle**  
**La Habra, CA 90631**  
**Phone: (714) 773-0940**  
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Subscriptions cost \$1.00 per issue (\$1.50 overseas).

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

**Ward Narhi**

How was everyone's Thanksgiving? I went to Iowa to visit my brother and had a rather eventful trip. It culminated in my running out of gas in the middle of an Iowa freeway. Luckily my girlfriend had a cellphone and AAA. I will never again begrudge people the "silly technology" of the cellphone. Have a merry Christmas and a happy New Year!

**Bob Robles**

Sorry to hear about your computer woes. Have you read Clifford Stoll's 'Silicon Snake Oil'? Anyone who has watched the home PC or their network

crash while doing a critical piece of work will find that this book resonates with them. On a sad note, too bad about "B-1" Bob Dornan...heh, heh.

*[Afraid I haven't read Silicon Snake Oil. My own problems arose when I tried to upgrade the operating system. First one little thing went wrong, then things escalated to the point where I ended up having to reformat the hard drive. Oh, well.*

*[On another note, you won't see me crying a tear for Dornan. I'm glad he's out of there.]*

**Rude Dog / MGN# O/B/8/CH/1 - Gunboat****Fall 1460****Deadline/Winter-Spring 1461 1/16 Thursday**

*The Venetian government moves into exile and prosecutes the war against France to the utmost, putting up almost no resistance to the Papal onslaught. Meanwhile, France and Naples settle their differences and Naples edges northward.*

**Summer 1461 Retreats**

Venetian A5 retreats to Trent

**Expenditures**

Venice spends 18 ducats to buy French A2

**Orders**

France( ): A1 (EM) AVIGNON to Turin  
A2 Tyrolea to Milan (nsu)  
A3 TURIN to Pavia  
A4 GENOA to Montferrat  
A5 FornoVA to PIACENZA  
A6 COMO supports A4 (nsu)  
F1 WESTERN MEDITERRANEAN holds  
F2 Bay of Tunis to IONIAN SEA  
F3 Western Gulf of Lyon to WESTERN TYRRHENIAN SEA  
F4 (CM) EASTERN GULF OF LYON supports G1  
G1 GENOA convert to A7

Naples( ): A2 AQUILA holds  
F1 EASTERN TYRRHENIAN SEA supports F2  
F2 Messina to PALERMO  
F3 RAGUSA besieges  
F3 RAGUSA besieges

Papacy( ): A1 Vicenza to TRENTO  
A2 MANTUA holds  
A3 Dalmatia to HERZEGOVINA  
A4 LUCCA supports F3  
A5 Carniola to SLAVONIA  
A6 CARINTHIA supports A1  
A7 PISA holds  
A8 Tivoli to SPOLETO  
F1 FERRARA holds  
F2 UPPER ADRIATIC supports F4  
F3 MODENA holds  
F4 Ancona to LOWER ADRIATIC  
F4 Ancona to LOWER ADRIATIC

Venice( ): A1 Herzegovina to BOSNIA  
A2 Piacenza to PARMA  
A3 (EM) Pavia to MONTFERRAT  
A4 MILAN to Pavia  
A5 Trent to Carinthia (DISLODGED, retreat Brescia, Bergamo, OTB)  
A6 VERONA to Mantua  
A7 Tyrolea to SWISS

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

**Press****Dalmatia - All:** Is the Pope getting handed this game?**Milan - all:** Gee, who was it that warned of letting the Pope grow.**Naples - France:** I guess not.**Pope - Naples:** Why is Naples attacking you? He seems to be an opportunist of the most base nature.**Pope - Venice:** You persist in attacking me in Dalmatia. I, who have always been peaceful, want nothing more than to put our feud to rest. Please desist from any further attacks on my person.**Pope - France/Naples:** Are we almost finished here?**Pope declares:** I call upon a holy crusade to eradicate the foul Venetian from our fair lands. He has failed to listen to the entreaties of the Pope and for such effrontery will be banished from Italy.**Venice - Pope:** Get some new holy water....yours is quite fecund.**Venice - Naples:** Please note my help against the French infidel...will need yours against that grimy papal impostor. You will find your treasury enhanced by the Venetian government (in exile) if you attack the Pope in earnest...**Spring 1461 Income**

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

**Provinces**

FRA: Avignon, Provence, Marseilles, Corsica, Sardinia, Turin, Genoa, FornoVA, Pontremoli, Savoy, Piacenza, Como, Tunis (13)

NAP: Capua, Aquila, Naples, Bari, Salerno, Otranto, Messina, Palermo, Ragusa (9)

PAP: Carinthia, Slavonia, Trent, Vicenza, Treviso, Padua, Friuli, Carniola, Croatia, Dalmatia, Herzegovina, Venice, Ferrara, Mantua, Modena, Lucca, Pisa, Pistoia, Bologna, Romagna, Florence, Arezzo, Sienna, Piombino, Patrimony, Perugia, Urbino, Ancona, Spoleto, Rome, Tivoli (31)

VEN: Swiss, Tyrolea, Austria, Hungary, Montferrat, Pavia, Milan, Parma, Cremona, Bergamo, Brescia, Verona, Istria, Bosnia, Albania, Durazzo (16)

**Seas**

FRA: Western Tyrrhenian Sea, Eastern Gulf of Lyon, Western Mediterranean, Ionian Sea (4)

NAP: Eastern Tyrrhenian Sea (1)

PAP: Upper Adriatic, Lower Adriatic (2)

**Cities**

FRA: Avignon, Marseilles, Corsica, Sardinia, Turin, Genoa(3), Savoy, Tunis(2) (11)

NAP: Naples(2), Bari, Messina, Palermo (5)

PAP: Trent, Treviso, Padua, Carniola, Croatia, Dalmatia, Venice(3), Ferrara, Mantua, Modena, Lucca, Pisa, Bologna, Florence(3), Arezzo, Sienna, Piombino, Perugia, Ancona, Rome(2) (25)

VEN: Swiss, Tyrolea, Austria, Hungary, Montferrat, Pavia, Milan(3), Cremona, Albania, Durazzo (12)

Totals

Coun	Var	Prov	Sea	City	Gross	Treas	Total
FRA	5	13	4	11	33	3	36
NAP	2	9	1	5	17	2	19
PAP	9	31	2	25	67	17	84
VEN	9	16	0	12	37	2	39

Game Summary

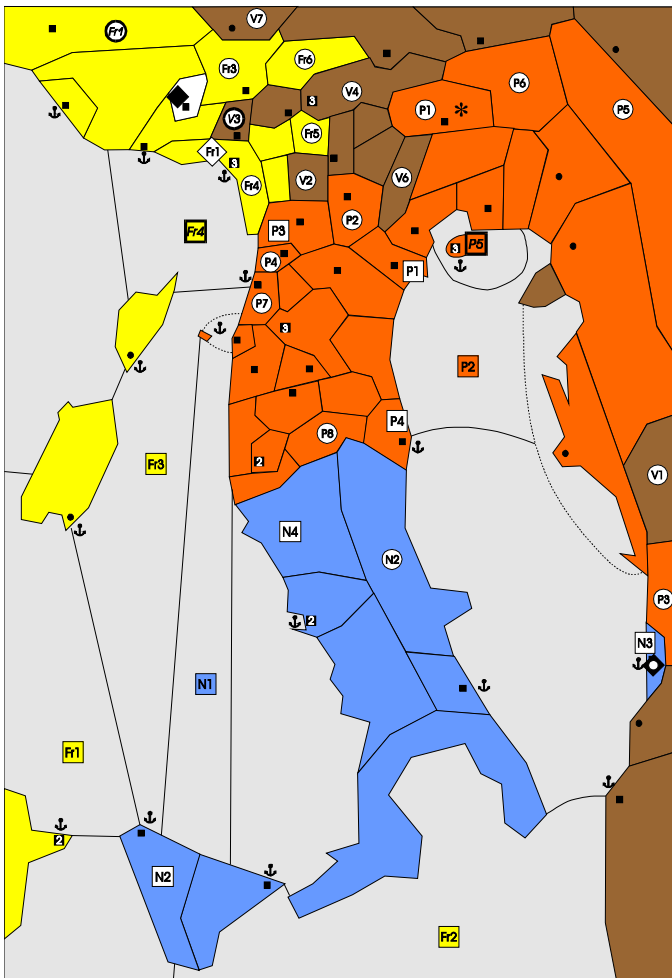
Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	3	3	3	4	3	2	2	2	1
Flo:	2	3	2	0	0	0	0	0	0
Fra:	4	6	6	6	7	6	6	7	8
Mil:	3	3	3	4	5	6	4	4	3
Nap:	4	4	3	4	4	2	3	3	2
Pap:	4	5	5	6	6	6	7	7	8
Tur:	3	3	4	4	3	5	4	4	5
Ven:	4	5	5	5	5	6	7	8	8

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

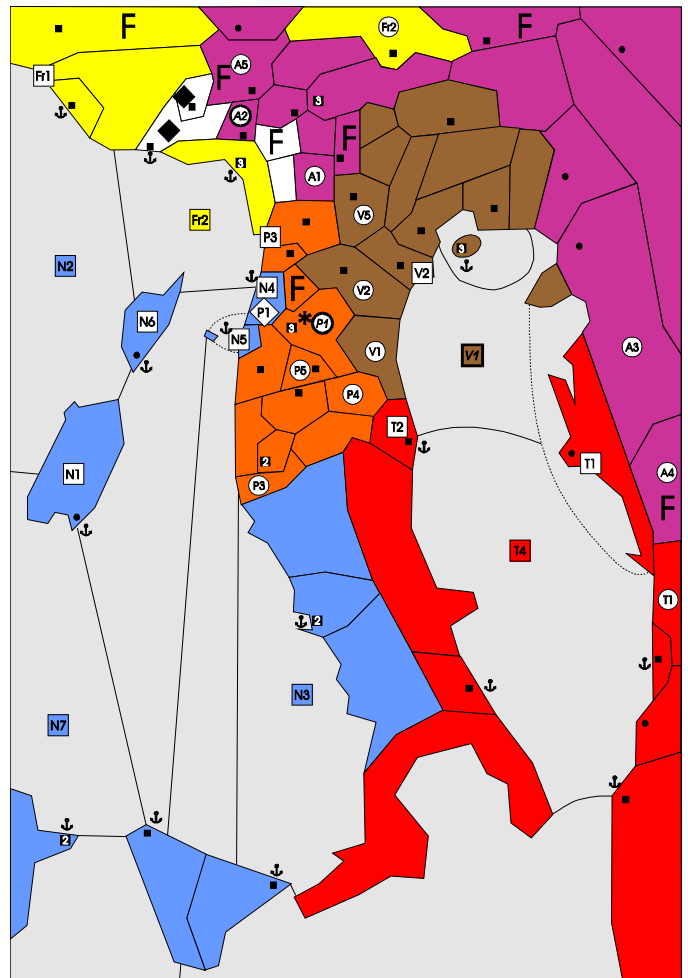
Coun	1460		
	Spr	Sum	Fal
Aus:	0	0	0
Flo:	0	0	0
Fra:	12	12	8
Mil:	0	0	0
Nap:	3	3	4
Pap:	17	18	20
Tur:	0	0	0
Ven:	9	9	10

**Blood Price**  
 By mid 1444, 35 percent of the men in the German Army had been wounded at least once, 11 percent at least twice, 6 percent three times, 2 percent four times, and 2 percent more than four times. During the war the average officer slot had to be filled 9.2 times.

"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 1453****Deadline/Winter-Spring 1454 1/16 Thursday**

*The Pope strikes back against Venice, recapturing Florence, while Naples moves into Pisa. France is being squeezed from two sides by Austria and Naples, while the Turks consolidate their position.*

Orders

Austria: A1 Cremona to PARMA  
 (Koehler) A2 (EM) Pavia to MONTFERRAT  
 A3 CROATIA supports A4  
 A4 BOSNIA supports A3  
 A5 SWISS to TURIN

France: A2 Turin to TYROLEA  
 (Wilke) F1 PROVENCE(NC) to Western Gulf of Lyon  
 F2 EASTERN GULF OF LYON supports F1

Naples: F1 SARDINIA supports F2  
 (Narhi) F2 WESTERN GULF OF LYON supports F6 (cut)  
 F3 Salerno to GULF OF NAPLES  
 F4 Eastern Tyrrhenian Sea to PISA  
 F5 PIOMBINO supports F4  
 F6 Western Tyrrhenian Sea to CORSICA  
 F7 Palermo to WESTERN MEDITERRANEAN

Papacy: A1(EP) Sienna to FLORENCE  
 (Rutherford) A3 Rome to TIVOLI  
 A4 URBINO to Romagna  
 A5 AREZZO supports A1  
 F3 Lucca to MODENA  
 G1 PISA holds

Turks: A1 HERZEGOVINA supports F1  
 (Wilson) F1 DALMATIA supports A1  
 F2 Aquila to ANCONA  
 F4 LOWER ADRIATIC supports F2

Venice: A1 ROMAGNA supports A3 (cut)  
 (Robles) A2 BOLOGNA supports A3  
 A3 Florence supports A1 (cut, DISLODGED, retreat Pistoia, OTB)  
 A5 Verona to MANTUA  
 F1 (EM) UPPER ADRIATIC supports A1  
 F2 Padua to FERRARA

Press

**France - Austria:** Kick me when I'm down, will you? We'll see where that gets you.

**France - Venice:** If I go down, you get my moulah.

**Naples:** You all may note that the Prophet of Naples was correct again in his prediction! Truly amazing!

**Naples Prophet forsees:** The Pope leading his mercenary armies into Florence.

**Naples - France:** See I was all set to ally with you but when Genoa just gave you his lands I was left with little choice but to attack. My strength on the seas must not be questioned!

**Murad II - GM:** Stop with plague and famine. Can't you see I'm already low on cash.

**Cerberus - Murad II:** Aww..., you're no fun.

**Murad II - Venice and Austria:** Let's see, that 26d for Venice and 24d for Austria (assuming you don't take something else), could it be the two of you are trying to stay at parity while the rest of us give up our territory?

**Murad II - Naples, Pope and France:** See above. If we don't act soon they are going to roll over all of us.

Spring 1454 Famine

**Good Year!** Cremona, Austria, Pistoia, Fornova, Turin, Bosnia, Avignon

Spring 1454 Income

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

Provinces

AUS: Swiss, Turin, Montferrat, Como, Pavia, Milan, Piacenza, (11)  
Cremona, Austria, Carinthia, Hungary, Slavonia, Carniola, Croatia, Bosnia

FRA: Avignon, Provence, Marseilles, Genoa, Tyrolea (4)

NAP: Tunis, Sardinia, Corsica, Pisa, Piombino, Capua, Naples, (10)  
 Salerno, Palermo, Messina

PAP: Modena, Lucca, Pistoia, Florence, Sienna, Arezzo, Patrimony, (11)  
 Rome, Tivoli, Perugia, Urbino, Spoleto

TUR: Ancona, Aquila, Bari, Otranto, Dalmatia, Herzegovina, (9)  
 Ragusa, Albania, Durazzo

VEN: Bergamo, Brescia, Mantua, Bologna, Romagna, Ferrara, (14)  
 Verona, Padua, Vicenza, Trent, Treviso, Friuli, Venice, Istria

Seas

FRA: Eastern Gulf of Lyon (1)

NAP: Western Gulf of Lyon, Western Mediterranean, Gulf of Naples (3)

TUR: Lower Adriatic (1)

VEN: Upper Adriatic (1)

Cities

AUS: Swiss, Turin, Montferrat, Pavia, Milan(3), Cremona, Austria, (9)  
 Hungary, Carniola, Croatia

FRA: Avignon, Marseilles, Genoa(3), Tyrolea (5)

NAP: Tunis(2), Sardinia, Corsica, Piombino, Naples(2), Palermo, Messina (9)

PAP: Modena, Florence(3), Sienna, Arezzo, Rome(2), Perugia, Pisa (10)

TUR: Ancona, Bari, Dalmatia, Ragusa, Albania, Durazzo (6)

VEN: Mantua, Bologna, Ferrara, Padua, Trent, Treviso, Venice(3) (9)

Totals

Coun	Rolls	Var	Prov	Sea	City	Gross	Treas	Total
AUS	2	2	11	0	9	22	3	25
FRA	6	6	4	1	5	16	2	18
NAP	3	2	10	3	9	24	0	24
PAP	2, 1 <sup>F</sup> , 4 <sup>F</sup>	7	11	0	10	28	2	30
TUR	6	6	9	1	6	22	4	26
VEN	2, 6	8	14	1	9	32	1	33

<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
Fra:	3	4	6	5	4	4	6	6	7
Gen:	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

Coun	1453		
	Spr	Sum	Fal
Aus:	6	9	10
Flo:	0	0	0
Fra:	7	6	4
Gen:	0	0	0
Mil:	2	0	0
Nap:	8	6	7
Pap:	4	6	8
Tur:	6	6	6
Ven:	7	8	7

**“Fleabag”/MGN# B2/B/8/1**

**Spring 1454**

**Deadline/Summer 1454 1/16 Thursday**

*At last we start! Austria opens with a standard opening, while Florence, France, Milan, Venice, and the Turks go after autonomous garrisons. Naples edges north and the Pope menaces Florence.*

Orders

- Austria: A TYROLEA supports A Austria to Carinthia  
(Renken) A Austria to CARINTHIA  
A3 CROATIA supports A4
- Florence: A Arezzo to SIENNA  
(Wilke) A Florence to AREZZO  
F Pisa to PIOMBINO
- France: A SWISS to TURIN  
(Grib) A Avignon to PROVENCE  
F Marseilles to GULF OF LIONS
- Milan: A MILAN holds  
(Schoenberger) A Pavia to MONTFERRAT  
A Cremona to MANTUA
- Naples: A Bari to AQUILA  
(Lewis) A Messina to PALERMO  
F Palermo to IONIAN SEA  
F Naples to TYRRHENIAN SEA
- Papacy: A BOLOGNA supports A Perugia to Urbino  
(York) A Perugia to URBINO  
A Rome to PERUGIA  
F ANCONA supports A Perugia to Urbino
- Turks: A Albania to RAGUSA  
(Street) F Durazzo to ALBANIA  
F Tunis to WESTERN MEDITERRANEAN
- Venice: A Padua to FERRARA  
(S. Cousins) A Treviso to VERONA  
F Dalmatia to UPPER ADRIATIC  
G VENICE converts to Fleet

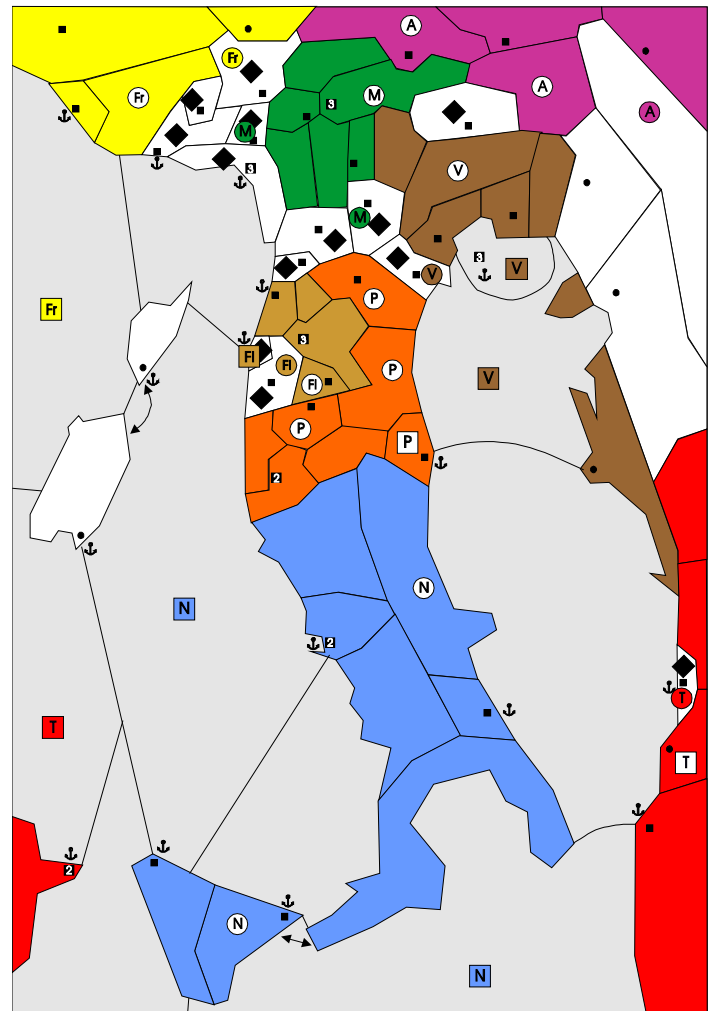
Notes

Thanks to Bill Scharf for his unused standby orders for France, even though I really wanted standby orders for Florence. (My fault, I did ask for France – sorry Ray.)

Press

- France - Austria and Milan:** Peace, boys. I just want to graze on the autonomous garrisons.
- France - Florence:** The game just started, don't jump to conclusions.

**France - Turkey:** Sigaroni! A new type of pasta destined to conquer Italy!  
"Fleabag"



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

- France - the rest:** Who are you guys?
- Milan - Turks:** Nice to have a corner of your own.
- Milan - Venice:** So many places to visit and so far to go.
- Milan - France:** I am glad to hear that you are committed.

**Milan - Austria:** If he is committed, what does that make you?

**Turks - World:** Anybody friendly out there?

**Venice - World:** Sincerest apologies from the Doge. I have been too busy to open communication lines with neighbors, but am now set to begin.

### Howl / MGN# O/C2/6/ABC/1

Spring 1513

Deadline/Summer 1513 ?

**GM: Mike Scott**

Well, I don't have anything from Mike at this time, so I'm forced to carry on without. Mike will inform you separately on the current status of this game.

### "Mongrel"

**Epoch V Franks, Vikings, Holy Roman Empire, and Chola**

**Deadline for Epoch V Seljuk Turks and Mongols, Epoch VI Empire Selection: 1/16 Thursday**

**The Hoard** (Cain) Plays Kingdom in the Malay Peninsula (T'ang army retreats to *Irrawaddy*). **FRANKS:** Army and Capital in *Northern Gaul* (Byzantine army retreats to *Western Gaul*). Army *Central Massif* (vs. Romans: F: 5, 1; R: 4; wins), fleet *Western Mediterranean* (vs. the Dark Side: H: 5, 1; D: 2; wins), army *Northern Apennines* (vs. Romans: F: 4, 2; R: 2, 1; wins), *Southern Apennines* (vs. Romans: F: 4, 4; R: 5; loses), *Southern Apennines* (vs. Romans: F: 6, 2; R: 6; F: 4, 3; R: 3; wins, Capital reduced to city), *Dalmatia* (vs. Romans: F: 6, 2; R: 3; wins), *Balkans* (vs. Byzantines: F: 5, 3; B: 4, 2; wins, Capital reduced to city), *Pyrenees* (vs. Romans: F: 2, 2; R: 4, 2; loses), *Pyrenees* (vs. Romans: F: 3, 2; R: 6, 5; loses). Play Engineering, placing forts in *Central Massif* and *Northern Gaul*. Points: Presence in Northern Europe (2), Southern Europe (3), and Southeast Asia (2), one Capital (2), three cities (3), one Sea (1), and one Monument (1) for 14 points.

**Civs-R-Us** (Lewis) plays Disaster (Tidal Wave) in *Eastern Deccan* (Monument destroyed, Capital reduced to city). **VIKINGS:** Army in *Scandinavia*, fleet *North Sea* (vs. Gamers' Lonely Hearts Club: C: 1, 1; G: 2; loses), fleet *North Sea* (vs. Gamers' Lonely Hearts Club: C: 6, 4; G: 2; wins), army *Albion* (vs. Romans: V: 6, 3; R: 6, 1; V: 5, 2; R: 5, 3; V: 6, 5; R: 4, 1; wins), *Northern Gaul* (vs. Franks: V: 4, 3; F: 4+1; loses), *Northern Gaul* (vs. Franks: V: 4, 3; F: 5+1; loses), *Northern Gaul* (vs. Franks: V: 6, 1; F: 4+1; wins, Capital reduced to city), *Central Europe* (vs. Byzantines: V: 3, 2; B: 3, 1; V: 6, 1; B: 1, 1; wins), *North European Plain*. Builds Monument *Northern Gaul*. Points: Dominance in Northern Europe (4), Middle East (4), India (6), and North Africa (4), Presence in Southern Europe (3) and Eurasia (1), one Capital (2), four cities (4), two Seas (2), and nine Monuments (9) for 39 points.

**Horsemen of the Apocalypse** (Wilson) **HOLY ROMAN EMPIRE:** Play Elite Troops. Army and Capital in *Central Europe* (Viking army retreats to *Northern Gaul*). Army *Lower Rhine* (vs. Huns: Ho: 5, 3; 1; Hu: 5; Ho: 6, 5, 3; Hu: 3; wins), *Baltic Seaboard* (vs. Byzantines: H: 4, 3, 2; B: 5; loses, loses Elite Troops), *Baltic Seaboard* (vs. Byzantines: H: 6, 1; B: 5; wins), *Northern Gaul* (vs. Vikings: H: 5, 3; V: 5, 2; H: 6, 4; V: 2, 1; H: 6, 4; V: 5, 4; wins, city eliminated), Surprise Attack in *Albion* (vs. Vikings: H: 5, 5; V: 2; wins), *Central Europe*, *Albion*, *Baltic Seaboard*, fort *Central Europe*. Builds Monument *Central Europe*. Points: Dominance in Northern Europe (4), Presence in India (3), China (3), and Southeast Asia (2), two Capitals (4), one city (1), one Sea (1), and four Monuments (4) for 22 points.

**Hector** (Cowles) plays Disaster in the *Bay of Bengal* (Horsemen of the Apocalypse's ship lost). Plays Jewish Revolt in *Palestine* (vs. Arabs: J: 5, 5, 3; A: 3; wins), city and fort established. **CHOLA:** Army and Capital in *Eastern Ghats* (Gupta army retreats to *Eastern Deccan*). Fleet *Bay of Bengal*, army *Eastern Deccan* (vs. Guptas: C: 6, 1; G: 2, C: 5, 4; G: 3; wins, city eliminated), *Ganges Delta* (vs. Mauryans: C: 5, 5; M: 2, 1; wins, Capital reduced to city), *Ganges Valley* (vs. Mauryans: C: 5, 5; M: 3; C: 6, 5; M: 5; wins), *Upper Indus* (vs. Arabs: C: 6, 5; A: 6; C: 6, 3; A: 6; C: 6, 4; A: 3; wins), *Ceylon* (vs. Civil War: Ch: 3, 2; Ci: 6; loses), *Ceylon* (vs. Civil War: Ch: 6, 1; Ci: 6; Ch: 5, 4; Ci: 6; loses). Builds Monument in *Eastern Ghats*. Points: Dominance in India (6) and China (6), Presence in Southeast Asia (2), Middle East (2), and North America (1), two Capitals (4), three cities (3), two Seas (2), and eight Monuments (8) for 34 points.

SUNG DYNASTY is absent.

**The Dark Side** (Eisenhut) **SELJUK TURKS**

**Gamers' Lonely Hearts Club** (Anderson) **MONGOLS**

### Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Murray Cowles	Hector	38	116
Kevin Wilson	Horsemen of the Apocalypse	38	84
Andy Lewis	Civs-R-Us	47	120
Dave Anderson	Gamers' Lonely Hearts Club	52	64
Dennis Cain	The Hoard	55	106
Dan Eisenhut	The Dark Side	61	84

### Final Positions

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

**The Hoard.** Fleet *Western Mediterranean*. **EGYPT:** One army each in *Nubia* and *Upper Nile*. **MALAYAN KINGDOM:** Army, city, and fort in *Malayan Peninsula*. **FRANKS:** Army, city, and Monument *Southern Apennines*, army and city *Balkans*, army and fort *Central Massif*, armies each *Northern Apennines* and *Dalmatia*.

**Civs-R-Us.** Fleets *Red Sea* and *North 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*, and *Lower Indus*, army *Libya*, *Nile Delta*, *Levant*, *Persian Salt Desert*, *Western Deccan*, and *Western Ghats*. **VIKINGS:** Armies *Scandinavia* and *North European Plain*.

**The Dark Side.** Fleets *Eastern Mediterranean* and *Black Sea*. **CIVIL WAR:** Army *Ceylon*. **CARTHAGINIA:** Army *Crete*. **MAYANS:** Army *Guiana Highlands*. **ROMANS:** Army and Monument *Middle Tigris*, army each in

Western Iberia, Pyrenees, Pindus, and Morea. REBELLION: Army in Ireland. BYZANTINES: Two armies in *Western Gaul*, army in *Danubia*.

**Horsemen of the Apocalypse.** CHOU DYNASTY: Two armies in *Tarim Basin*. GUPTAS: Army *Sumatra*. HOLY ROMAN EMPIRE: Two armies, Capital, Monument, and fort in *Central Europe*, two armies and Monument *Albion*, two armies *Baltic Seaboard*, army and Monument *Northern Gaul*, army *Lower Rhine*.

**Hector.** Fleets *South China Sea* and *Bay of Bengal*. 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*, two armies *Irrawaddy*, army *Great Plain of China*, *Chekiang*, and *Mekong*. JEWS: Army, city, and fort *Palestine*. CHOLA: Army, Capital, and Monument *Eastern Ghats*, army, city, and Monument *Ganges Delta*, army and Monument *Upper Indus*, armies *Ganges Valley* and *Eastern Deccan*.

**Gamers' Lonely Hearts Club.** ARYANS: Two armies in *Turanian Plain*. SCYTHEANS: Army *Caucases*. HSIUNG-NU: Army *Mongolia*.

REBELLION: Army and city in *Central America*. HUNS: Two armies *Western Anatolia*, armies each in *Western Steppe* and *Dneipr*.

Notes

Dennis Cain is now The Hoard player of record.

Press

**Gamers' Lonely Hearts Club - Dark Side:** Thank you.

Your event cards

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

\_\_\_\_\_

\_\_\_\_\_

Epoch VI Empire Draw

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

**"Wolfpack"**

**Epoch IV Empire Selection**

**Deadline for Epoch IV Guptas, Goths, Huns, and Byzantines: 1/16 Thursday**

**Quantum Coyotes** keeps

**Moody Indignants** keep

**Dead Peoples** keeps

**The Arachnids** passes to Pinky and the Brain

**Pinky and the Brain** passes to The Blunt Approach

**The Blunt Approach** passes to the Arachnids

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	60

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

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

**Mutt****Turn 7****Deadline, Turn 8: 1/16, Thursday**Commander Actions

**Bellpick 7** buys a water factory (Or3, Wa9, Wa9) and a population factor (Wa5, Wa5)

**Heavenly Bodies Development Company** buys a water factory (Or1, Or2, Or3, Or4, Or5, Or5) and moves a population factor from an ore factory to man it.

**The Outhouse** opens the bidding on a Warehouse at 25 and gets it against Fangland's opposition for 32 (Or4, Or4, Or4, Or4, Wa4, Wa7, HE discount)

**Fangland** buys a water factory (Wa5, Wa7, Wa8) and a population factor (Wa4, Wa6)

**Awl Mining Company** passes

**Tribute to Troy** buys a population factor (Or1, Or2, Wa7) and mans an ore factory with it

**Minos Entrepreneurs** buys a water factory (Or2, Wa6, Wa6, Wa6) and moves a population from an ore factory to man it.

**BarterTown II** buys two population factors (Wa7, Wa8, Ti9)

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF	No, HE, Wa	9
2	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF, WaF	DL, No, HE	8
3	Tribute to Troy	Dan Eisenhut	OrF, OrF, WaF, WaF, WaF	No, Wa	8
4	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF, TiF	HE, Wa	8
5	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF	No, 2DL	8
6	BarterTown II	Andy York	OrF, OrF, WaF, WaF, WaF, TiF	Wa, HE	8
7	Awl Mining Company	Andy Lewis	OrF, OrF, WaF, WaF	No, HE	7
8	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF, WaF, WaF	Wa, 2DL	6

Available Upgrades

New Arrivals: None

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	0	5
Orbital Labs (OL)	50	0	5
Robots (Ro)	50	0	5
Laboratory (La)	80	0	5
Ecoplants (Ec)	30	0	5
Outpost (Ou)	100	0	5

Notes

If nobody gains 10 victory points next turn, delivery on the above items will begin on turn 9.

Production Cards

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

New Cards:

**Naturally**

When the American Chief of Naval Operations, Admiral Ernest J. King, remarked upon the stirring courage of the Red Army, Stalin replied, "It takes a brave man not to be a hero in the Red Army."

**"Chihuahua"****Turn 2****Turn 3 due: 1/16 Thursday**Planning

**Dutch** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.

**English** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.

**French** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.

**Portuguese** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.

**Spanish** buy 2 ships (\$24) and 5 soldiers (\$50), and maintains 3 ships (\$12) for \$86

**Swedes** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.

Outbound Naval Movement

**Dutch** move to anchorage J. Dice: 1, 5, 6, 6. Loses 1 soldier.

**English** move to anchorage H. Dice: 2, 3, 6. No losses.

**French** move to anchorage C. Dice: 2, 3, 3, 5. No losses.

**Portuguese** move to anchorage M. Dice: 5, 6, 6, 6. No losses.

**Spanish** move to anchorage W. Dice: 2, 2, 4, 4, 5. No losses. Drops off 4 colonists and 4 soldiers and moves to anchorage Y. Dice: 2. No losses.

**Swedes** move to anchorage O. Dice: 1, 4, 6. Loses 1 colonist and 1 soldier.

Discovery

**English** discover 1 mine in H.

**Portuguese** discover 1 mine in N.

Land Movement

**Dutch** move 1 soldier from J to L (it's a 3 climate area with 2 natives and one site). Becomes prospector. Move 3 soldiers and 4 colonists into area J.

**Portuguese** move 4 colonists and 4 soldiers into area M. It is a climate 5 area.

**Swedes** move 1 soldier from O to Q (it's a climate 4 area with 2 natives). Move 1 soldier from O to R (it's a climate 4 area with 1 native). Move 3 colonists and 3 soldiers into area O.

**English** move 1 soldier from H to K (it's a climate 1 area with 2 natives and 1 site). Move 4 soldiers and 4 colonists into area H. 1 colonist mines.

**Spanish** move 4 colonists and 4 soldiers into area W (it's a climate 3 area with 1 native). Move 1 soldier into area Y as a prospector.

**French** move 4 colonists and 4 soldiers into area C. 1 soldier prospects.



Native Combat

- Dutch:** None.
- Portuguese:** 1 native is killed in area N.
- Swedes:** 3 natives and 1 soldier are killed in area O
- English:** 3 natives are killed in area H.
- Spanish:** None
- French:** None

Native Uprisings

Climate is a 3. No uprisings.

Survival

Climate is a 5.

- Dutch:** No losses.
- Portuguese:** lose 1 soldier in area N.
- Swedes:** No losses.
- English:** lose 1 soldier each in areas H and K.
- Spanish:** lose 1 soldier in area Y.
- French:** No losses.

Political Control

- Dutch** gain political control in area J.
- Portuguese** gain political control in area M.
- English** gain political control in area H.
- Spanish** gain political control in Area W.
- French** gain political control in area C.

Homebound Naval Movement

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

Income

- Dutch:** Political Control: \$40, resources: \$7.
- Portuguese:** Political Control: \$40, resources: \$4.
- Swedes:** Political Control: \$40, resources: \$14.
- English:** Political Control: \$40, resources: \$6.
- Spanish:** Political Control: \$40, resources: \$6.
- French:** Political Control: \$40, resources: \$5.

Turn 3 Initiative

Portuguese, Dutch, French, English, Swedes, Spanish

Press

- England - France:** Oui, seulet on idiot, offairs \$35! Mais, er l'acceptance de l'avantage de ma vote, tu dois trade avle moi er "Rin Tin Tin" le fois pouchaire que je demande.
- Cerberus - England:** That's about as good an interpretation as I can come up with. I don't speak French and your handwriting is not the easiest to decipher....

**England - la France et Nederland:** I further propose that A and B sont pour le Francois, I, E, and M zeid voor de Nederlands, and F and G for the English. That's 4 hexes each, and an extra (M) for the Dutch. Likewise the 3 "powers" in the South have 13 hexes between them. Motion carried.

**Cerberus - England:** The Portuguese may have something to say about that proposal.

**French - English:** Chalk that high bid up to an idiot not proofing his orders to the GM. My sailing technique appears no better, losing 1C & 1S. Care to give some lessons?

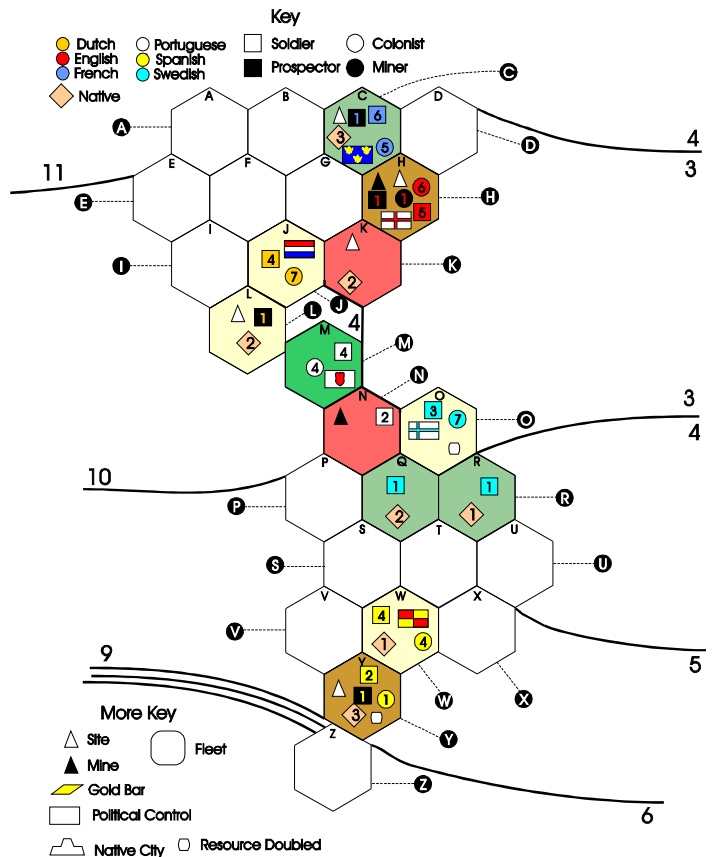
**French - English/Dutch:** I agree to the split as suggested by our English friend: C&D as French; H&K as English and J&L as Dutch. What about G?

Notes

The proposal on Kevin's initial bid fails, 5 yes to 1 abstention. (Sorry, Kevin.) Also, thanks to Andy York for his unused standby orders.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$86	17	4	4
English	Brendan Whyte	\$83	17	4	4
French	Kevin Wilson	\$47	17	4	4
Portuguese	Dan Eisenhut	\$82	17	4	4
Spanish	Debbie Osborne	\$54	16	3	4
Swedish	Andy Lewis	\$153	17	4	4



**“Rock Hound”**  
**Stock Round 1, Part 1**  
**Remainder of Stock Round 1 due: 1/16 Thursday**

*Players*

Player Name	Player Faction Name	Cash	Assets
Bill Scharf	NNR! - Errol's Outfit	\$190	Ore Crusher
Dennis Cain	Carved in Stone	\$0	Ice Finder, Drill Hound
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$180	Lucky
Caleb Cousins	BORG Mining Collective	\$250	Planetary Imports
Andy Lewis	Blue Sky Mining, NMR!	\$300	
Sean Cousins	Due Unto Others	\$40	Fast Buck, Torch

*Initial Bidding Round*

Company	Type	Minimum Bid	Special	Extras	Bids
7: Tunnel Systems	Private	\$120	\$5/turn	1 share TSI	
8: Vacuum Associates	Private	\$140	\$10/turn	1 share TSI	
9: Robot Smelters	Private	\$160	\$15/turn	1 share TSI	Errol's Outfit (\$160)
10: Space Trans. Co.	Private	\$180	\$20/turn	President's share TSI, Probe	BORG Mining Collective (\$195)
11: Asteroid Export Co.	Private	\$180	\$30/turn	Can form Asteroid League	

Planetary Imports goes to BORG Mining for \$50.

Fast Buck goes to Due Unto Others for \$115.

Ice Finder goes to Carved in Stone for \$160.

Drill Hound goes to Carved in Stone for \$140.

Ore Crusher goes to Errol's Outfit for \$110.

Torch goes to Due Unto Others for \$145.

Lucky goes to ANUS for \$120.

*Independent Companies*

Name	Operator	Treasury	Ships
Fast Buck	Due Unto Others	\$7	
Ice Finder	Carved in Stone	\$30	
Drill Hound	Carved in Stone	\$20	
Ore Crusher	Errol's Outfit	\$5	
Torch	Due Unto Others	\$22	
Lucky	ANUS	\$10	

*Corporations*

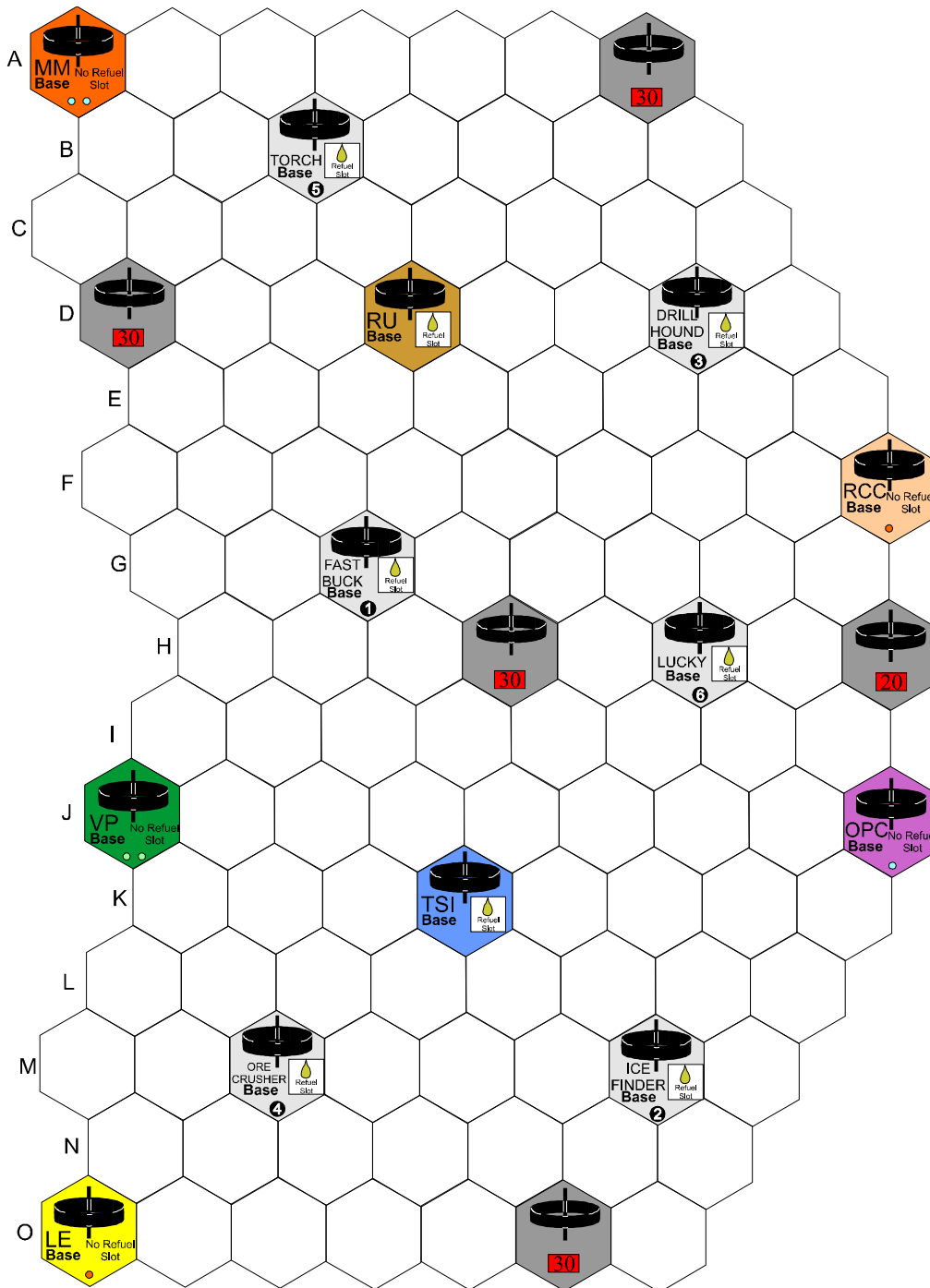
None

*Available Stock*

President's Certificates	Stock Market	Public Corps.	Growth Corps.
None	None	None	None

Cash in the Bank: \$8996

Will Pitt Crandlemire please submit standby orders for Blue Sky Mining!



## “Running Dogs”

**Turn 1 Storm Round to Bidding**  
**Turn 1 Bidding and Movement due: 1/16 Thursday**

### Players

ATREIDES	Ward Narhi	BENE GESSERIT	Kevin Wilson
BENE TLEILAXU	Sean Cousins	EMPEROR	Andy Lewis
FREMEN	David Cain	GUILD	Brad Martin
HARKONNENS	Steve Koehler	IXIANS	Bill Scharf
LANSRAAD	Stuart Tucker	GAME MASTER	Chris Hassler

### Traitor Selection

Your selection: \_\_\_\_\_

### **Turn 1**

#### Storm Round

Initial storm location is sector 13. (Turn 2 storm movement: \_\_\_\_\_)

#### Spice Blow

8 spice in the Minor Erg

10 spice South Mesa

(Turn 2 spice blow: \_\_\_\_\_)

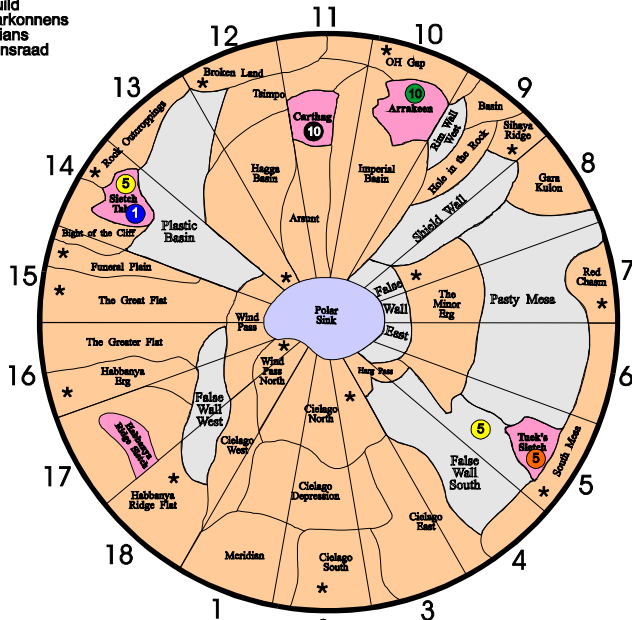
#### Bidding Round

CHOAM Charity recipients: None

8 cards are up for bid. Eligible bidders are: Atreides, Bene Gesserit, Emperor, Fremmen, Guild, Harkonnens, Ixians, and Lansraad

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

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



Notes

Here's a short description of the three optional powers:

**Bene Tleilaxu**

They have no tokens or leaders.

**ADVANTAGES:**

1. All money spent to revive tokens or leaders is paid to them.
2. Each turn, after all combat is complete, the Bene Tleilaxu player may attack one leader of any player. The leader must have just led tokens in battle, whether victorious or not. The Bene Tleilaxu player selects a weapon card and/or discard. The defender can play a defense card and/or discard, and can use his player advantage normally. Cards are revealed and resolved normally. Tokens in the area are only affected if a lasegun/shield explosion occurs.
3. Furthermore, each turn a leader is revived, one such revived leader may be declared a traitor. This status is noted secretly by the Bene Tleilaxu player and lasts only until the leader is killed again. If the leader is victorious in battle, the Bene Tleilaxu player may declare that he is a traitor and the victor's tokens and leader go to the tanks. The Bene Tleilaxu player does not get the spice for the leader, and he then controls the stronghold until it is otherwise occupied.
4. The Bene Tleilaxu may win the game by spice count. At the end of any collection round, the BT player reveals 35 spice and announces that he is attempting a win. If at the conclusion of the following collection round, he still has 35 spice, he wins.

**ALLIANCE:** May grant free token and leader revival. An ally may revive a leader even if otherwise ineligible to do so.

**OPTIONAL ADVANTAGES:**

**S.O.B.**

1. The BT may place traps in any unoccupied or BT controlled stronghold. The trap is either a weapon or worthless card. The first tokens moved or shipped into the stronghold trigger the trap. The tokens are frozen and may not move further that turn. At the beginning of the combat round, before all other combats, the defender randomly selects a leader to trigger the trap. The defender may play a defense. Combat is then resolved normally. Note that the BG cannot voice the card, but the Atreides may look at it. If the leader is killed, the BT collects the leader's value in spice. Tokens in the area are unaffected unless a lasegun/shield explosion occurs.
2. During the Bidding round, after treachery cards are dealt but before bidding begins, the BT player can give cards in his hand to any other player. The BT player may not give someone more cards than he can hold and the cards may not be refused.
3. If the BT player plays a worthless card in an attack or trap, he may either prevent the victim from shipping any tokens down to the planet the next turn or moving any tokens on the planet next turn (but not both).

**KARAMA**

When played against the BT, it prevents the BT from announcing a leader as a traitor. Alternately, it taxes the BT player 10 spice.

When played by the BT, it acts as a lasegun when played against a leader, or as a lasegun/shield when played as a trap.

**Ixians**

**LEADERS:** 2<sup>nd</sup> Lieutenant (1), 1<sup>st</sup> Lieutenant (1), Captain (2), Major (2), Colonel (3)

**FREE REVIVAL:** 2 tokens

**ADVANTAGES:**

1. Tokens move up to two areas per turn.
2. You receive 10 spice at the beginning of each spice round (after CHOAM Charity)
3. You must always move first.

**ALLIANCE:**

Allies may take advantage of the Ixian movement rate and additional spice.

**OPTIONAL ADVANTAGES:**

Leaders may be revived for free.

**KARAMA:**

When played against the Ixians, it destroys all spice owned by the Ixians.

When played by the Ixians, it allows all Ixian tokens in combat to fight at full strength even if not supplied. If supplied, they count as 1/2 tokens.

**Lansraad**

**LEADERS:** Representative (1), Commissioner (2), Administrator (3), Earl Viaconte (5), Baron Moat (6)

**FREE REVIVAL:** 3 tokens

**ADVANTAGE:**

May order any player to "hold in place" during either the revival/movement round, or the combat round. In the revival/movement round, the player may not revive tokens (event free), ship, or move. In the combat round, the player may not attack, but may defend if attacked (i.e., his opponent is always the aggressor). The Fremmen player is immune to this power.

**ALLIANCE:** May not ally with the Fremmen. Allies may restrict territories (see below).

**OPTIONAL ADVANTAGES:**

At the start of the turn, may declare any one non-stronghold area (except the Polar Sink) to be restricted. Only Lansraad and Lansraad allied players (and the Fremmen) may enter or move through that territory. Any non-Lansraad, non-Lansraad allied, non-Fremmen, and non-coexisting Bene Gesserit tokens must move out of the territory. The same area may not be declared restricted on consecutive turns.

KARAMA

When played against the Lansraad, prevents the order to "hold in place" or prevents an area from being declared restricted.

When played by the Lansraad, allows the Lansraad player to order a player to "hold in place" during both the revival/movement rounds and the combat round. It need not be the same player in both rounds.

If anyone has any other questions about these powers, let me know and I will send you copies of the rules.

*Initial Positions*

- Atreides:** 10 Arrakeen, 10 tokens off-planet
- Bene Gesserit:** 1 token Sietch Tabr, 19 tokens off-planet
- Bene Tleilaxu:** No traitors, trap ( ) in Habbanya Ridge Sietch
- Emperor:** 20 tokens (5 Elite Sadaukar) off-planet
- Fremen:** 5 tokens Sietch Tabr, 5 tokens False Wall South, 10 tokens (3 Fedaykin) Southern Hemisphere
- Guild:** 5 tokens Tuek's Sietch, 15 tokens off-planet
- Harkonnens:** 10 tokens Carthag, 10 tokens off-planet
- Ixians:** 20 tokens off-planet
- Lansraad:** 20 tokens off-planet

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

**"Hair of the Dog"**

**Gamestart**

**Turn 1 due: 1/16 Thursday**

*Players*

Order	Player Name	Player Faction Name	Cash
1	Chris Geggus	?	
2	Pitt Crandlemire	?	
3	Andy Lewis	?	
4	Caleb Cousins	?	
5	Sean Cousins	?	

*Paintings*

Round	Lite Metal	Yoko	Christin P	Karl Gitter	Krypto
1					
2					
3					
4					

*Cards*

Lite Metal: \_\_\_\_\_  
Yoko: \_\_\_\_\_  
Christin P.: \_\_\_\_\_  
Karl Gitter: \_\_\_\_\_  
Krypto: \_\_\_\_\_

**"Dogged"**

**Gamestart**

**Turn Order Bidding and Preference Lists due: 1/16 Thursday**

*Players*

**Bob Robles                  Andy Lewis                  Chris Geggus                  Pitt Crandlemire                  Debbie Osborne                  Dennis Cain**

Just a reminder of the rules. We are using the following variant rules: The Lost "?" Box (the asteroid in the Neutron Port system is now a ? box), the Own Species Bonus (you are not limited to one buy and one sell on your first turn after landing at your own species' world), Customized Spaceships, the Agents, Bases, and 2nd Ships rule, and finally, the Quick Startup, which means that the goods you may want to buy may not be available in the early stages. Anybody who wants a more complete description of these rules, please contact me.

Well, that about covers it. Happy trading!

## In the Doghouse with Marmaduke

Not much happening in the Andy Lewis' gaming world this month. Just waiting for the new crop of games to arrive. A special thanks to the Dogs who made it to Chris' last weekend for some gaming with live in the flesh people. I want to wish a safe and happy holiday to all!

I was asked which version of Wembley. It's the new one from Gibsons; and just so you know Chris your son is welcome to play as his own team owner if he wants.

A new game start this time - Hootch, another settlers. Please check to see if you're in it.

On with the games....

Game Openings:

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

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

Siedler (Ownership required): Want 4. Have Caleb Cousins and Ian Willey.

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

On with the games....

Stand-bys:

Dog Biscuit: Rich Goranson

Rin Tin Tin: Ward Narhi, Paul Bolduc, Ian Willey, Caleb Cousins

## “Dog Biscuit”

### Turn 10

### GM: Andy Lewis

### Deadline for Turn 11 is January 12, Sunday

#### Results

**Bolduc's Spiders** send Slap Happy to the minors and promote Rebel Rouser [3]. Forwards shuffled.

**Blendor's Barbarians** play Anderson's Chicken Littles

Cheap Shot {dr4} takes out Stu Late (replaced by King Neptune [7], Goalies shuffled) and scores 1-0

Cyclone Henri whips Charge Kard 2-0

Masked Man stops Moose 2-0

Gay Blade is frozen by Old Man Winters 2-1

Bobby Howl and Frank. N Stick go out for monsters night out 2-1

Doc Holiday on Ice igloos Puk Luk 3-1

Barbarians win! 3-1

**Narhi's Nordic Bunwarmers** play Anderson's Chicken Littles

Captain Canuck {dr4} is speared by King Neptune 0-0

Golden Gums rejects Charge Kard {dr2} 0-0

Superstar shoots Moose 1-0

Ian Jury is slipped up by Old Man Winters 1-1

Ice Capone takes out Frank. N Stick (replaced by Robin Hooker [4]) but it's too late to safe the goal 1-2

Jock Strappe shoots Puk Luk 2-2

It's a tie! 2-2

**Anderson's Chicken Littles** trade with Dynamo Sporek

Chicken Littles make a bad deal acquiring Ivan Fazov for Puk Luk

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

Headlock Homes is drowned by King Neptune 0-0

Chairman of the Boards fires Charge Kard 1-0

Sir Stanley Kup kills a Moose 2-0

Kroz Czech and Old Man Winters talk snow 2-0

Frosty Todd is hung by Robin Hooker 2-1

Stonewall Jackson cracks Ivan Fazov 2-1

Aquanuts win! 2-1

**Dynamo Sporek** play Anderson's Chicken Littles

Fat Trick is drowned by King Neptune 0-0

Puk Rogers goes to the moon on a Charge Kard 1-0

Puk Luk trades whale meat with old teammate Moose 1-0

Canada Post is hotter than Old Man Winters 1-0

Antoni Zamboni nets Robin Hooker 2-0

Friar Puk blesses the traitor Ivan Fazov 3-0

Sporek remain undefeated! 3-0

**Hansen Brothers** send General Icinghower to the minors and promote

Chubby Checker [3]

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

Cardinal Finner is dunked by King Neptune 0-0

Iron Orr throws gold on Charge Kard 1-0

Phantom of the Ice avoids Moose 2-0

Chief Sitting Bench misses Old Man Winters 2-1

Eric the Redline axes Robin Hooker 3-1

Bulldog Brown snarls at Ivan Fazov 3-1

Cleavers win! 3-1

#### Press

**Cleavers to Bunwarmers:** I know how to fool you. Just watch me miss the playoffs! If Ice Capone wants to erase Iron Orr that's fine by me. I read that as a goal to me!

#### The Teams

Team	Manager	Record	Forwards	Defense	Goalie	Trades	Drafts	Games
Bolduc's Spiders	Paul Bolduc	3-5-2	F1: Guy Whiz 7 F2: Rebel Rouser 3 F3: Snow Howe 3	D1: Le Sainte 6 D2: Jake Skate 2	G: Trapper John (4)	2	2	6
Blendor's Barbarians	Chris Hassler	3-6-2	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	6

The Teams (cont.)

Team	Manager	Record	Forwards	Defense	Goalie	Trades	Drafts	Games
Narhi's Nordic Bunwarmers	Ward Narhi	5-2-1	F1: Ian Jury 1 F2: Superstar * F3: Jock Strappe 4	D1: Captain Canuck 7 D2: Ice Capone b4	G: Golden Gums (0)	1	1	7
Anderson's Chicken Littles	Dave Anderson	6-17-6	F1: Old Man Winters 4 F2: Robin Hooker 4 F3: Ivan Fazov 2	D1: Charge Kard 3 D2: Moose 3	G: King Neptune (7)	2	1	6
Ms. Nar's Aquanuts	Sonja Nar	5-5-2	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	5
Dynamo Sporck	Caleb Cousins	7-0-0	F1: Puk Luk 3 F2: Fat Trick 2 F3: Puck Rogers 7	D1: Antoni Zamboni 7 D2: Friar Puck 6	G: Canada Post (5)	2	1	7
Hansen Brothers	Sean Cousins	5-3-2	F1: Fast Eddy 6 F2: Chubby Checker 3 F3: Slash Gordon 7	D1: Hi Stick 6 D2: Tiny Tim ½	G: Moby Stick (9)	2	3	5
C.J.'s Cleavers	Chris Geggus	4-1-1	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	5

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

**“Rin Tin Tin”**

**Turn 8**

**GM: Andy Lewis**

**Deadline for Turn 9 is January 12, Sunday**

Turn 7

Note: There was a mistake on last month's map. The robber should have been moved to O3. The Robber move this month makes the point moot. Also, the colors on the map have been changed to bring them more in line with the actual game.

Turn 8

*Brendan's player-turn*

Production: Wool (Brendan, Chris), Brick (Caleb)  
Trades: None  
Actions: None

*Caleb's player-turn*

Production: Wool (Brendan, Chris), Brick (Caleb)  
Trades: None  
Actions: Build roads at F4/H11 and at M9/H12

*Chris' player-turn*

Production: Move Robber to M9  
Trades: None  
Actions: Buy development card

*Kevin's player-turn*

Production: Lumber (Caleb, Chris)  
Trades: None  
Actions: None

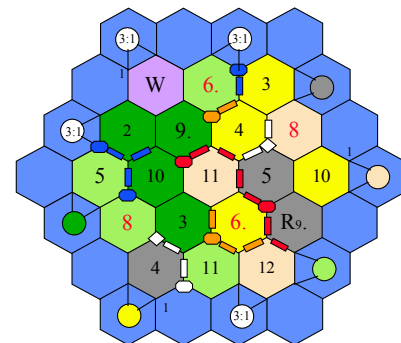
Cards at End of Turn 8

	Grain	Brick	Wool	Lumber	Ore	Development
Brendan	1	--	4	2	--	K
Caleb	--	--	--	1	--	--
Chris	2	1	1	1	--	U
Kevin	--	--	2	1	--	U

Longest Trade Route: Caleb  
Largest Knight Force: No one.

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

**Rin Tin Tin Turn 8**



Turn 8 Production Die Rolls

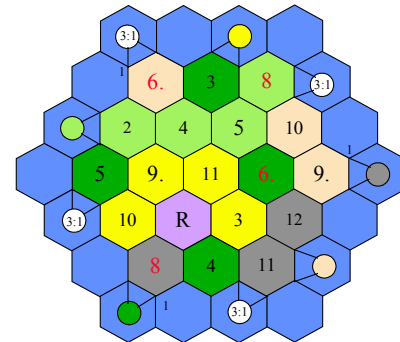
Brendan's player-turn: 3	Caleb's player-turn: 2
Chris' player-turn: 7	Kevin's player-turn: 8

**“Hootch”****Gamestart****GM: Andy Lewis****Deadline for Turn 1 is January 12, Sunday**

1st player is Ward Narhi  
 2nd player is Chris Geggus  
 3rd player is Sean Cousins  
 4th player is Pitt Crandlemire

1st mailing is initial 1st location orders for everyone.

Does anybody want to request the game to have each mailing be 5 player turns long?

Ward Chris G. Sean Pitt Robber City Settlement road roadD Wasteland Farmland (Grain) Hills (Brick) Pasture (Wool) Forest (Lumber) Mountains (Ore) **Hootch Initial Map****Trivia Quiz**

**Errata:** Last time, Sean and Caleb Cousins each got correct answers to questions 2, 3, and 5, which were overlooked. The current totals have been altered to reflect that.

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. Free issues are credited as they are earned.

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

Q1. Who died first, Thomas Jefferson or John Adams, and on what day?

A1. Jefferson first (by a couple of hours), on July 4, 1826. (Adams' last words were "But Jefferson still lives." He was wrong.)

Dave Anderson, Chris Geggus, Andy Lewis, Pitt Crandlemire, Steve Koehler, Brad Martin, Sean Cousins, Caleb Cousins, and Andy York each get ½ point.

Q2. Who did Pocahontas marry?

A2. John Rolfe.

Dave Anderson, Chris Geggus, Brendan Whyte, Andy Lewis, Paul Bolduc, Pitt Crandlemire, Brad Martin, Caleb Cousins, and Andy York each get ½ point.

Q3. Who was the first man George Washington killed in combat?

A3. Lt. Joseph Coulon de Villiers, Sieur de Jumonville, a French ambassador/espionage agent.

Pitt Crandlemire gains 2 points.

Q4. What was Fort Necessity made out of?

A4. Flour sacks.

No correct answers.

Q5. There is a canceled check in the National Archives. What was it used to purchase?

A5. Alaska.

Brendan Whyte, Andy Lewis, Paul Bolduc, Caleb Cousins, and Pitt Crandlemire each gain ½ point.

**Current Scores**

Chris Geggus	26	Andy Lewis	22
Paul Bolduc	13½	Andy York	11
Bob Robles	8½	Dan Eisenhut	8½
Steve Koehler	8	Dave Anderson	5½
Rich Goranson	4½	Caleb Cousins	4½
Bill Scharf	4½	Pitt Crandlemire	3½
Kevin Wilson	3½	Berry Renken	3½
Kevin Kinsel	2½	Ward Narhi	2½
Sean Cousins	2½	Brendan Whyte	1½
Debbie Osborne	1	Brad Martin	1
Sigourney Street	½		

**New Questions****Topic: Brain Teasers**

1. What has 21 spots but is never ill?
2. Six men drove over 240 km in a car at an average speed of 100 k/p. The trip took 2.4 hours. When they unpacked their luggage they realized that the car had a flat during the whole journey. Why had they not noticed this before?
3. After a long and arduous journey your ship reaches the sea which is your destination. However, there is no water to be seen anywhere. In fact there never was any water and you knew that perfectly well before you set out. So why did you navigate your ship to this sea?
4. Albert Coley is a fishmonger. He stands 2 meters in his socks, takes size XXL in clothes and wears size 14 shoes. What do you think he weighs?
5. Sam Somnolent wanted a good night's rest. He went to bed at 8:30 pm, wound up his 30-year-old alarm clock and set it to wake him at 9:00 am. How many hours' sleep did Sam get?

**Pedagoguery**

Most of you have heard the term "L5," but what exactly is it? That leads us into a discussion of the orbital dynamics of binary systems.

Binary systems are any system of two bodies gravitationally bound together. The Earth-Moon system is a binary system, for example. All binaries have certain things in common. First of all, they orbit a common center of mass. In the case of



the Earth-Moon system, the center of mass is offset somewhat from the center of the Earth because the Earth is much more massive than the Moon. In the case of two bodies that are equally massive, the center of mass is midway between them.

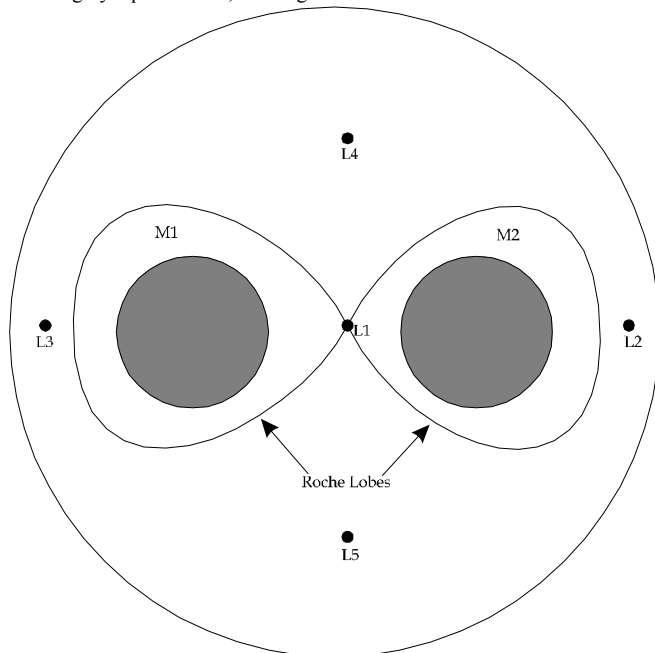
In stellar terms, binaries come in two classes: Visual and spectroscopic. Visual binaries can be seen as binaries through a telescope. An example of this is the star Sirius. The star Sirius (also known as Alpha Canis Major, the brightest star in the constellation of Canis Major, the large dog) has a white dwarf companion. They orbit a common center of mass every 17 years.

Other stars are so close together relative to their distance away from us that they cannot be seen to be binaries through a telescope. However, spectroscopic analysis of the star reveals that at certain times, absorption lines become double. This indicates a spectroscopic binary. What happens is that at certain times, one of the stars is moving towards us in its orbit and the other star is moving away. Thus, the spectral lines of one star are blue-shifted while the spectral lines of the other are red-shifted. An analysis of the amount of the shift can yield the exact orbital velocity of the system.

Some stars are actually a combination of the two. The stars Alcor and Mizar in the Big Dipper (the second star from the end of the handle) are what's called an "optical double." They are a pair of stars which just happen to appear close to each other in the sky – there is no gravitational bond between them. Through a telescope, however, the brighter of the two, Mizar, can be seen to be a binary star. The two stars are called Mizar A and Mizar B. Through spectroscopy, however, it has been determined that both Mizar A and Mizar B are also binaries.

Certain types of binary stars exhibit variations in the total light output as observed from Earth. These are called eclipsing binaries and an example of one of those is the star Algol. Algol is a system of a bright blue dwarf star and a red giant. Their orbit is such that Earth is almost in the plane of their orbit, in other words, we see the pair almost edge-on. Therefore, at certain times, one star passes in front of the other relative to us. When the blue star passes in front of the red star, it dims slightly (the secondary eclipse) and when the red star passes in front of the blue star, it dims significantly (the primary eclipse).

The orbital dynamics of very close binaries was analyzed by a French mathematician named Roche. First of all, you consider a frame of reference which corotates with the stars. Within this frame of reference, you have what are called equipotential surfaces, which are surfaces in which the gravitational force and the countering centrifugal force are at all points the same. For a system with two roughly equal masses, the diagram looks like this:



The points labeled L1 through L5 are the Lagrange points. They are the points at which the effective gravity vanishes. L1 is the point between the two masses where the gravitational pull of one exactly balances the gravitational pull of the other. L2 and L3 are those points opposite the other member of the pair, where the gravitational pull of the system is balanced by the centrifugal force of the rotational system. L4 and L5 form equilateral triangles with the center of masses of the individual bodies of the system. L1, L2, and L3 are what is called metastable equilibrium points. This means that if an object is placed at one of them, it will stay there, just as long as no external force whatsoever is applied to it. However, if anything causes it to move away from the equilibrium point, it will accelerate away from it, since the forces involved get larger the further you move away, in the direction of motion. For example, at L1, if you were to move slightly closer to M1, the gravitational pull of M1 would act more strongly on you, and that of M2 more weakly. This would cause you to accelerate towards M1, which would cause the unbalance of forces to become greater. L4 and L5, however, are points of stable equilibrium. An object at L5, for example, would tend to stay there. If it were moved slightly away, the forces acting on it would move it back towards L5.

In the Earth-Moon system, L4 and L5 are at points 60° before and behind the Moon in its orbit. The stability of these points is such that it would be a desirable place for a long-term space facility, such as a space city.

Close stellar binaries are categorized in three classes. If both stars are entirely within their respective Roche lobes, they are what is called *detached*. If one of the stars fills or overflows its Roche lobe, it is a *semidetached* binary. Semidetached binaries are interesting because of the phenomenon of mass transfer. Because the point at which the two Roche lobes meet is the L1 point, the mass from the larger star that lies on the other side of this point is more strongly attracted to the smaller star than its own star. This results in a stream of matter which travels from the larger star to the smaller star. In many cases, the smaller star is a very dense object, such as a white dwarf or neutron star. This can be very spectacular, as the matter which falls onto the small, dense star often reaches fusion temperatures, resulting in periodic explosions.

If both stars fill their Roche lobes, we have a *contact* binary. Essentially, the two stars share a common envelope. Even if the stars have wildly different masses, and thus generate very different amounts of energy, the common envelope redistributes the energy, resulting in a surface temperature which is a perfect compromise between the two stars.

Next time, I will describe in more detail some of the more exotic semidetached systems.

#### Killer Vegetables and the Farts From Hell

Aircraft crews discovered (the hard way) that gas in the intestines expanded several times over when they were flying at altitudes of 20,000 feet and up. This discovery was made because most World War II aircraft were not pressurized. The thinner air up there caused the higher pressure intestinal gas to expand, at great discomfort to the victim. At higher altitudes, the crews would wear oxygen masks and very warm clothing, but normally the lower air pressure was not a problem. Passing gas could be very painful, often debilitating, sometimes fatal. With thousands of bombers and fighters flying at those altitudes, something had to be done. The solution, of course, was in the diet. Certain foods cause most of intestinal gas. Fliers solved the problem by removing from or reducing in their diets whenever possible beans, cabbage, corn, onions, and other foods that normally cause gas in humans.

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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, Pitt Crandlemire  
**Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson, Ward Narhi, Pitt Crandlemire **New World:** Dan Eisenhut, Kevin Kinsel, Pitt Crandlemire  
**Merchant of Venus:** Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis, Bob Robles **Die Macher:** Dave Anderson **Outpost:** Dave Anderson, Dan Eisenhut,  
Michael Lowrey **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Dave Anderson, Pitt Crandlemire **Stellar Conquest:**  
Paul Bolduc, Dave Anderson **2038:** Pitt Crandlemire **Liftoff!:** None

Standby Calls

Pitt Crandlemire for Blue Sky Mining in "Rock Hound"