

Notes from Hades

This last month has been a particularly momentous one for me. On February 14, I got engaged. Currently, the wedding is planned for September 27th. This will mean a number of changes for the zine, since the next few months in particular promise to be quite full. First, let me reassure all of you that I have no intention of folding, and that Celeste has not put any pressure on me to do so. I am fortunate that she is not at all "game hostile." In fact, she could end up helping me out on it since she is a sales rep for Konica, and thus has access to free color copying. That is why I am changing my deadlines from Thursday to Tuesday. She only has access to her office on the weekdays, so I will try to get the zine finished and ready for copying by Friday. The second change is a temporary one. I will not be starting any new games until after the wedding. I will still issue new game openings as events warrant, but they will not actually start until next October at the soonest. This, however, does not mean that any guest GMs can't start new games.

I will also be traveling up to the Bay Area in late March. I have a two-week assignment at the Lawrence Livermore National Laboratories, which is why the deadline is a little later than normal, setting aside the switch to Tuesdays.

This issue's deadline will be on **Tuesday, April 1 at 5:00 pm Pacific Time.** Because Merchant of Venus is so time consuming to run, I am setting an earlier deadline for it. **The deadline for "Dogged" will be Saturday, March 29 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	0900 Nov 12
"Sirius"	Stellar Conquest	Turns 19, 20

Game Openings

"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.

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:

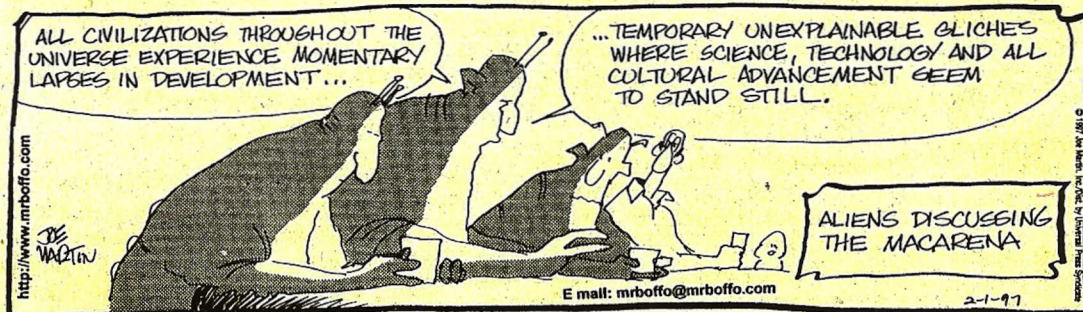
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Subscriptions cost \$1.00 per issue (\$1.50 overseas).

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

There were no letters submitted this issue.

MISTER BOFFO By Joe Martin



“Rude Dog” / MGN# O/B/8/CH/1 - Gunboat**Summer 1461****Deadline/Endgame Statements 4/1 Tuesday**

The Pope finally wins it with a liberal application of funds to conquer Austria from Venice. Venice manages to hang on for a survival, while France grows to a solid second place. Naples slides comfortably into third.

Expenditures

The Pope spends 21 ducats to disband Venetian A7 Tyrolea

The Pope spends 15 ducats to disband Venetian A6 Padua (insufficient funds, 0 ducats spent)

Venice spends 3 ducats each to counterbribe A4, A5, A6, and A7

Orders

- France(): A1 (EM) Avignon to SWISS
A2 (EP) PROVENCE to Savoy
 A4 Genoa to MONTFERRAT
 F1 WESTERN MEDITERRANEAN holds
 F2 Durazzo to ALBANIA
 F4 (CM) EASTERN GULF OF LYON supports G1
 G1 GENOA converts to A3
- Naples(): A1 NAPLES supports A2
 A2 AQUILA holds
 F1 EASTERN TYRRHENIAN SEA supports F4
 F2 Palermo to MESSINA
 F3 Ragusa to LOWER ADRIATIC
 F4 Tivoli to PATRIMONY
- Papacy(): A1 TRENTO supports A12
 A2 Mantua to CREMONA
A3 DALMATIA to Croatia
 A4 LUCCA supports A7
 A5 Hungary to SLAVONIA
 A6 Austria to TYROLEA
 A7 PISA supports A10
 A8 Spoleto to ROME
 A9 Florence to SIENNA
 A10 Sienna to PIOMBINO
 A11 BOLOGNA supports F3
 A12 Cremona to MILAN
F1 FERRARA to Upper Adriatic
F2 UPPER ADRIATIC to Croatia(nc)
F3 MODENA supports Venetian A3 to Genoa (nso)
F4 ANCONA to Aquila
- Venice(): A1 Bosnia to HERZEGOVINA
A3 (EM) SAVOY to Provence
 A4 MILAN converts to G1
A5 BRESCIA to Milan (imp.)
A6 PADUA to Ferrara
A7 Tyrolea to Carinthia (nsu)

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

Notes

Concession to the Papacy fails, but it just doesn't matter. The Papacy wins it outright by conquering Austria and holding 23 cities. Congratulations to our winner ... Ward Narhi. All other identities will be revealed next issue with the endgame report.

Press

France - Naples: I appreciate your willingness to go down swinging, but swinging against whom? There's not a lot of us left...

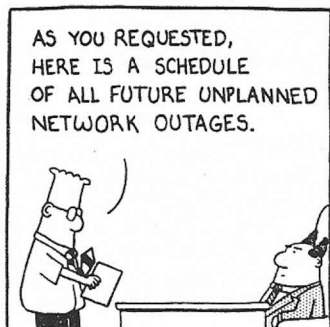
France = GM: This game I've felt like a matador, first taking Milan the Bull's charge and then Venice's. Excuse me for a moment, while I flap the cape in Venice's face...

France - Venice: Well at least you have played this game consistently... You've diplomacized like an ass, thrown the game like an ass, pouted like an ass when things didn't go your way, and you'll die like an ass. I have to admit I've felt better on how I've played in this game by seeing how you've wrecked Venice's chances of winning – a difficult task given its strong position. Thank you!

Late Milan - All: Hmm, I see to recall trying to stop the Pope and nobody would give me a hand. Just desserts.

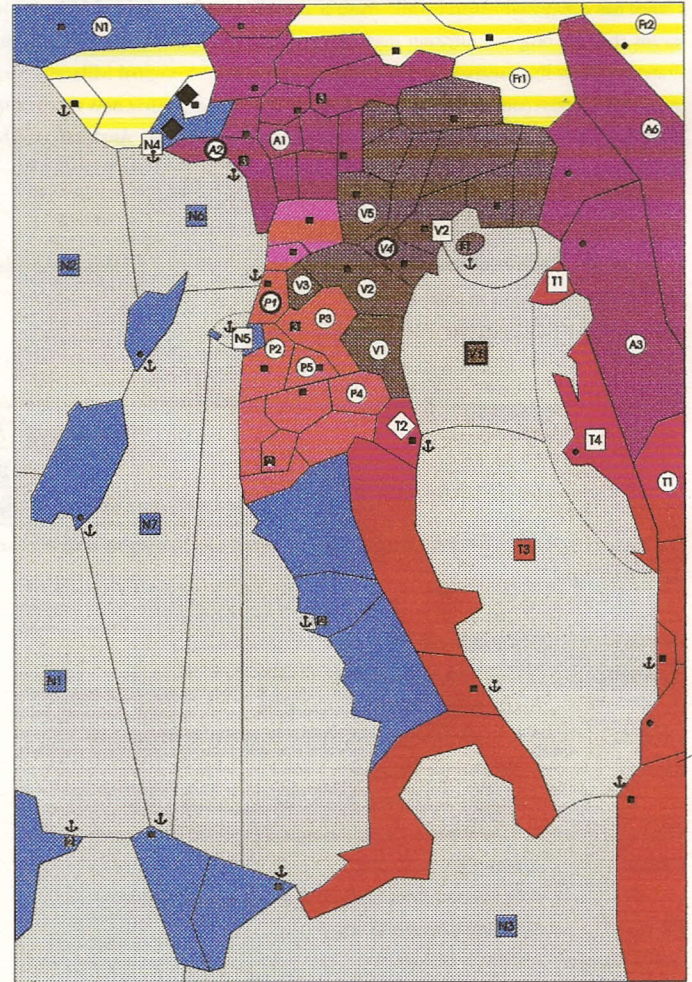
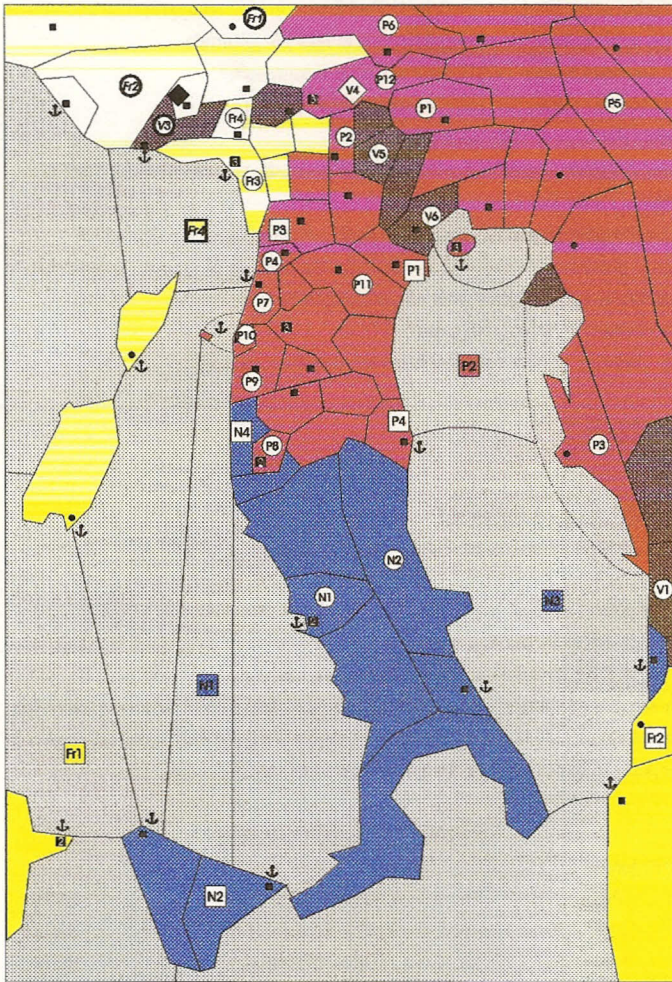
Naples - France: I guess my call to action falls of deaf ears?

Venice - Italy: Alas, our beleaguered nation was run by a maniacal dictator...bereft of sound counsel, imperialistic restraint, and finally of his own sanity. Thus, acting on the behalf of (once)great country of Venice and her people, our government bows to the Papal demands....surrenders our future to the.....?



"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 1454

Deadline/Fall 1454 4/1 Tuesday

France and Austria play musical countries as Austria completes the conquest of Milan at the same time France stages a surprise takeover of Austria. Venice ignores Austrian help while miscoordinating with Naples, who stages an invasion of France

Expenditures

Austria spends 3 ducats to counterbribe A3

France spends 21 ducats to buy Austrian A5

Orders

Austria: A1 Pontremoli to FORNOVA

(Koehler) A2 (EM) GENOA supports Venetian A5 (imp.)

A3 CROATIA supports Venetian F1 to Dalmatia (nso)

A5 Tyrolea to Austria (nsu)

A6 SLAVONIA supports A3

France: A1 Tyrolea to CARINTHIA

(Wilke) A2 Austria to HUNGARY

Naples: A1 Palermo to AVIGNON

(Narhi) F1 Sardinia to WESTERN MEDITERRANEAN

F2 WESTERN GULF OF LYON transports A1

F3 Gulf of Naples to IONIAN SEA

F4 Eastern Gulf of Lyon to SAVOY

E5 PIOMBINO to Pisa

F6 Corsica to EASTERN GULF OF LYON

F7 EASTERN TYRRHENIAN SEA transports A1

Orders (cont.)

Papacy: A1 (EP) Florence to PISA

(Rutherford) A2 Perugia to SIENNA

A3 SIENNA to FLORENCE

A4 URBINO supports A3

A5 AREZZO supports A3

Turks: A1 Herzegovina to BOSNIA

(Wilson) F1 ISTRIA supports F4

F2 ANCONA converts to G1

F3 LOWER ADRIATIC holds

F4 DALMATIA to Croatia(nc)

Venice: A1 ROMAGNA supports A2

(Robles) A2 BOLOGNA supports A3

A3 PISTOIA supports Naples F7 transport Naples A1 (imp.)

A4 (EM) Verona to FERRARA

A5 MANTUA supports A2

F1 (EM) UPPER ADRIATIC supports A1

F2 Ferrara to PADUA

Notes

France has conquered Austria while Austria simultaneously conquered Milan. This means that the original Austrian home provinces are now considered French and France receives the Austrian variable income die roll. The original Milanese home provinces are now considered Austrian home provinces and Austria now receives the Milanese variable income die roll, but no longer receives the Austrian variable income die roll. Confused yet?

Press

France - all: I have relocated. You may write to me at my new address in Austria's palace, where I am now in control.

New Austria - Old Austria: Aww. Ain't life a bitch?

S.O.B.

New Austria - Turk/Venice: I thank you for your assistance. I will peacefully be reclaiming some of what Austria had. Feel free to gobble up appropriate amounts of the rest of his holdings unopposed (by me, at least) in gratitude.

New Austrian leader - GM: How's that for a comeback?

Cerberus - France: Not bad. However, he's not dead yet!

Naples - France: Go get em, tiger!

Naples Prophet: Again I do not need to point out the veracity of my prediction.

Cerberus - All: But he will anyway.

Naples Prophet predicts: The Pope's lands north of Florence will founder.

Naples - Austria: I await your proposal for the division of France. I would like to be flexible on the matter but your silence is disturbing.

Pope - France: "Run, Lassie, run!"

Pope - Venice: Which one of us is involved in their Vietnam?

"Fleabag"/MGN# B2/B/8/1Fall 1454Deadline/Winter-Spring 1455 4/1 Tuesday

The Pope is beset on all sides, losing two home cities and picking up only Florence in return. Austria, France, and Naples are the big gainers with all others gaining an additional city.

Orders

Austria: A Carinthia to VERONA
(Renken) A CARNIOLA supports A Croatia
A CROATIA supports A Carniola
Florence: A SIENNA besiege (autonomous garrison destroyed)
(Wilke) A AREZZO to Perugia
F PIOMBINO besiege (autonomous garrison destroyed)
France: A TURIN besieges (autonomous garrison destroyed)
(Grib) A Provence to CORSICA
F GULF OF LIONS convoy A Provence to Corsica
Milan: G MILAN converts to army
(Schoenberger) A GENOA besiege
A Modena to BOLOGNA
Naples: A Spoleto to ROME
(Lewis) A PALERMO holds
F TYRRHENIAN SEA supports A Spoleto to Rome
F Lower Adriatic to ALBANIA
Papacy: A FLORENCE holds
(York) A URBINO supports A Florence
A PERUGIA to Sienna
F ANCONA supports A Urbino
Turks: A RAGUSA besiege (autonomous garrison destroyed)
(Street) F Durazzo to LOWER ADRIATIC
F Western Mediterranean to SARDINIA
Venice: A FERRARA besiege (autonomous garrison destroyed)
(S. Cousins) A Friuli to CARINTHIA
F Upper Adriatic to DALMATIA
F Venice to UPPER ADRIATIC

kind of poison in these pages. Keep in mind that these are only GAMES, and we are supposed to be playing them for fun. If you can't keep that in perspective, having your press edited is the least that you can expect. If you have a problem with something another player has done or said, deal with it in a way other than personal attack. To do otherwise is to act immaturely and risk losing the respect of your peers. Thanks to Dave Anderson for unused standby orders.

Winter 1455 AdjustmentsGAINS, losses

Aus	Tyrolea, Austria, Hungary, CARNIOLA, CROATIA	Build 2
Flo	Pisa, Arezzo, Florence, PIOMBINO, SIENNA	Build 1
Fra	Marseilles, Avignon, Swiss, TURIN, CORSICA	Build 2
Mil	Milan, Pavia, Cremona, BOLOGNA	Build 1
Nap	Naples, Palermo, Messina, Bari, ROME, ALBANIA	Build 2
Pap	Perugia, Ancona, Rome, Bologna, FLORENCE	Remove 1
Tur	Tunis, Durazzo, Albania, SARDINIA, RAGUSA	Build 1
Ven	Venice, Padua, Treviso, Dalmatia, FERRARA	Build 1

Press

France - Naples: Now that's not friendly, Rome is closer and the food is better there.

France - Turkey: 50-50 chance on both sides of the boot.

France - Venice: Don't you have something better to do with your boats?

France - Florence: The Pope's back door is open?! Blessed is he that comes in the name of the lord!

France - Papacy: Watch were you drop the soap, Pope!

Milan: Rebellion crushed in Milan's streets. Milan thanks the sewer [sic] of its many friends.

Cerberus - Milan: Sorry, couldn't quite decipher that word.

Turkey - France and Naples: Musical chairs? The music stops here.

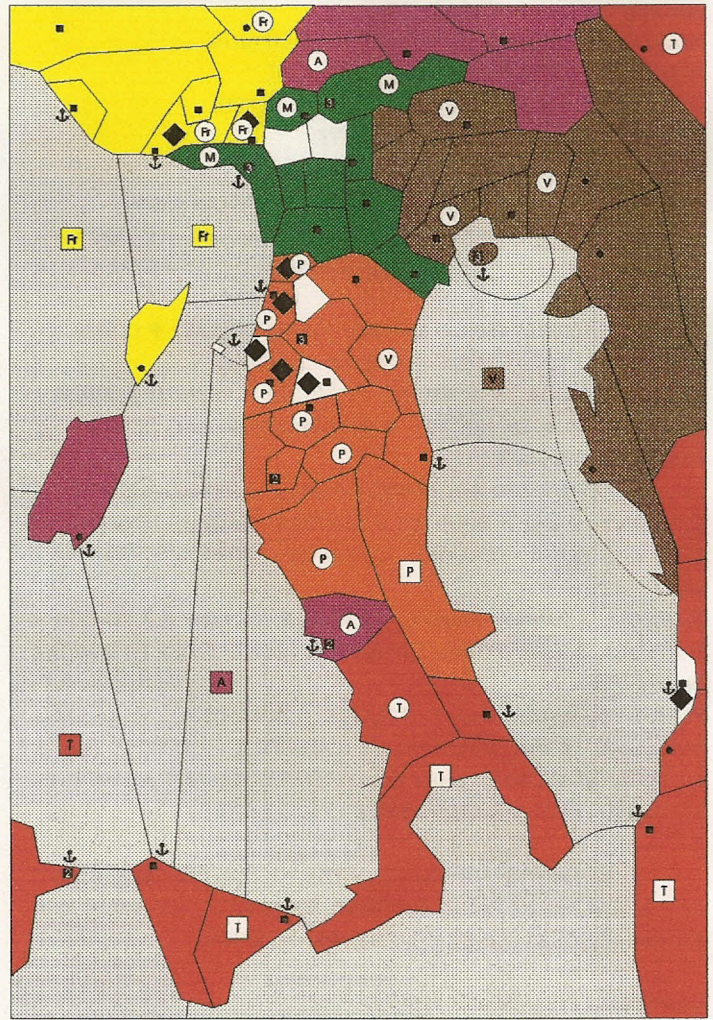
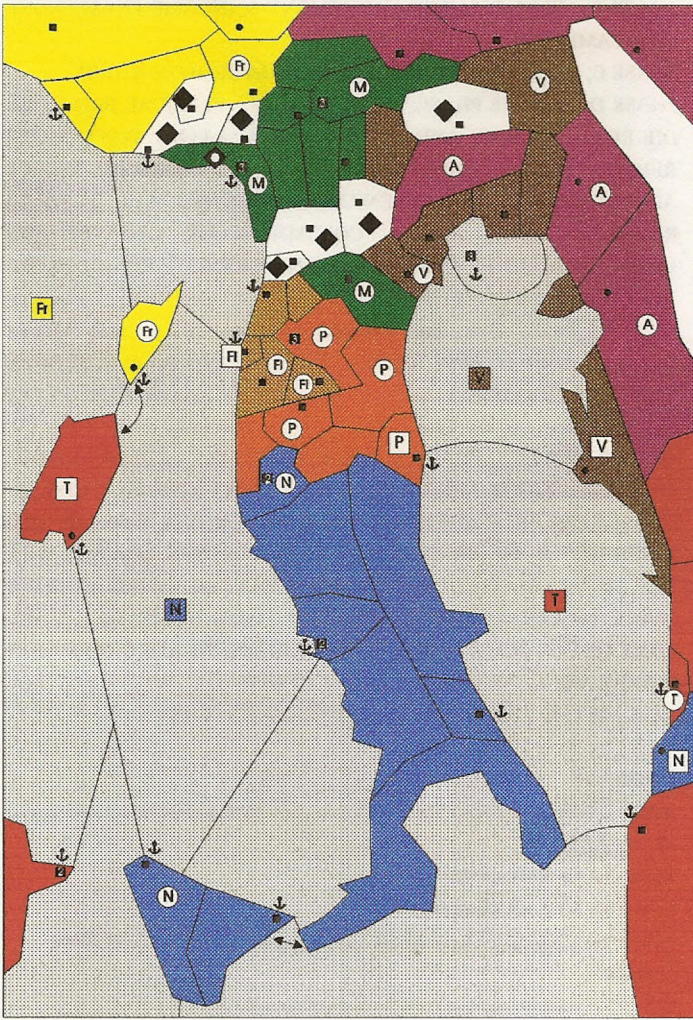
Turkey - Milan: Would the real Milan please stand up.

Notes

I have never before exercised my power to edit press, but when press gets nasty and personal, I believe it to be my obligation to step in. I have no intention to allow that

"Fleabag"

"96-2" aka "Howl"



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

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

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

Spring 1514

Deadline/Summer 1514 3/28 Friday

GM: Mike Scott

AUSTRIA; BOB ROBLES FRANCE; PASQUALE GIOVINE
 MILAN; WARD NARHI PAPACY; LEE McCONNELL
 TURKS; KEN MARCINONIS VENICE; JASON WILKE

PHASE DESIGNATIONS PER OPTIONAL RULE SEQUENCE OF PLAY:

RETREATS: THE FLORENCE AUTO-G IS ELIMINATED BY THE PAPACY'S SEIGE, THE MILAN ARMY SWISS IS ELIMINATED BY FRENCH ARMIES, THE AUSTRIAN ARMY AQUILA MUST RETREAT, AND CAN ONLY DO SO TO NAPLES.

CAMPAIGN FOUR: WINTER 1513 & SPRING 1514;

PHASE A; FAMINE UNIT PLACEMENT; DIE ROLL 3+3 = 6 = GOOD YEAR, COLUMN ONLY. DIE ROLL 2+5 = 7 = CREMONA, AUSTRIA, PISTOIA, FORNOVA, TURIN, BOSNIA, AVIGNON.

PHASE B; Military Adjustment and Income Phase:

AUSTRIA: Maintains the following; A TYR, A AUS, A NAPLES, A COMO, F ETYR, F CAP; = 6 units = 18d.

FRANCE: Disband G MILAN. Maintains: A SWISS, A TURIN, F CORSICA, Builds A SALUZZO, F MARSEILLE; = 5 units = 15d.
 MILAN: Maintains all: A PAVIA, A MIL, A GEN, A PAR; = 4 units = 12d.
 PAPACY: Maintains; A SPOL, A TIVO, A FLO, F AQUILA, Builds; A BOLOGNA, A ROME, A PERUGIA, F ANCONA; = 8 units = 24d.
 TURKEY: Maintains; A SALERNO, A HUNGRY, F BARI, F MESS, Builds; F TUNIS, F DRAZZO; = 7 units = 21d.
 VENICE: Maintains F UADR, A CROATIA, A TARENT, F CARNIOLA, Builds; A PADUA, A TREVISO, F VENICE, A DALMATIA; = 8 units = 24d.

	start	city	prov	seas	var	famine	sub	units	tot
Aus	-0-	5	9	1	4+1	<2>	18	18	-0-
Fra	4d	9	7	-0-	3	<4>	19	15	4d
Mil	-0-	5	8	-0-	2	<2>	13	12	1d
Pap	3d	8	11	-0-	2+5	-0-	29	24	5d
Tur	4d	8	10	-0-	5	<1>	26	21	5d
Ven	11d	9	12	1	5+4	-0-	42	24	18d

PHASE C; FAMINE REMOVALS; NONE HERE, SEE LATER IN THIS REPORT, IN THE NEXT CAMPAIGN.

PHASE D; PLAGUE PHASE; NONE THIS CAMPAIGN.

PHASE E; NEGOTIATION PHASE: COMPLETE.

PHASE F; DUCAT BORROWING, NONE REPORTED.

PHASE G; ORDER WRITING, COMPLETE.

PHASE H; DUCAT EXPENDITURES; NONE

PHASE J; MOVEMENT; lower case orders italicized do not succeed.

AUSTRIA: A TYROLEA S A COMO, a *austria - carinthia*, A COMO S A TYROLEA, *f etyr sea - gofn, f capua s a naples* (MUST RETREAT), a *naples s f capua*.

FRANCE: A SWISS HOLD, A TURIN - MONTFERRAT, F CORSICA - EGofL, A SALUZZO - SAVOY, F MARSEILLE - WGofL.

MILAN: A PAVIA S A MILAN, A MILAN S FRENCH A SWISS - TYROLEA (NO SUCH ORDER), A GENOA B(2) AUTO-G GENONA, A PARMA - PONTREMOLI.

PAPACY: A SPOLETO S A TIVOLI - CAPUA, A TIVOLI - CAPUA, A FLORENCE - PISA, F AQUILA S F ANCONA - LADR, A BOLOGNIA - LUCCA, A ROME - PERUGIA, A PERUGIA - SIENNA, F ANCONA - LADR.

TURKEY: a *salerno - naples*, A HUN S VENICE A CROATIA - SLAVONIA, F BARI - OTRANTO, *f messina - gofn*, F TUNIS TO WMED, *f durazzo - ladr*.

VENICE: F UADR C A DALMATIA - ROMAGNA, A DALM - ROMAGNA, a *trent - carinthia*, F CARNIOLA - CROATIA (nc), A CROATIA - SLAVONIA, *f venice s f ua* (UNABLE TO - NOT ADJACENT), A TREVISO - FRIULI, A PADUA HOLD.

RETREATS; THE GM SEE'S THE FOLLOWING: AUSTRIA'S F CAPUA HAS NO RETREAT POSSIBLE, THUS IS ELIMINATED. THE AUTO-G GENOA IS ELIMINATED BY MILANS SEIGE.

CAMPAIGN FIVE SUMMER 1514;

PHASE A; FAMINE UNIT PLACEMENT; NONE THIS CAMPAIGN.

PHASE B; MILITARY UNIT ADJUSTMENT & INCOME PHASE: NONE THIS CAMPAIGN.

PHASE C; FAMINE REMOVALS; IN AUSTRIA REMOVE A AUST.

PHASE D; PLAGUE PHASE; DIE ROLL 4+ 6 = 10, EQUAL BAD YEAR; DIE ROLLS ON ROW AND COLUMN; ROW = 1+2=3; PONTREMOLI REMOVE MILAN ARMY, BOSNIA, SLAVONIA REMOVE VENICE ARMY, CROATIA REMOVE VENICE FLEET, TIVOLI, BARI, TYROLEA REMOVE AUSTRIA ARMY; COLUMN =4+4=8; CROATIA again, BOLOGNA, AUSTRIA, AVIGNON, & VENICE REMOVE VENICE FLEET. NO AUTO-G'S WERE AFFECTED.

As of now, the Auto-garrison's are all in their original locations.....except GENOA, TRENTO, TURIN, MANTUA, & FLORENCE; WHICH WERE ELIMINATED.

OK; YOU ARE INTO PHASE E; YOUR NEXT TURN ORDERS ARE DUE BY FRIDAY NIGHT, MARCH 28TH. DUE TO A LATER DEADLINE BY CHRIS HASSLER, IF EVERYONE SENDS ME MOVES EARLIER, AND GIVES ME "OK TO PROCEED!" ON THOSE ORDERS, MAYBE I WILL TRY TO DO TWO FULL TURNS BEFORE THAT DEADLINE..... I DON'T WANT TO CUT YOUR NEGOTIATION TIMES HOWEVER..... AND SOME OF YOU DO GIVE ME INITIAL ORDERS, TO AVOID NMING, WHICH ARE LATER CHANGED OR CONFIRMED, SO UNLESS YOU GIVE ME THE "OK TO PROCEED!" I WILL NOT DO SO.....

PRESS:

Austria-Turkey and Pope; c'mon, can't you guys have a jihad or crusade against one another?

Milan: Sure is quiet out there.

Ven - Pop: Mind if I join your party?

NFP: Who to attack? Who to Attack? Too many peace treaties. Let's attack everyone!

"Mongrel"

Epoch VI Seljuk Ming Dynasty, Timurid Emirates, Incas & Aztecs, and Ottoman Turks Deadline for Epoch VI Portugal, Span, and Mughals: 4/1 Thursday

Hector (Cowles) MING DYNASTY: Plays Leader. Army and Capital in *Chekiang* (Mongol army retreats to *Yangtse Kian*). Army *Great Plain of China* (vs. Mongols: Mi: 5, 2, 2; Mo: 5; Mi: 6, 3, 3; Mo: 4; wins), fleet *Sea of Japan* (vs. Gamers' Lonely Hearts Club: H: 4, 2, 1; G: 4; H: 5, 4, 3; G: 1; wins), army *Wei River* (vs. Mongols: Mi: 6, 6, 3; Mo: 3; wins), *Tarim Basin* (vs. Mongols: Mi: 6, 3, 2; Mo: 2; wins), *Yellow River* (vs. Mongols: Mi: 6, 4, 4; Mo: 3; wins), *East Indies*, *Malayan Peninsula* (Treachery vs. Malayan Kingdom; wins, city eliminated), fort *Tarim Basin*, *Chekiang*. Builds Monument *Malayan Peninsula*. Points: Dominance in China (6), India (6), and Southeast Asia (4), Presence in Middle East (2) and North America (1), two Capitals (4), three cities (3), three Seas (3), and eleven Monuments (11) for 40 points.

Civs-R-Us (Lewis) plays Crusades. Army in *Palestine* (vs. Jews: C: 4+1, 3+1; J: 6+1, 1+1; loses), *Palestine* (vs. Jews: C: 6+1, 1+1, J: 5+1, 2+1; wins, city eliminated, city and fort established), *Palestine*. TIMURID EMIRATES: Army and Capital in *Turanian Plain* (Mongol army eliminated), *Western Steppe* (vs. Huns: T: 6, 5; H: 2; wins), *Dneipr* (vs. Huns: T: 6, 2; H: 4; wins), *Central*

Europe (vs. Holy Roman Empire: plays Treachery, automatically wins, Capital reduced to city), *Lower Rhine* (vs. Holy Roman Empire: T: 6, 3; H: 4; wins), *Dalmatia* (vs. Franks: T: 3, 2; F: 6, 1; loses), *Tarim Basin* (vs. Ming Dynasty: T: 6, 3; M: 6+1, 2+1; loses), *Tarim Basin* (vs. Ming Dynasty: T: 6, 1; M: 4+1, 3+1; wins). Builds Monument *Turanian Plain*. Points: Dominance in Eurasia (2), Northern Europe (4), Middle East (4), and North Africa (4), Presence in China (3) and India (3), two Capitals (4), four cities (4), two Seas (2), and eight Monuments (8) for 38 points.

The Horde (Cain) plays Black Death in Middle East and India. Arab army *Zagros* dies. Plays Empires fortify in *Upper Nile*, *Balkans*, and *Southern Apennines*. INCAS: Army, Capital, and fort *Northern Andes*. AZTECS: Army and Capital *Mexican Valley*, army *Pacific Seaboard*. Builds Monument *Northern Andes*. Points: Presence in Southern Europe (2), North Africa (2), North America (1), and South America (2), two Capitals (4), two cities (2), one Sea (1), and two Monuments (2) for 16 points.

OTTOMAN TURKS are absent.

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	Horsemen of the Apocalypse (Red)	38	84
Murray Cowles	Hector (Blue)	48	156
Dave Anderson	Gamers' Lonely Hearts Club (Orange)	52	90
Andy Lewis	Civs-R-Us (Green)	55	158
Dennis Cain	The Horde (Purple)	59	122
Dan Eisenhut	The Dark Side (Black)	61	112

Press

Horde to Civs-R-Us: May the plague take you for passing I&A to us. Bring out your dead!

Final Positions

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

The Horde. Fleet *Western Mediterranean*. EGYPT: Army and fort *Upper Nile*, army *Nubia*. FRANKS: Army, city, fort, and Monument *Southern Apennines*, army, fort, and city *Balkans*, army and fort *Central Massif*, armies each *Northern Apennines* and *Dalmatia*. INCAS: Army, Capital, fort, and Monument *Northern Andes*. AZTECS: Army and Capital *Mexican Valley*, army *Pacific Seaboard*.

Civs-R-Us. Fleets *Red Sea* and *North Sea*. ASSYRIA: Army *Hindu Kush*. SCOTTS: Army, city, and Fort in *Highlands*. ARABS: Army, Capital, and Monument in *Arabian Peninsula*, army, city, and Monument in *Zagros*, two armies and Monument in *Shatts Plateau*, army and Monument in *Upper Tigris* and *Lower Indus*, army *Libya*, *Nile Delta*, *Levant*, *Persian Salt Desert*, *Western Deccan*, and *Western Ghats*. VIKINGS: Armies *Scandinavia* and *North European Plain*. CRUSADERS: Two armies, city, and fort *Palestine*. TIMURID EMIRATES: Army, Capital, and Monument *Turanian Plain*, army, city, and Monument *Central Europe*, army and Monument *Tarim Basin*, armies *Western Steppe*, *Dneipr*, and *Lower Rhine*.

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. GUPTAS: Army *Sumatra*. HOLY ROMAN EMPIRE: Two armies and Monument *Albion*, two armies *Baltic Seaboard*, army and Monument *Northern Gaul*.

Hector. Fleets *South China Sea*, *Sea of Japan*, 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: Two armies *Irrawaddy*, army *Mekong*. CHOLA: Army, Capital, and Monument *Eastern Ghats*, army, city, and Monument *Ganges Delta*, army and Monument *Upper Indus*, armies *Ganges Valley* and *Eastern Deccan*. MING DYNASTY: Army, Capital, Fort, and Monument *Chekiang*, army, Fort, and Monument *Tarim Basin*, army and Monument *Wei River*, *Yellow River*, and *Malayan Peninsula*, army *Great Plain of China* and *East Indies*.

Gamers' Lonely Hearts Club. Fleet *Sea of Japan*. SCYTHEANS: Army *Caucuses*. REBELLION: Army and city in *Central America*. HUNS: Two armies *Western Anatolia*, armies each in *Western Steppe* and *Dneipr*. ARAGON: Army, city, fort, and Monument *Southern Iberia*. MONGOLS: Two armies and Monument in *Yangtse Kian*, army each *Mongolia*, *Manchurian Plain*, *Szechwan*, *Si-Kyang*, and *Turanian Plain*.

Your event cards are: _____

Epoch VI Empire

Your Empire is: _____

"Wolfpack"

Epoch IV T'ang Dynasty, Arabs, and Khmers

Deadline for Epoch V Empire Selection: 4/1 Tuesday

The Arachnids plays Anglo-Saxons. Army *Baltic Seaboard* (Civil War retreats to *Scandinavia*), fleet *North Sea* (vs. The Blunt Approach: A: 3, 2; B: 2; wins), army *Ireland*. T'ANG DYNASTY: Army and Capital in *Yangtse Kian* (Mauryan army eliminated), army *Si-Kyang* (vs. Shang, using Surprise Attack: T: 6, 4; S: 5; wins), fleet *South China Sea*, army *Wei River* (vs. Huns: T: 5, 1; H: 4; wins), *Malayan Peninsula* (vs. Vedic City States: T: 6, 6; V: 4, 3; wins), *Tarim Basin* (vs. Huns: T: 5, 1; H: 5; T: 3, 1; H: 1; wins), army *Ganges Delta* (vs. Mauryans: T: 6, 1; M: 6, 6; T: 6, 3; M: 5, 4; wins, Capital reduced to city), *Yellow River* (vs. Huns: T: 2, 1; H: 3; loses), *Yellow River* (vs. Huns: T: 5, 1; H: 1; wins), *Szechwan* (vs. Huns: T: 6, 3; H: 3; wins), *Great Plain of China* (vs. Hsuing-nu: T: 5, 2; H: 4; wins), *East Indies*. Builds Monument in *Eastern Deccan*. Builds Monument in *Yangtse Kian*. Points: Control in China (9), Presence in Northern Europe (2), India (3), and Southeast Asia (2), one Capital (2), one city (1), two Seas (2), and three Monuments (3) for 24 points.

Moody Indignants ARABS: Army and Capital in *Arabian Peninsula* (Roman army retreats to *Nile Delta*), army *Nile Delta* (vs. Romans: A: 6, 1; R: 1; A: 6, 3; R: 2; wins), *Nubia* (vs. Carthagina: A: 6, 2; C: 1; wins, fleet *Red Sea*

unsupported) fleet *Red Sea*, army *Libya* (vs. Carthagina: A: 6, 4; C: 2; wins), *Shatts Plateau* (vs. Carthagina: A: 6, 5; C: 6; A: 3, 2; C: 6; loses), *Shatts Plateau* (vs. Carthagina: A: 6, 4; C: 2; wins, Capital reduced to city), *Palestine* (vs. Romans: A: 6, 4; R: 5; wins), *Levant* (vs. Romans: A: 6, 3; R: 5; wins), *Upper Tigris* (vs. Huns: A: 6, 1; H: 6; A: 6, 3; H: 2; wins), *Middle Tigris* (vs. Huns: A: 3, 2; H: 5; loses), *Middle Tigris* (vs. Huns: A: 5, 1; H: 1; wins), *Lower Tigris* (vs. Huns: A: 2, 2; H: 5; loses), *Lower Tigris* (vs. Huns: A: 4, 4; H: 2; wins, city eliminated), *Eastern Anatolia* (vs. Sassanids: A: 6, 2; S: 4, 4; wins), *Caucuses* (vs. Scythians: A: 4, 3; S: 5; loses), *Caucuses* (vs. Scythians: A: 6, 5; S: 1; wins), *Dneipr*. Builds Monument *Arabian Peninsula*. Points: Control of North Africa (6), Dominance in Middle East (6), Presence in Southeast Asia (2) and India (3), one Capital (2), two cities (2), one Sea (1), and seven Monuments (7) for 29 points.

The Blunt Approach plays Kingdom in the *Malayan Peninsula*. Army, city, and fort in *Malayan Peninsula* (T'ang army eliminated). Plays Civil War in *Arabian Peninsula* (vs. Arabs: C: 3, 1; A: 4; loses), *Lower Tigris* (vs. Arabs: C: 5, 3; A: 1; wins), and *Middle Tigris* (vs. Arabs: C: 4, 4; A: 5; loses). KHMERS: Army

and Capital *Mekong*, fleet *South China Sea* (vs. Arachnids: B: 6, 2; A: 1; wins), army *Si-Kyang* (vs. T'ang Dynasty: K: 6, 2; T: 5; wins), *Yangtse Kian* (vs. T'ang Dynasty: K: 5, 2; T: 2; wins, Capital reduced to city), *Irrawaddy* (vs.

Huns: K: 6, 6; H: 5; wins). Points: Dominance in Southeast Asia (4), Presence in China (3), Southern Europe (3), Northern Europe (2), and Middle East (3), one Capital (2), two cities (2), three Seas (3), and two Monuments (2) for 24 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Caleb Cousins	Dead Peoples (Green)	31	62
Sean Cousins	Pinky and the Brain (Red)	34	82
Kevin Kinsel	Quantum Coyotes (Black)	34	76
Paul Bolduc	The Arachnids (Blue)	37	89
Debbie Osborne	Moody Indignants (Purple)	38	71
Chris Geggus	The Blunt Approach (Orange)	42	84

Final Positions

The Arachnids: Fleets *North Sea*. SUB-SAHARAN MIGRANTS: Army each in *Madagascar* and *Central Africa*. CHOU DYNASTY: Army in *Chekiang*. ANGLO-SAXONS: Armies *Baltic Seaboard* and *Ireland*. T'ANG DYNASTY: Army, city, and Monument *Ganges Delta*, army and Monument *Wei River*, armies *Great Plain of China*, *Yellow River*, *Tarim Basin*, *Szechwan*, and *East Indies*.

Quantum Coyotes: ASSYRIA: Army and Fort *Ceylon*. CELTS: Army and Monument *Albion*, army *Central Europe*. SCOTS: Army, city, and fort in *Highlands*. HUNS: Army and city in *Zagros*, army and Monument in *Persian Plateau*, army each in *Western Steppe*, *Eastern Steppe*, and *Turanian Plain*.

Pinky and the Brain: Fleet *Bay of Bengal*. INDUS VALLEY: One army in *Western Ghats*. PERSIA: Army *Persian Salt Desert*. HSUING-NU: Army *Mongolia*. CIVIL WAR: Two armies *Scandinavia*. ARAGON: Army, city, and fort *Southern Iberia*. GUPTAS: Army, Capital, and Monument *Eastern Deccan*, army and Monument *Upper Indus* and *Lower Indus*, armies *Western Deccan* and *Eastern Ghats*.

Moody Indignants: Fleet *Red Sea*. NILE KINGDOM: Three armies, city, and Fort *Upper Nile*. VEDIC CITY STATES: Two armies in *Ganges Valley*, army *Sumatra*. ARABS: Army, Capital, and Monument *Arabian Peninsula*, army

and city *Shatts Plateau*, army and Monument *Nile Delta*, *Levant*, *Upper Tigris*, *Middle Tigris*, and *Eastern Anatolia*, armies *Nubia*, *Libya*, *Palestine*, *Caucases*, and *Dneipr*.

The Blunt Approach: Fleets *Western Mediterranean*, *Eastern Mediterranean*, and *South China Sea*. ROMANS: Two armies *Pyrenees*, army *Western Iberia*, *Northern Gaul*, *Morea*, and *Crete*.

Dead Peoples: MAYANS: Two armies and Capital *Central America*. SASSANIDS: Army *Hindu Kush*, *Western Anatolia*, and *Balkans*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. GOTHs: Army, city, and Monument *Southern Apennines*, army and Monument *Pindus*, armies *Danubia*, *Dalmatia*, *Northern Apennines*, *Central Massif*, and *Western Gaul*.

Your event cards are: _____

Epoch V Empire Draw

Your Empire is: _____

Mutt

Turn 9

Deadline, Turn 10: 4/1, Tuesday

Commander Actions

Bellpick 7 buys a titanium factory (MWa) and a population factor (Or2, Wa8)

Tribute to Troy opens the bidding on an Orbital Lab at 50 and gets it for 58 (Or2, Or3, Wa6, Wa8, Wa9, MWa).

Awl Mining Company buys a titanium factory (Or4, Or4, Wa7, Wa7, Ti9) and moves a population factor from an ore factory to man it.

BarterTown II opens the bidding on Ecoplants at 31 and the Outhouse gets it for 37 (Or2, Wa6, Wa8, Ti9, Ti12). Opens the bidding on Ecoplants at 31 and gets it (Wa9, Wa10, Ti12).

Fangland opens the bidding on Scientists at 40 and gets it (Wa5, Wa7, Wa8, DL discounts).

Heavenly Bodies Development Company passes.

The Outhouse passes.

Minos Entrepreneurs buys a water factory (Wa6, Wa7, Wa7) and two population factors (Wa4, Wa9, Wa9)

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown II	Andy York	OrF, OrF, WaF, WaF, WaF, TiF, TiF	Wa, HE, Ec	14
2	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF, TiF	HE, Wa, Ec	13
3	Tribute to Troy	Dan Eisenhut	OrF, OrF, WaF, WaF, WaF, WaF	No, Wa, OL	12
4	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF	No, HE, Wa	12
5	Awl Mining Company	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF	No, HE	10
6	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF	No, 2DL, Sc	10
7	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF, WaF, WaF, WaF	DL, No, HE	8
8	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF	Wa, 2DL	8

Available Upgrades

New Arrivals: Outpost, Robots, Robots, Scientists

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	1	4
Orbital Labs (OL)	50	1	4
Robots (Ro)	50	0	5
Laboratory (La)	80	0	5
Ecoplants (Ec)	30	3	2
Outpost (Ou)	100	3	2

Production Cards

In the Warehouse: _____

New Cards: _____

Bellpick 7 and Tribute to Troy took Mega water cards.

"Chihuahua"

Turn 4

Turn 5 due: 4/1 Tuesday

Planning

- Dutch** buy 4 soldiers (\$40) and 2 ships (\$24) and maintains 2 ships (\$8) for \$72.
- English** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
- French** buy 2 soldiers (\$20) and maintains 4 ships (\$16) for \$36.
- Portuguese** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
- Spanish** buy 3 soldiers (\$30), and maintains 4 ships (\$16) for \$46
- Swedes** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.

Outbound Naval Movement

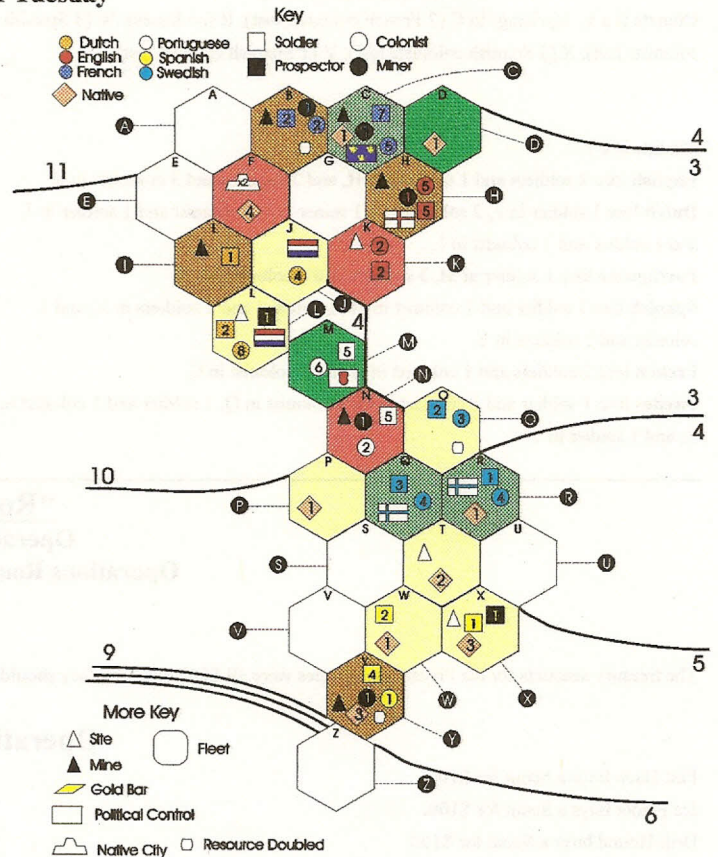
- Dutch** move to anchorage L. Dice: 1, 2, 4, 6. Loses 1 soldier.
- English** move to anchorage K. Dice: 2, 3, 6. No losses..
- French** move to anchorage C. Dice: 2, 4, 6, 6. No losses.
- Portuguese** move to anchorage N. Dice: 3, 4, 6, 6. No losses.
- Spanish** move to anchorage X. Dice: 2, 2, 3, 4, 6. No losses.
- Swedes** move to anchorage O. Dice: 1, 3, 6. Loses 1 colonist and 1 soldier.

Mining

- The English mine two gold bars in H. One mine is exhausted.
- The French mine one gold bar in C.
- The Portuguese mine one gold bar in N.
- The Spanish mine one gold bar in Y.

Discovery

- Dutch** discover 1 mine in I.
- French** discover 1 mine in B.



Land Movement

English moves 2 gold bars from H to anchorage dot, 1 soldier from K to H and 4 soldiers and 4 colonists from anchorage dot to K.

Dutch moves 1 soldier from J to F (It's a climate 1 area with a x2 city and 4 natives), 1 soldier from J to I, 4 soldiers and 1 colonist from L to I (colonist mines), and 3 soldiers and 4 colonists from anchorage dot to L.

Portuguese moves 1 gold bar from N to ships, 2 soldiers from N to M, and 4 soldiers and 4 colonists from anchorage dot to N.

Spanish moves 1 gold bar from Y to anchorage dot, 3 soldiers and 4 colonists from anchorage dot to X.

French moves 1 gold bar from C to ships, 1 soldier from D to C, 4 colonists and 3 soldiers from C to B (1 colonist mines), 2 soldiers and 4 colonists anchorage dot to C.

Swedes moves 4 soldiers and 4 colonists from O to R, 1 colonist from Q to R, 1 soldier from Q to T (it's a climate 3 area with 2 natives and 1 site), 3 colonists and 3 soldiers from anchorage dot to O.

Native Combat

English: 1 soldier and 2 natives are killed in K.

Dutch: 3 natives and 3 soldiers are killed in I.

Portuguese: None.

Spanish: None

French: 2 soldiers and 2 natives killed in area C and 1 native killed in area B.

Swedes: 2 soldiers killed in area R.

Native Uprisings

Climate is a 1. Uprisings in C (2 French colonists lost), R (no losses), W (3 Spanish colonists lost), X (3 Spanish colonists lost), Y (1 Spanish colonist lost).

Survival

Climate is a 1.

English lose 2 soldiers and 1 colonist in H, and 3 soldiers and 3 colonists in K.

Dutch lose 1 soldier in F, 2 soldiers and 1 miner in I, 1 colonist and 1 soldier in J, and 1 soldier and 1 colonist in L.

Portuguese lose 1 soldier in M, 3 soldiers and 3 colonists in N.

Spanish lose 1 soldier and 1 colonist in W, 1 colonist and 2 soldiers in X, and 1 colonist and 2 soldiers in Y.

French lose 2 soldiers and 1 colonist in B and 1 colonist in C.

Swedes lose 1 soldier and 1 colonist in O, 1 colonist in Q, 1 soldier and 1 colonist in R, and 1 soldier in T

Political Control

Spanish lose political control in areas W and Y.

Swedes gain political control in area R and lose political control in area O.

Homebound Naval Movement

English: Move to H. Dice: 5. No losses. Pick up gold. Dice: 3, 3, 3. No losses.

Dutch: Dice: 2, 4, 4, 6. No losses.

Portuguese: Dice: 1, 1, 3, 6. 2 ships and 1 gold bar lost.

Spanish: Move to Y. Dice: 5. No losses. Pick up gold. Dice: 2, 2, 5, 5, 6. No losses.

French: Dice: 1, 1, 2, 4. 2 ships and 1 gold bar lost.

Swedes: Dice: 1, 1, 5. No losses.

Income

English: Political Control: \$40, resources: \$7, gold: \$80.

Dutch: Political Control: \$60, resources: \$12.

Portuguese: Political Control: \$40, resources: \$8.

Spanish: Political Control: \$20, resources: \$2, gold: \$40.

French: Political Control: \$40, resources: \$9.

Swedes: Political Control: \$60, resources: \$14.

Turn 5 Initiative

Swedes, Portuguese, Dutch, English, French, Spanish

Press

Dutch - All: Two ships lost on the voyage home, it's those damn Swedish mines I tell you. They've got to be stopped!

Notes

Thanks to Pitt Crandlemire for his unused standby orders.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$100	12	4	4
English	Brendan Whyte	\$184	11	4	4
French	Kevin Wilson	\$72	12	4	2
Portuguese	Dan Eisenhut	\$65	10	4	2
Spanish	Debbie Osborne	\$86	12	4	4
Swedish	Andy Lewis	\$191	13	4	4

"Rock Hound"Operations Round 1.1

Operations Round 1.2 due: 4/1 Tuesday

Errata

The treasury amounts for the Private Companies were all \$100 less than they should have been.

Operations Round 1.1

Fast Buck buys a Scout for \$100.

Ice Finder buys a Scout for \$100.

Drill Hound buys a Scout for \$100.

Ore Crusher buys a Tug for \$100.

Torch buys a Tug for \$100.

Lucky buys a Tug for \$100.

TSI flies the Probe J4 and explores (N20/60 and N10/50) then to J3 and explores (N20/60). \$20 in exploration fees received. Buys two Tugs and one Scout for \$300 (Probe is removed). Places claim on N20/60 at J4. No profits to pay out so the stock value drops to \$89 per share.

Operations Round 1.2

Fast Buck receives \$15.

Errol's Outfit receives \$15.

ANUS receives \$30.

BORG Mining Collective receives \$30.

Blue Sky Mining receives \$15.

Operations order: Fast Buck, Ice Finder, Drill Hound, Ore Crusher, Torch, Lucky, TSI

Players

Player Name	Player Faction Name	Cash	Assets
Sean Cousins	Due Unto Others	\$40	Fast Buck, Torch
Bill Scharf	Errol's Outfit	\$60	Ore Crusher, Robot Smelters, 1 share TSI
Dennis Cain	Carved in Stone	\$0	Ice Finder, Drill Hound
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$60	Lucky, Asteroid Export Company
Caleb Cousins	BORG Mining Collective	\$115	Planetary Imports, Space Transport Company, President's Share TSI
Andy Lewis	Blue Sky Mining	\$70	Tunnel Systems, Vacuum Associates, 2 shares TSI

Players are listed in the order of their turns in the next Stock Round.

Private Companies

Company	Owner	Income	Special
0: Planetary Imports	BORG Mining Collective	\$10/turn	None
7: Tunnel Systems	Blue Sky Mining	\$5/turn	Free Base
8: Vacuum Associates	Blue Sky Mining	\$10/turn	Free Fueling Station
9: Robot Smelters	Errol's Outfit	\$15/turn	Free Claim
10: Space Trans. Co.	BORG Mining Collective	\$20/turn	None
11: Asteroid Export Co.	ANUS	\$30/turn	Can form Asteroid League

Independent Companies

Name	Operator	Treasury	Ships
Fast Buck	Due Unto Others	\$37	Scout (5/1)
Ice Finder	Carved in Stone	\$30	Scout (5/1)
Drill Hound	Carved in Stone	\$20	Scout (5/1)
Ore Crusher	Errol's Outfit	\$5	Tug (3/2)
Torch	Due Unto Others	\$22	Tug (3/2)
Lucky	ANUS	\$10	Tug (3/2)

Corporations

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies
TSI	BORG Mining Collective	\$660	Scout (5/1), Tug (3/2), Tug (3/2)	1	3	9	None

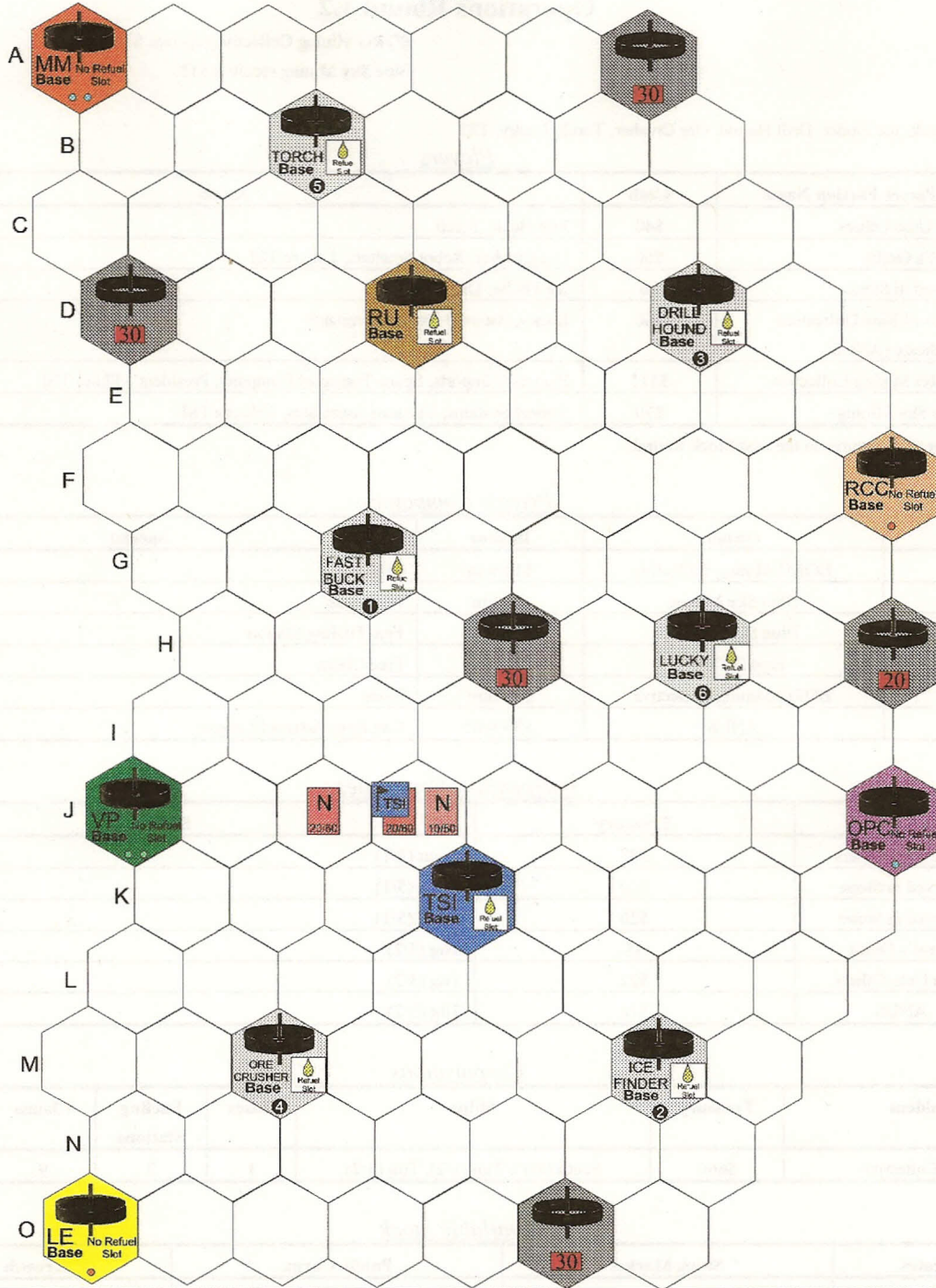
Available Stock

President's Certificates	Stock Market	Public Corps.	Growth Corps.
Resources Unlimited (RU)	None	5 shares TSI (\$100)	None

Cash in the Bank: \$8921

Available Ships: 1 Phase I ships (Scout 5/1, \$100; Tug 3/2, \$100)

Thanks to Pitt Crandlemire for his unused standby orders.



“Running Dogs”

Turn 1 Combat to Turn 2 Nexus

Turn 2 Nexus due: 4/1 Thursday

Combat Round

South Mesa

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

The Lansraad player has declared South Mesa to be restricted.

The Lansraad play Truthtrance on the Fremen: “Are you playing a projectile weapon?” The answer is no.

	Lansraad	Fremen
Leader	Baron Moat (6)	Otheym (5)
Offense	Ellaca Drug	Ellaca Drug
Defense	None	None
Dial	0	1
Spice	0	0
Total	0	1

Otheym betrays the Fremen! He goes to the tanks along with 5 Fremen tokens.
 No losses for the Lansraad, who gains 5 spice for Otheym's treachery. The Fremen Ellaca Drug is discarded.

Harkonnens: 10 tokens Carthag, 2 tokens Minor Erg (8), 8 tokens off-planet
Ixians: 8 tokens Shield Wall (9), 12 tokens off-planet
Lansraad: 5 tokens in the tanks, 15 tokens off-planet

Spice Collection

- Atreides** collect 2 spice (Arrakeen)
- Guild** collects 1 spice (Tuek's Sietch)
- Harkonnens** collect 8 spice (2 Carthag, 6 Minor Erg)
- Ixians** collect 10 spice (technology sales)
- Lansraad** collect 10 spice (South Mesa)

Your cards: _____
 Your spice: _____

Turn 2

Storm Movement

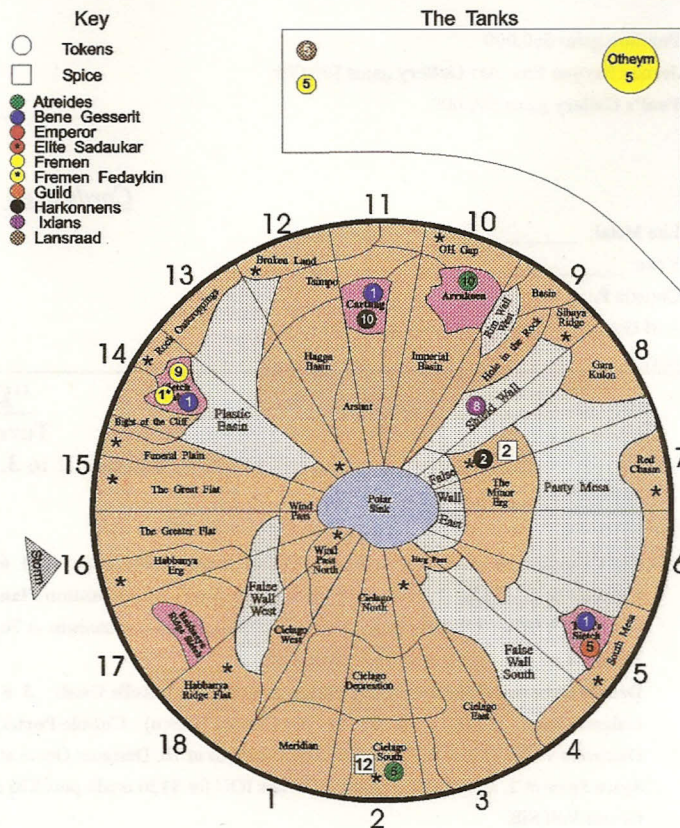
The storm moves 3 sectors to Sector 16. (Turn 3 storm movement: _____.)

Spice Blow

12 spice Cielago South
 Worm in South Mesa. 5 Lansraad tokens to the tanks. Second worm appears.
 Fremen may place it at their discretion. Nexus occurs
 (Turn 3 spice blow: 6 spice Sihaya Ridge).

Initial Positions

- Atreides:** 10 Arrakeen, 5 tokens Cielago South (2), 5 tokens off-planet
- Bene Gesserit:** 1 token Sietch Tabr, 1 token Carthag, 1 token Tuek's Sietch, 17 tokens off-planet
- Bene Tleilaxu:** Traitors: _____, _____ trap in Habbanya Ridge Sietch
- Emperor:** 20 tokens (5 Elite Sadaukar) off-planet
- Fremen:** 10 tokens (1 Fedaykin) Sietch Tabr, 5 tokens and Otheym in the tanks, 5 tokens (2 Fedaykin) Southern Hemisphere
- Guild:** 5 tokens Tuek's Sietch, 15 tokens off-planet



“Hair of the Dog”

Turn 2

Turn 3 due: 4/1 Tuesday

Players

Order	Player Name	Player Faction Name	Cash
1	Caleb Cousins	Idiot Collectors	
2	Sean Cousins	Arts Gratia Artis	
3	Chris Geggus	Papillon	
4	Pitt Crandlemire	Jerner Sayqua Fine Art Gallery	
5	Andy Lewis	Fool's Gallery	

Round 2

Jerner Sayqua Fine Art Gallery offers a Krypto €. It goes to Jerner Sayqua Fine Art Gallery for \$29,000.

Fool's Gallery offers a Krypto \$, ending the round.

Purchases

Player Faction Name	Lite Metal	Yoko	Christin P	Karl Gitter	Krypto
Papillon	0	2	0	2	0
Jerner Sayqua Fine Art Gallery	0	0	0	0	2
Fool's Gallery	0	0	0	1	2
Idiot Collectors	0	0	0	0	0
Arts Gratia Artis	0	0	0	0	0

Paintings

Round	Lite Metal	Yoko	Christin P	Karl Gitter	Krypto
1		\$10,000		\$20,000	\$30,000
2					
3					
4					

Papillon gains \$60,000

Jerner Sayqua Fine Art Gallery gains \$60,000

Fool's Gallery gains \$80,000.

Cards (New Cards Highlighted)

Lite Metal: _____

Yoko: _____

Christin P.: _____

Karl Gitter: _____

Krypto: _____

“Dogged”

Turn2 1.1 to 2.1

Turns 2.2 to 3.2 due: 3/29 Saturday

Turn 1

Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 2 2 6

Galactic Base - NC6 - ? (It's a B10 penalty marker) - Space Station Planet.

Discovers Yxklyx (From the cup: Mulch Wine at 3, Servo-mechanisms at 7b, Mulch Wine at 3, and Demand for Spice at 4b).

Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 3 6 6

Galactic Base - R - B - Y - B - R - B - R - Cobble Port(o) - Cobble Port(s).

Discovers Volois (From the cup: Servo-mechanisms at 7b, Designer Genes at 9a, Space Spice at 2, and Melf Pelts at 5). Barters IOU for \$120 credit plus \$20 cash for one Voll Silk.

Chris Geggus (Dell/Cool Runnings) Rolls Used: 5 6

Galactic Base - NC6 - B10 - Space Station Planet - R - Y - R - NC6 - R20 - Multi-Generation Ship.

Discovers Nillis (From the cup: Megalith Paperweights at 9b, Psychotic Sculpture at 10, Demand for Grease at 7b, and Bionic Perfume at 1a). Buys Shield for \$60.

Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (2 * 2) 1

Galactic Base - NC1 - B10.

Dennis Cain (Qossuth/Hemispheres, Inc.) Rolls Used: 2 * 3

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

Discovers Humans (From the cup: Finest Dust at 4a, Fare to Base at 4a, Demand for Perfume at 4b, and Demand for Liquor at 9a). Barters IOU for \$90 credit plus \$30 cash for Rock Videos.

Andy Lewis (Eeepceep/Cash & Carrie) Rolls Used: 6 * 4

Galactic Port - R - B - Y - B - R - B - R - Y - B - R - B - Y - B - R - B - R - ?

(It's the Gate Lock Relic) - Y - Grand Port(o) - Grand Port(s)

Discovers Zum (From the cup: Fare to Base at 10, Fare to 4a at Base, Fare to 9a at Base, and Demand for Wine at 5). Buys Chicle Liquor for \$40.

Turn 2

Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 2 5 6

Space Station Planet - ? (It's a B30 penalty marker) - NC5 - NC5 - B - Y - ? (It's the Mulligan Gear Relic)

Stops and picks up the relic.

Press

Rocinante Cygnus - All: By demand of the shareholders, the company name shall henceforth be Hemispheres, Inc.

Undiscovered Cultures:

2 (Graw): one Demand +\$90 for Psychotic Sculpture, one Demand +\$40 for Designer Genes, 2 Space Spice

3 (Niks): one Demand +\$60 for Bionic Perfume, 2 Mulch Wine

4a (Dell): 2 Finest Dust, Fare to Base for \$180

5 (Shenna): one Demand +\$50 for Finest Dust, 2 Melf Pelts, one Demand +\$40 for Mulch Wine

7b (Eeepceep): one Fare to Base for \$110, 2 Servo-mechanisms, one Demand +\$50 for Immortal Grease

8 (Whynoms): one Demand +\$60 for Chicle Liquor, one Impossible Furniture

9a (Chola): 2 Demand +\$60 for Chicle Liquor, one Designer Genes

9b (Wollow): one Demand +\$70 for Impossible Furniture, 2 Megalith Paperweights

10 (Qossuth): one Demand +\$60 for Designer Genes, 2 Psychotic Sculpture, Fare to Base for \$150

S.O.B.
Purchase Hardware

Andorra: Buys Two Stage Rocket (B) for 60MB.
Republic of Texas: Buys Orbital Satellite (1) for 6MB and One Stage Rocket (A) for 24MB.
Oceania: Buys Two Stage Rocket (B) for 60MB.
GRAB: Buys Orbital Satellite (1) for 6MB and One Stage Rocket (A) for 24MB.
LAMPLIGHTER: Buys Orbital Satellite (1) for 6MB and One Stage Rocket (A) for 24MB.
KOTGO: Buys Orbital Satellite (1) for 6MB and One Stage Rocket (A) for 24MB.

Conduct Research and Development

Andorra: None
Republic of Texas: Six dice on 1 (1, 2, 4, 5, 5, 6). +23%, 6MB spent. Six dice on A (2, 2, 5, 5, 5, 6). +25%, 12MB spent.
Oceania: None.
GRAB: Eight dice on 1 (1, 2, 2, 3, 4, 5, 5, 6) +8. +36%, 8MB spent. Eight dice on A (1, 3, 3, 4, 5, 5, 6, 6) +8. +41%, 16MB spent.
LAMPLIGHTER: Eight dice on 1 (1, 1, 3, 3, 4, 4, 5, 6). +27%, 8MB spent. Eight dice on A (2, 4, 4, 4, 5, 5, 6). +35%, 16MB spent.
KOTGO: Eight dice on 1 (1, 3, 3, 4, 5, 6, 6, 6). +34%, 8MB spent. Eight dice on A (1, 2, 2, 4, 4, 6, 6, 6). +31%, 16MB spent.

Declare Future Missions

Andorra: No launches announced..
Republic of Texas: No launches announced.
Oceania: No launches announced.
Bill Scharf: One launch announced for 1957. It is an Orbital Satellite mission.
LAMPLIGHTER: No launches announced.
KOTGO: No launches announced.

Missions

None

Players

Player Name	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
Country	Andorra	Luxembourg, Aerotechnica Moon Program - Lifting Into Golden Heights Through Ether Reaches	Kingdom of the Great One	Oceania	Government Research Acquisition Bureau	Republic of Texas
Budget (1956)	60	60	60	60	60	60
Cash	0	6	14	0	6	12
1-Orbital Satellite		1 / 67%	1 / 74%		1 / 76%	1 / 63%
2-Interplanetary Satellite						
3-Lunar Probe						
4-Docking Module						
A-One Stage Rocket		1 / 45%	1 / 41%		1 / 51%	1 / 35%
B-Two Stage Rocket	1 / 10%			1 / 10%		
C-Three Stage Rocket						
D-Liquid Fuel Strap-ons						
F-Kicker						
G-"Mega" Stage Rocket						
EVA Suits						
a-One Person Capsule						
b-Two Person Capsule						
c-Three Person Capsule						
d-Two Person Module						
e-One Person Module						
f-Three Person Minishuttle						
h-Four Person Cap/Module						
Photo Recon						
Launch Facilities	1	1	1	1	1	1
Astronauts						

1957Draw Event Cards

KOTGO:	Major Media Event: Mars invasion movie prevents new astronauts from joining program this year. +5MB to budget.
Oceania:	Government Order: Place a man on the Moon in 3 years. +30MB to budget if accepted, -13MB if refused.
Republic of Texas:	Engineering Advance: All hardware purchases are half price this year. +3MB to budget.
Andorra:	Scientific Breakthrough: +22% to A. +7MB to budget.
LAMPLIGHTER:	Espionage: May increase the safety factor of one program to that of the same program of another player. +5MB to budget.
GRAB:	Fortunate Accident: May negate the next satellite or probe failure. +20MB to budget.

Final Positions

	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
1957 Budget	58	58	70	65	42	63
1958 Budget	65	63	75	95 or 52	62	66
Cash	58	64	84	65	48	75

In the Doghouse
with Marmaduke

The wargamer front is pretty bleak these days. The doom and gloom sayers are causing things to happen. Well them and the suppliers. It turns out most game companies are having all kinds of problems with manufacturers of components. Avalanche Press is the latest to have a disaster.

On the subject of Avalanche Press, their game Great War at Sea is very interesting. Lots of scenarios - 50+, nice components and short rules. 8 pages total!!!! And only two minor errata - who would of guessed. Definitely not a Richard Berg game for errata.

I will start the Wembley game next issue with whom ever I have signed up. I think people will see how easy it is and may want to join a new game.

On with the games....

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

Stand-bys:

Dog Biscuit: Rich Goranson

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

"Dog Biscuit"

Turn 12

GM: Andy Lewis

Deadline for Turn 13 is March 30, Sunday

There was a mistake in last month's team listing due to a typo on my part: Chicken Littles had Old Man Winters [4] as F1 and Slash Gordon [7] as F3.

Sporck only needs one more win to start the playoffs. If they had stayed undefeated, the playoffs would be starting but an upset saves the day for many teams. Ms. Nar's Aquanuts didn't stay the weakest for long and got three quick wins to move into a first place tie so two teams can cause a playoff start. Every team is still going to the post season at this point! Something has to give! Remember ties don't count for anything.

Results

Bolduc's Spiders play Anderson's Chicken Littles

Trapper John just barely catches Old Man Winters {dr5} 0-0

Le Sainte turns Robin Hooker to good 1-0

Guy Whiz flies Charge Kard 2-0

Snow Howe has a ball with Moose 2-0

Rebel Rouser is tripped by Slash Gordon 2-1

Jake Skate is sharpened by King Netune 2-1

Spiders win! 2-1

Blendor's Barbarians play Ms. Nar's Aquanuts

Cheap Shot out dances Hip Checker who brakes a leg (replaced by Tex Hitter

[4]) 1-0

Gay Blade and Frosty Todd debate who's worse 1-0

Masked Man and Stonewall Jackson have a staring contest 1-0

Doc Holiday on Ice is Cracked by Sir Stanley Kup 1-1

Bobby Howl screams past Kroz Czech 2-1

Cyclone Henri and Chairman of the Boards discuss disaster insurance 2-1

Barbarians win! 2-1

Narhi's Nordic Bunwarmers send Slap Happy to the minors and promote

Napoleon Bonapuck [4]

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

Old Man Winters is ousted for Spring by Chairman of the Boards 0-1

Robin Hooker breaks the ice of Frosty Todd 1-1

Charge Kard is stamped by Sir Stanley Kup 1-2

Moose is shoot between the eyes by Tex Hitter 1-3

Slash Gordon overcomes the language barrier of Kroz Czech 2-3

King Netune and Stonewall Jackson tell jokes 2-3

Aquanuts win! 3-2

Ms. Nar's Aquanuts play Dynamo Sporck

Chairman of the Boards is replaced by Puck Rogers 0-1

Frosty Todd freezes Tiny Tim 1-1

Kroz Czech goes real wide on Fat Trick 2-1

Sir Stanly Kup hacksaws Puk Luk 3-1

Stonewall Jackson locks out Friar Puck {dr4} 3-1

Tex Hitter waves at Moby Stick 3-1

Aquanuts win! 3-1 Sporck no longer undefeated!

Dynamo Sporck trade with Narhi's Nordic Bunwarmers

Sporck acquire Jock Strappe for Fat Trick

Hansen Brothers play Dynamo Sporck

Hi Stick is zoomed over by Puck Rogers 0-1

P. Shooter is frozen by Puk Luk 0-2

Canada Post and Moby Stick keep the goalie club alive again 0-2

Antoni Zamboni is all over Tiny Tim 1-2

Fast Eddy and Friar Puck break the wishbone exactly in half 1-2

Chubby Checker leaves the pants on Jock Strappe 1-3

Sporck return to winning ways 3-1!

C.J.'s Cleavers play Ms. Nar's Aquanuts

Chief Sitting Bench is bronzed by Sir Stanley Kup 0-1

Bulldog Brown isn't mean enough Kroz Czech {dr5} scores 0-2

Cardinal Finner doesn't have enough pull with Chairman of the Boards 0-3

Eric the Redline doesn't have enough RPMs for Stonewall Jackson 0-3

Iron Ore has more lead than Tex Hitter 1-3

Phantom of the Ice puts the deep freeze on Frosty Todd 2-3

Aquanuts win! 3-2

The Teams

Team	Manager	Record	Forwards	Defense	Goalie	Trades	Drafts	Games
Bolduc's Spiders	Paul Bolduc	5-5-2	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	8
Blendor's Barbarians	Chris Hassler	5-6-3	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	8
Narhi's Nordic Bunwarmers	Ward Narhi	5-2-1	F1: Napoleon Bonapuck 4 F2: Superstar * F3: Fat Trick 2	D1: Captain Canuck 7 D2: Ice Capone b4	G: Golden Gums (0)	1	3	7
Anderson's Chicken Littles	Dave Anderson	6-22-6	F1: Old Man Winters 4 F2: Robin Hooker 4 F3: Slash Gordon 7	D1: Charge Kard 3 D2: Moose 3	G: King Neptune (7)	3	1	7
Ms. Nar's Aquanuts	Sonja Nar	8-6-3	F1: Frosty Todd 1 F2: Chairman of the Boards 6 F3: Sir Stanley Kup 5	D1: Tex Hitter 4 D2: Kroz Czech 4	G: Stonewall Jackson (6)	4	0	7
Dynamo Sporck	Caleb Cousins	8-1-0	F1: Puk Luk 3 F2: Jock Strappe 4 F3: Puck Rogers 7	D1: Tiny Tim ½ D2: Friar Puck 6	G: Moby Stick (9)	4	1	7
Hansen Brothers	Sean Cousins	5-4-2	F1: Fast Eddy 6 F2: Chubby Checker 3 F3: P. Shooter 1	D1: Hi Stick 6 D2: Antoni Zamboni 7	G: Canada Post (5)	3	3	6
C.J.'s Cleavers	Chris Geggus	5-2-1	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	7

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

“Rin Tin Tin”

Turn 10

GM: Andy Lewis

Deadline for Turn 11 is March 30, Sunday

Turn 10

Brendan's player-turn

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

Trades: 4 Wool for 1 Grain

Actions: Trade Wool, Grain, Ore for 1 card

Caleb's player-turn

Production: Wool (Kevin, Brendan[2])

Trades: None

Actions: None

Chris' player-turn

Production: None

Trades: None

Actions: Trade Wool, Grain, Ore for 1 card

Kevin's player-turn

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

Trades: Offers 2W for 1O to anyone <Nobody accepted>, 3 Wool for 1 Brick

Actions: Build road at P5/P8

Cards at End of Turn 10

	Grain	Brick	Wool	Lumber	Ore	Development
Brendan	--	--	3	--	4	K, U
Caleb	--	--	--	1	2	--
Chris	2	--	1	1	--	U, U
Kevin	1	--	2	--	--	U

Longest Trade Route: Caleb

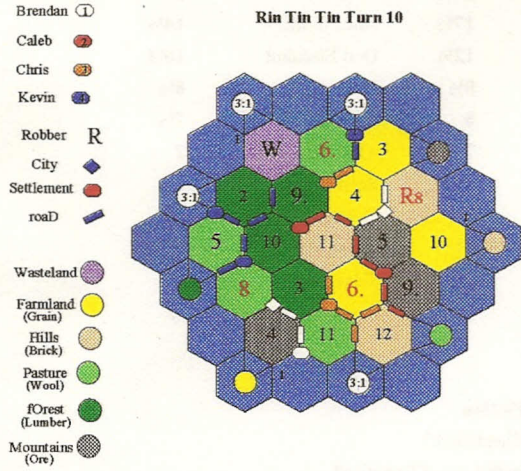
Largest Knight Force: No one.

Press

Brendan - Chris: That goes against the grain!

Turn 11 Production Die Rolls

Brendan's player-turn: 5 Caleb's player-turn: 12
Chris' player-turn: 8 Kevin's player-turn: 3



``Hootch``
Initial Phase, Part 2
GM: Andy Lewis

Deadline for Initial Phase, Part 2 is February 16, Sunday

Turn 2 Production Die Rolls

Ward's player-turn: 6

- Pitt builds M8/F10/W and road at F10/W
- Sean builds P5/O6/F11 and road at P5/F11
- Chris builds P2/P4/F9 and road at P2/P4
- Ward builds F3/M11/M12 and road at F3/M12

Next mailing is Turn 1 through Turn 2.1 (Ward's player-turn)

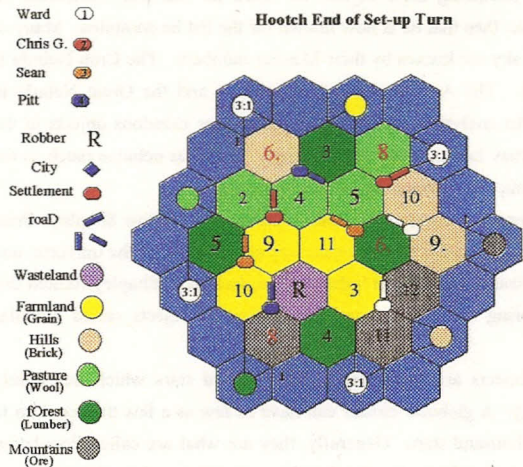
Cards at End of Setup

	Grain	Brick	Wool	Lumber	Ore	Development
Ward	1	--	--	--	2	--
Chris	1	--	2	--	--	--
Sean	1	--	1	1	--	--
Pitt	1	--	--	--	1	--

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

Turn 1 Production Die Rolls

Ward's player-turn: 5 Chris' player-turn: 6
Sean's player-turn: 6 Pitt's player-turn: 9



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. Sue Sugar had a toothache. She went to the only dentists in town where she was greeted by Dr. Molar and Dr. Bicuspid, the partners. She noticed that whereas Dr. Molar had a wonderful mouthful of teeth, his partner's teeth seemed in urgent need of attention. With which partner should she book her appointment?

A1. Since presumably they each worked on the other's teeth, she should book her appointment with Dr. Bicuspid.

Dave Anderson, Dennis Cain, Chris Geggus, Debbie Osborne, Brendan Whyte, Bill Scharf, Pitt Crandlemire, Andy Lewis, Berry Renken, Steve Koehler, Ward Narhi, Paul Bolduc, and Andy York each get 1/2 point.

Q2. Thomas and Craig go collecting sea shells. They take a bag with them to hold their booty. Without knowing its dimensions can you work out how many sea shells they can put in the empty bag?

A2. One, then the bag is no longer empty.

Dave Anderson, Dennis Cain, Chris Geggus, Debbie Osborne, Brendan Whyte, Bill Scharf, Pitt Crandlemire, Berry Renken, Dan Eisenhut, Steve Koehler, Ward Narhi, Paul Bolduc, and Andy York each get 1/2 point.

Q3. A man and his wife were driving rapidly through town late at night. Suddenly the car broke down. The man had to get help but was nervous about leaving his wife alone at that hour. However, there was absolutely no question of her coming too. Eventually he told her to lock all the doors, keep the windows shut, and wait for him to return. Under no circumstances whatsoever was she to let anyone else into the car. The wife did as she was told, but, even so, when the man returned to the locked car his wife was entertaining two strangers. What had happened?

A3. The woman was pregnant and had twins while the man was away.

Dave Anderson, Dennis Cain, Debbie Osborne, Bill Scharf, Pitt Crandlemire, Steve Koehler, Paul Bolduc, Bob Robles, and Andy York each get $\frac{1}{2}$ point.

Q4. Ben Bright was a smart kid. He bet all the other kids in his class that they couldn't stick a pin into a fully inflated balloon without bursting it. He was right, they couldn't. The other kids insisted the trick was impossible but Ben did it quite easily. How?

A4. He first placed a piece of tape on the balloon, and then stuck the pin through it.

Brendan Whyte, Andy Lewis, and Steve Koehler each get $\frac{1}{2}$ point.

Q5. Young Ben Bright had another good idea. He bet his friends that they couldn't take hold of a piece of string and, without letting go, tie a knot in the middle of the string. After they failed miserably he showed them how it was done. What did he do?

A5. First cross your arms, then pick up the string with one end in each hand. When you uncross your arms, a knot is tied in the string.

Dennis Cain, Chris Geggus, Brendan Whyte, and Pitt Crandlemire each get $\frac{1}{2}$ point.

Current Scores

Chris Geggus	29½	Andy Lewis	25
Paul Bolduc	17½	Andy York	14½
Steve Koehler	12½	Dan Eisenhut	10½
Bob Robles	9½	Bill Scharf	8½
Pitt Crandlemire	8	Dave Anderson	7½
Berry Renken	7	Caleb Cousins	7
Brendan Whyte	5½	Sean Cousins	5
Debbie Osborne	4	Dennis Cain	4
Ward Narhi	3½	Kevin Wilson	3½
Kevin Kinsel	2½	Tom Howell	2½
Brad Martin	1	Sigourney Street	½

New Questions

Topic: Science Fiction

1. Where do the Cheela live?
2. What is the Zeroth Law of Robotics?
3. Where is the control center for the Ringworld located?
4. What was Ender's real name?
5. What secret was the crew of the *Streaker* keeping?

Pedagogy

In 1781, the French astronomer Charles Messier compiled a list of nebulous objects in the sky. He did this, not because he had any interest in them, but because he kept mistaking these objects for those he was truly interested in: comets. It is ironic, then that he is now known for the list he compiled. Many of the objects in the sky are known by their Messier numbers. The Crab Nebula is Messier 1 or M1. The Andromeda Galaxy is M31 and the Great Nebula in Orion is M42. An analysis of these objects, and other nebulous objects in the sky, reveals that they fall into two classifications: Gaseous nebulae (such as the Crab Nebula – a supernova remnant), and stellar clusters.

An early pioneer in the study of stellar clusters was Harlow Shapley. Prior to him, it was thought that the Solar System was at the center of the universe, and that the universe was about 40,000 light years in diameter. Shapley refuted this notion by measuring the distance and distribution of objects called globular clusters.

Globular clusters are large clusters of very old stars which lie slightly outside our galaxy. A globular cluster can have as few as a few thousand up to several hundred thousand stars. Generally, they are what are called Population II stars – stars that were formed in the first few generations of star formation, so that they are very poor in the heavier metals. Shapley found that these clusters had a generally spherical distribution around a point about 30,000 light years away from us. He theorized that that point was the center of the galaxy, and that therefore it was much larger than was previously believed.

Some of Shapley's work involved calculating the distances to those globular clusters. Distance calculation in astronomy can be a very involved affair. Since you obviously can't simply string a tape measure between yourself and the object of interest, other methods must be used. Different methods work for different distances. The most accurate is called parallax. In this method, you photograph a star twice, each one six months apart. If the star is close enough, it will appear to shift against the more distant background stars. The angle of the shift, combined with the radius of the Earth's orbit gives us a relatively simple trigonometric problem which we can use to solve for the distance between the Sun and the star. Unfortunately, this method is only good out to about 100 light years. Beyond that point, there is no discernible shift in stars when viewed from the opposite sides of the Earth's orbit.

A method which is more useful for larger distances involves a certain type of star called a Cepheid variable. Cepheid variables are stars which change brightness over a period of days. They tend to be very regular. It was discovered that the reason for their variability is that the star is unstable and actually

pulsates, flexing in and out over time. This effect is caused by the outer layers of the star, so the internal fusion source is relatively unaffected. However, because the cause of the variation in brightness is the fact that the star is pulsating, larger stars will therefore take a longer period of time to pulsate, simply because more mass has to be moved. Furthermore, since larger stars are brighter than smaller stars, Cepheids have a distinct period-luminosity relationship. If you know the period of the star, you can calculate its luminosity. Once you know its luminosity, you can calculate its distance based on its apparent magnitude. It was this method that Shapley used to measure the distances to the globular clusters.

Some of the "nebulae" in the sky are actually spiral in form. These "spiral nebulae" became the focus of much debate in the 1920s. Some people speculated that these spiral nebulae were actually galaxies much like our own which were very far away. Interestingly, one of the firmest opponents to this "island universe" theory was Shapley himself. He reasoned that the size of the galaxy as he measured it was so large that these objects could not possibly exist outside of it. The principal proponent of the island universe theory was an astronomer named Heber Curtis. The Shapley-Curtis debate centered around three questions:

1. What are the distances to the spirals?
2. Are the spirals composed of gas or stars?
3. Why do spirals avoid the plane of the Milky Way?

Shapley had both direct and indirect evidence which he interpreted as showing that the distance to the spiral nebulae was small. First, a proper motion study by an astronomer named van Maanen seemed to indicate that the spiral M101 had a rotational period of about 100,000 years. If it were of the same extent as what Shapley calculated as our galaxy, this would imply rotational velocities faster than light, an absurd notion. The direct evidence involved comparison of brightness of novae in the Andromeda galaxy and our own.

There were problems with both of these pieces of evidence. First of all, the proper motion study turned out to be flawed. In 1935, van Maanen and Edwin Hubble determined that the estimates van Maanen had earlier come up with were in error. Secondly at the time, the distinction between novae and supernovae was not known, so the object they saw in the Andromeda galaxy was much brighter than they realized.

The arguments in favor of the spiral nebulae being made of gas rested on a study by Seares and Reynolds. They determined that the surface brightness of the spiral nebulae was much brighter than comparable estimates of our own

galaxy. They also found that the central portions of the spirals were redder than the outer portions. The flaws in that argument were that the data that Seares and Reynolds used did not take into account the fact that a considerable amount of dust lies in interstellar space, making surface brightness estimates of our galaxy much smaller than they should be. In addition, we lie in the outer portions of our galaxy, and so the surface brightness estimates were based on the dimmer, outer portions of the spirals, rather than the brighter, central portions to which they were being compared. As for the color argument, it was not known during that time that the outer portions of galaxies contain most of the star forming regions, so that the stars they contain are younger and bluer than those in the central portion.

The third question arose because very few spirals can be observed in the region of the Milky Way. Shapley postulated that this was because spirals were

close enough to be influenced by our galaxy, and that the large velocities of recession they spirals were observed to have meant that either a new repulsive force existed or that they were ejected from our galaxy. Curtis responded that many of the edge-on spirals displayed a belt of obscuring material and that if our galaxy had something similar, it could be obscuring observation of galaxies in the plane of the Milky Way. Curtis didn't have a ready answer for the large recession velocities, except to say that it didn't seem unreasonable.

The controversy was resolved in 1923 when Edwin Hubble provided definitive evidence that the spirals were other galaxies. Hubble found a Cepheid variable in the Andromeda galaxy and from that was able to obtain an estimate of 2 million light years as its distance from us.

Next time, I will talk more about galaxies.

Machiavelli House Rules

1. The 1995 edition rules will be used, unless otherwise specified.
 2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
 3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.
 4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.
 5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.
 6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.
 7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.
 8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
 9. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.
 10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
 11. Phone orders will be accepted but written orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.
 12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.
 13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.
 14. Treasuries are open to inspection only during income calculation and the Winter campaign.
 15. Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. A fleet in either province may still transport an army in the other, however.
 16. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.
 17. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.
 18. A unit is not considered adjacent to a garrison unless it is in the same province as the garrison.
 19. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.
 20. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province.
 21. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.
 22. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.
 23. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.
- Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.**



Addresses

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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

None this issue!

