

Notes from Hades

Sorry to disappoint those of you hoping for an April Fools issue, but I just don't have the time to pull one off. Between the trip up north, catching up on my regular job, all the wedding planning, and the vegetable and herb garden Celeste and I are growing, my time has been full enough. Aside from the lack of spare time, however, things are going well, except for the fact that our lettuce keeps getting eaten by something. Ahh, the joys of gardening.

It's Runestone Poll time again. Enclosed, you will find a copy of the ballot. Don't forget to vote for Andy Lewis and "In the Doghouse" also.

Since I won't be starting any new games for a while, Andy has apparently decided to take up the slack with **three** new gamestarts. This includes an Age of Renaissance game which I wasn't able to get announced in the last zine. I'm impressed.

This issue's deadline will be on **Tuesday, May 6 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, May 3 at 5:00 pm Pacific Time**. Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

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Flier Games

"Proteus" Midway Campaign 0900 Nov 12

"Sirius" Stellar Conquest Turns 21, 22

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.

Machiavelli. This will be a gunboat game using the 1995 edition. The choice of advanced, basic, and optional rules will be decided by a vote of the players.

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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Howling at the Moon

The S.O.B. Letter Column

Bob Robles

What did people think of the NCAA basketball title games for men and women? My local favorite, the Stanford women's team went down in defeat. I still think Tara Vandever is one of the best coaches in the college game, men or women. My hometown favorite, the Arizona wildcats, took it all! Not bad for a team which finished tied for third in the PAC-10 and lost the last two regular season games. I thought it was a great game: tough defense, close score the whole game, lot's of coaching adjustments, and the usual pitiful

college officiating (it was better than several games in this year's tournament and past title games, however). Bear Down!

[In all honesty, I could really care less about basketball, college or (especially) professional. Other opinions, may of course, vary.]

In the way of other world events, congratulations on your engagement! Soon all the things people tell you about married life will be your very own... (heh,heh I speak from 10 years of torment, er wedded bliss).

[Well, I guess I'll just have to take things as they come. I figure I could do a lot worse, though. She likes to play games!]

“Rude Dog” / MGN# O/B/8/CH/1 - Gunboat
End of Game Statements

Game Summary

Country	Start	1454			1455			1456			1457			1458		
		Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Austria:	3	3	3	3	4	3	2	2	2	1	0	0	0	0	0	0
Florence:	3	2	3	2	0	0	0	0	0	0	0	0	0	0	0	0
France:	3	4	6	6	6	7	6	6	7	8	8	8	8	10	10	11
Milan:	3	3	3	3	4	5	6	4	4	3	2	2	3	2	2	1
Naples:	4	4	4	4	4	4	2	3	3	2	2	2	2	1	1	1
Papacy:	4	5	4	5	6	6	6	7	7	8	10	9	9	10	11	10
Turks:	3	3	3	4	4	3	5	4	4	5	5	5	5	6	5	4
Venice:	4	4	5	5	5	5	6	7	8	8	10	11	10	10	11	12

Country	1459			1460			1461	
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum
Austria:	0	0	0	0	0	0	0	0
Florence:	0	0	0	0	0	0	0	0
France:	11	12	10	12	12	8	8	11
Milan:	0	0	0	0	0	0	0	0
Naples:	1	1	3	3	3	4	5	5
Papacy:	11	14	15	17	18	20	22	23
Turks:	4	3	1	0	0	0	0	0
Venice:	13	11	12	9	9	10	8	4

The Players

AUSTRIA:	Andy Lewis (out, Spring, 1457)	5 th place	3
FLORENCE:	Brendan Whyte (out, Summer 1455)	5 th place	3
FRANCE:	Bill Scharf	2 nd place	9
MILAN:	Jason Wilke (out, Spring, 1459)	5 th place	3
NAPLES:	Dean Cochran (dropped, Spring, 1456), Bob Robles	3 rd place	7
PAPACY:	Ward Narhi	1 st PLACE	10
TURKS:	Dave Anderson (out, Spring 1460)	5 th place	3
VENICE:	Chris Hurley (drop, Fall 1460), Kevin Kinsel	4 th place	6

Statements

Bill Scharf (France): The game for me started off with a stand-off with the Milan player. His comments made sense about the danger of the Papacy so I told him I would vacate our common border. Well, he continued attacking me – and that cost me a lot of time and effort in trying to make up ground I’d lost in my gesture of goodwill. He said, in the press, that it was all a mistake, which became more and more strident as he came under more and more pressure from other countries. But even at the end he still had the bulk of his forces on my front. His press seemed sincere but the movement of his forces said otherwise.

The second part of the game began with Venice, the Papacy, and I staring at each other. As the small potato in the bunch I warned the first person that attacked me would become my permanent enemy. The Papacy was the larger threat, and a bit more vulnerable because of his central position. But to my surprise Venice chose to attack me! I don’t understand his logic in this as it created one enemy and left him vulnerable to another (the Papacy).

Meanwhile through all this I was admittedly, somewhat viscously attacking the Turk. Sorry about that, whoever you were. You were an aisle of attack I could take without showing favoritism among the heavyweights in

the north. We didn’t have any real areas for cooperation, as I couldn’t reach Naples and I didn’t want to get the Papacy upset until I knew which way Venice was going to jump. Once the Turk was gone, Naples and I reached an agreement in the south, and I was able to pick up quite a bit of territory – some of it being very unusual for France to reach.

In the north, Venice continued attacking me, with a disproportionately large force, considering the pounding he was taking from the Papacy. I soon realized Venice had a vendetta thing going and apparently did not care he was handing the Papacy the win. Well, there wasn’t anything I could do to keep that from happening, so I continued to keep Venice’s’ attention on me while hoping the Papacy either took Venice out or won the game before I was damaged too badly.

Ward did a good job as the Papacy. He was the obvious object for me to attack as #1, but first Milan and then Venice kept me occupied in a battle for survival. He could have come after me with an attack I would not have been able to stop. But, I was busily tying up enemy units (a very useful function) and he didn’t need to attack me to win.

Thanks to Chris for running a gunboat game of Machiavelli. It’s a nice change of pace because it ends up with alliances and game positions that you

do not expect. All too often alliances are not made because people have these preconceptions that Player "A" makes a good ally and Player "B" is a crazed maniac you'd be a fool to trust. And in a gunboat game, sometimes that maniac has turned out to be a game long trusted ally. It's a nice change of pace – these gunboat games – and a learning experience. Thanks again for running it Chris....

Bob Robles (Naples): I picked up Naples toward the end and achieved my goal of survival. It was pretty fun for me to not have to worry about winning, just surviving. This was the first gunboat Mach game I had played in as well. A very interesting game....

Ward Narhi (Papacy): It was a bloody start, a cold war between three powers and then an unanswered stab to win the game.

The Papacy is my second favorite position to Venice. The Pope starts off in a great position against Florence as barring outside intervention the Papacy can almost always take the city of Florence in the first year. I proceeded to do this. Florence howled his protests and many other players joined in. Many thought I was giving Venice the game somehow. Well, I figured Austria and the Turk would be responsible for halting that. As I moved on Florence, Naples and Venice moved against me. For a split second it looked like Turkey might as well but he decided against it which kept me in the game. By the second year I had wiped Florence out with a bribe which seemed to scare Naples off my back as did the Turk attacking him. Thanks Turkey!

To my south, Naples and Turkey continued to struggle and I wanted it to remain that way. The longer they were occupied the better I could do.

Next the cold war started as I worked on cementing my position. Naples pulled back and Milan posed little threat to me. Only Venice proved to be a problem. We jockeyed back and forth while I saved my ducats, only building what was

absolutely necessary to fend off attacks. Milan disappeared and all that was left in central Italy to stop me was Venice. I thought he had a good position against me but he suddenly transported across the Adriatic and left me alone.

I then concentrated on consolidating my domain and collecting neutrals, all the while watching Venice for any sign of weakness. A few half hearted lunges in his direction proved short lived when I NMRed as I lost my momentum. Near this time there were three powers on the board. France, Venice and I were involved in a waiting game to see who would attack whom first. To the south the eternal struggle between the minor powers of Naples and Turkey raged on much to my benefit.

As luck would have it, Venice attacked France while I attacked the Doge. I swept across the seas trying to do as much damage before Venice started his counter-attack. Amazingly, Venice continued to attack France instead of concentrating on me. France could not effectively attack me while giving all his lands to Venice so chose to defend. This situation enabled me to win the game quite easily.

I can't explain why Venice kept the pressure on France when they should have tried to stop me. It might have been close then. Naples attacking me at the end was of no concern to me.

Chris Hassler (GM): This was my first attempt at a gunboat game. It will not be the last. I thoroughly enjoyed the experience. Watching what was going on between players who don't know each other's identities can be very amusing. I was particularly entertained by the fact that Bill and Jason were at each others' throats as France and Milan in this game, while at the same time, they were at each others' throats as Milan and France in the game "Doghouse". In each case, France won out, so maybe that is a commentary on the game itself.

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

Fall 1454

Deadline/Spring-Winter 1455 5/6 Tuesday

The relocated Austria is being closed in from all sides, while Naples annexes the French homeland. The Pope and Venice continue to tussle, while the Turks start marshaling armies on the mainland.

Orders

Austria: A1 Parma to PIACENZA
(Koehler) A2 (EM) GENOA holds
A3 Croatia to CARNIOLA
A6 SLAVONIA to Hungary
France: A1 Carinthia to MILAN
(Wilke) A2 HUNGARY to Slavonia
Naples: A1 Avignon to SWISS
(Narhi) F1 WESTERN MEDITERRANEAN holds
F2 Western Gulf of Lyon to MARSEILLES
F3 IONIAN SEA supports Turkish F3
F4 Savoy to PROVENCE(SC)
F5 Piombino to EASTERN TYRRHENIAN SEA
F6 EASTERN GULF OF LYON holds
F7 WESTERN TYRRHENIAN SEA holds
Papacy: A1(EP) PISA to Lucca
(Rutherford) A2 SIENNA supports A5
A3 FLORENCE to Pisa
A4 URBINO supports A5
A5 AREZZO to Florence

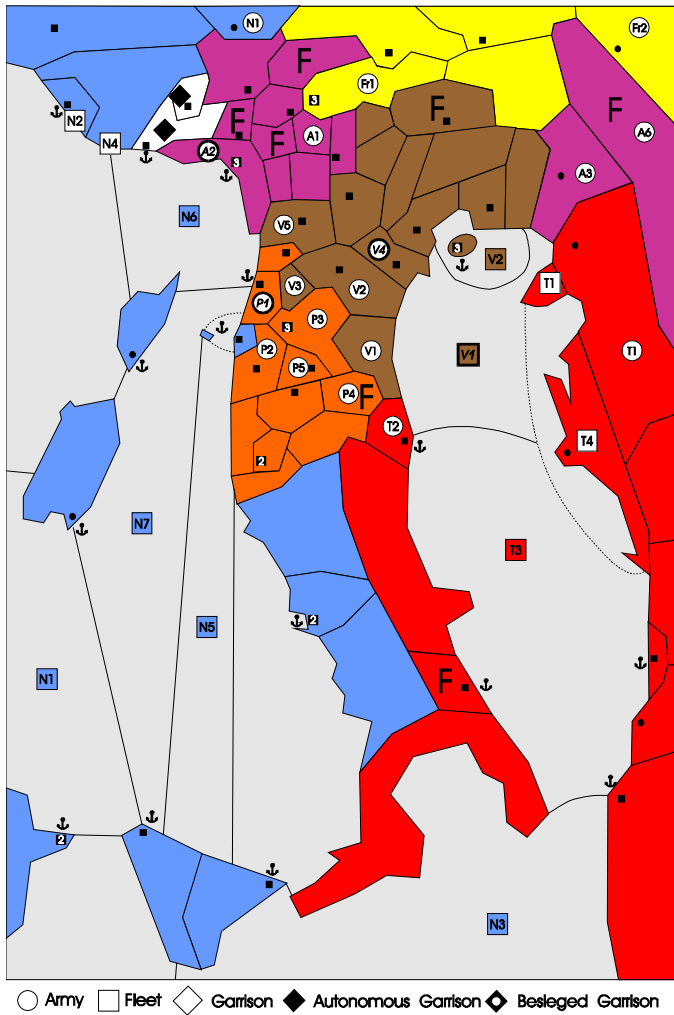
Orders (cont.)

Turks: A1 Bosnia to CROATIA
(Wilson) F1 ISTRIA supports A1
F3 LOWER ADRIATIC supports G1
F4 DALMATIA supports F3
G1 ANCONA converts to A2
Venice: A1 ROMAGNA supports Turkish G1
(Robles) A2 BOLOGNA to Lucca
A3 PISTOIA supports A2
A4 (EM) FERRARA to Bologna
A5 Mantua to MODENA
F1 (EM) UPPER ADRIATIC supports A1
F2 Padua to VENICE LAGOON

Notes

Naples has completed the conquest of France, and so can now build in Ancona, Marseilles, and Swiss, and gets the French variable income die roll (instead of France, who gets the Austrian die roll – instead of Austria, who gets the Milanese die roll. Anyone confused yet?).

"Rabid Dog"



Press

Murad II - GM: Let me see if I have this right. France is now Austria. Austria is Milan. Milan is gone. Naples is in France. Turkey wins! Sounds all right to me.

Cerberus - Murad II: The others might have something to say about that last bit.

Murad II - Naples: F Ionian is still in Ionian I hope. ;-)

Pope - Doge: All that fancy footwork up north, and you're staring in the wrong direction...

Venice - Pope: Both of us I think.

Venice - France: Damn, it looks like your fund raising efforts are going the way of the DNC.

Spring 1455 Famine

Good Year! Bari, Slavonia, Montferrat, Urbino, Fornova, Como, Trent

Spring 1455 Income

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

Seas

- NAP: Eastern Gulf of Lyon, Eastern Tyrrhenian Sea, Western Tyrrhenian Sea, Western Mediterranean, Ionian Sea (5)
- TUR: Lower Adriatic (1)
- VEN: Upper Adriatic, Venice Lagoon (2)

S.O.B.

Provinces

- AUS: Turin, Montferrat, Genoa, Pontremoli, Fornova, Pavia, Como, Piacenza, Cremona, Parma, Slavonia, Carniola (8)
- FRA: Tyrolea, Austria, Hungary, Carinthia, Milan (5)
- NAP: Avignon, Swiss, Marseilles, Provence, Corsica, Sardinia, Piombino, Tunis, Palermo, Messina, Salerno, Naples, Capua (13)
- PAP: Lucca, Pisa, Florence, Sienna, Arezzo, Patrimony, Rome, Tivoli, Perugia, Spoleto, Urbino (10)
- TUR: Croatia, Istria, Dalmatia, Bosnia, Herzegovina, Ragusa, Albania, Durazzo, Otranto, Bari, Aquila, Ancona (11)
- VEN: Romagna, Bologna, Pistoia, Modena, Mantua, Ferrara, Bergamo, Brescia, Verona, Trent, Padua, Vicenza, Treviso, Friuli, Venice (14)

Cities

- AUS: Turin, Montferrat, Genoa (3), Pavia, Cremona, Carniola (7)
- FRA: Tyrolea, Austria, Hungary, Milan (3) (6)
- NAP: Avignon, Swiss, Marseilles, Corsica, Sardinia, Piombino, Tunis (2), Palermo, Messina, Naples (2) (12)
- PAP: Lucca, Pisa, Florence (3), Sienna, Arezzo, Rome (2), Perugia (10)
- TUR: Croatia, Dalmatia, Ragusa, Albania, Durazzo, Bari, Ancona (6)
- VEN: Bologna, Modena, Mantua, Ferrara, Trent, Padua, Treviso, Venice (3) (9)

Totals

Count	Roll	Var	Prov	Sea	City	Gross	Treas	Tot
AUS	5 ^M	4	8	0	7	19	1	20
FRA	4 ^A	3	5	0	6	14	0	14
NAP	6, 5 ^{Fr}	9	13	5	12	39	0	39
PAP	4, 4 ^{Fl} , 6 ^{Fl}	12	10	0	10	32	12	44
TUR	1	1	11	1	6	19	8	27
VEN	3, 4	7	14	2	9	32	0	32

^M Die rolls gained from conquest of Milan

^A Die rolls gained from conquest of Austria

^{Fr} Die rolls gained from conquest of France

^{Fl} Die rolls gained from conquest of Florence

Game Summary

Count	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

Count	1453			1454		
	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	6	9	10	11	9	6
Flo:	0	0	0	0	0	0
Fra:	7	6	4	3	4	4
Gen:	0	0	0	0	0	0
Mil:	2	0	0	0	0	0
Nap:	8	6	7	8	8	10
Pap:	4	6	8	7	8	7
Tur:	6	6	6	6	6	7
Ven:	7	8	7	7	7	8

Strategic Resources

Mindful of the possibility of desperate shortages in materials critical to the war effort, in 1940 the British government moved to corner the market on what it considered its most precious strategic resource, establishing a worldwide monopoly on tea. At the height of the war, Great Britain maintained stockpiles of 150 million tons of the stuff, enough to up about 6 trillion cups. So critical was tea to the British war effort that only ammunition had a higher priority than tea for delivery to troops in action.

“Fleabag”/MGN# B2/B/8/1

Spring 1455

Deadline/Summer 1455 5/6 Tuesday

Venice withdraws in the face of Austria’s attack, while pushing him back on another front. Milan and France stalemate over Montferrat while Florence, the Pope, and the Turks regain lost cities and Naples jockeys for position.

Winter 1454 Adjustments

AUSTRIA builds A Tyrolea and A Austria
 FLORENCE builds A Pisa
 FRANCE builds A Swiss and A Avignon
 MILAN builds A Pavia
 NAPLES builds F Messina and F Bari
 PAPACY removes F Ancona
 TURKS builds F Durazzo
 VENICE builds A Treviso

Orders

Austria: A Austria to CARINTHIA
 (Renken) A TYROLEA supports A Austria - Carinthia
 A VERONA supports A Austria - Carinthia
A CARNIOLA to Slavonia
A Croatia to Slavonia (DISLODGED, retreat Istria, Herzegovina, OTB)

Florence: A SIENNA supports A Arezzo
 (Wilke) A AREZZO supports A Pisa to Florence
 A Pisa to Florence
F PIOMBINO to Ligurian Sea

France: A TURIN to Montferrat
 (Grib) A AVIGNON to Turin
 A SWISS supports Austrian A Tyrolea
 A CORSICA holds
F GULF OF LIONS to Ligurian Sea

Milan: A GENOA besiege (autonomous garrison destroyed)
 (Schoenberger) A PAVIA to Montferrat
 A Bologna to MODENA
 A MILAN holds

Naples: A ROME supports Florence A Arezzo to Perugia (nso)
 (Lewis) A PALERMO holds
 F Albania to LOWER ADRIATIC
 F Tyrrhenian Sea to CENTRAL MEDITERRANEAN
 F Messina to IONIAN SEA

F BARI supports F Albania to Lower Adriatic
Orders (cont.)

Papacy: A PERUGIA to Rome
 (York) A Urbino to BOLOGNA
A Florence supports A Urbino to Bologna (cut, DISLODGED, retreat Lucca, Urbino, OTB)

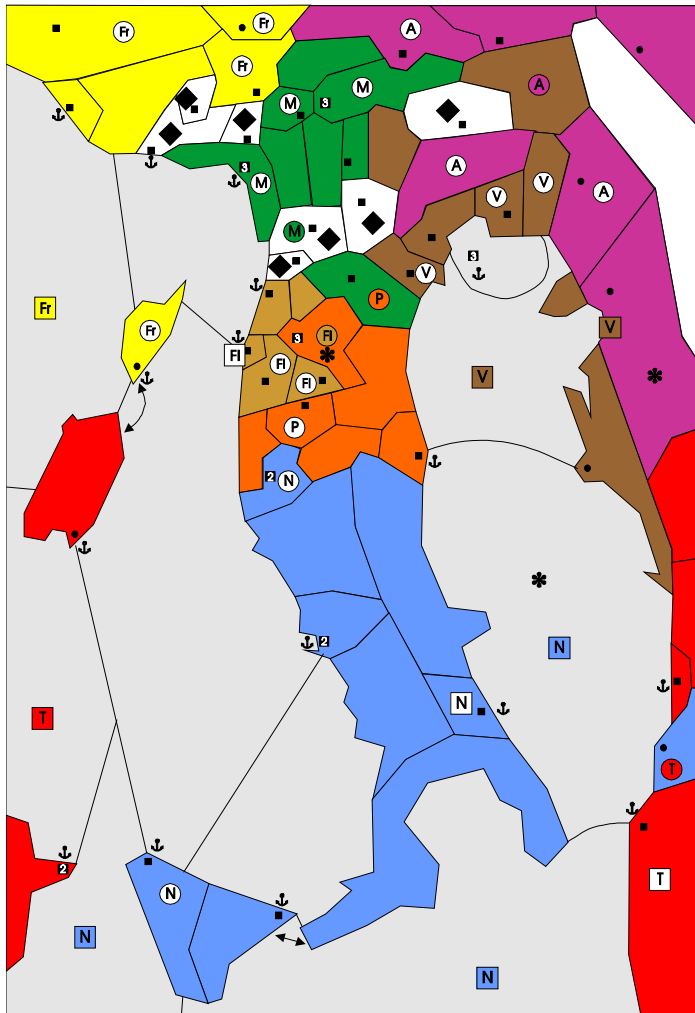
Turks: A Ragusa to ALBANIA
 (Street) F DURAZZO supports A Ragusa to Albania
F Lower Adriatic supports A Ragusa to Albania (cut, DISLODGED, retreat Dalmatia, Herzegovina, Ragusa, Otranto, Aquila, OTB)
 F Sardinia to WESTERN MEDITERRANEAN

Venice: A FERRARA holds
 (S. Cousins) A Carinthia to FRIULI
 F Dalmatia to CROATIA
 F UPPER ADRIATIC supports F Dalmatia to Croatia
 A TREVISO supports A Carinthia to Friuli

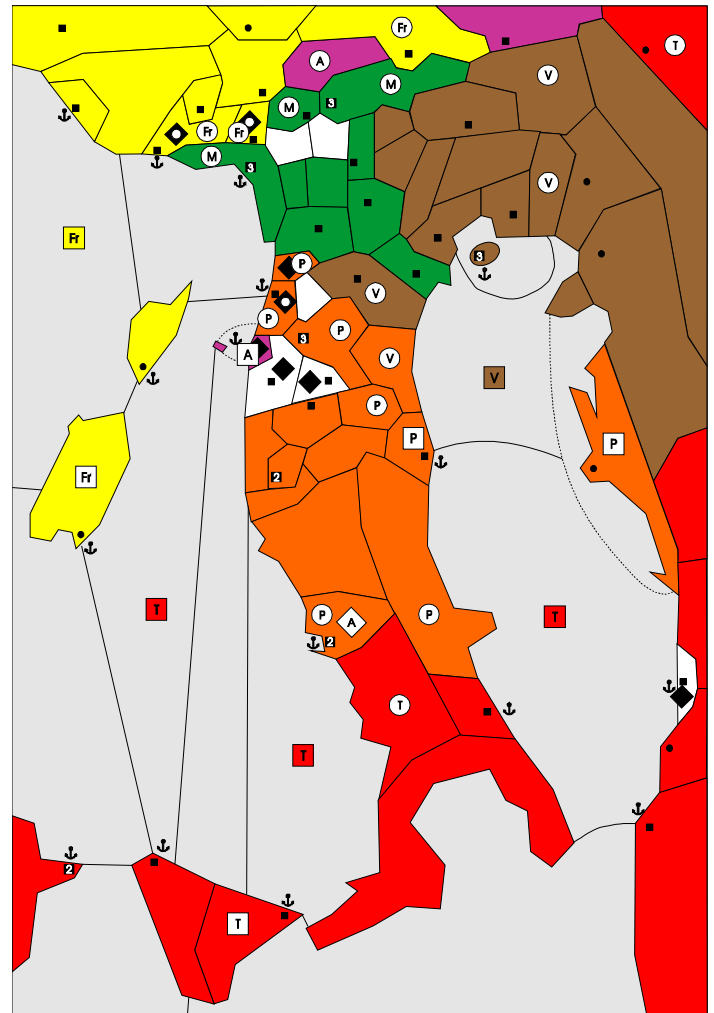
Press

France - Austria: Looks like you and Venice will be busy.
France - Milan: You’re like Jason’s pal Björne; odd.
France - Florence: Put away your crying towel.
France - Turkey: East is good, west needs work.
France - Pope: You sure make enemies fast.
France - GM: Who be stinkin’ up the press?
Cerberus - France: The names have been withheld to protect the innocent. And the guilty, for that matter.
Milan - Florence: As usual, you were right!
Milan - Naples: You need to think more about yourself if you are to win!
Milan - Turks: You got to talk more.
Milan - France: Start talking.
Milan - Austria and Venice: Thank you!
Turks - GM: Someone is acting immaturely and risking losing the respect of his peers. Any guesses?
Cerberus - Turks: Saddam Hussein? Newt Gingrich?

"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

Summer 1514

Deadline/Winter-Spring 1514 4/25 Friday

GM: Mike Scott

AUSTRIA; BOB ROBLES FRANCE; PASQUALE GIOVINE
MILAN; WARD NARHI PAPACY; LEE McCONNELL
TURKS; KEN MARCINONIS VENICE; JASON WILKE
AND THE GMING BY THE CALIFORNIA CONNECTION; MIKE SCOTT

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.

PHASE DESIGNATIONS PER OPTIONAL RULE SEQUENCE OF PLAY:

CAMPAIGN FIVE: SUMMER 1514;

PHASE A; FAMINE UNIT PLACEMENT; NONE THIS TURN.

PHASE B; NONE THIS TURN.

PHASE C; FAMINE REMOVALS; NONE THIS TURN.

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.

AUSTRIA: *a como - tyrolea*, F ETYR - PIO, A NAPLES C TO G NAPLES.
FRANCE: A SWISS - TYROLEA, A MONTFERRAT B1 AUTO-G, A
SAVOY B1 AUTO-G, F EGofL - WGofL, F WGofL -
SARDINIA.

MILAN: A PAVIA - MILAN, A MILAN S FRENCH A SWISS -
TYROLEA, A GENOA HOLD.

PAPACY: A SPOLETO - AQUILA, A CAPUA - NAPLES, A PISA B1
AUTO-G, F AQUILA - ANCONA, *a lucca - bologna*, A
PERUGIA - URBINO, A SIENNA - FLORENCE, F L ADR
SEA - DALM.

TURKEY: A SALERMO S PAPACY'S A CAPUA - NAPLES, A
HUNGARY HOLDS, F OTRANTO - G of NAPLES, F
MESSINA S F OTRANTO - G OF NAPLES, F WMED - W
TYR SEA, F DURAZZO - L ADR SEA.

VENICE: F U ADR SEA C A PADUA - BOLOGNA, A ROMAGNA S A
 PADUA - BOLOGNA, A TRENT - CARINTHIA, A FRIULI S
 A TRENT - CARINTHIA, A PADUA - BOLOGNA.

RETREATS; THE GM DOESN'T SEE ANY REQUIRED.

CAMPAIGN SIX FALL 1514;

PHASE A; FAMINE UNIT PLACEMENT; NONE THIS CAMPAIGN.

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

PHASE C; FANINE REMOVAL; NONE THIS CAMPAIGN.

PHASE D; PLAGUE PHASE; NONE THIS CAMPAIGN.

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

OK; YOU ARE INTO PHASE E; YOUR NEXT TURN ORDERS ARE
 DUE BY FRIDAY NIGHT, APRIL 25TH.

PRESS: NEW ADDRESS FOR PASQUALE:

GIOVINE@MAIL.DM.UNIPL.IT

AUSTRIA-ALL: Between the Hand o' God and stupidity I'm sinking fast!

TURKEY TO AUSTRIA - We are having a crusade and due to the Papacy
 influence we have to attack you godless heathens.

"Mongrel"

Epoch VI Portugal, Span, and Mughals

Deadline for Epoch VII Empire Selection: 5/6 Thursday

The Dark Side (Eisenhut) Plays Kingdom in the Gold Coast. Army, city, and fort *Gold Coast*. PORTUGAL: Army and Capital in *Western Iberia* (Roman army retreats to *Pyrenees*). Fleet *Atlantic Ocean*, army *Patagonia*, *Southern Andes*, *Deep South*, *Great Lakes*, *Mexican Valley* (vs. Aztecs: P: 6, 5; A: 6, 2; P: 6, 3; A: 4, 2; wins, Capital reduced to a city), *Southern Iberia* (vs. Aragon Kingdom: P: 2, 2; A: 2+1; loses), *Southern Iberia* (vs. Aragon Kingdom: P: 5, 1; A: 6+1; loses), *Southern Iberia* (vs. Aragon Kingdom: P: 6, 3; A: 6+1; loses). Points: Dominance in South America (4), and North America (2), Presence in Middle East (2) Northern Europe (2), Southern Europe (2), Sub-Saharan Africa (1), and India (3), one Capital (2), two cities (2), two Seas (2), and one Monument (1) for 23 points.

Horsemen of the Apocalypse (Wilson) plays Safavids. Army and Capital in *Persian Salt Desert* (Arab army retreats to *Lower Indus*), army *Hindu Kush* (vs. Assyria: S: 5, 3, A: 6; loses), *Hindu Kush* (vs. Assyria: S: 3, 1; A: 6; loses). SPAIN: Army and Capital in *Pyrenees* (Two Roman armies eliminated), fleet *Atlantic Ocean*, plays Shipbuilding, fleet *Western Mediterranean* (vs. The Hoard: A: 2, 2; H: 2; A: 4, 1; H: 1; wins), *North Sea* (vs. Civs-R-U: A: 6, 5; C: 5; wins), army *Southern Iberia* (vs. Aragon Kingdom: S: 1, 1; A: 3+1; loses), *Southern Iberia* (vs. Aragon Kingdom: S: 6, 3; A: 1+1; wins, city eliminated), *Shatts Plateau* (vs. Arabs: S: 6, 3; A: 1; S: 6, 2; A: 1; wins), *Congo Basin*, *South Africa*, *Guiana Highlands* (vs. Mayans: S: 6, 3; M: 5, 2; wins), *Northern Andes* (vs. Incas: S: 6, 3; I: 6+1, 2+1; loses), *Northern Andes*

(vs. Incas: S: 6, 6; I: 6+1, 6+1; loses), *Northern Andes* (vs. Incas: S: 6, 2; I: 5+1, 2+1; S: 3, 1; I: 6+1, 2+1; loses), *Northern Andes* (vs. Incas: S: 4, 1; I: 3+1, 2+1; S: 6, 4; I: 5+1, 2+1; S: 2, 2; I: 2+1, 1+1; loses), *Northern Andes* (vs. Incas: S: 4, 4; I: 3+1, 2+1; S: 3, 3; I: 3+1, 2+1; loses), *Northern Andes* (vs. Incas: S: 3, 1; I: 6+1, 6+1; loses). Builds Monument *Pyrenees*. Points: Presence in Northern Europe (2), Middle East (2), North Africa (2), South America (2), Southern Europe (2), Southeast Asia (2), and Sub-Saharan Africa (1), two Capitals (4), two Seas (2), and five Monuments (5) for 24 points.

Gamers' Lonely Hearts Club (Anderson) plays Disaster in *Arabian Peninsula*. Monument eliminated, Capital reduced to city. Plays Empire revives in *Central America*. MUGHALS: Army and Capital *Ganges Valley* (Chola army retreats to *Ganges Delta*), army *Ganges Delta* (vs. Chola: M: 4, 3; C: 2; M: 2, 1; C: 6; loses), *Ganges Delta* (vs. Chola: M: 4, 1; C: 4; M: 6, 2; C: 6; M: 3, 1; C: 1; wins, city eliminated), fleet *Bay of Bengal* (vs. Hector: G: 4, 3; H: 5; lose), *Bay of Bengal* (vs. Hector: G: 4, 3; H: 3; wins), army *Eastern Ghats* (vs. Chola: G: 3, 1; C: 5, 4; loses), *Eastern Ghats* (vs. Chola: M: 5, 1; C: 6, 2; loses), *Eastern Ghats* (vs. Chola: M: 5, 1; C: 6, 6; loses), *Eastern Ghats* (vs. Chola: M: 6, 5; C: 4, 2; wins, Capital reduced to city), *Ceylon* (vs. Civil War: M: 4, 2; C: 5; loses), *Ceylon* (vs. Civil War: M: 2, 2; C: 5; loses), *Ceylon* (vs. Civil War: M: 3, 2; C: 1; wins). Points: Presence in China (3), India (3), Middle East (2), North America (1), and Eurasia (1), one Capital (2), two cities (2), one Sea (1), and three Monuments (3) for 18 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Murray Cowles	Hector (Blue)	48	156
Kevin Wilson	Horsemen of the Apocalypse (Red)	53	108
Andy Lewis	Civs-R-U: (Green)	55	158
Dennis Cain	The Horde (Purple)	59	122
Dave Anderson	Gamers' Lonely Hearts Club (Orange)	64	108
Dan Eisenhut	The Dark Side (Black)	71	135

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

The Horde. 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 *Pacific Seaboard*.

Civs-R-U. Fleet *Red 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 *Lower Indus*, army and Monument in *Upper Tigris*, 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, Black Sea, and Atlantic Ocean.*
CARTHAGINIA: Army *Crete.* **ROMANS:** Army and Monument *Middle Tigris,* army each in *Pindus and Morea.* **REBELLION:** Army in *Ireland.*
BYZANTINES: Two armies in *Western Gaul,* army in *Danubia.* **GOLD COAST KINGDOM:** Army, city, and fort *Gold Coast.* **PORTUGAL:** Army and Capital *Western Iberia,* army and city *Mexican Valley,* armies *Patagonia, Southern Andes, Deep South, and Great Lakes.*

Horsemen of the Apocalypse. Fleets *Atlantic Ocean, North Sea, and Western Mediterranean.* **GUPTAS:** Army *Sumatra.* **HOLY ROMAN EMPIRE:** Two armies and Monument *Albion,* two armies *Baltic Seaboard,* army and Monument *Northern Gaul.* **SAFAVIDS:** Army and Capital *Persian Salt Desert.* **SPAIN:** Army, Capital, and Monument *Pyrenees,* army and Monument in *Southern Iberia and Shatts Plateau,* armies *Congo Basin, South Africa, and Guiana Highlands.*

Hector. Fleets *South China Sea and Sea of Japan.* **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 and Monument *Upper Indus,* army *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 *Bay of Bengal.* **SCYTHEANS:** Army *Caucuses.* **REBELLION:** Three armies and city in *Central America.* **HUNS:** Two armies *Western Anatolia,* armies each in *Western Steppe and Dneipr.* **MONGOLS:** Two armies and Monument in *Yangtse Kian,* army each *Mongolia, Manchurian Plain, Szechwan, Si-Kyang, and Turanian Plain.* **MUGHALS:** Army and Capital in *Ganges Valley,* army, city, and Monument *Eastern Ghats,* army and city *Ganges Delta,* army *Ceylon.*

Your event cards are: _____

Epoch VII Empire Draw

Your Empire is: _____

"Wolfpack"

Epoch V Empire Selection

Deadline for Epoch V Franks, Vikings, Holy Roman Empire, and Chola: 5/6 Tuesday

Dead Peoples gives to the Blunt Approach.

Pinky and the Brain gives to the Arachnids.

Quantum Coyotes keep.

The Arachnids gives to Pinky and the Brain.

The Moody Indignants keep.

The Blunt Approach gives to Dead Peoples.

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, Caucasus, 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

Your Empire is: _____

Mutt**Turn 10****Deadline, Turn 11: 5/6, Tuesday**Commander Actions

BarterTown II opens the bidding on Ecoplants at 30 and the Awl Mining gets it for 32 (Wa8, Ti11, Ti13). Passes

The Outhouse buys a titanium factory (Or1, Or2, Or4, Or5, Or5, Wa6, Wa7) and mans it with a population from an ore factory.

Tribute to Troy opens the bidding on an Scientists at 40 and Heavenly Bodies Development Company gets it for 58 (Wa5, Wa6, Wa6, Wa7, Wa7, Wa7, Wa8, DL discount). Buys a water factory (Or4, Mi18) and moves a population factor from an ore factory to man it.

Bellpick 7 opens the bidding on Robots at 50 and gets it (Or2, Or3, Or3, Wa5, MWa, Ti7).

Awl Mining Company passes.

Fangland buys a new chemicals factory (Wa6, Wa6, Wa7, Wa7, Wa7, Wa8, Wa9, Re10) and a population factor (Wa10)

Heavenly Bodies Development Company passes.

Minos Entrepreneurs passes.

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Awl Mining Company	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF	No, HE, Ec	15
2	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF	No, HE, Wa, Ro	15
3	BarterTown II	Andy York	OrF, OrF, WaF, WaF, WaF, TiF, TiF	Wa, HE, Ec	14
4	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF, TiF, TiF	HE, Wa, Ec	14
5	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF, NCF	No, 2DL, Sc	13
6	Tribute to Troy	Dan Eisenhut	OrF, OrF, WaF, WaF, WaF, WaF, WaF	No, Wa, OL	12
7	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF, WaF, WaF, WaF	DL, No, HE, Sc	10
8	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF	Wa, 2DL	8

Available Upgrades

New Arrivals: Laboratory, Ecoplants, Scientists

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

Notes

The Available Upgrades chart was not updated last issue. My apologies for the confusion this caused.

Production Cards

In the Warehouse: _____

New Cards: _____

Bellpick 7, Minos Entrepreneurs, and Tribute to Troy took Mega water cards.

“Chihuahua”**Turn 5****Turn 6 due: 5/6 Tuesday**Planning

Dutch buy 6 soldiers (\$60) and 1 ship (\$12) and maintains 4 ships (\$16) for \$88.

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

French buy 2 soldiers (\$20) and 1 ship (\$12), maintains 2 ships (\$8) for \$40.

Portuguese buy 3 soldiers (\$30) and 2 ships (\$24) and maintains 2 ships (\$8) for \$62.

Spanish buy 5 soldiers (\$50) and 1 ship (\$12), and maintains 4 ships (\$16) for \$76

Swedes buy 4 soldiers (\$40) and 2 ships (\$24), and maintains 4 ships (\$16) for \$80. 2 ships are declared pirates.

Outbound Naval Movement

Dutch move to anchorage L. Dice: 1, 2, 4, 6. No losses.

English move to anchorage H. Dice: 2, 3, 4. No losses..

French move to anchorage C. Dice: 2, 3, 5, 6. No losses.

Portuguese move to anchorage N. Dice: 1, 2, 5, 6. 1 colonist and 1 soldier lost.

Spanish move to anchorage W. Dice: 1, 1, 3, 4, 6. Loses 1 ship, 2 colonists and 2 soldiers. Drops off 2 soldiers and 2 colonists. Move to anchorage X. Die: 2.

No losses.

Swedes move to anchorage O. Dice: 2, 2, 3. No losses.

Mining

The English mine one gold bar in H. The mine is exhausted.

The French mine one gold bar in C and one gold bar in B.

The Portuguese mine one gold bar in N.

The Spanish mine one gold bar in Y.

Discovery

No discoveries

Land Movement

Swedes moves 2 soldiers and 1 colonist from O to R, 1 colonist from O to Q, 1 soldier from Q to R, 4 colonists and 4 soldiers from anchorage dot to O.

Portuguese moves 1 gold bar from N to ships, 1 soldier from N to M, and 2 soldiers and 3 colonists from anchorage dot to N.

Dutch moves 1 soldier and 1 colonist from L to J, 1 soldier and 6 colonists from L to I (1 colonist mines), 1 soldier from I to E (It's a climate 3 area with 1 site and 3 natives), and 6 soldiers and 4 colonists from anchorage dot to L.

Land Movement (cont.)

English moves 1 gold bar from H to ships, 4 colonists and 4 soldiers from H to K (1 soldier prospects), and 4 colonists from anchorage dot to H

French moves 1 gold bar from C to ships, 1 gold bar from B to C, 4 colonists from C to B, 2 soldiers and 4 colonists anchorage dot to C.

Spanish moves 1 gold bar from Y to anchorage dot, 2 soldiers and 2 colonists from anchorage dot to W, and 1 soldier from anchorage dot to X.

Native Combat

Swedes: 1 soldier killed in area R.

Portuguese: None.

Dutch: None.

English: None.

French: 1 soldier and 1 native killed in area C.

Spanish: 1 soldier and 1 native killed in W, 2 natives killed in X, and 2 natives and 2 soldiers killed in Y.

Native Uprisings

Climate is a 2. Uprising in R (2 Swedish colonists lost).

Survival

Climate is a 1.

Swedes lose 2 soldiers and 1 colonist in O, 1 colonist in Q, and 1 colonist in R

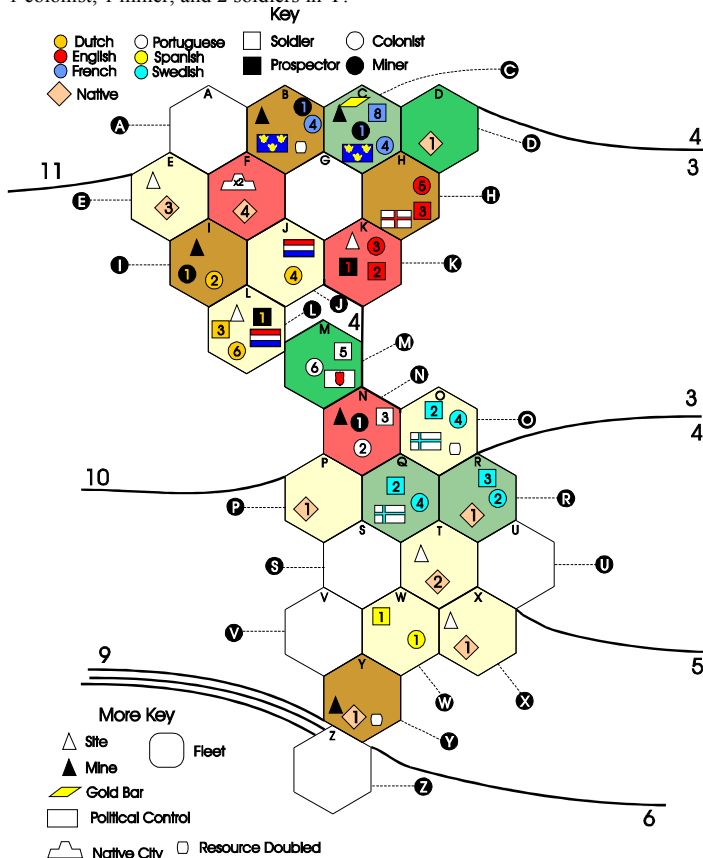
Portuguese lose 1 soldier in M, 3 soldiers and 3 colonists in N.

Dutch lose 1 soldier in E, 1 soldier and 3 colonists in I, 1 colonist and 1 soldier in J, and 1 soldier and 1 colonist in L.

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

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

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



Political Control

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

French gain political control in area B.

Homebound Naval Movement

Swedes: Move to H. Die: 1. No losses. Pirates attack English fleet: 1 pirate and 1 English ship sunk. Dice: 2, 3, 6. No losses.

Portuguese: Dice: 1, 5, 6, 6. No losses.

Dutch: Dice: 1, 3, 4, 6. No losses.

English: Dice: 2, 3, 6. No losses.

French: Dice: 1, 3, 5, 6. No losses.

Spanish: Move to Y. Dice: 5. No losses. Pick up gold. Dice: 2, 4, 4, 5, 6. No losses.

Income

Swedes: Political Control: \$90, resources: \$28.

Portuguese: Political Control: \$60, resources: \$16, gold: \$40..

Dutch: Political Control: \$90, resources: \$24.

English: Political Control: \$60, resources: \$16, gold: \$40.

French: Political Control: \$90, resources: \$24, gold: \$40.

Spanish: Political Control: \$30, resources: \$2, gold: \$40.

Turn 6 Initiative

French, Swedes, English, Portuguese, Spanish, Dutch

Press

Dutch - Spanish: You might want to begin extermination of natives in your areas. I agree its a terrible thing in reality – we should be beyond such things today, but the game demands it, as your horrific losses last turn can attest.

Dutch - All: As a reminder, I am, sadly, a vindictive soul. Its a character flaw (friendly grin). Ruin my game and I'll do the same to you. On the other hand, once we're even I'll hold no grudges.

Dutch - Other North American Powers: If you care to enter the red city area with four natives its all yours, it has too many thorns for my tastes.

Spanish - All: OK, no more nice lady. What makes the gold flow? Kill, kill, kill!

French - All: Now the Portuguese and we French have suffered at the hands of those Swedish mines. Perhaps tis time to turn the tables. It must have been that additional capital provided by some idiot at the beginning that gave the Swedes the ability to develop these hideous devices, er... um... hold on, that idiot was ME! Nevermind.

Swedes - GM: I really don't like the modified native combat system.

Cerberus - Swedes: Actually, we are using the regular combat system. I simply forgot to change the houserules.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$126	8	5	4
English	Brendan Whyte	\$244	8	3	4
French	Kevin Wilson	\$186	10	3	4
Portuguese	Dan Eisenhut	\$119	8	4	4
Spanish	Debbie Osborne	\$80	7	4	4
Swedish	Andy Lewis	\$229	9	5	4

“Rock Hound”**Operations Round 1.2****Stock Round 2 and Operations Round 2.1 due: 5/6 Tuesday****Errata**

The TSI Probe does not disappear until Phase II, instead, Space Transport Company disappears as soon as TSI acquires a ship. Therefore, BORG Mining Collective only received \$10 at the beginning of Operations Round 1.2.

Operations Round 1.2

Fast Buck Scout moves to G4 and explores (R20/50 and N10/50), moves to H3 and explores (R30/60 and N20/60), picks up Rare 30, moves to H4 and delivers. Gains \$20 in exploration fees, \$30 in deliveries. All earnings are retained.

Ice Finder Scout moves to L6 and explores (N10/50, replaced with N20/60 and N10/50), moves to L5 and explores (R20/50 and N10/50, replaced with N10/50), moves to TSI base. Gains \$20 in exploration fees.

Drill Hound Scout moves to D6 and explores (I50/60 and N20/60, replaced with N20/60), moves to D5 and explores (R40/70), picks up Rare 40, moves to RU base and delivers. Gains \$20 in exploration fees and \$40 + \$10 in deliveries. All earnings are retained. Buys claim on R40/70 in D5 for \$60.

Ore Crusher Tug moves to M2, explores (N20/60 and N20/60), picks up 2 N 20, moves to M3 and delivers. Gains \$10 in exploration fees and \$40 + \$20 on deliveries. All earnings are retained.

Torch Tug moves to C3 and explores (R40/70), picks up R 40, moves to C2, moves to D1, and delivers with transshipment. Gains \$10 in exploration fees and \$70 in deliveries. All earnings are retained.

Lucky Tug moves to G6 and explores (I50/60, replaced with I40/50 and N10/50), picks up both loads, moves to H6 and delivers. Gains \$10 in exploration fees and \$50 in deliveries. All earnings are retained.

TSI flies the Probe J5 and explores (N20/60) then to I4 and explores (R20/50 and I40/50). Flies the Scout to J4, J3, J2 and explores (I30/40 and N10/50), picks up I 30, moves to J1 and delivers. Flies a Tug J5, I4, picks up I 30, and H4 and collects transshipment. Flies Tug to J4, picks up N 60, I4, H4 and collects transshipment. Collects \$30 in exploration bonuses, \$120 in deliveries and \$60 in transshipment fees. Pays out \$220 in dividends, increasing stock price to \$112 per share. \$22 to Errol's Outfit, \$44 each to BORG Mining Collective and Blue Sky Mining. Buys Claim for \$60 at N20/60 in J2.

Stock Round 2**First Player:** Due Unto Others*Players*

Player Name	Player Faction Name	Cash	Assets
Sean Cousins	Due Unto Others	\$40	Fast Buck, Torch
Bill Scharf	Errol's Outfit	\$82	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	\$117	Planetary Imports, President's Share TSI
Andy Lewis	Blue Sky Mining	\$92	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
11: Asteroid Export Co.	ANUS	\$30/turn	Can form Asteroid League

Independent Companies

Name	Operator	Treasury	Claims	Ships
Fast Buck	Due Unto Others	\$87	2	Scout (5/1)
Ice Finder	Carved in Stone	\$50	2	Scout (5/1)
Drill Hound	Carved in Stone	\$30	1	Scout (5/1)
Ore Crusher	Errol's Outfit	\$75	2	Tug (3/2)
Torch	Due Unto Others	\$102	2	Tug (3/2)
Lucky	ANUS	\$70	2	Tug (3/2)

S.O.B.
Corporations

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies
TSI	BORG Mining Collective	\$630	Scout (5/1), Tug (3/2), Tug (3/2), Probe (4/0)	1	3	8	None

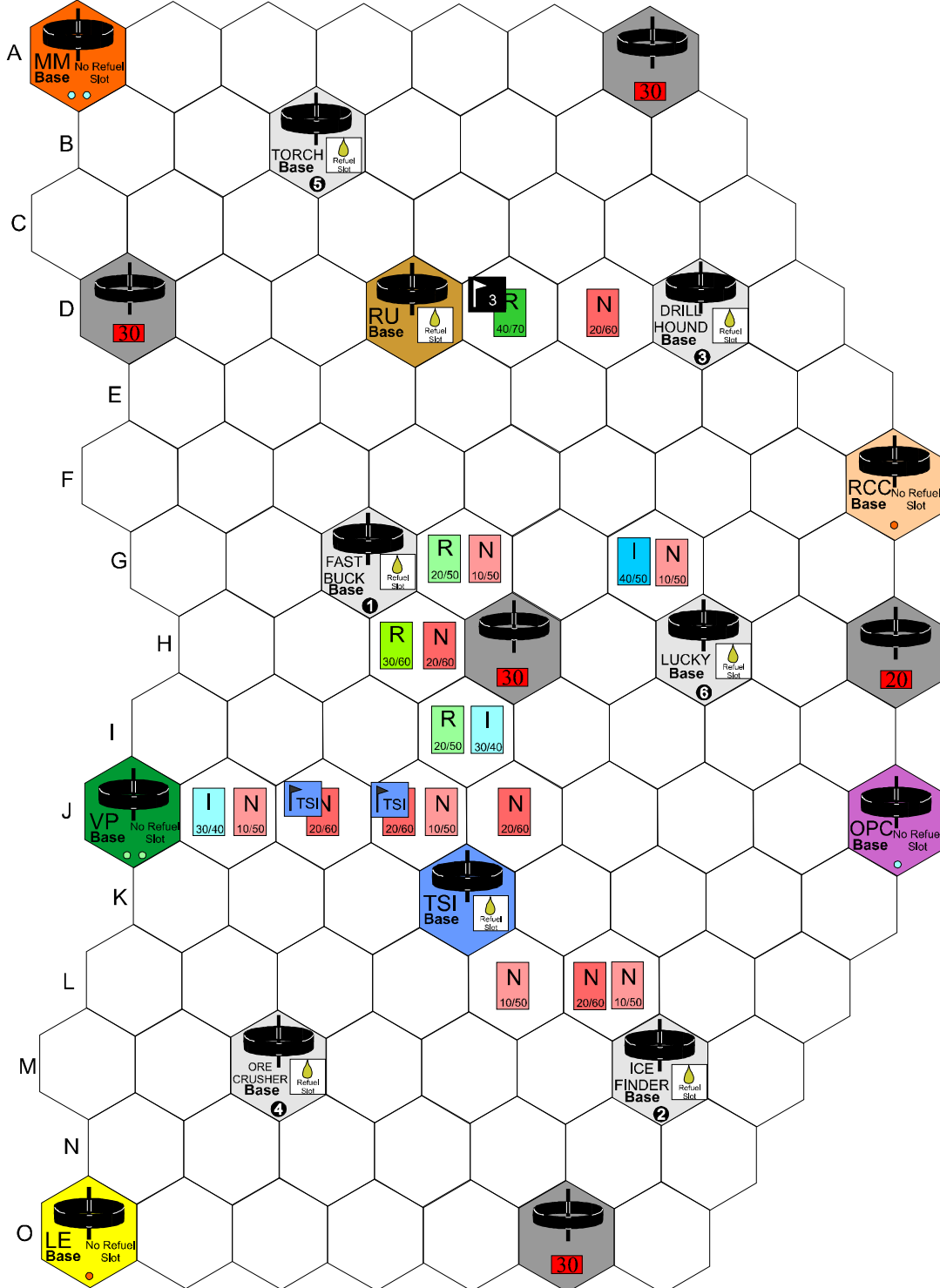
Available Stock

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

Cash in the Bank: \$8615

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

Phase II Ships (not available yet): 10, Scout 6/2, \$175; Tug 4/3, \$200



71	80	90	101	113	126	140	155	171	188	206	225	245	266	288	311	335	360	386	413	441	470	500
62	70	79	89	100	112 Stock TSI	125	139	154	170	187	205	224	244	265	287	310	334	359	385	412	440	469
54	61	69	78	88	99	111	124	138	153	169	186	204	223	243	264							
46	53	60	68	77	87	98	110	123	137	152	168	185										
36	45	52	59	67	76	86	97	109	122	136												
24	35	44	51	58	66	75	85	96														
10	23	34	43	50	57	65																

67	77	88	100 Par TSI	125
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“Running Dogs”

Turn 2 Nexus to Bidding

Turn 2 Bidding and Movement due: 5/6 Thursday

<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

Nexus

No alliances formed.

Fremen place second Worm in the Minor Erg. 2 Harkonnen tokens and 2 spice destroyed.

6 spice Wind Pass North.

Bidding Round

CHOAM Charity recipients: Bene Gesserit.

8 cards are up for bid. Eligible bidders are: Atreides, Bene Gesserit,

Emperor, Fremen, Guild, Harkonnens, Ixians, and Lansraad.

Cards: _____

Press

Fremen - All, especially Lansraad: We are avenged! All praise to Shai-Hulud!

Fremen - Harkonnens: You had your chance.

Positions

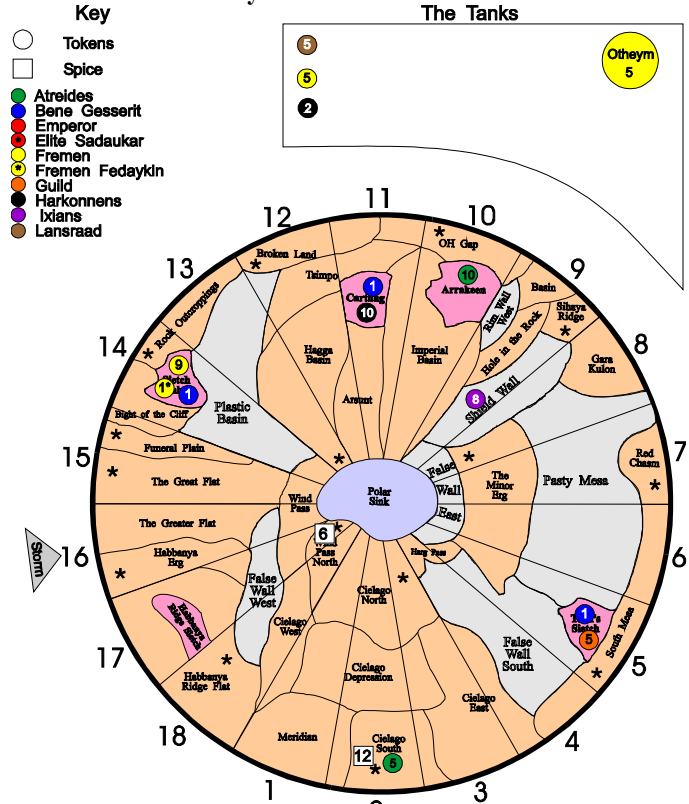
Atreides: 10 Arrakeen, 5 tokens Cielago South (2), 5 tokens off-planet

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

Harkonnens: 10 tokens Carthag, 2 tokens in the tanks, 8 tokens off-planet

Ixians: 8 tokens Shield Wall (9), 12 tokens off-planet

Lansraad: 5 tokens in the tanks, 15 tokens off-planet

Your cards: _____

Your spice: _____

“Hair of the Dog”

Turn 3

Turn 4 due: 5/6 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

Idiot Collectors offers a Krypto ⚡. It goes to Fool's Gallery for \$45,000.

Arts Gratia Artis offers a Krypto \$ for \$24,000, bought by Fool's Gallery.

Papillon offers Karl Gitter \$ for \$21,000, bought by Fool's Gallery.

Jerner Sayqua Fine Art Gallery offers Krypto ⚡. It goes to Fool's Gallery for \$36,000.

Fool's Gallery offers Krypto ⚡. It goes to Arts Gratia Artis for \$45,000.

Purchases

Player Faction Name	Lite Metal	Yoko	Christin P	Karl Gitter	Krypto
Papillon	0	0	0	0	0
Jerner Sayqua Fine Art Gallery	0	0	0	0	0
Fool's Gallery	0	0	0	1	3
Idiot Collectors	0	0	0	0	0
Arts Gratia Artis	0	0	0	0	1

Paintings

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

Cards

Lite Metal: _____ Yoko: _____ Christin P.: _____ Karl Gitter: _____ Krypto: _____

“Dogged”

Turn 2.2 to 3.2

Turns 3.3 to 4.3 due: 5/3 Saturday

Turn 2

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

Cobble Port(s) - Cobble Port(o) - R - Y - B - R - B - Y - B - R - B - Goliath(o) - R - B - Y - B10 - R10 - Y10.

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

Multi-Generation Ship - NC6 - Y - B - R - A - R - ?(It's a R20 penalty marker) - B10 - Titan's Tower(o) - Titan's Tower(s).

Discovers Dell (From the cup: Bionic Perfume at 1a, Demand for Silk at 3, Demand for Perfume at 3, and Demand for Spice at 3). Picks up IOU. Buys 2 Finest Dust for \$20.

Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (3 * 2) 3

B10 - Space Station Planet.

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

Interstellar Biosphere - B - Y - R - Bypass - R - B.

Andy Lewis (Eepeeep/Cash & Carrie) Rolls Used: 3 * 4

Grand Port(s) - R - Y - R - NC3 - ?(It's a B30 penalty)

Turn 3

Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 2 4 4

A - Y - B - NC4 - ?(It's the Air Foil Relic)

Stops and picks up the relic.

Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 3 4 6

Y10 - B - R - B - ? (It's a R10 penalty marker) - A - Jellybeast Landing(o) - Jellybeast Landing(s).

Discovers Qossuth (From the cup: Melf Pelts at 5, Immortal Grease at 6, Demand for Grease at 7b, and Demand for Grease at 7b). Picks up IOU.

Undiscovered Cultures:

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

3 (Niks): 2 Demands +\$60 for Bionic Perfume, 2 Mulch Wine, one Demand for Voll Silk +\$60, one Demand for Space Spice +\$60

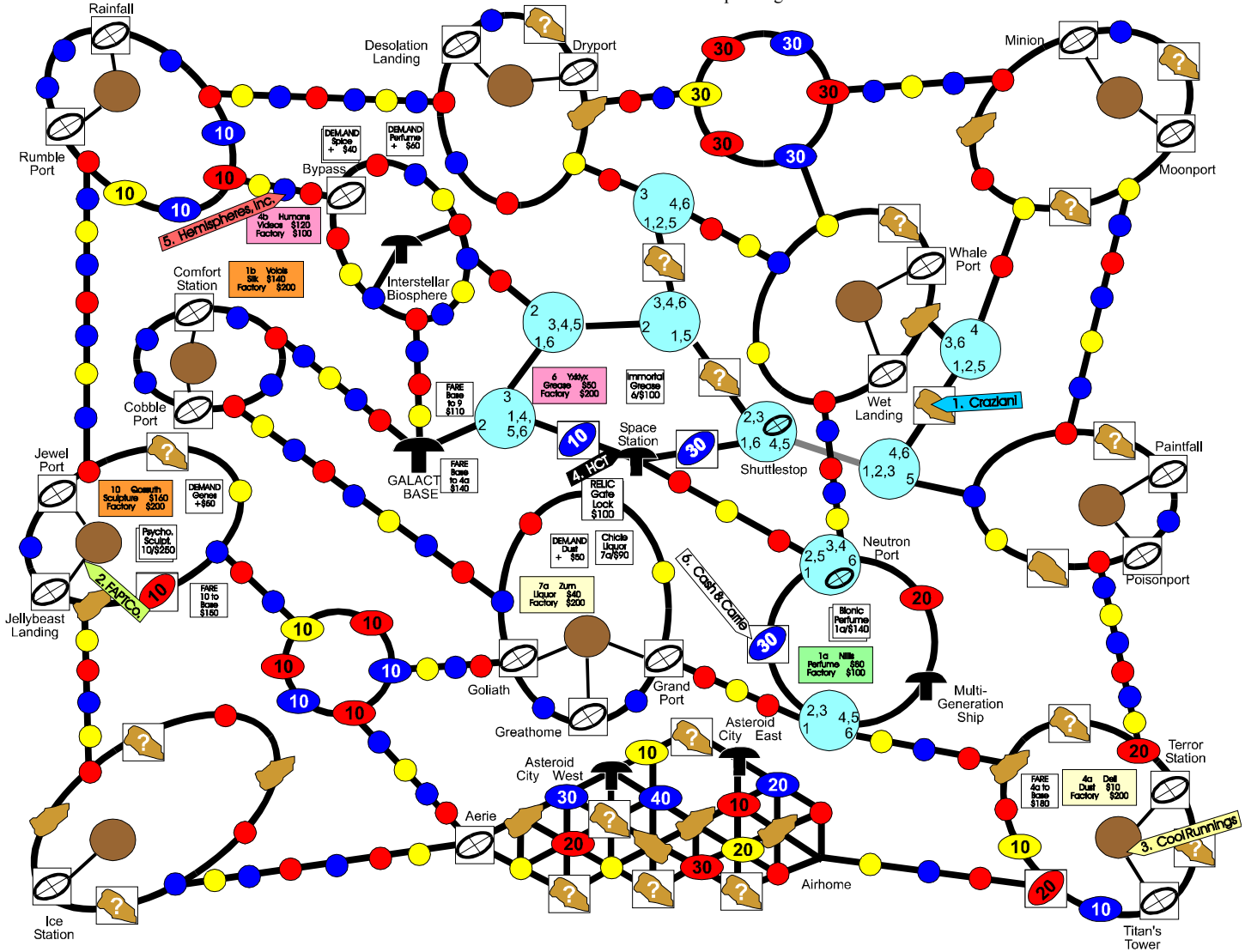
5 (Shenna): one Demand +\$50 for Finest Dust, 3 Melf Pelts, one Demand +\$40 for Mulch Wine

7b (Eeepeep): one Fare to Base for \$110, 2 Servo-mechanisms, 3 Demands +\$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



3. Cool Runnings			\$0
Scow Scout			
3: 1 3 5 5// 4: 1 1 2 3 (Use 2)			
Hold1	Hold2	Hull	
Finest Dust 4a/\$50	Finest Dust 4a/\$50	Shield (\$60)	
		1a \$80	
		4a \$60	

4. Horse Cents Traders			\$120
Fast Scout			
3: 2 5 (Double one)			
Hold1	Hold2	Hull	

5. Hemispheres, Inc.			\$99
Torch Scout			
3: 3 (Times 3)			
Hold1	Hold2	Hull	
Rock Videos 4b/\$200			

6. Cash & Carrie			\$99
Rocket Scout			
3: 3 5 (Use 1 * 4)			
Hold1	Hold2	Hull	
Chicle Liquor 7a/\$90			
		7a \$100	

1. Crazianni Consortium			\$68
Normal Scout			
4: 1 4 6			
Hold1	Hold2	Hull	
Mulligan Gear (\$120)			
6 \$100			
Air Foil (\$80)			

2. FarAway Places Trading Co.			\$70
Sports Scout			
4: 2 3 4 5 (Use 3)			
Hold1	Hold2	Hull	
Voll Silk 1b/\$220			
		1b \$120	

“Astro”

1957

1958 Orders due: 5/6 Tuesday

1957Event Card Resolution**Oceania** refuses the Government Order. Budget is reduced by 13MB.**LAMPLIGHTER** spies in GRAB's program increase A to 51%.Saved Cards**GRAB** Fortunate accident, satellite or probe.Purchase Hardware**KOTGO:** Buys EVA Suits for 18MB and One Person Capsule (1) for 18MB.**Oceania:** Buys Two Person Capsule (b) for 24MB.**Republic of Texas:** Buys 4 orbital satellites for 2MB, 14 one stage rockets for 21MB, One Person Capsule (a) for 18MB, and 9 one person capsules for 9MB.**LAMPLIGHTER:** Buys One Person Capsule (a) for 18MB, and Astronaut Training Program for 18MB, and one one stage rocket for 3MB.**Andorra:** Buys One Stage Rocket (A) for 24MB and Orbital Satellite (1) for 6MB.**GRAB:** Buys One Person Capsule (a) for 18MB.Conduct Research and Development**KOTGO:** 1: 8 dice (2, 3, 3, 4, 4, 4, 5, 6) +21% to Max R&D. 8MB spent A: 8 dice (1, 1, 1, 2, 2, 3, 2, 6) +19%. 16MB spent. EVA Suits: 8 dice (1, 2, 2, 2, 2, 6, 6) +27%. 8MB spent. a: 8 dice (1, 2, 3, 4, 4, 5, 5, 6) +30%. 8MB spent.**Oceania:** B: 8 dice (1, 1, 1, 1, 2, 4, 5, 6) +21%. 32MB spent b: 4 dice (1, 3, 3, 3) +10%. 8MB spent.**Republic of Texas:** 1: 8 dice (1, 1, 2, 2, 2, 4, 4, 5) +21%. 8MB spent. A: 8 dice (1, 1, 2, 2, 2, 2, 5, 6) +21%. 16 MB spent. a: 1 die (5). +5%. 1 MB spent.**LAMPLIGHTER:** 1: 7 dice (1, 2, 3, 4, 4, 6, 6) +26%. 7MB spent. A: 6 dice (3, 3, 3, 5, 5, 6) +25%. 12MB spent.**Andorra:** 1: 6 dice (1, 2, 2, 3, 5, 5). +18%. 6MB spent. A: 6 dice (2, 2, 3, 3, 5, 6) +21%. 12MM spent. B: 2 dice (3, 6) +9%. 8MB spent.**GRAB:** 1: 6 dice (3, 3, 3, 4, 4, 5) +19% to Max R&D. 6MB spent. .A: 8 dice (2, 4, 5, 5, 5, 5, 6, 6) +34% to Max R&D. 16MB spent. a: 2 dice (3, 5) +8%. 2MB spent.Declare Future Missions**KOTGO:** One launch announced for 1958. It is _____.**Oceania:** No launches announced.**Republic of Texas:** One launch announced for 1958. It is _____.**LAMPLIGHTER:** One launch announced for 1958. It is _____.**Andorra:** No launches announced..**Bill Scharf:** One launch announced for 1958. It is _____.Missions**GRAB** launches an Orbital Satellite mission. Liftoff: 84%<85%, Earth Orbital Burn: 52%<95%, Earth Orbital Activities: 43%<95%. Success. +1% to 1 and A, +16MB to budget.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 (1957)	58	58	70	65	42	63
Cash	10	6	8	1	6	0
1-Orbital Satellite	1 / 58%	1 / 93%	1 / 95%		0 / 96%	5 / 84%
2-Interplanetary Satellite						
3-Lunar Probe						
4-Docking Module						
A-One Stage Rocket	1 / 31%	2 / 76%	1 / 60%		0 / 86%	15 / 56%
B-Two Stage Rocket	1 / 41%			1 / 31%		
C-Three Stage Rocket						
D-Liquid Fuel Strap-ons						

Player Name	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
F-Kicker						
G-"Mega" Stage Rocket						
EVA Suits			57%			
a-One Person Capsule		1 / 10%	1 / 40%		1 / 18%	10 / 15%
b-Two Person Capsule				1 / 20%		
c-Three Person Capsule						
d-Two Person Module						
e-One Person Module						
f-Three Person Minishuttle						
h-Four Person Cap/Module						
Photo Recon	65%	65%	65%	65%	65%	65%
Launch Facilities	1	1	1	1	1	1
Astronauts		Astronaut 1				

1958Draw Event Cards

GRAB: Production Delay: May not purchase rockets this turn. +10MB to budget.

KOTGO: R&D Bonus: +1 to each R&D die rolled this year. +3MB to budget.

Republic of Texas: Defection: -1 to each R&D die rolled this year, +1 to another player's (your choice). +3MB to budget.

Andorra: Minor Problem: Pay 10MB or lose 5% on most advanced rocket program on next mission. +5MB to budget.

LAMPLIGHTER: Storms: Pay 15MB to repair primary launch facility. No launches until repaired. +10MB to budget.

Oceania: Fortunate Accident: May negate the next capsule failure. +5MB to budget.

Final Positions

	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
1957 Budget	65	63	75	52	78	66
1958 Budget	70	73	78	57	88	69
Cash	75	69	83	53	84	66

Press

GRAB to All: Safety factors are available for Orbital Satellite - 4% of safety (or any fraction thereof) for 1MB, and One Stage Rocket - 4% of safety (or any fraction thereof) for 2MB. Special rate for Oceania - 5% of safety (or fraction thereof) for Orbital Satellite for 1MB and 5% for One Stage Rocket for 2MB (although I suspect you won't buy the latter)...

In the Doghouse with Marmaduke

This issue features three game starts - Benji, a 3rd Seidler game; Lassie, a Wembley game; and, Scooby, an unannounced AOR game. My apologies to anyone who would have wanted to get into this AOR game. It sprung up out of nowhere; I had 5 players without even looking. People had requested this game, but I didn't have a system. Dennis Cain answered the need for a system although I have modified it some. I will be taking stand-bys for the game and these people will have first dibs on a second game when it starts. I want to hold the 2nd game until I see how the system works and the amount of time involved before starting. Ownership of this game is required.

Card draws - I have devised a system for cards so that I can list the draws in the zine but that the results will be secret. Each player is a Seidler or AOR game is receiving sheet(s) with this issue. Each sheet lists all the cards in the deck. Each player's sheets are different. I have a master list which includes the order of the deck and all the associated numbers for each player. I will list the player's card number in the zine for each card they draw. An example of the card system is shown below.

	A	B	C	D	E	F
Knight	1	14	23	3	16	10 14

This first card in the deck is a Knight. If player A gets it, I indicate that he received card 14. If B gets it, card 23; if C, then card 3; etc.

Seidler games - The pbm games seem to be lacking that trading pace of ftf games. Therefore, I'm instituting the open trade policy in all games. I will list open trades each issue from anyone who wants to enter them. These will stay active for the next mailing. This should help people know what's available for trade instead of just guessing.

Nothing new on the game front that I've seen. WWI games from COA and MiH are almost out. The big news for WTP fans is that playtesting has started for Of The People - the next game in the series. It's the Civil War and by Mark Herman. I'm working with him on the initial playtest phase to get it ready for the wide scale playtest release in mid- to late April.

I'm offering Stock Car Championship Racing as a new game for those NASCAR fans. Ownership is not required. It's card game that easy and should be fun. I'm not going to be starting any other games than those listed until some finish up.

On with the games....

Game Openings:

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

Stock Car Racing (No ownership required): Want minimum of 4.

Stand-bys:

Slapshot: Rich Goranson

Seidler: Ward Narhi, Paul Bolduc, Ian Willey, Caleb Cousins

AOR:

Wembley:

“Dog Biscuit”

Turn 13

GM: Andy Lewis

Deadline for Turn 14 is May 2, Friday

The chase is still on. Ms. Nar had a NMR which may have prolonged things for the struggling teams. Bolduc Spider's pick up a couple of wins to force those teams with 5 wins to the brink of elimination.

Results

Bolduc's Spiders trade with Anderson's Chicken Littles

Acquire Old Man Winters for Rebel Rouser

Blendor's Barbarians play Bolduc's Spiders

Masked Man bakes Jake Skate 0-0

Bobby Howl is silenced by Guy Whiz 0-1

Cyclone Henri makes a Snowman out of Snow Howe 1-1

Doc Holiday on Ice has a standoff with Old Man Winters 1-1

Gay Blade is caught by Trapper John 1-1

Cheap Shot gives up the winner to take out Le Sainte (replaced by El Bos[5]) 1-2

Spiders win! 2-1

Narhi's Nordic Bunwarmers play Bolduc's Spiders

Captain Canuck beats Old Man Winters 1-0

Fat Trick (replaced by Swede Sixteen [5]) is ambushed by El Bos 1-1

Superstar is way too flashy for Jake Skate 2-1

Napoleon Bonapuck {dr1} meets his Waterloo in Trapper John 2-1

Golden Gums is a liability against Snow Howe {dr4} 2-2

Ice Capone ices Guy Whiz (replaced by Captain Hook [2]) too late to save the game 2-3

Spiders win! 3-2

Anderson's Chicken Littles trade with Dynamo Sporck

Acquire Moby Stick for King Neptune

Ms. Nar's Aquanuts NMR!

Dynamo Sporck trade with Anderson's Chicken Littles

Acquire Robin Hooker for Puk Luk.

Hansen Brothers play Anderson's Chicken Littles

Hi Stick clubs Moose 1-0

Chubby Checker and Charge Kard do the bump 1-0

P. Shooter is squashed by Slash Gordon 1-1

Fast Eddy whales on Puk Luk 2-1

Antoni Zamboni gets stopped by the new acquisition Moby Stick 2-1

Canada Post saves the day and the Queen over Rebel Rouser 2-1

Brothers win! 2-1

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

Chief Sitting Bench forgets tobacco for peace pipe with Puk Luk 0-1

Eric the Redline misses the slash on Slash Gordon 0-2

Bulldog Brown stops the bleeding on Moose {dr1} 0-2

Iron Orr crushes the Rebel Rouser 1-2

Cardinal Finner condemns the Charge Kard 2-2

Phantom of the Ice can't sneak past Moby Stick 2-2

It's a tie! 2-2 Bad news for the Cleavers.

The Teams

Team	Manager	Record	Forwards	Defense	Goalie	Trades	Drafts	Games
Bolduc's Spiders	Paul Bolduc	7-5-2	F1: Captain Hook 2 F2: Old Man Winters 4 F3: Snow Howe 3	D1: El Bos b5 D2: Jake Skate 2	G: Trapper John (4)	3	2	8
Blendor's Barbarians	Chris Hassler	5-7-3	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	9
Narhi's Nordic Bunwarmers	Ward Narhi	5-3-1	F1: Napoleon Bonapuck 4 F2: Superstar * F3: Swede Sixteen 6	D1: Captain Canuck 7 D2: Ice Capone b4	G: Golden Gums (0)	1	3	8
Anderson's Chicken Littles	Dave Anderson	6-23-7	F1: Rebel Rouser 3 F2: Puk Luk 3 F3: Slash Gordon 7	D1: Charge Kard 3 D2: Moose 3	G: Moby Stick (9)	4	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: Robin Hooker 3 F2: Jock Strappe 4 F3: Puck Rogers 7	D1: Tiny Tim ½ D2: Friar Puck 6	G: King Neptune (7)	5	1	7
Hansen Brothers	Sean Cousins	6-4-2	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	7

Team	Manager	Record	Forwards	Defense	Goalie	Trades	Drafts	Games
C.J.'s Cleavers	Chris Geggus	5-2-2	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	8

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

“Rin Tin Tin”

Turn 11

GM: Andy Lewis

Deadline for Turn 12 is May 2, Friday

This game will be moving to 5 player-turns per mailing to speed it up.

Longest Trade Route: Caleb

Largest Knight Force: No one.

Turn 11

Brendan's player-turn

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

Trades: None

Actions: None

Caleb's player-turn

Production: None

Trades: None

Actions: None

Chris' player-turn

Production: Wool (Kevin, Brendan[2])

Trades: None

Actions: None

Kevin's player-turn

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

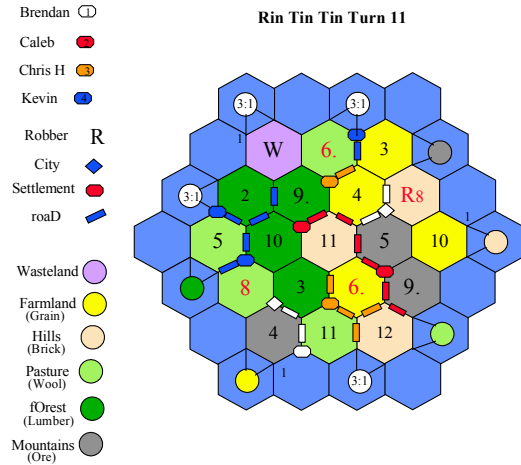
Trades: 3 Wool for 1 Ore

Actions: Trade Wool, Grain, Ore for 1 card

Cards at End of Turn 11

	Grain	Brick	Wool	Lumber	Ore	Development
Brendan	--	--	5	2	6	K, U(12)
Caleb	--	--	--	1	3	--
Chris	2	--	1	2	--	U(22), U(4)
Kevin	1	--	1	--	--	U(12), U(3)

Rin Tin Tin Turn 11



Turn 12 Production Die Rolls

Brendan's player-turn: 5

Caleb's player-turn: 5

Chris' player-turn: 5

Kevin's player-turn: 12

Turn 13 Production Die Rolls

Brendan's player-turn: 7

“Hootch”

Turn 1

GM: Andy Lewis

Deadline for Turn 2 is May 2, Friday

Turn 1

Ward's player-turn

Production: Lumber (Sean), Wool (Sean, Chris)

Trades: None

Actions: None

Chris G's player-turn

Production: Brick (Pitt), Lumber (Sean, Ward)

Trades: 1 Wool to Ward for 1 Lumber

Actions: None

Sean's player-turn

Production: Brick (Pitt), Lumber (Sean, Ward)

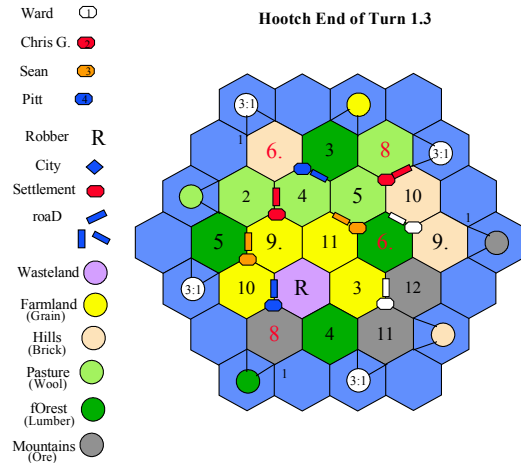
Trades: None

Actions: None

Pitt's player-turn

(NMR received - because of the deadline change, the Easter holiday, and that the game just started I will hold the game here.)

Hootch End of Turn 1.3



Cards at End of Setup

	Grain	Brick	Wool	Lumber	Ore	Development
Ward	1	--	1	1	2	--
Chris	1	--	2	1	--	--
Sean	1	--	2	4	--	--
Pitt	1	2	--	--	1	--

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

Open Trade Offers

Ward: Will give 1L for 1W
Sean: Will Give 1W for 1B

Turn 1 Production Die Rolls

Pitt's player-turn: 9

Turn 2 Production Die Rolls

Ward's player-turn: 6 Chris's player-turn: 9
Sean's player-turn: 8 Pitt's player-turn: 6

Press

Chris G to Marmaduke: Do you roll anything other than 6? I hope so. (Is this any better? I had other non-sixes before I axed them for the hold-up)

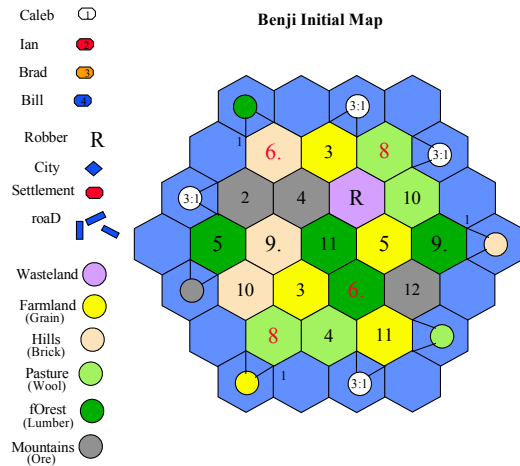
“Benji”

Gamestart

GM: Andy Lewis

Deadline for Setup turn 1 is May 2, Friday

- 1st player is Bill Scharf
- 2nd player is Caleb Cousins
- 3rd player is Brad Martin
- 4th player is Ian Willey



“Lassie”

Gamestart

GM: Andy Lewis

Deadline for Turn 1 is May 2, Friday

We will be using Derby Matches optional rule but NOT Open Transfers. The way I will run this is to split the 1st round into 4 groups with 1 group per mailing. I will list the 8 teams which will play in the upcoming group but not their opponents. In this way, you can have a little information in sending orders for buying star players. The one thing which I will say about opponents is that in the first round you will NOT play another one of your own teams.

The deal of teams is as follows:

Player	Money	Glory	Teams
Brad Martin	£400,000	0	Nottingham Forest, Sunderland, Birmingham City, Millwall, Swansea City, Leyton Orient
Sean Cousins	£400,000	0	Tottenham Hotspur, Ipswich Town, Derby County, Brighton & Hove Albion, Torquay United, Rochdale
Bill Scharf	£400,000	0	Liverpool, Arsenal, Leeds United, Norwich County, Swindon Town,

Player	Money	Glory	Teams
			Oxford United
Chris Geggus	£400,000	0	Portsmouth, Bradford City, Blackpool, Rotherham United, Hull City, Scunthorpe United
Michael Geggus	£400,000	0	Newcastle United, Aston Villa, Manchester United, Sheffield United, Cardiff City, Bury

Unowned will be up for bid when they play

Plymouth Argyle
Preston North End

The teams in the first group are: **Aston Villa, Arsenal, Sunderland, Bradford City, Brighton & Hove Albion, Torquay United, and Cardiff City.** Everybody has at least one team playing. Don't forget when you place your orders to state which half any star players will be used in. If no orders are given, as many as possible will be used in the 1st half.

“Scooby”

Gamestart

GM: Andy Lewis

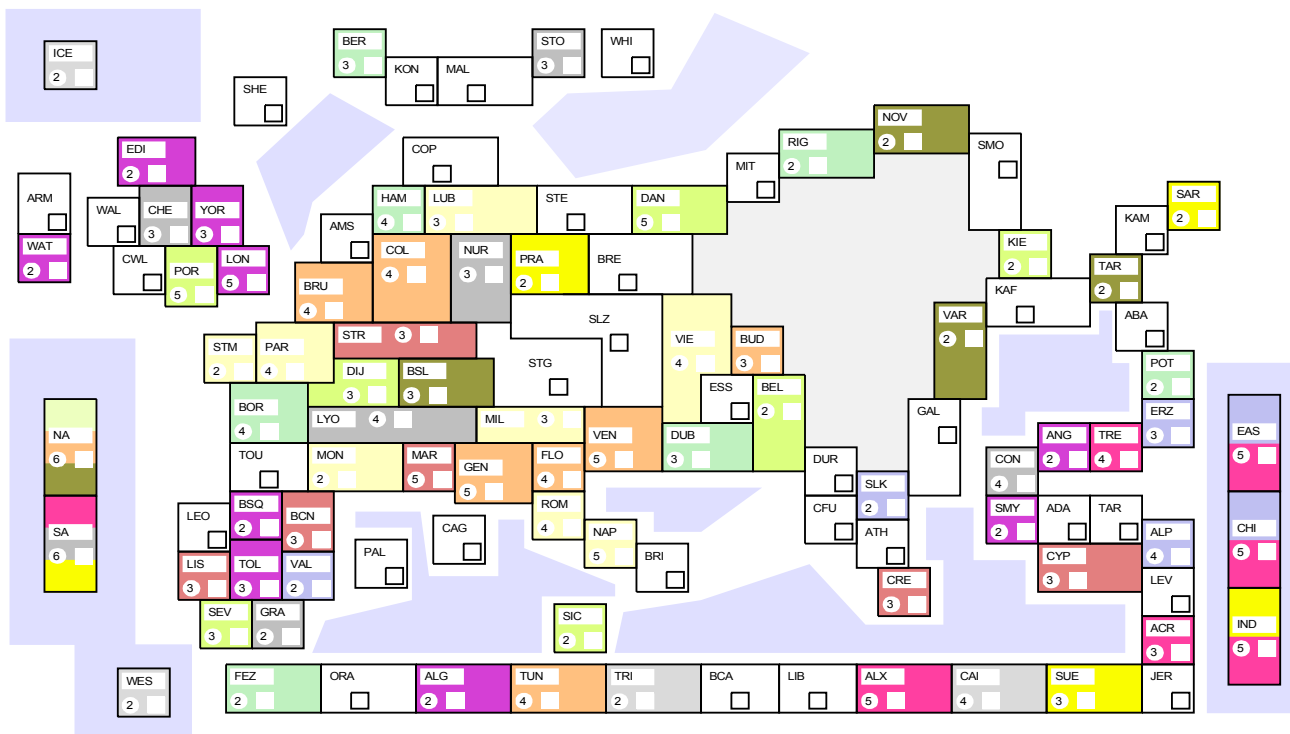
Deadline for Opening Bids and Country Selection is May 2, Friday

Commodity Log

Player	Country	Cards	Misery	Tokens	Order	Dom.	Commodity	Sean	Caleb	Pitt	Paul	Dennis	Bill
							Stone (2)	--	--	--	--	--	--
Sean Cousins	--	1	0	--	--	--	Wool (3)	--	--	--	--	--	--
Caleb Cousins	--	18	0	--	--	--	Timber (4)	--	--	--	--	--	--
Pitt Crandlemire	--	24	0	--	--	--	Grain (5)	--	--	--	--	--	--
Paul Bolduc	--	29	0	--	--	--	Cloth (6)	--	--	--	--	--	--
Dennis Cain	--	16	0	--	--	--	Wine (7)	--	--	--	--	--	--
Bill Scharf	--	20	0	--	--	--	Metal (8)	--	--	--	--	--	--
							Fur (9)	--	--	--	--	--	--
							Silk (10)	--	--	--	--	--	--
							Spice (11)	--	--	--	--	--	--
							Gold (12)	--	--	--	--	--	--
							Ivory (12)	--	--	--	--	--	--

All players start with \$40.

Scooby Initial Map



Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. Every 10 points earns you a free issue. Research is allowed. Free issues are credited as they are earned.

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

Q1. Where do the Cheela live??

A1. The Cheela live on the surface of a neutron star called the Egg, or Dragon’s Egg. (*Dragon’s Egg* and *Starquake* by Robert L. Forward)

Pitt Crandlemire gets 2 points.

Q2. What is the Zeroth Law of Robotics?

A2. A robot may not harm humanity, or through inaction, allow humanity to come to harm. (*The Robots of Dawn* by Isaac Asimov)

Pitt Crandlemire, Dan Eisenhut, Paul Bolduc, and Dennis Cain each get ½ point.

Q3. Where is the control center for the Ringworld located?

A3. Beneath the Map of Mars. (*The Ringworld Engineers* by Larry Niven)

Pitt Crandlemire and Paul Bolduc each get 1 point.

Q4. What was Ender’s real name?

A4. Andrew Wiggin. (*Ender's Game*, *Speaker for the Dead*, *Xenocide*, and *Children of the Mind* by Orson Scott Card)

Pitt Crandlemire gets 2 points.

Q5. What secret was the crew of the *Streaker* keeping?

A5. The location of a huge fleet of derelict ships as large as moons which could contain the secret of the Progenitors. (*Startide Rising* by David Brin)

Pitt Crandlemire gets 2 points.

Free issue is awarded to Pitt Crandlemire.

Current Scores

Chris Geggus	29½	Andy Lewis	25
Paul Bolduc	19	Pitt Crandlemire	15½
Andy York	14½	Steve Koehler	12½
Dan Eisenhut	12	Bob Robles	9½
Bill Scharf	8½	Dave Anderson	7½
Berry Renken	7	Caleb Cousins	7
Brendan Whyte	5½	Sean Cousins	5
Debbie Osborne	4	Dennis Cain	4½
Ward Narhi	3½	Kevin Wilson	3½
Kevin Kinsel	2½	Tom Howell	2½
Brad Martin	1	Sigourney Street	½

New Questions

Topic: Comets

1. How are comets named?
2. What famous tapestry showed a comet above a field of battle?
3. Where are comets believed to come from?
4. What was unusual about comet Shoemaker-Levy 9?
5. What is the connection between comets and meteor showers?

Pedagogy

Edwin Hubble, in his observations of galaxies, classified them by their shape. He found that galaxies generally had one of three shapes: irregular, elliptical, and spiral. Irregular galaxies are just that: They have no definite form, just a sprawl of stars. Having little or no structure, they are uninteresting to astronomers who study galactic structure.

Elliptical galaxies are those galaxies that appear to be the simplest. They look like oblong blotches on the sky. Some appear flatter than others, and this led some astronomers to speculate that the flattening was caused by greater rotational velocity than the rounder galaxies. As it turns out, this is not the case. First of all, the flattening we see could be just an artifact of the angle at which the galaxy lies. Secondly, studies of the rotational velocities of elliptical galaxies show that they usually don't have a simple rotation. Instead, the stars are all moving more or less randomly with respect to each other. This results in a smooth appearance and lack of features which are characteristic of the type.

By far the most interesting of galaxies, from the standpoint of how they look, are the spiral galaxies. Spirals come in two subtypes: normal spirals and barred spirals. Barred spirals look like normal spirals except that they generally have a straight bar of stars which runs through the central bulge and to which the spiral arms are attached. Spirals are further classified by the tightness of the winding of the spiral arms. Interestingly, there is a definite correlation between how tightly the arms are wound and the size of the central bulge. The larger the bulge, the tighter the arms are wound. The spiral arms of a galaxy are caused by a pressure density wave. The dark "lanes" between the spiral arms have high concentrations of dust and are the primary star formation areas of the galaxy.

Most galaxies go quietly about their business. However, there are some which are considerably more active than others. There are many different classifications of active galaxies. Below is a more detailed description of some of them.

Seyfert galaxies were first discovered by the astronomer Carl Seyfert. He was studying a class of spiral galaxies with extraordinarily bright centers. In fact, the center often outshone the rest of the galaxy put together. In addition, the brightness of the central region would frequently vary its brightness by more than two times in less than a year. Now, because a region can only change its brightness in a period of time that it takes light to traverse the region, this means that an area with a diameter of about a light year was

outshining a system of over 100 billion stars. The spectrum of the central regions is unlike that of a normal galaxy, as well. Normal galaxies are made up of stars, so the spectra resembles those of stars, especially in as much as they contain absorption lines. Seyfert galaxies, however, contain strong emission lines, indicating large quantities of very hot gas. Seyfert galaxies are also strong emitters of X-rays, infrared, and radio radiation. Some Seyfert galaxies also show evidence of strong gas jets. In other words, gas is being ejected from the core of the galaxy at speeds of several hundred kilometers per second.

Another class of active galaxies are called BL Lacertae objects, also known as BL Lac objects, after the first one discovered. BL Lac objects are elliptical galaxies with extremely bright centers. In most normal exposures, they look like stars, but a longer exposure shows them to be elliptical galaxies. Unlike Seyfert galaxies or normal galaxies, their spectra show no lines at all – neither absorption nor emission. Observations of BL Lac itself have shown its brightness to vary by a factor of 2 over the period of one week, and by a factor of 15 over a few months. This explains why it was given a name normally associated with a variable star rather than a galaxy. The mystery was deepened when BL Lac was associated with a very strong, polarized radio source. Further, since the intensity and polarization of the light from BL Lac objects can vary over a night's observation, the central powerhouse of BL Lac objects must be smaller than a single light day. In other words, you have an object about the size of our Solar System outshining an entire galaxy.

Radio galaxies are galaxies which are strong emitters of radio waves. An example of this type of object is the galaxy Cygnus A. Cygnus A was the first radio source in the constellation of Cygnus, and was not identified with an optical object until radio interferometry was introduced. Interferometry is the practice of linking more than one telescope at a time and correlating the input. This allows a much greater angular resolution than is possible otherwise. The optical counterpart of Cygnus A was a peculiar galaxy. Once the optical counterpart was identified, they could deduce the radio luminosity of the object and it turned out to be more than a million times more luminous than a normal galaxy.

Next time, I will describe some theories which could explain active galaxies.

ZINE POLL

The 1997 Runestone Poll

ADVERTISEMENT

You may rate any amateur postal or e-mail zine that you've read enough of to rate fairly. This means you've seen (or would have seen if not for delays) at least two issues since July 1, 1996. Only North American zines are eligible, but anyone may vote. Rate each zine from 0 (the worst) to 10 (the best)—no fractions, please. Do not rate your own zine. Blanks are for zines I forgot to list. Do not vote for me or my publications.

For the main lists (zines, subzines, and GMs) send 64 cents, two 32 cent U.S. stamps, or an issue of your zine in which you publish a ballot. For the Poll publication, send \$5.00 or more and check here. Last year's publication was 50 pages long. It contained main lists, articles, statistical analysis, and lots more! Thanks for your donations; they really help.

SUBZINE POLL

Table with 4 columns: Zine Name, Editor(s), Subzine Name, and Rate. Includes titles like 'Absolute!', 'The Abyssinian Prince', 'The Peery Dipl Letter', 'A New Dawn', 'Across the Bow', 'Beginner's Luck', 'The Brazilian Times', 'By the Waters of Babylon', 'ByWAY', 'College Football Ratings', 'The French Connection', 'The Gentle Debauchment', 'The Green Goblin Speaks', 'HardBop', 'Historical Spotlight', 'Imp's Press', 'Interim', 'Iron Mike's Subzine', 'It's Good to be Right', 'It's Me Again', 'Joe's Subzine', 'Modern Diplomacy', 'Mr. Toad's Wild Ride', 'Oasis', 'Octopus's Garden', 'Oh, Thank Heaven', 'Plausible Paraphernalia', 'Rankings', 'Sandy's Slapshot', 'Snowball Fighting', 'Steve's Spot', 'Strategic Intelligence', 'The Tar Pits', 'The Unzine Voice', 'The Voice of Sanity', 'WAYside', 'WAYwords', and 'LU THE 096 AND US&'. Each entry has a line for rating.

S.O.B.

GM POLL

You may rate any GM under whom you played any postal or e-mail game since July 1, 1996 for long enough to judge him or her fairly. Only North American GMs are eligible, but anyone may vote. List GMs alphabetically by name (not zine). Rate each GM from 0 (the worst) to 10 (the best)—no fractions, please. GMs may not rate themselves. Do not vote for me.

Table with 2 columns: GM Name and Rate. Includes titles like 'Diplomacy World', 'Northern Flame Vol.2', 'Diplomacy', 'Diplodocus', 'Metamorphosis', 'Maniac's Paradise', 'Crossing the Rubicon', 'Crimson Sky', 'Costagrana', 'Cheesecake', 'Carolina Cmd & Cmnty', 'The Canadian Diplomat', 'Boast', 'Boris the Spider', 'The Canadian Diplomat', 'Carolina Cmd & Cmnty', 'Grand Hyatt', 'Graustark', 'League of Nations', 'Making Love in a Canoe', 'Maniac's Paradise', 'Metamorphosis', 'Diplodocus', and 'Northern Flame Vol.2'. Each entry has a line for rating.

Send this ballot to Eric Brosius, 53 Bird St., Needham, MA 02129. Your ballot must arrive by June 30, 1997. Please vote early if you can. Indicate one way in which you take part in the North American postal or e-mail gaming hobby (sub to zine XXX, play in game 1995YY, etc.) Signature _____ (If I can't tell who you are or your ballot isn't signed, it may not be counted!) Print your name neatly _____ Check here if you do not want your name on the list of voters.

RUNESTONE POLL CONTEST

Guess the Zine Poll winner—the prize is a travel Diplomacy board with magnetic pieces. To be eligible you must vote in the Poll and correctly guess the winning zine. We will pick the contest winner at random from the set of eligible entrants. The names of the winner and any other eligible entrants will be published in the Poll publication.

To enter, print your address neatly: _____ The zine you think will win: _____

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!