

Notes from Hades

**W**ell, the Runestone Poll is out. Thank you to all who voted for me, because you put *S.O.B.* back at the top of the listings this year. Doug Kent took second and third places with *Diplomacy World* and *Maniac's Paradise* respectively. In the GM poll, Doug managed first place. I got fourth behind Andy Lischett and Conrad von Metzke. For the subzines, the winner was Pitt Crandlemire's excellent effort *The Pragmatic Iconoclast*, which can be found in Jamie McQuinn's zine *Crossing the Rubicon*. The full listings are printed herein. Congratulations to all the winners.

On a sadder note, this is probably going to be the last Runestone Poll. Participation has been steadily declining, and with only 55 ballots received this year, it was at an all time low. Eric and Claire decided that the level of participation no longer justified the level of effort they put into running the poll, so they are wrapping it up. If anyone else is interested in taking the poll over from them, please contact Eric and Claire Brosius at 53 Bird St., Needham, MA 02192.

In other news, Feral Dogs starts this issue. I also got enough players to start Lupine, the Die Macher game, but I will hold off starting that until after my wedding. Hopefully, after the wedding, the pace of my life will slow a bit from its current hectic state.

This issue's deadline will be on **Tuesday, September 2 at 5:00 p.m. 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, August 30 at 5:00 p.m. 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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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, Kevin Wilson, and Pitt Crandlemire, need 1 more.

**Lupine** Die Macher is a game of German elections. Have Andy Lewis, Brad Martin, Caleb Cousins, and Pitt Crandlemire. **This game is closed. I will start it in the October issue.**

Wish List

**History of the World** will start up when "Mongrel" finishes. Have Andy Lewis and Joe Carl. Need 4 more.

**In general, game ownership is recommended, but not required.**

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

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

**Chris Hassler a.k.a. Cerberus**  
**631 Candia Circle**  
**La Habra, CA 90631**  
**Phone: (714) 773-0940**  
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**70514.37@compuserve.com**

Subscriptions cost \$150 per issue (\$2.25 overseas).

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

**Brendan Whyte**

Thanks to Jamie for confirming that if America becomes the linguistic policeman of the world, the language will soon be so self-contradictory, we'd better start learning Mandarin now!

Also, why, if you insist upon phonetic spelling (CENTER, not CENTRE) do you still write CENTRAL, not CENTERAL? Ditto with METER and METRIC, THEATER and THEATRICAL, etc. So in going for "regular" spelling, you fall upon irregular conjugations and derivatives. To foreigners, the easiest thing to learn is irregular spelling, rather than conjugations,

especially for Europeans to whom "theatre" and "centre" is French and thus normal.

*[First of all, I feel I must point out that English as a language is inherently inconsistent, and nothing we Americans have done can or will change that. It stems from the fact that English, more than almost any other language, borrows unashamedly from any language with which it comes into contact. The result is a total chaos of forms, conjugations, derivatives, pronunciations, and spellings. English is a language defined more by its exceptions than by its rules, and America is not alone in being inconsistent in its implementation. Take for example the word "schedule." In Britain, it is pronounced SHED-yule. Yet, the*

word "school", which begins with the same consonant combination, is pronounced SKOOL. Furthermore, spelling and pronunciation rules confuse foreign speakers far less than inconsistent usage. For example, the client for which I am currently working has operations in many countries, including the U.S., the U.K., Canada, Australia, and New Zealand. Recently, I was in a review meeting in which the reviewers were people from the U.S., U.K., Canadian, and Australian divisions. We were discussing the process which

produces billing statements sent out to their customers. As part of the process, sales brochures and similar material gets inserted into the envelope along with the statements. Well, our team leader is Canadian, and she used words to the effect that the envelopes were "stuffed." As soon as she said that, the Australian reviewers broke out laughing. Apparently, in Australia, the word "stuff" has a connotation identical to "fuck." I would think that things like that could give foreign speakers far more trouble than how to spell "center."]

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

### Fall 1455

### Deadline/Winter-Spring 1456 9/2 Tuesday

Ancona is the hot vacation spot for the winter, but it is so popular that all the hotels are sold out before anyone gets there. Austria finds an ally in his troubles against France and Venice, but will it be enough? The Pope makes some inroads against Venice, with the promise of more to come, while the Turks start moving in on Venice from the east. Is the deadlock finally broken?

#### Orders

Austria: A1 MILAN converts to G1  
(Koehler) A2 (EM) Genoa to MODENA  
A4 Cremona to Milan (DISLODGED, retreat Brescia, Piacenza, OTB)  
A5 Pavia to TURIN

France: A1 BERGAMO supports A4  
(Wilke) A2 AUSTRIA supports A3  
A3 TYROLEA supports A4  
A4 Carinthia to MILAN

Naples: A1 SWISS supports Austria A5 to Turin  
(Narhi) A2 Savoy to GENOA  
F3 Gulf of Naples to IONIAN SEA  
F6 EASTERN GULF OF LYON supports Austrian A2 to Modena  
F7 Eastern Tyrrhenian Sea to GULF OF NAPLES

Papacy: A1(EP) PIOMBINO holds  
(Scharf) A2 Arezzo to FLORENCE  
A3 PISTOIA to Bologna  
A4 (EM) Parma to CREMONA  
A5 URBINO supports A7  
A6 (EM) Pisa to LUCCA  
A7 (EM) Florence to ROMAGNA

Turks: A1 SLAVONIA supports A2  
(Wilson) A2 Croatia to CARNIOLA  
F1 ISTRIA to Dalmatia  
F3 LOWER ADRIATIC to Ancona  
F4 DALMATIA to Lower Adriatic

Venice: A1 Romagna supports A6 (cut, DESTROYED!)  
(Robles) A2 BOLOGNA supports A1 (cut)  
A3 PISTOIA supports A2  
A4 (EM) FERRARA to Bologna  
A5 Modena supports A2 (cut, DISLODGED, retreat Parma, Pontremoli, OTB)  
A6 Carinthia to Ancona (DISLODGED, retreat Friuli, Carinthia, OTB)  
F1 (EM) UPPER ADRIATIC transports A6  
F2 VENICE LAGOON supports F1

#### Press

**FrAustria – Venice:** Are you going to help me or what?

**FrAustria – PapacyPope:** You have my sympathies. The N-T alliance hit you first and hardest. I'm amazed that you are alive.

**Naples – Pope:** Glad you moved away. As long as you continue to garrison your western coast with such strong armies I will be concerned. If I see a convert to garrison I hope I will find a plausible reason in the press.

**Naples – Venice:** I have no ill will towards you but I really want Genoa.

**The Prophet of Naples speaks:** I see the Turks sailing their ships into the Upper Adriatic as the Venetians scurry in fear.

**Papacy – Naples:** As you can see, my first program is to remove the Venetian from Papal soil. The second is to remove the Venetian from Venetian soil. The third, well, we'll have to see. I'm stepping into a situation with what looks like a rock solid N-T....is there room for me in there?

**Papacy – Venice:** The minute you crossed onto our sacred Papal soil you sealed your doom.

**Papacy – Turkey:** We appreciate you vacating Ancona and take this as a gesture of friendship between our two empires.

**Papacy – Naples:** We have only friendship and respect for the Neapolitan empire....and we really like your ice cream!

#### Spring 1456 Famine

**Good Year!** Herzegovina, Piacenza, Trent, Saluzzo, Treviso, Naples, Istria

#### Spring 1456 Income

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

#### Provinces

AUS: Como, Pavia, Piacenza, Fornova, *Pontremoli*, Montferrat, (7)  
Modena, Turin

FRA: Tyrolea, Austria, Hungary, *Carinthia*, Milan, Bergamo (6)

NAP: Avignon, Swiss, Marseilles, Provence, Corsica, Sardinia, (12)  
Genoa, Tunis, Palermo, Messina, Salerno, Naples, Capua

PAP: Lucca, Pisa, Florence, Sienna, Arezzo, (14)  
Patrimony, Rome, Tivoli, Perugia, Spoleto,  
Urbino, Romagna, Piombino, Pistoia

TUR: Croatia, Istria, Dalmatia, Bosnia, Herzegovina, Ragusa, (13)  
Albania, Durazzo, Otranto, Bari, Aquila, Ancona,  
Carniola, Slavonia

VEN: Trent, Friuli, Vicenza, Treviso, Padua, Venice, Verona, (11)  
*Brescia*, Cremona, Parma, Mantua, Bologna, Ferrara

#### Seas

NAP: Eastern Gulf of Lyon, Gulf of Naples, Ionian Sea (3)

TUR: Lower Adriatic (1)

VEN: Upper Adriatic, Venice Lagoon (2)

### Cities

|      |                                                                                                             |      |
|------|-------------------------------------------------------------------------------------------------------------|------|
| AUS: | Turin, Montferrat, Milan (3), Pavia, Modena                                                                 | (7)  |
| FRA: | Tyrolia, Austria, Hungary                                                                                   | (3)  |
| NAP: | Avignon, Swiss, Marseilles, Corsica, Sardinia, Genoa (3),<br>Tunis (2), Palermo, Messina, <u>Naples (2)</u> | (12) |
| PAP: | Lucca, Pisa, Florence (3), Sienna, Arezzo, Rome (2),<br>Perugia, Piombino                                   | (11) |
| TUR: | Croatia, Dalmatia, Ragusa, Albania, Durazzo,<br>Bari, Ancona, Carniola                                      | (8)  |
| VEN: | Bologna, Mantua, Ferrara, <u>Trent</u> , Padua, <u>Treviso</u> , Venice<br>(3), Cremona                     | (8)  |

### Totals

| Coun | Rolls                                   | Var | Prov | Sea | City | Gross | Treas | Tot |
|------|-----------------------------------------|-----|------|-----|------|-------|-------|-----|
| AUS  | 5 <sup>M</sup>                          | 4   | 7    | 0   | 7    | 18    | 2     | 20  |
| FRA  | 2 <sup>A</sup>                          | 2   | 6    | 0   | 3    | 11    | 2     | 13  |
| NAP  | 1, 6 <sup>Fr</sup>                      | 7   | 12   | 3   | 12   | 34    | 24    | 58  |
| PAP  | 1, 2 <sup>FI</sup> ,<br>3 <sup>FI</sup> | 7   | 14   | 0   | 11   | 32    | 11    | 43  |
| TUR  | 3                                       | 3   | 13   | 1   | 8    | 25    | 9     | 34  |
| VEN  | 4, 5                                    | 8   | 11   | 2   | 8    | 29    | 2     | 31  |

<sup>M</sup> Die rolls gained from conquest of Milan

<sup>A</sup> Die rolls gained from conquest of Austria

<sup>Fr</sup> Die rolls gained from conquest of France

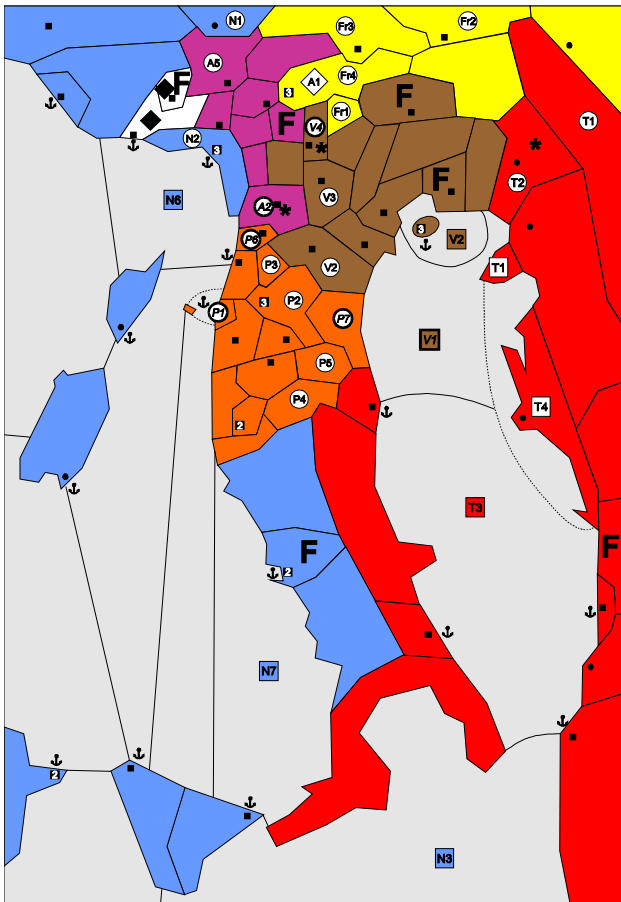
<sup>FI</sup> Die rolls gained from conquest of Florence

### Game Summary

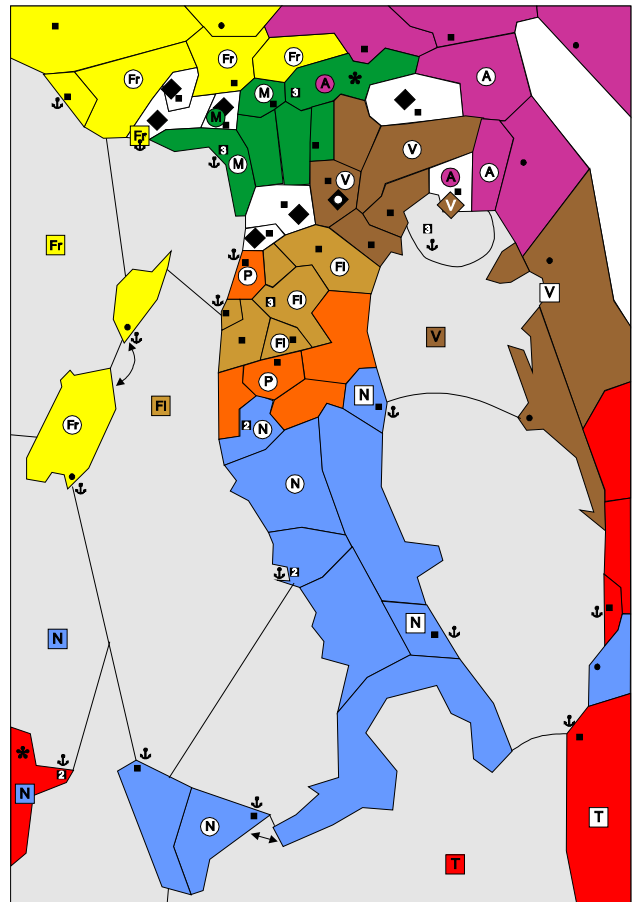
| Coun | 1450 |     |     | 1451 |     |     | 1452 |     |     |
|------|------|-----|-----|------|-----|-----|------|-----|-----|
|      | Spr  | Sum | Fal | Spr  | Sum | Fal | Spr  | Sum | Fal |
| Aus: | 3    | 4   | 5   | 6    | 5   | 5   | 5    | 5   | 6   |
| Flo: | 4    | 4   | 4   | 4    | 4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

| Coun | 1453 |     |     | 1454 |     |     | 1455 |     |     |
|------|------|-----|-----|------|-----|-----|------|-----|-----|
|      | Spr  | Sum | Fal | Spr  | Sum | Fal | Spr  | Sum | Fal |
| Aus: | 6    | 9   | 10  | 11   | 9   | 6   | 5    | 5   | 5   |
| Flo: | 0    | 0   | 0   | 0    | 0   | 0   | 0    | 0   | 0   |
| Fra: | 7    | 6   | 4   | 3    | 4   | 4   | 3    | 3   | 3   |
| Gen: | 0    | 0   | 0   | 0    | 0   | 0   | 0    | 0   | 0   |
| Mil: | 2    | 0   | 0   | 0    | 0   | 0   | 0    | 0   | 0   |
| Nap: | 8    | 6   | 7   | 8    | 8   | 10  | 10   | 10  | 10  |
| Pap: | 4    | 6   | 8   | 7    | 8   | 7   | 8    | 8   | 8   |
| Tur: | 6    | 6   | 6   | 6    | 6   | 7   | 7    | 7   | 8   |
| Ven: | 7    | 8   | 7   | 7    | 7   | 8   | 9    | 9   | 8   |

"Rabid Dog"



"Fleabag"



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

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

**Fleabag/MGN# B2/B/8/1**  
**Spring 1456**  
**Deadline/Summer 1456 9/2 Tuesday**

*The Franco-Austrian assault on Milan begins in earnest as the Austrians advance into the capital with French help. The Turks stand off the Neapolitans in the east, but their North African colony is in trouble. The noose tightens around the Pope's throat as Naples brings another army to bear and Florence continues to apply pressure. Finally, Austria makes some minor gains against Venice.*

**Fall 1455 Retreats**

Naples retreats F Ionian Sea to Central Mediterranean  
 The Papacy retreats A Bologna to garrison  
 Venice retreats A Treviso to garrison

**Winter 1455 Adjustments**

AUSTRIA removes A Carniola  
 FRANCE builds F Marseilles  
 NAPLES builds A Naples  
 PAPACY removes G Bologna  
 TURKS removes A Herzegovina

**Orders**

Austria: A Tyrolea to MILAN  
 (Renken) A FRIULI to Verona  
 A CARINTHIA supports A Tyrolea to Milan  
 A TREVISO besieges  
 Florence: A BOLOGNA besieges (no garrison)  
 (Wilke) A AREZZO to Sienna  
 A FLORENCE supports A Arezzo to Sienna  
 F Sienna to TYRRHENIAN SEA  
 France: A TURIN to Pavia  
 (Grib) A AVIGNON to PROVENCE  
 A COMO supports Austrian A Tyrolea to Milan  
 A SARDINIA holds (u)  
 F Ligurian Sea to SAVOY  
 F Marseilles to GULF OF LIONS  
 Milan: A GENOA supports A Fornova to Montferrat  
 (Schoenberger) A PAVIA supports A Milan (cut)  
 A Fornova to MONTFERRAT  
A Milan supports A Pavia (cut, DISLODGED, retreat Trent, Bergamo, Cremona, Parma, garrison, OTB)  
 Naples: A Naples to CAPUA  
 (Lewis) A ROME to Perugia  
 A OTRANTO to Messina

F WESTERN MEDITERRANEAN supports F Central Mediterranean to Tunis  
 F Central Mediterranean to TUNIS  
 F ANCONA supports F Bari to Lower Adriatic  
F BARI to Lower Adriatic  
 Papacy: A PERUGIA to Sienna  
 (York) A PISA supports A Perugia to Sienna  
 Turks: F DURAZZO to Lower Adriatic  
 (Street) F IONIAN SEA supports F Durazzo to Lower Adriatic  
F Tunis to Western Mediterranean (DISLODGED, retreat garrison, OTB)  
 Venice: A MANTUA besieges  
 (S. Cousins) A VERONA supports G Treviso (cut)  
F CROATIA to Dalmatia  
F UPPER ADRIATIC to Dalmatia  
 G TREVISO holds

**Notes**

According to our house rules, Florence gains control of Bologna as of the Spring turn – but not in time for builds.

**Press**

**Milan – GM:** So I don't run that hot....  
**Milan – Turks:** If you don't mind, I'm going to borrow one of those invisible fleets.  
**Milan – Florence:** Come on in, the water is delightful.  
**Milan – Austria:** I understand you are a fan of the great white one!  
**Milan – Papacy:** I never understand why people get themselves in these messes.  
**Milan – Venice:** I thought this game involved diplomacy. Where is the correspondence?  
**Milan – France:** Things could have worked better, I would think.  
**Turkey – Naples:** Why do I understand your press to everyone else but your press to me seems absolutely senseless?  
**Turkey – France:** You coward! Taking Sardinia from a man who's down!

**Howl / MGN# O/C2/6/ABC/1**  
**Spring and Summer 1515**  
**Deadline/Fall 1515 August 26**  
**GM: Mike Scott**

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

GM THANKS TO REIN KOOY FOR SUBMITTING STANDBY ORDERS AND TAKING OVER THE POSITION.....OF AUSTRIA.... GM MADE THREE CORRECTIONS TO THE ACCOUNTING FOR THE LAST TURN, NET RESULT WAS +1 FOR VENICE.

PHASE DESIGNATIONS PER OPTIONAL RULE SEQUENCE OF PLAY:

RETREAT FROM LAST CAMPAIGN: THE VENICE F UADR SEA RETREATED TO THE VENICE LAGOON, AND THE VENICE A ROMAGNA WAS RETREATED TO FLORENCE.  
 CAMPAIGN SIX: WINTER 1514; PHASE A; FAMINE UNIT PLACEMENT; DIE ROLL 4 =GOOD YEAR, ROW ONLY; DIE ROLL 11 HUNGARY, ALBANIA, ROMAGNA, MESSINA..  
 PHASE B; MILITARY UNIT ADJUSTMENT AND INCOME  
 AUSTRIA: MAINTAINS A COMO, F PIO, DISBANDS G NAPLES, BUILDS A AUSTRIA = -9d.  
 FRANCE: MAINTAINS A TYROLEA, A MONTFERRAT, A SAVOY, F EGofL, F WGofL, BUILDS F MARSEILLE = -18d.

MILAN: MAINTAINS A PAVIA, A MILAN, A GENOA, BUILDS A FERRARA = -12d.

PAPACY: RECEIVES 1d FROM TURKEY, GIVES 6d TO MILAN, MAINTAINS A AQUILA, A NAPLES, A PISA, F ANCONA, A LUCCA, A ROMAGNA, A BOLOGNA, F DALM, = -29d.

TURKEY: GIVES 1d TO PAPACY, MAINTAINS A OTRANTO, A HUNGRY, F E TYR, F PALERMO, F WMED, F UADR, BUILD F DURAZZO, = -22d.

VENICE: MAINTAINS: F V LAG, A FLORENCE, A CARINTHIA, A CARNIOLA, A PISTOIA, BUILDS A PADUA = -18d.

|     | Start | cit y | prov | sea | var       | fam | subtot | units | Total |
|-----|-------|-------|------|-----|-----------|-----|--------|-------|-------|
| AUS | -0-   | 1     | 3    | 0   | 4+3       | -0- | 11     | <9>   | 2d    |
| FRA | 4d    | 10    | 11   | 2   | 5         | -0- | 32     | <18>  | 14d   |
| MIL | 1d    | 11    | 9    | -0- | 2+4       | -0- | 27     | <12>* | 15d   |
| PAP | 5d    | 7     | 15   | -0- | 3         | <1> | 29     | <29>* | -0-   |
| TUR | 5d    | 8     | 11   | 3   | 4         | <6> | 25     | <22>* | 3d    |
| VEN | 18d   | 11    | 15   | 1   | 2+3<br>+1 | -0- | 51     | <18>  | 33d   |

\* INCLUDES LOAN/GIFT TRANSFERS

VENICE GOT THE FLORENCE VARIABLE INCOME D.R., AND MILAN GOT THE NAPLES D.R. THIS TURN.

PHASE C; FAMINE REMOVALS; NONE THIS TURN.

PHASE D; PLAGUE PHASE; NONE THIS TURN.

PHASE E; NEGOTIATION PHASE: COMPLETE.

PHASE F; DUCAT BORROWING, OR LOANS OR GIFTS ARE REPORTED IN PHASE 'B' ABOVE.

PHASE G; ORDER WRITING, COMPLETE.

PHASE H; DUCAT EXPENDITURES; TURKEY SPENDS 3d FOR FAMINE RELIEF IN HUNGARY, VENICE SPENDS 12d FOR ORDER 'H' DISBAND PAPACY A BOLOGNA, & 21d FOR ORDER 'I' TO BUY TURKEY'S F UADR.

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

AUSTRIA: A COMO S A AUSTRIA - TYROLIA, F PIOMBINO - PISA, A AUSTRIA - TYROLEA.

FRANCE: *a tyrolea s a montferrat - turin*, A MONTFERRAT - TURIN, A SAVOY S A MONTECATINI - TURIN, F EGofL S F MARSEILLE - WGofL, *f w gofl - sardina, f marseille - w gofl*.

MILAN: A PAVIA HOLD, A MILAN HOLD, A GENOA HOLD, A FERRARA S TURKEY F UADR - PADIA (NO SUCH TURKEY UNIT).

PAPACY: *a aquila - ancona*, A NAPLES B2 = NO UNIT TO BESEIGE, A PISA - PISTOLIA, *f ancona - uadr*, A LUCCA - S A PISA - PISTOIA, *a romagna - florence, a bologna (no such unit) - s a romagna - florence*, F DALM S F ANCONA - UADR.

TURKEY: A OTRANTO HOLDS, A HUNGRY - AUSTRIA, F E TYR - PIOMBINO, F PALERMO - W TYR, *f wmed - sardina, f uadr (no such unit)- padua*, F DURAZZO - L ADR.

VENICE: F V LAG S F UADR, *a florence s a pistoia - pisa*, A CARINTHIA - SLAVONIA, A CARNIOLA - CROATIA, *a pistoia - pisa*, A PADUA - BOLOGNA, F UADR T A PADUA - BOLOGNA.

RETREATS; THE VENICE A PISTOIA MUST RETREAT, IT'S OPTIONS ARE NONE AND THUS IS ELIMINATED. THE FRENCH A TYROLEA MUST RETREAT TOO, IT HAS TWO OPTIONS, CARINTHIA & SWISS.... ( WOULD THE FRENCH PLAYER EMAIL THE GM & EVERYONE AS TO HIS CHOICE, PLEASE! )

A QUICK RECAP HERE OF TREASURY LEVELS: AUSTRIA HAS 2d, FRANCE HAS 14d, MILAN HAS 15d, THE POPE & TURKEY HAVE -0-, AND VENICE HAS 3d.

CAMPAIGN EIGHT - SUMMER 1515;

PHASE A; FAMINE UNIT PLACEMENT; NONE THIS TURN.

PHASE B; MILITARY UNIT ADJUSTMENT AND INCOME PHASE: NONE THIS TURN.

PHASE C; FAMINE REMOVALS: REMOVE PAPACY ARMY ROMAGNA.

PHASE D; PLAGUE PHASE: DIE ROLL 8 = BAD YEAR, ROW 8, & COLUMN 6; =

DURAZZO, NAPLES REMOVE PAPACY ARMY, MODENA, PERUGIA, CREMONA, VENICE, FLORENCE REMOVE VENICE ARMY, CARNIOLA, DALMATIA REMOVE PAPACY FLEET, MESSINA, PISA REMOVE AUSTRIAN FLEET, AND PERUGIA.....

PHASE E; NEGOTIATION: DONE.

PHASE F; DUCAT BORROWING & LOANS; NONE REPORTED.

PHASE G; ORDER WRITING, COMPLETE.

PHASE H; DUCAT EXPENDITURES; NONE.

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

AUSTRIA: *a como - tyrolea, a tyrolea - austria*.

FRANCE: *a swiss - tyrolea, a turin s a swiss - tyrolea*, A SAVOY S A TURIN, F EGofL S F MARSEILLE - WGofL, F GofL - CORSICA, F MARSEILLE -W GofL.

MILAN: *a pavia - turin*, A MILAN S A PAVIA, A GENOA C TO G GENOA, *a ferrara - padua*.

PAPACY: *a aquila - ancona*, A PISTOLIA S A LUCCA - BOLOGNA, *f ancona - uadr*, A LUCCA - BOLOGNA.

TURKEY: A OTRANTO HOLDS, *a austria - hungry*, F PIOMBINO B(1) AUTO-G, F W TYR - E TYR, F WMED - BAY OF TUNIS, F LADR S PAPACY F ANCONA - UADR.

VENICE: F V LAG S F UADR, *a slavonia - hungry, a croatia - padua*, A BOLOGNA - MANTUA, F UADR T A CROATIA - PADUA.

RETREATS; NONE - BY GOOD LUCK ONLY.....

A QUICK RECAP HERE OF TREASURY LEVELS: AUSTRIA HAS 2d, FRANCE HAS 14d, MILAN HAS 15d, AND THE POPE, TURKEY, AND VENICE HAVE -0-.

CAMPAIGN EIGHT - FALL 1515;

PHASE A; FAMINE UNIT PLACEMENT; NONE THIS TURN.

PHASE B; MILITARY UNIT ADJUSTMENT AND INCOME PHASE: NONE THIS TURN.

PHASE C; FAMINE REMOVALS: NONE THIS TURN.

PHASE D; PLAGUE PHASE: NONE THIS TURN.

PHASE E; NEGOTIATION: OK, YOU ARE AGAIN INTO THIS PHASE.....

As of now, the FOLLOWING ARE THE ONLY Auto-garrison's in their original locations; RAGUSA, SIENNA, AREZZO, LUCCA, & PIOMBINO.

DEADLINE IS AUGUST 26TH MIDNIGHT: THE TURN WILL BE PRINTED IN S.O.B., WITH OR WITHOUT NMR'S.

PRESS:

Doge - Sultan: Give me a torch, I am not for this ambling; Being but heavy, I will bear the light. I:4

An I were so apt to quarrel as thou art, any man should buy the fee-simple of my life for an hour and a quarter. III:1

Doge - Sultan & Cardinal (not worthy of being the Pope): A plague on both your houses! ...Is he gone and hath nothing? ... This shall determine that. III:1

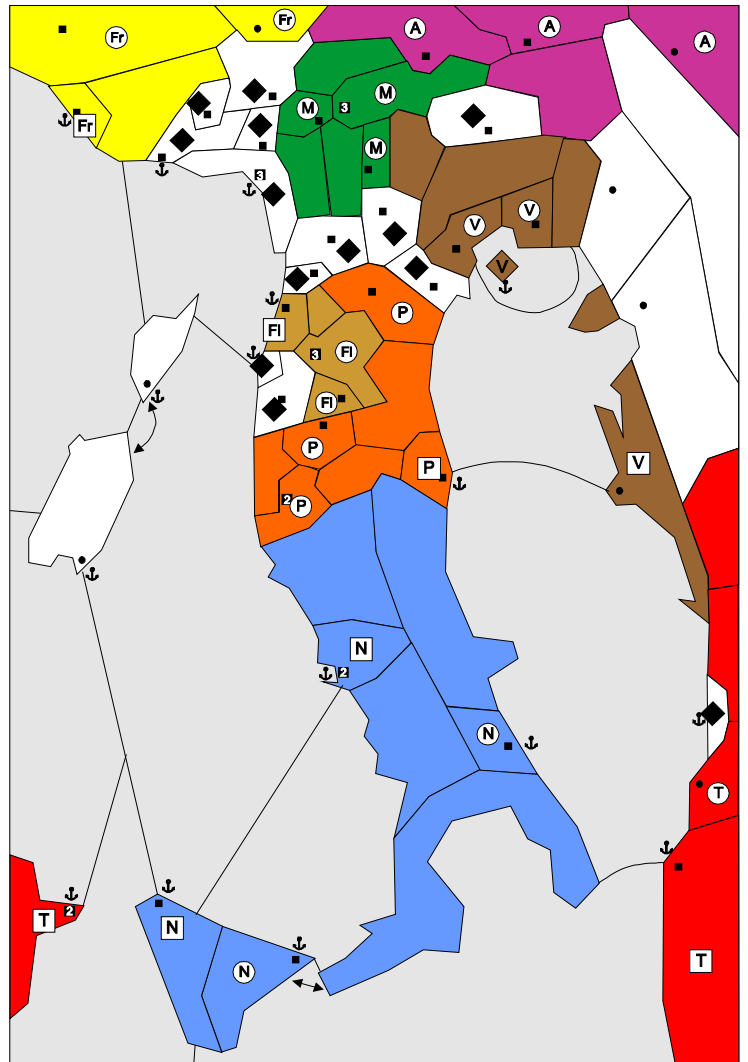
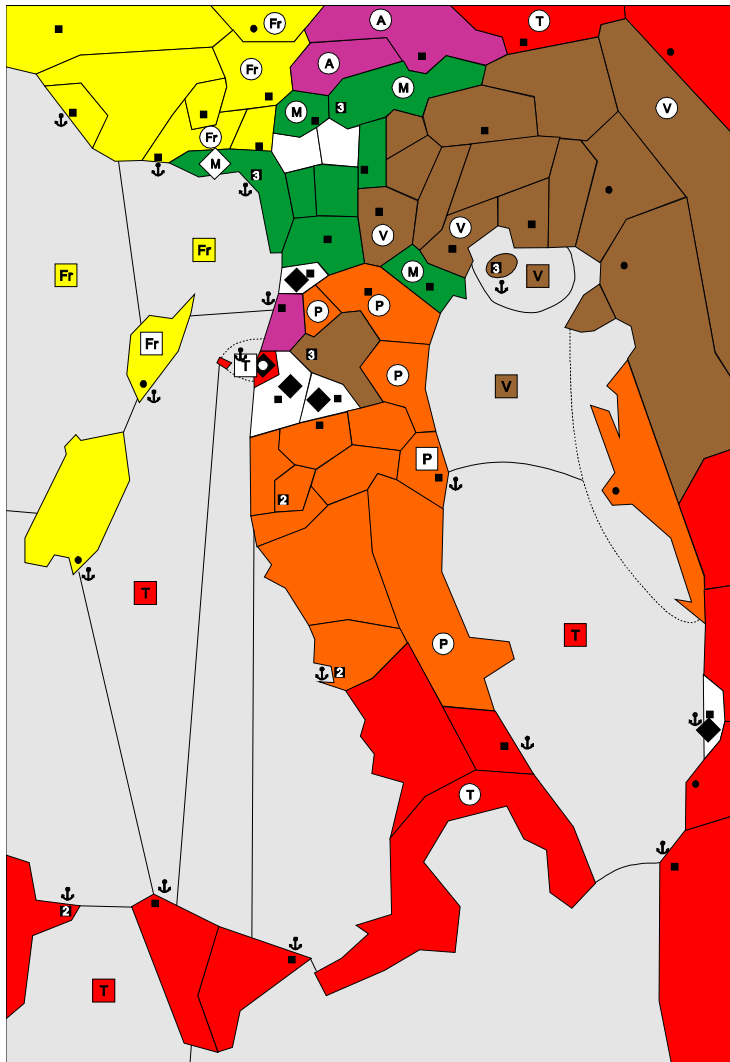
See what a scourge is laid upon your hate, ... all are punished. V:3

Turkey to France: I take your silence to mean bad things....

Turkey to Austria: Welcome to the game.

"96-2" aka "Howl"

"Feral Dogs"



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

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

**Feral Dogs/MGN# A2/B/8/1 - Gunboat**

**Spring 1454**

**Deadline/Summer 1454 9/2 Tuesday**

The game begins!

Positions

- Austria ( ): A TYROLEA  
A AUSTRIA  
A HUNGARY  
Treasury: 1 ducat
- Florence ( ): A FLORENCE  
A AREZZO  
F PISA  
Treasury: 6 ducats
- France ( ): A SWISS  
A AVIGNON  
F MARSEILLES  
Treasury: 2 ducats
- Milan ( ): A CREMONA  
A PAVIA  
A MILAN  
Treasury: 6 ducats

- Naples ( ): A BARI  
A MESSINA  
F NAPLES  
F PALERMO  
Treasury: 4 ducats
- Papacy ( ): A PERUGIA  
A BOLOGNA  
A ROME  
F ANCONA  
Treasury: 4 ducats
- Turks ( ): A ALBANIA  
F DURAZZO  
F TUNIS  
Treasury: 4 ducats
- Venice ( ): A PADUA  
A TREVISO  
F DALMATIA  
G VENICE

Treasury: 9 ducats

### Notes

The consensus was a straight advanced rules game. We had one vote for basic rules and five votes for advanced with two abstentions. As for the optional rules, the only one that came close was special military units with two yes, two

no, and four abstentions. That was hardly a mandate. So, straight advanced rules, which includes money and assassinations, but (in the 1995 version) does not include conquest. A side effect of this is that you are not eliminated as long as you control any cities. We will be playing to ultimate victory conditions: 23 cities captured is a victory.

## Mongrel

### Epoch VII Russia, Manchu Dynasty, Netherlands, and France Deadline for Epoch VII Britain, United States, and Germany: 9/2 Tuesday

**The Dark Side** (Eisenhut) plays Disaster in *Chekiang* (Monument destroyed, Capital reduced to city). RUSSIA: Army and Capital *North European Plain* (Viking army destroyed), fleet *North Sea* (vs. Horsemen of the Apocalypse: D: 4, 1; H: 1; wins), army *Brasil*, plays Siegecraft, army *Guiana Highlands* (vs. Spain: R: 3, 2; S: 6, 2; loses), *Guiana Highlands* (vs. Spain: R: 6, 6; S: 3, 2; wins), *Northern Andes* (vs. Incas: R: 6, 3; I: 3, 2; wins, Capital reduced to city), *West Indies* (vs. Natives: R: 4, 3; N: 2, 2; wins), *Appalachia, Eastern Steppe, Mongolia* (vs. Mongols: R: 2, 1; M: 6, 1; loses), *Mongolia* (vs. Mongols: R: 2, 2; M: 4, 2; loses), *Mongolia* (vs. Mongols: R: 6, 5; M: 6, 1; R: 3, 1; M: 4, 2; loses). Points: Control of South America (6), Dominance in North America (6), Presence in Northern Europe (4), Southern Europe (2), Eurasia (2), Middle East (1), and Sub-saharan Africa (2), 2 Capitals (4), 3 cities (3), 3 Seas (3), and 1 Monument (1) for 34 points.

MANCHU DYNASTY does not exist.

**Civs-R-U**s (Lewis) NETHERLANDS. Plays Fanaticism. Army and Capital *Lower Rhine* (Timurid army retreats to *Central Europe*), plays Pirates in *North Sea* (vs. The Dark Side: C: 4, 2; D: 1; wins), fleet *Atlantic Ocean*, army *Appalachia* (vs. Russia: N: 6, 2; R: 5, 5; wins), *Brasil* (vs. Russia: N: 6, 2; R: 5, 4; wins), *Pyrenees* (vs. Spain: N: 5, 4; S: 5, 1; N: 6, 2; S: 5, 1; wins, Capital reduced to city), fleet *Indian Ocean*, army *Madagascar, Ceylon* (vs. Mughals: N: 6, 5; M: 3, 2; wins). Points: Dominance in Northern Europe (8), Eurasia (4), Middle East (2), and India (6), Presence in North America (3),

South America (2), China (3), North Africa (1), Sub-saharan Africa (2), and Southern Europe (2), 2 Capitals (4), 5 cities (5), 2 Seas (2), and 5 Monuments (5) for 49 points.

**The Horde** (Cain) plays JAPAN: Army and Capital in *Honshu*, fleet *Sea of Japan* (vs. Hector: Ho: 5, 3; He: 3; wins), army *Hokkaido, Korean Peninsula, Great Plain of China* (vs. Ming Dynasty: J: 5, 1; M: 3, 2; wins). FRANCE: Plays Weaponry. Army and Capital in *Western Gaul* (2 Byzantine armies are destroyed), fleet *Atlantic Ocean*, army *Shatts Plateau* (vs. Spain: F: 5+1, 1+1; S: 2, 2; wins), *Western Iberia* (vs. Portugal: F: 4+1, 2+1; S: 4, 1; wins, Capital reduced to city), *Brasil* (vs. Netherlands: F: 6+1, 6+1; N: 4, 2; wins), *Congo Basin* (vs. Spain: F: 6+1, 2+1; S: 6, 4; wins), *South Africa* (vs. Spain: F: 4+1, 2+1; S: 6; loses), *South Africa* (vs. Spain: F: 6+1, 1+1; S: 5; wins), fleet *Indian Ocean*, army *East Africa, Zagros* (city eliminated), *Persian Salt Desert* (vs. Safavids: F: 6+1, 6+1; S: 6; wins, Capital reduced to city), fleet *Pacific Ocean*, army *Australia, New Guinea*. Builds Monuments in *Western Gaul* and *Persian Salt Desert*. Points: Control of Nippon (6) and Australia (3), Dominance in Southern Europe (4), North Africa (2), and Sub-saharan Africa (4), Presence in Northern Europe (4), North America (3), South America (2), Middle East (1), and China (3), 2 Capitals (4), 4 cities (4), 1 Sea (1), and 4 Monuments for 41 points.

Thanks to Joe Carl for his unused standby orders.

### Players

| Player Name   | Player Faction Name                 | Empire Strength Points | Victory Points |
|---------------|-------------------------------------|------------------------|----------------|
| Murray Cowles | Hector (Blue)                       | 48                     | 156            |
| Dennis Cain   | The Horde (Purple)                  | 59                     | 122            |
| Andy Lewis    | Civs-R-U's (Green)                  | 64                     | 207            |
| Dave Anderson | Gamers' Lonely Hearts Club (Orange) | 64                     | 108            |
| Kevin Wilson  | Horsemen of the Apocalypse (Red)    | 68                     | 149            |
| Dan Eisenhut  | The Dark Side (Black)               | 71                     | 169            |

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

**The Horde**. Fleets *Sea of Japan, Atlantic Ocean, Pacific Ocean, and Indian Ocean*. 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*. AZTECS: Army *Pacific Seaboard*. JAPAN: Army and Capital *Honshu*, armies *Hokkaido, Korean Peninsula, and Great Plain of China*. FRANCE: Army, Capital, and Monument *Western Gaul*, army, city, and Monument *Persian Salt Desert*, army and city *Western Iberia*, army and Monument *Zagros* and *Shatts Plateau*, armies *Brasil, Congo Basin, South Africa, East Africa, Australia, and New Guinea*.

**Civs-R-U**s. Fleets *Red Sea, North Sea, Atlantic Ocean, and Indian Ocean*. ASSYRIA: Army *Hindu Kush*. SCOTTS: Army, city, and Fort in *Highlands*. ARABS: Army, Capital, and Monument in *Arabian Peninsula*, two armies and Monument in *Lower Indus*, army and Monument in *Upper Tigris*, army *Libya, Nile Delta, Levant, Western Deccan, and Western Ghats*. VIKINGS: Army *Scandinavia*. CRUSADERS: Two armies, city, and fort *Palestine*. TIMURID EMIRATES: Army, Capital, and Monument *Turanian Plain, 2*

armies, city, and Monument *Central Europe*, army and Monument *Tarim Basin*, armies *Western Steppe, and Dneipr*. NETHERLANDS: Army and Capital *Lower Rhine*, army, city, and Monument *Pyrenees*, armies *Ceylon, Appalachia, and Madagascar*.

**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: Army in *Danubia*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. PORTUGAL: Army and city *Mexican Valley*, armies *Patagonia, Southern Andes, Deep South, and Great Lakes*. RUSSIA: Army and Capital *North European Plain*, army and city *Northern Andes*, armies *Guiana Highlands, West Indies, and Eastern Steppe*.

**Horsemen of the Apocalypse**. Fleets *Atlantic Ocean* and *Western Mediterranean*. GUPTAS: Army *Sumatra*. HOLY ROMAN EMPIRE: Two armies and Monument *Albion*, two armies *Baltic Seaboard*, army and Monument *Northern Gaul*. SPAIN: Army and Monument in *Southern Iberia*.

**Hector**. Fleet *South China Sea*. NORTH AMERICAN MIGRANTS: Army in *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, city, and Fort *Chekiang*, army and Monument *Wei River*, *Yellow River*, and *Malayan Peninsula*, army *East Indies*.

**Gamers' Lonely Hearts Club.** Fleet *Bay of Bengal*. SCYTHEANS: Army *Caucases*. REBELLION: Three armies and city in *Central America*. HUNS: Two armies *Western Anatolia*. MONGOLS: Two armies and Monument in *Yangtse Kian*, army each *Mongolia*, *Manchurian Plain*, *Szechwan*, and *Si-Kyang*. MUGHALS: Army and Capital in *Ganges Valley*, army, city, and Monument *Eastern Ghats*, army and Monument *Ganges Delta*.

Your event cards are: \_\_\_\_\_

## Epoch VII Empire

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

### Press

**Civs-R-Us - Hector:** May camels spit on you! The Horsemen are really loving your move.

**Incas – Spain:** If you want to attack a fort 5 times through difficult terrain, you deserve to lose. The real Incas should have been so lucky.

## Wolfpack

### **Epoch V Sung Dynasty, Seljuk Turks, and Mongols**

#### **Deadline for Epoch VI Empire Selection: 9/2 Tuesday**

**The Arachnids** play *Crusades in Palestine* (vs. Arabs: C: 4+1, 3+1; A: 5, 1; C: 6+1, 4+1; A: 6, 2; wins, city and fort placed), *Nile Delta* (vs. Franks: C: 6+1, 3+1; F: 3; wins), *Arabian Peninsula* (vs. Arabs: C: 4+1, 3+1; A: 6; loses). SUNG DYNASTY: Army and Capital *Szechuan* (Chola army withdraws to *Wei River*), army *Yangtse Kian* (vs. Khmers: S: 5, 5; K: 2; wins, city eliminated), *Wei River* (vs. Chola: S: 3, 1; C: 6; loses), *Wei River* (vs. Chola: S: 2, 1; K: 3; loses), *Wei River* (vs. Chola: S: 4, 1; C: 1; S: 3, 3; C: 4 loses), *Wei River* (vs. Chola: S: 6, 3; C: 5; wins), *Si-Kiang* (vs. Khmers: S: 1, 1; K: 2, 2; loses), *Si-Kiang* (vs. Khmers: S: 6, 5; K: 5, 1; wins), plays Disaster in *South China Sea* (The Blunt Approach fleet is eliminated), fleet *South China Sea*. Points: Control of China (9), Presence in Southeast Asia (2), Middle East (2), and North Africa (2), one Capital (2), one city (1), one Sea (2), and three Monuments (3) for 23 points.

SELJUK TURKS are absent.

**Quantum Coyotes** MONGOLS: Army in *Mongolia* (Hsuing-nu army eliminated), *Wei River* (vs. Sung Dynasty: M: 6, 1; S: 6, 5; M: 4, 2; S: 4, 4;

M: 6, 2; M: 3, 2; wins), *Yellow River* (vs. T'ang Dynasty: M: 3, 3; T: 2; wins), *Great Plain of China* (vs. T'ang Dynasty: M: 4, 3; T: 6; loses), *Great Plain of China* (vs. T'ang Dynasty: M: 5, 1; T: 2; wins), fleet *Sea of Japan*, army *Szechwan* (vs. Sung Dynasty: M: 6, 4; S: 5; wins, Capital reduced to city), *Mekong* (vs. Khmers: M: 1, 1; K: 5, 3; loses), *Eastern Steppe* (Hun army eliminated), *North European Plain* (vs. Franks: M: 6, 5; F: 2, 1; wins), *Baltic Seaboard* (vs. Vikings: M: 5, 2; V: 1; wins), *Central Europe* (vs. Holy Roman Empire: M: 5, 1; H: 2; wins, Capital reduced to city), *Dalmatia* (Treachery, Holy Roman Empire army eliminated), *Northern Apennines* (vs. Holy Roman Empire: M: 5, 4; H: 2; wins), *Southern Apennines* (vs. Holy Roman Empire: M: 4, 3; H: 5; loses), *Danubia* (vs. Goths: M: 6, 3; G: 5; wins), fort *Dalmatia*, army *Chekiang* (vs. Chou Dynasty: M: 4, 3; C: 2; wins), *Tarim Basin* (vs. T'ang Dynasty: M: 6, 2; T: 5; wins), *Korean Peninsula*. Builds a Monument in *Tarim Basin*. Points: Dominance in China (6), Eurasia (2), and Northern Europe (4), Presence in Southern Europe (3), Middle East (2), and India (3), three cities (3), one Sea (1), four Monuments (4) for 28 points.

### Players

| Player Name      | Player Faction Name         | Empire Strength Points | Victory Points |
|------------------|-----------------------------|------------------------|----------------|
| Caleb Cousins    | Dead Peoples (Green)        | 41                     | 93             |
| Sean Cousins     | Pinky and the Brain (Red)   | 42                     | 110            |
| Paul Bolduc      | The Arachnids (Blue)        | 46                     | 112            |
| Pitt Crandlemire | PMS'ing Indignants (Purple) | 47                     | 99             |
| Chris Geggus     | The Blunt Approach (Orange) | 52                     | 119            |
| Kevin Kinsel     | Quantum Coyotes (Black)     | 54                     | 104            |

### Final Positions

**The Arachnids:** Fleet *South China Sea*. SUB-SAHARAN MIGRANTS: Army each in *Madagascar* and *Central Africa*. ANGLO-SAXONS: Army and *Ireland*. T'ANG DYNASTY: Army *East Indies*. SUNG DYNASTY: Army and Monument *Yangtse Kian*, army *Si-Kiang*. CRUSADERS: Army, city, and fort *Palestine*, army and Monument *Nile Delta*.

**Quantum Coyotes:** Fleet *Sea of Japan*. ASSYRIA: Army and Fort *Ceylon*. SCOTS: Army, city, and fort in *Highlands*. HUNS: Army Monument in *Persian Plateau*, army each in *Western Steppe* and *Turanian Plain*. MONGOLS: Army, city, and Monument *Central Europe*, army and city *Szechwan*, army and fort *Dalmatia*, army and Monument *Tarim Basin* and *Wei River*, armies *Mongolia*, *Yellow River*, *Great Plain of China*, *Chekiang*, *Korean Peninsula*, *Eastern Steppe*, *North European Plain*, *Baltic Seaboard*, *Danubia*, and *Northern Apennines*.

**Pinky and the Brain:** Two fleets *Bay of Bengal*. INDUS VALLEY: One army in *Western Ghats*. PERSIA: Army *Persian Salt Desert*. ARAGON: Army, city, and fort *Southern Iberia*. GUPTAS: Army, Capital, and Monument *Eastern Deccan*, army and Monument *Upper Indus* and *Lower*

*Indus*, two armies *Western Deccans*. CHOLA: Army and Capital *Eastern Ghats*, armies *Ganges Delta* and *Irrawaddy*.

**PMS'ing Indignants:** Fleets *Red Sea*, *North Sea*, and *Atlantic Ocean*. 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 Monument *Levant*, army *Nubia*. VIKINGS: Army and city *Northern Gaul*, army and Monument *Albion*, armies *Central Massif*, *Scandinavia*, and *West Indies*.

**The Blunt Approach:** Fleet *Eastern Mediterranean*. ROMANS: Two armies *Pyrenees*, army *Western Iberia*, *Morea*, and *Crete*. KHMERS: Army and Capital in *Mekong*. MALAYAN KINGDOM: Army, city, and fort *Malayan Peninsula*. HOLY ROMAN EMPIRE: Army and Monument *Southern Apennines*, *Middle Tigris*, *Upper Tigris*, and *Eastern Anatolia*, armies *Dneipr*, *Caucases*, and *Zagros*.

**Dead Peoples:** Fleet *Western Mediterranean*. 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 and Monument *Pindus*, army *Western Gaul*. FRANKS: Armies *Lower Rhine*, *Shatts Plateau*, and *Libya*.



Your event cards are: \_\_\_\_\_

*Epoch V Empire Draw*

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

### Mutt

Turn 13

Deadline, Turn 14: 9/2, Tuesday

#### Commander Actions

**BarterTown II** opens the bidding on an Outpost and Awl Mining Company gets it for 101 (Or3, Wa9, Wa9, Ti11, MTi, HE discount, Ec discount). Opens the bidding on an Outpost and gets it for 100 (Or2, Wa5, Wa6, Wa7, Ti11, MTi, HE discount, Ec discount). Moves a population from an ore factory to man the titanium factory.

**Fangland** buys a new chemicals factory for 60 (Wa6, Wa10, Ti12, Re14, NC18) and 2 population (Wa6, Re14).

**Tribute to Troy** opens the bidding on Robots and gets it for 50 (Or2, Or3, Re15, MWa). Buys a research factory (MWa) and a robot (Wa10)

**Awl Mining Company** buys 2 population factors.

**The Outhouse** buys a robot (Ti11).

**Bellpick 7** opens the bidding on a Laboratory and gets it for 80 (Ti8, Ti9, Ti10, Ti11, Ti12, MWa). Moves a population from a water factory to man the research factory.

**Heavenly Bodies Development Company** buys 2 titanium factories (Or1, Or4, Wa4, Wa5, Wa5, Wa5, Wa6, Wa6, Wa8, Re10, Re11). Moves 2 population from ore factories to man them.

**Minos Entrepreneurs** passes.

#### The Players

| Order | Outpost Name                        | Commander     | Factories                                                    | Upgrades           | VP |
|-------|-------------------------------------|---------------|--------------------------------------------------------------|--------------------|----|
| 1     | BarterTown II                       | Andy York     | OrF, <b>OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF</b>      | Wa, HE, Ec, 2Ou    | 33 |
| 2     | Awl Mining Company                  | Andy Lewis    | <b>OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, M</b>             | No, HE, Ec, Ou     | 27 |
| 3     | Bellpick 7                          | Bill Scharf   | OrF, OrF, WaF, <b>WaF, WaF, WaF, TiF, TiF, TiF, TIF, ReF</b> | No, HE, Wa, Ro, La | 25 |
| 4     | Fangland                            | Kevin Kinsel  | OrF, OrF, <b>WaF, WaF, WaF, WaF, TiF, NCF, NCF</b>           | No, 2DL, 2Sc, Ou   | 25 |
| 5     | Tribute to Troy                     | Mike Lowrey   | <b>OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF, ReF</b>           | No, Wa, OL, La, Ro | 25 |
| 6     | The Outhouse                        | Sean Cousins  | OrF, OrF, <i>WaF</i> , <b>WaF, TiF, TiF, TiF, TiF</b>        | HE, Wa, Ec, Ro     | 20 |
| 7     | Heavenly Bodies Development Company | Kevin Wilson  | OrF, OrF, OrF, <b>WaF, WaF, WaF, WaF, TiF, TiF</b>           | DL, No, HE, 2Sc    | 17 |
| 8     | Minos Entrepreneurs                 | Dave Anderson | OrF, OrF, <b>WaF, WaF, WaF, WaF, TiF</b>                     | Wa, 2DL, Ou        | 14 |

#### Available Upgrades

New Arrivals: Laboratory, Robots, Space Station, Laboratory

| Upgrade                | Minimum Bid | Available | Not Yet Delivered |
|------------------------|-------------|-----------|-------------------|
| Scientists (Sc)        | 40          | 0         | 1                 |
| Orbital Labs (OL)      | 50          | 1         | 3                 |
| Robots (Ro)            | 50          | 2         | 0                 |
| Laboratory (La)        | 80          | 2         | 1                 |
| Ecoplants (Ec)         | 30          | 2         | 0                 |
| Outpost (Ou)           | 100         | 0         | 0                 |
| Space Station (SS)     | 120         | 1         | 5                 |
| Planetary Cruiser (PC) | 160         | 0         | 6                 |
| Moon Base (MB)         | 200         | 0         | 6                 |

#### Production Cards

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

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

Heavenly Bodies Development Company, Minos Entrepreneurs, and Tribute to Troy took Mega water cards.  
BarterTown II, Bellpick 7, The Outhouse, and Awl Mining Company took Mega titanium cards.

### Chihuahua

Turn 7

Turn 8 due: 9/2 Tuesday

#### Planning

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

**English** buy 4 soldiers (\$40) and 1 ship (\$12) and maintains 3 ships (\$12) for \$64.

**French** buy 6 soldiers (\$60) and 2 ships (\$24), maintains 4 ships (\$16) for \$100.

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

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

**Swedes** buy 2 soldiers (\$20) and maintains 5 ships (\$20) for \$40. 2 ships are declared pirates.

#### Outbound Naval Movement

**Dutch** move to anchorage J. Dice: 1, 3, 4, 6. Loses 1 soldier.

**English** move to anchorage D. Dice: 2, 4, 4. No losses.

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

**Portuguese** move to anchorage N. Dice: 4, 4, 4, 5. No losses.

**Spanish** move to anchorage Y. Dice: 2, 3, 4, 5, 6. No losses.

**Swedes** move to anchorage O. Dice: 2, 3, 5. No losses.

Mining

The Dutch mine one gold bar in L. The mine is exhausted.

The French mine one gold bar in C.

The Portuguese mine one gold bar in N.

Discovery

None

Land Movement

**Dutch** moves 1 gold bar J to ships, 1 gold bar from L to J, 3 soldiers and 6 colonists from J to I, 3 soldiers and 4 colonists from anchorage dot to J.

**French** moves 2 gold bars from C to ships, 4 soldiers from C to B, 6 soldiers and 4 colonists from C to D, 6 soldiers and 4 colonists anchorage dot to C.

**English** moves 3 soldiers from H to G, 3 soldiers H to D, 3 colonists H to K, 4 colonists and 4 soldiers from anchorage dot to D

**Spanish** moves 3 soldiers and 3 colonists from Y to W, 4 soldiers and 4 colonists from anchorage dot to Y (1 colonist mines).

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

**Portuguese** moves 1 gold bar from N to ships, 3 soldiers from P to S (it's resource rich climate 3 area with 1 native), 4 colonists and 5 soldiers from N to P, and 4 soldiers and 4 colonists from anchorage dot to N.

Combat

**English:** English attack French in D. English lose 4 soldiers, French lose 3.

Native Combat

**Dutch:** None.

**French:** None.

**English:** 1 native killed in area D, 2 natives and 2 soldiers killed in area G.

**Spanish:** None.

**Swedes:** 1 soldier and 1 native killed in area R.

**Portuguese:** None.

Native Uprisings

Climate is a 3. No uprisings.

Survival

Climate is a 4.

**Dutch** lose 1 colonist in I.

**French** lose 1 soldier in B.

**English** lose 1 soldier in G, 2 colonists in K, and 1 colonist in H.

**Spanish** lose 1 soldier in Y and 1 soldier in W.

**Swedes** no losses

**Portuguese** lose 1 colonist in N, 1 soldier in P, and 1 soldier in S.

Political Control

**Dutch** gain political control in area I.

**English** gain political control in area K.

**Spanish** gain political control in area W.

**Portuguese** gain political control in area P.

Homebound Naval Movement

**Dutch:** Dice: 1, 2, 3, 4. No losses.

**French:** Dice: 3, 4, 5, 6. No losses.

**English:** Dice: 1, 2, 5. No losses.

**Spanish:** Dice: 1, 2, 5, 5, 6. No losses.

**Swedes:** Dice: 1, 3, 5. No losses.

**Portuguese:** Dice: 4, 5, 6, 6. No losses.

Income

**Dutch:** Political Control: \$120, resources: \$40, gold: \$40.

**French:** Political Control: \$90, resources: \$46, gold: \$80.

**English:** Political Control: \$90, resources: \$26.

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

**Swedes:** Political Control: \$120, resources: \$46.

**Portuguese:** Political Control: \$120, resources: \$30, gold: \$40.

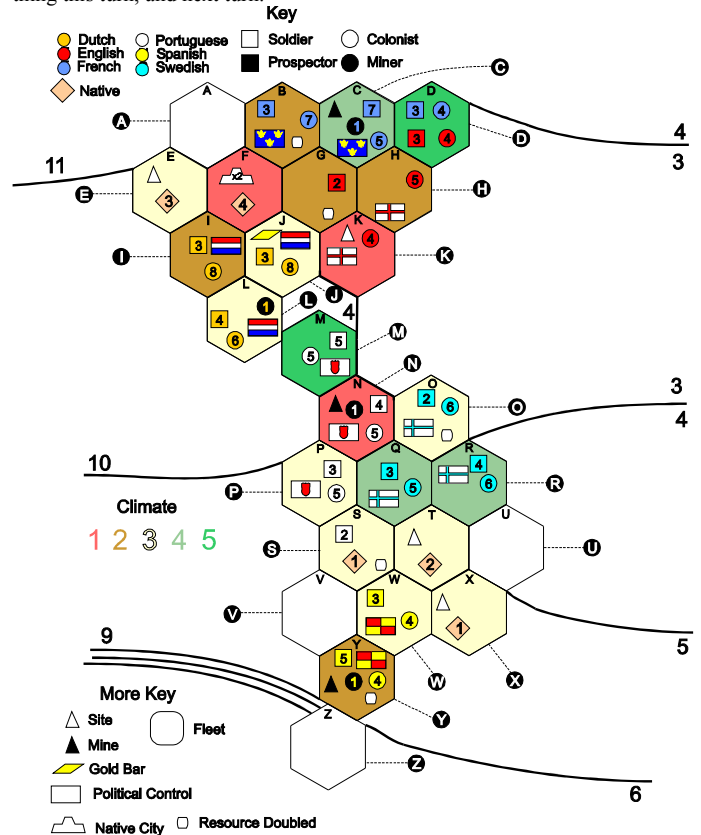
Turn 8 Initiative

Spanish, French, Dutch, English, Portuguese, Swedes

Press

**Swedes - GM:** Where was my pirate attack on the French?

**Cerberus - Swedes:** They were long gone by the time you got there. Same thing this turn, and next turn.



Notes

Since Debbie Osborne once again did not submit orders, and Pitt Crandlemire did, Pitt Crandlemire is now the player of record for the Spanish.

Players

| Country    | Player           | Money | Available Soldiers | Ships | Colonists |
|------------|------------------|-------|--------------------|-------|-----------|
| Dutch      | Bill Scharf      | \$336 | 12                 | 4     | 4         |
| English    | Brendan Whyte    | \$316 | 11                 | 4     | 4         |
| French     | Kevin Wilson     | \$446 | 7                  | 6     | 4         |
| Portuguese | Dennis Cain      | \$351 | 9                  | 4     | 4         |
| Spanish    | Pitt Crandlemire | \$208 | 14                 | 4     | 4         |
| Swedish    | Andy Lewis       | \$471 | 11                 | 5     | 4         |

**Rock Hound**

Operations Round 2.2 and Stock Round 3

Operations Round 3.1 due: 9/2 Tuesday

**Operations Round 2.2**

Actions

**Lucky Tug** moves to G7 and picks up R50 and N10, returns to H6 and delivers. Gains \$60, all of it retained.

TSI Scout moves to K3, picks up R60, moves to K2, K1 and explores (N20/60 and N20/60), J1 and delivers \$60 + \$20 in bonuses. Tug moves J4, picks up N60, moves to I4, H4, and delivers with Transshipment. \$60 + \$30. Tug moves to J4, I4, picks up R50, moves to H5 and delivers with Transshipment. \$50 + \$30. Gains a total of \$10 in exploration fees and \$250 in earnings. All earnings are paid out (Blue Sky Mining receives \$50, Errol's Outfit receives \$25, and BORG Mining Collective receives \$75), stock price increases to \$125. Buys Scout for \$175, buys Planetary Imports for \$50, refueling station at M3 for \$50, and claim at R30/60 in N2 for \$60.

### Sock Round 3

**Blue Sky Mining** sells 2 shares of TSI for \$250 (stock price falls to \$111), buys Resources Unlimited President's certificate with a par price of \$77 (\$154).  
 Presidents certificates of Mars Mining, Venus Prospectors, and Lunar Enterprises now available.  
**Due Unto Others** Torch becomes the Mars Mining growth corporation.  
**Errol's Outfit** passes.  
**Carved in Stone** Drill Hound becomes the Venus Prospectors growth corporation.  
 ANUS buys 1 share TSI for \$100.  
**BORG Mining Collective** buys 1 share TSI for \$100.  
**Blue Sky Mining** buys 1 share RU for \$77.  
**Due Unto Others** passes.  
**Errol's Outfit** passes.

**Carved in Stone** passes.  
 ANUS passes.  
**BORG Mining Collective** buys 1 share RU for \$77.  
**Blue Sky Mining** buys 1 share RU for \$77. This floats the corporation.  
**Due Unto Others** passes.  
**Errol's Outfit** passes.  
**Carved in Stone** passes.  
 ANUS passes.  
**BORG Mining Collective** passes.  
**Blue Sky Mining** buys 1 share RU for \$77.  
 The round is passed out at this point.

### Operations Round 3.1

Order of play is as listed below.  
**Fast Buck** receives \$15.

**Errol's Outfit** receives \$15  
 ANUS receives \$30

**Blue Sky Mining** receives \$15  
 TSI receives \$10.

#### Players

| Player Name   | Player Faction Name                       | Cash  | Assets                                                               |
|---------------|-------------------------------------------|-------|----------------------------------------------------------------------|
| Sean Cousins  | Due Unto Others                           | \$95  | Fast Buck, President's Share MM                                      |
| Bill Scharf   | Errol's Outfit                            | \$152 | Ore Crusher, Robot Smelters, 1 share TSI                             |
| Dennis Cain   | Carved in Stone                           | \$40  | Ice Finder, President's Share VP                                     |
| Bob Robles    | Asteroid New Utilization Syndicate (ANUS) | \$50  | Lucky, Asteroid Export Company, 1 share TSI                          |
| Caleb Cousins | BORG Mining Collective                    | \$5   | President's Share TSI, 2 shares TSI, 1 share RU                      |
| Andy Lewis    | Blue Sky Mining                           | \$52  | Tunnel Systems, Vacuum Associates, President's Share RU, 3 shares RU |

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

#### Private Companies

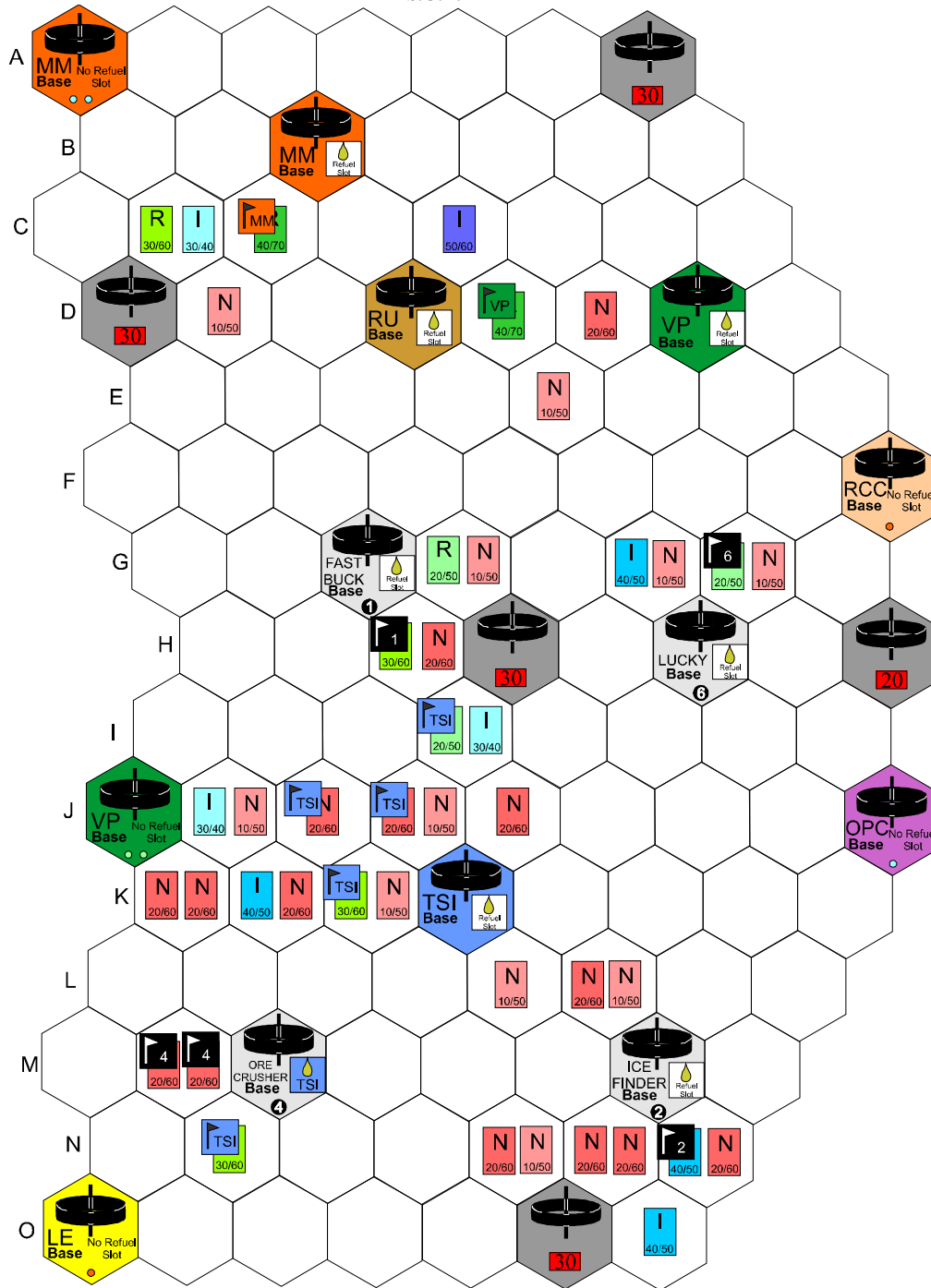
| Company                 | Owner           | Income    | Special                  |
|-------------------------|-----------------|-----------|--------------------------|
| 0: Planetary Imports    | TSI             | \$10/turn | None                     |
| 7: Tunnel Systems       | Blue Sky Mining | \$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 | \$12     | 1      | Scout (5/1), Tug (3/2) |
| Ice Finder  | Carved in Stone | \$160    | 1      | Scout (5/1)            |
| Ore Crusher | Errol's Outfit  | \$95     | 0      | Tug (3/2)              |
| Lucky       | ANUS            | \$50     | 1      | Tug (3/2)              |

#### Corporations

| Name | President              | Treasury | Ships                                          | Bases | Fueling Stations | Claims | Private Companies/<br>Pilots |
|------|------------------------|----------|------------------------------------------------|-------|------------------|--------|------------------------------|
| TSI  | BORG Mining Collective | \$385    | Scout (5/1), Tug (3/2), Tug (3/2), Scout (6/2) | 1     | 2                | 5      | Planetary Imports            |
| RU   | Blue Sky Mining        | \$770    | None                                           | 1     | 1                | 12     | None                         |
| MM   | Due Unto Others        | \$32     | Tug (3/2), Tug (4/3)                           | 3     | 3                | 5      | Torch                        |
| VP   | Carved in Stone        | \$170    | Scout (5/1)                                    | 3     | 4                | 4      | Drill Hound                  |



*Available Stock*

| President's Certificates | Stock Market | Public Corps.                            | Growth Corps.                                                  |
|--------------------------|--------------|------------------------------------------|----------------------------------------------------------------|
| Lunar Enterprises (LE)   | 2 shares TSI | 3 shares TSI (\$100), 4 shares RU (\$77) | 8 shares Mars Mining (\$67), 8 shares Venus Prospectors (\$67) |

Cash in the Bank: \$7907

Available Ships: 8, Scout 6/2, \$175; Tug 4/3, \$200

**Notes**

Remember that only corporations can build bases and refueling stations, and that a refueling station can only be built at a base. Bases cost \$50 (except for MM, who pays \$25) and refueling stations also cost \$50 (except for VP, who pays \$25). Also remember that RU gets one claim for free each turn (the second costs \$100, just like anybody else). Finally, when an independent company is made into a growth corporation, its base becomes a base for that corporation and it can fly out of there just like any other base of the corporation. Also, if a corporation has a pilot and multiple ships, the pilot can only fly one of those ships, so include which one in your orders.

|    |    |    |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
|----|----|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 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 | 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     | 125 |
| Par MM | Par RU |    | Par TSI |     |

## Running Dogs

Turn 3 Bidding to Combat  
Turn 3 Combat due: 9/2 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 |

Bidding

CARD 1 ( ) goes to the Bene Gesserit for 2 spice  
 CARD 2 ( ) goes to the Ixians for 4 spice.  
 CARD 3 ( ) goes to the Harkonnens for 4 spice (Extra card:  
 \_\_\_\_\_)  
 CARD 4 ( ) goes to the Fremen for 2 spice.  
 CARD 5 ( ) is not bid on. Bidding ends.

### Revival and Movement

Bene Gesserit coexist everywhere. Lansraad restrict Sihaya Ridge.

### Revival

**Fremen** revive 3 tokens (1 Fedaykin)  
**Harkonnens** revive 3 tokens (2 spice to the Bene Tleilaxu)  
**Lansraad** revive 3 tokens.

### Shipping

**Emperor** ships 1 token to Habbanya Ridge Sietch (1 Bene Gesserit token accompanies)  
**Fremen** ship 6 tokens (1 Fedaykin) to Sietch Tabr  
**Harkonnens** ship 3 tokens to Carthag (1 Bene Gesserit token accompanies)  
**Ixians** ship 7 tokens to Tuek's Sietch (1 Bene Gesserit token to Polar Sink)  
**Lansraad** ships 2 tokens to Sihaya Ridge (1 Bene Gesserit token to Polar Sink)

### Movement

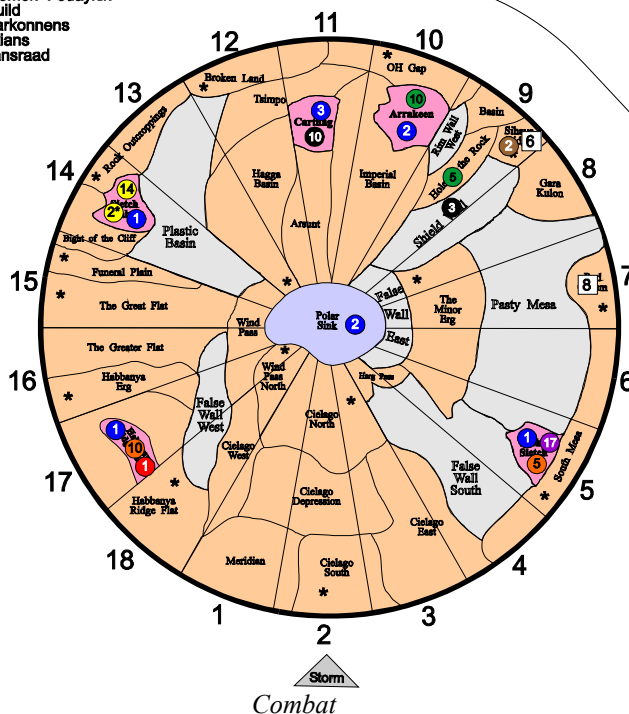
**Atreides** move 5 tokens Polar Sink – Imperial Basin – Hole in the Rock – Sihaya Ridge (Restricted)  
**Bene Gesserit** move 2 tokens Polar Sink – Imperial Basin – Arrakeen  
**Harkonnens** move 3 tokens Carthag – Imperial Basin – Shield Wall – Sihaya Ridge (Restricted)  
**Ixians** move 10 tokens from Shield Wall – Pasty Mesa – Tuek's Sietch

Key

- Tokens
- Spice
- Atreides
- Bene Gesserit
- Emperor
- Elite Sadaukar
- Fremen
- Fremen Fedaykin
- Guild
- Harkonnens
- Ixians
- Lansraad

The Tanks

- Count Fanning 6
- Otheym 5
- Jamie 2



We have 2 combats next turn. They will be run in the following order:

- Habbanya Ridge Sietch** Emperor vs. Guild. Guild is aggressor. Available leaders: Guild: All, Emperor: Cpt. Aramsham (5), Burseg (3), Caid (3), Bashar (2).
- Tuek's Sietch** Ixians vs. Guild. Guild is aggressor. Available leaders: Guild: All (minus whoever is used at Habbanya Ridge Sietch), Ixians: All.

### Press

**Fremen – Harkonnen:** Feel better now? Save Stilgar for the big battle – against the Emperor perhaps?

Final Positions

**Atreides:** 10 Arrakeen, 5 tokens Hole in the Wall, 5 tokens off-planet  
**Bene Gesserit:** 1 token Sietch Tabr, 3 tokens Carthag, 1 token Tuek's Sietch, 2 tokens Polar Sink, 2 tokens Arrakeen, 1 token Habbanya Ridge Sietch, 10 tokens off-planet  
**Bene Tleilaxu:** No traitors, No traps  
**Emperor:** 1 token Habbanya Ridge Sietch, 19 tokens (5 Elite Sadaukar) off-planet, Count Fenring in the tanks  
**Fremen:** 16 tokens (2 Fedaykin) Sietch Tabr, 4 tokens (1 Fedaykin) Otheym, and Jamis in the tanks

**Guild:** 5 tokens Tuek's Sietch, 10 tokens Habbanya Ridge Sietch, 5 tokens off-planet  
**Harkonnens:** 10 tokens Carthag, 3 tokens Shield Wall, 2 tokens in the tanks, 5 tokens off-planet  
**Ixians:** 17 tokens Tuek's Sietch, 3 tokens off-planet  
**Lansraad:** 2 tokens in the tanks, 2 tokens Sihaya Ridge, 16 tokens off-planet  
 Your cards: \_\_\_\_\_  
 Your spice: \_\_\_\_\_

**Hair of the Dog**

Turn 6

Turn 7 due: 9/2 Tuesday

Players

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

**Round 3.2**

**Fool's Gallery** offers Yoko ♠. It goes to JSFAG \$29,000.  
**Idiot Collectors** offers a Yoko \$, = for \$45,000. JSFAG accepts the offer.  
**Arts Gratia Artis** Offers Lite Metal ♣. It goes to Fool's Gallery for \$6,000.  
**Papillon** offers Karl Gitter \$ ending the round.  
**Jerner Sayqua Fine Art Gallery** offers Christin P. \$ for \$29,000 and buys it himself.

**Purchases**

| Player Faction Name            | Lite Metal | Yoko | Christin P | Karl Gitter | Krypto |
|--------------------------------|------------|------|------------|-------------|--------|
| Papillon                       | 0          | 0    | 0          | 2           | 0      |
| Jerner Sayqua Fine Art Gallery | 0          | 3    | 1          | 0           | 0      |
| Fool's Gallery                 | 1          | 0    | 0          | 2           | 0      |
| Idiot Collectors               | 0          | 1    | 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     |            |          | \$10,000   | \$30,000    | \$20,000 |
| 3     | \$10,000   | \$20,000 |            | \$30,000    |          |
| 4     |            |          |            |             |          |

**Papillon** gets \$160,000  
**JSFAG** gets \$90,000

**Fool's Gallery** gets \$170,000  
**Idiot Collectors** gets \$30,000

Cards

Lite Metal: \_\_\_\_\_  
 Yoko: \_\_\_\_\_  
 Christin P.: \_\_\_\_\_

Karl Gitter: \_\_\_\_\_  
 Krypto: \_\_\_\_\_

**Dogged**

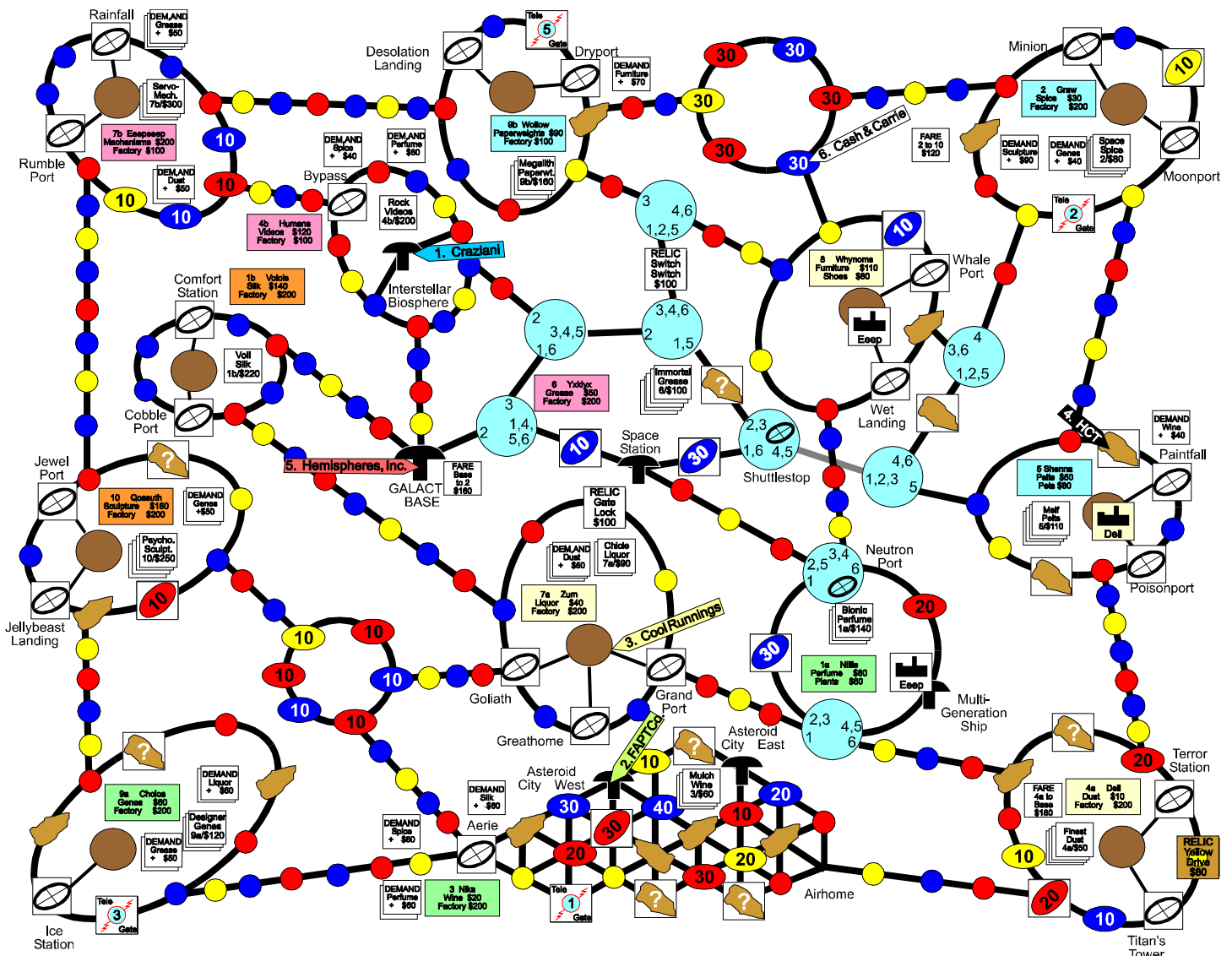
Turn 6.5 to 8.5

**Turns 8.6 to 10.6 due: 8/30 Saturday**

Turn 6

**Dennis Cain (Qossuth/Hemispheres, Inc.)** Rolls Used: 1 \* 4  
**Dryport(s) – Dryport(o) – TeleGate 5 – B.**  
**Andy Lewis (Eeep/Carrie)** Rolls Used: 6 \* 4  
**Multi-generation Ship.**

Sells furniture for \$180 (out of the cup pops: Mulch Wine at 3). Buys Nillis Factory for \$100, Guard Plants for \$60 (receives \$30 commission), and Bionic Perfume for \$80.



|                                                                                                                                                                                                                  |                                                                                                                                                                                               |                                                                                                                                                                                   |                                                                                                                                                                        |                                                                                                                                                                           |                                                                                                                                                                                            |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>6. Cash &amp; Carrie</b> \$129<br>Rocket Scout<br>8: 3 6/9: 4 5/10: 2 5 (Use 1 * 4)<br>Hold1 Hold2 Hull<br>Guard Plants 1a/\$140<br>Bionic Perfume 1a/\$140<br>Whynoms \$100<br>Nillis \$100<br>Shield (\$60) | <b>1. Crazianni Consortium</b> \$148<br>Normal Scout<br>9: 4 5 5 // 10: 3 3 5<br>Hold1 Hold2 Hull<br>Rock Videos 4b/\$200<br>Rock Videos 4b/\$200<br>Mulligan Gear (\$120)<br>Air Foll (\$80) | <b>2. Far Away Places Trading Co.</b> \$350<br>Sports Scout<br>9: 2 2 4 5 // 10: 1 3 4 5 (Use 3)<br>Hold1 Hold2 Hull<br>Chicle Liquor 7b/\$90<br>Much Wine 3/\$60<br>Shenna \$100 | <b>3. Cool Runnings</b> \$220<br>Scow Clipper<br>9: 1 2 5 6 // 10: 1 2 2 3 (Use 3)<br>Hold1 Hold2 Hull<br>Chicle Liquor 7b/\$90<br>Shield (\$60)<br>1a \$80<br>2a \$60 | <b>4. Horse Cents Traders</b> \$90<br>Fast Scout<br>9: 4 6 // 10: 3 6 (Double one)<br>Hold1 Hold2 Hull<br>Space Spice 2/\$80<br>Space Spice 2/\$80<br>Relic Shield (\$60) | <b>5. Hemispheres, Inc.</b> \$269<br>Torch Clipper<br>9: 5 // 10: 3 (Times 4)<br>Hold1 Hold2 Hull<br>FARE to 9a \$110<br>Megalith Paperwt. 9b/\$160<br>FARE to 4a \$140<br>Red Dye (\$120) |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Turn 7

**Pitt Crandlemire (Humans/Crazianni Consortium)** Rolls Used: 2 6 6  
 NC2 - ? (It's the Switch Switch relic) - NC2 - NC2 - R - B - R - Interstellar Biosphere.  
 Sells spice for \$80 plus \$120 demand (out of the cup pops: Megalith Paperweight at 9b and Demand for Immortal Grease at 9a).  
**Debbie Osborne (Niks/Far Away Places Trading Co.)** Rolls Used: 1 4 6  
 Jellybeast Landing(s) - Jellybeast Landing(o) - A - Y - R - B - Y - R - A - Ice Station(o) - ? (It's TeleGate 3).  
**Chris Geggus (Dell/Cool Runnings)** Rolls Used: 1 6  
 NC6 - B30 - Space Station.

Sells pelts for \$110 plus \$50 demand (from the cup: Psychotic Sculpture at 10 and Immortal Grease at 6). Barter Scout for \$30 credit plus \$90 cash buys Clipper.  
**Bob Robles (Whynoms/Horse Cents Traders)** Rolls Used: (5 \* 2) 4  
 Moonport(s).  
 Buys Space Spice for \$30.  
**Dennis Cain (Qossuth/Hemispheres, Inc.)** Rolls Used: 2 \* 4  
 B - Desolation Landing(o) - (R) - B - Y - B - (R) - B - Y - (R) - B10 - (R10) - Y.  
**Andy Lewis (Eeep/ Cash & Carrie)** Rolls Used: 2 \* 4  
 Wet Landing(s) - Wet Landing(o) - R - B - R - B - Y - NC6 - R20 - Multi Generation Ship - R20 - NC3 - Y - B - R - B - R - Y - B - Y - B30.

**S.O.B.**Turn 8

**Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 1 4 5**  
**Interstellar Biosphere.**

Sell Space Spice for \$80 plus \$80 demand (from the cup: Immortal Grease at 6 and Space Spice at 2). Buys 2 Rock Videos for \$240.

**Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 4 6 6**  
**TeleGate 3 – B – Y – B – R – B – R – Y – Aerie – Y – ? (It's TeleGate 1) – Y – ? (It's an R30 penalty marker) – Asteroid City West.**

Discovers Niks (from the cup: Voll Silk at 1b, Mulch Wine at 3, Designer Genes at 9a, and Space Spice at 2). Sells Voll Silk for \$220 plus \$60 demand (from the cup: Mulch Wine at 3 and Demand for Silk at 3).

**Chris Geggus (Dell/Cool Runnings) Rolls Used: 1 6 6**

**Space Station – R – Y – R – NC1 – B30 – NC1 – R – Y – R – Grand Port(o) – Grand Port(s).**

Sells Pet Monsters for \$150 (from the cup: Finest Dust at 4a). Buys 1 Chiclé Liquor for \$40.

**Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (5 \* 2) 1**  
**Wet Landing(s) – Wet Landing(o) – A – NC4 – R – Y – TeleGate 2 – Y – Moonport(s) – Moonport(o) – Y – B – R – B – Y – B – R – ? (It's the Relic Shield).**

Stops and picks up relic.

**Dennis Cain (Qossuth/Hemispheres, Inc.) Rolls Used: 2 \* 4**

**Y – B – (R) – Bypass – (R) – Y – B – (R) – B – (R) – Y – Galactic Base.**  
 Deliver fare for \$110 (from the cup: Immortal Grease at 6). Pick up Fares to 9a and 4a.

Astro

1960

1961 Orders due: 9/2 Tuesday

1960Event Card Resolution

**KOTGO** pays 10 MB to solve the minor problem.

**Republic of Texas** pays 6 MB to fix major problem.

**Andorra** accepts the government order.

**Oceania** selects Andorra as his partner in the Joint Mission.

Saved Cards

**GRAB** Fortunate accident, satellite or probe.

**Oceania** Fortunate accident, capsule.

Purchase Hardware

**KOTGO:** Buys 1 one-stage rocket (A) for 3MB, 1 one-person capsule (a) for 2MB, the Liquid Fuel Strap-on (D) program for 12MB, and the Two-Stage Rocket (B) program for 60MB.

**GRAB:** Buys 1 one-stage rocket (A) for 3MB, 1 orbital satellite (1) for 1MB, the Interplanetary Satellite program (2) for 24MB, and a second launch facility for 30MB.

**LAMPLIGHTER:** Buys 2 astronauts (Biluxi Bob, Mary Mullux) for 4MB, 1 one-stage rocket (A) for 3MB, a docking module (4) for 2MB, liquid fuel strap-ons (D) for 3MB, the Kicker program (F) for 12MB, the Two-Person Module program (b) for 24MB, and a second launch facility for 30MB.

**Republic of Texas:** Buys third launch site for 30MB, the Docking Module program (4) for 18MB, and the Kicker program (F) for 12MB.

**Andorra:** Buys third launch site for 30MB, the Docking Module program (4) for 18MB, and the Kicker program (F) for 12MB.

**Oceania:** Buys Astronaut Training Program (The Phantom) for 18MB and the Kicker program (F) for 12MB.

Conduct Research and Development

**KOTGO:** D: 8 dice (1, 1, 1, 3, 3, 3, 5, 6) +23%. 16 MB spent. B: 2 dice (1, 6) +7%. 8 MB spent.

**GRAB:** EVA: 2 dice (1, 3) +4%. 2 MB spent. 2: 8 dice (1, 1, 1, 4, 4, 5, 5, 5) +26%. 24 MB spent. B: 8 dice (1, 2, 2, 3, 3, 5, 5, 5) +26%. 32 MB spent.

**LAMPLIGHTER:** b: 8 dice (1, 1, 2, 3, 3, 4, 5, 6) +25%. 16 MB spent. EVA Suits: 8 dice (1, 1, 3, 3, 4, 4, 5, 5) +26%. 8MB spent. F: 8 dice (1, 2, 3, 3, 3, 4, 4, 4) +24%. 8 MB spent.

**Republic of Texas:** K: 5 dice (1, 3, 5, 6, 6) +21%. 5 MB spent. a: 5 dice (1, 3, 3, 4, 6) +17% to Max R&D. 5 MB spent. EVA Suits: 8 dice (1, 1, 2, 3, 4, 5, 5, 6) +27%. 8 MB spent.

**Andorra:** 1: 5 dice (2, 5, 6, 6, 6) +25% to Max R&D. 5 MB spent. A: 8 dice (1, 2, 2, 3, 5, 5, 5, 5) +28% to Max R&D. 16MB spent. 3: 8 dice (1, 1, 2, 2, 3, 4, 5, 5) +23%. 32 MB spent.

**Oceania:** B: 3 dice (2, 3, 6) +11%. 12 MB spent. F: 6 dice (1, 3, 3, 6, 6) +19%. 5 MB spent. EVA Suits: 8 dice (1, 2, 2, 4, 5, 5, 5, 6) +30% to Max R&D. 8 MB spent.

Declare Future Missions

**KOTGO:** One launch announced for 1961. It is \_\_\_\_\_.

**GRAB:** Two launches announced for 1961. They are \_\_\_\_\_.

**LAMPLIGHTER:** Two launches announced for 1961. They are \_\_\_\_\_.

**Republic of Texas:** Three launches announced for 1961. They are \_\_\_\_\_.

**Andorra:** No launches announced for 1961.

**Oceania:** One launch announced for 1961. It is \_\_\_\_\_.

Rushing

**LAMPLIGHTER** rushes by 1 months (-1MB, -2% to all safety factors).

Launch order: LAMPLIGHTER, Oceania, Andorra, Republic of Texas, GRAB, KOTGO

Missions

**LAMPLIGHTER** launches a Manned Sub-Orbital mission with Lux Luthor. Liftoff: 32%<83%, Re-entry: 82%>78%, heat shield fails, vehicle burns up in atmosphere, Lux Luthor becomes the first casualty in space. Mission failure. +1% to A, a drops to 10%, -10 MB to budget.

**Oceania** launches a Manned Orbital with Spacewalk mission with The Phantom and Dino. As a joint mission, Oceania gets the benefit of Andorra's Orbital Satellite experience and all rolls are now only -3%. Liftoff: 68%<87%, Earth Orbital Burn: 60%<82%, Earth Orbital Activities: 76%<82%, Spacewalk: 18%<95%, Earth



De-orbital Burn: 83%>82%, burn is A-OK, Reentry: 60%<82%, Recovery: 69%<82%. Success! The Phantom and Dino increase to 10%, +1% to B and b, and +50MB to budget each.

**Andorra** launches an Orbital Satellite mission. Liftoff: 42%<85%, Earth Orbital Burn: 89%<95%, Earth Orbital Activities: 19%<95%. Success +1% to A and a, +2 MB to budget.

**Republic of Texas** launches a Manned Sub-orbital mission with Houston. Liftoff: 24%<86%, Re-entry: 37%<80%, Recovery: 09%<80%. Success! +1% to a and A, +2MB to budget, Houston to 10%.

**Republic of Texas** launches a Manned Orbital mission with Blaha. Liftoff!: 22%<87%, Earth Orbital Burn: 76%<81%, Earth Orbital Activities: 70%<81%, Earth De-orbital Burn: 93%>81%, burn is A-OK!, Re-entry: 57%<81%, Recovery: 44%<81%. Blaha to 10%, +1% to a and A, +8MB to budget.

**GRAB** launches a Manned Sub-Orbital mission with Buck Rogers. Liftoff!: 49%<87%, Re-entry: 67%<80%, Recovery: 84%>80%, minor problems, crew OK. Success! +1% to a and A, +2MB to budget, Buck Rogers to 10%.

**KOTGO** launches a Manned Orbital mission with P. Kariya. Liftoff: 20%<88%, Earth Orbital Burn: 58%<81%, Earth Orbital Activities: 19%<81%, Earth De-orbital Burn: 02%<81%, Re-entry: 60%<81%, Recovery: 40%<81%. Success!: +1% to a and A, +4MB to budget, P. Kariya to 20%.

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 Resource Acquisition Bureau                                             | Republic of Texas                                              |
| Budget (1957)              | 74            | 87                                                                                        | 104                           | 55                | 97                                                                                 | 80                                                             |
| Cash                       | 0             | 11                                                                                        | 0                             | 0                 | 1                                                                                  | 0                                                              |
| 1-Orbital Satellite        | 3 / 96%       | 1 / 94%                                                                                   | 0 / 96%                       |                   | 2 / 97%                                                                            | 3 / 97%                                                        |
| 2-Interplanetary Satellite |               |                                                                                           | 1 / 75%                       |                   | 1 / 71%                                                                            |                                                                |
| 3-Lunar Probe              | 1 / 68%       |                                                                                           |                               |                   |                                                                                    |                                                                |
| 4-Docking Module           |               | 2 / 45%                                                                                   | 1 / 45%                       |                   |                                                                                    | 1 / 45%                                                        |
| A-One Stage Rocket         | 4 / 86%       | 2 / 86%                                                                                   | 1 / 89%                       |                   | 2 / 88%                                                                            | 12 / 88%                                                       |
| B-Two Stage Rocket         | 3 / 42%       |                                                                                           | 1 / 33%                       | 0 / 91%           | 1 / 61%                                                                            |                                                                |
| C-Three Stage Rocket       |               |                                                                                           |                               |                   |                                                                                    |                                                                |
| D-Liquid Fuel Strap-ons    |               | 4 / 85%                                                                                   | 1 / 53%                       |                   |                                                                                    |                                                                |
| F-Kicker                   |               | 1 / 49%                                                                                   |                               | 1 / 44%           |                                                                                    | 1 / 46%                                                        |
| G-"Mega" Stage Rocket      |               |                                                                                           |                               |                   |                                                                                    |                                                                |
| EVA Suits                  | 30%           | 81%                                                                                       | 98%                           | 98%               | 96%                                                                                | 89%                                                            |
| a-One Person Capsule       | 1 / 10%       | 2 / 10%                                                                                   | 1 / 82%                       |                   | 1 / 81%                                                                            | 8 / 82%                                                        |
| b-Two Person Capsule       |               | 1 / 45%                                                                                   |                               | 0 / 86%           |                                                                                    |                                                                |
| 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             | 2                                                                                         | 1                             | 1                 | 2                                                                                  | 3                                                              |
| Astronauts                 | Dino (10%)    | Linda Luxious, Biluxi Bob, Mary Mullux (0%)                                               | P. Kariya (20%), J. Jagr (0%) | The Phantom (10%) | Tom Corbett, Creideiki, Dak Broadbent (20%), Buck Rodgers (10%), Flash Gordon (0%) | Houston, Blaha (10%), Austin, Travis, Bush, LBJ, Cisneros (0%) |

1961

Draw Event Cards

**Andorra:** Major Media Event. Astronauts cost only 1 MB each for the rest of the game. +5MB to budget

**KOTGO:** Influenza. Primary crew out of action for next mission. -10MB to budget.

**Oceania:** Government Order. Next launch must be a multi-man mission with a new astronaut. +30MB if accepted, -21MB if declined.

**GRAB:** Engineering Advance. All hardware is half price this year (does not apply to new program cost). -7MB to budget.

**Republic of Texas:** Fortunate Accident. May negate next rocket failure. +10MB to budget.

**LAMPLIGHTER:** Minor Problem. Pay 10MB or lose 3% on safety of two-person capsule on next mission. -2MB to budget.

Final Positions

|             | Dave Anderson | Pitt Crandlemire | Andy Lewis | Brad Martin | Bill Scharf | Andy York |
|-------------|---------------|------------------|------------|-------------|-------------|-----------|
| 1961 Budget | 136           | 84               | 111        | 106         | 106         | 91        |
| 1962 Budget | 141           | 82               | 101        | 136 or 85   | 99          | 101       |
| Cash        | 136           | 95               | 111        | 106         | 107         | 91        |

## In the Doghouse with Marmaduke

Sorry for the problems with the games last month. After finally getting my stuff done, my internet provider was hit by a truck and the following day by lightning which created a major headache getting the stuff to Chris. Hopefully, we're back on track this month.

New game start: Buster - Fireside Football. We ended up five people signed up. It's best played with an even number because no one has to sit out a round but in by-mail play that shouldn't matter all that much so we'll give it a try with all five.

OTP Update: No new news this month, but I'll see Mark Herman at Avaloncon in a few days so should have a better update next month.

DAK and Crusader from The Gamers are out. If you like the desert, you'll need both. Crusader seems like a very fluid shoot'em up game. DAK is the ultimate African Campaign. It looks so nice. I hope to push counters or at least observe a couple of turns at Avaloncon. No other real news since I haven't seen

the new AH offerings; waiting to get them at Avaloncon with my General credit - I did the A5A counter mix insert in this issue.

On with the games....

Game Openings:

Stock Car Racing (No ownership required): Want minimum of 4. Have Pitt Crandlemire, Dave McCrumb, Dennis Cain.

Stand-bys:

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

AOR:

Wembley:

## Dog Biscuit Stanley Cup Finals GM: Andy Lewis

Finals - Best of 7

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

### Game 1

Rebel Rouser beats Cheap Skate 1-0

Billy the Skid beats Frosty Todd 2-0

Jack the Tripper takes out Sir Stanley Kup [Replaced by Fat Trick (2), forwards shuffled] 2-1

Moose is beaten by Tex Hitter 2-2

Slash Gordon {dr4} beats Stonewall Jackson 3-2

Crease Lightning stoness Kroz Czech 3-2

Chicken Littles take game 1!

### Game 2

Jack the Tripper beats Cheap Skate [replaced by Puck Rogers (7)] 1-0

Billy the Skid is stoned by Stonewall Jackson 1-0

Slash Gordon beats Kroz Czech 2-0

Rebel Rouser beats Fat Trick 3-0

Moose beats Frosty Todd 4-0

Crease Lightning stoness Tex Hitter 4-0

Chicken Littles crush in game 2! Aquanuts really need Puck's help.

### Game 3

Rebel Rouser beats Fat Trick 1-0

Slash Gordon beats Frosty Todd 2-0

Jack The Tripper takes out Kroz Czech [replaced by Headlock Holmes (5), defensemen shuffled] 2-1

Billy the Skid loses to Tex Hitter 2-2

Crease Lightning stoness Puck Rogers 2-2

Moose is stoned by Stonewall Jackson 2-2

Overtime!

Billy the Skid is hammered by Puck Rogers!

Aquanuts avoid a sweep!

### Game 4

Moose beats Fat Trick 1-0

Billy the Skid beats Frosty Todd 2-0

Slash Gordon beats Headlock Holmes 3-0

Rebel Rouser is crushed by Puck Rogers 3-1

Jack the Tripper takes out Stonewall Jackson [replaced by Bo Legs {2}] 3-1

Crease Lightning stops Tex Hitter 3-1

Chicken Littles one win away!

### Game 5

Crease Lightning and Bo Legs stare each other down 0-0

Rebel Rouser beats Frosty Todd 1-0

Jack the Tripper takes out Tex Hitter [replaced by Friar Puck (6)] 1-1

Slash Gordon beats Fat Trick 2-1

Billy the Skid lets Headlock Holmes slip by 2-2

Moose loses to Puck Rogers 2-3

Aquanuts stay alive! down 3-2.

### Game 6

Jack the Tripper takes out Puck Rogers [replaced by Ian Jury (1)] 0-1

Slash Gordon beats Friar Puck 1-1

Rebel Rouser is beaten by Headlock Holmes 1-2

Billy the Skid ties up Fat Trick 1-2

Crease Lightning stoness Frosty Todd 1-2

Moose {dr5} beats Bo Legs 2-2

Overtime!

Moose loses to Friar Puck

Aquanuts force a game 7!

### Game 7

Slash Gordon beats Frosty Todd 1-0

Billy the Skid is blessed by Friar Puck 1-1

Moose beats Ian Jury 2-1

Jack the Tripper takes out Headlock Holmes [replaced by Charge Kard (3)] 2-2

Rebel Rouser {dr5} beats Bo Legs 3-2

Crease Lightning stops Fat Trick 3-2

The Chicken Littles win the Kup!!!!!! Who would have thought the most played team who struggled all year would be able to sweep through the playoffs. The Kup finals were much harder for the Chicken Littles because of sticking with random player order for overtime. It might have been very interesting if Bo Legs had managed to stop Rebel Rouser!

I hope everyone enjoyed the game. Is there interest for a new one?

## Rin Tin Tin

Turn 14.3 to 15.3

GM: Andy Lewis

Deadline for Turn 15.4 to 16.4 is August 29, Friday

### Turn 14

*Chris H.'s player-turn*

Production: Wool (Kevin, Brendan[2])

Trades: None

Actions: None (you needed to specify more information on your order.)

*Kevin's player-turn*

Production: Wool (Kevin, Brendan[2])

Trades: 3W for 1B (only 2W remaining at this time, so can't make another trade)

Actions: Build Road at P8/Sea

### Turn 15

*Brendan's player-turn*

Official Rules Clarification: You have to roll the dice for production to begin your turn. So it is not possible to play a card in your turn before rolling the dice.

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

Trades: 4W for 1G

Actions: Play Robber - move to O9 and steal 1O from Caleb. Play WGO for a card.

*Caleb's player-turn*

Production: Ore (Caleb[2])

Trades: None

Actions: None

*Chris H.'s player-turn*

Production: Brick (Brendan[3]), Wool (Brendan[2], Kevin)

Trades: None

Actions: None

### Cards at End of Turn 15

|         | Grain | Brick | Wool | Lumber | Ore | Development   | VP |
|---------|-------|-------|------|--------|-----|---------------|----|
| Brendan | --    | 3     | 2    | --     | 2   | K (x2), U(12) | 6  |
| Caleb   | --    | --    | --   | 1      | 3   | --            | 5  |
| Chris   | --    | --    | 1    | 3      | --  | K (x2), U(6)  | 2  |
| Kevin   | 1     | --    | 5    | 1      | --  | U(12), U(3)   | 4  |

Longest Trade Route: Caleb

Largest Knight Force: No one.

Brendan ☐

Caleb ●

Chris H. ●

Kevin ●

Robber R

City ◆

Settlement ●

road —

Wasteland ○

Farmland (Grain) ●

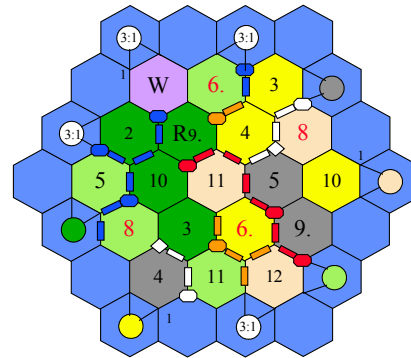
Hills (Brick) ●

Pasture (Wool) ●

Forest (Lumber) ●

Mountains (Ore) ●

Rin Tin Tin End of Player-Turn 15.3



### Open Trade Offers

Map unavailable due to Internet difficulties.

### Turn 15 Production Die Rolls

Kevin's player-turn: 12

### Turn 16 Production Die Rolls

Brendan's player-turn: 5

Caleb's player-turn: 6

Chris H.'s player-turn: 10

Kevin's player-turn: 5

## Hootch

Turn 4.2 to 5.2

GM: Andy Lewis

Deadline for Turn 5.3 to 6.3 is August 29, Friday

### Turn 4

*Chris G's player-turn*

Production: Grain (Sean, Pitt)

Trades: None

Actions: None – PRESS: Thanks Sean!

*Sean's player-turn*

Production: Move robber to H6 and steal 1B from Pitt

Trades: None

Actions: None

*Pitt's player-turn*

Production: Wool (Chris G, Pitt)

Trades: None

Actions: Spend WGO for card

### Turn 5

*Ward's player-turn*

Production: Lumber (Pitt), Grain (Ward)

Trades: None

Actions: None

*Chris G's player-turn*

Production: Brick (Ward, Chris G.), Grain (Sean, Pitt)

Trades: 4W for 1L

Actions: Build road at H6/Sea

### Cards After 5.2

|       | Grain | Brick | Wool | Lumber | Ore | Development | VP |
|-------|-------|-------|------|--------|-----|-------------|----|
| Ward  | 3     | 3     | 1    | --     | 2   | --          | 2  |
| Chris | 1     | --    | --   | --     | --  | --          | 2  |
| Sean  | 3     | 1     | --   | --     | --  | --          | 2  |
| Pitt  | 1     | 1     | 1    | 1      | 2   | U(17,2)     | 2  |

Longest Trade Route: No one.

Largest Knight Force: No one.

Open Trade Offers

Ward: Will give 1B or 1W for 1O  
 Sean: None  
 Chris: Will give 1G or 1W for 1B  
 Pitt: Will Give 1B for 1L

Turn 5 Production Die Rolls

Sean's player-turn: 8      Pitt's player-turn: 11

Turn 6 Production Die Rolls

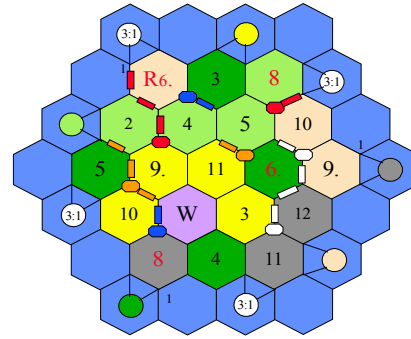
Ward's player-turn: 4      Chris's player-turn: 3  
 Sean's player-turn: 6

Press

Ward wanted to have a list of the build cost. Here they are:  
 Road: 1L & 1B  
 Settlement: 1L & 1B & 1G & 1W  
 City: Must have settlement there and spend 2G & 3O  
 Development card: 1G & 1W & 1O

- Ward
- Chris G.
- Sean
- Pitt
- Robber R
- City
- Settlement
- road
- Wasteland
- Farmland (Grain)
- Hills (Brick)
- Pasture (Wool)
- fOrest (Lumber)
- Mountains (Ore)

Hootch End of Player-Turn 5.2



Benji

Turn 1.1 to 2.1  
 GM: Andy Lewis

Deadline for Turns 2.2 to 3.2 is August 29, Friday

Largest Knight Force: No one.

Turn 1

Bill's player-turn

Production: Wool (Bill, Ian)  
 Trades: None  
 Actions: None

Caleb's player-turn

Production: Brick (Bill, Caleb), Lumber(Caleb)  
 Trades: None  
 Actions: None

Brad's player-turn

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

Ian's player-turn

Production: Brick (Brad), Lumber (Brad, Ian)  
 Trades: None  
 Actions: None

Turn 2

Bill's player-turn

Production: Lumber (Caleb, Ian)  
 Trades: Trade 3W for 1L  
 Actions: Build road at O5/H9

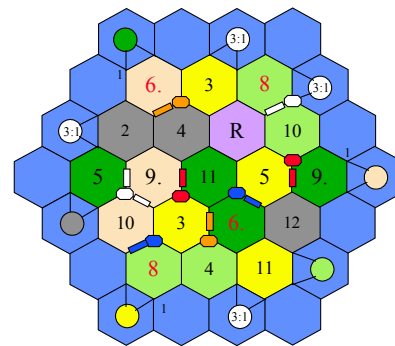
Cards After Setup

|       | Grain | Brick | Wool | Lumber | Ore | Development | VP |
|-------|-------|-------|------|--------|-----|-------------|----|
| Bill  | --    | --    | --   | --     | --  | --          | 2  |
| Caleb | 1     | 2     | --   | 4      | --  | --          | 2  |
| Brad  | 1     | 1     | 1    | 2      | --  | --          | 2  |
| Ian   | 1     | 1     | 2    | 3      | --  | --          | 2  |

Longest Trade Route: No one.

- Bill
- Caleb
- Brad
- Ian
- Robber R
- City
- Settlement
- road
- Wasteland
- Farmland (Grain)
- Hills (Brick)
- Pasture (Wool)
- fOrest (Lumber)
- Mountains (Ore)

Benji End of Player-Turn 2.1



Open Trade Offers

Bill: None  
 Caleb: None  
 Brad: None  
 Ian: None

Turn 2 Production Die Rolls

Caleb's player-turn: 6      Brad's player-turn: 9  
 Ian's player-turn: 7

Turn 2 Production Die Rolls

Bill's player-turn: 5      Caleb's player-turn: 7

Lassie

Turn 2

GM: Andy Lewis

Deadline for Turn 3 is August 29, Friday

Round 1, Group B

Nottingham Forest buys a goalkeeper  
 Swindon Town buys a goalkeeper  
 Nottingham Forest 2(modified to 1)-1 at Swindon Town 1(modified to 0)-1  
 Nottingham Forest wins 2-1

£120,000 per  
 Brad wins the bid on Preston North End at £80,000  
 Blackpool 2-3 at Preston North End (Derby Match) 1-1  
 Blackpool wins 5-2  
 £60,000 per

Newcastle United buys a goalkeeper and a central defender.

Portsmouth 1 (modified to 0)-0 at Newcastle United 1-1

Newcastle United wins 2-0

£195,000 per

Derby County buys a goalkeeper

Hull City 1-0 at Derby County 1-2

Derby County wins 3-1

£125,000 per

Round 1, Group C

The teams are Birmingham City, Leyton Orient, Liverpool, Oxford United, Rochdale, Sheffield United, Swansea City, Tottenham Hotspur.

Star Players Available

Goalkeepers (£250,000) - 0

Central Defenders (£400,000) - 2

Midfielders (£600,000) - 3

Strikers (£750,000) - 2

Note: Below an '\*' before a team name means they've already played this round.

Brad Martin (£180,000 - 0 Glory Points)

\*Nottingham Forest(goalkeeper)

Birmingham City

Milwall

Swansea City

Leyton Orient

Sean Cousins (£415,000 - 0 Glory Points)

Tottenham Hotspur

Ipswich Town

\*Derby County(goalkeeper)

Rochdale

Bill Scharf (£260,000 - 0 Glory Points)

Liverpool

\*Arsenal(goalkeeper)

Leeds United

Norwich County

Oxford United

Chris Geggus (£920,000 - 0 Glory Points)

\*Bradford City

\*Blackpool

\*Rotherham United

Scunthorpe United

Michael Geggus (£365,000 - 2 Glory Points)

\*Newcastle United(goalkeeper, central defender)

\*Aston Villa

Manchester United

Sheffield United

Bury

Un-owned will be up for bid when they play

Plymouth Argyle

**Scooby**

**Turn 1, Phases 4 - 6**

**GM: Andy Lewis**

**Deadline for Turn 1, Phase 7 and Turn 2 Phases 1-3 is August 29, Friday**

| Player           | Country       | Cards          | Misery | Tokens | Money | Order | Dominance | Ships | Advances |
|------------------|---------------|----------------|--------|--------|-------|-------|-----------|-------|----------|
| Sean Cousins     | Barcelona (5) | 1, 10, 13, 20  | 0      | 0      | \$57  | 5     | 7         | None  | I        |
| Caleb Cousins    | Venice (2)    | 18, 14, 25, 29 | 0      | 0      | \$53  | 3     | 5         | 2     | None     |
| Pitt Crandlemire | Genoa (4)     | 24, 19, 1, 3   | 10     | 0      | \$39  | 6     | 4         | 2     | None     |
| Paul Bolduc      | Paris (6)     | 29, 11, 2      | 0      | 0      | \$51  | 4     | 6         | None  | I        |
| Dennis Cain      | Hamburg (1)   | 16, 9, 11      | 0      | 0      | \$43  | 2     | 3         | 2     | None     |
| Bill Scharf      | London (3)    | 20, 26, 5      | 0      | 0      | \$53  | 1     | 4         | 2     | None     |

Commodity Log

| Commodity  | Sean | Caleb | Pitt | Paul | Dennis | Bill |
|------------|------|-------|------|------|--------|------|
| Stone (2)  | --   | 1     | 2    | 1    | 1      | --   |
| Wool (3)   | 2    | --    | --   | --   | --     | 3    |
| Timber (4) | --   | 1     | --   | 1    | 1      | --   |
| Grain (5)  | 1    | 1     | --   | 1    | --     | 1    |
| Cloth (6)  | --   | 2     | 1    | --   | 1      | --   |
| Wine (7)   | 2    | --    | 1    | 1    | --     | --   |
| Metal (8)  | 1    | --    | --   | 2    | --     | --   |
| Fur (9)    | --   | --    | --   | --   | --     | --   |
| Silk (10)  | 1    | --    | --   | --   | --     | --   |
| Spice (11) | --   | --    | --   | --   | --     | --   |
| Gold (12)  | --   | --    | --   | --   | --     | --   |
| Ivory (12) | --   | --    | --   | --   | --     | --   |

Phase 4 Purchase

London - Galley 2 (\$10), Stabilization (\$3)

Hamburg - Galley 2 (\$10), Stabilization (\$3)

Venice - Galley 2 (\$10), Stabilization (\$3)

Paris - Caravan (\$20), Stabilization (\$3)

Barcelona - Caravan (\$20), Stabilization (\$3)

Genoa - Galley 2 (\$10), Move Misery to 10

Phase 5 Expansion

O means dominance gained, X means occupation of support area,

Competition die rolls are black- white-colored.

London - 5T Por O, 3T Yor O, 2T Edi O, 1T CWL X

Hamburg - 3T Lub O, 4T Col O, 2T Bru, 1T Ams X, 1T Mal X, 1T Kon X

Venice - Buy card(29) for 3T, 4T Flo O, 4T Vie O, 3T Dub O, 2T Bel O

Paris - 4T Bor O, 4T Lyo O, 3T Dij O, 3T Str O, 3T Nur O

Barcelona - 3T Tol O, 3T Lis O, 3T Sev O, 2T BSQ O, 2T Val O, 2T Gra O,

1T Leo X, 1T Tou X

Genoa - Buy card (1) for 6T, 3T Mil O, 5T Mar O, 4T Rom O, 2T Nap, 1T

Cag X, 8T Lyo (1-4- 4, loses)

Barcelona wins card for most new dominations with 6 - gets (20)

Phase 6 Income

London - gains \$39

Hamburg - gains \$33

Venice - gains \$45  
 Barcelona - gains \$57  
 Timber Surplus (no majority), Fur Shortage (no owners)

Paris - gains \$51  
 Genoa - gains \$39

Turn 2

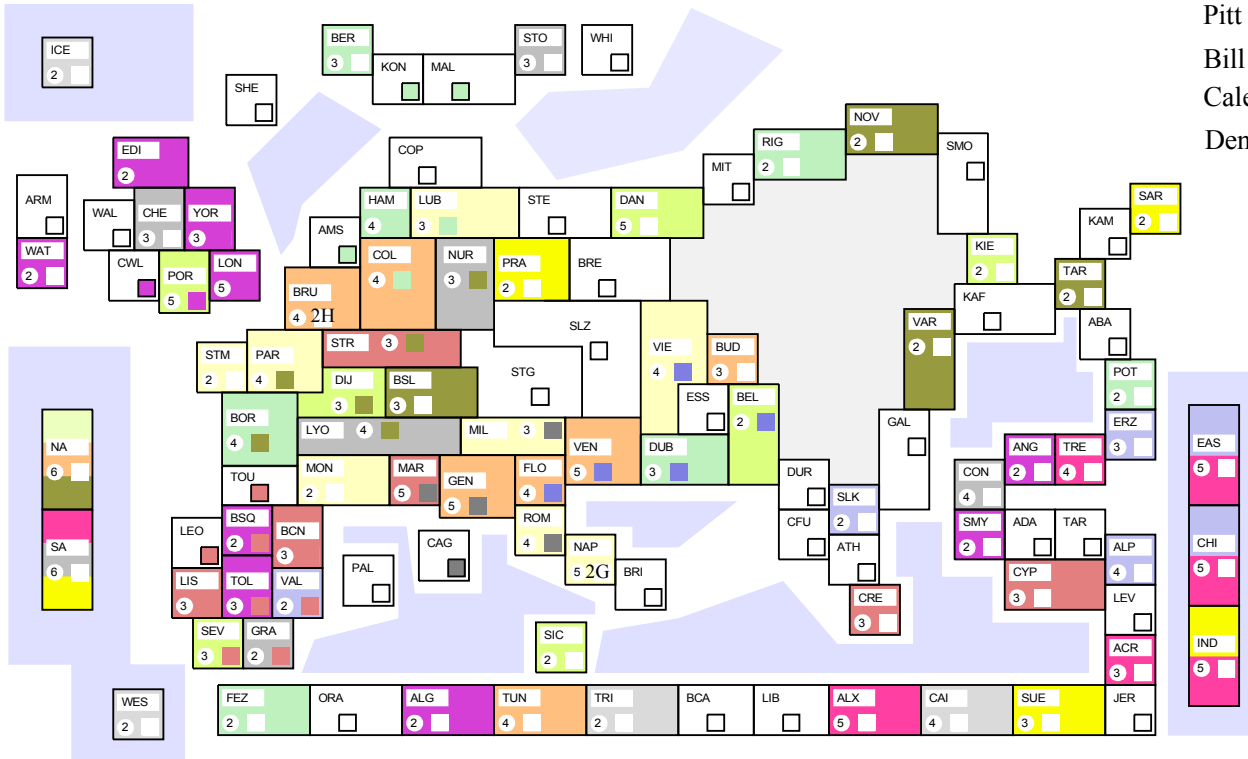
Phase 1 Card Draws

London - (5), Hamburg - (11), Venice - (25), Paris - (2), Barcelona - (13),  
 Genoa - (3)

**Scooby through 1.3**

**Tie-breaking order**

- GM info
- Paul ■ L3
  - Sean ■ L4
  - Pitt ■ 14
  - Bill ■ L3
  - Caleb ■ 14
  - Dennis ■ 14



**Buster**

**Gamestart**

**GM: Andy Lewis**

**Deadline for Turn 1 is August 29, Friday**

- Sean Cousins - Green
- Brad Martin - Orange
- Pitt Crandlemire - Yellow
- Dave McCrumb - Red
- Dennis Cain - Purple

Each person will be receiving a copy of the rules and a complete player listing separately in the mail from me. Really the only difficulties to doing this by mail are orders of laying players down and international players. The first will be handled by having each person list the first seven players as goalie, defense, midfield, forward. The final four can be listed as conditionals based on the placement on previous cards as if we were doing this FTF. We will handle the international players by listing them with the round before's results. For example, three players are listed in this issue. They will be up for bid after the first round's matches are complete. Remember you won't know if you've won or lost first but can make you bids conditional on winning or

losing. Also keep in mind conditional orders in case your initial bid ties someone else.

The rounds will be as follows:

- Round 1: Orange at Green, Red at Yellow
- Round 2: Yellow at Orange, Green at Purple
- Round 3: Purple at Orange, Green at Red
- Round 4: Yellow at Green, Red at Purple
- Round 5: Orange at Red, Purple at Yellow
- Round 6: Green at Orange, Yellow at Red
- Round 7: Orange at Yellow, Purple at Green
- Round 8: Orange at Purple, Red at Green
- Round 9: Green at Yellow, Purple at Red
- Round 10: Red at Orange, Yellow at Purple

International Stars available after Round 1 in order: Rolf Winkelpicker, Kim Ardvarrk, and Dieter Pilsner.

**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 earn you a free issue. Research is allowed. Free issues are credited as they are earned. Players may submit a list of questions (answers must be included.) If used, five points are awarded. In addition, if no correct answers are received for a question, the supplier of the question receives two points.

And so, without further ado, the answers to last issue's questions:

Q1. Sergeant Smashem of the Traffic Division reported an accident. A truck and twelve cars had been crushed when a bridge collapsed on them. The truck was badly damaged but the driver escaped from the cab without injury. When the sergeant arrived on the scene, there was no sign of any car drivers. Why not?

There was no suggestion that any car driver was in any way responsible for the accident.

A1. The truck was a car transporter loaded with 12 cars.

Paul Bolduc, Joe Carl, Caleb Cousins, Pitt Crandlemire, Dan Eisenhut, Chris Geggus, Steve Koehler, Dave McCrumb, Ward Narhi, Bob Robles, Bill Scharf, Brendan Whyte, and Andy York each receive ½ point.

Q2. One month of the year, February, has 28 or 29 days. How many months have 30 days?

A2. The other 11.

Paul Bolduc, Joe Carl, Caleb Cousins, Pitt Crandlemire, Dan Eisenhut, Chris Geggus, Steve Koehler, Andy Lewis, Dave McCrumb, Ward Narhi, Berry Renken, Bob Robles, Bill Scharf, Brendan Whyte, and Andy York each receive ½ point.

Q3. A woman dropped a few coins in a beggar's bowl. The woman is the beggar's sister but the beggar is not the woman's brother. How are they related?

A3. They are sisters.

Paul Bolduc, Joe Carl, Caleb Cousins, Pitt Crandlemire, Chris Geggus, Steve Koehler, Dave McCrumb, Ward Narhi, Berry Renken, Bill Scharf, Brendan Whyte, and Andy York each receive ½ point.

Q4. Dave and his brother Bob married Sue and Hannah who are both sisters. However, Dave and Bob have different in-laws. How can this be?

A4. Sue and Hannah are not each others' sister.

Paul Bolduc, Joe Carl, Caleb Cousins, Pitt Crandlemire, Dan Eisenhut, Andy Lewis, Dave McCrumb, Ward Narhi, Berry Renken, Bill Scharf, and Brendan Whyte each receive ½ point.

Q5. Why do English men use more soap than Irish men (without being noticeably cleaner)?

A5. There are simply more English men.

Caleb Cousins, Pitt Crandlemire, Chris Geggus, Steve Koehler, Dave McCrumb, Berry Renken, Bob Robles, Bill Scharf, Brendan Whyte, and Andy York each receive ½ point.

Free issue is awarded to Caleb Cousins, Brendan Whyte, Berry Renken, and Bob Robles.

### *Current Scores*

|                |     |                  |     |
|----------------|-----|------------------|-----|
| Chris Geggus   | 34½ | Andy Lewis       | 28½ |
| Paul Bolduc    | 24½ | Pitt Crandlemire | 22½ |
| Andy York      | 18  | Steve Koehler    | 15½ |
| Bill Scharf    | 15½ | Dan Eisenhut     | 13½ |
| Brendan Whyte  | 11½ | Bob Robles       | 11  |
| Berry Renken   | 11  | Caleb Cousins    | 11  |
| Dennis Cain    | 9½  | Dave Anderson    | 9   |
| Ward Narhi     | 7½  | Sean Cousins     | 5   |
| Brad Martin    | 5   | Tom Howell       | 4½  |
| Debbie Osborne | 4   | Kevin Kinsel     | 4   |
| Kevin Wilson   | 3½  | Dave McCrumb     | 2½  |
| Joe Carl       | 1½  | Sigourney Street | ½   |

### *New Questions*

**Topic: U.S. History (courtesy of Caleb Cousins)**

1. Who was the only President elected to Congress following his Presidency?
2. Who was the first cabinet secretary to go to jail for actions taken while in office?
3. Alger Hiss was tried and convicted for what crime?
4. What was the first act of Congress overturned by the Supreme Court?
5. What "politician" is credited with proclaiming "If nominated I will not run, if elected I will not serve"?

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## **Pedagoguery**

Last time, I talked about the internal structure of the Sun, but I stopped short of describing its atmosphere. The Sun's atmosphere is divided roughly into two regions: the chromosphere and the corona.

The chromosphere is the inner atmosphere of the Sun. It is so called, because at the moment of a total eclipse, it can be seen as a ring of brilliant red around the moon's disk. This color is caused by the dominance of the hydrogen alpha line from this region. In other words, the hydrogen here is in an excited electronic state: the electron orbiting the proton is not in the state of lowest energy. As the electron drops into lower states, it emits a photon, which is the difference in energy between the high and low energy states. The hydrogen alpha photon is emitted by the transition from the third excited state to the second excited state. (Lyman alpha, the two-to-one transition, is in the ultraviolet.)

When we look at the Sun through a filter tuned to pass only the hydrogen alpha line, we see a surface that is highly agitated. The Chromosphere is covered with millions of tiny convection cells called spicules. These spicules often throw matter tens of thousands of kilometers above the photosphere of the Sun. In addition, the chromosphere is where most of the activity regarding sunspots occurs.

Sunspots are a phenomenon associated with the Sun's magnetic field. The magnetic field of the Sun is far stronger than the Earth's, but that is not the primary cause of sunspots. The cause lies in the fact that the Sun is not a rigid body. In other words, as the Sun turns on its axis, it turns unevenly, rotating faster at the equator than at the poles. Since the magnetic field is anchored to the solar material, the field lines slowly get twisted around the Sun. Eventually, you get tight knots of magnetic field lines. Those lines are sunspots. Sunspots are dark because they are slightly cooler than the material around them. They are cooler because a significant amount of the energy of that matter is tied up in the

magnetic knot, rather than the ambient temperature of the gas. The knotty nature of the magnetic field around sunspots also gives rise to some interesting phenomena. For example, the magnetic field frequently arches high over the photosphere around sunspots. Since charged matter tends to follow magnetic field lines, and most of the matter in the chromosphere of the sun is charged, you get long arcing streamers of matter over sunspots called prominences. A more violent event is when the magnetic lines spontaneously collapse, releasing all of the energy that had been tied up in the magnetic field into the surrounding matter, causing it to heat drastically and fly away from the Sun. That event is called a solar flare. Solar flares frequently release energy in one second comparable to the amount that the Sun as a whole generates. Much of this energy is in the form of energetic particles such as protons and electrons. Solar flares present a serious hazard to space travel, because a spacecraft which happens to be caught in the path of one would need some significant shielding to prevent the passengers from getting a lethal dose of radiation. The only thing that can reasonably provide such shielding is lots of matter. The thin skin that most spacecraft have would only make matters worse because the solar flare particles would knock electrons and nuclei free of the metal, thus producing secondary radiation.

Sunspots generally follow an 11 year cycle of activity. This is because the magnetic field slowly gets twisted, and eventually, you get a large number of flares, which untwists the field lines, and the process starts all over again.

Beyond the chromosphere is the corona, a place where the matter is very tenuous but also very hot; hot enough to glow in the soft x-ray region. The heating here is caused by shock waves from the inner atmosphere. Technically, the corona extends far past Mercury's orbit; it just slowly thins out.

Next stop, Mercury.

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**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, let's 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, Berry Renken (1995 only), Paul Bolduc, Joe Carl **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson, Ward Narhi, Pitt Crandlemire **New World:** Dan Eisenhut, 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, Joe Carl **Stellar Conquest:** Paul Bolduc, Dave Anderson **2038:** Pitt Crandlemire **Liftoff!:** None **Modern Art:** None

**Standby Calls**

None this issue!