

Notes from Hades

To those of you who worried that my marriage would doom this zine, I say to you that it will not happen. I am fortunate in that Celeste realizes the importance this has to me and has no intention of interfering. She's told me that she thinks it's cute. Who am I to argue with that?

February was El Niño month. Here in Southern California, we broke an all-time record for rainfall in the month – over 22 inches. Parts of Pacific Coast Highway are still closed due to mud and rock slides, and you can see evidence of storm damage nearly everywhere. My house is still holding out without any problems, however, so I feel very fortunate. Over the last week, however, we have gotten a break. Temperatures have been in the 70's and 80's (that's mid to low 20's for you Celsius types). Meanwhile, the Midwest and East has gotten hammered. I guess it's the Principal of Conservation of Bad Weather in effect.

This game sees the end of Astro, with Andy Lewis pulling out a real knuckle-biter of a moon landing – complete with 2 systems failures and an emergency EVA. Congratulations.

This issue's deadline will be on **Tuesday, April 14 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, April 11 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

Citizen Dog, Machiavelli 1995 edition, rules decided by majority vote. This game will begin when the next Machiavelli game ends. Have Kevin Wilson, Pasquale Giovine, Dale Horsely, Jason Wilke, and Brad Martin. Need 1 to 3 more.

Wish List

Outpost using Expert rules (just like Mutt). Have Michael Lowrey, Pitt Crandlemire, Andy York, Andy Lewis, Dan Eisenhut, and Brad Martin. Need 4 more.

Age of Renaissance is a game of commerce and development set in Renaissance Europe. Have Brad Martin and Caleb Cousins. Need 4 more.

Liftoff! Is a game simulating the race to get to the Moon. Will take up to 6.

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

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

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

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

Bob Robles

First, more book reviews: I'm sorry Dennis Cain took offense at my OPINION of Judge Bork's verbal meanderings. Of course, if he would share HIS review of the book his commentary would be more relevant. Since I will not back down, I will add this: How can Mr. Cain determine my political reading preferences? If it's any consolation, I thought Susan Faluhdi's (sp?) 'Backlash' was a major environmental crime for killing the trees required to print it. My criticism of her book would be the same as Bork's: interesting ideas but too unfocused, too loud, and too repetitive. Michael Lind's 'Up from Conservatism' is a pretty poor read. He lost me with his identification of all the different

strains of American Conservatism. What little of the book remained he wastes trying to distance himself from his former mentors and paymasters on the Right. Nicholas Eberstadt's 'The tyranny of numbers' takes aim at a number of liberal shibboleths and promptly levels them with the same data used in their construction. I'm just interested in logical, cogent arguments be they liberal or conservative (whatever those terms mean these days). In an attempt to spare Chris the crossfire, I'll stick to fiction this issue. First, Nicholas Evans 'The Horse Whisperer' is a nice novel. It grabs you from the get go and keeps the momentum building to a slightly sappy but satisfying ending. It tells the tale of a family where a horrible accident has maimed the

young daughter and deranged her horse. I felt it examined one aspect of contemporary American family life quite well. My only criticism is that the author really had trouble writing for Annie, the main female character. She was not well developed and you could tell he could not write for a female character. The other book is Stephen King's 'Desperation'. A massive tome on the eternal battle of good and evil set in Nevada (no, not Las Vegas...he already used that in another book) from the schlockmeister himself. I have a guilty pleasure in that I LIKE this stuff from King. The book is HUGE! But...big type (at least in the hardback version from the library) so it reads more quickly than you think. [Thanks for the reviews, but don't try to spare me the crossfire – it may be what gets this letter column to take off.]

Dennis Cain

This is the first winter in decades where Midwesterners are feeling sorry for Californians. El Niño has given us one of the warmest winters on record. There was no snow cover since early January. Incredible.

[I'm sure your opinion has changed in the last several days. I've heard about the blizzard that hit the Chicago area, for instance. It's hard to believe in a way. Last month I went to Chicago and while there was snow on the ground, it was relatively warm – around freezing. That is certainly not what you expect for Chicago in early February. Then, just last week, I went to Connecticut and there, the temperatures got into the 50's. Amazing! Now, though, I think winter is trying to make up for lost time.]

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

Fall 1457

Deadline/Spring-Winter 1458 4/14 Tuesday

France is hit hard by Austria and Naples, while the war between the Pope and Venice continues, despite words that may indicate otherwise.

Summer 1457 Retreats

Neapolitan A1 retreats to Avignon

Orders

Austria: A1 MILAN supports A3
(Koehler) A2 (EM) Carinthia to AUSTRIA
A3 Piacenza to PAVIA
A4 TYROLEA to Turin

France: A2 Austria to Tyrolea (DISLODGED, retreat Slavonia, Hungary, OTB)
(Wilke) A3 TURIN supports A2 (cut, DISLODGED, retreat Como, Saluzzo, OTB)
A4 Pavia to MONTFERRAT

Naples: A1 Avignon to TURIN
(Narhi) A2 Bari to AQUILA
A3 HERZEGOVINA holds
A4 SWISS supports A1
A5 PROVENCE supports A1
F1 Eastern Gulf of Lyon to SAVOY
F3 LOWER ADRIATIC transports Papal A6 to Durazzo (nso)
F7 OTRANTO supports F3
G1 GENOA converts to A6

Papacy: A1 (EP) MANTUA supports A6 (cut)
(Scharf) A2 Spoleto to ANCONA
A3 LUCCA support A7
A6 (EM) Ferrara to Verona (DISLODGED, retreat Bologna, OTB)
A7 (EM) Bologna to MODENA

Venice: A1 (EM) PADUA supports G1
(Robles) A3 VERONA supports G1 (cut)
A5 Modena to Mantua (DISLODGED, retreat Parma, Pontremoli, OTB)
A6 VICENZA supports A3
F1 (EM) UPPER ADRIATIC supports G1
F2 Carniola to CROATIA
G1 FERRARA converts to A2

Press

Naples – Rome: Steady there. I just wanted to bounce you out of Aquila in case you had the temerity to go there. Last thing we need is a battle between us.

Naples – Venice: See how I am holding back? If you don't want your old lands I will be happy to take them.

The Prophet of Naples foresees French armies retreating from Turin and Pavia while the Austro-Neapolitan nutcracker closes.

Papacy – Venice: Very well, as you can see, I'm backing off of our common border. If you violate its sacred confines again – you will be destroyed.

Papacy – GM: It was as friendly a warning as I could make....

Venice – Papacy: There will be peace when your actions match your words.

Spring 1458 Famine

Good Year! Patrimony, Padua, Salerno, Carinthia, Montferrat, Pavia, Pisa

Spring 1458 Income

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

Provinces

AUS: Pavia, Fornova, Piacenza, Milan, Cremona, Trent, Tyrolea, (8)
Austria, Carinthia, Bergamo

FRA: Montferrat, Como, Hungary, *Saluzzo*, *Slavonia* (2)

NAP: Avignon, Marseilles, Provence, Swiss, Turin, Savoy, Genoa, (21)
Corsica, Sardinia, Tunis, Palermo, Messina, Salerno, Naples,
Capua, Aquila, Bari, Durazzo, Albania, Ragusa, Herzegovina,
Bosnia

PAP: Lucca, Pisa, Florence, Sienna, Arezzo, Patrimony, Rome, (16)
Tivoli, Perugia, Spoleto, Urbino, Romagna, Piombino, Pistoia,
Ancona, Bologna, Mantua, Modena

VEN: Friuli, Vicenza, Treviso, Padua, Venice, Verona, Brescia, (11)
Parma, Pontremoli, Ferrara, Carniola, Croatia

Seas

NAP: Lower Adriatic (1)
VEN: Upper Adriatic (1)

Cities

AUS: Pavia, Milan (3), Cremona, Trent, Tyrolea, Austria (7)

FRA: Montferrat, Hungary, *Saluzzo* (1)

NAP: Avignon, Marseilles, Swiss, Turin, Savoy, Genoa (3), Corsica, (20)
Sardinia, Tunis (2), Palermo, Messina, Naples (2), Bari,
Durazzo, Albania, Ragusa

PAP: Lucca, Pisa, Florence (3), Sienna, Arezzo, Rome (2), Perugia, (14)
Piombino, Ancona, Bologna, Mantua, Modena

VEN: Treviso, Padua, Venice (3), Ferrara, Carniola, Croatia (7)

Totals

	Rolls	Var	Prov	Sea	City	Gross	Treas	Tot
AUS	2 ^M	3	8	0	7	18	6	24
FRA	3 ^A	3	2	0	1	6	3	9
NAP	1, 2 ^{Fr} , 3 ^G , 1 ^T	6	21	1	20	47	26	73
PAP	2, 3 ^{Fl} , 3 ^{Fl}	9	16	0	14	39	1	40
VEN	1, 3	5	11	1	7	24	2	26

Die rolls gained from conquest of ^M Milan, ^A Austria, ^{Fr} France, ^{Fl} Florence, ^T Turkey

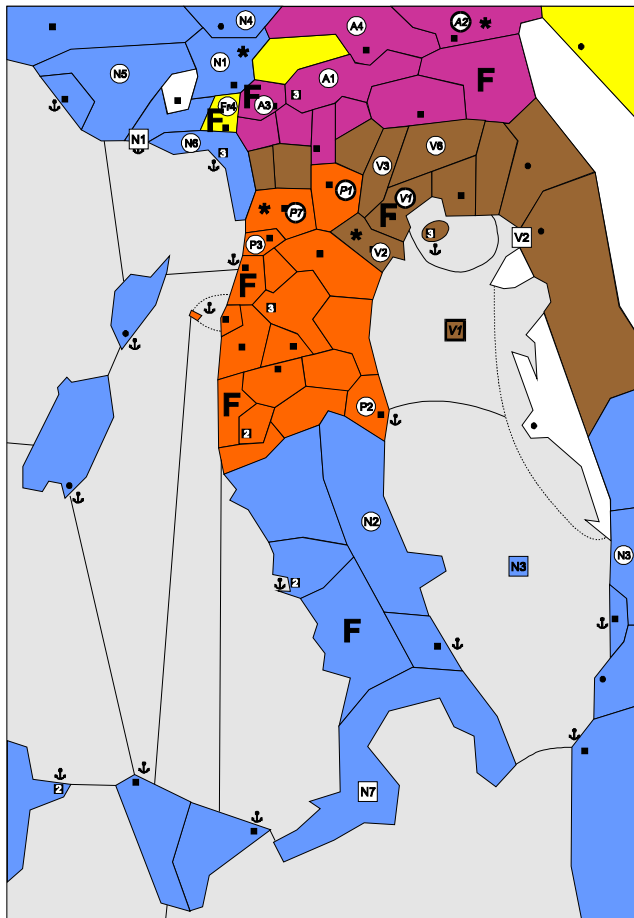
Game Summary

	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

	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

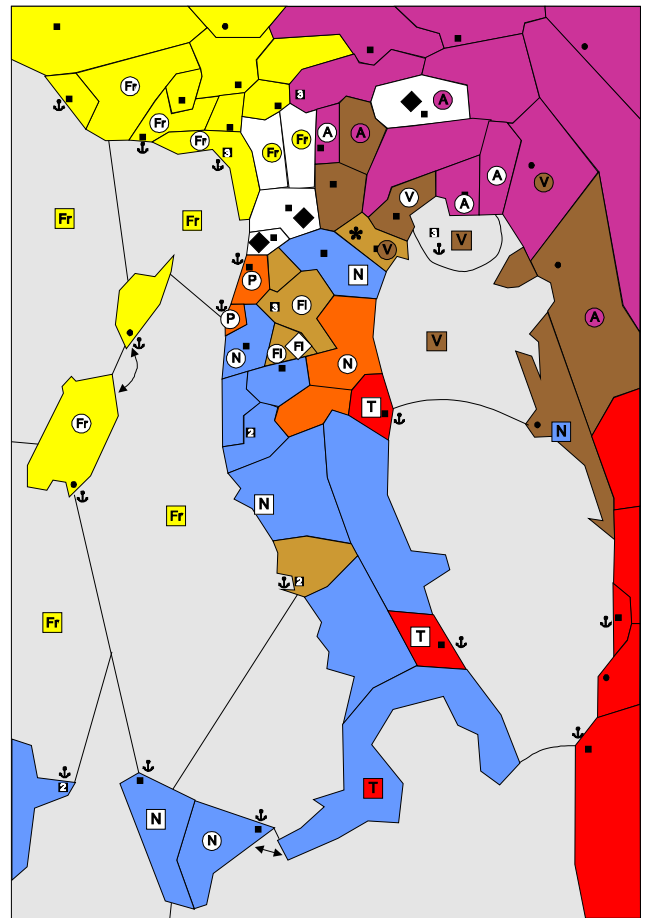
	1456			1457		
	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	7	4	4	5	5	6
Flo:	0	0	0	0	0	0
Fra:	2	2	5	4	4	2
Gen:	0	0	0	0	0	0
Mil:	0	0	0	0	0	0
Nap:	11	13	12	12	13	16
Pap:	10	10	10	11	11	12
Tur:	7	0	0	0	0	0
Ven:	5	7	6	5	6	6

"Rabid Dog"



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

"Fleabag"



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

Fleabag/MGN# B2/B/8/1
Spring 1458
Deadline/Summer 1458 4/14 Tuesday

The Turks start gaining on Naples and Florence is brought up short by the Pope and Venice. Austria makes gains against Venice and France seems unstoppable.

Fall 1457 Retreats

Austria retreats A Croatia to Slavonia
 Milan retreats A Genoa to garrison
 Papacy retreats A Sienna to Piombino

Winter 1457 Adjustments

AUSTRIA builds A Austria
 FLORENCE removes F Gulf of Naples (no removal received, removed by GM)
 FRANCE builds F Marseilles, A Avignon
 TURKS build F Durazzo, F Albania
 VENICE removes A Bergamo

Orders

Austria: A Slavonia to CROATIA
 (Renken) A Austria to CARINTHIA
 A Milan to BERGAMO
 A CREMONA supports A Milan to Bergamo
 A Verona to TRENTO
 A Friuli to VERONA
 A TREVISO supports A Friuli to Verona
 Florence: A FLORENCE to PISA
 (Wilke) A AREZZO to FLORENCE
A Ferrara to Bologna (DISLOGGED, retreat Verona, garrison, OTB)
G AREZZO converts to A
 France: A Montferrat to FORNOVA
 (Grib) A Saluzzo to SAVOY
 A Pavia to PARMA
A SARDINIA to PALERMO
 A Avignon to MARSEILLES

A GENOA besieges (no garrison)

F LIGURIAN SEA supports Florentine A Florence to Pisa

F Marseilles to GULF OF LIONS

F TYRRHENIAN SEA transports A Sardinia to Palermo

F WESTERN MEDITERRANEAN supports F Tyrrhenian Sea

Naples: A SIENNA to PISA

(Lewis) A Perugia to URBINO

A MESSINA supports F Palermo

F Rome to CAPUA

F BOLOGNA holds (u)

F PALERMO supports A Messina (cut)

F Lower Adriatic to DALMATIA

Papacy: A PIOMBINO supports A Pisa

(York) A PISA supports A Piombino (cut)

Turks: F Ionian Sea to OTRANTO

(Street) F BARI supports F Ionian Sea to Otranto

F Durazzo to IONIAN SEA

F Albania to LOWER ADRIATIC

F ANCONA supports F Albania to Lower Adriatic

Venice: A Mantua to FERRARA

(S. Cousins) A PADUA supports A Mantua to Ferrara

A Croatia to CARNIOLA

F UPPER ADRIATIC supports A Padua

F VENICE supports A Padua

Press

Turkey – GM: A three-power coalition comprised of France, Florence, and Turkey. I wish you had told me about that sooner!

Cerberus – Turkey: I didn't know such an alliance was compulsory.

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

Fall 1516

GM: Mike Scott

AUSTRIA; PAUL BOLDOC FRANCE; PASQUALE GIOVINE
 MILAN; WARD NARHI PAPACY; KEVIN WILSON
 TURKS; KEN MARCINONIS VENICE; STEVE KOEHLER
 AND THE GMING BY THE CALIFORNIA CONNECTION; MIKE SCOTT

CORRECTIONS: NONE THIS ROUND, HUH???? HOW DID THAT HAPPEN?

BETWEEN TURN HAPPENINGS HOWEVER..... OUR TURK, KEN MARCINONIS HAS ALSO ASKED TO BE REPLACED - DUE TO CHANGES THAT ALSO INVOLVE A MOVE FOR HIM. I REQUESTED HE HANG IN A WHILE TILL I FIND A REPLACEMENT; BUT NEVER HEARD BACK FROM HIM, AND THE POSITION WENT NMR. I TRIED SEVERAL PLACES TO FIND A STANDBY, BUT TO DATE HAVE STRUCK OUT. IF ANY OF YOU KNOW OF ANY ALLIES, OPP'S, OTHER PLAYERS I MEAN, PLEASE HAVE THEM EMAIL ME IMMEDIATELY.... THANKS!!!!!!

PHASE DESIGNATIONS PER OPTIONAL RULE SEQUENCE OF PLAY: RETREAT FROM LAST CAMPAIGN: TURKEY'S ARMY SLAVONIA RETREATED OFF THE BOARD BY THE GM DUE TO TURKEY'S NMR.

CAMPAIGN TWELVE - FALL 1516:

PHASE E; NEGOTIATION: DONE.

PHASE F; DUCAT BORROWING & LOANS; NONE REPORTED.

PHASE G; ORDER WRITING, COMPLETE.

PHASE H; DUCAT EXPENDITURES;

PHASE J; MOVEMENT; lower case orders in italic's do not succeed.

AUSTRIA: A CARINTHIA - MILAN, A AUSTRIA S A TYROLEA, A TYROLEA S A CARINTHIA - MILAN.

FRANCE: A FORNOVA - PARMA, A TURIN - PAVIA, A CREMONA S AUSTRIA'S A CARINTHIA - MILAN, F GENOA - MODENA, F E GofL - W GofL, F WTYRS HOLDS.

MILAN: NMR's: *A milan holds*, must retreat.

PAPACY: A AQUILA S F ANCONA, A PISA S A SIENNA - PIOMBINO, F BOLOGNA HOLDS, A LUCCA B1 (AUTO-G), F ANCONA HOLD, A PATAGONIA - SIENNA, A SIENNA - PIOMBINO.

TURKEY: NMR'S ALL UNITS HOLD; A DALMATIA, *f piombino must retreat to g piombino or off the board*, F ETYR, F BAY of TUNIS, F LADR.

VENICE: F V LAG - UADR, A CARNIOLA - CARINTHIA, A SLAVONIA - CROATIA, F UADR - FERRARA.

RETREATS; FIRST ONE - MILAN'S ARMY IN MILAN; BUT DUE TO MILAN PLAYER CONTINUING TO NMR, WE CAN EXPECT THAT UNIT

TO GO OFF THE BOARD. SHOULD HE SUBMIT MOVES, THAT UNIT CAN RETREAT TO BERGAMO, OR COMO, OR PIANCENZA. NUMBER TWO, THE TURKEY FLEET IN PIOMBINO CAN GO INTO GARRISON, BUT IF WE DO NOT FIND A PLAYER FOR THAT POSITION, THAT UNIT TOO WILL GO OFF THE BOARD.

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

CAMPAIGN THIRTEEN - WINTER 1516 & SPRING 1517:

PHASE A; FAMINE UNIT PLACEMENT; DIE ROLL 10 BAD YEAR, ROW & COLUMN; ROW DIE ROLL; 11 = VENICE, CARNIOLA, MESSINA; COLUMN DIE ROLL; 4 = PROVENCE, OTRANTO, BOLOGNA, VICENZA, SLAVONIA, ROME, CROATIA, SARDINIA, VENICE.

PHASE B; MILITARY UNIT ADJUSTMENT AND INCOME PHASE: FOR THE SAKE OF THE FOLLOWING CHART, I HAVE ASSUMED BOTH UNITS, MILAN'S & TURKEY'S, HAVE RETREATED OFF THE BOARD.... SHOULD EITHER NOT DO SO, THE CHANGES WOULD BE THAT THE TURK'S FLEET COULD GO INTO THE GARRISON, GIVING HIM ONE d MORE, AND THE PAPACY ONE d LESS. AND THE MILAN PLAYER WOULD GAIN 1d WHILE ONE OF THE FOLLOWING WOULD LOSE 1d, AUSTRIA, FRANCE, OR VENICE.

CONTROLLED CITIES:

AUSTRIA: AUSTRIA, TYROLEA, & MILAN 3.

FRANCE: AVIGNON, SWISS, MARSEILLE, SAVOY, SALUZZO, TURIN, MONTEFERRAT, COSICA, SARDINA, PAVIA, PARMA, MODENA, CREMONA. & GENOA 3.

MILAN: NONE. {{if this remains this way, milan is eliminated}}

PAPACY: ROME 2, ANCONA, PERUGIA, BOLOGNA, NAPLES 2, FLORENCE 3, PIOMBINO, PISA, & SIENNA.

TURKEY: DURAZZO, ALBANIA, HUNGARY, BARI, MESSINA, PALERMO, DALMATIA, & TUNIS 2.

VENICE: VENICE 3, PADUA, TREVISO, TARENT, CARNIOLA, CARINTHIA, MANTUA, FERRARA & CROATIA.

CONTROLLED PROVINCES:

AUSTRIA: AUSTRIA, MILAN, TYROLEA, & COMO.

FRANCE: AVIGNON, SWISS, MARSEILLE, SAVOY, SALUZZO, TURIN, MONTEFERRAT, COSICA, SARDINA, PAVIA, PARMA, PIANCENZA, MODENA, PROVENCE, FORNOVA, & GENOA.

MILAN: PONTREMOLI.

PAPACY: ROME, ANCONA, PERUGIA, BOLOGNA, NAPLES, FLORENCE, PIOMBINO, PISA, SIENNA, SPOLETO, AQUILA, CAPUA, TIVOLI, PATRIMONA, URBINO, PISTOIA, & ROMAGNA.

TURKEY: DURAZZO, ALBANIA, HUNGARY, BARI, MESSINA, PALERMO, DALMATIA, TUNIS, SALERNO, OTRANTO, BOSNIA, & HERZEGOVINA. VENICE: PADUA, TREVISO, TARENT, CARNIOLA, CARINTHIA, MANTUA, FERRARA, CROATIA, VICENZA, VERONA, BRESCIA, BERGAMO, ISTRIA, & SLAVONIA.

SEA'S; AUSTRIA -0-, FRANCE 3, MILAN -0-, PAPACY -0-, TURKEY 2, VENICE 1.

{{NOTE THAT I DO NOT GM THAT VENICE ALSO GET'S A PROVINCE WHEN HE GETS THE CITY OF VENICE.}}

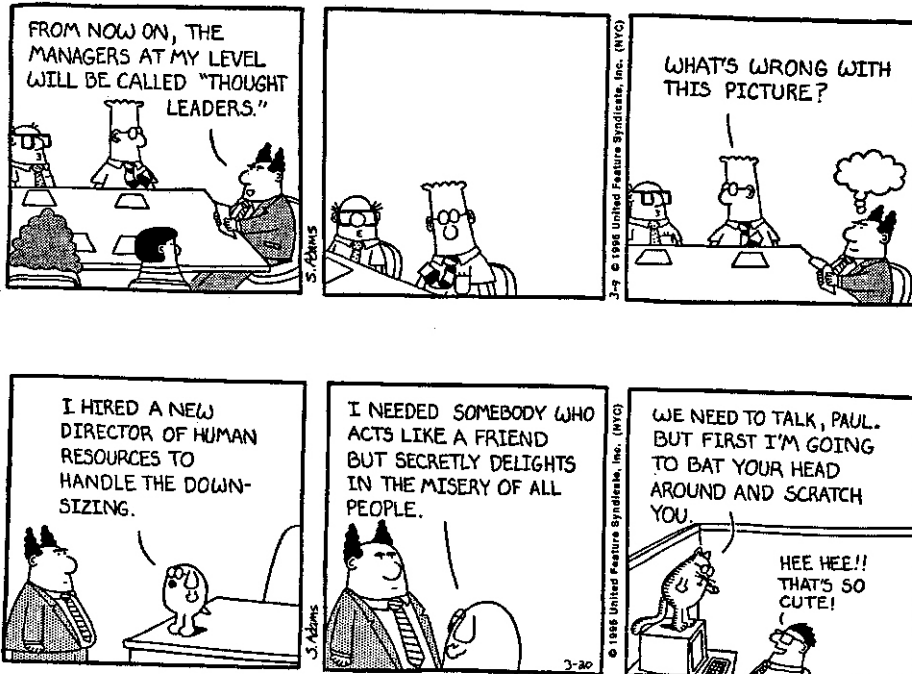
	Start	City	Prov	Seas	Var	Fam	Subt	Unit	Tot
Aus	3d	5	4	0	3+2	0	17	?	?
Fra	9d	16	17	3	5+3	<3>	50	?	?
Mil	17d	0	1	0	4	0	22	?	?
Pap	0	13	17	0	2+4	<5>	33	?	?
Tur	9d	9	12	2	4	<3>	33	?	?
Ven	1d	11	14	1	5+3	<9>	26	?	?

PAPACY GOT THE FLORENCE VARIABLE INCOME D.R., AND FRANCE GOT THE GENOA D.R. THIS TURN.

PHASE C; FAMINE REMOVALS; NONE AT THIS POINT IN THE TURN.

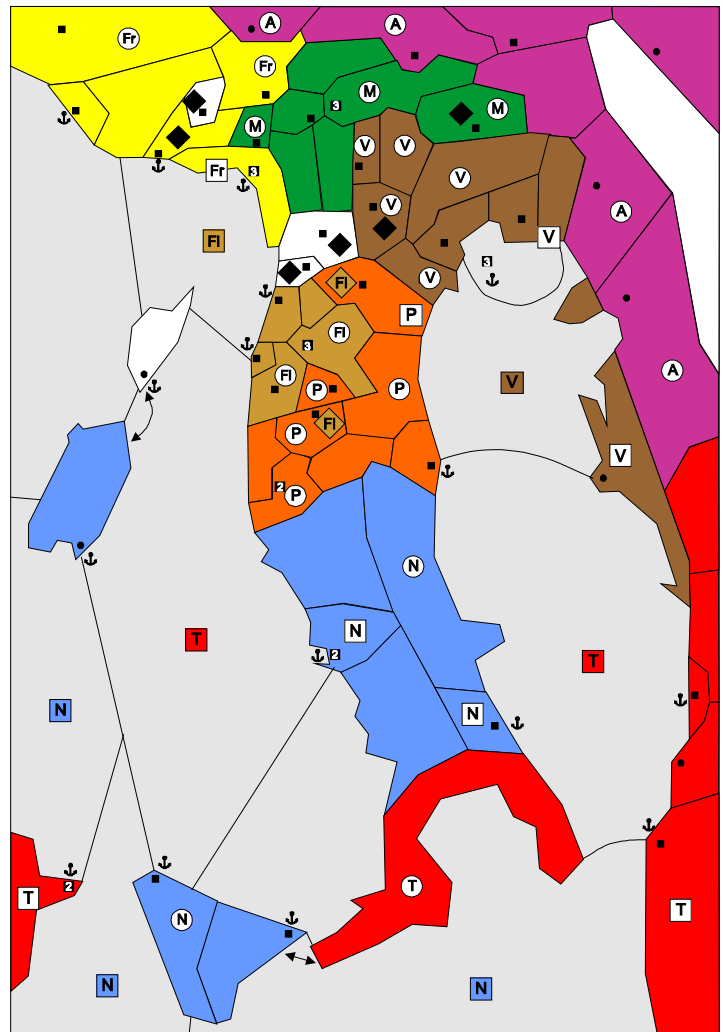
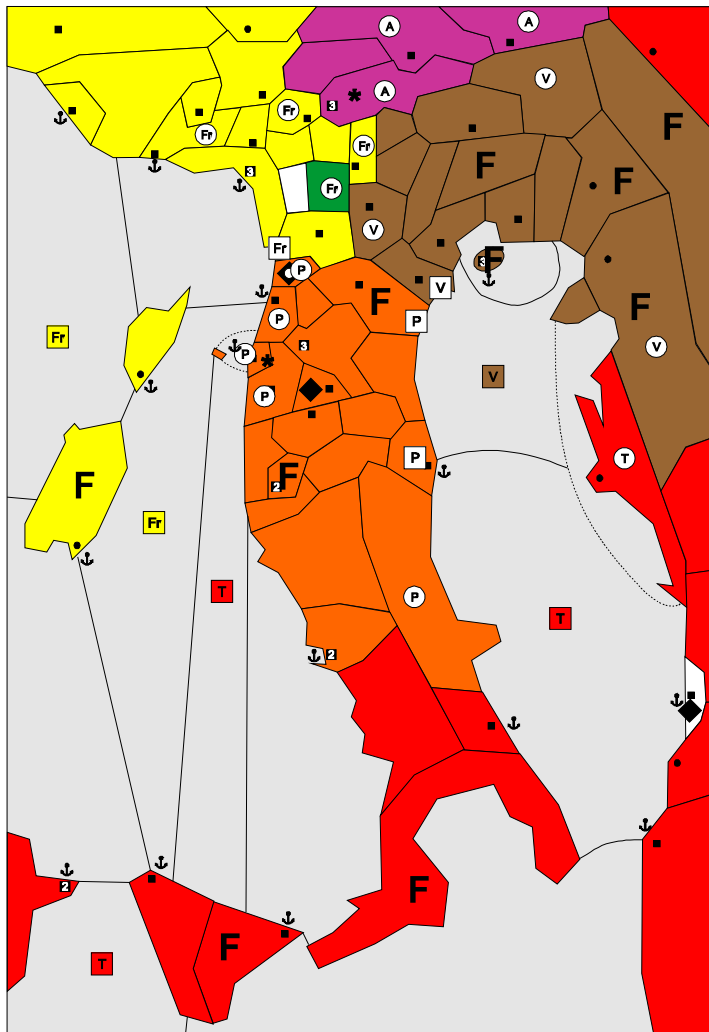
PHASE D; PLAGUE PHASE; NONE THIS TURN.

OK; YOU ARE INTO PHASE E: NEGOTIATION.... AND I NEED YOUR MAINTAINS & BUILDS, AS WELL AS YOUR SPRING MOVEMENT & OTHER ORDERS.....



"96-2" aka "Howl"

"Feral Dogs"



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

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

Feral Dogs/MGN# A2/A/8/1 - Gunboat

Fall 1455

Deadline/Winter-Spring 1456 4/14 Tuesday

Stalemate appears to be the order of the day as the wars between France and Austria, Florence and the Pope, and Naples and the Turk all go pretty much no where. Venice takes advantage of Milan's distraction to take Cremona, however.

Summer 1455 Retreats

Florence A Perugia and A Bologna both retreat to garrison

Orders

- Austria □ A TYROLEA supports A SWISS (cut)
- A SWISS supports A Tyrolea (cut)
- A Carinthia to CARNIOLA
- A Carniola to CROATIA

- Florence □ A FLORENCE besieges (garrison destroyed)
- A SIENNA besieges (garrison destroyed)
- F LIGURIAN SEA holds (u)
- G PERUGIA COVERTS TO A
- G BOLOGNA CONVERTS TO A

- France □ A TURIN to Tyrolea
- A AVIGNON to SWISS
- F GENOA holds

- Milan □ A TRENTO supports A Milan
- A PAVIA to MONTFERRAT
- A MILAN supports A Trent

- Naples □ A CAPUA to AQUILA
- A PALERMO holds
- F NAPLES to Tyrrhenian Sea
- F WESTERN MEDITERRANEAN to Tunis
- F CENTRAL MEDITERRANEAN supports F Western Mediterranean to Tunis (cut)
- F IONIAN SEA supports F Central Mediterranean
- F BARI to Lower Adriatic

- Papacy □ A PERUGIA to AREZZO
- A PATRIMONY to PERUGIA
- A ROME supports A Patrimony to Perugia
- A ANCONA to URBINO
- A BOLOGNA supports A Ancona to Urbino (cut)
- G Florence converts to A (DESTROYED)

Turks A Herzegovina to OTRANTO
 F DURAZZO supports F Lower Adriatic
 F LOWER ADRIATIC transports A Herzegovina to Otranto
F TUNIS to Central Mediterranean
F TYRRHENIAN SEA to Central Mediterranean

Venice A FERRARA besieges (garrison destroyed)
 A Bergamo to CREMONA
 A MANTUA supports A Bergamo to Cremona
 A Verona to BERGAMO
 A Padua to VERONA
F UPPER ADRIATIC to Lower Adriatic
 F DALMATIA supports to F Upper Adriatic to Lower Adriatic
F FRIULI to Upper Adriatic

Press

France – Austria: You suggest I attack Milan?!? You're right, I am smarter than you, and you're dumber than I thought.

France – Milan: How about if you and I cull the weak one from the herd...he's obviously neither of our friend. I'll be owing you of Tyrolean history and extra (in the, in the).

Pope – Naples: Please quit tormenting me! I've been nothing but friendly to you, and you are nitpicking me on my borders please stop. You throw the first stone and I will turn the other cheek only so many times.

Pope – Turkey: Ask for help of any sort from me and I will give it if I can. Naples is being a pain in the butt.

Pope – Venice: Thank you very much for your support!! Is there any way you could loan me some funding so that I can finish this war with Florence?

Venice – Austria: Sorry for not having hit Trent if it turned out to have made a difference. As France probably wants Swiss your best bet this turn was to defend it instead of trying for Milan, and take Croatia from me as I invited you to do, while I could best go for Milan's Cremona.

Venice – France: Austria has three neighbors and is being pals with the strong one while attacking the two weak creatures, what's so dumb about that??

Venice – Pope: Where was your press last time?

Venice – Turks: I hope we have a deal!

Venice – Austria: If the Turks did not let me into the LA this time and you moved to Croatia, please move on to Bosnia next time.

Spring 1455 Income

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

Seas

FLO: Ligurian Sea (1)
 NAP: Ionian Sea, Central Mediterranean, Western Mediterranean (3)
 TUR: Tyrrhenian Sea, Lower Adriatic (2)
 VEN: Upper Adriatic (1)

Provinces

AUS: Tyrolea, Austria, Hungary, Carinthia, Swiss, Carniola, Croatia (7)
 FLO: Piombino, Pisa, Pistoia, Sienna, Florence (5)
 FRA: Avignon, Provence, Marseilles, Turin, Savoy, Genoa (6)
 MIL: Montferrat, Fornova, Parma, Milan, Como, Trent (6)
 NAP: Capua, Aquila, Naples, Salerno, Bari, Messina, Palermo, Sardinia (8)
 PAP: Urbino, Ancona, Spoleto, Patrimony, Rome, Perugia, Arezzo, Bologna (8)
 TUR: Tunis, Durazzo, Albania, Ragusa, Bosnia, Herzegovina, Otranto (7)
 VEN: Bergamo, Verona, Padua, Istria, Dalmatia, Treviso, Cremona, Mantua, Ferrara (9)

Cities

AUS: Tyrolea, Austria, Hungary, Swiss, Carniola, Croatia (6)
 FLO: Piombino, Pisa, Sienna, Florence (3), Bologna, Perugia (8)
 FRA: Avignon, Marseilles, Turin, Genoa (3) (6)
 MIL: Montferrat, Milan (3), Pavia (5)
 NAP: Naples (2), Bari, Messina, Palermo, Sardinia (6)
 PAP: Ancona, Rome (2), Arezzo (4)
 TUR: Tunis (2), Durazzo, Albania, Ragusa (5)
 VEN: Padua, Dalmatia, Treviso, Cremona, Ferrara, Venice (3) (8)

Totals

Variable income die roll was 5.

	Var	Prov.	Seas	Cities	Gross	Treas.	Total
AUS	4	7	0	6	17	1	18
FLO	8	5	1	8	22	4	26
FRA	5	6	0	6	17	2	19
MIL	4	6	0	5	15	12	27
NAP	3	8	3	6	20	0	20
PAP	5	8	0	4	17	3	20
TUR	5	7	2	5	19	3	22
VEN	8	9	1	8	26	4	30

Game Summary

	1454	1455	1456
Austria:	3	5	6
Florence:	3	5	6
France:	3	2	4
Milan:	3	4	3
Naples:	4	5	5
Papacy:	4	3	3
Turks:	3	4	4
Venice:	4	5	6

Wolfpack

End of Game Statements

The Blunt Approach (Chris Geggus) Glad Wolfpack was close. Congratulations to Sean, and I still don't believe I have ever won a game of this yet (even with my name on it as a playtester).

GM (Chris Hassler) Probably one of the closest games of this I have ever been associated with. Going into Epoch VII, this was anybody's game. Sean got lucky and made the best of it. Good game all around.

Dogpaddle

Epoch II Empire Selection, Assyrians, Chou Dynasty, and Vedic City States Deadline for Epoch II Greek City States, Scythians, Carthage, and Persia: 4/14 Tuesday

Epoch II Empire Selection

The Zircon Utopia keeps.

The Triffids keeps

Impending Ascension gives to Snoopy's Blanket Chasers

The Go Masters keeps

Snoopy's Blanket Chasers Gives to Impending Ascension.

Gaming Through the Ages keeps

Epoch II

The Go Masters (Carl) ASSYRIA: Capital and army in *Upper Tigris*, army *Zagros* (vs. Aryans: As: 6, 3; Ar: 5, 4; wins), *Levant* (vs. Hittites: A: 6, 5; H: 2; wins), *Middle Tigris* (Capital reduced to city), *Lower Tigris* (city eliminated), plays Engineering to build forts in *Middle Tigris* and *Lower Tigris*, convert fort to fortress in *Middle Tigris* and *Lower Tigris*, army *Lower Tigris*. Builds Monument in *Upper Tigris*. Points: Dominance in Middle East (6), 1 Capital (2), 1 city (1), and 1 Monument (1) for 10.

The Zircon Utopia (Martin) plays Civil War on Egypt. Army *Arabian Peninsula* (C: 6, 2; E: 6; C: 6, 3; E: 6; C: 3, 1; E: 2; wins), *Nile Delta* (C: 6,

2; E: 3; wins, Capital reduce to city), *Nubia* (C: 5, 2; E: 3; wins). CHOU DYNASTY: Army and Capital *Wei River* (Shang army retreats to *Yellow River*), army *Yellow River* (vs. Shang Dynasty: C: 6, 2; S: 3; C: 3, 3; S: 5; loses), *Yellow River* (vs. Shang Dynasty: C: 5, 2; S: 3; wins, Capital reduced to city), *Tarim Basin* (vs. Shang Dynasty: C: 4, 2; S: 1; C: 5, 4; S: 1; wins), *Yangtse Kian*, *Chekiang*. Builds Monument *Wei River*. Points: Dominance in China (4) and India (4), Presence in Middle East (3) and North Africa (2), two Capitals (4), two cities (2), and two Monuments (2) for 21 points.

VEDIC CITY STATES are absent.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Ward Narhi	The Triffids (Green)	4	7
Dennis Cain	Impending Ascension (Red)	4	5
Dave Anderson	Snoopy's Blanket Chasers (Orange)	5	12
Andy Lewis	Gaming Through the Ages (Purple)	5	6
Brad Martin	The Zircon Utopia (Blue)	10	28
Joe Carl	The Go Masters (Black)	12	15

Final Positions

Snoopy's Blanket Chasers: Fleet *Red Sea*. EGYPT: Army *Upper Nile*.

Impending Ascension: Fleet *Eastern Mediterranean*. MINOANS: Three armies, Capital, and fort *Crete*, army *Western Anatolia*.

The Zircon Utopia: INDUS VALLEY: Army, Capital, and Monument *Lower Indus*, armies *Western Deccan*, *Eastern Ghats*, *Ceylon*, and *Upper Indus*. CIVIL WAR: Army and city *Nile Delta*, armies *Arabian Peninsula* and *Nubia*. CHOU DYNASTY: Army, Capital, and Monument *Wei River*, army and city *Yellow River*, armies *Tarim Basin*, *Yangtse Kian*, and *Chekiang*.

The Go Masters: ASSYRIA: Army, Capital, and Monument *Upper Tigris*, army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*, armies *Zagros* and *Levant*.

The Triffids: SHANG DYNASTY: Army *Hindu Kush*.

Gaming Through the Ages: ARYANS: Army, city, and Monument *Eastern Anatolia*, armies *Turanian Plain*, *Persian Plateau*, and *Persian Salt Desert*.

Your event cards

are: _____

Epoch II Empire

Your Empire is: _____

Press

The Triffids – All: If this is like all my other games, I'll never get out of the Middle East. No such thing as diversity for me.

Mutt

End of Game Statements

BarterTown II (Andy York) Congrats Kevin on a fine playing of the last few rounds. I wasn't paying attention and you certainly took advantage of it!! Care to go another round?

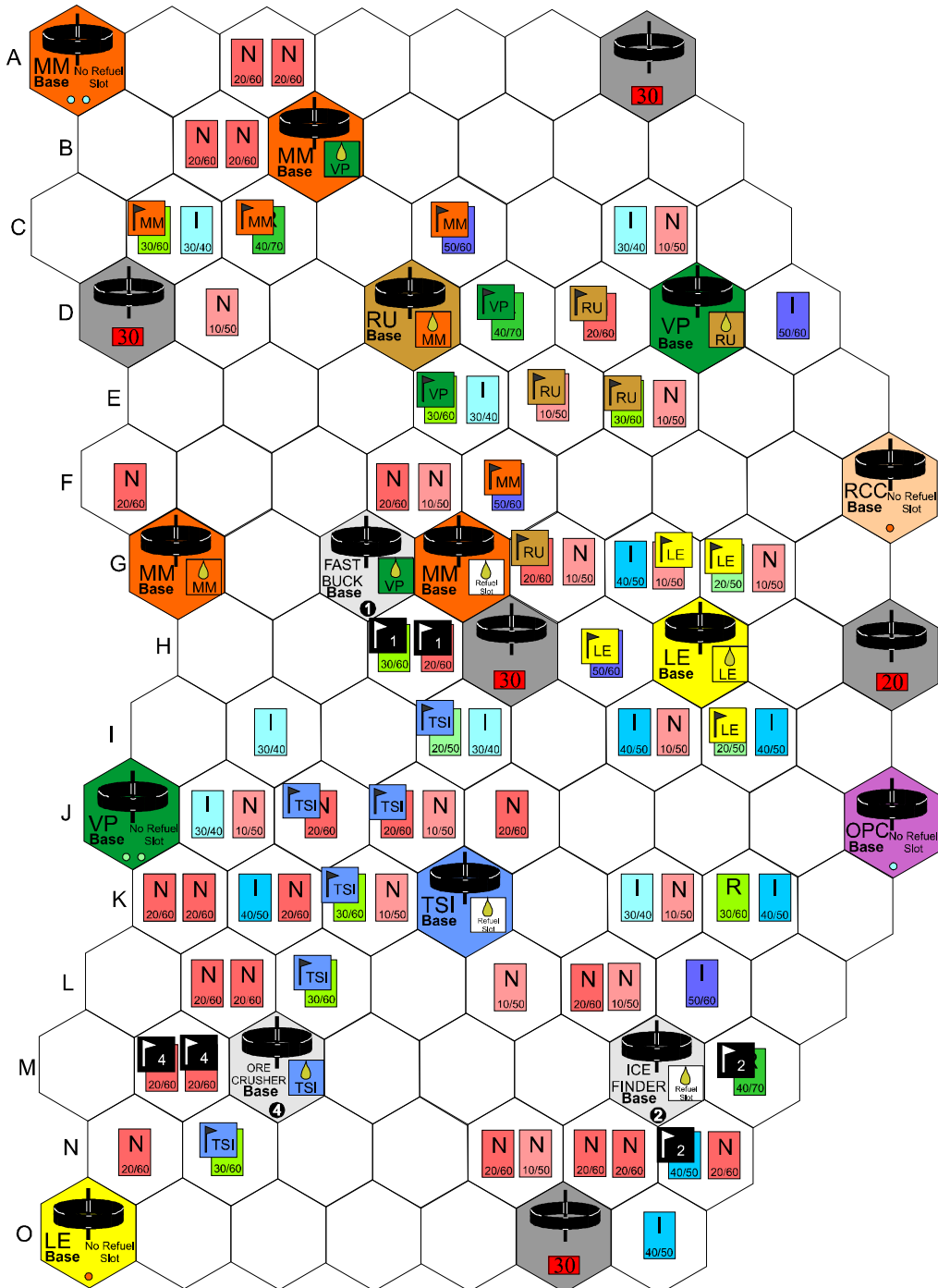
Bellpick 7 (Bill Scharf) Congratulations to Kevin on his win. Those new chemical factories are hard to beat once they get going. The trick is getting them started early enough. Sometimes the game ends before they can get rolling.

I followed the titanium factory strategy (also followed by Andy York, Andy Lewis, and Sean Cousins) which allows players to build up their economic power at a fairly low cost. The strategy is usually pretty successful, we came in 2nd, 3rd (tie), 4th, and 5th. Cumulatively, not bad, but not good enough this time to win.

Awl Mining Company (Andy Lewis) Congrats to Kevin. I thought I finally had a handle on how this game was played - get those factories. However, I still found myself a day late and a dollar short on too many things. I can't believe I

fell all the way to 5th. Congrats on the outstanding play by the opponents who beat me.

Heavenly Bodies Development Company (Kevin Wilson) Congratulations to Kevin (great name) on the win. This was my first, ever, attempt at Outpost. I've never gotten a chance to play it ftf yet, but hope to someday. Since starting this game, I've joined an online group that plays. We are currently on game 5 in that series. Had I known at the start of Mutt what I have learned in playing those online games I feel I would have performed much better than I did. Outpost is an interesting game with a few strategies that seem to work well. Unfortunately I didn't know or figure any of them out. I only finished above Dave because I think he may have lost interest toward the end and passed a few too many times. Obviously some of the others had either learned some of the strategies or are smarter than I am and figured them out. Anyway, by the time I felt I was understanding the game better I was too far behind to catch up and too poor to



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 LE	Par RU	Par RCC	Par TSI	

Corporations

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies/ Pilots	
TSI	BORG Mining Collective	\$1017	Scout (5/1), Tug (3/2), Tug (3/2), Scout (6/2)	1	2	4	Planetary Imports	
RU	Blue Sky Mining	\$255	Tug (4/3), Tug (4/3), Scout (6/2)	1	1	8	Vacuum Associates	
MM	BORG Mining Collective	\$626	Tug (3/2), Tug (4/3)	1	1	2	Torch	
OPC	Errol's Outfit	\$880		2	3	7		
VP	Carved in Stone	\$690	Scout (5/1), Tug (4/3), Tug (4/3)	3	2	3	Drill Hound	
LE	ANUS	\$734	Tug (3/2), Scout (6/2)	1	1	5	Lucky	
RCC	BORG Mining Collective		Not Launched Yet					

Available Stock

Stock Market	Public Corps.	Growth Corps.
	2 shares Outer Planet Consortium (\$88), 6 shares Ring Construction Corporation (\$88)	2 shares Lunar Enterprises (\$67)

Cash in the Bank: \$3917

Available Ships: (Phase III ships) 6, Scout 7/3, \$275; Tug 5/4, \$325

Running Dogs

Turn 5 Combat to Turn 6 Nexus

Turn 6 Nexus due: 4/14 Tuesday

Players

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

Sietch Tabr

	Ixians	Emperor
Leader	1 st Lieutenant (1)	Bashar (2)
Offense	None	Stunner
Defense	None	Kull Wahad
Dial	0	5
Spice	0	4
Total	0	7

Emperor wins. 1st Lieutenant and 1 Ixian token go to the tanks, along with 4 Emperor tokens (1 Elite Sadaukar). Emperor discards Kull Wahad.

Spice Collection

Atreides receive 2 spice (Arrakeen)

Fremen receives 8 spice (Habbanya Erg)

Harkonnens receives 10 spice (8 spice Broken Land, 2 spice Carthag)

Ixians receive 10 spice

Lansraad receives 1 spice

Turn 6

Storm Movement

Storm moves 1 sector to sector 9. (Turn 7 storm movement: _____ sectors).

Ixians play Residual Poison on the Lansraad, demanding 3 spice per turn. The Lansraad may either comply or challenge. If the Residual Poison is real and the Lansraad challenge, the Ixians may kill any leader of their choice and collect the spice. If it is not real, the Ixians owe the Lansraad 6 spice.

Spice Blow

Worm in Habbanya Erg. Nexus occurs. Fremen tokens in Habbanya Erg may ride the worm anywhere.

Press

Atreides – Ixians: Get that damned Lansraad. He stuck me a while back, I say it is his turn!

Ixians – Lansraad: I was having a difficult time deciding on who to give the residual poison to. Thanks for making my decision easy....

Combat

Habbanya Ridge Sietch

	Guild	Harkonnens
Leader	Master Bewt (3)	Stilgar (7)
Offense	Ya! Ya! Yawm!	Lasegun
Defense	Snooper	Snooper
Dial	10	5
Spice	10	5
Total	10	12

Harkonnens win. Master Bewt is killed and goes to the tanks along with 10 Guild tokens and 5 Harkonnen tokens. The Harkonnens do not kidnap a Guild leader. Fremen returns unharmed to the Fremen.

Tuek's Sietch

The Ixians use Truthtrance to ask if the Lansraad is using a projectile weapon. The answer is yes.

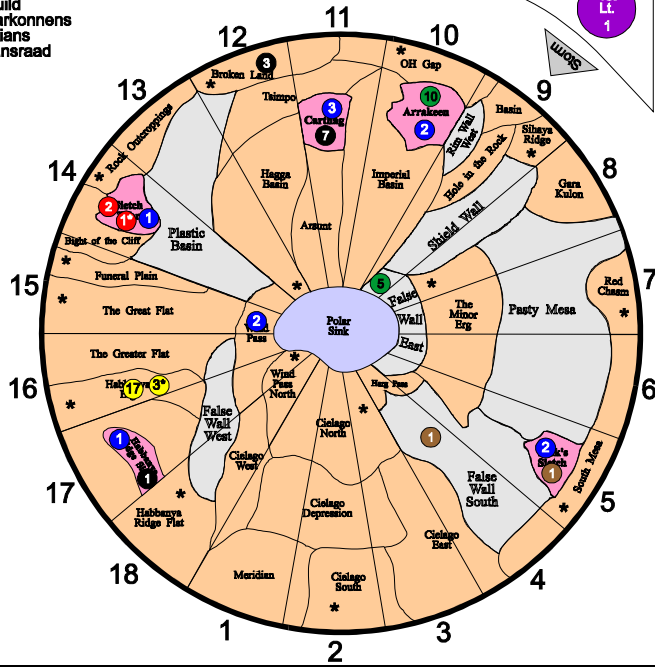
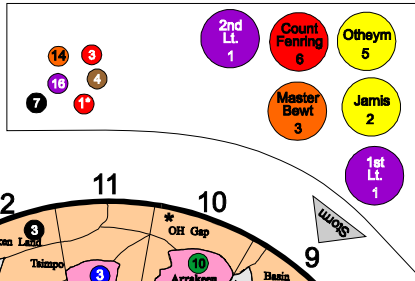
	Ixians	Lansraad
Leader	2 nd Lieutenant (1)	Administrator (3)
Offense	None	Slip Tip
Defense	None	La, La, La
Dial	0	4
Spice	0	4
Total	0	7

Lansraad wins. 2nd Lieutenant and 7 Ixian tokens go to the tanks, along with 4 Lansraad tokens. The Lansraad discards both cards.

Key

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

The Tanks



Final Positions

- Atreides:** 10 Arrakeen, 5 tokens False Wall East (9), 5 tokens off-planet
- Bene Gesserit:** 1 token Sietch Tabr, 3 tokens Carthag, 2 tokens Tuek's Sietch, 2 tokens Arrakeen, 1 token Habbanya Ridge Sietch, 2 tokens Wind Pass (15), 9 tokens off-planet
- Bene Tleilaxu:** No traitors, no traps
- Emperor:** 3 tokens (1 Elite Sadaukar) Sietch Tabr, 13 tokens (3 Elite Sadaukar) off-planet, 4 tokens (1 Elite Sadaukar) and Count Fenring in the tanks
- Fremen:** 20 tokens (3 Fedaykin) Habbanya Erg (16), Otheym, and Jamis in the tanks
- Guild:** 14 tokens and Master Bewt in the tanks, 6 tokens off-planet
- Harkonnens:** 7 tokens Carthag, 3 tokens Broken Land (12), 1 token Habbanya Ridge Sietch, 7 tokens in the tanks, 2 tokens off-planet
- Ixians:** 16 tokens, 1st Lieutenant, and 2nd Lieutenant in the tanks, 4 tokens off-planet
- Lansraad:** 1 token Tuek's Sietch, 1 token False Wall South, 14 tokens off-planet, 4 tokens in the tanks

Your cards: _____
 Your spice: _____

Dogged

Turn 19.5 to 21.5

Turns 21.6 to 23.6 due: 4/10 Saturday

Turn 19

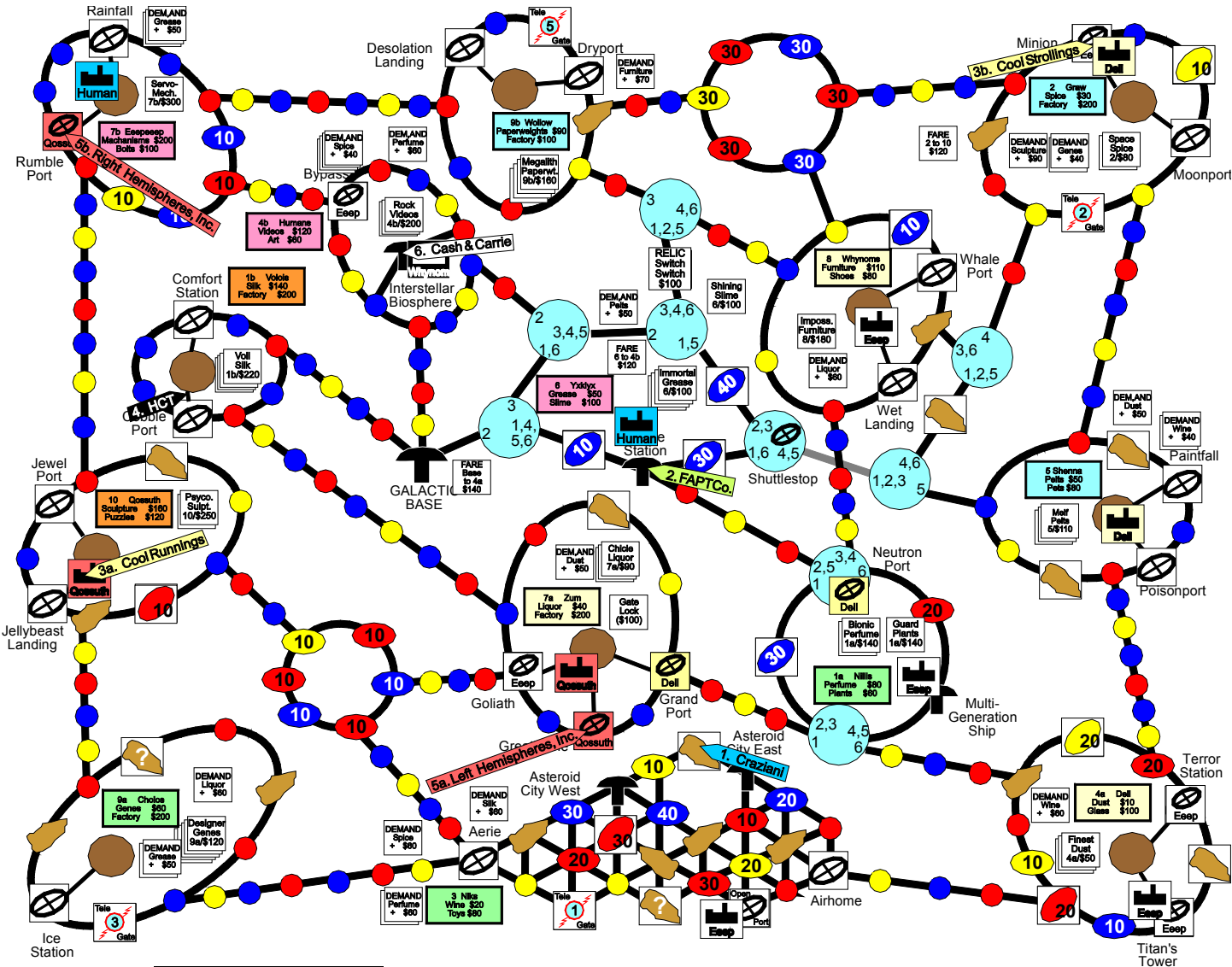
Dennis Cain (Qossuth)
 Left Hemispheres, Inc. Rolls Used: 2 * 4
 Galactic Base - Y - (R) - B - (R) - B - Interstellar Biosphere.
 Buys Primitive Art for \$60 (\$30 commission to Horse Cents Traders).

Right Hemispheres, Inc. Rolls Used: 4 * 2
 TeleGate 5 - B - Desolation Landing (p) - R - B - (Y) - B - R - B - (Y) - R.
Andy Lewis (Eepeeep/Cash & Carrie) Rolls Used: 6 * 4
 Minion (p) - R - A - R - (Y) - R - NC3 - A - Whale Port (p) - B10 - (Y) - B - (Y) - R - NC3 - R.

Turn 20

Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 1 1 4 6
 Asteroid City West.
 Sells Psychotic Sculpture for \$250 (from the cup: Demand for Liquor at 8).
 Buys Mulch Wine for \$20
Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 2 3 4
 Y - B - R - B - R - Y - Galactic Base.
 Drop off Fare for \$1150 (from the cup: Voll Silk at 1b). Picks up Fare to 2.
Chris Geggus (Dell)
Cool Runnings Rolls Used: 3 3 4
 A - (Y) - TeleGate 1 - TeleGate 3 - Ice Station (o) - Ice Station (s).
 Sells Chicle Liquor for \$90 plus \$120 demand (from the cup: Finest Dust at 4a and Demand for Grease at 7b). Buys Designer Genes for \$60.
Cool Strollings Rolls Used: 3 3
 NC3 - A - Whale Port (o) - B10 - Y - B30 - R30.

Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (4 * 2) 3 1
 NMR! Moves supplied by GM. Jewel Port (s) - Jewel Port (o) - R - A - Y - B - R - B - Y10 - R10 - B10 - Y.
Dennis Cain (Qossuth)
Left Hemispheres, Inc. Rolls Used: 1 * 4
Interstellar Biosphere - B - (R) - B - (R) - Y - Galactic Base.
Right Hemispheres, Inc. Rolls Used: 3 * 2
 R - B - Rainfall (o) - Rainfall (s).
 Sells Dribble Glass for \$200 (from the cup: Chicle Liquor at 7a). Buys Rumble Port deed for \$200. Picks up Fare to Base.
Andy Lewis (Eepeeep/Cash & Carrie) Rolls Used: 6 * 4
 R - (Y) - R - B - R - B - (Y) - B - R - B - (Y) - R - B10 - R10 - (Y) - B - R - Bypass - R - (Y) - B - Interstellar Biosphere.
 Buys Bypass for \$200.



6. Cash & Carrie \$502
 Rocket Scout
 19: 1 3/20: 5 6 (Use 1 * 4)
 Hold1 Hold2 Hull

Space Spice 2/\$80	Space Spice 2/\$80	Shield (\$60)
Whymons \$100	Nills \$100	Yellow Drive (\$80)
Titan's Tower \$200	Niks \$200	Minion \$200
Terror Station \$200	Dell \$200	Goliath \$200
Bypass \$200		

1. Crazianni Consortium \$388
 Normal Clipper
 20: 1 1 4 6/21: 1 2 3 3
 Hold1 Hold2 Hull

Mulch Wine 3/\$60	Mulligan Gear (\$120)	6 \$10
Jump Start (\$120)	Shield (\$60)	Air Foil (\$80)
Yxklyx \$200	Eespeep \$100	Auto Pilot (\$80)

2. Far Away Places Trading Co. \$410
 Sports Scout
 20: 2 2 3 4 // 21: 2 4 5 5 (Use 3)
 Hold1 Hold2 Hull

Immortal Grease 6/\$100	Fare Base to 2 \$160	10 \$12
		9a \$90
		3 \$80

3a. Cool Runnings \$255
 Scow Clipper
 20: 2 3 3 4/21: 1 3 5 6 (Use 3)
 Hold1 Hold2 Hull

Psycho. Sculpt. 10/\$250	Yellow Drive (\$80)	Shield (\$60)
Neutron Port \$200	Draw \$200	
Shenna \$100	Grand Port \$200	

3b. Cool Strollings
 Scow Transport
 20: 2 2 3 3/21: 1 4 4 6 (Use 2)
 Hold1 Hold2 Hold3 Hull

Glorious Junk 2/\$200	Space Spice 2/\$80	Space Spice 2/\$80	Shield (\$60)
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4. Horse Cents Traders \$610
 Fast Clipper
 20: 1 3 3 4/21: 3 5 6 (Double 1)
 Hold1 Hold2 Hull

Voll Silk 1b/\$220	Relic Shield (\$60)
Humane \$100	

5a. Left Hemispheres, Inc. \$299
 Torch Clipper
 19: 2 // 20: 1 // 21: 6 (Times 4)
 Hold1 Hold2 Hull

FARE Base to 9a \$110	Chicle Liquor 7a/\$90	Red Drive (\$120)
		Shield (\$60)
Gossuth \$200	Greathome \$200	Zum \$200
Rumble Port \$200		

5b. Right Hemispheres, Inc.
 Torch Freighter
 19: 4 // 20: 3 // 21: 5 (Times 2)
 Hold1 Hold2 Hold3 Hull

Pedigree Bolts 7b/\$200	Servo-Mech. 7b/\$300	FARE 7b to Base \$110	Yellow Drive (\$80)
Hold4	Hold5	Red Drive (\$120)	
Servo-Mech. 7b/\$300			

Turn 21

Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 1 (Mulliganed to a 5) 2 3 3

Asteroid City West – Y10 – ? (It's the Jump Start Relic).

Stops and picks up relic.

Debbie Osborne (Niks/Far Away Places Trading Co.) Rolls Used: 4 5 5

NMR! Moves supplied by GM. Galactic Base – NC5 – B10 – Space Station.

Sells Melf Pelts for \$110 plus \$50 demand (from the cup: Rock Videos at 4b and Chicle Liquor at 7b). Buys Immortal Grease for \$50.

Chris Geggus (Dell)

Cool Runnings Rolls Used: 3 5 6

Ice Station (s) – Ice Station (o) – A – R – (Y) – B – R – (Y) – B – R – (Y) – A – Jellybeast Landing (o) – Jellybeast Landing (s).

Sells Designer Genes for \$120 plus \$60 demand (from the cup: Psychotic Sculpture at 10 and Designer Genes at 9a). Buys Psychotic Sculpture for \$160.

Cool Strollings Rolls Used: 4 6

R30 – B – Y – B – R – Minion (p).

Sells 3 Bionic Perfumes for \$420 (from the cup: Rock Videos at 4b, Demand for Spice at 4b, Psychotic Sculpture at 10). Buys factory for \$200, Glorious

Junk for \$100, and 2 Space Spice for \$60. Receives \$50 factory commission. Cash & Carrie receives \$78 in port commissions.

Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (6 * 2) 5 3

NMR! Moves supplied by GM. Y – B – R – Goliath (p) – B – R – B – Y – B – R – B – Y – R – Cobble Port (o) – Cobble Port (s).

Sells Infinite Puzzles for \$250 (from the cup: Psychotic Sculpture at 10). Buys Voll Silk for \$140.

Dennis Cain (Qossuth)

Left Hemispheres, Inc. Rolls Used: 6 * 4

Galactic Base – (R) – B – Y – B – (R) – B – (R) – Y – B – (R) – B – Y – B – (R) – B – Goliath (p) – B – Greathome (p).

Sells Primitive Art for \$160 (from the cup: Demand for Melf Pelts at 6). Buys Chicle Liquor for \$40. Receives \$20 in port commissions.

Right Hemispheres, Inc. Rolls Used: 5 * 2

Rainfall (s) – Rainfall (o) – B – B – Rumble Port (p).

Sells Finest Dust for \$50 plus \$100 demand (from the cup: Space Spice at 2 and Fare to 4a at Base). Sells Finest Dust for \$50 plus \$50 demand (from the cup: Servo-Mechanism at 7b and Designer Genes at 9a). Buys Red Drive for \$120, Pedigree Bolts for \$100, and 2 Servo-Mechanisms for \$400. Receives \$87 in port commissions. Crazianni receives \$50 in factory commissions.

Notes

Will Dan Eisenhut please submit orders for Far Away Places Trading Company and Andy York for Horse Cents Traders!

Astro

1966

End Game Statements due: 4/14 TuesdayEvent Card Resolution

Republic of Texas pays off Oceania 10MB to avoid sabotage.

GRAB pays 36MB to avoid 20% penalty on next three-stage rocket launch.

Andorra Astronaut cost reduced to 1MB each. Computer breakthrough.

GRAB Fortunate accident, satellite or probe.

Republic of Texas Fortunate accident, module.

Oceania Astronaut cost reduced to 1MB each.

Purchase Hardware

Republic of Texas: Buys 2 lunar probes (3) for 12MB, 3 two-stage rockets (B) for 36MB, 4 liquid fuel strap-ons (D) for 12MB, 4 kickers (E) for 12MB, 4 two-person capsules (b) for 24MB, and 2 one-person modules (e) for 16MB.

KOTGO: Buys 3 astronauts (Teemu Selanne, Pavel Bure, and Keith Tkachuk) for 6MB, 2 one-person modules (e) for 16MB, a second launch facility for 30MB, and 2 docking modules (4) for 4MB.

Andorra: Buys 2 interplanetary satellites (2) for 8MB, 2 lunar probes (3) for 12MB, 4 one-stage rockets (A) for 12MB, 2 two-stage rockets (B) for 24MB, and 2 one-person capsules (a) for 4MB.

LAMPLIGHTER: Buys 1 two-stage rocket (B) for 12MB, 2 docking modules (4) for 4MB, 2 kickers (F) for 6MB, 2 one-person modules (e) for 16MB, 2 liquid fuel strap-ons (D) for 6MB, and 1 two-person capsule (b) for 6MB.

GRAB: Buys a One Person Module program (e) for 42MB, 1 three-stage rocket (C) for 18MB, and 3 docking modules (4) for 6MB.

Oceania: Buys 2 two-stage rockets (B) for 24MB, 2 liquid fuel strap-ons (D) for 6MB, 2 kickers (F) for 6MB, 2 two-person capsules (b) for 12MB, 2 docking modules (4) for 4MB, and 1 one-person module (e) for 8MB.

Conduct Research and Development

Republic of Texas: e: 8 dice (1, 2, 2, 3, 5, 6, 6, 6) +33%. 32MB spent.

KOTGO: None.

Andorra: 2: 3 dice (1, 6, 6) +13% to Max R&D. 9MB spent. 3: 1 die (5) +5% to Max R&D. 4MB spent. G: 5 dice (2, 3, 4, 6, 6) +21%. 35MB spent. h: 5 dice (1, 2, 3, 4, 4) +14%. 35MB spent.

LAMPLIGHTER: e: 8 dice (1, 1, 1, 1, 2, 2, 3, 6) +17%. 32MB spent. F: 8 dice (2, 3, 4, 4, 5, 6, 6, 6) +36% to Max R&D. 8MB spent.

GRAB: e: 8 dice (2, 3, 4, 4, 4, 5, 6, 6) +34%. 32MB spent.

Oceania: 1: 8 dice (1, 1, 1, 6, 6, 6, 6, 6) +33%. 8MB spent. b: 5 dice (1, 1, 2, 3, 5) +12%. 10MB spent.

Rushing

None

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

Missions

Oceania launches a Manned Orbital with Docking and Spacewalk with Trigger 62%<85%, Re-entry: 78%<85%, Recovery: 22%<85%. Success. +1% to B, 1 and Hopalong Cassidy. Launch: 71%<94%, Earth Orbital Burn: 46%<85%, and b, +15% to docking, Trigger and Hopalong Cassidy to 30%, +6MB to budget. Earth Orbital Activities: 17%<85%, Docking Module Power On: 62%<82%, **LAMPLIGHTER** launches a Manned Lunar Landing mission with Linda Luxious and Biluxi Bob. -12% to all safety factors due to missions skipped. Docking: 13%<45%, Spacewalk: 97%<98%, Earth De-Orbital Burn:

Launch: 78%=78%, Earth Orbital Burn: 97%>83%, engine nozzle failure, computers gain control, but ground control scrubs mission, Earth Orbital Activities: 40%<73%, Earth De-Orbital Burn: 21%<73%, Re-entry: 48%<73%, Recovery: 52%<73%. Mission failure. +1% to K, D, and b, Linda Luxious and Biluxi Bob to 40%, -6MB to budget.

KOTGO launches a Manned Lunar Landing with T. Selanne and J. Jagr. -3% to all safety factors due to missions skipped. Launch: 64%<83%, Earth Orbital Burn: 48%<94%, Earth Mission Burn: 85%<94%, In-Route Activities: 76%<86%, Docking Module Power On: 10%<93%, Docking: 07%<42%, Lunar

Orbital Burn: 85%<94%, Lunar De-Orbital Burn: 50%<87%, Photo-recon: 35%<62%, Lunar Landing: 09%<87%, Moon Walk: 28%<95%, Lunar Launch: 94%>87%, minor programming error is corrected and launch is good, Lunar Orbital Activities: 86%=86%, Docking: 47%>42%, Emergency EVA: 25%<47%, Lunar Mission Burn: 97%>94%, ignition failure, glitch is minor, thrust is good, In-Route Activities: 29%<86%, Earth Orbital Burn: 67%<94%, Earth Orbital Activities: 84%<86%, Earth De-Orbital Burn: 08%<86%, Re-entry: 83%<86%, Recovery: 60%<86%. Mission success! Kingdom of the Great One wins!

Lupine

Turn 1 Media Tokens and Campaign Days

Turn 1 Opinion Polls and Campaign Results due: 4/14 Tuesday

Media Tokens

FDP buys 1 in Hessen (400DM spent)

Grüne buys 1 in Neidersachsen (400DM spent)

CDU buys 1 in Saarland (400DM spent)

SPD buys 1 in Neidersachsen (400DM spent)

FDP buys 1 in Hessen (400DM spent)

Grüne buys 1 in Neidersachsen (400DM spent)

CDU buys 1 in Hessen (400DM spent)

SPD buys 1 in Rheinland-Pfalz (400DM spent)

Campaign Days

SPD buys 4 in Neidersachsen and 2 in Rheinland-Pfalz (600DM spent)

Grüne buys 3 in Neidersachsen and 2 in Rheinland-Pfalz (500DM spent)

CDU buys 4 in Saarland (400DM spent)

The Parties

CDU

Player: Caleb Cousins
Campaign Days: 2
Media: 2
Conferences: 2 Special
Regular
Platform: Freugeutliche
Grundordnung
35-Stunden-Woche
NEIN
NATO NEIN
Steuersenkung NEIN
Gewerkschaft

Grüne

Player: Brad Martin
Campaign Days: 1
Media: 2
Conferences: 2 Special
Regular
Platform: Umweltschutz
§218 JA
Atomkraft NEIN
Steuersenkung JA
Gewerkschaft

FDP

Player: Pitt Crandlemire
Campaign Days: 6
Media: 2
Conferences: Special
Regular
Platform: Marktwirtschaft
35-Stunden-Woche JA
NATO NEIN
Steuersenkung NEIN
Atomkraft JA

SPD

Player: Andy Lewis
Campaign Days: 0
Media: 2
Conferences: 2 Special
Regular
Platform: Gewerkschaft
35-Stunden-Woche JA
NATO JA
§218 NEIN
Atomkraft JA

The Provinces

Hessen

	CDU	Grüne	FDP	SPD
Campaign Days	6	4	9	0
Vote Share	8	5	15	10
Media Tokens	2	0	3	0
Trend	0	0	0	0

Issues: Atomkraft JA
Umweltschutz
Marktwirtschaft (x2)
Steuersenkung NEIN
Mandate Range: 5-10

Rheinland-Pfalz

	CDU	Grüne	FDP	SPD
Campaign Days	0	4	0	5
Vote Share	1	0	0	0
Media Tokens	0	1	0	1
Trend	0	0	0	0

Issues: Atomkraft NEIN
Gewerkschaft
Steuersenkung JA
Mandate Range: 4-9

Neidersachsen

	CDU	Grüne	FDP	SPD
Campaign Days	0	6	0	10
Vote Share	1	5	0	5
Media Tokens	0	2	0	2
Trend	0	0	0	0

Issues: NATO JA
Steuersenkung JA
Mandate Range: 6-11

Saarland

	CDU	Grüne	FDP	SPD
Campaign Days	7	0	0	0
Vote Share	5	5	0	0
Media Tokens	1	0	0	0
Trend	0	0	0	0

Issues: NATO NEIN
Mandate Range: 4-9

Available Issues35-Stunden Woche JA
Atomkraft JASteuersenkung JA
Atomkraft NEINBonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	0	0
Party Bases	4	4	6	4

Order for turn 1 is: FDP, SPD, CDU, Grüne

Your cash: _____

Available Ministers: _____

Sun Dog**Turns 4.4 to 6.4****Turns 6.5 to 8.5 due: 4/14 Tuesday**Turn 4

Company	Starting Location	Die Roll	Ending Location	Notes
van Rijn Enterprises	Titania	6, 6	Charon	\$100 gained. Buys Charon for \$300.
Lunar Rendezvous, Inc.	Federation Station IV	1, 5	Portia	Buys Portia for \$185. Places fuel station and refuels.
Red Dog/Red Shift Enterprises	Amalthea	2, 4	Callisto	Refuels.

Turn 5

Company	Starting Location	Die Roll	Ending Location	Notes
Tiger Economic	Federation Station II	4, 4; 4, 6	Metis	\$100 gained, bypasses Amalthea, 8 fuel used. Buys Metis for \$140, places fuel station, refuels.
Century 22	Europa	1, 4	Blank Dot 3	Places fuel station on Europa and refuels before departure. 5 fuel used.
Solar Solutions, Unlimited	Ganymede	4, 6	Umbriel	10 fuel used. \$290 rent paid to van Rijn Enterprises.
van Rijn Enterprises	Charon	1, 6	Diemos	Buys Diemos for \$90.
Lunar Rendezvous, Inc.	Portia	1, 1; 2, 3	Pluto	Buys Pluto for \$425.
Red Dog/Red Shift Enterprises	Callisto	4, 5	Amalthea	9 fuel used. Refuels.

Turn 6

Company	Starting Location	Die Roll	Ending Location	Notes
Tiger Economic	Metis	4, 5	Miranda	9 fuel used. Buys Miranda for \$250.
Century 22	Blank Dot 3	5, 5; 3, 6	Thebe	\$100 gained, bypasses Europa. Buys Thebe for \$170.
Solar Solutions, Unlimited	Umbriel	3, 5	Pluto	8 fuel used, pay \$500 rent to Lunar Rendezvous, Inc. Buys Pluto from LRI for \$450, places fuel station, refuels.
van Rijn Enterprises	Diemos	2, 2	Venus	\$100 gained. Buys Venus for \$490, places fuel station, refuels.

The Players

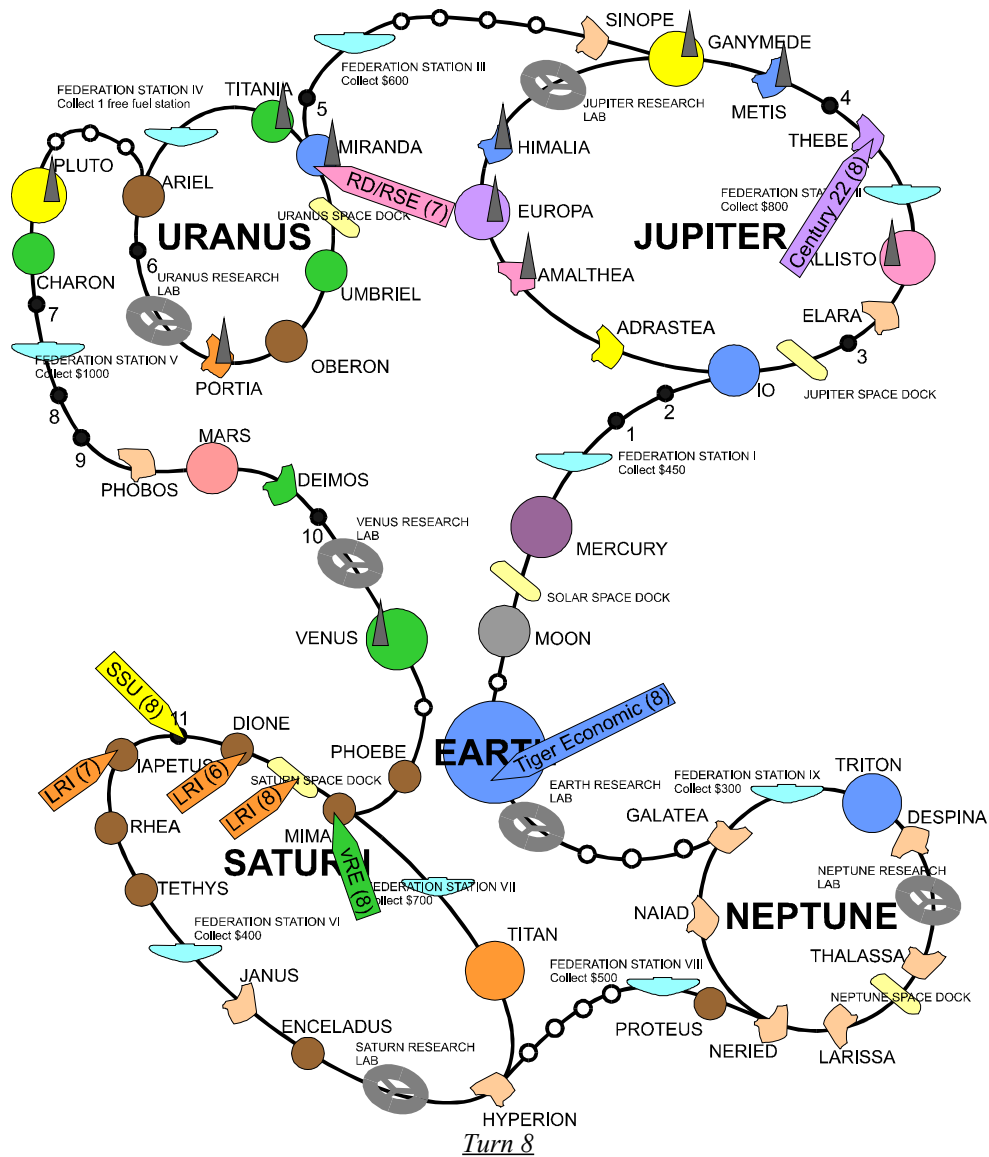
Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda	3	16	1100
Century 22 (Purple)	Bill Scharf	Europa, Thebe	3	20	1205
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Ganymede, Adrastea, Pluto	1	25	185
van Rijn Enterprises (Green)	Pitt Crandlemire	Umbriel, Titania, Charon, Diemos, Venus	1	25	815
Lunar Rendezvous, Inc. (Orange)	Andy Lewis	Portia	5	23	1810
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea	2	25	1295

Turn 6

Company	Starting Location	Die Roll	Ending Location	Notes
Lunar Rendezvous, Inc.	Pluto	6, 6; 1, 4	Dione	\$100 gained. Bypasses Venus. 12 fuel used.
Red Dog/Red Shift Enterprises	Amalthea	3, 6	Blank Dot 4	9 fuel used.

Turn 7

Company	Starting Location	Die Roll	Ending Location	Notes
Tiger Economic	Miranda	1, 3	Triton	Red Shift card draw: Advance to Triton, 2 fuel used. Buys Triton for \$320.
Century 22	Thebe	3, 5	Adrastea	8 fuel used. \$65 rent paid to Solar Solutions.
Solar Solutions, Unlimited	Pluto	5, 6	Venus	11 fuel used. \$1200 rent owed to van Rijn Enterprises. Must sell \$950 in fuel stations and property to make up shortfall.
van Rijn Enterprises	Venus	4, 6	Federation Station VI	10 fuel used. \$400 gained, may purchase additional fuel stations.
Lunar Rendezvous, Inc.	Dione	1, 1	Iapetus?	\$100 gained, may bypass Iapetus, 2 fuel used.
Red Dog/Red Shift Enterprises	Blank Dot 4	4, 6	Miranda	\$130 paid to Tiger Economic.



Turn 8

Company	Starting Location	Die Roll	Ending Location	Notes
Tiger Economic	Triton	3, 4	Earth	Gains \$1000, refuels for free.
Century 22	Adrastea	1, 6	Thebe	7 fuel used.
Solar Solutions, Unlimited	Venus	1, 6	Blank Dot 11	7 fuel used.
van Rijn Enterprises	Federation Station VI	3, 4	Mimas	
Lunar Rendezvous, Inc.	Iapetus?	5, 6	Saturn Space Dock	11 fuel used.

Pooch

Turn 1

Turn 2 due: 4/14 Tuesday

Bidding

- English** bid \$6, select landing U, \$6 to the Dutch
- Swedish** bid \$5, select landing L, \$5 to the French
- Portuguese** bid \$2, select landing O, \$2 to the Spanish
- Spanish** bid \$0, select landing M.
- French** bid \$0, select landing N
- Dutch** bid \$0, select landing J

Planning

- Dutch** buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
- English** buy 5 ships (\$60) and 6 soldiers (\$60) for \$120.
- French** buy 5 ships (\$60) and 6 soldiers (\$60) for \$120.
- Portuguese** buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
- Spanish** buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
- Swedes** buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Outbound Naval Movement

Dutch Dice: 1, 3, 4, 4. Loses 1 colonist.

English Dice: 1, 2, 3, 6. Loses 1 ship carrying 2 soldiers.

French Dice: 2, 2, 2, 3. No losses.

Portuguese Dice: 3, 4, 5. No losses.

Spanish Dice: 2, 2, 3, 5. No losses.

Swedes Dice: 1, 2, 3, 4. Loses 1 ship carrying 1 soldier and 1 colonist, plus an additional soldier.

Land Movement

Dutch move 4 soldiers and 3 colonists into area J. It is a climate 3 area with 1 native.

English move 4 soldiers and 4 colonists into area U. It is a climate 3 area with 3 natives.

French move 4 colonists and 6 soldiers into area N. It is a climate 2 area with 1 site and 3 natives.

Portuguese move 4 colonists and 4 soldiers into area O. It is a climate 2 area with one site and 2 natives.

Spanish move 4 colonists and 4 soldiers into area M. It is a climate 2 area with 1 site and 3 natives.

Swedes move 3 colonists and 2 soldiers into area L. It is a climate 2 area with 1 site and 3 natives.

Native Combat

Dutch: None

English: 3 soldiers and 1 native killed.

French: None

Portuguese: None

Spanish: 3 natives killed.

Swedes: None

Native Uprisings

Climate is a 6. No uprisings.

Survival

Climate is a 2.

Dutch: lose 1 soldier and 1 colonist.

English: lose 1 soldier and 1 colonist.

French: lose 2 soldiers and 1 colonist.

Portuguese: lose 2 soldiers and 1 colonist.

Spanish: lose 2 soldiers and 1 colonist.

Swedes: lose 2 soldiers and 1 colonist.

Political Control

None gained.

Homebound Naval Movement

Dutch: Dice: 2, 5, 6, 6. No losses.

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

French: Dice: 1, 2, 2, 3. 1 ship lost.

Portuguese: Dice: 3, 4, 6. No losses.

Spanish: Dice: 2, 4, 5, 6. No losses.

Swedes: Dice: 1, 6, 6, 6. No losses.

Income

Dutch: Political Control: \$20, resources: \$2.

English: Political Control: \$20, resources: \$3.

French: Political Control: \$20, resources: \$3.

Portuguese: Political Control: \$20, resources: \$3.

Spanish: Political Control: \$20, resources: \$3.

Swedes: Political Control: \$20, resources: \$2.

Turn 2 Initiative

Dutch, French, Portuguese, Swedes, Spanish, English

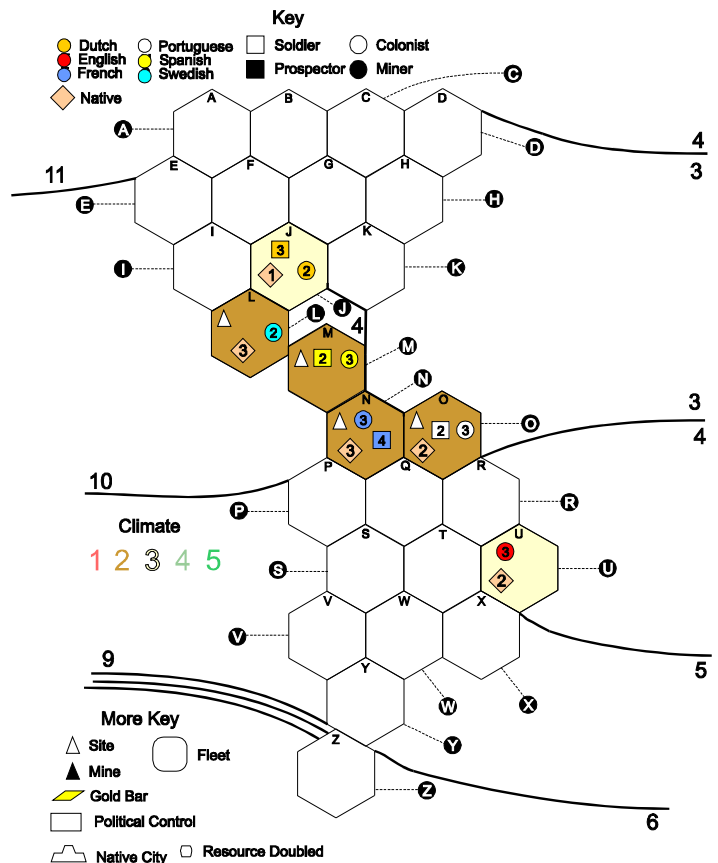
Press

Dutch – GM: Thanks for the mention Chris, I guess I don't need to paint a target on my back now. Actually, I'm sure everyone realizes those first two games were flukes. Andy Lewis is a much better player than I am...I suggest you all attack him immediately. (Just kidding, Andy.)

Cerberus – Dutch: Any time.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$100	21	4	4
English	Dennis Cain	\$57	19	4	4
French	Pitt Crandlemire	\$68	19	4	4
Portuguese	Andy Lewis	\$93	21	4	4
Spanish	Bob Robles	\$97	21	4	4
Swedish	Kevin Wilson	\$89	21	3	4



In the Doghouse with Marmaduke

This has been a bad month for the gaming industry. The Gamer's Dean Essig and Dave Powell plus a playtester and friend Chris Volny were involved in a small plane crash. Dean and Dave are going to be sidelined for several months with shoulder injury and surgery for Dean and leg problems for Dave. Chris is more serious and they hope he'll walk again. The most recent news I found out today. Rodger MacGowan, wargamer artist extraordinaire, has cancer. It's supposed to be curable but will take the 3-6 month chemo period. Also, Don Greenwood of Avalon Hill had some health problems recently; he's doing better now. Please keep all these people in your prayers.

I attended Enlightenment '98 for part of this past weekend. It was a 3 round AOR tourney organized by Don Greenwood (not Avalon Hill). It was a fun time. Nice to get a chance to play AOR all the way through finally. In addition, the players were high caliber and fun to play with - many were Avaloncon attendees as well. We started the weekend with 30; the estimate when I left was that there was going to be 24 staying for the Sunday round.

I stumbled on a new source for German games besides Boulder games recently. It's Fun Again games out of Oregon. They're reachable at <http://www.funagain.com>.

The year has been slow for games from the big companies. Hopefully that will pick up soon. GMT has had to push back their initial shipments to April because of Rodger's health. Avalon Hill is still having trouble with doing the cards for Atlantic Storm; they're doing them in house this time for the first time. Avalanche has pushed Airlines and Great War At Sea Vol II. back to May and June, respectively. MiH is supposed to have a game out shortly. Gamers were already planning to push some of the Origins releases back slightly to get the distribution system a chance to work properly this time.

Until next time. On with the games...

Stand-by Calls: Paul Bolduc for Pitt in Hootch, Open Call for Pitt in Scooby, Open Call for Pitt in Buster, Dennis Cain for Pitt in Coal

Game Openings:

Snapshot: Minimum of 6. Chris Geggus

Stand-bys:

Seidler: Paul Bolduc, Caleb Cousins, Chris Geggus

AOR:

Hootch

Turn 11.4 to 12.3

GM: Andy Lewis

Deadline for Turn 12.4 to 13.4 is April 10, Friday

Turn 11

Pitt's player-turn

Production: Brick (Ward[2], Chris G.), Grain (Sean, Pitt)

Trades: None

Actions: None - NMR

Turn 12

Ward's player-turn

Production: Wool (Chris G., Pitt), Lumber (Pitt)

Trades: Trade 4B for 1G

Actions: Upgrade to city at M11/M12

Chris G's player-turn

Production: Wool (Chris G., Pitt), Lumber (Pitt)

Trades: None

Actions: None

Sean's player-turn

Production: Wool (Chris G., Pitt), Lumber (Pitt)

Trades: None

Actions: None

Pitt's player-turn

I will hold the game here because of the NMR. Will Paul Bolduc please submit stand-by orders

Cards After 12.3

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Ward	1	1	--	--	1	--	4
Chris	1	2	3	--	--	--	4
Sean	4	--	2	--	--	--	3
Pitt	4	1	5	3	3	U(17,2)	4

Longest Trade Route: No one.

Largest Knight Force: No one.

Open Trade Offers

Ward: None

Sean: Will give 2G for 1L

Chris: None

Pitt: Will Give 1O for 2G or 1G & 1L

Turn 12 Production Die Rolls

Pitt's player-turn: 4

Turn 13 Production Die Rolls

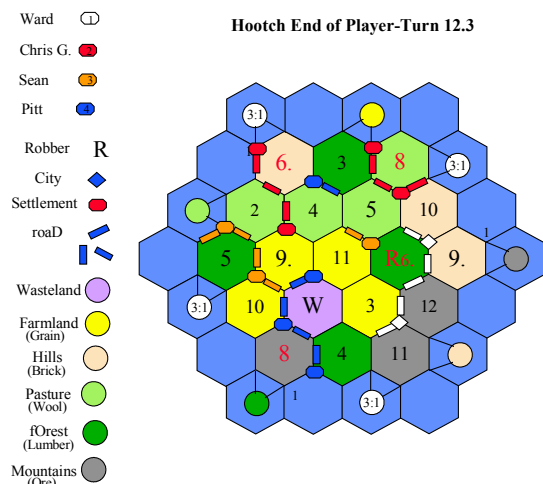
Ward's player-turn: 6

Chris's player-turn: 7

Sean's player-turn: 11

Pitt's player-turn: 3

Hootch End of Player-Turn 12.3



Benji

Turns 6.3 to 7.3

GM: Andy Lewis

Deadline for Turns 7.4 to 8.4 is April 10, Friday

Turn 6

Brad's player-turn

Production: Brick (Bill, Caleb, Brad), Lumber (Caleb)

Trades: None

Actions: None

Chris G.'s player-turn

Production: Grain (Caleb, Chris G.), Lumber (Bill[2])

Trades: Gives Brad 1G for 1O

Actions: Buys Development card (10)

Turn 7

Bill's player-turn

Production: Move Robber to F11 and steal 1G from Caleb

Trades: Trade 3 Lumber for 1 Ore

Actions: Builds road at W/P8

Caleb's player-turn

Production: Ore (Brad[2]), Wool (Brad)

Trades: None

Actions: None

Brad's player-turn

Production: Wool (Bill, Chris G.)

Trades: None

Actions: Builds settlement at M2/H6/Sea

Cards After Turn 7.3

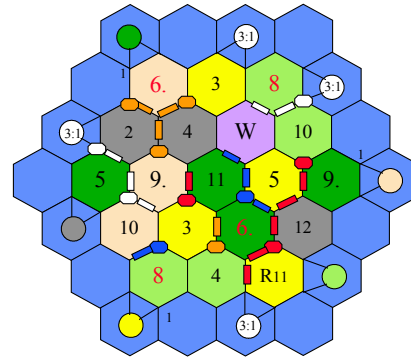
	Grain	Brick	Wool	Lumber	Ore	Development	VP
Bill	1	--	1	1	1	--	3
Caleb	3	1	--	1	--	--	5
Brad	--	--	1	--	2	--	4
Chris G.	--	--	1	1	1	Knight, U(10)	2

Longest Trade Route: Caleb.

Largest Knight Force: No one.

- Bill
- Caleb
- Brad
- Chris G.
- Robber
- City
- Settlement
- road
- Wasteland
- Farmland (Grain)
- Hills (Brick)
- Pasture (Wool)
- Forest (Lumber)
- Mountains (Ore)

Benji End of Player-Turn 7.3



Open Trade Offers

Bill: None

Caleb: Will give 2G for 1W

Brad: None

Chris G: None

Turn 7 Production Die Rolls

Chris G's player-turn: 7

Turn 7 Production Die Rolls

Bill's player-turn: 6

Caleb's player-turn: 2

Brad's player-turn: 8

Chris G's player-turn: 6

Lassie

Turn 8

GM: Andy Lewis

Deadline for End Game Statements is April 10, Friday

Semi-Finals

Tottenham buys a goalkeeper

Tottenham Hotspur 3(modified to 2 and back to 3)-1(modified to 0) vs.

Plymouth Argyle 2(modified to 1 and back to 1)-0

Tottenham Hotspur wins 3-2!

£175,000 per

Bill Scharf wins the bidding war for Manchester United at £755,000

Newcastle United buys a striker

Manchester United 1(modified to 0 and back to 1)-0 vs. Newcastle United

1(modified to 0 and back to 1)-0(modified to 1)

Newcastle United wins 2-1 on the strength of the newly acquired striker

£375,000 per

Finals

Tottenham buys a midfielder

Tottenham Hotspur 3(modified to 2 and back to 3)-0(modified to 1 and back

to 0) vs. Manchester United 2(modified to 1 and back to 2)-0(modified to 1)

It's all level at 3

Extra Time

Tottenham Hotspur 0, Manchester United 0

£500,000 per

Replay

Tottenham buys a central defender

Tottenham Hotspur 1(modified to 0 and back to 1)-0(modified to 1 and back

to 0) vs. Manchester United 1(modified to 0 and back to 1)-0(modified to 1

and back to 0)

It's all level at 1

Extra Time

Tottenham Hotspur 1, Manchester United 0

Tottenham Hotspur takes a hard fought championship!

£500,000 per

Final Standings

Chris Geggus (£900,000 - 9 Glory Points)

Sean Cousins (£990,000 - 7 Glory Points - 1 Championship)

Michael Geggus (£2,455,000 - 6 Glory Points)

Bill Scharf (£460,000 - 0 Glory Points)

Brad Martin (£235,000 - 0 Glory Points)

Scooby

GM: Andy Lewis

Deadline for Turn 4, Phases 4-6 is April 10, Friday

Player	Country	Cards	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Sean Cousins	Barcelona (5)	13, ii11	100	30	68	5	10	2	I, E, N, R, F
Caleb Cousins	Venice (2)	Ii1, ii23, ii39	10	10	192	1	12	4	I, F, R, A
Pitt Crandlemire	Genoa (4)	19, ii41	90	35	70	6	8	4	A, N, E
Paul Bolduc	Paris (6)	11	70	24	91	4	11	10	I, E, R, S
Dennis Cain	Hamburg (1)	ii36	50	15	88	3	7	4	I, N
Bill Scharf	London (3)	20, ii37, ii18	40	13	70	2	8	6	A, V, E, I

Commodity Log

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

at the wheel and charged Barcelona and Venice \$20 too little for Holy Indulgence. This means that Barcelona could not afford the ship upgrade.

- I took the ship upgrade from Barcelona but didn't credit him the money.
- I wrote down the wrong number of token buys for Barcelona. It was 30 not 3. His money is now at 68.
- The token change made a difference in the Civil War recipient. It's Paris not Genoa.
- I made a mistake in crossing out used cards from Epoch I in Epoch II this resulted in the extra Fur played last turn. This error will stand as played. I've rechecked that all other deletions were made properly.

Pitt NMRed so I'm holding the game a month while I wait for orders from him or a stand-by. I'm making an open stand-by call for Genoa. I'll hold all orders submitted unless you want to change them. Reminder Paris is now the Civil War recipient and must decide tokens or money lost.

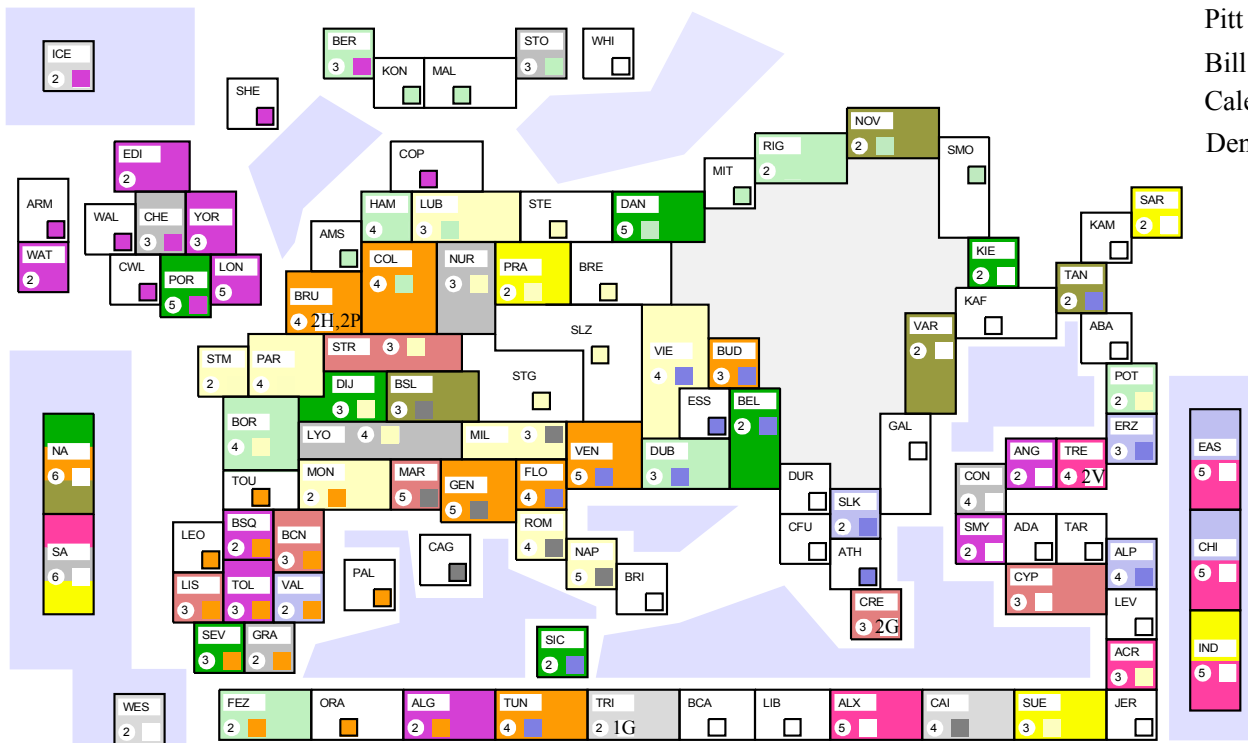
I'm reprinting the map this month since I've changed the player color for Barcelona to make it further different from England. Sorry for the confusion.

There were mistakes made last turn on my part. London has 8 dominances and therefore gained \$12 more than I gave him. Also, it turns out I was asleep

Scooby through 4.3

Tie-breaking order

- Paul ■
- Sean ■
- Pitt ■
- Bill ■
- Caleb ■
- Dennis ■



Buster**Round 5****GM: Andy Lewis****Deadline for Round 6 is April 10, Friday**

Team Name	Color	Owner	Record	Pts	Gls	£	Roster Changes
Desert Isles	Maroon	Caleb	3-0-2	11	16	2	+Pilsner, -Cull, +Spitz, +Vespucci
Cain Insurrection	Purple	Dennis	2-0-3	9	13	2	+Frankenstein, +Kikarski
Green Meanies	Green	Sean	2-3-0	6	19	4½	+Ardvaark, +Badakoff, +Derriere
Brad's Aussie Duffers	Orange	Brad	1-1-3	6	10	8½	+Bjanby, +Tanamera
Yellow Peril	Yellow	Pitt	1-2-2	5	12	2½	+Limpard, +Bogota
Virginia Red Tide	Red	Dave	1-4-0	3	15	7	+Winkelpicker, +d'Arme, +Angelo, -Delarda, -Upfield

Round 5*B.A.D. at Yellow Peril***Yellow Peril NMR - uses roster from last month with foreign player****inclusion only**

B.A.D Goalie: Maurice Oxford

Yellow Peril Goalie: Enrique Bogota

Neil Down vs. Nils Limpard [No shots]

Harry Carey [No shots] vs. Phil M'Glass

Dick Head vs. Jock Strapp [No shots]

Jerry Cann vs. Dai Bollical [No shots]

Sideny Harbour-Bridge [No shots] vs. Don Keebrane

Willie Missit vs. Chris Allis [No shots]

Roger Andout vs. Joe Kerr [No shots]

No one vs. Stig Bjanby vs. Rick Shaw [No shots]

Juan Tanamera vs. Herb Tea [No shots]

No one vs. Gordon Bennett [dr 3] vs. Max Volume **0-0****In a defense struggle (i.e. snoozer), the teams draw nil-nil!***Desert Isles at Virginia Red Tide*

Deserted Isles Goalie: Doug Flowerbed

Virginia Red Tide Goalie: Pat O'Cake

Stu Pidd vs. Jimmy Riddle [dr 3+1] **1-0**

Pete Sake [No shots] vs. Rolf Winkelpicker

Mickey Finn vs. Stan Dandy liver [No shots]

Will Full vs. Jean d'Arme [No shots]

Rex Shipp [No shots] vs. Andy Mann

Glen Coe vs. Buster Gut [No shots]

Dieter Pilsner [dr 4] vs. Bruce Toes **1-1**

Justin Case [No shots] vs. Mark Thyme

No one vs. Michael Angelo [dr 5] **1-2**

Barry Island vs. Tom Bowler [No shots]

Hank Ward [dr 5, 4] vs. No one **3-2****The Isles pull it on the last man 3-2!***Green Meanies at Cain Insurrection*

Green Meanies Goalie: Al Cohol

Cain Insurrection Goalie: Konrad Frankenstein

Ed Case vs. Jonah Murk [dr 5] **0-1**Daley Bread [dr ? - Penalty dr 3, 2] vs. Tim Iddley **1-1**

Benny Fitt vs. Des Troy [No shots]

Boris Badakoff vs. Stefan Kikarski [No shots]

Kenny Score [dr 4+1, 1+1] vs. Frank Lee **2-1**

Kim Ardvaark vs. Alf Wayline [No shots]

No one vs. Butch Haredough [dr 1, 5] **2-2**Roland Butter [dr ? - Frankenstein gets a yellow card, 4] vs. No one **2-2**

Gaz Hump vs. Ryan Dice [No shots]

No one vs. Lee Nova [dr 3, 2] **2-3**Bernie Toast [dr 4, 4] vs. No one **2-3**

Terry Bull vs. Matt Black [No shots]

Konrad saves the day although his temper almost got the best of him 3-2!*Foreign Player Bidding*

Wolfgang Spitz: Desert Isles win with a bid of 4

Amerigo Vespucci: Desert Isles win with a bid of 5

Claude Derriere: Green Meanies win with a bid of 3

Virginia Red Tide sells Eamonn Upfield for 2.

B.A.D. takes the free ½.

Yellow Peril takes the free ½.

Due next month: Round 6 orders and bids (in order) on Emilo Custadi, Rik Van Dijk, Genadi Nikasov

Round 6:

Yellow Peril at Virginia Red Tide

Cain Insurrection at Desert Isles

Green Meanies at B.A.D.

Coal**Turn 4****GM: Andy Lewis****Deadline for Turn 5 is April 10, Friday**

Player	Car	Major Sponsor	Driver	Number	Cards in Hand	Top Discard
Pitt Crandlemire	Modified Studebaker	Pink Pussycat Lounge	Anita Mann	69	52, 30, 6, 48, 60, 19, 28	33(XXX.450)
Dave McCrumb	Ford Thunderbird	Victoria's Secret	Leadfoot	7	2, 30, 46, 49, 14, 48, 47,56	?
Dennis Cain	Ford Thunderbird	Texaco/Havoline	Ernie Irvan	28	Out of race	
Brad Martin	RR Silver Shadow	Australis Motors	Brad Martini	9	59, 48, 18, 46, 35, 31, 49	52(XXX.645)

Notes: Brad Martini and Anita Mann are allowed one extra action per turn.

Turn 3 – Crash Ahead – 6 Laps (27 of 160)

Pink Pussycat Lounge NMRed. Anita is allowed to match the lap count but Leadfoot plays 48 (Pass Inside) to avoid the wreck.

no other actions. Would Dennis Cain please submit stand-by orders for Pink

Pussycat for Turn 5.

*Turn 4 – 6 Laps (51 of 160)**Lap Count*

Pink Pussycat Lounge Studebaker plays 30 (Draft)	XXX.855	Leadfoot draws 34, 40, 51.
Australis Motors RR plays 31 (Draft)	XXX.405	<i>Turn 5 – 12 Laps (63 of 160)</i>
Victoria's Secret Ford plays 2 (15 Laps) and 14 (12 Laps)	XXX.495	Give orders to make lap count and actions. Leadfoot also has to discard to miss the crash.
<i>Action Phase</i>		
Pink Pussycat Lounge Studebaker NMR!		<i>Press</i>
Victoria's Secret plays 56 (Pass Two) to try to pass Australis Motors who plays 59 (Block) to prevent the pass.		All: NASCAR stands for National Association for Stock Car <i>Auto</i> Racing.
Australis Motors RR takes no actions.		Dennis - All: While Brad and Pitt get the needed draw, I'm out? You've gotta be kidding! Oh well, so much for "real drivers". <i><I thought it very ironic as well.></i>
<i>Refill Phase</i>		
Anita Mann draws 59.		A f t e r L a p 5 1 o f 1 6 0
Brad Martini draws 10, 24.		

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. Who was the last American Ambassador to the German Kaiser's Court?

A1. James Gerard.

Pitt Crandlemire receives 2 points.

Q2. Who represented Russia at the Congress of Vienna along with Lord Castlereagh from Great Britain, Prince von Metternich from Austria, Tallyrand from France and Prince von Hardenberg from Prussia?

A2. Tsar Alexander I (per Kissinger in DIPLOMACY)

Pitt Crandlemire, Ward Narhi, Dennis Cain, and Brad Martin each receive ½ point.

Q3. In a diplomatic coup, what did Germany annex in 1938 with Hitler and the occupation troops arriving by sea (he was on the *Deutschland*)?

A3. The City of Memel, taken from Lithuania.

Berry Renken receives 2 points.

Q4. Who was assassinated on October 9, 1934 in Marseilles and why?

A4. King Alexander of Yugoslavia by a terrorist in the pay of Croatian and Macedonian separatists.

Pitt Crandlemire, Ward Narhi, Dennis Cain, and Brad Martin each receive ½ point.

Q5. During what period of European history did the rise of a professional diplomatic corps happen?

A5. The Renaissance.

Pitt Crandlemire, Dennis Cain, and Brad Martin each receive ½ point.

Ward Narhi earns a free issue.

Current Scores

Pitt Crandlemire	44	Chris Geggus	37½
Andy Lewis	31½	Andy York	30
Paul Bolduc	25½	Brendan Whyte	18½
Bill Scharf	18½	Dennis Cain	18
Steve Koehler	17½	Dan Eisenhut	14½
Berry Renken	14½	Brad Martin	13½
Caleb Cousins	13	Bob Robles	12½
Ward Narhi	10	Dave Anderson	9
Tom Howell	7	Joe Carl	5½
Sean Cousins	5	Kevin Kinsel	4½
Dave McCrumb	4½	Debbie Osborne	4
Kevin Wilson	3½	Sigourney Street	½

New Questions

Topic: Astronomy

1. When was the last time a supernova was visible with the naked eye from the Earth, and where in the sky was it located?
2. How do you tell the difference between an emission nebula and a reflection nebula?
3. What is an Einstein cross?
4. In 10,000 years, what star will be over the North Pole?
5. What does the Drake Equation measure?

Pedagogy

The Moon is our closest neighbor, so it is therefore the body other than Earth about which we know the most. It is the second brightest object in our sky, and it is responsible for a number of important and impressive phenomena.

While the Moon is officially classified as Earth's satellite, it may be more accurate to describe the Earth-Moon system as a double planet. The Moon has a mass 1/81 that of the Earth – an almost alarmingly high ratio. Titan, the largest satellite in the solar system, has a mass of 1/4150 that of its primary, Saturn. Only Pluto and Charon have a more comparable mass ratio.

It is currently believed that the Moon was formed when a large object impacted the Earth very early in its formation. At the time, the Earth was still molten, although the heavier elements had settled to the core. The impact blew out a large amount of the Earth's mantle into a ring around the Earth. The Moon formed from this ring. This would explain why the Moon is about the same age as Earth, is much less dense, and has an orbit that does not lie in the equatorial plain of Earth.

The orbital dynamics of the Earth-Moon system are still evolving. Due to the tidal influence of the Moon on the Earth, several effects arise. First of all, it is

because of the Moon that the Earth precesses on its axis. Secondly, there is a slow but constant exchange of angular momentum from the Earth to the Moon. What this means is that due to tidal friction, the Earth's day is slowly getting longer. That angular momentum is transferred to the Moon, causing its orbit to slowly widen – by about 4 cm (1.5 in.) per year.

The surface of the Moon is barren, airless rock, wholly inhospitable to life. A recent discovery however may make it more possible to plant a colony there. The Prospector probe found ice at the poles of the Moon. This ice probably came from cometary impacts. Since it is at the poles and deep inside craters, sunlight cannot reach it, so it has remained there, a well of untapped possibilities. The presence of ice in significant quantities makes colonization tremendously easier. Not only is water necessary for life, but with plentiful solar energy, it can be converted to hydrogen and oxygen, which can provide fuel and a breathable atmosphere inside a habitat.

We will resume our tour of the solar system next time with Mars, the red planet.

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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, Mike Scott, Dave Anderson, Ward Narhi, Pitt Crandlemire, Berry Renken (1995 only), Paul Bolduc, Joe Carl, Kevin Wilson, Pasquale Giovine, Andy York **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson, Ward Narhi, Pitt Crandlemire, Andy York **New World:** Dan Eisenhut, Pitt Crandlemire, Kevin Wilson, Andy York, Bill Scharf **Merchant of Venus:** Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis, Bob Robles, Kevin Wilson, Andy York **Die Macher:** Dave Anderson, Andy York **Outpost:** Dave Anderson, Dan Eisenhut, Michael Lowrey, Kevin Wilson, Andy York **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Dave Anderson, Pitt Crandlemire, Joe Carl, Andy York **Stellar Conquest:** Paul Bolduc, Dave Anderson, Kevin Wilson, Andy York **2038:** Pitt Crandlemire, Andy York **Liftoff!:** Dennis Cain, Andy York

Standby Calls

Dan Eisenhut for Far Away Trading Places, Co. and Andy York for Horse Cents Traders in Dogged, Paul Bolduc for Pitt Crandlemire in Hootch, Open Call for Pitt Crandlemire in Scooby, Open Call for Pitt Crandlemire in Buster, Dennis Cain for Pitt Crandlemire in Coal.