

Notes from Hades

Not much has been happening around here of late. Celeste and I went camping over the Memorial Day weekend. On Saturday, we went to the California Festival of Beers in San Luis Obispo. This marks the fourth consecutive year that I have gone, and Celeste's second. We had a good time and sampled some good beers. On Sunday, we hit the wine country around Santa Ynez. Ended up getting about half a case of wine and having a thoroughly good time.

This issue marks the end of Dogged, with Dennis Cain the victor. Congratulations on his victory.

This issue's deadline will be on **Tuesday, June 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

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, Jason Wilke, Brad Martin, Mike Scott, and Bob Robles. Need up to 2 more.

Dogstar, Outpost using Expert rules (just like Mutt). Have Michael Lowrey, Pitt Crandlemire, Andy York, Andy Lewis, Dan Eisenhut, Brad Martin, and Dennis Cain. Need 3 more.

Kennel Club, Age of Renaissance is a game of commerce and development set in Renaissance Europe. Have Brad Martin, Caleb Cousins, Steve Koehler, Murray Cowles, and Dennis Cain. Need 1 more.

Dog Pound, Liftoff! Is a game simulating the race to get to the Moon. Have Brad Martin, Bill Scharf, Andy York, and Dennis Cain, need 2 more.

Wish List

New World is a game of colonization and exploitation of the Americas. This one will start after Pooch ends. Have Brad Martin and Bob Robles, 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
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Subscriptions cost \$1.50 per issue (\$2.25 overseas).

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

Ward Narhi

Elissa and I went to see Belshezzar last night, an oratio about the fall of Babylon by Handel. One interesting part is when the King sees the hand of god write a prophecy on the wall just before the battle and has Daniel interpret it. Daniel translates it and pronounces the end of his reign is at hand. Elissa asked if that was where the expression, "the writing is on the wall" came from. I don't know for

sure but I would surmise that this is indeed correct. Any insight from those out there?

Caleb Cousins

Movie review. *Godzilla* bites! Save your money.



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

Summer 1458

Deadline/Fall 1458 6/30 Tuesday

Naples finally makes his move for domination of Italy by buying off a Papal army and acquiring four cities in a single campaign. Austria tightens his noose around France and the Pope continues his slow encroachment on Venice.

Expenditures

Naples buys Papal A2 Ancona for 18 ducats.

Orders

- Austria: A2 (EM) AUSTRIA supports A4 (cut)
 (Koehler) A3 Como to PAVIA
 A4 Tyrolea to CARINTHIA
A5 PARMA to Modena
- France: A1 HUNGARY to Austria
 (Wilke) A2 SLAVONIA supports A1
- Naples: A1 Turin to MONTFERRAT
 (Narhi) A2 Aquila to SPOLETO
 A3 Herzegovina to DALMATIA
 A4 SWISS holds
 A5 Provence to SALUZZO
A6 GENOA to Modena
 A7 Ancona to ROMAGNA
 F1 Savoy to EASTERN GULF OF LYON
F3 LOWER ADRIATIC to Upper Adriatic
- Papacy: A1 URBINO to Rome (imp.)
 (Scharf) A2 Ancona converts to garrison (nsu)
A6 (EM) Bologna to FERRARA

A7 (EM) Mantua to VERONA

- Venice: A2 Ferrara supports A3 (cut, DISLODGED, retreat Padua, OTB)
 (Robles) A3 VERONA supports A2 (cut)
 A6 VICENZA supports A3
F2 ISTRIA to Upper Adriatic

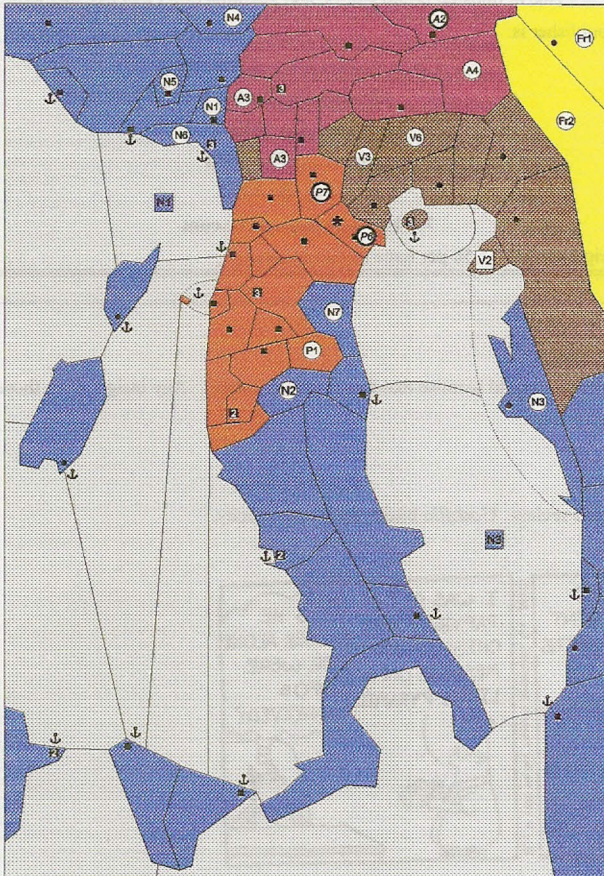
Notes

Thanks to Joe Carl for his unused standby orders, but I need you to submit them again because Ward's sub is about to expire.

Press

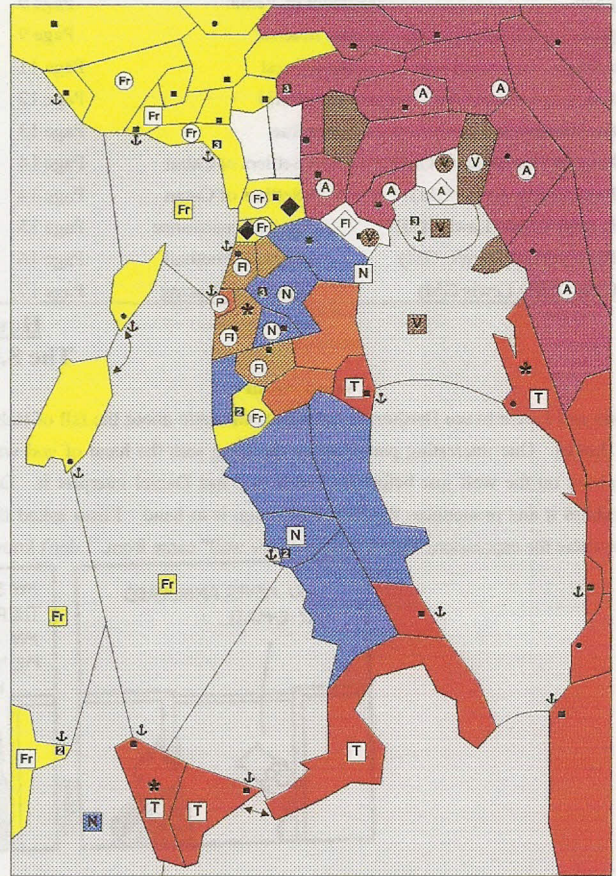
- Naples – Pope:** 23 is the magic number, correct?
- Naples – rest:** Fight it out for second place. I will only attack the Pope for the cities I need.
- Naples – Venice:** My move to UA probably bounced but if it did not I will only use that fleet there for support against the Pope.
- Naples – Austria:** I will respect your borders as well.
- The Prophet of Naples predicts:** Ferrara falls to Papal armies.
- Papacy – Venice:** I'm glad we've come to an agreement, for a minute there I thought we were still miscommunicating.
- Papacy – Naples:** Um, your enemy is over there, nudge, nudge, wink, wink. You want me to paint a bullseye on him?
- Venice – Naples (new or old):** OK, let's repeat that last press release...

"Rabid Dog"



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

"Fleabag"



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

Fleabag/MGN# B2/B/8/1**Fall 1458****Deadline/Winter-Spring 1459 6/30 Tuesday**

A period of foreign domination of Italy commences as a coalition of Austria, France, and the Turks sweeps through the peninsula. The Doge of Venice picks a bad time to go into seclusion as he is left with only his capital. The Pope loses half his forces while Naples is hit from all sides and Florence cannot hold.

Summer 1458 Retreats

Austria retreats A Treviso to garrison

Orders

Austria: A CROATIA supports Turkish F Lower Adriatic to Dalmatia
(Renken) A Slavonia to CARNIOLA
A CARINTHIA supports A Slavonia to Carniola
A Verona to PADUA
A MANTUA holds

A TRENTO besieges (garrison destroyed)

G TREVISO converts to A

Florence: A PISA supports A Modena to Piombino (nsu, cut)

(Wilke) A Arezzo to SIENNA

A PERUGIA supports A Arezzo to Sienna

G FERRARA converts to A

France: A Modena to LUCCA

(Grib) A Parma to MODENA

A ROME holds

A GENOA supports A Parma to Modena

A PROVENCE holds

F TUNIS holds

F WESTERN MEDITERRANEAN to Central Mediterranean

F TYRRHENIAN SEA supports Turkish F Ionian Sea to Palermo

F LIGURIAN SEA supports F Tyrrhenian Sea

G SAVOY converts to F

Naples: A FLORENCE supports A Urbino to Arezzo

(Lewis) A Urbino to AREZZO

A Palermo to Messina (DISLODGED, retreat garrison, OTB)

F Bologna to UPPER ADRIATIC

F NAPLES holds

F Dalmatia supports F Bologna to Upper Adriatic (cut,

DISLODGED, retreat Herzegovina, OTB)

F CENTRAL MEDITERRANEAN to Palermo

Papacy: A PIOMBINO to Pisa

(York) A Sienna supports A Piombino to Pisa (cut, DISLODGED, retreat

Piombino, Patrimony, garrison, OTB)

Turks: F Ionian Sea to PALERMO

(Street) F OTRANTO supports F Gulf of Naples to Messina

F Gulf of Naples to MESSINA

F Lower Adriatic to DALMATIA

F ANCONA holds

Venice: NMR! A TREVISO holds

(S. Cousins?) A FRIULI holds

A FERRARA holds

F UPPER ADRIATIC holds

F VENICE holds

Winter 1458 Adjustments**GAINS, losses**

Aus Tyrolea, Austria, Hungary, Carniola, Treviso, Milan, Build 3

Cremona, CROATIA, MANTUA, PADUA, TRENTO

Flo Arezzo, Florence, Naples, Ferrara, PISA, SIENNA, Remove 1*

PERUGIA

Fra Marseilles, Avignon, Swiss, Turin, Corsica, Sardinia, Build 2

Pavia, Savoy, Montferrat, Saluzzo, TUNIS, ROME

Nap Palermo, Messina, Rome, Tunis, Perugia, Bologna, Remove 3**

NAPLES, AREZZO, FLORENCE

Pap Pisa, PIOMBINO

Remove 1

Tur Durazzo, Ragusa, Albania, Bari, Ancona, DALMATIA,

Build 3***

MESSINA, PALERMO

Ven Venice, Padua, Dalmatia, Croatia, Mantua

Remove 4

* Remove 2 if the Pope retreats Sienna to garrison

** Remove 2 if Dalmatia or Palermo retreats OTB, remove 1 if both do

*** Build 2 if Naples retreats Palermo to garrison

Notes

There has been a proposal for an Austrian/French/Turkish draw. Please submit your votes with your next set of orders. NVR = no, NMR = yes. Also, I will not be calling a standby for Venice. If Sean NMRs again, Venice will go into civil disorder.

Press

France – Austria: Did you get my letter 2 months ago?

France – Turkey: The boot is ours!

France – Naples: S – C – A – W – I – S – H!

Howl / MGN# O/C2/6/ABC/1**Fall 1516****GM: Mike Scott**

Mike has informed me that he is about halfway through the game so we'll hold it one more time.

Feral Dogs/MGN# A2/A/8/1 - Gunboat**Summer 1456****Deadline/Fall 1456 6/30 Tuesday**

Austria continues to lose ground against France, while Milan suffers a devastating blow from Venice. Florence gains some and loses some against the Pope while Naples takes advantage of a Turkish lapse.

Spring 1456 Retreats

Florence A Florence retreats to Pistoia

Milan A Trent retreats OTB (NRR!)

Naples F Central Mediterranean retreats to Western Mediterranean

Milan A Trent retreats OTB (NRR!)

Naples F Central Mediterranean retreats to Western Mediterranean

Orders

Austria : A Tyrolea to Milan (DISLODGED, retreat Como, Austria, OTB)
A Croatia to BOSNIA

A CARNIOLA to Carinthia

Florence : A PISTOIA supports G Bologna convert

A SIENNA to Florence

F Ligurian Sea to CORSICA

G BOLOGNA converts to A

G Perugia converts to A (DESTROYED)

France : A TURIN supports A Swiss to Tyrolea

A Swiss to TYROLEA

A PROVENCE holds

F GENOA holds

Milan : NMR! A Milan holds (DISLODGED, retreat Como, Parma, garrison, OTB)

A PAVIA holds

Naples : A Salerno to OTRANTO

A Palermo to MESSINA

F NAPLES to Tyrrhenian Sea

F WESTERN MEDITERRANEAN supports F Naples to Tyrrhenian Sea

F Ionian Sea to DURAZZO

F BARI supports A Salerno to Otranto

Papacy : A FLORENCE besieges (no garrison)

A AREZZO supports A Florence

A PERUGIA besieges (garrison destroyed)

A ROME supports A Perugia

A Ancona to URBINO

F Bologna support A Ancona to Urbino (cut, DISLODGED, retreat Ferrara, OTB)

Turks : NMR! A HERZEGOVINA holds

A Otranto holds (DESTROYED)

F DURAZZO holds

F LOWER ADRIATIC holds

F TUNIS holds

F Tyrrhenian Sea holds (DISLODGED, retreat Gulf of Lions, Ligurian Sea, Sardinia, Palermo, Capua, Patrimony, Piombino, OTB)

F CENTRAL MEDITERRANEAN holds

Venice : A CREMONA supports A Bergamo to Milan

A Bergamo to MILAN

A TRENTO besieges

A MODENA besieges

A MANTUA besieges

A VERONA to Carinthia

A FRIULL to Carniola

F Herzegovina to DALMATIA

F Dalmatia to CROATIA

F UPPER ADRIATIC supports F Dalmatia to Croatia

Notes

Will you (if checked) please submit standby orders for Austria! (His subscription is about to expire.)

Will you (if checked) please submit standby orders for Milan!

Will you (if checked) please submit standby orders for the Turks!

Press

Austria – Turks: I am not puppet of Venice...just a good friend!

Austria – Venice: I shall order A Carin - Milan and A Bosni - Herze, just as you had recommended.

Pope – Turkey: Sorry about the bounce last turn. Looks like you'll be fine despite it

Pope – Naples: Good luck.

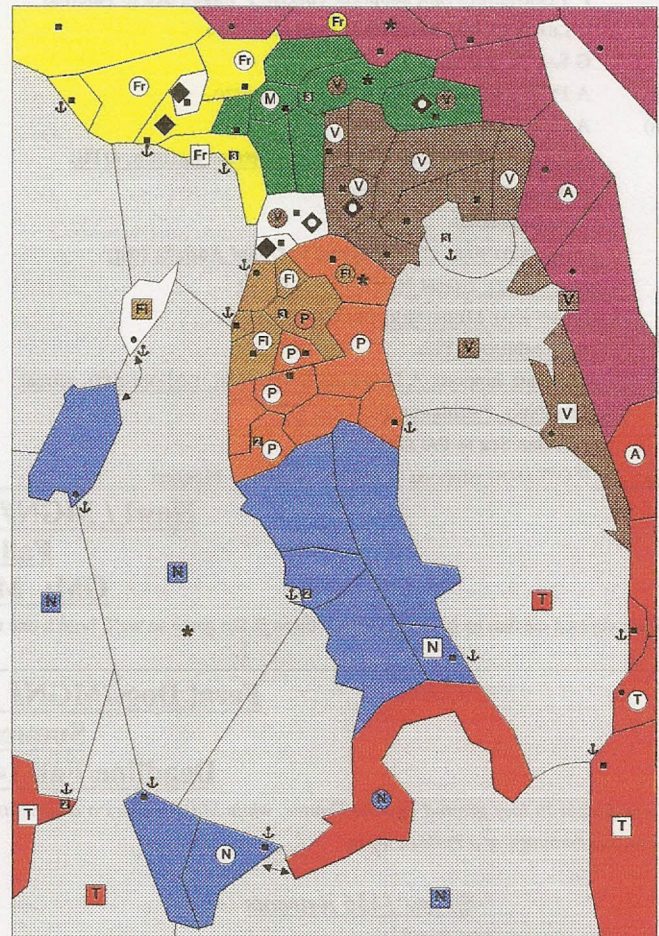
Pope – Venice: Sorry about calling you Milan last turn. Glad we are working so well together though, looks as if we will both have fairly large neighbors soon.

Venice – Pope: Your press item addressed to Milan last time was intended for me, right? I think I should support an army of yours into Bologna, as the fleet you have there can't siege out the Florentine garrison. This stands in the way of your progress and Florence's speedy death, which we all long for so much! Please present me with a plan on how to deal with this.

Venice – Turks: Indeed you must have missed some press of mine to you, it involved my occupation of the LA. I still think that is a good idea, as without it I can't be involved against Naples, lacking the necessary bridgehead. With the Pope being engaged against Florence and me not having a passthrough, your battle with Naples will be very slow, with virtually no gains for either side as neither of you gets help from anyone. So that's why I want to be in the LA, to speed things up. Please let me in! I won't be aggressive over it or anything else though, with Austria NMR'ing I'd now like you and not him for my 2nd ally besides the Pope.

Venice – France: I am not at all interested in a solo win, greed is for the proles. So until the previous turn Austria played smart, as he rightly judged I was his best way to a share in the end result of the game, and not a threat to him. But now he messed up his position completely by NMR'ing, and that, indeed, was stupid.

"Feral Dogs"



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

Dogpaddle

Epoch II Greek City States, Scythians, Carthagina, and Persia

Deadline for Epoch III Empire Selection: 6/30 Tuesday

Epoch II

The Triffids (Geggus) PHOENICIANS: Capital and army in *Levant* (Assyrian army retreats to *Upper Tigris*), army *Palestine*, fleet *Eastern Mediterranean* (vs. Impending Ascension: T: 4, 2; I: 1; wins). GREEK CITY STATES: Capital and army *Morea, Crete* (vs. Minoans, plays *Treachery*, automatic win, Capital reduced to city), fort *Crete*, army *Pindus, Balkans*, fleet *Black Sea*, army *Eastern Anatolia* (vs. Aryans: G: 4, 2; A: 4, 1; G: 5, 2; A: 4, 4; wins, city eliminated), *Upper Tigris* (vs. Assyrians: G: 5, 2; A: 5; G: 5, 5; A: 1; G: 4, 3; A: 1; wins, Capital reduced to city), *Libya*. Points: Dominance in Middle East (6) and Southern Europe (4), Presence in North Africa (2) and India (2), 2 Capitals (4), 2 cities (2), 2 Seas (2), and 2 Monuments (2) for 24.

Snoopy's Blanket Chasers (Anderson) SCYTHEANS: Army *Caucuses, Eastern Anatolia* (vs. Greeks: S: 4, 1; G: 5, 2; loses), *Eastern Anatolia* (vs. Greeks: S: 5, 3; G: 5, 2; S: 5, 4; G: 1, 1; wins), *Upper Tigris* (vs. Greeks: S: 6, 1; G: 5; wins, city eliminated), *Levant* (vs. Phoenicians: S: 6, 6; P: 5; wins, Capital reduced to city), *Western Anatolia* (vs. Minoans: S: 5, 3; M: 1; wins), *Balkans* (vs. Greeks: S: 4, 2; G: 6, 4; loses). Points: Dominance in Middle East (6), Presence in North Africa (2), one city (1), 1 Sea (1), and two Monuments (2) for 12 points.

Gaming Through the Ages (Lewis) plays *Disaster* (Tidal Wave) on *Lower Indus*. Monument destroyed, Capital reduced to city. Plays *Kingdom* in the *Upper Nile* (Egyptian army eliminated, fleet *Red Sea* eliminated due to lack of support).

CARTHAGINIA: Army and Capital *Shatts Plateau*, fleet *Western Mediterranean*, army *Southern Iberia, Libya* (vs. Greeks: C: 5, 2; G: 2; wins), *Western Iberia, Pyrenees, Central Massif, Northern Apennines*. Points: Dominance in North Africa (4) and Southern Europe (4), Presence in Middle East (3), 1 Capital (2), 1 city (1), and 1 Sea (1) for 15 points.

Impending Ascension (Cain) plays *Rebellion* in *Wei River* (vs. Chou: R: 6, 2; C: 2; wins, Capital reduced to city). PERSIA: Plays *Fanaticism*. Army and Capital *Persian Plateau* (Aryan army retreats to *Turanian Plain*), army *Hindu Kush* (vs. Shang: P: 5, 5; S: 6; wins), *Hindu Kush* (vs. Shang: P: 6, 3; S: 3; wins), *Lower Indus* (vs. Indus Valley: P: 3, 2; I: 3; wins, city eliminated), *Upper Indus* (vs. Indus Valley: P: 6, 1; I: 5; wins), *Ganges Valley, Zagros* (vs. Assyrians: P: 2, 1; A: 5; loses), *Zagros* (vs. Assyrians: P: 5, 3; A: 2; wins), *Upper Tigris* (vs. Scythians: P: 2, 1; S: 1; wins), *Levant* (vs. Scythians: P: 6, 1; S: 1; loses, city eliminated), fleet *Eastern Mediterranean* (vs. The Triffids: I: 6, 2; T: 2; wins), *Black Sea* (vs. The Triffids: I: 4, 3; T: 2; wins), army *Morea* (vs. Greeks: P: 5, 1; G: 4, 2; wins, Capital reduced to city), *Palestine* (vs. Phoenicians: Pe: 3, 1; Ph: 2; wins), *Nile Delta* (vs. Civil war: P: 4, 1; C: 4; wins, city eliminated). Builds Monument *Persian Plateau*. Points: Dominance Middle East (6) and India (4), Presence North Africa (2), China (2), and Southern Europe (2), 1 Capital (2), 2 cities (2), 2 Seas (2), and 3 Monuments (3) for 25 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Brad Martin	The Zircon Utopia (Blue)	10	28
Dave Anderson	Snoopy's Blanket Chasers (Orange)	12	24
Joe Carl	The Go Masters (Black)	12	15
Chris Geggus	The Triffids (Green)	13	31
Andy Lewis	Gaming Through the Ages (Purple)	13	21
Dennis Cain	Impending Ascension (Red)	19	30

Final Positions

Snoopy's Blanket Chasers: SCYTHEANS: Army and Monument *Eastern Anatolia*, armies *Caucuses* and *Western Anatolia*.

Impending Ascension: Fleets *Eastern Mediterranean* and *Black Sea*. REBELLION: Army, city, and Monument *Wei River*. PERSIANS: Army, Capital, and Monument *Persian Plateau*, army and city *Morea*, army and Monument *Upper Tigris*, armies *Hindu Kush, Upper Indus, Lower Indus, Ganges Valley, Zagros, Levant, Palestine, and Nile Delta*.

The Zircon Utopia: INDUS VALLEY: Armies *Western Deccan, Eastern Ghats, and Ceylon*. CIVIL WAR: Armies *Arabian Peninsula* and *Nubia*. CHOU DYNASTY: Army and city *Yellow River*, armies *Tarim Basin, Yangtse Kian, and Chekiang*.

The Go Masters: ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*.

The Triffids: GREEK CITY STATES: Army, city, and fort *Crete*, armies *Morea* and *Balkans*.

Gaming Through the Ages: Fleet *Western Mediterranean*. ARYANS: Two armies *Turanian Plain, army Persian Salt Desert*. CARTHAGINIA: Army and Capital *Shatts Plateau*, armies *Libya, Southern Iberia, Western Iberia, Pyrenees, Central Massif, and Northern Apennines*. NILE KINGDOM: Army, city, and fort *Upper Nile*.

Notes

Chris Geggus is now the player of record for The Triffids. Thanks to Dan Eisenhut for his unused standby orders for Snoopy's Blanket Chasers.

Your event cards are: _____

Epoch III Empire Draw

Your Empire is: _____

Mutt

More End of Game Statements

Fangland (Kevin Kinsel): Many thanks for all the nice words concerning my win. Had to hope that those New Chems would pay off in the long run...was tough

holding back on buying Labs and Orbitals, but elected to gut it out and grind out those green cards. Kudos to Cerberus for his usual exemplary GMing!

Rock Hound**Operations Round 5.1****Operations Round 5.2 due: 6/30 Tuesday**Operations Round 5.1

ANUS launches Asteroid League. Fast Buck must join, giving his entire treasury to AL. Due Unto Others gains one share AL. Ore Crusher also joins AL, splitting his treasury between AL and Errol's Outfit (\$270 to each). Errol's Outfit gains one share AL. Ice Finder also joins AL, splitting his treasury between AL and Carved in Stone (\$210 to each). Carved in Stone gains one share AL. The Asteroid Export Company is removed since AL has acquired a ship.

OPC buys tug and scout for \$600. Places first fueling station (free) at M7. Stock price drops to \$78.

VP tug (4/3) moves from J1, J2, picks up I30, I2, picks up I30, H2 – G3, refuels, F4 – E4, picks up R60, D4 and delivers for \$130. Tug (4/3) moves from D7, C7, picks up I30 and N10, C6, D5, picks up R70, D4 and delivers for \$120. Full

dividends are paid. ANUS gets \$25, Blue Sky Mining gets \$25, Due Unto Others gets \$50, and Carved in Stone gets \$150. Buys a Tug (5/4) for \$325, a base at K6 for \$50, fueling station at K4 for \$25, and claims on K7 R30 and C7 N10 for \$160. Stock price increases to \$109.

LE scout (6/2) starts H6, moves H7 and explores (N20/60 and N10/50), G7, picks up R50, G6, picks up N50, H6 and delivers for \$110. Partial dividends paid out. ANUS gains \$28, Due Unto Others gains \$16, LE gains \$11, along with the \$55 retained and the \$10 in exploration fees. Buys a Tug (5/4) for \$325. Note that that is the last Phase III ship. The next ship purchased begins Phase IV. Stock price increases to \$23.

Operations Round 5.2

AL receives \$15 for Fast Buck

Blue Sky Mining receives \$5 for Tunnel Systems

Errol's Outfit receives \$15 for Robot Smelters

TSI receives \$10 for Planetary Imports

RU receives \$10 for Vacuum Associates

Players

Player Name	Player Faction Name	Cash	Assets
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$133	President's Share LE, 1 share TSI, 1 share VP, 3 shares LE, President's Share AL
Caleb Cousins	BORG Mining Collective	\$592	President's Share TSI, 2 shares TSI, 2 shares RU, President's Share MM, 2 shares MM, President's Share RCC, 2 shares RCC
Andy Lewis	Blue Sky Mining	\$780	Tunnel Systems, President's Share RU, 4 shares RU, 1 share TSI, 2 shares MM, 1 share VP, 1 share OPC
Sean Cousins	Due Unto Others	\$395	3 shares MM, 1 share TSI, 1 share RU, 2 shares VP, 3 shares LE, 1 share AL
Bill Scharf	Errol's Outfit	\$731	Robot Smelters, 3 shares TSI, 1 share MM, President's Share OPC, 2 shares OPC, 1 share AL
Dennis Cain	Carved in Stone	\$537	President's Share VP, 4 shares VP, 1 share RU, 3 shares OPC, 1 share AL

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	RU	\$10/turn	Free Fueling Station
9: Robot Smelters	Errol's Outfit	\$15/turn	Free Claim

Corporations

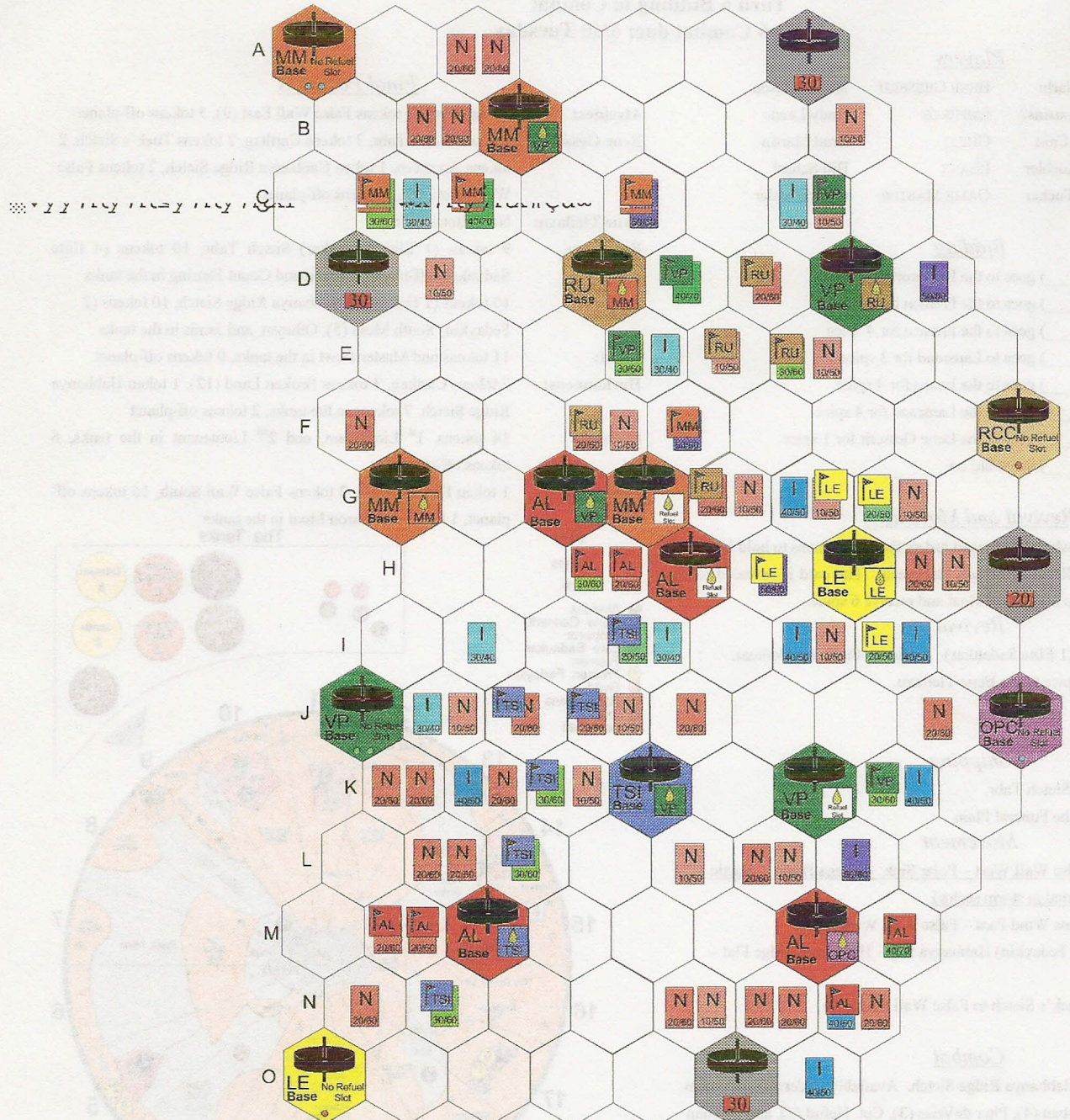
Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies/ Pilots
TSI	BORG Mining Collective	\$1027	Scout (6/2)	1	2	4	Planetary Imports
RU	Blue Sky Mining	\$275	Tug (4/3), Tug (4/3), Scout (6/2)	1	1	7	Vacuum Associates
AL	ANUS	\$1162	Tug (4/3), Tug (4/3)	3	4	9	Fast Buck, Ice Finder, Ore Crusher
MM	BORG Mining Collective	\$26	Tug (4/3), Scout (7/3), Tug (5/4)	1	1	2	Torch
VP	Carved in Stone	\$380	Tug (4/3), Tug (4/3), Tug (5/4)	2	1	1	Drill Hound
OPC	Errol's Outfit	\$280	Tug (5/4), Scout (7/3)	2	3	7	
LE	ANUS	\$485	Scout (6/2), Tug (5/4)	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), 5 shares AL (\$125)

Cash in the Bank: \$3267

Available Ships: (Phase IV ships) 5, Scout 8/4, \$400; Tug 6/5, \$450



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 Stock AL	139	154	170	187	205	224	244	265	287	310	334	359	385	412	440	469	
54	61	69	78 OPC	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 Stock MM	122	136													
24	35	44	51	58	66	75	85	96															
10	23 Stock LE	34	43	50	57	65																	

67 Par LE	77 Par RCC	88 Par RCC	100 Par RCC	125 Par AL
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Running Dogs

Turn 6 Bidding to Combat

Turn 6 Combat due: 6/30 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

Bidding

- CARD 1 () goes to the Emperor for 6 spice
- CARD 2 () goes to the Fremen for 5 spice
- CARD 3 () goes to the Fremen for 4 spice
- CARD 4 () goes to Lansraad for 3 spice
- CARD 5 () goes to the Ixians for 4 spice
- CARD 6 () goes to the Lansraad for 4 spice
- CARD 7 () goes to the Bene Gesserit for 1 spice
- CARD 8 () is not bid on.

Revival and Movement

Bene Gesserit coexist everywhere. Lansraad orders the Harkonnens to hold in place. Lansraad rejects the Ixian Residual Poison blackmail. The card is revealed to be Residual Poison. The Ixians kill Baron Moat and receive 6 spice.

Revival

- Emperor** revives 3 tokens (1 Elite Sadaukar). 4 spice to the Bene Tleilaxu.
- Guild** revives 3 tokens. 4 spice to the Bene Tleilaxu.
- Ixians** revive 2 tokens.
- Lansraad** revived 3 tokens.

Shipping

- Emperor** ships 6 tokens to Sietch Tabr.
- Lansraad** ships 1 token to the Funeral Plain.

Movement

- Atreides** move 5 tokens False Wall West – Polar Sink – Hagga Basin – Plastic Basin (14) (fails, tokens started in storm sector).
- Bene Gesserit** move 2 tokens Wind Pass – False Wall West (18).
- Fremen** move 10 tokens (1 Fedaykin) Habbanya Erg – Habbanya Ridge Flat – Habbanya Ridge Sietch
- Lansraad** move 1 token Tuck's Sietch to False Wall South (4)

Combat

Harkonnens vs. Fremen in Habbanya Ridge Sietch. Available leaders: Harkonnens: Feyd-Rautha (6), Beast Rabban (4), Piter deVries (3), Cpt. Nefud (2), and Umman Kudu (1). Fremen: Stilgar (7), Chani (6), and Shadout Mapes (3). Harkonnens are the aggressor.

Notes

The Bene Tleilaxu player has NMRed. **Will Andy York please submit standby orders for the Bene Tleilaxu!** Also, thanks to Paul Bolduc for his unused standby orders for the Atreides, but please submit them again because Ward is about to let his subscription expire.

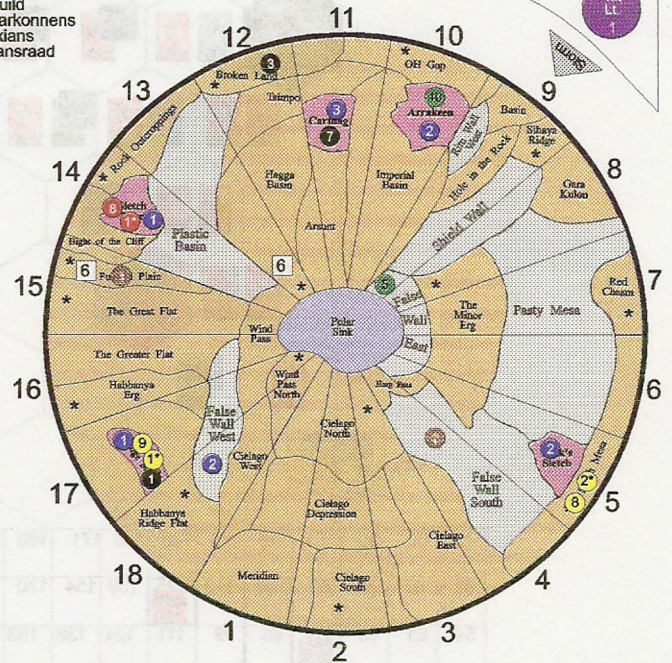
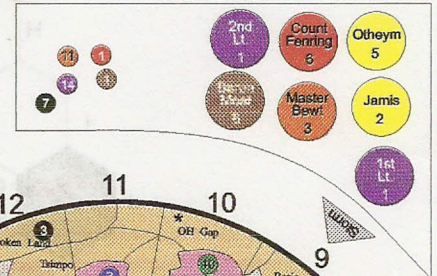
Final Positions

- Atreides:** 10 Arrakeen, 5 tokens False Wall East (9), 5 tokens off-planet
- Bene Gesserit:** 1 token Sietch Tabr, 3 tokens Carthag, 2 tokens Tuck's Sietch, 2 tokens Arrakeen, 1 token Habbanya Ridge Sietch, 2 tokens False Wall West (18), 9 tokens off-planet
- Bene Tleilaxu:** No traitors, no traps
- Emperor:** 9 tokens (1 Elite Sadaukar) Sietch Tabr, 10 tokens (4 Elite Sadaukar) off-planet, 1 token and Count Fenring in the tanks
- Fremen:** 10 tokens (1 Fedaykin) Habbanya Ridge Sietch, 10 tokens (2 Fedaykin) South Mesa (5), Otheym, and Jamis in the tanks
- Guild:** 11 tokens and Master Bewt in the tanks, 9 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:** 14 tokens, 1st Lieutenant, and 2nd Lieutenant in the tanks, 6 tokens off-planet
- Lansraad:** 1 token Funeral Plain, 2 tokens False Wall South, 16 tokens off-planet, 1 token and Baron Moat in the tanks

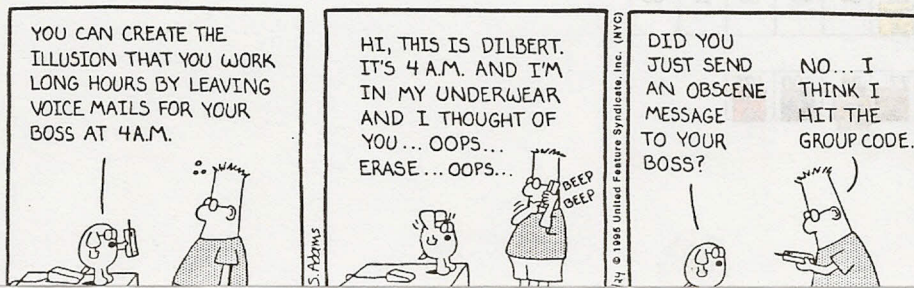
Key

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

The Tanks



Your cards: _____
 Your spice: _____



Dogged

Turn 24.1 to 25.5

End Game Statements Due: 6/30 TuesdayTurn 24**Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 1 4 4 6****Titan's Tower (s).**

Barter his Clipper for \$60 credit, which he uses along with \$180 cash to buy a Transport. Buys a Yellow Drive for \$80 and 2 Finest Dust for \$20.

Dan Eisenhut (Niks/Far Away Places Trading Co.) Rolls Used: 3 5 6**Wet Landing (s) – Wet Landing (o) – R – Y – B – Y – R – NC3 – R – Y – A – Dryport (o) – Dryport (s).**

Sells Impossible Furniture for \$180 plus \$70 demand (from the cup: Living Toys at 3 and Impossible Furniture at 8). Buys Megalith Paperweight for \$90.

Chris Geggus (Dell)**Cool Strollings - Rolls Used: 6 6****Open Port – R – Airhome – Y – B – R – R20 – B10 – Titan's Tower (p) – A – Terror Station (p) – Terror Station (s).**

Sells Mulch Wine for \$60 (from the cup: Space Spice at 2). Buys 3 Finest Dust for \$30.

Cool Runnings - Rolls Used: 1 3 6**Moonport (s) – Moonport (o) – (Y) – TeleGate 2 – TeleGate 1 – (Y) – (Y40) – R20 – (Y20) – A – Airhome.**

Sells Space Spice for \$80 (from the cup: Rock Videos at 4b). Buys Mulch Wine for \$20. Gains \$10 in commissions.

Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (5 * 2) 2 1**Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 3 6 6****Titan's Tower (s) – Terror Station (s) – Terror Station (o) – R20 – (Y) – B – R – B – (Y) – B – R – Poisonport (o) – Poisonport (s).**

Sells Finest Dust for \$50 plus \$100 demand (from the cup: Immortal Grease at 6 and Psychotic Sculpture at 10). Buys Melf Pelts for \$50.

Dan Eisenhut (Niks/Far Away Places Trading Co.) Rolls Used: 2 6 6**Dryport (s) – Dryport (o) – TeleGate 5 – TeleGate 2 – Y – Moonport (o) – Moonport (s).**

Delivers Fare for \$160 (from the cup: Demand for Spice at 4b). Sells Megalith Paperweight for \$160 (from the cup: Chicle Liquor at 7b). Picks up Fare to 10 and buys Moonport station for \$200.

Chris Geggus (Dell)**Cool Strollings - Rolls Used: 4 4****Terror Station (s) – Terror Station (p) – R20 – Y20 – A – R – B – Y.****Cool Runnings - Rolls Used: 2 3 6****Airhome – R – (Y20) – R20 – (Y40) – (Y) – TeleGate 1 – TeleGate 2 – (Y) – Moonport (o) – Moonport (s).****Bypass (p).**

Sells Voll Silk for \$220 (from the cup: Fare to Base at 5). Buys 2 Rock Videos for \$240. Cash & Carrie gains \$46 in commissions.

Dennis Cain (Qossuth)**Left Hemispheres, Inc. Rolls Used: 5 * 4****B – (R10) – A – Y – (R) – B – Y – (R) – A – Ice Station (o) – Ice Station (s).** Sells Chicle Liquor for \$90 plus \$60 demand (from the cup: Demand for Dust at 5 and Spice at 3). Delivers Fare for \$110 (from the cup: Demand for Liquor at 9a). Buys Ice Station port for \$200.**Right Hemispheres, Inc. Rolls Used: 5 * 2****Open Port – (R30) – (Y40) – (Y) – (R20) – (Y) – Aerie (p) – (Y) – (R) – B – (R) – B – (Y) – B – (Y) – A – ? (It's a R40 penalty marker) – (R) – A – Ice Station (p).**

Barter Red Drive for \$60 credit and dumps the fare (from the cup: Demand for Spice at 3). Buys 5 Designer Genes for \$300. Gains \$36 in commissions.

Andy Lewis (Eeepeeep/Cash & Carrie) Rolls Used: 3 * 4**Ice Station (s).**

Sells 2 Servo-Mechanisms for \$600 (from the cup: Demand for Furniture at 9b and Wine at 4a). Barter Shield for \$30 and Yellow Drive for \$40. Uses credit plus \$90 cash to buy the Life Project. Receives \$80 in factory commissions.

Turn 25

Sells Mulch Wine for \$60 (from the cup: Primitive Art at 4a). Buys Glorious Junk for \$100. Receives \$50 commission.

Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (6 * 2) 6 4**Bypass – R – B – Y – R10 – B10 – R – B – Rainfall (p) – Rainfall (s).**

Sells Rock Video for \$200 (from the cup: Space Spice at 2).

Dennis Cain (Qossuth)**Left Hemispheres, Inc. Rolls Used: 3 * 4****Ice Station (s) – Ice Station (p).****Right Hemispheres, Inc. Rolls Used: 3 * 2****Ice Station (p) – A – R – (Y) – B – R – (Y) – A – Jellybeast Landing (p).**

Sells Designer Genes for \$120 plus \$120 demand (from the cup: 2 Demand for Dust at 7a). Sells Designer Genes for \$120 plus \$60 demand (from the cup: Voll Silk at 1b and Space Spice at 2). Sells 3 Designer Genes for \$360. Receives \$78 in commissions. Since his net worth is now \$3130, the game is over with the Qossuth as the victors.

The Final Word

Race	Cash	Deeds	Totals
Qossuth	1530	1600	3130
Eeepeeep	884	2000	2884
Dell	1175	900	2075

Congratulations to Dennis Cain on his victory.

Race	Cash	Deeds	Totals
Niks	1090	200	1290
Whynoms	610	500	1110
Humans	608	300	908

Lupine

Turn 2 Conferences, Cabinet, and Coalition

Turn 2 Media Tokens and Campaign Days due: 6/30 Tuesday

Conferences

CDU holds a regular conference (800 DM) to gain 3 party bases in Bonn, change Steuersenkung NEIN to Steuersenkung JA, and 35-Stunden-Woche NEIN to Atomkraft NEIN.

Party Bases: CDU gains 2, Grüne gains 2, FDP gains 1, and SPD gains 2

Cabinet

- SPD** sends his Generalsekretär to Rheinland-Pfalz to double Atomkraft JA (300 DM spent)
- CDU** sends his Hinterbänkler to Rheinland-Pfalz to increase his vote share by 5 (300 DM spent)
- Grüne** sends his Hinterbänkler to Rheinland-Pfalz to increase his vote share by 5 (300 DM spent)
- FPD** NMRs!

- SPD** sends his Außenminister to Rheinland-Pfalz to increase his trend to +1 (500 DM spent)
- CDU** passes
- Grüne** sends his Innenminister to Rheinland-Pfalz to decrease FPD's trend to -1 (500 DM spent)
- FPD** NMRs!

Coalitions

CDU and **Grüne** form a coalition in Rheinland-Pfalz

The Parties

<u>CDU</u>		<u>Grüne</u>		<u>FPD</u>		<u>SPD</u>	
Player:	Caleb Cousins	Player:	Brad Martin	Player:	Pitt Crandlemire	Player:	Andy Lewis
Campaign Days:	8	Campaign Days:	5	Campaign Days:	15	Campaign Days:	6
Media:	4	Media:	2	Media:	4	Media:	2
Conferences:	2 Special	Conferences:	2 Special	Conferences:	Special	Conferences:	2 Special
Platform:	<u>Freugeutliche</u>	Platform:	Regular	Platform:	Regular	Platform:	Regular
	<u>Grundordnung</u>	Platform:	<u>Umweltshutz</u>	Platform:	<u>Marktwirtschaft</u>	Platform:	<u>Gewerkschaft</u>
	Atomkraft NEIN		§218 JA		35-Stunden-Woche JA		35-Stunden-Woche JA
	NATO NEIN		Atomkraft NEIN		NATO NEIN		NATO JA
	Steuersenkung JA		Steuersenkung JA		Steuersenkung NEIN		§218 NEIN
	Gewerkschaft		Gewerkschaft		Atomkraft JA		Atomkraft JA

The Provinces

Rheinland-Pfalz

	CDU	Grüne	FDP	SPD
Campaign Days	0	4	0	3
Vote Share	6	5	0	2
Media Tokens	0	1	0	1
Trend	-1	+2	-1	+1

- Issues:** Atomkraft JA (x2)
- Gewerkschaft
- Steuersenkung JA
- Freugeutliche Grundordnung

Mandate Range: 4-9
CDU/Grüne Coalition

Neidersachsen

	CDU	Grüne	FDP	SPD
Campaign Days	0	6	0	6
Vote Share	1	5	0	13
Media Tokens	0	2	0	2
Trend	0	0	-1	+2

- Issues:** NATO JA
- Steuersenkung JA
- §218 NEIN

Mandate Range: 6-11

Available Issues

- | | |
|---------------------|------------------|
| Steuersenkung JA | Steuersenkung JA |
| Atomkraft NEIN | Atomkraft NEIN |
| Umweltschutz | Marktwirtschaft |
| Atomkraft NEIN | Steuersenkung JA |
| 35-Stunden-Woche JA | |

Saarland

	CDU	Grüne	FDP	SPD
Campaign Days	7	0	0	0
Vote Share	5	5	0	0
Media Tokens	1	0	0	0
Trend	+2	0	-1	-0

- Issues:** NATO NEIN
- §218 JA

Mandate Range: 4-9

Bremen

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

- Issues:** Umweltschutz

Mandate Range: 1-6

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	1	0
Party Bases	10	6	9	7
Votes	98	54	700	70

- Issues:** Atomkraft JA, Steuersenkung NEIN

Order for turn 2 is: SPD, CDU, Grüne, FDP

Your cash: _____

Available Ministers: _____

Sun Dog

Turns 8.6 to 10.6

Turns 11.1 to 13.1 due: 6/30 Tuesday

Turn 8

Company	Starting Location	Die Roll	Ending Location	Notes
RD/RSE	Miranda	3, 3	Blank Dot 6	Gains \$100, 6 fuel used

Turn 9

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Earth	1, 6	Blank Dot 2	7 fuel used.
Century 22	Thebe	5, 5; 2, 6	Ariel	10 fuel used, gains \$100, bypasses blank dot, buys Ariel for \$285
SSU	Iapetus	1, 4	Enceladus	5 fuel used, sells Pluto with fuel station for \$925, buys Enceladus for \$250 and places fuel station but does not refuel.
vRE	Mimas	3, 4	Federation Station VI	7 fuel used, collects \$400, buys 2 additional fuel stations for \$1000
LRI	Thalassa	1, 5	Naiad	6 fuel used, buys Naiad for \$155, places fuel station, and refuels.
RD/RSE	Blank Dot 6	5, 5	Blank Dot 9	Gains \$100

Turn 10

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Blank Dot 2	2, 4	Federation Station II	Gains \$800
Century 22	Ariel	4, 6	Phobos	10 fuel used, buys Phobos for \$125, places fuel station, and refuels
SSU	Enceladus	1, 4	Enceladus	Insufficient fuel to take off.
vRE	Federation Station VI	2, 5	Mimas	Buys Mimas for \$240, places a fuel station and refuels.
LRI	Naiad	2, 2; 3, 5	Larissa	4 fuel used, gains \$100, bypasses Thalassa, buys Larissa for \$210, places fuel station, and refuels
RD/RSE	Blank Dot 9	5, 6	Dione	Pay \$165 in rent to LRI, buys 2 hydrons of fuel for \$30

The Players (After 10.6)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda	3	18	2710
Century 22 (Purple)	Bill Scharf	Europa, Thebe, Ariel, Phobos	1	25	830
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Pluto	0	2	705
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Charon, Diemos, Venus, Mimas	2	25	1675
Lunar Rendezvous, Inc. (Orange)	Andy Lewis	Portia, Dione, Saturn Research Lab, Thalassa, Naiad, Larissa	1	25	1235
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea	2	12	1170

Turn 11

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station II	3, 3; 5, 5; 5, 5; 2, 3	Portia	6 fuel used, gains \$300, bypasses Himalia, Thebe, and Blank Dot 5, pays \$100 rent to LRI.
Century 22	Phobos	1, 4	Venus	5 fuel used, \$1200 in rent owed to vRE, must sell off assets to pay debt.
SSU	Enceladus	3, 4	Enceladus	Insufficient fuel to take off
vRE	Mimas	2, 4	Tethys	6 fuel used, may buy for \$280
LRI	Larissa	5, 6	Earth Research Lab	11 fuel used, buys Earth Research Lab for \$500.
RD/RSE	Dione	1, 6	Enceladus	7 fuel used, owes \$100 rent to SSU

Turn 12

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Portia	5, 5; 2, 4	Blank Dot 10	10 fuel used, gains \$100, bypasses Federation Station V
Century 22	Venus	1, 1	Phoebe	2 fuel used, gains \$100, may buy for \$200
SSU	Enceladus	1, 1	Hyperion?	2 fuel used, \$100 gained, may bypass Hyperion
vRE	Tethys	4, 5	Saturn Space Doc	9 fuel used, may buy for \$400
LRI	Earth Research Lab	1, 3	Uranus Space Dock	Red Shift: Advance to Uranus Space Dock, 3 fuel used. Gains \$500 for passing Earth, buys Uranus Space Dock for \$375 and refuels.
RD/RSE	Enceladus	6, 6	Thalassa?	12 fuel used, gains \$100, may bypass Thalassa



Company	Starting Location	Die Roll	Ending Location	Notes
TE	Blank Dot 10	2, 4	Saturn Space Dock	

Andy York is now the player of record for van Rijn Enterprises.

Pooch

Turn 3

Turn 4 due: 6/30 Tuesday

Planning

- Dutch** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- English** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- French** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
- Portuguese** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
- Spanish** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
- Swedes** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

Outbound Naval Movement

- Dutch** move to J. Dice: 2, 3, 4, 5. No losses.
- English** move to X. Dice: 1, 1, 4, 5, 5. Loses 1 colonist and 1 ship, including an additional soldier.
- French** move to N. Dice: 2, 3, 4, 4. No losses. Drops off 4 colonists and 2 soldiers. Move to R. Dice: 4, 4. No losses.
- Portuguese** move to O. Dice: 2, 2, 4. No losses.

- Spanish** move to K. Dice: 1, 1, 4. Loses 2 ships, including 2 colonists and 2 soldiers. Drops off 2 colonists. Moves to H. Dice: 1, 3. No losses.
- Swedes** move to D. Dice: 1, 2, 5. Loses 1 colonist and 1 soldier.

Discovery

- French** discover a mine in N. **Portuguese** discover a mine in O.

Land Movement

- French** move 1 soldier from N to P. It is a resource rich climate 1 area with 1 site and 1 native. 4 colonists and 2 soldiers into area N. One colonist mines. 2 soldiers into area R. It is a climate 2 area with 8 natives and a x4 city.
- Portuguese** move 3 soldiers and 5 colonists from O to Q, 1 soldier from Q to S. It is a resource rich climate 1 area with 3 natives and 2 sites. Moves 4 soldiers and 4 colonists from the anchorage dot to O. One colonist mines.
- Spanish** move 1 soldier K to H. It is an empty climate 4 area. Moves 2 colonists from the anchorage dot to K. Move 2 soldiers from the anchorage dot to H.

Swedes move 2 colonists from I to F. It is a climate 2 area with 2 natives. Moves 2 soldiers from D to C. It is a climate 3 area with 2 natives and 1 site. One soldier prospects. Moves 3 colonists and 3 soldiers from anchorage dot to D.

Dutch move 4 soldiers and 5 colonists from J to G. Moves 4 soldiers and 4 colonists from the anchorage dot to J.

English move 3 soldiers and 3 colonists from U to X. It is a climate 3 area with 6 natives and a x3 city. Moves 3 soldiers and 3 colonists from the anchorage dot to X.

Native Combat

French kill 1 native in N. **Portuguese** lose 2 soldiers in Q.

Spanish conduct none. **Swedes** conduct none. **Dutch** kill 2 natives and lose 2 soldiers in G. **English** kill 2 natives and lose 4 soldiers in X.

Native Uprisings

Climate is a 3. Uprisings in F, 2 colonists killed, Q, 3 colonists killed, and X, 1 colonist killed.

Survival

Climate is a 4. **French** lose 1 soldier each in N, P, and R. **Portuguese** lose 1 soldier each in O, Q, and S. **Spanish** lose 1 soldier in M and 1 colonist in K. **Swedes** lose 1 soldier in C. **Dutch** lose 1 soldier in G. **English** lose 1 soldier in X.

Political Control

Dutch gain political control of G. **English** gain political control of X.

Homebound Naval Movement

French: Dice: 1, 1, 6, 6. 2 ships lost.

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

Spanish: Dice: 3, 6, 6. No losses.

Swedes: Dice: 4, 5, 5. No losses.

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

English: Dice: 1, 1, 4, 4, 4. No losses.

Income

French: Political Control: \$40, resources: \$7.

Portuguese: Political Control: \$40, resources: \$7.

Spanish: Political Control: \$40, resources: \$10.

Swedes: Political Control: \$40, resources: \$7.

Dutch: Political Control: \$60, resources: \$10.

English: Political Control: \$60, resources: \$10.

Turn 4 Initiative

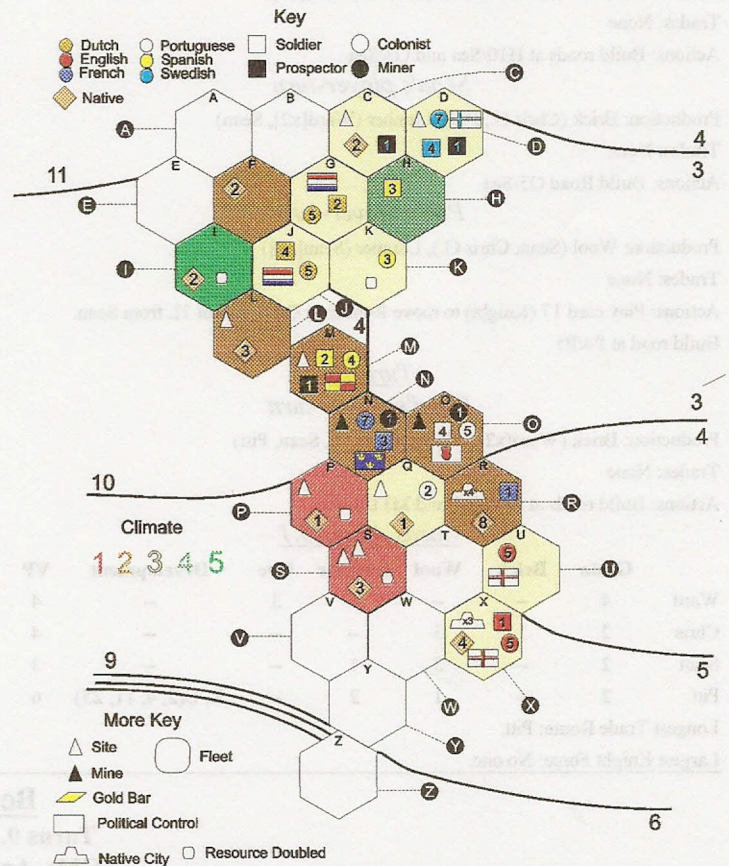
Dutch, French, Swedes, Spanish, Portuguese, English

Notes

Dan Eisenhut is now the player of record for the English.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$104	14	4	4
English	Dennis Cain	\$73	18	3	4
French	Dan Eisenhut	\$47	15	2	4
Portuguese	Andy Lewis	\$75	15	4	4
Spanish	Bob Robles	\$83	15	2	4
Swedish	Kevin Wilson	\$64	17	4	4



In the Doghouse with Marmaduke

New games out since last month that I've seen or heard about are Turning the Tide from MiH and On To Richmond from AH. I've got TIT. It's a very nice little game. Map is only 17 x 22 with 240 counters. Easy to master mechanics let the game take center stage. The battle is nice because both sides get the chance for attacking. Only problems that I had with it were minor art choices. For \$20, this is a very nice addition to my collection. I haven't actually gotten ONR yet, but I witnessed some of playtesting. If you like the SJW/HCR/RTG/SIV/SLB system, you'll definitely want this one. It's a collaboration between Joe Balkowski and Ed Beach which means the gamer gets the best of both worlds. The areas where people haven't liked the rules - retreat, flank attacks, artillery - have been changed to work better. These changes can be retrofit into the earlier games without hassle. The campaign in ONR is really neat. No two playings will be anything like each other.

It's time to get to serious Avaloncon tune-up now. Summer is here and only 2 months before the big event. If you've never attended, why not. Both my wife and I look forward to this from the moment the previous one ends. Great gaming and great friends made here.

Someone asked about running one of the other forms of Settlers. I won't be doing that in the near future. It's not because I don't want to; it's because I don't own any of the other forms and don't foresee buying any in the near future since I don't have FTF opponents to play it with. Until next time. On with the games....

Stand-by Calls: None.

Game Openings:

Slapshot: Minimum of 6. Chris Geggus, Ward Narhi, Dennis Cain (needs rules sent when started)

Wembley: Minimum of 4

ADG's World Cup Tournament Football: Minimum of 4

Stand-bys:

Seidler: Paul Bolduc, Caleb Cousins, Chris Geggus

AOR: Chris Geggus

Hootch

Turn 14.1 to 15.1

GM: Andy Lewis

Deadline for Turn 15.2 to 16.2 is June 26, Friday

Turn 14

Ward's player-turn

Production: Move Robber to F9 and steal 1G from Pitt
 Trades: None
 Actions: None

Chris G's player-turn

Production: Lumber (Chris G., Pitt), Grain (Ward[x2])
 Trades: None
 Actions: Build roads at H10/Sea and O3/Sea

Sean's player-turn

Production: Brick (Chris G., Pitt), Lumber (Ward[x2], Sean)
 Trades: None
 Actions: Build Road O5/Sea

Pitt's player-turn

Production: Wool (Sean, Chris G.), Lumber (Sean[x2])
 Trades: None
 Actions: Play card 17 (Knight) to move Robber to O6 and steal 1L from Sean.
 Build road at P4/P5

Turn 15

Ward's player-turn

Production: Brick (Ward[x2]), Grain (Chris G., Sean, Pitt)
 Trades: None
 Actions: Build roads at O4/M11 and M11/Sea

Cards After 15.1

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Ward	4	--	--	--	3	--	4
Chris	2	1	3	--	--	--	4
Sean	2	--	3	1	--	--	3
Pitt	2	--	1	2	--	K, U(2, 4, 11, 25)	6

Longest Trade Route: Pitt.

Largest Knight Force: No one.

Open Trade Offers

Ward: None
 Sean: Will give 2G for 1L
 Chris: None
 Pitt: None

Turn 15 Production Die Rolls

Chris's player-turn: 11
 Sean's player-turn: 6
 Pitt's player-turn: 4

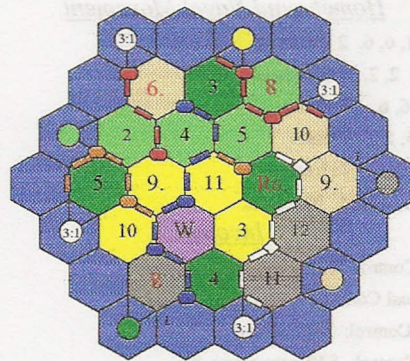
Turn 16 Production Die Rolls

Ward's player-turn: 9
 Chris's player-turn: 6
 Press

Chris G. to Sean: I hope you've bought that road in P4/P5 or else Pitt wins! <He didn't>

- 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 15.1



Benji

Turns 9.1 to 10.1

GM: Andy Lewis

Deadline for Turns 10.2 to 11.2 is June 26, Friday

Turn 9

Bill's player-turn

Production: Wool (Bill, Chris G.)
 Trades: None
 Actions: None

Caleb's player-turn

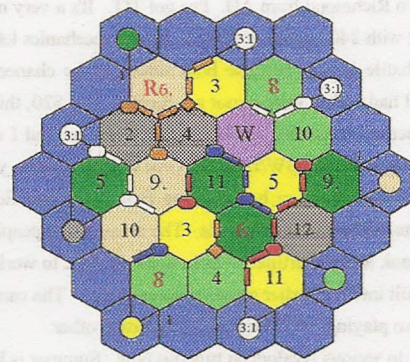
Production: Ore (Brad[x3]), Wool (Brad)
 Trades: None
 Actions: None

Brad's player-turn

Production: Grain (Brad[x3], Caleb, Chris G.)
 Trades: None
 Actions: Builds city at F3/O6/P4 and roads at H6/F3 and F3/Sea and buys a development card (5)

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

Benji End of Player-Turn 10.1



Chris G.'s player-turn

Production: Lumber (Bill[x2]), Grain (Caleb, Chris G.)

Trades: None

Actions: Play Knight to move robber to H6 and steal 1B from Brad. Build settlement at M4/O11/W

Turn 10

Bill's player-turn

Production: Grain (Brad[x4], Caleb, Chris G.)

Trades: None

Actions: None

Cards After Turn 10.1

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Bill	--	--	2	3	1	U(12)	3
Caleb	3	1	1	3	--	--	5
Brad	4	1	--	--	--	U(5)	6
Chris G.	2	--	1	2	--	Knight (x2), U(10)	3

Longest Trade Route: Caleb.

Largest Knight Force: No one.

Open Trade Offers

Bill: None

Caleb: None

Brad: None

Chris G: None

Turn 10 Production Die Rolls

Caleb's player-turn: 7

Brad's player-turn: 6

Chris G's player-turn: 6

Turn 11 Production Die Rolls

Bill's player-turn: 7

Caleb's player-turn: 8

Scooby

GM: Andy Lewis

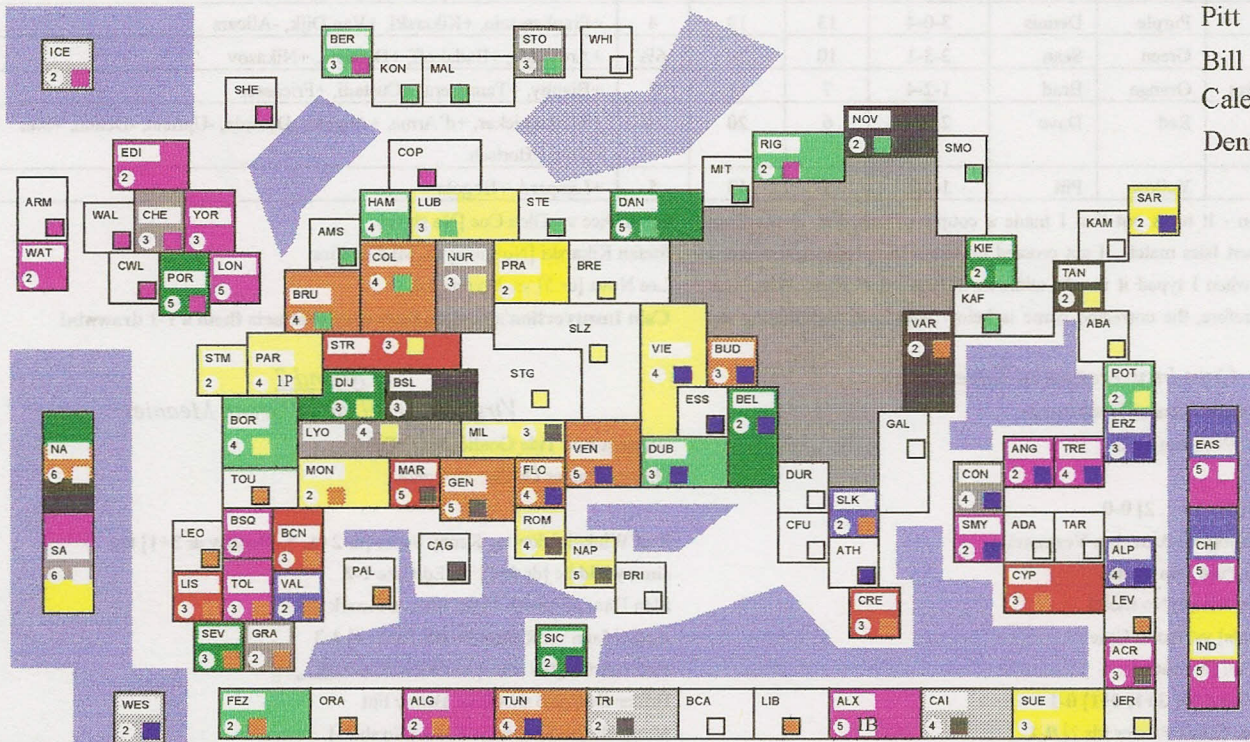
Deadline for Turn 5, Phases 4-6 is June 26, Friday

Player	Country	Cards	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Sean Cousins	Barcelona (5)	13, ii11, ii40	125	30	83	6	13	10	I, E, N, R, F, S
Caleb Cousins	Venice (2)	ii39, ii2, ii12, ii16, ii3	30	27	123	3	16	10	I, F, R, A, V, H, S
Pitt Crandlemire	Genoa (4)	19, ii20	100	29	40	4	9	6	A, N, E, R, V
Paul Bolduc	Paris (6)	ii10, ii12	70	20	152	2	10	10	I, E, R, S, A, N, V
Dennis Cain	Hamburg (1)	ii36	60	29	44	5	8	6	I, N, R, W
Bill Scharf	London (3)	ii37, ii18, ii22	50	6	71	1	10	6	A, V, E, I, R, N

Scooby through 5.3

Tie-breaking order

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



Commodity LogTurn 4, Phase 7

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

Venice buys 27 tokens.

London buys 6 tokens.

Hamburg buys 29 tokens.

Barcelona buys 30 tokens.

Genoa buys 29 tokens

Paris buys 20 tokens.

Turn 5, Phase 1 – Buy Removal of Surplus/Shortage

None

Phase 2 Buy Cards

London buys a card (ii8)

Venice buys a card (ii3).

Phase 3 Play Cards

London plays **Johann Gutenberg** who is protected as first leader, **Papal Decree** forbidding exploration advances.

Paris plays **Ivory/Gold** as Gold with a shortage (Paris gets \$90, Venice gets \$40)

Venice plays **Rebellion** in Alx, **William Caxton** covered by \$10

Genoa plays **Revolutionary Uprisings** (All but Genoa gain 1 misery level),

Timber (Barcelona, Venice, and Hamburg each gain \$3, Paris and London each gain \$12)

Hamburg plays **Longbow**

Barcelona passes

Paris disagreed with the way I conducted his expansion phase during turn 4. After going back and forth getting further clarification, I have to agree. His priorities were different than what mine would have been. The issue was made cloudy by the fact of his having only 8 tokens for expansion instead of the 24 he originally thought. The changes are relatively minor so I will allow them to be made. Please note that in the future you must make your intentions and priorities very clear to me. I'm not sure that if this wasn't minor that I would have made the change. The change is as follows:

Instead of 4T Ang,

Place 1T Jer, 2T Kaf (losses), 1T Aba

Buster Round 7

GM: Andy Lewis

Deadline for Round 8 is June 26, Friday

Team Name	Color	Owner	Record	Pts	Gls	£	Roster Changes
Desert Isles	Maroon	Caleb	4-0-3	15	18	8	+Pilsner, -Cull, +Spitz, +Vespucchi, - Flowerbed
Cain Insurrection	Purple	Dennis	3-0-4	13	19	4	+Frankenstein, +Kikarski, +Van Dijk, -Allcars
Green Meanies	Green	Sean	3-3-1	10	24	6½	+Ardvaark, +Badakoff, +Derriere, +Nikasov
Brad's Aussie Duffers	Orange	Brad	1-2-4	7	11	5	+Bjanby, +Tanamera, +Custadi, +Fricassee
Virginia Red Tide	Red	Dave	2-5-0	6	20	½	+Winkelpicker, +d'Arme, +Angelo, -Delarda, -Upfield, -Delion, +San Paulo, +Bortsch
Yellow Peril	Yellow	Pitt	1-4-2	5	13	5	+Limpard, +Bogota

Round 6 Correction - It turns out that I made a couple of mistakes in the Cain Insurrection at Desert Isles match. I got crossed up about the positioning which I had written down when I typed it in. In addition, I forgot that Hank Ward was sharpshooter. Therefore, the corrected game is below with bold highlighting the corrections.

Cain Insurrection at Desert Isles

Cain Insurrection Goalie: Konrad Frankenstein

Desert Isles Goalie: Wolfgang Spitz

Frank Lee vs. Pete Sake [dr 1, 2] 0-0

Alf Wayline [No shots] vs. **Amerigo Vespucci**

Matt Black vs. **Stu Pidd** [No shots]

Tim Iddley vs. Barry Island [No shots]

Jonah Murk [No shots] vs. Justin Case

Des Troy vs. Will Full [No shots]

No one vs. **Hank Ward** [dr 3+1, 4+1] 0-1

Butch Haredough vs. Dieter Pilsner [dr 2] 0-1

Ryan Dice vs. Glen Coe [No shots]

Stefan Kikarski [No shots] vs. Mickey Finn

Lee Nova [dr 5] vs. No one 1-1

Cain Insurrection's goal on their only shot nets them a 1-1 drawwin!

Round 7Virginia Red Tide at Green Meanies

Virginia Red Tide Goalie: Pat O'Cake

Green Meanies Goalie: Al Cohol

Rolf Winkelpicker vs. Kenny Score [dr 2+1, ? - Penalty dr 3+1] 0-2

Jimmy Riddle [dr 4+1] vs. Ed Case 1-2

Stan Dandylover [dr 1] vs. Kim Ardvaark 1-2

Andy Mann vs. Roland Butter [dr 2, 4] 1-3

Jean d'Arme [No shots] vs. Boris Badakoff

Buster Gutt [No shots] vs. Benny Fitt

Mark Thyme vs. Bernie Toast [No shots]

Bruce Toes [dr ? - Cohol gets yellow card, 3] vs. No one **2-3**

Michael Angelo [dr 1] vs. Terry Bull **2-3**

No one vs. Daley Bread [dr 1, 4] **2-4**

Tom Bowler [dr 5, 1] vs. No one **3-4**

No one vs. Claude Derriere [dr 1] **3-4**

Lots of shots but 6 are stopped. Green Meanies win the goalfest 4-3!

B.A.D. at Cain Insurrection

B.A.D. Goalie: Owen Goal

Cain Insurrection Goalie: Konrad Frankenstein

Stig Bjanby vs. Alf Wayline [dr 3, 5] **0-2**

Juan Tanamera [dr 3] vs. Des Troy **0-2**

Roger Andout vs. Jonah Murk [dr ? - Own Goal gets a yellow card] **0-2**

Harry Carey vs. Matt Black [No shots]

Emilio Custadi [dr 4, 1] vs. Tim Iddley **0-2**

Dick Head vs. Butch Haredough [No shots]

No one vs. Rik Van Dijk [dr 5, 3] **0-4**

Neil Down [dr 3, 3] vs. No one **0-4**

Sidney Harbour-Bridge vs. Stefan Kikarski [dr 2] **0-4**

No one vs. Ryan Dice [dr 4, 1] **0-5**

Jerry Cann [dr 1, 3] vs. No one **0-5**

Willie Missit vs. Lee Nova [dr 2] **0-5**

A major blowout 5-0 because of Frankenstein. A normal goalie would have allowed the game to be a draw!

Desert Isles at Yellow Peril.

Desert Isles Goalie: Wolfgang Spitz

Yellow Peril Goalie: Enrique Bogota

Amerigo Vespucci vs. Dai Bollical [No shots]

Mickey Finn [dr 1] vs. Don Keebrane **0-0**

Stu Pidd vs. Chris Allis [No shots]

Dieter Pilsner vs. Nils Limpard [No shots]

Pete Sake [No shots] vs. Phil M'Glass

Justin Case vs. Jock Strapp [No shots]

Will Full vs. Joe Kerr [No shots]

Barry Island [dr 2, 3] vs. Max Volume **0-0**

Glen Coe vs. Rick Shaw [No shots]

No one vs. Herb Tea [dr ? - Yellow Peril get yellow card, 3] **0-0**

Hank Ward [dr 3+1, 1+1] vs. No one **1-0**

Defensive struggle which Isles win 1-0 thanks to limiting Peril to only two shots!

Foreign Player Bidding

Henri Fricassee: B.A.D wins with bid of 1

Din San Paulo: Virginia Red Tide bids 4.5

Anton Bortsch: Virginia Red Tide bids 6

Desert Isles sell Doug Flowerbed for 2

Cain Insurrection sells Allcars for 2 - Orders were for selling 3 players. I realize now when I look at the rules again selling more than one player is allowed; however, I unknowingly made a clarification of this with the turn 1 adjudication to limit it to 1 player which everyone else has played by. Therefore, I will continue with this practice for this game. I apologize for the misinterpretation.

Green Meanies take the free ½.

Yellow Peril takes the free ½.

Due next month: Round 8 orders and bids (in order) on Bent Datsson, Pier Skynt, Julio Arrivedrei which are all the international players.

Round 8:

Green Meanies at Yellow Peril

Cain Insurrection at Virginia Red Tide

Desert Isles at B.A.D.

Coal

Turn 6

GM: Andy Lewis

Deadline for Turn 7 is June 26, Friday

Player	Car	Major Sponsor	Driver	Number	Cards in Hand	Top Discard
Pitt Crandlemire	Modified Studebaker	Pink Pussycat Lounge	Anita Mann	69	52, 6, 60, 19, 28, 39, 53	12(XXX.660)
Dave McCrumb	Ford Thunderbird	Victoria's Secret	Leadfoot	7	46, 40, 51, 6, 28, 11, 43	32(XXX.600)
Dennis Cain	Ford Thunderbird	Texaco/Havoline	Ernie Irvan	28	Out of race	
Brad Martin	RR Silver Shadow	Australis Motors	Brad Martini	9	18, 46, 49, 24, 38, 51, 32	9(XXX.825)

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

Turn 6 - 12 Laps (75 of 160)

Lap Count

Victoria's Secret Ford plays 49 (15 Laps)

XXX.390

Australis Motors RR plays 10 (12 Laps)

XXX.675

Pink Pussycat Lounge Studebaker plays 38 (12 Laps)

XXX.795

Action Phase

Pink Pussycat Lounge Studebaker plays 48 (Two Wide)

Australis Motors RR takes no action because of the two wide.

Victoria's Secret plays 47 (Pull Away) and creates a gap.

Refill Phase

Leadfoot draws 11, 43

Brad Martini draws 32

Anita Mann draws 39, 53

Leadfoot draws 33 (XXX.135)

Anita Mann draws 5 (XXX.105)

Brad Martini draws 43 (XXX.540)

Slow Traffic occurs in front of Anita Mann

High in Turn

Leadfoot draws 32 (XXX.600)

Anita Mann draws 12 (XXX.660)

Brad Martini draws 9 (XXX.825)

Leadfoot goes high in the turn which may lead to automatic passing if Anita and Brad and get by the slow traffic and close the gap.

24 Laps (99 of 160)

Give orders to make lap count and actions.

After Lap 75 of 160

*Turn 7
Slow Traffic*



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. The parish clerk of a Cambridgeshire village received a small parcel from Germany addressed to Mr. Alfred White. She checked the telephone directory but could find no one listed under that name. However, when she enquired at the local pub, she was told by some of the village old timers that there had been an Alfred White and that, after World War 2, he had married a German girl and settled in Frankfurt. What was in the parcel?

A1. Mr. White was, or at least his ashes. His last request was that his remains be interred in the local cemetery. The German authorities did not know who to address the urn to and came up with a rather strange solution to their dilemma.

Dennis Cain, Chris Geggus, Steve Koehler, Andy York, Dave McCrumb, Brendan Whyte, and Berry Renken each receive ½ point.

Q2. What is the catch of the following riddle: "Constantinople is a very big word and if you can't spell it you're a very big dunce!"

A2. It is spelled I-T.

Caleb Cousins, Dennis Cain, Steve Koehler, Dave McCrumb, Brendan Whyte, Joe Carl, and Berry Renken each receive ½ point.

Q3. A racing cyclist came off his bike at speed, fell awkwardly and broke nearly all the bones in his right hand. After hospital treatment the hand was much improved and, one day, a consultant invited a group of students to consider the case. "This man," he said, "is not a professional cyclist. He works as a graphic designer. How long after the accident do you think he was able to return to work?"

A3. The man was left-handed, so he went back to work the next business day.

Caleb Cousins, Dennis Cain, Chris Geggus, Steve Koehler, Andy York, Dave McCrumb, Brendan Whyte, Joe Carl, and Berry Renken each receive ½ point.

Q4. Many authors have written entertainingly about time travel but what would actually happen if you could be taken out of time for, say, five seconds and then returned to exactly the same spot?

A4. You would die. During your absence, the motion of the Earth around the Sun and the Sun around the center of the galaxy would cause you to be stranded in deep space.

Andy York each receives 2 points.

Q5. Dave and Anne moved into their new home and then went to the hardware store to make an important purchase. "How much is one?" asked Dave. "\$3" came the reply. "What about 20?" "That'll cost you \$6." "OK, well we need 2042." What were Dave and Anne buying and how much did it cost them?

A5. They were buying address numbers and it cost them \$12.

Dennis Cain, Chris Geggus, Steve Koehler, Andy York, Dave McCrumb, Joe Carl, and Berry Renken each receive ½ point.

Current Scores

Pitt Crandlemire	46½	Chris Geggus	39
Andy York	34	Andy Lewis	31½
Paul Bolduc	25½	Dennis Cain	21½
Brendan Whyte	20½	Steve Koehler	19½
Bill Scharf	18½	Dan Eisenhut	17
Berry Renken	17	Caleb Cousins	14
Brad Martin	13½	Bob Robles	12½
Ward Narhi	10	Dave Anderson	9
Joe Carl	8	Tom Howell	7
Dave McCrumb	6½	Sean Cousins	5
Kevin Kinsel	4½	Debbie Osborne	4
Kevin Wilson	3½	Sigourney Street	½

Dennis Cain and Brendan Whyte both earn free issues!

New Questions

Topic: Brain Teasers

1. Once, in India, a queen owned two horses and used them to help destroy a neighboring king. There was a hard fought battle in which all the king's men were killed. When the battle was over, victors and vanquished all lay side by side in the same place. Explain.

2. What does nobody want but nobody want to lose?

3. A party was being given a tour of the Clocks and Watches gallery. "I bet you can't tell me which timepiece has the fewest moving parts," said the Curator. "A sundial," they replied. "OK, then," posed the Curator, "which timepiece has the most moving parts?" There was a prolonged silence. What was the answer?

4. Frieda drove her husband Andy to Chicago airport and watched him climb aboard flight 715 to London. As she arrived home she heard that flight 715 to London had crashed on take-off and that there were no survivors. Strangely, she got on with preparing an evening meal for her and her husband. Why?

5. Two fathers and two sons went into a bar to have a Friday night drink together. They spent \$15. Each spent the same amount. How much did each man spend?

Pedagoguery

Between the orbits of Mars and Jupiter lies a multitude of small bodies known as asteroids. These bodies are debris of the formation of the Solar System, prevented from coalescing into a planet by Jupiter's tidal forces. Until recently, all we knew about them were some of their orbits, some observations of a few of the larger asteroids, and an analysis of those that have fallen to Earth. Recent spacecraft encounters, however, have opened whole new areas of inquiry.

Asteroids come in three basic types. Most asteroids are stony, much like igneous rock on Earth. Naturally, you would not get sedimentary or metamorphic rock under those conditions. Secondly, there is a class of asteroids composed primarily of nickel and iron. A single one of these asteroids a kilometer in diameter would be able to supply the Earth's needs for such metals for over 100 years. Lastly, there is the rare type of asteroid called the carbonaceous chondrite. These are asteroids rich in carbon compounds include precursors to life. While it is not believed that life actually exists on these asteroids, they could be mined for their valuable chemicals.

The first asteroids discovered were, of course, the larger ones. The first asteroid discovered, Ceres, was found through an intensive search in 1801. Ceres is about 1000 km (600 mi.) in diameter. The next largest asteroids, Pallas and Vesta, are about half that size. Most asteroids are very small, less than 10 km (6 mi.) in diameter.

Asteroids are named in order of their discovery, and usually by their discoverer. Thus, the first asteroid is officially known as 1 Ceres. Early names were generally females from classical mythology (16 Psyche, 34 Circe). Soon, other mythologies were explored (77 Freia, 1170 Siva), then wives and girlfriends followed (607 Jenny, 1434 Margot). With over 35,000 identified asteroids, naming has become something of a free for all, including names like 2825 Crosby, 4305 Clapton, 3656 Hemingway, 4474 Proust, 4511 Rembrandt, 6677 Renoir, and 6000 United Nations. There is even a quartet named for the Beatles (4147 Lennon, 4148 McCartney, 4149 Harrison, and 4150 Starr). Most asteroids don't even have names, just designations (XF₁₁).

When the Galileo probe was sent off to Jupiter, it had to take a rather indirect route. This was because it missed its original launch window after the Challenger disaster. This new route involved flybys of Earth and Venus to gain gravitational boost. As a side effect of this new route, Galileo was able to fly by two asteroids for a close look. The first of these was Gaspra, which turned out to be a fairly unremarkable object. The second was Ida, which turned out to have a small moon of its own, later christened Dactyl. Ida was also observed to have its own magnetic field. This last is a bit of a puzzle, because magnetic fields tend to decay on the order of a few tens of thousands of years unless replenished, and Ida, at about 52 km (32 mi.) long, is too small to have a molten interior to power a standard dynamo. Yet the asteroid was judged to be about one billion years old based on its surface cratering.

Due to the numbers of asteroids and their constant interaction with each other, they are not confined to the place between the orbits of Mars and Jupiter. Many, in fact, are located within Mars' orbit, and a potentially large number of them cross Earth's orbit. With the recent release of the movie "Deep Impact" and the upcoming release of "Armageddon" the public's awareness of asteroid impacts has increased. It is estimated that an encounter with a 10 km (6 mi.) wide asteroid

occurs about every 100 million years. The last occurrence of such an impact was about 65 million years ago, at the end of the Cretaceous Era. It is the event that killed off the dinosaurs. An asteroid with a diameter of about 1 km (0.6 mi.) occurs about every 100,000 years. Such an impact would release about 50,000 megatons of energy. By contrast, the atomic bomb dropped on Hiroshima measured only about 14 kilotons. No matter where such an impact occurred, it would probably mean the collapse of civilization. A 100 meter asteroid impact occurs about every 200 to 300 years. It is believed that such an event occurred in Tunguska, Siberia in 1908. The fireball was visible for hundreds of miles, and a wide swath of forest was leveled. The impact released over 1,000 megatons of energy. Were such an impact to occur today over a major metropolitan area, the consequences would be catastrophic. What can be done about these killer asteroids? Our best weapon against them is forewarning. There are some programs aimed at finding and tracking near Earth asteroids, but they are undermanned and underfunded. In fact, all of the participating observatories are in the Northern Hemisphere. There had been a single Australian observatory participating, but the Australian government cut off its funding.

Next issue, we move on to Jupiter.



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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 **SolarQuest:** Andy York

Standby Calls

Joe Carl for the Papacy in Rabid Dog, you (if checked) for Austria in Feral Dogs, you (if checked) for Milan in Feral Dogs, you (if checked) for the Turks in Feral Dogs, Paul Bolduc for the Atrides in Running Dogs, Andy York for the Bene Tleilaxu in Running Dogs, and Andy York for FPD in Lupine