

Notes from Hades

First of all, I apologize if this is late. Recently, work has been extremely intense with long hours. I figured you would appreciate it more if I were to adjudicate the games after being rested, than if I did it right after working 10 hours and spending an hour in traffic. Plus, it would save me the time of doing them all over again.

Recently, I added to my telescope collection. This time, it was a 12-inch Schmidt Cassegrain reflector, which is fully computerized. This thing is awesome. You simply set it up, point it to two bright, identified stars, and it can then slew to any of the 64,000 objects in its database that happens to be above the horizon. And if the object is not above the horizon, it will tell you so. The weekend after I bought it, my wife and I went camping with some friends out at Joshua Tree National Monument. Joshua Tree is located in the high desert, about 4,000 feet above sea level, and is very dark. The sky was stunning. The Milky Way was a bright band across the zenith. In fact, one of our friends, who was unfamiliar with stargazing, thought it was a cloud. I was able to get some great views of galaxies, globular clusters, planetary nebulae, and several beautiful open clusters. However, probably the most stunning thing we saw through the telescope was Saturn. One of our friends remarked that it was so clear, it almost seemed as if it were painted onto the eyepiece.

Two games have ended this issue. Fleabag finally ends with a draw between Austria, France, and the Turks. Congratulations to the victors. Also, Rock Hound ended with a victory to Caleb Cousin's BORG Mining Collective. Congratulations to Caleb.

This issue's deadline will be a week later than normal, due to the delay in getting this out. It will be on **Tuesday, December 8 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

Coyote. New World. This one will start after Pooch ends. Have Brad Martin, Bob Robles, Kevin Wilson, and Phil Reynolds, need 2 more.

New Tricks. Machiavelli. 1995 edition, rules decided by majority vote. Have Ward Narhi, Jason Wilke, Bob Robles, Lee McConnell, and Phil Reynolds, need up to 3 more.

Wish List

Silverton is a game of rail building and mining in Colorado. Game ownership is not required. Have Bill Scharf, need 5 more.

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

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

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

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

Chris Geggus

I'm almost on email now, but the new computer has gone on the blink just as the phone line has been attached. Maybe next issue?

Your trip notes were very interesting and you certainly made York sound interesting. I'll try and get the family there soon. Just what Teresa has always wanted – a POW camp!

Bob Robles

Another book review (opinion). 'Excession' by Ian M Banks. What can you say about a novel with a galactic scale, ALIENS (Capital A here), interesting humans, sex, ancient artifacts, Artificial Intelligences, space battles, etc? Pretty disappointing would be my words. This territory has been covered before and

better, in my humble opinion, by Vernor Vinge in 'A Fire upon the Deep'. Save your money and your time.

[While I haven't read Excession, I have read A Fire upon the Deep and found it to be an excellent book with some intriguing concepts. Highly recommended.]

Murray Cowles

I apologise for failing to send you orders for the R'sce game. Alas, (or bravo depending from where you speak) I was in Modena for the Italian con. We had a wonderful time. I saw R'sce being played there along with the usual Adv Civ, 18xx, HOTW, Circus Max and other multi games.

Delighted to read your piece this morning and see how you and Celeste got on during your wide tour of the UK. Bernie also sends her love and pleased that you had a good time.

[Thanks. How did you do at the Italian con?]

I did quite well. Three games BKN, two wins and one which I had virtually lost by turn 10th, but I managed to c/a on the 12th and take it to a last ditch dice roll that decided the game. Alas I still lost, but felt well pleased with myself. 18xx - won one game. Hannibal, finally found someone who could not only show me the rules, but what I was trying to do. He won of course, but i now feel that I can play the game, rather than being a passenger who shoved the counters around where I was told to move them. Feel I can now play the game purposely.

Light rain today, so since church and lunch I have been patching up the lawn.

Bernie and I would look forward to welcoming Celeste and you when you next return.

[We are both looking forward to our next trip there, but it may be a while. I would like to go to Europe next August to see the total solar eclipse, but I don't think we'll be able to because we have family commitments in the Washington D.C. area in late July. I would also like to visit Australia and New Zealand some day, but only after I acquire a nice portable telescope. If I'm going to be in the Southern Hemisphere, I want to be able to look at some of the wonders in the Southern sky close up!]

Andy York

A neat issue this time, thanks!! I enjoyed reading about the trip to England - it brought back a couple of memories of my trip there back in the mid-70s (though

we didn't visit Ireland). When in York, did you get the chance to visit the cathedral or walk some of the remaining walls? And, yes, B&Bs are the way to go!!

[In York, we did visit the Minster, which was magnificent. In fact, as we approached it, the bells were ringing, and we could hear them clear across town. We didn't get to walk any of the walls, however, since we arrived there in early afternoon, and the Castle Museum took three hours, it was dark by the time we would have done so, and we wanted to get back to the B&B and rest.]

Regarding copyrights, I'm not a lawyer, but I believe once a "loose" protection of a copyright becomes standard (such as Avalon Hill's almost 4 decades on non-protection), it would be hard to restrict the use. I can't remember the common example, but there was a product name that became an everyday term for the process. After many years, the company decided to claim infringement. However, the case was thrown out due to the many years of allowing the term to be used in the common lexicon without challenge.

[I believe the company you are referring to is Xerox. As for the rest, you are probably correct, but if they get really hard assed about it, they could keep the thing in the courts for far longer than the hobby could afford to.]

For an example of strict copyright protection, look to the Tolkien legacy. They are quick to challenge any infringement on JRR's writings, books or terms.

I noted the reference to Austin in your Pedagoguery. Now, if you really wanted to mess with folks minds, you should have said that the north magnetic pole of Earth located near Andy York's apartment <grin>!

Caleb Cousins

Just to add something to Chris Geggus' letter last issue: He did win the Kemlin tournament. Such modesty.

Fleabag/MGN# B2/B/8/1

Spring 1460

Deadline/End of Game Statements 12/8 Tuesday

Peace finally declared as the Italian powers are eliminated except for an impotent Venice. Austria, France, and the Turks divide up the peninsula.

Fall 1459 Retreats

Naples retreats A Arezzo to garrison

Winter 1459 Adjustments

AUSTRIA builds A Austria, A Hungary, and A Tyrolea

FLORENCE is out

FRANCE builds A Avignon, and A Swiss (plays 2 short)

TURKS build F Durazzo

Proposal

The Austria/France/Turkish draw succeeds! Sigourney Street NMRed, so Pasquale Giovine stepped in and gave Turkish approval. Congratulations to the co-victors. Well played.

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

Fall 1457

Deadline/Winter-Spring 1458 12/8 Tuesday

A rift appears in the alliance between Venice and the Pope as each of them attacks the other. Austria, Milan, and France get their acts together and form an alliance against Venice, while Naples holds his own against the Turks.

Addendum

There was an adjudication mistake in the prior turn. The Turks dislodged the Neapolitan fleet in Sardinia. Everything else was correct as written.

Summer 1457 Retreats

Naples retreats F Sardinia to Corsica

Orders

Austria A HUNGARY supports A Slavonia
A SLAVONIA supports A Austria to Carinthia (cut)
A BOSNIA to Croatia
A Austria to CARINTHIA

Florence A PIOMBINO supports A Pisa
A PISA supports A Piombino (cut)
A LUCCA besiege (garrison destroyed)
F Ligurian Sea to PROVENCE

Orders (cont.)

A TYROLEA supports Austrian A Austria to Carinthia
A COMO supports Milan A Milan
A SALUZZO besieges (garrison destroyed)
A SAVOY to Genoa
F GENOA to Modena
F Gulf of Lions holds
A PARMA to Cremona
A MILAN supports A Parma to Cremona (cut)
A PAVIA supports A Milan

Milan

Orders (cont.)

- Naples A Salerno to Aquila
 A MESSINA supports F Palermo
F NAPLES to Tyrrhenian Sea
F PALERMO supports F Ionian Sea (cut)
F CORSICA to Sardinia
F IONIAN SEA supports F Palermo (cut)
F BARI supports A Salerno to Aquila (cut)
- Papacy A PERUGIA to Sienna
 A AREZZO supports A Perugia to Sienna
A SIENNA to Pisa
 A FLORENCE supports A Sienna to Pisa
A BOLOGNA supports A Modena to Lucca (cut, nso)
 F PADUA holds
- Turks A ALBANIA supports A Herzegovina
 A HERZEGOVINA supports A Albania
F CENTRAL MEDITERRANEAN to Palermo
F DURAZZO to Ionian Sea
F WESTERN MEDITERRANEAN to Tyrrhenian Sea
F SARDINIA supports F Western Mediterranean to Tyrrhenian Sea (cut)
- Venice A ANCONA supports Neapolitan F Bari to Aquila (nso)
A MODENA to Bologna
 A Mantua to FERRARA
 A TRENTO supports A Carinthia to Milan
A CREMONA supports A Carinthia to Milan (cut)
A CARNIOLA to Slavonia
A Carinthia to Milan (DISLODGED, retreat Friuli, Verona, OTB)
F LOWER ADRIATIC to Bari
 F DALMATIA supports F Croatia
F CROATIA supports F Dalmatia (cut)

Press

Austria – France, Milan: I count on the support you promised me.
Austria – Venice: I did not NMR - the GM had confused me.
France – Venice: Your comment about dates showing up late makes me think you are still single, or an accountant. Punctuality is not the first thing I considered while dating. Intelligence, a sense of humor, and a bazillion other things were more important.
France – All: I did everything last turn I said I would...now how often does that happen?
France – Milan: You know, I think I can actually form an alliance with you. Continue sending me coded messages by using alternating letters of successive words. I would have tried it but my attempts seem so stilted...
Milan – France: I hope that you supported my army in Milan from Como again.
Milan – Austria: If you are in Carinthia, I can support you in Trent.
Naples – France: I AM doing something! Plenty!!! I am fighting off the Papacy/Turk/Venetian alliance.
Papacy – Venice: As long as you are sitting in Anc, I'll just hold on to pad for you. You should have know you'd not get out of Anc and steal it from me. I'll remain your ally if you quick doing little tricks like that!
Papacy – France: Don't go blaming me for a big Venice! Your are almost as big and if Venice falls or goes on the decline then you are the only one to profit by it. You'll be as big or bigger in a heartbeat. Don't think anyone is fooled by pointing a finger at me saying it's all my fault Venice got so big. I didn't help him grow; in fact he's helped me grow. You should coordinate your moves better!
Venice – Pope: What the hell are you doing in Padua, is that supposed to be a stab? Screw you then...

Venice – Turks: I hope you do know how an alliance works. It'll always beat stray dogs like the other six apparently are. Please use the press and tell me what I can do for you.

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	Austria, Hungary, Bosnia, Slavonia, Carinthia	(5)
FLO	Pisa, Pistoia, Piombino, Lucca, Provence	(5)
FRA	Avignon, Marseilles, Turin, Savoy, Genoa, Saluzzo, Swiss, Tyrolea, Como	(9)
MIL	Montferrat, Fornova, Parma, Milan, Pavia	(5)
NAP	Capua, Aquila, Naples, Salerno, Bari, Messina, Palermo, Corsica, Otranto	(9)
PAP	Urbino, Spoleto, Patrimony, Rome, Perugia, Arezzo, Florence, Sienna, Padua	(9)
TUR	Tunis, Durazzo, Albania, Ragusa, Herzegovina, Sardinia	(6)
VEN	Bergamo, Verona, Istria, Dalmatia, Treviso, Cremona, Mantua, Friuli, Modena, Trent, Carniola, Croatia, Ferrara, Ancona	(14)

Seas

FRA	Gulf of Lions	(1)
NAP	Ionian Sea	(1)
TUR	Central Mediterranean, Western Mediterranean	(2)
VEN	Lower Adriatic	(1)

Cities

AUS	Austria, Hungary	(2)
FLO	Pisa, Piombino, Lucca	(3)
FRA	Avignon, Marseilles, Turin, Genoa (3), Swiss, Tyrolea, Saluzzo	(9)
MIL	Montferrat, Pavia, Milan (3)	(5)
NAP	Naples (2), Bari, Messina, Palermo, Corsica	(6)
PAP	Sienna, Rome (2), Perugia, Arezzo, Florence (3), Padua	(9)
TUR	Tunis (2), Durazzo, Albania, Ragusa, Sardinia	(6)
VEN	Dalmatia, Treviso, Cremona, Mantua, Modena, Trent, Carniola, Croatia, Venice (3), Ferrara, Ancona	(13)

Totals

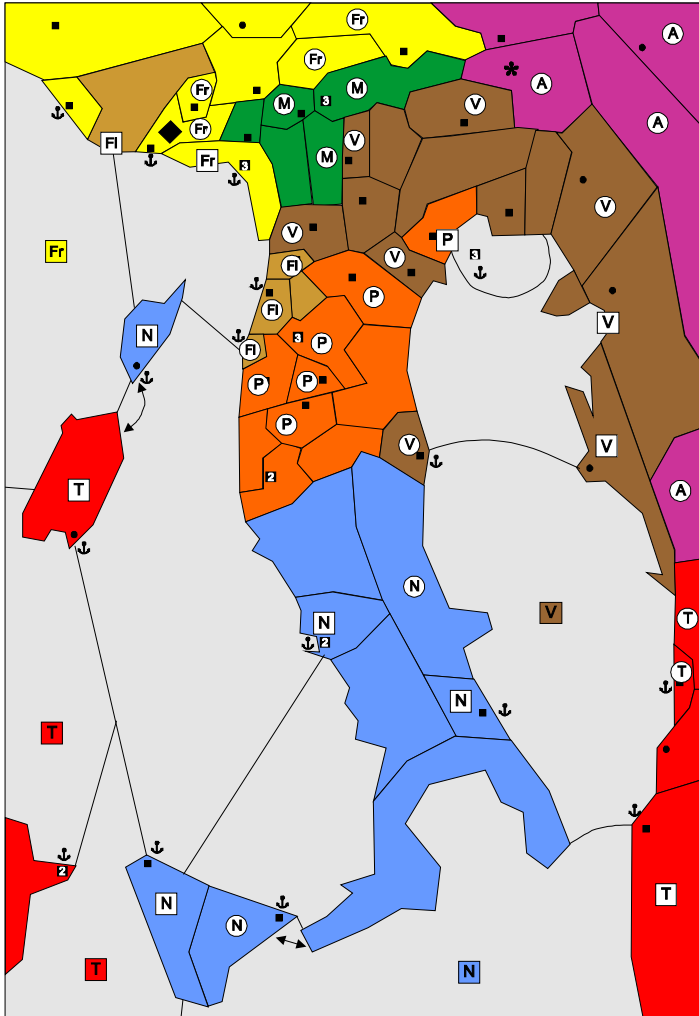
Variable income die roll was 1.

	Var	Prov	Seas	Cities	Gross	Treas	Total
AUS	1	5	0	2	8	5	13
FLO	2	5	0	3	10	16	26
FRA	1	9	1	9	20	12	32
MIL	2	5	0	5	12	2	14
NAP	1	9	1	6	17	1	18
PAP	2	9	0	9	20	7	27
TUR	1	6	2	6	15	0	15
VEN	4	14	1	13	32	6	38

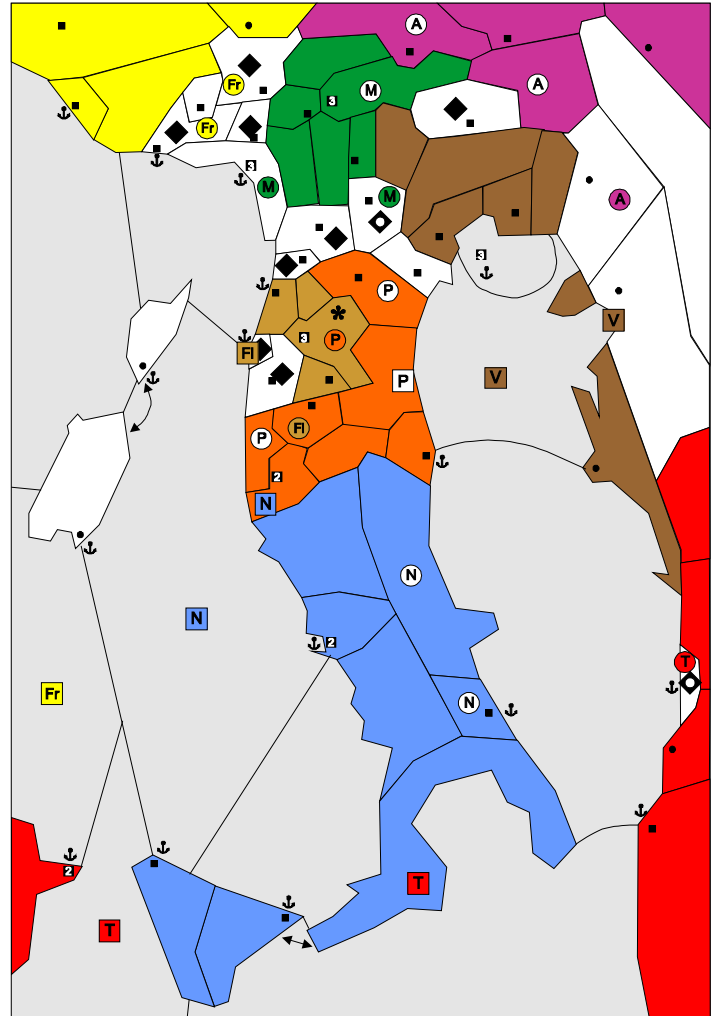
Game Summary

	1454	1455	1456	1457	1458
Austria:	3	5	6	2	2
Florence:	3	5	6	4	3
France:	3	2	4	6	7
Milan:	3	4	3	2	3
Naples:	4	5	5	5	5
Papacy:	4	3	3	6	6
Turks:	3	4	4	5	5
Venice:	4	5	6	11	11

"Feral Dogs"



Citizen Dog



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

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

Citizen Dog
Summer 1454

Deadline for Fall 1454: 12/8 Tuesday

The web is tangled in the south as the Pope invades Florence, Naples invades the Papacy with Florentine help, and the Turks invade Naples. Meanwhile in the north, Austria, Milan, and France all peacefully graze on the neutrals.

Orders

- AUSTRIA A TYROLEA holds
- (Robles) A CARINTHIA supports Slavonia to Carniola
A Slavonia to CARNIOLA
- FLORENCE A PERUGIA supports Naples F Capua to Rome
- (Wilson) A Florence hold (DISLOGGED, retreat Arezzo, Piombino, Pisa, garrison, OTB)
F PIOMBINO to Sienna
- FRANCE A SWISS to TURIN
- (Scott) A Turin to SAVOY
F Gulf of Lions to WESTERN MEDITERRANEAN
- MILAN A MILAN holds
- (Giovine) A Montferrat to GENOA
A MANTUA besieges

Orders (cont.)

- NAPLES A AQUILA to Ancona
- (McConnell) A Otranto to BARI
F TYRRHENIAN SEA supports F Capua to Rome
F Capua to ROME
- PAPACY A BOLOGNA supports A Sienna to Florence
- (Martin) A Sienna to FLORENCE
A PATRIMONY to Sienna
F URBINO to Ancona
- TURKS A RAGUSA besiege
- (Wilke) F Lower Adriatic to OTRANTO
F Western Mediterranean to CENTRAL MEDITERRANEAN
- VENICE F CROATIA holds
- (Grib) F Venice to UPPER ADRIATIC

Press

Austria – Venice: No deception or bad intentions, just plain old greed.

Austria – Milan and France: Shall we continue this *menage a trois* or change positions?

Naples – Venice: Depends on the slope.

Dogpaddle

**Epoch III Hsuing-nu, Romans, and Sassanids
Deadline for Epoch IV Empire Selection: 12/8 Tuesday**

Epoch III

Gaming Through the Ages (Lewis) plays Rebellion in *Ganges Delta* (vs. Mauryans: R: 6, 2; M: 3; wins, Capital reduced to city). *HSUING-NU: Army Mongolia, Great Plain of China, Wei River* (vs. Rebels: H: 5, 3; R: 6; loses), *Wei River* (vs. Rebels: H: 4, 4; R: 2; wins, city eliminated), *Chekiang* (vs. Mauryans: H: 5, 2; M: 2; wins), *Si-Kyang* (vs. Mauryans: H: 5, 5; M: 5; H: 5, 1; H: 3; wins), *Mekong*. Points: Dominance in China (6), Presence in North Africa (2), Middle East (3), India (3), Southern Europe (3), and Southeast Asia (1), 2 cities (2), 1 sea (1), and 2 Monuments (2) for 23 points.

Zircon Utopia (Martin) plays Barbarians from the *Tibetan Plateau. Wei River* (vs. Hsuing-nu: B: 4, 1; H: 5, 2; loses). ROMANS: Plays Leader. Army and Capital *Southern Apennines* (Macedonians retreat to *Northern Apennines*), army *Northern Apennines* (vs. Macedonia: R: 6, 2, 1; M: 5; R: 6, 1, 1; M: 5; wins), *Dalmatia* (vs. Macedonia: R: 2, 2, 2; M: 1; wins, leader dies), *Pindus* (vs. Macedonia: R: 5, 1; M: 3, 2; R: 6, 1; M: 6, 2; R: 5, 4; M: 6, 3; loses), *Pindus* (vs. Macedonia: R: 6, 5; M: 4, 1; wins, Capital reduced to city), *Morea* (vs. Macedonia: R: 2, 1; M: 6; loses), *Morea* (vs. Macedonia: R: 6, 5; M: 6; R: 3, 1; M: 1; wins), fleet *Eastern Mediterranean* (vs. Snoopy’s Blanket Chasers: Z: 6, 1; S: 6; Z: 5, 1; S: 2; wins), army *Levant* (vs. Macedonia: R: 6, 2; M: 4, 2; wins), *Upper Tigris* (vs. Civil War: R: 4, 1; C: 2; wins), *Zagros* (vs. Persia: R: 5, 4; P: 6, 5; loses), *Zagros* (vs. Persia: R: 2, 1; P: 3, 1; loses), *Zagros* (vs. Persia: R: 6, 2; P: 3, 1; wins), *Eastern Anatolia* (vs. Scythians:

R: 6, 5; S: 4; wins), *Persian Plateau* (vs. Civil War: R: 5, 3; C: 5; R: 6, 2; C: 6; R: 2, 1; C: 6; loses), *Persian Plateau* (vs. Civil War: R: 4, 1; C: 6; loses), *Persian Plateau* (vs. Civil War: R: 5, 2; C: 3; wins, city eliminated), *Persian Salt Desert* (vs. Aryans: R: 6, 2; A: 5; wins), *Lower Indus* (vs. Civil War: R: 2, 1; C: 3; loses), *Lower Indus* (vs. Civil War: R: 2, 1; C: 6; loses), *Lower Indus* (vs. Civil War: 5, 1; C: 2; wins), *Upper Indus* (vs. Persia: R: 1, 1; P: 4+1; loses), *Upper Indus* (vs. Persia: R: 3, 2; P: 6+1; loses), *Upper Indus* (vs. Persia: R: 5, 4; P: 3+1; wins), *Ganges Valley* (vs. Persia: R: 6, 6; P: 2; wins). Builds Monument *Southern Apennines*. Points: Dominance in Middle East (6), India (6), and Southern Europe (6), Presence in China (3), 1 Capital (2), 2 cities (2), 1 Sea (1), and 5 Monuments (5) for 31 points.

The Go Masters (Carl) MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. SASSANIDS: Army and Capital *Zagros* (Romans retreat *Upper Tigris*), army *Persian Plateau* (vs. Romans: S: 3, 3; R: 6; loses), *Persian Plateau* (vs. Romans: S: 6, 4; R: 1; wins), *Eastern Anatolia* (vs. Romans: S: 3, 1; R: 3; S: 4, 1; R: 3; wins), *Upper Tigris* (vs. Romans: S: 1, 1; R: 3; loses), *Upper Tigris* (vs. Romans: S: 5, 4; R: 2; S: 5, 2; R: 3; wins), *Hindu Kush* (vs. Persians: Treachery wins), fort *Hindu Kush*, army *Levant* (vs. Romans: S: 3, 1; R: 1; wins). Builds Monument *Zagros*. Points: Dominance in Middle East (6), Presence in India (3), 2 Capitals (4), 1 city (1), and 4 Monuments (4) for 18 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Andy Lewis	Gaming Through the Ages (Purple)	20	44
Joe Carl	The Go Masters (Black)	21	33
Chris Geggus	The Triffids (Green)	21	41
Dan Eisenhut	Snoopy’s Blanket Chasers (Orange)	27	54
Dennis Cain	Impending Ascension (Red)	29	50
Brad Martin	The Zircon Utopia (Blue)	35	59

Notes

Will Paul Bolduc please submit standby orders for Impending Ascension. Dennis Cain is about to let his subscription expire.

Final Positions

Snoopy’s Blanket Chasers: Fleet *Red Sea*. SCYTHEANS: Armies *Caucuses* and *Western Anatolia*. MACEDONIA: Army and city *Shatts Plateau*, armies *Danubia, Nile Delta, Nubia, and Palestine*.

Impending Ascension: PERSIANS: Army and fort *Hindu Kush*. MAURYA: Two armies and fort *Irrawaddy*, armies *Eastern Deccan, Malayan Peninsula, Sumatra, and Szechuan*.

The Zircon Utopia: Fleet *Eastern Mediterranean*. INDUS VALLEY: Armies *Western Deccan, Eastern Ghats, and Ceylon*. CIVIL WAR: Army *Arabian Peninsula*. CHOU DYNASTY: Army and city *Yellow River*, armies *Tarim Basin, and Yangtse Kian*. ROMANS: Army, Capital, and Monument *Southern Apennines*, army, city, and Monument *Pindus*, armies *Northern Apennines, Dalmatia, Morea, Persian Salt Desert, Lower Indus, Upper Indus, and Ganges Valley*.

The Go Masters: ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*. MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. SASSANIDS: Army, Capital, and Monument *Zagros*, army and Monument *Upper Tigris, Eastern Anatolia, and Persian Plateau*, army and fort *Hindu Kush, army Levant*.

The Triffids: GREEK CITY STATES: Army, city, and fort *Crete*, two armies *Balkans*. CELTS: Army and Monument *Central Europe*, armies *Northern Gaul, Albion, Central Massif, Pyrenees, and Dneipr*.

Gaming Through the Ages: Fleet *Western Mediterranean*. ARYANS: Two armies *Turanian Plain*. CARTHAGINIA: Armies *Libya, Southern Iberia, and Western Iberia*. NILE KINGDOM: Army, city, and fort *Upper Nile*. HSUING-NU: Army and Monument *Wei River*, armies *Mongolia, Great Plain of China, Chekiang, Si-Kyang, and Mekong*.

Your event cards are: _____

Epoch IV Empire Draw

Your Empire is: _____

Rock Hound
Operations Rounds 6.1 and 6.2
End of Game Statements due: 12/8 Tuesday

Operations Round 6.1

LE Tug (5/4) moves H6 – H5, pick up I60, G6, pick up I40 and N50, G7 pick up R60, H6 and deliver for \$220. Tug (6/5) moves H6 – I7, picks up R50, I8, pick up N60, H7, picks up N60 and N10, G7, picks up N10, H6, and deliver for

\$230. Pays out full dividends. Stock price increases to \$50. Due Unto Others receives \$135, ANUS receives \$270, and LE receives \$45.

Operations Round 6.2

TSI Tug (5/4) moves K4 – J4, picks up N60, J3, picks up N60, K3, picks up R60, L3, picks up R60, M3, refuels, L2 – K1 – J1, and deliver for \$280. Pays out full dividends. Stock price increases to \$386. Due Unto Others receives \$28, Errol's Outfit receives \$84, ANUS receives \$28, BORG Mining receives \$112, and Blue Sky Mining receives \$28.

RU buys a Scout (9/5) for \$500. No income, so stock price drops to \$225.

AL Tug (6/5) moves M3 – L2, pick up 2 N60, M2, pick up 2 N60, N1, pick up N20, O1 and deliver for \$310. Scout (8/4) moves H4 – I5 – J6 – J7, pick up I50, J6, pick up N20, I5 – I4 – H3, picks up R60 and N60, H4, and deliver for \$190. Pays full dividends. Stock price increases to \$245. Due Unto Others receives \$50, Errol's Outfit receives \$100, Carved in Stone receives \$100, ANUS receives \$150, BORG Mining receives \$50, and Blue Sky Mining receives \$50.

MM buys Scout (9/5) from RU for \$1. No income, so stock price drops to \$152.

VP Tug (5/4) moves D7 – C7, picks up N50, I30, C6 – D5, picks up R70, E4, picks up R60, D4 and delivers for \$250. Full dividends are paid. Stock price increases to \$185. Due Unto Others receives \$50, Carved in Stone receives \$150, ANUS receives \$25, and VP receives \$25.

RCC Scout (7/3) moves F9 – G8 – H7 – I7 – J7 – K7, picks up I40, K8, picks up I40 and N10, J9 and delivers for \$110. Scout (8/4) moves F9 – E8, picks up N20

and N10, F8 and explore (N20/60, N10/50), G8 and explore (N20/60), picks up N20, H8 and deliver with transshipment point for \$150. Scout (8/4) moves F9 – E8 – E7 and explore (R20/50, N10/50), picks up R20, F7 and explore (I40/50, N20/60), picks up I40 and N20, F8 – G8 – H8 and deliver with transshipment point for \$160. Earnings are \$420 plus \$40 in exploration fees. Full dividends are paid. Stock price increases to \$99. BORG Mining receives \$210.

OPC Scout (9/5) moves J9 – J8 – I7, picks up I40, I6, Picks up I40, H5 – G5, picks up N10, G6, picks up I40, G7 – H7 – H8 and deliver with transshipment point for \$210. Scout (7/3) moves J9 – I8, picks up N60, I7 – J7 – K6 – L6, picks up N60, L7, picks up I50, M7 and deliver for \$190. Tug (5/4) moves J9 – K8 – L8, picks up I40, L7 – M7, refuels, N7, picks up N20, O7, picks up I40, O6 and deliver with transshipment point for \$170. Total earnings are \$570. Full dividends are paid. Stock price increases to \$87. Errol's Outfit receives \$228, Carved in Stone receives \$171, and OPC receives \$57.

LE Tug (5/4) moves H6 – H5, pick up I60, G6, pick up N50, G7 pick up R60 and N10, H6 and deliver for \$200. Tug (6/5) moves H6 – I7, picks up R50, I8, pick up N60, H7, picks up N60 and N10, G7, picks up N10, H6, and deliver for \$230. Pays out full dividends. Stock price increases to \$65. Due Unto Others receives \$129, ANUS receives \$258, and LE receives \$43.

71	80	90	101	113	126	140	155	171	188	206	225 Stock RU	245 Stock AL	266	288	311	335	360	386 Stock TSI	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 Stock RCC	111	124	138	153	169	186	204	223	243	264							
46	53	60	68	77	87 Stock OPC	98	110	123	137	152 Stock MM	168	185 Stock VP										
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 Stock LE																

67 Par LE	77 Par RU	88 Par RCC	100 Par TSI	125 Par AL
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Players

Player Name	Player Faction Name	Cash	Assets
Sean Cousins	Due Unto Others	\$1282	3 shares MM, 1 share TSI, 1 share RU, 2 shares VP, 3 shares LE, 1 share AL
Bill Scharf	Errol's Outfit	\$1472	3 shares TSI, 1 share MM, President's Share OPC, 2 shares OPC, 2 shares AL
Dennis Cain	Carved in Stone	\$1455	President's Share VP, 4 shares VP, 1 share RU, 3 shares OPC, 2 shares AL
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$1118	President's Share LE, 1 share TSI, 1 share VP, 4 shares LE, President's Share AL, 1 share AL
Caleb Cousins	BORG Mining Collective	\$1865	President's Share TSI, 2 shares TSI, 2 shares RU, President's Share RCC, 3 shares RCC, 1 share AL
Andy Lewis	Blue Sky Mining	\$1185	President's Share RU, 4 shares RU, 1 share TSI, President's Share MM, 3 shares MM, 1 share AL

Corporations

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims
TSI	BORG Mining Collective	\$1046	Tug (5/4)	1	2	4
RU	Blue Sky Mining	\$81		1	1	5
AL	ANUS	\$532	Tug (6/5), Scout (8/4)	3	3	4
MM	Blue Sky Mining	\$46	Scout (9/5)	1	1	2
VP	Carved in Stone	\$668	Tug (5/4)	2	1	1
RCC	BORG Mining Collective	\$119	Scout (7/3), Scout (8/4), Scout (8/4)			
OPC	Errol's Outfit	\$88	Tug (5/4), Scout (7/3), Scout (9/5)	2	3	5
LE	ANUS	\$230	Tug (5/4), Tug (6/5)	1	1	3

The Final Tally

	Due Unto Others	Errol's Outfit	Carved in Stone	ANUS	BORG Mining	Blue Sky Mining
Cash	1282	1472	1455	1118	1865	1185
TSI (\$386/share)	386	1158	0	386	1544	386
AL (\$245/share)	245	490	490	735	245	245
RU (\$225/share)	225	0	225	0	450	1350
VP (\$185/share)	370	0	1110	185	0	0
MM (\$152/share)	456	152	0	0	0	760
RCC (\$99/share)	0	0	0	0	495	0
OPC (\$87/share)	0	348	261	0	0	0
LE (\$65/share)	195	0	0	390	0	0
Total	3159	3620	3541	2814	4599	3926

Congratulations to BORG Mining Collective on their victory. The asteroid belt has been assimilated.

Running Dogs

Turn 8 Nexus to Bidding

Turn 8 Bidding and Movement due: 12/8 Tuesday

Players

ATREIDES	Paul Bolduc	BENE GESSERIT	Kevin Wilson
BENE TLEILAXU	Andy York	EMPEROR	Andy Lewis
FREMEN	Dennis Cain	GUILD	Brad Martin
HARKONNENS	Steve Koehler	IXIANS	Bill Scharf
LANSRAAD	Stuart Tucker	GAME MASTER	Chris Hassler

Addendum

In the combat last turn between the Emperor and the Harkonnens, as part of the Harkonnen victory, he was able to kidnap Captain Aramsham.

Nexus

The Bene Gesserit, Emperor, and Lansraad reaffirm their alliance.

The Fremen and Ixians likewise reaffirm theirs. No other alliances were made.

Spice Blow

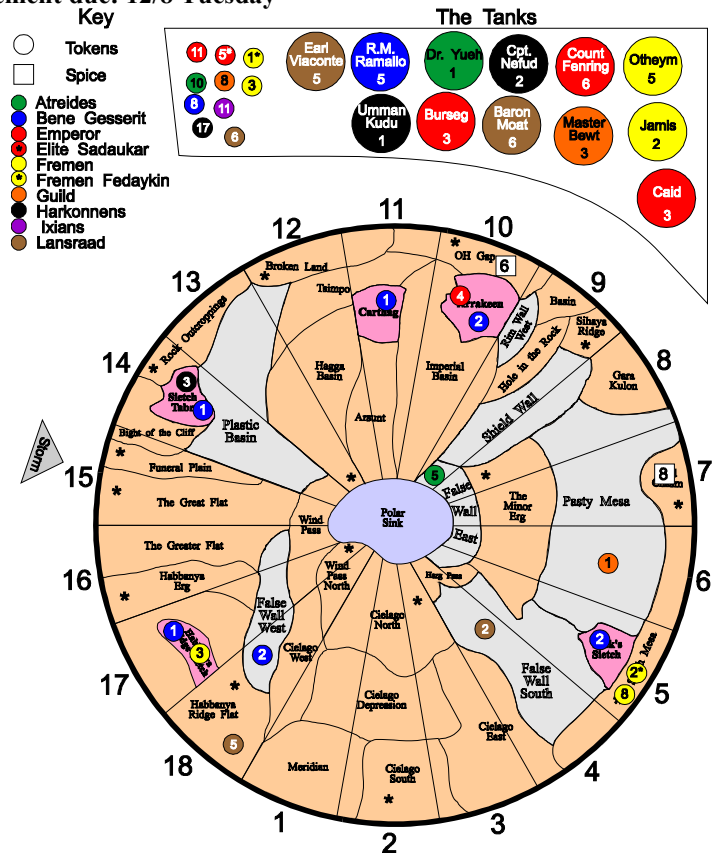
8 spice in the Red Chasm

Bidding

CHOAM Charity recipients: Bene Gesserit.

6 cards are available for bid. Eligible bidders are: Atreides (2 cards), Emperor (2 cards), Fremen (2 cards), Guild (2 cards), Harkonnens (5 cards), Lansraad (2 cards).

Cards are: _____



Notes

Open standby call for the Fremem. Dennis Cain is about to let his subscription expire.

Final Positions

Atreides: 10 tokens and Dr. Yueh in the tanks, 5 tokens False Wall East (9), 5 tokens off-planet

Bene Gesserit: 1 token Sietch Tabr, 1 token Carthag, 2 tokens Tuek's Sietch, 2 tokens Arrakeen, 1 token Habbanya Ridge Sietch, 2 tokens False Wall West (18), 8 tokens and Reverend Mother Ramallo in the tanks, 3 tokens off-planet

Bene Tleilaxu: _____ traitors, no traps

Emperor: 4 tokens Arrakeen, 16 tokens (5 Elite Sadaukar), Count Fenring, Caid, and Burseg in the tanks

Fremem: 3 tokens Habbanya Ridge Sietch, 10 tokens (2 Fedaykin) South Mesa (5), 3 tokens Southern Hemisphere, 4 tokens (1 Fedaykin) Otheym, and Jamis in the tanks

Guild: 1 token Pasty Mesa (6), 8 tokens and Master Bewt in the tanks, 11 tokens off-planet

Harkonnens: 17 tokens, Umman Kudu, and Captain Nefud in the tanks, 3 tokens Sietch Tabr

Ixians: 11 tokens in the tanks, 9 tokens off-planet

Lansraad: 2 tokens False Wall South, 5 tokens Habbanya Ridge Flat (18), 7 tokens off-planet, 6 tokens, Earl Viaconte, and Baron Moat in the tanks

Your cards: _____

Your spice: _____

Lupine**Turn 3 Media Tokens and Campaign Days****Turn 3 Opinion Polls and Campaign Results due: 12/8 Tuesday**Media Tokens

SPD buys a media token in Hamburg (500 DM)

Grüne buys a media token in Neidersachsen (500 DM)

CDU buys a media token in Hamburg (500 DM)

FDP buys a media token in Saarland (500 DM)

SPD buys a media token in Hamburg (500 DM)

Grüne buys a media token in Saarland (500 DM)

CDU buys a media token in Saarland (500 DM)

FDP passes

CDU changes Gewerkschaft to Steuersenkung JA

FDP changes 35-Stunden-Woche NEIN to §218 JA

SPD changes the issue in Hamburg to §218 NEIN

Campaign Days

SPD buys 1 campaign day in Neidersachsen, and 4 each in the other regions (1300 DM)

Grüne buys 4 campaign days in Neidersachsen (400 DM)

CDU buys 4 campaign days in Hamburg and 1 in Bremen (500 DM)

FDP buys 4 campaign days each in Saarland and Hamburg (800 DM)

The Parties

<u>CDU</u>		<u>Grüne</u>	
Player:	Caleb Cousins	Player:	Brad Martin
Campaign Days:	0	Campaign Days:	5
Media:	2	Media:	1
Conferences:	2 Special	Conferences:	2 Special
Platform:	<u>Freugeutliche Grundordnung</u>	Platform:	Regular
	Atomkraft NEIN		<u>Umweltshutz</u>
	NATO NEIN		§218 JA
	Steuersenkung JA		Atomkraft NEIN
	Gewerkschaft		Steuersenkung JA
			Gewerkschaft

<u>FDP</u>		<u>SPD</u>	
Player:	Andy York	Player:	Andy Lewis
Campaign Days:	3	Campaign Days:	2
Media:	0	Media:	0
Conferences:	Special	Conferences:	2 Special
	Regular		Regular
Platform:	<u>Marktwirtschaft</u>	Platform:	<u>Gewerkschaft</u>
	35-Stunden-Woche JA		35-Stunden-Woche JA
	NATO NEIN		NATO JA
	Steuersenkung NEIN		§218 NEIN
	Atomkraft JA		Atomkraft JA

The ProvincesNeidersachsen

	CDU	Grüne	FDP	SPD
Campaign Days	0	10	0	1
Vote Share	1	5	0	49
Media Tokens	0	3	0	2
Trend	0	0	+1	+1

Issues: NATO JA
35-Stunden Woche JA
§218 NEIN
Steuersenkung NEIN

Mandate Range: 6-11

Saarland

	CDU	Grüne	FDP	SPD
Campaign Days	10	0	0	8
Vote Share	5	5	0	0
Media Tokens	2	1	1	0
Trend	+2	0	+1	-1

Issues: NATO NEIN
Atomkraft NEIN
Steuersenkung JA

Mandate Range: 4-9

Bremen

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

Issues: Marktwirtschaft
§218 JA

Mandate Range: 1-6

Available Issues

Steuersenkung JA	Gewerkschaft
Atomkraft NEIN	35-Stunden-Woche NEIN
Umweltschutz	Umweltschutz
Atomkraft NEIN	Steuersenkung JA
Steuersenkung JA	Gewerkschaft
Freigeutliche Grundordnung	Freigeutliche Grundordnung
NATO NEIN	§218 JA

Order for turn 3 is: SPD, Grüne, CDU, FDP

Your cash: _____

Available Ministers: _____

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	4	0	0	8
Vote Share	0	0	0	0
Media Tokens	1	0	0	2
Trend	0	0	0	0

Issues: §218 NEIN

Mandate Range: 2-7

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	1	1
Party Bases	11	6	14	13
Votes	134	156	700	720

Issues: Atomkraft JA (x2), Steuersenkung NEIN, 35-Stunden-Woche JA

Sun Dog

Turns 17.4 to 19.4

Turns 19.5 to 21.5 due: 12/8 Tuesday

Turn 17

	Starting Location	Die Roll	Ending Location	Notes
vRE	Earth	1, 3	Jupiter Research Lab	Red Shift: O2 leak, advance to next research lab and pay the owner (the bank, in this case), \$500 for repairs. Buys for \$350
LRI	Miranda	1, 5	Blank Dot 6	6 fuel used
RD/RSE	Uranus Space Dock	5, 6	Charon	Owes \$435 rent to vRE, may purchase from vRE for \$300

Turn 18

	Starting Location	Die Roll	Ending Location	Notes
TE	Larissa	4, 4;2, 4	Despina	8 fuel used, gains \$100, bypasses Naiad, buys Despina for \$195, places a fuel station, and refuels.
Century 22	Moon	1, 5	Io	6 fuel used, owes \$270 rent to Tiger Economic
SSU	Neptune Research Lab	5, 6	Moon	Gains \$500 from passing Earth, owes \$1000 rent to Century 22, sells fuel station for \$500.
vRE	Jupiter Research Lab	2, 4	Jupiter Space Dock	Buys for \$350
LRI	Blank Dot 6	3, 3;3, 5	Blank Dot 10	Gains \$100, bypasses Charon
RD/RSE	Charon	2, 6	Blank Dot 10	8 fuel used

Turn 19

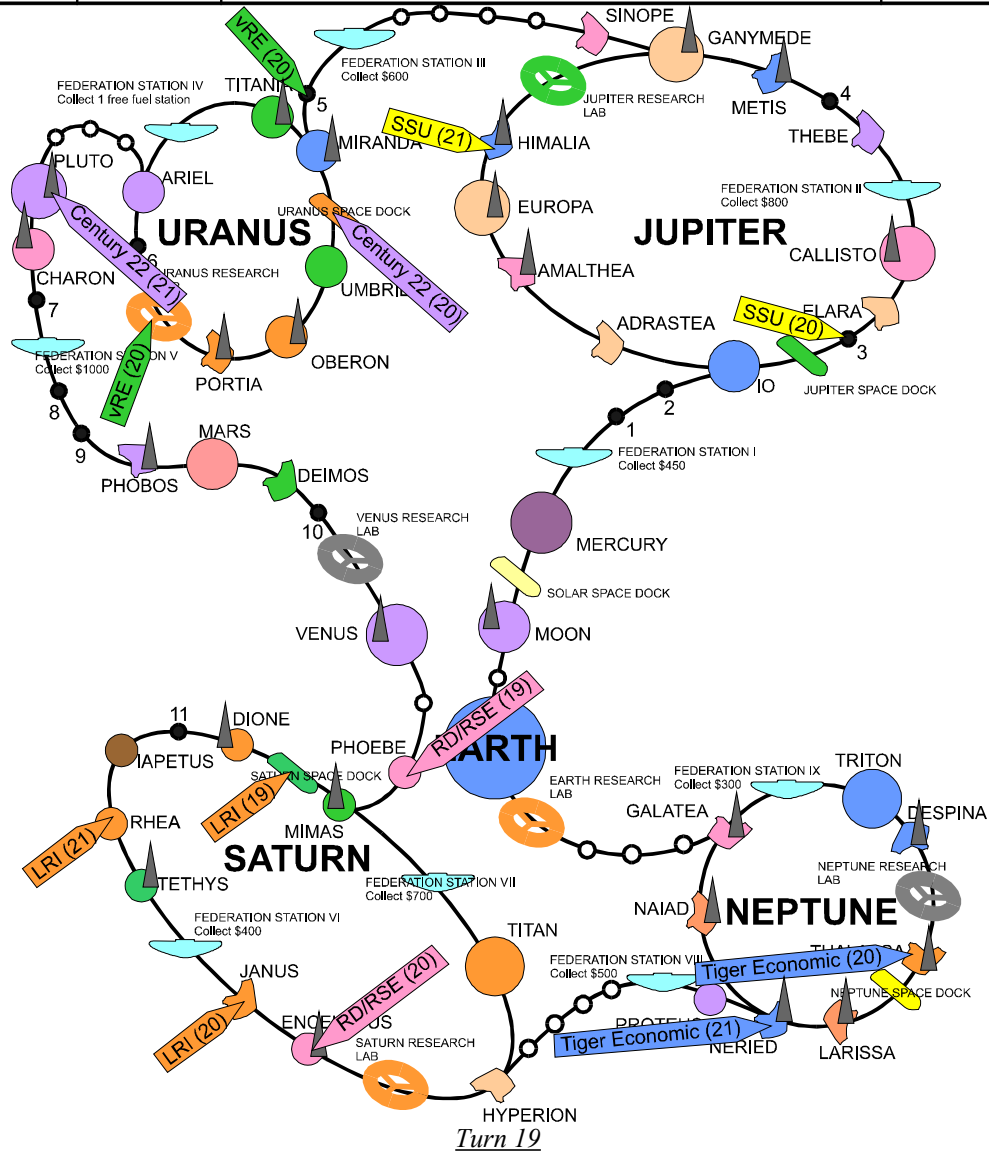
	Starting Location	Die Roll	Ending Location	Notes
TE	Despina	2, 3	Nereid	5 fuel used, refuels to full
Century 22	Io	2, 6	Metis	8 fuel used, owes \$110 to rent Tiger Economic
SSU	Moon	1, 2	Federation Station I	3 fuel used, gains \$450
vRE	Jupiter Space Dock	2, 5	Metis	Owes \$110 rent to Tiger Economic

Notes

Will Phil Reynolds please submit standby orders for Red Dog/Red Shift Enterprises. Dennis Cain is about to let his subscription expire.

The Players (After Turn 19.4)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda, Nereid, Triton	2	25	3130
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Proteus, Venus	1	11	1535
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Neptune Space Dock	1	20	665
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Diemos, Mimas, Tethys, Saturn Space Dock, Jupiter Research Lab, Jupiter Space Dock	3	25	2630
Lunar Rendezvous, Inc. (Orange)	Andy Lewis	Portia, Dione, Saturn Research Lab, Thalassa, Naiad, Larissa, Earth Research Lab, Uranus Space Dock, Uranus Research Lab, Oberon	0	12	1660
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea, Sinope, Charon	0	17	815



	Starting Location	Die Roll	Ending Location	Notes
LRI	Blank Dot 10	1, 6	Saturn Space Dock	Owes \$120 rent to vRE
RD/RSE	Blank Dot 10	2, 2	Phoebe	Gains \$100, buys for \$200.

Turn 20

	Starting Location	Die Roll	Ending Location	Notes
TE	Nereid	1, 2	Thalassa	3 fuel used, \$195 rent owed to LRI
Century 22	Metis	4, 6	Uranus Space Dock	10 fuel used, \$50 rent owed to LRI
SSU	Federation Station I	2, 3	Blank Dot 3	
vRE	Metis	3, 5	Blank Dot 5	8 fuel used
LRI	Saturn Space Dock	2, 5	Janus	Buys for \$210.
RD/RSE	Phoebe	4, 6	Enceladus	10 fuel used, buys for \$750 (\$250 plus \$500 for the fuel station), refuels to full

Turn 21

	Starting Location	Die Roll	Ending Location	Notes
TE	Thalassa	1, 6	Nereid	7 fuel used, refuels to full
Century 22	Uranus Space Dock	4, 6	Pluto	Buys Pluto for \$925 (\$425 plus \$500 for fuel station), refuels to full
SSU	Blank Dot 3	3, 6	Himalia	\$155 rent owed to TE
vRE	Blank Dot 5	1, 6	Uranus Research Lab	\$430 rent owed to LRI
LRI	Janus	2, 2; 1, 6	Rhea	4 fuel used, gains \$100, bypasses Titan, buys Rhea for \$300.

Pooch

Turn 7

Turn 8 due: 12/8 Tuesday

Addendum

Last turn I made a mistake in granting the Dutch political control over G. Since the Portuguese have as many colonists as they do, this blocks political control from being established. The Dutch treasury has been adjusted accordingly.

Planning

Dutch maintain 5 ships (\$20) and buy 5 soldiers (\$50) for \$70.
English maintain 6 ships (\$24) and buy 8 soldiers (\$80) for \$104.
French maintains 3 ships (\$12), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.
Portuguese maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
Spanish maintains 2 ships (\$8), buys 4 ships (\$48) and 4 soldiers (\$40) for \$96.
Swedes maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

Outbound Naval Movement

Dutch move to J. Dice: 4, 5, 5, 6. No losses.
English move to X. Dice: 1, 2, 3, 5, 6. No losses.
French move to N. Dice: 1, 3, 4, 4. Loses 1 colonist and 1 soldier.
Portuguese move to K. Dice: 1, 5, 5. Loses 1 colonist.
Spanish move to W. Dice: 2, 3, 3, 3, 4. No losses, drop off 4 colonists and 4 soldiers. Move to M. Dice: 1, 2, 2, 3. No losses.
Swedes move to D. Dice: 2, 3, 6. No losses.

Discovery

No new mines discovered.

Mining

Spain mines one bar in M. **French** mine one bar in N. **English** raid 3 gold bars in X.

Land Movement

Spanish move 1 gold bar from M to anchorage dot, 2 soldiers from Y to Z (It is a climate 3 area with one site and one native), 3 colonists from W to Y, and 4 soldiers and 4 colonists from anchorage dot to W.
English move 3 gold bars from X to fleet, 3 soldiers and 6 colonists from X to T (it's a climate 3 area with one site), 2 colonists and 1 soldier from U to R, 4 colonists and 3 soldiers from X to W, and 8 soldiers and 4 colonists from anchorage dot to X.
French moves 1 gold bar from N to fleet, 3 soldiers and 5 colonists from Q to T, 3 soldiers and 5 colonists from N to Q, 3 colonists and 3 soldiers from anchorage dot to N.

Dutch move 1 soldier and 6 colonists from I to E, 1 soldier from J to I, 5 colonists and 4 soldiers from J to F, 1 colonist G to F, and 4 colonists and 5 soldiers from anchorage dot to J.

Swedes move 4 colonists and 2 soldiers from C to B, 4 colonists and 2 soldiers from D to C, 4 colonists and 4 soldiers from anchorage dot to D.

Portuguese moves 6 colonists from G to K, and 3 colonists and 4 soldiers from anchorage dot to K.

Combat

Spanish attack the English in W. 2 Spanish soldiers and 2 English soldiers are killed, colonists retreated to Y. **Spanish** attack the Portuguese in K. 1 Spanish and 2 Portuguese soldiers are killed. **English** attack Spanish in W. 1 Spanish soldier is killed. **English** attack French in T. 2 English and 1 French soldier are killed.

Native Combat

Spanish kill 1 native and lose 1 soldier in Z. **Dutch** kill 1 native and lose 1 soldier in E, and kill 2 natives in F.

Native Uprisings

Climate is a 5. Uprisings in B, 2 colonists killed, and E, 2 colonists killed.

Survival

Climate is a 4. **Dutch** lose 1 colonist each in E, F, and G. **Spanish** lose 1 soldier in M, and 1 soldier and 1 colonist in Y. **French** lose 1 soldier each in N and T. **Portuguese** lose 1 soldier each in K and O. **English** lose 1 soldier each in R and T.

Political Control

Dutch gain political control of F and G. **English** gain political control of R. **Spanish** lose political control of K and W and gain political control of Y.

Homebound Naval Movement

Spanish: Dice: 1, 2, 4, 6. No losses.
English: Dice: 2, 2, 4, 5, 6. No losses.
French: Dice: 1, 2, 5, 6. Loses 1 ship, including a gold bar.
Dutch: Dice: 2, 5, 6, 6. No losses.
Portuguese: Dice: 2, 3, 4. No losses.
Swedes: Dice: 2, 5, 5. No losses.

Income

Spanish: Political Control: \$90, gold: \$40, resources: \$56.
English: Political Control: \$120, gold: \$120, resources: \$60.
French: Political Control: \$90, resources: \$34.
Dutch: Political Control: \$150, resources: \$54.

Portuguese: Political Control: \$90, resources: \$64.

Swedes: Political Control: \$120, resources: \$34.

Turn 8 Initiative

Dutch, English, Portuguese, Swedes, French, Spanish

Press

Dutch – GM: Other than the French (who’ve had bad luck) and the English (with their looted treasure city) this has been a very close game!

England – France: Sorry to kick a Frenchman when he's down, but I did have better access to R. Glad there was no unnecessary bloodshed.

Portuguese – Dutch: The attack was not ill considered with your position to take that win again which was not based on money. If your losing 1 soldier to my 5 is gonna cost me, you're definitely holding to big a grudge.

Portuguese – GM: How do you manage to kill 5 of my soldiers to only 1 dutch loss?!

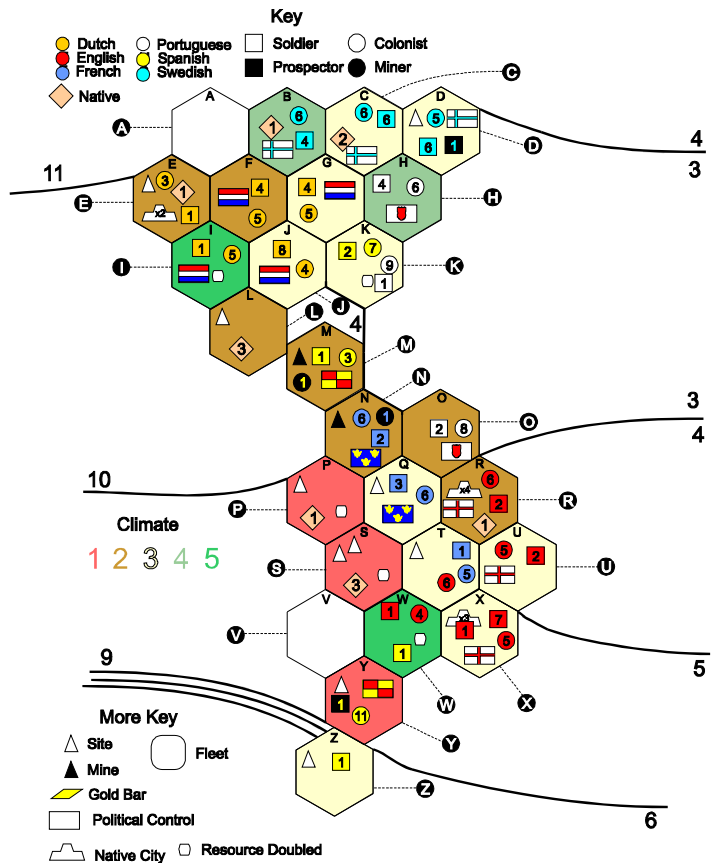
Cerberus – Portuguese: You simply had a lot of luck on your side. All bad, unfortunately.

Notes

Will Andy York please submit standby orders for the English. Dennis Cain is about to let his subscription expire.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$416	1	5	4
English	Dennis Cain	\$494	2	6	4
French	Dan Eisenhut	\$250	15	3	4
Portuguese	Andy Lewis	\$408	12	4	4
Spanish	Bob Robles	\$435	11	4	4
Swedish	Kevin Wilson	\$409	8	4	4



Dogstar

Turn 2

Turn 3 due: 12/8 Tuesday

Dark Matter Mining Corp. (Eisenhut) passes

Heavenly Bodies Development Company III (Wilson) buys a water factory (Or3, Wa5, Or5, Wa7) and moves a population over from an ore factory to man it.

ID (Scharf) buys a water factory (Or4, Wa7, Wa9) and moves a population factor over from an ore factory to man it.

Basset Base Beta (Koehler) opens the bidding on Heavy Equipment at 30 and gets it (Or3, Or3, Or4, Or4, Wa8, Wa8)

The Mystery Machine (Lewis) buys a population factor (Or2, Or3, Or5)

BarterTown III (York) buys a population factor (Wa10)

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) buys a population factor (Or3, Wa7)

Australis (Martin) buys a water factory (Wa5, Wa7, Wa9), and moves a population from an ore factory to man it.

2112 Corporation (Cain) buys a population factor (Or2, Or2, Wa6)

Notes

Will Phil Reynolds please submit standby orders for 2112 Corporation. Dennis Cain is about to let his subscription expire.

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	HBDC3	Kevin Wilson	OrF, OrF, WaF, WaF	DL	4
2	DMMC	Dan Eisenhut	OrF, OrF, WaF	Wa	4
3	COLOSSUS	Michael Lowrey	OrF, OrF, WaF, WaF		4
4	ID	Bill Scharf	OrF, OrF, WaF, WaF, WaF		4
5	Basset Base Beta	Steve Koehler	OrF, OrF, WaF	HE	4
6	The Mystery Machine	Andy Lewis	OrF, OrF, WaF, WaF		4
7	BarterTown III	Andy York	OrF, OrF, WaF, WaF		4
8	2112 Corporation	Dennis Cain	OrF, OrF, WaF, WaF		4
9	Australis	Brad Martin	OrF, OrF, WaF, WaF, WaF		3

Available Upgrades

New Arrivals: Warehouse

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	1	4
Warehouses (Wa)	25	3	2
Heavy Equipment (HE)	30	2	3
Nodules (No)	25	3	3

In the warehouse: _____

New cards: _____

Kennel Club

Initial Token Purchases, Turn 1, Phases 1 - 3

Turn 1, Phases 4 - 6 due: 12/8 Tuesday

Initial Token Purchase

Barcelona (Koehler) allocates 16 tokens

Hamburg (Martin) allocates 10 tokens

Paris (Burgdorf) allocates 16 tokens

Genoa (C. Cousins) allocates 18 tokens

London (Cowles) allocates 13 tokens

Venice (Cain) allocates 14 tokens

Turn 1

Phase 1 - Card Draw

No shortages or surpluses.

Your card is: _____

Phase 2 – Card Buys/Discards

No players eligible

Phase 3 – Card Play

None played

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	0	14	\$24	3	0		
Steve Koehler	Barcelona	0	16	\$23	5	0		
Brad Martin	Hamburg	0	10	\$30	1	0		
Martin Burgdorf	Paris	0	16	\$24	4	0		
Caleb Cousins	Genoa	0	18	\$22	6	0		
Murray Cowles	London	0	13	\$27	2	0		

Players are listed in reverse tie breaking order

Commodity Log

Commodity	Brad	Caleb	Steve	Murray	Dennis	Martin
Stone (2)	--	--	--	--	--	1
Wool (3)	--	--	--	1	--	--
Timber (4)	1	--	--	--	--	--
Grain (5)	--	--	--	--	--	--
Cloth (6)	--	1	--	--	1	--
Wine (7)	--	--	1	--	--	--
Metal (8)	--	--	--	--	--	--
Fur (9)	--	--	--	--	--	--
Silk (10)	--	--	--	--	--	--
Spice (11)	--	--	--	--	--	--
Gold (12)	--	--	--	--	--	--
Ivory (12)	--	--	--	--	--	--

Notes

Thanks to Bob Robles for his unused standby orders for London. **Will Phil Reynolds please submit standby orders for Venice. Dennis Cain is about to let his subscription expire.**

Your Cards: _____

Dog Pound

1957

1958 Orders due: 10/27 Tuesday

1957

Purchase Hardware

Australia: Buys One Person Capsule program for 18MB and Astronaut Training Program for 18MB.

AL: Buys One Person Capsule program for 18MB, 3 one-stage rockets for 9MB, and 1 orbital satellite for 1MB.

RMR: Repairs launch facility for 15MB, 1 one person capsule for 2MB, 1 one-stage rocket for 3MB, and an Astronaut Training Program for 18MB.

SLEEP: Buys One Person Capsule program for 18MB and Astronaut Training Program for 18MB.

Republic of Texas: Buys One Person Capsule program for 18MB.

Conduct Research and Development

Australia: 1: 8 rolls: 2, 2, 2, 3, 5, 5, 6, 6 = +31% to Max R&D, 8MB spent.
A: 8 rolls: 1, 2, 2, 2, 3, 5, 5, 6 = +26%, 16MB spent. a: 8 rolls: 1, 1, 3, 3, 5, 6, 6, 6 = +31%. 8MB spent.

AL: 1: 7 rolls: 2, 3, 4, 4, 5, 6, 6 = +30% to Max R&D, 7MB spent. A: 8 rolls: 1, 2, 3, 5, 5, 6, 6, 6 = +34%, 16MB spent. a: 8 rolls: 1, 2, 2, 2, 3, 5, 6, 6 = +27%, 8MB spent.

RMR: A: 8 rolls: 1, 2, 2, 3, 4, 6, 6, 6 = +30%, 16MB spent. a: 8 rolls: 3, 4, 5, 5, 5, 6, 6, 6 = +40% to Max R&D, 8MB spent.

SLEEP: a: 8 rolls: 1, 1, 3, 4, 4, 6, 6, 6 = 31 + 8 = +39%, 8MB spent. A: 8 rolls: 1, 1, 2, 2, 3, 4, 6, 6 = 25 + 8 = +33%, 16MB spent.

Republic of Texas: 1: 7 rolls: 1, 1, 1, 2, 4, 6, 6 = 21 + 7 = +28% to Max R&D, 7MB spent. A: 8 rolls: 2, 2, 3, 3, 4, 4, 4, 6 = 28 + 8 = +36%, 16MB spent. a: 8 rolls: 1, 1, 1, 3, 4, 5, 6, 6 = 27 + 8 = +35%, 8MB spent.

Declare Future Missions

Australia, AL, RMR, and Republic of Texas each declare one mission. Your mission is: _____

Missions

Rushing. SLEEP rushes by 2 months (2MB paid, -4 to safety factors of all components).

SLEEP launches an Orbital Satellite. Liftoff: 37%<69%, Earth Orbital Burn: 87%>69%. Mission failure. +1% to 1 and A, -3MB to budget.

Republic of Texas launches an Orbital Satellite. Liftoff: 19%<61%, Earth Orbital Burn: 08%<95%, Earth Orbital Activities: 36%<95%. Mission success. +1% to 1 and A, +16MB to budget.

Australia launches an Orbital Satellite. Liftoff: 91%>58%. Mission failure. +1% to A, -3MB to budget.

Players

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
Budget (1957)	73	63	32	46	84
Cash	1	7	4	12	21
1-Orbital Satellite		0 / 73%	1 / 95%	2 / 95%	0 / 96%
2-Interplanetary Satellite					
3-Lunar Probe					
4-Docking Module					
A-One Stage Rocket	2 / 61%	0 / 73%	1 / 59%	4 / 77%	0 / 62%
B-Two Stage Rocket					
C-Three Stage Rocket					
D-Liquid Fuel Strap-ons					
F-Kicker					
G-"Mega" Stage Rocket					
EVA Suits					
a-One Person Capsule	2 / 80%	1 / 66%	1 / 41%	1 / 37%	1 / 45%
b-Two Person Capsule					
c-Three Person Capsule					
d-Two Person Module					
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	65%	65%	65%	65%
Launch Facilities	1	1	1	1	1

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Astronauts	1	1	1		

Astronauts are

Australia: True Blue

RMR: Red Grange

SLEEP: Groucho

1958

Draw Event Cards

Republic of Texas: Major media event. Gain 6MB cash, +5MB to budget.

RMR: Government Order: Next launch must be manned. +20MB to budget if accepted, -15MB if declined.

SLEEP: Scientific Breakthrough. +17% (6 dice) on one-person capsule. +10MB to budget.

AL: Computer Breakthrough. Increase Max R&D and Max Safety on Interplanetary Probe and Interplanetary Satellite by 5% each. +15MB to budget.

Australia: Rocket fuel explosion. Only one launch allowed this turn. +25MB to budget.

Will Phil Reynolds please submit standby orders for RMR. Dennis Cain is about to let his subscription expire.

Final Positions

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
1958 Budget	73	63	32	46	84
Cash	1	7	4	12	27
1959 Budget	93 or 58	73	70	61	89

RMR is Red Moon Rising

AL is the Alliance for the Development and Exploration of Time and Space for the Advancement and Betterment of All Mankind.

SLEEP is Some Launches Establish Extreme Parameters

Notes

In the Doghouse with Marmaduke

Sorry for the hiatus. Life got a little crazy and I was missing many moves which I didn't get replacements for. Also, deleted doghouse stuff off my hard drive which gave me a heart attack for about 4-5 days before I found a lost back-up disk to allow me to recreate the game boards. Actually, I still missing a bunch so Scooby is being handled by flyer this month. Hootch and Buster are on the verge of being cancelled due to lack of interest between NMR and people dropping their subscriptions.

I won't give much news this time solely due to the late date and in-laws visiting, Sorry. I promise some for next time though.

Until next time. On with the games....

Stand-by Calls: Dennis Cain for Dave McCrumb in Coal, Open for Sean, Caleb, Dave, and Pitt in Buster, Open for Ward and Sean in Hootch - Paul has taken over Pitt's position in Hootch.

Game Openings:

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

Seidler: 4 - Kevin Wilson

Stand-bys:

Seidler: Paul Bolduc, Caleb Cousins, Chris Geggus

AOR: Chris Geggus

Hootch

GM: Andy Lewis

Deadline for Turn 16.3 to 17.3 is December 4, Friday

Paul Bolduc has taken over Pitt's position.

Cards After 16.2

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

Longest Trade Route: Paul.

Largest Knight Force: No one.

Open Trade Offers

Ward: Will give 1O for 1L or 1W

Sean: Will give 2G for 1L

Chris: None

Paul: None

Turn 16 Production Die Rolls

Sean's player-turn: 11

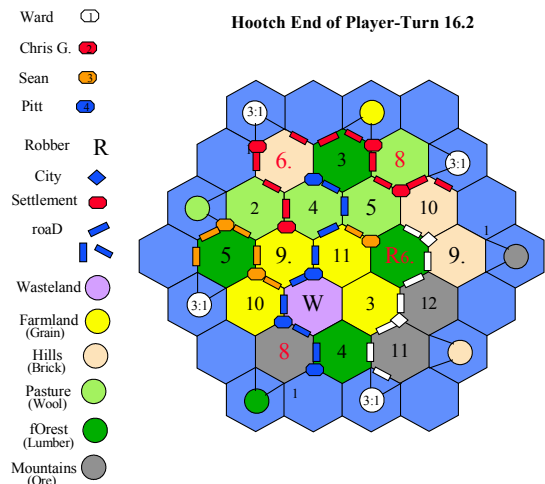
Paul's player-turn: 7

Turn 17 Production Die Rolls

Ward's player-turn: 3

Chris's player-turn: 4

Sean's player-turn: 7



Benji

Turns 11.3

GM: Andy Lewis

Deadline for End of Game Statements is December 4, Friday

Turn 11

Brad's player-turn

Production: Ore (Brad[x3], Chris G.), Wool (Caleb, Brad[x2])

Trades: None

Actions: Builds city at M2/M4/H9 and road at M4/H9. Reveals Cathedral to win

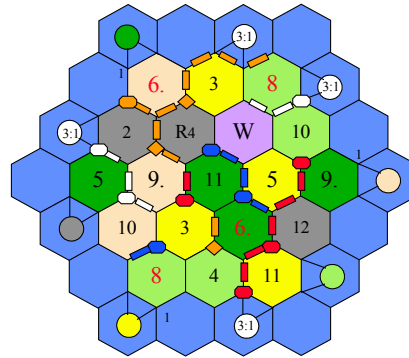
Longest Trade Route: Brad.

Largest Knight Force: No one.

Final Standings: Brad (10 VP), Caleb (4 VP), Bill and Chris G (3 VP)

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

Benji End of Game



Scooby

GM: Andy Lewis

Deadline for Turn 4, Phase 7 and Turn 5, Phases 1-3 is July 31, Friday

Player	Country	Cards	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Sean Cousins	Barcelona (5)	13, ii11, ii40	100	--	110	5	14	10	I, E, N, R, F, S
Caleb Cousins	Venice (2)	ii1, ii23, ii39, ii2, ii12, ii16	20	--	117	1	16	10	I, F, R, A, V, H, S
Pitt Crandlemire	Genoa (4)	19, ii41, ii20, ii33	100	--	69	6	9	6	A, N, E, R, V
Paul Bolduc	Paris (6)	11, ii10, ii12	60	--	70	3	8	6	I, E, R, S, A, N, V
Dennis Cain	Hamburg (1)	ii36, ii6	50	--	75	2	10	6	I, N, R, W
Bill Scharf	London (3)	20, ii37, ii18, ii22	40	--	75	2	10	6	A, V, E, I, R, N

Commodity Log

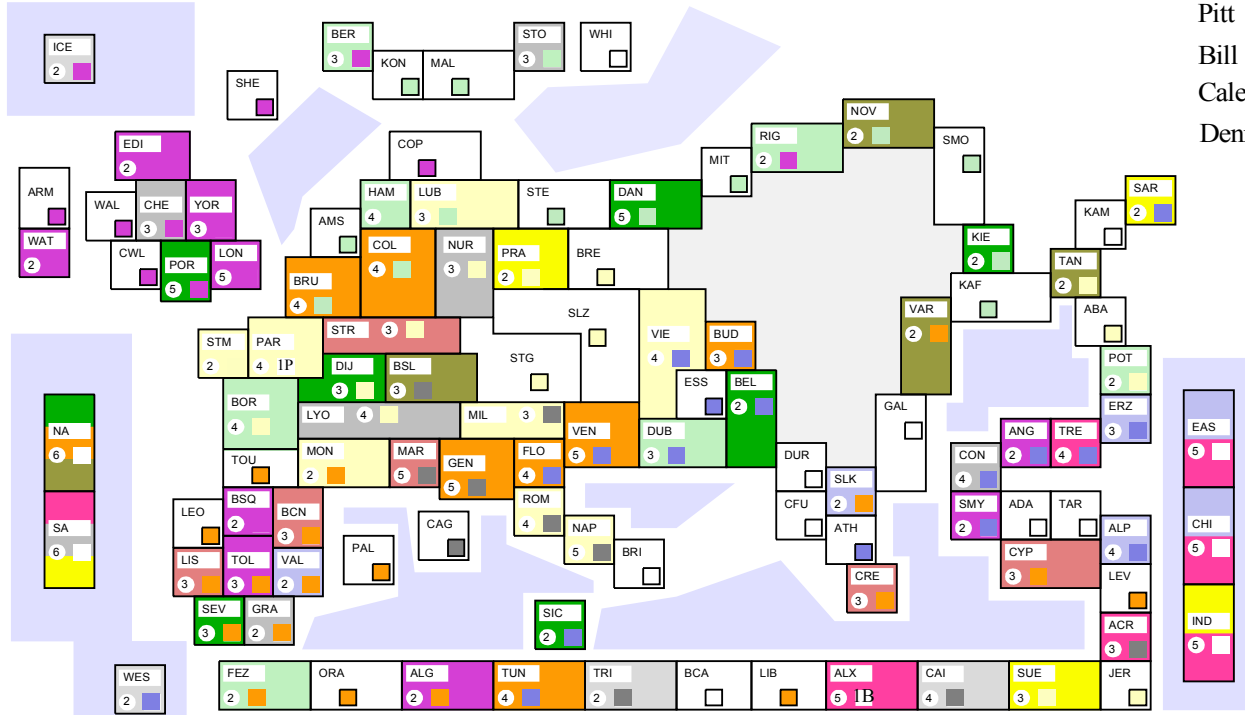
Commodity	Sean	Caleb	Pitt	Paul	Dennis	Bill
Stone (2)	1	1	3	1	1	--
Wool (3)	2	2	--	--	--	5
Timber (4)	1	1	--	2	1	2
Grain (5)	1	2	--	1	2	1
Cloth (6)	--	4	1	--	2	--
Wine (7)	4	--	1	1	--	--
Metal (8)	1	1	--	2	1	1
Fur (9)	1	--	1	1	1	--
Silk (10)	2	2	--	--	--	--
Spice (11)	1	1	1	--	--	--
Gold (12)	--	1	--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

My stand-by missed the deadline. I'm trying to get him or another stand-by to submit orders shortly. This issue's phases will be resolved as a separate mailing made in the next week or so. This game will reappear in Doghouse next issue.

Scooby through 5.3

Tie-breaking order

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



Buster

GM: Andy Lewis

Deadline for Round 9 is July 31, Friday

Team Name	Color	Owner	Record	Pts	Gls	£	Roster Changes
Desert Isles	Maroon	Caleb	5-0-3	18	22	2½	+Pilsner, -Cull, +Spitz, +Vespucci, - Flowerbed, +Datsson
Cain Insurrection	Purple	Dennis	3-1-4	13	22	5½	+Frankenstein, +Kikarski, +Van Dijk, -Allcars
Green Meanies	Green	Sean	3-4-1	10	26	8	+Ardvaark, +Badakoff, +Derriere, +Nikasov
Virginia Red Tide	Red	Dave	3-5-0	9	24	3	+Winkelpicker, +d'Arme, +Angelo, -Delarda, -Upfield, -Delion, +San Paulo, +Bortsch
Yellow Peril	Yellow	Pitt	2-4-2	8	16	7½	+Limpard, +Bogota
Brad's Aussie Duffers	Orange	Brad	1-3-4	7	12	0	+Bjanby, +Tanamera, +Custadi, +Fricassee, +Skynt

Due next month: Round 9 orders and bids on Julio Arrivedrei
Round 9:

Green Meanies at Desert Isles, B.A.D. at Virginia Red Tide, Yellow Peril at Cain Insurrection

Coal

Turn 8

GM: Andy Lewis

Deadline for Turn 9 is July 31, Friday

Player	Car	Major Sponsor	Driver	Number	Cards in Hand	Top Discard
Pitt Crandlemire	Modified Studebaker	Pink Pussycat Lounge	Anita Mann	69	Out of Race – Brake Trouble	
Dave McCrumb	Ford Thunderbird	Victoria's Secret	Leadfoot	7	46, 40, 51, 6, 11, 42, 23	32(XXX.600)
Dennis Cain	Ford Thunderbird	Texaco/Havoline	Ernie Irvan	28	Out of race - Accident	
Brad Martin	RR Silver Shadow	Australis Motors	Brad Martini	9	24, 38, 4, 44, 55, 58, 5	9(XXX.825)

Notes: Brad Martini is allowed one extra action per turn.
Turn 8 – 3 Laps (102 of 160)

Australis Motors RR takes no action (orders were for cards used last turn - no substitutes were available)..

Lap Count

Refill Phase

NMR! Victoria's Secret Ford plays 28 (3 Laps)

XXX.810

Brad Martini draws 58

Australis Motors RR plays 18 (3 Laps)

XXX.600

Leadfoot draws 23

Action Phase

Victoria's Secret no play allowed due to High in Turn

Start of Lap 108 of 160



Turn 9*Crash Ahead – 6 Laps (108 of 160)*

Both players must play any PASS card or INSIDE ADVANTAGE to miss accident; otherwise, they are out of the race.

Give orders to make lap count and actions. Will Dennis Cain please submit orders for Victoria's Secret.

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. What body of Water was originally called the Strait of the Eleven Thousand Virgins?

A1. The Strait of Magellan.

Dennis Cain receives 2 points.

Q2. What were the five tribes in the Iroquois League when it was formed around 1600?

A2. The Mohawk, Seneca, Onondaga, Oneida, and Cayuga. The league later expanded to six tribes when it admitted the Tuscarora

Caleb Cousins, Andy York, Dennis Cain, and Bob Robles each receive ½ point.

Q3. Who is the only woman in history to have married the kings of both France and England?

A3. Eleanor of Aquitaine. Her husbands became Louis VII of France and Henry II of England.

Caleb Cousins, Andy York, Brad Martin, and Dennis Cain each receive ½ point.

Q4. Who was the first living ruler to have his own face on a coin?

A4. Ptolemy I of Egypt.

No correct answers. Joe Carl receives 2 points.

Q5. Where are the pyramids of Malpighi and the pyramids of Ferrein?

A5. In the Human body -- in the kidneys.

Andy York and Dennis Cain each receive 1 point.

Current Scores

Chris Geggus	47	Pitt Crandlemire	46½
Andy York	38½	Andy Lewis	31½
Paul Bolduc	30	Dennis Cain	29½
Brendan Whyte	25	Steve Koehler	24
Caleb Cousins	21½	Bill Scharf	21
Dan Eisenhut	19½	Joe Carl	19½
Berry Renken	18	Bob Robles	14½
Brad Martin	14	Ward Narhi	11½
Tom Howell	8½	Sean Cousins	5
Debbie Osborne	4	Kevin Wilson	3½
Sigourney Street	½		

Caleb Cousins receives a free issue! Partly because he receives 5 points for his contribution, the questions for next issue.

*New Questions***Topic: Chinese History**

1. What was unique about the ruler Wu Pi?
2. What socio-economic force led to the development of the wok?
3. What were the first two commodities that China established monopolies on?
4. When Western merchant ships appeared off the coast of China, they were restricted to trading in one city only. Which city?
5. Tea is not originally from China. Whence did China get it?

Pedagoguery

In the early half of the 19th Century, astronomers knew there was something odd about the orbit of Uranus. It varied from the predictions, but there was a pattern of the variance. That variance pointed to another planet gravitationally affecting the orbit of Uranus. Two mathematician-astronomers, acting independently, calculated where this additional planet should be. The astronomers were Urbain Le Verrier from France and John Couch Adams in England. While the English were slow in following up Adams' predictions, in 1846 two observers following Le Verrier's predictions were able to locate the new planet within a half and hour of starting their search. Eventually, and after many recriminations, Adams was given co-credit for Neptune's discovery.

Neptune is a gas giant, but unlike the other three, it is believed that Neptune has the highest concentration of water in its composition. It probably has a rocky core, but the rocky constituents appear to be more spread out than in the other gas giants. It is the densest of the gas giants.

Neptune lies at a great distance from the sun. In fact, it is still 13 years short of completing its first orbit since its discovery. Such a long distance would lead you to believe that Neptune's atmosphere is quiet and serene. Quite the opposite is in fact the case. The winds in Neptune's atmosphere are in excess of 700 meters per second (2,300 feet per second), the fastest found on any planet. Voyager detected several large storms, the largest nicknamed the Great Dark Spot. Most of these storm systems are short lived. The Great Dark Spot, for example, vanished shortly after the Voyager encounter. Hubble pictures have tracked many other storms that have likewise since vanished. The distinct blue color of Neptune results from the high concentration of methane in its upper atmosphere.

Like Uranus, Neptune has an odd magnetic field. Neptune's magnetic field is tilted by 47 degrees from its rotational axis. A comparable situation on Earth would place the north magnetic pole at about the latitude of Boston. The center of the magnetic field is also well offset from the center of the planet, as with Uranus. Since the phenomenon of the magnetic dynamo that powers all planetary magnetic fields is poorly understood, no explanation exists for this behavior.

Before Voyager, Neptune was known to have at least the vestiges of rings. Some believed that it possessed only ring arcs, something which was hard to explain. Voyager found that it had complete rings. The rings appear to be more like those of Uranus than any other. They are narrow and dim. However, the outer ring showed evidence of clumping and odd particle sizes that leads scientists to believe that it could be the remnant of a moon that was pulled apart by Neptune's tides with the last few thousand years.

Prior to Voyager, Neptune was known to have two moons. Voyager added seven more to the total. The seven moons Voyager discovered are all small, rocky moons very close in to the planet. The two moons known of before Voyager are far more interesting, and hint at some cataclysmic event in Neptune's past.

The closer of the two moons, Triton, is by far the largest of Neptune's moons. Discovered within a month of the planet's discovery, Triton is the only large moon of a planet whose rotation is retrograde. In other words, Triton turns around Neptune in the opposite direction of Neptune's rotation. This means that Triton is destined to slowly spiral inwards, due to the exchange of tidal forces. Eventually, the tidal forces will pull Triton apart, resulting in a ring system which could well rival Saturn's.

Triton shows other evidence of tidal forces. Voyager saw geysers on Triton, probably composed of liquid nitrogen. A pinkish tinge surrounds the moon, a result of nitrogen frost on the surface. Strange terrain, resembling the surface of a cantaloupe melon, covers the surface of the moon. Other areas show evidence that liquid once covered parts of the moon's surface. The liquid was probably liquid nitrogen. Also, Triton has a very thin nitrogen atmosphere, probably a result of the geysers. Due to its retrograde rotation and the fact that the plane of its orbit is tilted 157 degrees from Neptune's equator, many scientists believe that Triton was captured by Neptune after their formation. Some believe that Triton is a good example of a Kuiper belt object, and would be a good preview of Pluto. Others

believe that too much rock exists on Triton. Given the current state of knowledge of the object, nobody knows for sure.

Nereid is the other Neptunian moon known before Voyager. It is also an oddity. Nereid has the greatest orbital eccentricity of any moon of any planet. At its closest approach to Neptune, it is over seven times closer than at its farthest distance. Voyager did not get a very good look at this moon, because it was at one of its farther distances during Voyager's pass. One odd coincidence is that Nereid's period around Neptune is just a few hours shorter than one year.

Next issue, we move on to Pluto and the Kuiper belt.

Machiavelli House Rules

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

Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.



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

Standby Calls

None this time. Please disregard any calls made on pages 3 through 15, except those made in "In the Doghouse". Those pages were printed before I received Dennis Cain's subscription check.