

**Notes from Hades**

**T**his year has not been kind to me with regard to computer equipment. A couple of weeks ago, I suffered a hard disk failure. This totally trashed one hard drive and scrambled my boot drive. My computer was out of commission for a week, but fortunately, most of my important information was backed up, so not much was lost.

Last night, Celeste and I saw a new play called QED. It stars Alan Alda and is about the Nobel Prize winning physicist Richard Feynman. It was quite enjoyable, and I would recommend anybody go to see it when it arrives nearby. (Los Angeles hosted the world premier of the play.) Alda played a very believable Feynman. You could tell he greatly admired Feynman, and I know he is a definite science enthusiast. It was my privilege to be at Caltech during Feynman's final years there. I met him only once, but he was quite clearly passionate about physics. He was, however, not your stereotypical socially inept scientist. He was quite an interesting and varied individual.

This issue's deadline to **Tuesday, April 24 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. **Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

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Game Openings

**Off the Leash.** Gunboat Machiavelli. This game will start when the next Machiavelli game ends. Scenario and specific rules to be determined at game start by player vote, as usual. Have 8. You are signed up if this box is checked:

**Pavlov.** Dune. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). Have Steve Koehler, Bill Scharf, Ward Narhi, and Kevin Wilson. Will take up to 2 more.

**Hyena.** Merchant of Venus. Will use the Fast Setup, Lost ? Box, Own Species Bonus, Customized Spaceships, and Agents, Bases, and Second Ships variant rules. Will use the combat rules if a majority of players agree. If so, the Variable Nova Balls and Mercenaries variant rules will also be used. Have Andy Lewis, Dennis Cain, Chris Geggus, and Bob Robles. **Starts this issue, but I can still take up to 2 more players.**

**Dog Show.** Age of Renaissance. Have Bob Robles, Paul Bolduc, Caleb Cousins, Ward Narhi, and Dennis Cain, will take 1 more.

**Wolfhound.** Seafarers of Catan. This is a game that expands on the original Settlers of Catan to include sea travel, but is very similar to the original. Exact scenario to be determined. This will start after Fenris has ended. Have Tom Howell, Brendan Whyte, Phil Reynolds, Joe Carl, Ward Narhi, and Kevin Wilson. This game is closed.

**Wild Dog.** Machiavelli. This game will start when the next game ends after Off the Leash begins. Scenario and specific rules to be determined at game start by player vote, as usual. Have Phil Reynolds, Joe Carl, Bob Robles, Brendan Whyte, Ward Narhi, and Kevin Wilson, will take up to 2 more.

**Guard Dog.** Kremlin. This game will start when Dog Tired ends. Have Andy Lewis, Pasquale Giovine, Mike Scott, Ward Narhi, and Bob Robles, will take 1 more.

Wish List

None at this time.

**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**  
**2000 S. Armour Court**  
**La Habra, CA 90631**  
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Subscriptions cost \$1.50 per issue (\$2.25 overseas).

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

**Bob Robles**

Book review: 'Database Nation' by Simson Garfinkel. Ever wonder what happens to your personal information: the groceries you buy and are tracked by Safeway, your prescriptions, your driver's license number and accompanying info? This well written book will fill you in on what the 'information economy' really means. It means that the Orwellian 'Big Brother' is coming, but only

through voter and consumer indifference, government apathy and lobbying by industry, as well as laws which are, for lack of a better word, stupid. I found the book informative and alarming, but a bit weak on what you can do to protect your identity and information. Perhaps it is because there are so few recourses for consumers!

## Feral Dogs

### Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat Fall 1465

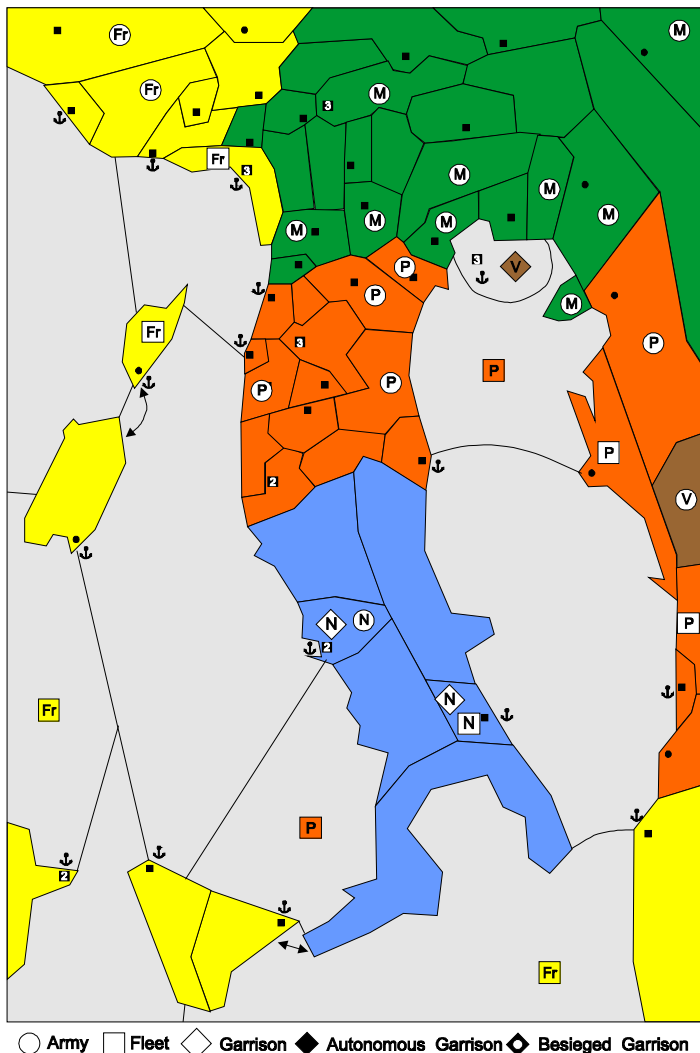
**Deadline/Winter-Spring 1466 4/24 Tuesday**

*Venice will probably succumb to the onslaught from the Pope and Milan this year. Meanwhile, it looks as if the inactivity of Naples has convinced France that he should be eliminated.*

#### Orders

- France : A AVIGNON to Turin, A PROVENCE to Turin, F GENOA holds, F CORSICA holds, F Gulf of Lions to WESTERN MEDITERRANEAN, F Central Mediterranean to IONIAN SEA
- Milan : A HUNGARY holds, A CARNIOLA holds, A ISTRIA holds, A Carinthia to FRIULI, A VERONA to Treviso, A PADUA to Treviso, A MILAN holds, A MODENA supports A Mantua, A MANTUA supports A Modena
- Naples : A NAPLES supports G Naples, F BARI supports G Bari, G NAPLES supports A Naples, G BARI supports F Bari
- Papacy : A FERRARA holds, A BOLOGNA supports A Ferrara, A Perugia to SIENNA, A ANCONA to URBINO, A CROATIA to BOSNIA, F Tyrrenian Sea to GULF OF NAPLES, F Lower Adriatic to UPPER ADRIATIC, F DALMATIA supports F Lower Adriatic to Upper Adriatic, E HERZEGOVINA supports A Croatia to Bosnia (imp.)
- Venice : A BOSNIA supports Milan A ISTRIA to Croatia (nsO), F VENICE converts to G

#### "Feral Dogs"



#### Press

- France – Naples:** I still think you've NMRed out of the game.
- France – Milan/Papacy:** No one is the leader here...no one of us is big enough to hold off the other two...and since we're allies a "stab" by anyone at this point would show they're unreliable...if that happened the best option for the third player would be to attack whoever is doing the best between the stabber and the stabbed and maybe work that into a solo win. What I propose at this point is to wipe out Naples and Venice and see where we stand...what do you say? We can always go with a triple win if it looks too close to call.
- Milan – The Pope:** I think that you can easily take UA with two and then buy Venetian fleet with a part of your moneys, hence I don't understand why you need to pass through my Padua. Sorry but, for the moment, I prefer to take the control of it. If you don't want to spend your moneys, I shall be happy to do it. Why Naples is still there?
- Milan – France:** I am at your orders. Why Naples is still there?
- Milan – Naples:** I don't know what is the meaning of your staying in the game: to talk rubbish? Because it seems to me that you aren't able to play. If I am not of your pleasure, you came and put me out, instead of commit to others charge; I am here. Others proved to do and are out, let you prove!!!
- Pope – Milan:** With your permission (as shown by supporting said move), I will move F UA to FRI. I will then capture Venice by moving FRI there and we can call this game a draw.

**Venice – Milan:** I hope I read your mind correctly here.

**Venice – Papacy:** C'mon over and start the siege!

#### Spring 1465 Income

##### Provinces

Fra	Avignon, Swiss, Turin, Provence, Marseilles, Saluzzo, Savoy, Genoa, Sardinia, Corsica, Tunis, Palermo, Messina, Durazzo	14
Mil	Tyrolea, Austria, Hungary, Slavonia, Carinthia, Milan, Como, Pavia, Montferrat, Fornova, Modena, Lucca, Mantua, Parma, Cremona, Bergamo, Trent, Verona, Treviso, Padua, Friuli, Carniola, Istria	23
Nap	Capua, Aquila, Naples, Salerno, Bari, Otranto	6
Pap	Rome, Patrimony, Sienna, Piombino, Pisa, Pistoia, Florence, Arezzo, Perugia, Spoleto, Ancona, Urbino, Bologna, Ferrara, Croatia, Ragusa, Albania, Herzegovina, Dalmatia	19
Ven	Bosnia	1

##### Seas

Fra	Western Mediterranean, Ionian Sea	2
Pap	Gulf of Naples, Upper Adriatic	2
Ven	Venice	1

##### Cities

Fra	Avignon, Swiss, Turin, Marseilles, Saluzzo, Savoy, Genoa (3), Sardinia, Corsica, Tunis (2), Palermo, Messina, Durazzo	16
Mil	Tyrolea, Austria, Hungary, Milan (3), Pavia, Montferrat, Modena, Lucca, Mantua, Cremona, Trent, Treviso, Padua, Carniola	16
Nap	Naples (2), Bari	3
Pap	Rome (2), Sienna, Piombino, Pisa, Florence (3), Arezzo, Perugia, Ancona, Bologna, Ferrara, Croatia, Ragusa, Albania, Dalmatia	17
Ven	Venice (3)	3

Totals

The variable income die roll was a 3.

	Var.	Prov.	Seas	Cities	Gross	Treas.	Total
FRA	5	14	2	16	37	10	47
MIL	3	23	0	16	42	22	64
NAP	2	6	0	3	11	15	26
PAP	9	19	2	17	47	31	78
VEN	6	1	1	3	11	0	11

	'54	'55	'56	'57	'58	'59	'60	'61	'62
Nap	4	5	5	5	5	5	4	3	3
Pap	4	3	3	6	6	7	5	8	9
Tur	3	4	4	5	5	5	6	5	3
Ven	4	5	6	11	11	9	10	7	8

Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61	'62
Aus	3	5	6	2	2	2	2	2	3
Flo	3	5	6	4	3	3	2	0	0
Fra	3	2	4	6	7	8	9	11	10
Mil	3	4	3	2	3	4	6	7	8

	'63	'64	'65
Aus	0	0	0
Flo	0	0	0
Fra	11	12	13
Mil	9	10	14
Nap	3	3	2
Pap	10	12	14
Tur	1	0	0
Ven	10	4	1

**Citizen Dog**

**Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory  
Fall 1461**

**Deadline for Winter-Spring 1462: 4/24 Tuesday**

France finally falls to Austria and Milan, while Venice takes much from Naples.

Spring 1461 Retreats

France retreats A Provence to Turin

Orders

AUSTRIA (Robles): A AVIGNON besieges (French garrison destroyed), A SWISS supports A Avignon, A TYROLEA to Turin

FRANCE (Scott): A (EM) TURIN supports A Marseilles to Avignon (cut), A Marseilles to Avignon (DISLODGED, retreat garrison, OTB), G Avignon supports A Marseilles to Avignon (DESTROYED)

MILAN (Giovine): A (EM) Provence to MARSEILLES, A SAVOY supports A Pavia to Turin, A PAVIA to Turin, A MILAN holds, A Modena to LUCCA, A Mantua to MODENA, F GENOA supports A Mantua to Modena

NAPLES (Narhi): A FLORENCE to Bologna, F Ligurian Sea to CORSICA, F Tyrrhenian Sea to SIENNA, F Gulf of Naples to MESSINA, E PALERMO to Ionian Sea

VENICE (Grib): A BOLOGNA holds, A Aquila to ANCONA, A Spoleto to PERUGIA, F Venice to UPPER ADRIATIC, F Ancona to LOWER ADRIATIC, F (EM) Salerno to NAPLES, F Ionian Sea to CENTRAL MEDITERRANEAN, F DURAZZO to Ionian Sea

Press

**Milan – Venice:** I sent you a letter also, without any reply; are you going for a solo win?

**Milan – Austria:** I hadn't any your news and moved in order to put out of the game France immediately.

**Naples – Austria:** Hey, a little help against Venice is required otherwise he can cruise to an easy victory.

**Naples – Milan:** Now, go get Venice like you said you would.

**Naples – Venice:** Warmonger! I hope your palace sinks into the lagoon!

**Venice – All:** I'm back on-line again, folks! So start filling my mailbox!

Notes

Regardless of whether France retreats to garrison in Marseilles, he will have lost control of all of his home cities, and is therefore eliminated. If he does retreat to garrison, he will deprive Milan of 1 ducat.

Spring 1461 Famine

**Poor Year, Column only** – Palermo, Durazzo, Genoa, Dalmatia, and Perugia

Spring 1461 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 Avignon, Turin, Swiss, Tyrolea, Austria, Carinthia, Hungary, Slavonia, Trent, Friuli 10

MIL Savoy, Marseilles, Saluzzo, Genoa, Montferrat, Fornova, Pavia, Como, Milan, Bergamo, Mantua, Cremona, Parma, Modena, Lucca 14

NAP Urbino, Florence, Pisa, Piombino, Arezzo, Sienna, Patrimony, Rome, Spoleto, Aquila, Capua, Salerno, Messina, Palermo, Sardinia, Corsica 15

VEN Bologna, Ferrara, Verona, Padua, Treviso, Carniola, Croatia, Istria, Dalmatia, Herzegovina, Ragusa, Albania, Durazzo, Perugia, Ancona, Naples, Bari, Otranto 15

Cities

AUS Avignon, Turin, Swiss, Tyrolea, Austria, Hungary, Trent 7

MIL Savoy, *Marseilles*, Saluzzo, Genoa (3), Montferrat, Pavia, Milan (3), Mantua, Cremona, Modena, Lucca 12

NAP Florence (3), Pisa, Piombino, Arezzo, Sienna, Rome (2), Messina, Palermo, Sardinia, Corsica 12

VEN Bologna, Ferrara, Padua, Treviso, Venice (3), Carniola, Croatia, Dalmatia, Ragusa, Albania, Durazzo, Perugia, Ancona, Naples (2), Bari 15

Seas

VEN Upper Adriatic, Venice, Lower Adriatic, Central Mediterranean 4

## Totals

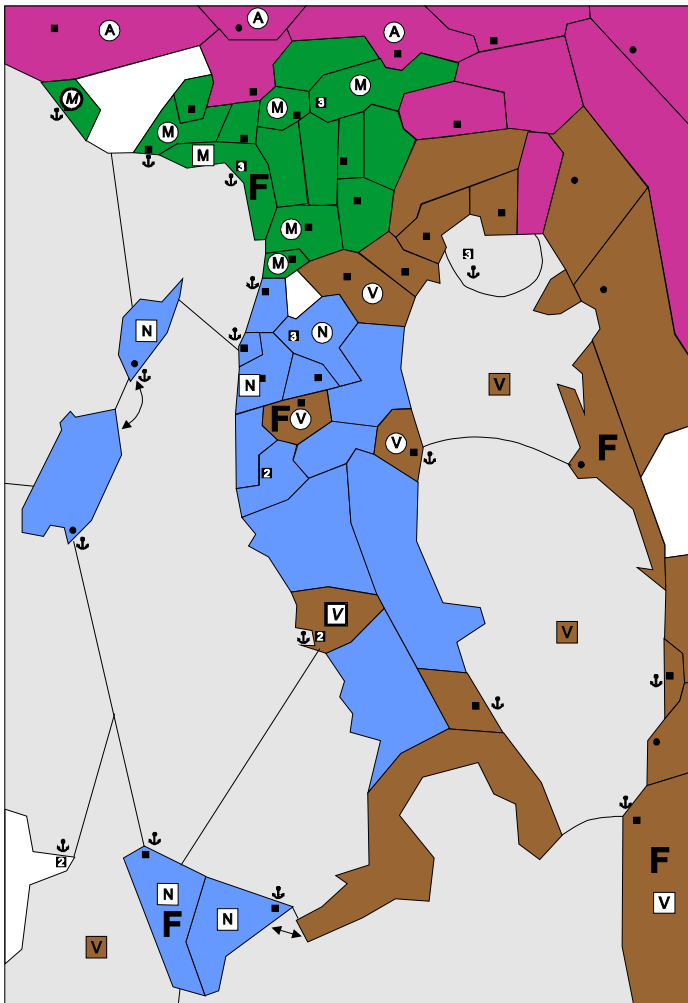
Variable income die roll was 4.

	Var.	Prov.	Seas	Cities	Gross	Treasury	Total
AUS	3	10	0	7	20	4	24
MIL	7	14	0	12	33	1	34
NAP	7	15	0	12	34	12	46
VEN	8	15	4	15	42	7	49

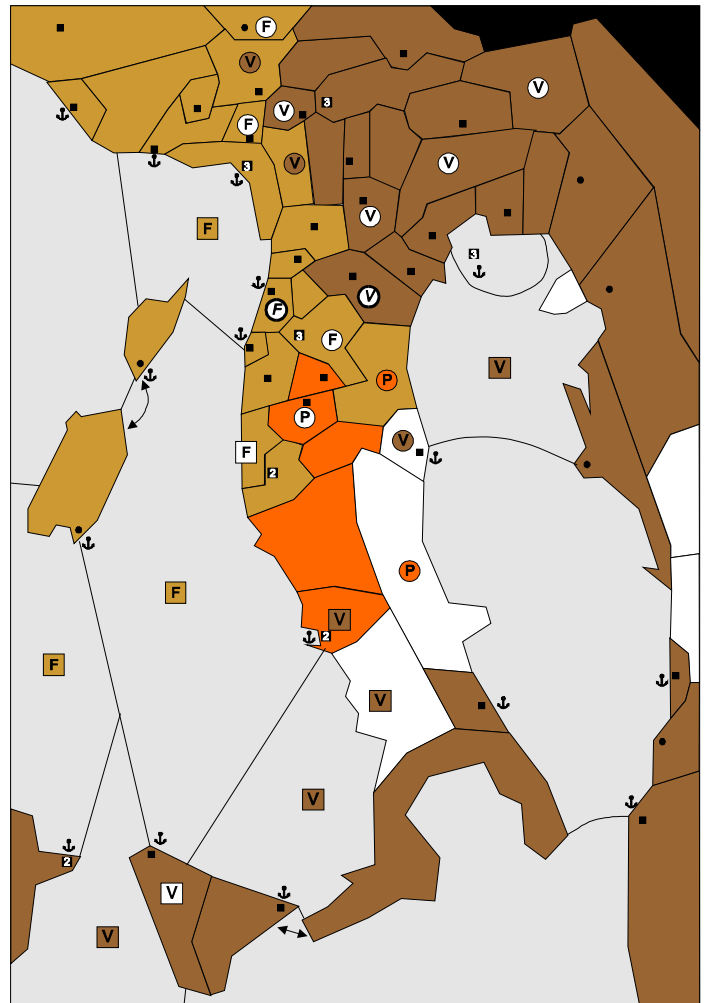
## Game Summary

	'54	'55	'56	'57	'58	'59	'60	'61	'62
Aus	3	4	5	4	5	5	5	7	7
Flo	3	3	4	6	9	7	0	0	0
Fra	3	5	7	7	9	6	8	3	0
Mil	3	5	7	8	6	6	7	7	11
Nap	4	4	6	7	6	8	10	13	10
Pap	4	3	0	0	0	0	0	0	0
Tur	3	6	7	3	0	0	0	0	0
Ven	4	5	6	6	8	9	11	12	15

### Citizen Dog



### New Tricks



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

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

## New Tricks

Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory  
Summer 1259

Deadline for Fall 1259: 4/24 Tuesday

The pact is broken! Will Florence be able to prevent an outright Venetian victory? Will the Pope survive?

### Orders

FLORENCE (Robles) A FLORENCE holds, A (EM) Piombino to PISA, A SWISS holds, A SAVOY to MONTFERRAT, F ROME to TYRRHENIAN SEA, F Patrimony supports F Rome to Tyrrhenian Sea, F Tyrrhenian Sea to WESTERN MEDITERRANEAN, F LIGURIAN SEA supports F Rome to TYRRHENIAN SEA

PAPACY (Narhi) A Naples to AQUILA, A Spoleto to URBINO, A PERUGIA supports A Spoleto to Urbino  
VENICE (Reynolds) A (EP) Ferrara to BOLOGNA, A Tyrolea to TURIN, A Pavia to FORNOVA, A Milan to PAVIA, A Bergamo to MANTUA, A Friuli to VERONA, A Slavonia to CARINTHIA, A Urbino to ANCONA, F UPPER ADRIATIC supports A Urbino to Ancona, F Gulf of

Naples to NAPLES, F SALERNO supports F Gulf of Naples to Naples, F Ionian Sea to GULF OF NAPLES, F PALERMO to Tyrrhenian Sea, F CENTRAL MEDITERRANEAN supports F Palermo to Tyrrhenian Sea

Notes

The Florence/Venice draw fails with 2 no votes. It has been re-proposed. Please submit your votes with your next orders, NVR = no, NMR = yes.

Press

**Florence – Venice:** Methinks you protest too much.

**Papacy – Both:** I don't know for sure which of you is voting against the draw but looking at the board I can see that Venice is a lot closer to a win than Florence.

**Venice – Florence and Papacy:** You guys had your chance at a draw and surviving, respectively. Well, no more Mr. Nice Guy!

**Doggin' It**

**Turn 18, Phases IV-VII, Turn 19, Phases I-III**

**Turn 19, Phases IV-VII, Turn 20, Phases I-III due: 2/13 Tuesday**

**Turn 18**

Construction and Operation

**Red** (Scharf) operates claims #7 (\$400, depleted), #19 (\$250, depleted), #52 (\$100, 3 coal), and #53 (\$100, 3 coal) delivers 7 coal from #52 to Pueblo for \$2800 and 3 gold from Cripple Creek to Denver for \$21,000. Gains \$2700 in passenger revenue.

**Green** (Narhi) operates claims #58 (\$100, depletes) and #20 (\$200, 1 silver), delivers 1 silver to Denver for \$4000. Collects \$1400 in passenger revenue.

**Brown** (Carl) operates claims #60 (\$100, 3 coal) and #63 (\$150, 2 coal), delivers 6 coal from Alamo to Santa Fe for \$3000.

**Gray** (Cain) no activity. Collects \$1950 in passenger revenues.

**Gold** (Bolduc) operates claims #12 (\$250, ½ silver), #22 (\$200, 2 silver), and #44 (\$100, 4 coal), delivers 9 coal from Scofield to Salt Lake City for \$4500. Collects \$100 in passenger revenues.

**Blue** (Martin) declines claim #46, no other activity. Collects \$2700 in passenger revenues.

Commodity Prices

Gold: \$6000	Lumber (S.L.C.): \$1200	Coal (S.L.C.): \$400
Silver (Denver): \$4000	Lumber (Pueblo): \$1000	Coal (Pueblo): \$400
Silver (S.L.C.): \$1600	Lumber (Santa Fe): \$800	Coal (Santa Fe): \$400
Lumber (Denver): \$1000	Coal (Denver): \$700	

**Turn 19**

Move Prospectors and Surveyors

**Red** (Scharf) prospects #50, no surveying.

**Green** (Narhi) surveys Rangely to Ouray, UT, prospects #57

**Brown** (Carl) prospects #36, no surveying.

**Gray** (Cain) surveys Gunnison to Crested Butte, prospects #46

**Gold** (Bolduc) surveys Rico to Placerville, prospects #13

**Blue** (Martin) no prospecting or surveying.

Dispute Resolution

No disputes. Red pays \$300, Green pays \$1100, Brown pays \$200, Gray pays \$800, and Gold pays \$1200.

Press

**Brown – All:** 6 more moves till this game ends. I've know I'll be in last place for more than 10 turn now too. Wont' anyone throw me a bone and help me be 2nd to last. It would be really pitiful to lose to someone that NMR's. Have pity and make a deal with me please..

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	\$63,950	S+1, P
Ward Narhi	Green	Denver	\$46,700	S, P+1

Player	Color	Starting Location	Money	Personnel
Joe Carl	Brown	Pueblo	\$18,250	S+1, P
Dennis Cain?	Gray	Salt Lake City	\$22,650	S, P+1
Paul Bolduc	Gold	Salt Lake City	\$33,650	S+1, P
Brad Martin	Blue	Santa Fe	\$71,650	S, P+1

Owned Claims

#	City	Owner	Goods	Type	Operation
18	Leadville	Red	1	Silver	Depleted
19	Leadville	Red	3	Silver	Depleted
52	Craig	Red	0	Coal	\$100
53	Craig	Red	3	Coal	\$100
50	Elk Spings	Red	N	Coal	\$100
58	Crested Butte	Green	10	Coal	Depleted
29	Lake City	Green	2	Silver	\$150
28	Lake City	Green	N	Silver	\$200
20	Leadville	Green	1	Silver	\$200
57	Crested Butte	Green	N	Coal	\$200
42	Vallecitos	Brown	1	Lumber	Depleted
64	Walsenburg	Brown	0	Coal	\$250
24	Ouray	Brown	N	Silver	\$200
60	Durango	Brown	5	Coal	\$100
21	Westcliffe	Brown	1	Silver	\$150
63	Alamo	Brown	10	Coal	\$150
36	Pagosa Springs	Brown	N	Lumber	\$100
54	Bowie	Gray	0	Coal	\$200
55	Bowie	Gray	6	Coal	\$200
51	Rangely	Gray	5	Coal	\$100
46	Price	Gray	N	Coal	\$200
44	Scofield	Gold	0	Coal	\$100
39	Lumberton	Gold	5	Lumber	\$250
12	Eureka	Gold	1½	Silver	\$250
34	Dolores	Gold	0	Lumber	\$200
47	Sunnyside	Gold	7	Coal	\$100
35	Dolores	Gold	2	Lumber	\$200
22	Telluride	Gold	2	Silver	\$200
13	Eureka	Gold	N	Silver	\$200
66	Trinidad	Blue	3	Coal	\$200
68	Raton	Blue	0	Coal	\$200

Owned Passenger Lines

#	Type	Route	Payoff	Owner	Notes
7	B	Denver – Leadville	\$600	Red	
9	B	Denver – Grand Jct.	\$1350	Red	Discard when 15

#	Type	Route	Payoff	Owner	Notes
					is taken. Good for \$1350 toward card 14 or 15
10	B	Pueblo – Grand Jct.	\$750	Red	Discard when 17 is taken. Good for \$750 toward card 17 or 18
2	A	Denver – Colorado Springs	\$250	Green	
3	A	Denver – Pueblo	\$400	Green	
8	B	Denver – Aspen	\$650	Green	
1	A	Denver – Boulder	\$100	Green	
12	B	SLC – Grand Jct.	\$1250	Gray	Discard when 15 is taken. Good for \$1250 toward card 14 or 15
11	B	Salt Lake City – Grand Jct.	\$700	Gray	Discard when 17 is taken. Good for \$700 toward card 17 or 18
5	A	SLC – Provo	\$100	Gold	

#	Type	Route	Payoff	Owner	Notes
6	A	Pueblo – Santa Fe	\$600	Blue	
13	C	Denver – Santa Fe	\$2100	Blue	

Available Claims

#	City	Type	Claim	Operation
33	Boulder	Lumber	\$200	\$100
65	Walsenburg	Coal	\$300	\$150
61	Canon City	Coal	\$500	\$150
32	Hot Sulphur Springs	Lumber	\$300	\$150
31	Walden	Lumber	\$500	\$250
62	Canon City	Coal	\$200	\$100

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
17	C	SLC – Pueblo	\$3000	D x \$75	
15	C	Denver – SLC	\$4000	D x \$100	
16	C	Santa Fe – Leadville	\$800	D x \$50	
14	C	Denver – Salt Lake City	\$2700	D x \$75	May not be taken by player who has card 18
18	C	SLC – Colorado Springs	\$3000	D x \$75	May not be taken by player who has card 14

**Rover**

1966

1967 due: 4/24 Tuesday

1966

Saved Cards

**Moonshooter Unlimited** fortunate accident (satellite or probe)  
**Cinnabar** Government order: Next planned launch must be manned.  
**SCIFI** astronauts cost only 1MB each, computer breakthrough

Event Card Actions

**Republic of Texas** (York) pays the 12MB to avoid the severe setback.

Purchases

**Penny Pines** (Scharf) spends 4 MB for 2 docking modules, 48MB for 4 two-stage rockets, 3MB for 1 liquid fuel strap-on, 24MB for 4 two-person capsules, 6MB for 2 one-stage rockets, 9MB for 3 kickers, and 4MB for two new astronauts (Roger Manning and Astro).

**Moonshooter Unlimited** (Bolduc) spends 24MB for 2 two-stage rockets, 6MB for 1 two-person capsule, and 25MB to repair the launch facility.

**Republic of Texas** (York) spends 2MB on a docking module, 48MB on 4 two-stage rockets, and 24MB on 4 two-person capsules.

**Cinnabar** (Carl) spends 36MB on 3 two-stage rockets, 6MB on 2 kickers, and 4MB on 2 one-person capsules.

**SCIFI** (Cain) spends 30MB on the Two-Person Module program, 2MB on a docking module, and 18MB on a three-stage rocket.

Research and Development

**Penny Pines** (Scharf) e: 8 dice (1, 2, 3, 4, 4, 5, 6) = 29% to Max R&D. 32MB spent.

**Moonshooter Unlimited** (Bolduc) C: 8 dice (1, 2, 2, 2, 5, 5, 5, 5) = 27% to Max R&D. 48MB spent.

**Republic of Texas** (York) b: 8 dice (1, 1, 1, 2, 2, 3, 3, 6) = 19%. 16MB spent.

**Cinnabar** (Carl) F: 8 dice (1, 1, 2, 3, 4, 5, 6, 6) – 14% = 14%. 8MB spent. EVA: 7 dice (4, 5, 5, 5, 6, 6, 6) – 14% = 23%. 7MB spent.

**SCIFI** (Cain) c: 4 dice (1, 6, 6, 6) = 19%. 20MB spent. d: 4 dice (1, 4, 6, 6) = 17%. 8MB spent.

Declare Future Missions

**Penny Pines** (Scharf) declares 3. **Moonshooter Unlimited** (Bolduc) declares 2. **Republic of Texas** (York) declares 3. **Cinnabar** (Carl) declares 3. **SCIFI** (Cain) declares 0

Your missions are:

Missions

No rushing. Launch Order: Cinnabar (Venus Flyby in progress), SCIFI, Cinnabar, Cinnabar, Republic of Texas, Republic of Texas, Republic of Texas, Moonshooter Unlimited, Moonshooter Unlimited, Penny Pines, Penny Pines

**Cinnabar** continues with a Venus Flyby. Venus Orbital Burn: 78%<93%, Venus Orbital Activities: 69%<93%. Mission success. +6MB to budget.

**SCIFI** launches a Manned Orbital with Docking and Spacewalk (Clarke, Zelazny, and Asimov). Liftoff: 24%<68%, Earth Orbital Burn: 55%<81%, Earth Orbital Activities: 67%<81%, Docking Module Power On: 78%<94%, Docking: 31%<42%, Spacewalk: 61%<95%, Earth De-Orbital Burn: 81%=81%, Re-entry: 05%<81%, Recovery: 05%<81%. Mission success. +1% to 1, C, and c, +15% to docking, Clarke to 30%, Zelazny and Asimov to 10%, +31MB to budget.

**Cinnabar** launches a Manned Orbital with Docking and Spacewalk (Giovanni). Liftoff: 55%<95%, Earth Orbital Burn: 29%<79%, Earth Orbital Activities: 87%>79%, complex fuel problem, jammed reactant valve, ground control scrubs mission, Earth De-Orbital Burn: 28%<79%, Re-entry: 77%<79%, Recovery: 34%<79%. Mission failure. +1% to B and a, Giovanni to 10%, -10MB to budget.

**Cinnabar** launches a Manned Orbital with Docking and Spacewalk (Meowth). Liftoff: 12%<79%, Earth Orbital Burn: 43%<80%, Earth Orbital Activities: 18%<80%, Docking Module Power On: 01%<98%, Docking: 69%>50%, Spacewalk: 07%<81%, Earth De-Orbital Burn: 42%<80%, Re-entry: 39%<80%,

Recovery: 67%<80%. Partial mission success. +1% to A, a, and EVA, +5% to docking, Meowth to 10%, +3MB to budget.

**Cinnabar** launches a Manned Lunar Orbital (Jesse and James). Liftoff: 86%<96%, Earth Orbital Burn: 59%>55%, engine burn failure, Re-entry: 67%<81%, Recovery: 37%<81%. Mission failure. +1% to B, F, and b, Jesse to 40%, James to 10%. -10MB to budget.

**Republic of Texas** launches a Manned Lunar Orbital with Docking and Spacewalk (Ocnascheck, Gallagher). Liftoff: 87%<91%, Earth Orbital Burn: 96%>59%, engine burn failure, cancelled by fortunate accident, Earth Orbital Activities: 44%<59%, Docking Module Power On: 51%<98%, Docking: 85%<95%, Spacewalk: 20%<98%, Earth De-Orbital Burn: 17%>59%, Re-entry: 10%<59%, Recovery: 35%<59%. Mission success. +1% to b and B, +5% to Docking, Ocnaschek to 40%, Gallagher to 10%. +6MB to budget.

**Republic of Texas** launches a Manned Orbital with Docking and Spacewalk (Spenny, Camden). Liftoff: 68%<92%, Earth Orbital Burn: 63%>60%, engine burn failure, Re-Entry: 10%<60%, Recovery: 14%<60%. Mission failure. +1% to b and B, Spenny to 30%, Camden to 10%, -10MB to budget.

**Republic of Texas** launches a Manned Orbital with Docking and Spacewalk (Milbourn, Mitchell). Liftoff: 18%<93%, Earth Orbital Burn: 96%>61%, engine nozzle out of control, computers override and gain control, but ground control scrubs mission, Re-entry: 29%<61%, Recovery: 01%<61%. Mission failure. +1% to b and B, Milbourn to 20%, Mitchell to 10%, -10MB to budget.

**Moonshooter Unlimited** launches a Lunar Flyby. Liftoff: 18%<95%, Earth Orbital Burn: 32%<85%, Earth Mission Burn: 82%<85%, Lunar Orbital Burn:

20%<85%, Lunar De-Orbital Burn: 44%<85%. Photoreconnaissance: 75%>65%. Mission failure. +1% to 3 and B, +5% to Photoreconnaissance, -6MB to budget.

**Moonshooter Unlimited** launches a Manned Orbital with Docking (Bond, Helm). Liftoff: 45%<96%, Earth Orbital Burn: 69%<85%, Earth Orbital Activities: 91%>85%, crew saves, Docking Module Power On: 09%<95%, Docking: 75%>45%, Earth De-Orbital Burn: 82%<85%, Re-Entry: 75%<85%, Recovery: 32%<85%. Partial mission success. +1% to B, b, and 1, +5% to docking, Bond to 40%, Helm to 30%, +2MB to budget.

**Penny Pines** launches a Manned Orbital (Gordon, Bowman). Liftoff: 98%>92%, negative ignition, astronauts evacuate safely, rocket is shut down safely. Mission failure. +1% to B, Gordon and Bowman to 10%, -10MB to budget.

**Penny Pines** launches a Manned Lunar Orbital with Clifford Russell and Buck Rodgers. Liftoff: 42%<93%, Earth Orbital Burn: 50%<96%, Earth Mission Burn: 08%<96%, In-route Activities: 35%<86%, Lunar Orbital Burn: 51%<96%, Lunar Orbital Activities: 68%<86%, Lunar Mission Burn: 82%<96%, In-route Activities: 33%<86%, Earth Orbital Burn: 70%<96%, Earth Orbital Activities: 69%<86%, Earth De-Orbital Burn: 09%<86%, Re-entry: 53%<86%, Recovery: 87%>86%, minor problems, crew OK. Mission success. +1% to B, F, and b, +5% to Photoreconnaissance, Russell to 70%, Rodgers to 20%, +30MB to budget.

## Players

Player Name	Dennis Cain	Joe Carl	Paul Bolduc	Bill Scharf	Andy York
Country	SCIFI	Cinnabar	Moonshooter Unlimited	Penny Pines	Republic of Texas
1966 Budget	68	76	132	158	101
Cash	10	1	1	39	2
1-Orbital Satellite	0 / 98%	1 / 98%	0 / 96%	0 / 98%	0 / 98%
2-Interplanetary Satellite		0 / 93%	1 / 93%	0 / 92%	
3-Lunar Probe		0 / 71%	0 / 86%		0 / 86%
4-Docking Module	0 / 60%	2 / 55%	0 / 50%	3 / 95%	0 / 100%
A-One Stage Rocket	1 / 89%	1 / 80%	0 / 90%	3 / 93%	0 / 98%
B-Two Stage Rocket		1 / 97%	0 / 97%	6 / 94%	1 / 94%
C-Three Stage Rocket	1 / 72%		1 / 95%		
D-Liquid Fuel Strap-ons		3 / 85%		4 / 86%	
F-Kicker		2 / 56%		3 / 97%	1 / 95%
G-"Mega" Stage Rocket					
EVA Suits	98%	82%	98%	98%	98%
a-One Person Capsule	2 / 10%	0 / 81%	2 / 83%	1 / 86%	0 / 86%
b-Two Person Capsule		0 / 82%	0 / 86%	2 / 87%	2 / 62%
c-Three Person Capsule	0 / 85%		2 / 85%		
d-Two Person Module	1 / 27%				
e-One Person Module		1 / 75%		1 / 90%	
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	70%	70%	80%	80%
Launch Facilities	3	3	2	2	3
Astronauts	3	4	4	6	6

Astronauts are: **SCIFI** (Arthur C. Clarke, 30%; Roger Zelazny, Isaac Asimov 10%), **Moonshooter Unlimited** (James Bond, 40%; Matt Helm, 30%; Austin Powers, 20%; Mata Hari, 0%), **Republic of Texas** (Ocnaschek, 40%; Spenny, 30%; Milbourn, 20%; Gallagher, Camden, Mitchell, 10%), **Penny Pines** (Clifford Russell, 70%, Buck Rodgers, 20%; Flash Gordon, David Bowman, 10%; Roger Manning, Astro, 0%), **Cinnabar** (Jesse, 40%; Giovanni, Meowth, James, 10%)

1967

*Draw Event Cards*

**Bill Scharf:** Government Order: next planned launch must be an orbital satellite. +10MB to budget if accepted, -20MB to budget if declined

**Paul Bolduc:** R&D bonus. +1% to each R&D die this year. -7MB to budget.

**Dennis Cain:** Counter espionage. Lower safety factor of any opponent's program to the same level as yours. +1MB to budget.

**Andy York:** Defection. -1% on all R&D rolls this year, +1% to any opponent's. +3MB to budget.

**Joe Carl:** Scientific Breakthrough. 6 free R&D dice on program of choice. +10MB to budget.

### Final Positions

Player Name	Dennis Cain	Joe Carl	Paul Bolduc	Bill Scharf	Andy York
Country	SCIFI	Cinnabar	Moonshooter Unlimited	Penny Pines	Republic of Texas
1967 Budget	109	72	116	177	92
Cash	0	16	30	61	1
1968 Budget	110	82	109	187 or 157	95

SCIFI is Space Conquest Interplanetary Federation, Incorporated.

## Dog Days

### Epoch IV Byzantines, T'ang Dynasty, Arabs, and Khmers Deadline for Epoch V Empire Selection: 4/24 Tuesday

**Peoples Who Need Peoples** (Cousins) plays Anglo-Saxons. Army *Baltic Seaboard* (Goth army retreats to *Northern Rhine*), fleet *North Sea*, army *Western Gaul*. BYZANTINES: Army and Capital *Balkans* (Goths retreat to *Pindus*), plays Disaster (fleets at sea) in *Eastern Mediterranean* (fleet eliminated, fleet *Black Sea* unsupported), fleet *Eastern Mediterranean*, army *Dalmatia* (vs. Huns, B: 3, 5; H: 3; wins), *Northern Apennines* (vs. Huns: B: 6, 2; H: 4; wins), *Southern Apennines* (vs. Romans; B: 6, 1; R: 2; wins, Capital reduced to city), *Levant* (vs. Huns; B: 3, 2; H: 3, 1; B: 4, 1; H: 2, 2; wins), fleet *Western Mediterranean* (vs. Kibbles and Bits; P: 6, 6; K: 3; wins), *Shatts Plateau* (vs. Romans; B: 5, 4; R: 6, 6; loses), *Shatts Plateau* (vs. Romans; B: 5, 3; R: 1, 1; wins), fleet *Black Sea*, army *Libya* (vs. Romans; B: 5, 4; R: 1; wins), *Nile Delta* (vs. Romans; B: 6, 5; R: 6; B: 6, 1; R: 4; wins). Points: Dominance in North Africa (4) and Southern Europe (6), Presence in Middle East (3), China (3), India (3), and Northern Europe (2), 1 Capital (2), 2 cities (2), 4 Seas (4), and 3 Monuments (3) for 32 points.

**Kibbles and Bits** (Narhi) plays Famine in Northern Europe. Goths lose 1 army *Northern Rhine*, Celts lose 1 army each in *Albion*, *Highlands*, and *Ireland*. Plays Kingdom in Malay Peninsula (Army, city, and fort *Malay Peninsula*, Gupta army retreats to *Irrawaddy*). T'ANG DYNASTY: Army and Capital *Yangtze Kian* (Han army retreats to *Wei River*), army *Great Plain of China* (vs. Hsuing-nu; T: 3, 2; H: 1; wins, city destroyed), *Wei River* (vs. Han Dynasty; T: 5, 1; H: 4; T: 6, 1; H: 4; wins, city destroyed), *Yellow River* (vs. Hsuing-nu; T: 6, 3; H: 1; wins), *Chekiang* (vs. Han Dynasty; T: 2, 1; H: 5; loses), *Chekiang* (vs. Han Dynasty; T: 6, 4; H: 4; wins), *Si-Kyang* (vs. Mauryans; T: 6, 3; M: 2; wins), *Szechwan* (vs.

Guptas; T: 6, 2; G: 5; wins), fleet *South China Sea*, army *Tarim Basin* (vs. Han Dynasty; T: 4, 3; H: 1; wins), *East Indies*. Builds Monument in *Yangtze Kian*. Points: Control in China (9), Presence in North Africa (2), Middle East (3), India (3), Southern Europe (3), and Southeast Asia (2), 1 Capital (2), 1 city (1), 2 Seas (2), and 2 Monuments (2) for 29 points.

**Royal Manticoran Historical Society** (Wilson) plays Kingdom in the Highlands (Army, city, and fort *Highlands*, Celt army retreats to *Albion*). ARABS: Plays Elite Troops, Army and Capital *Arabian Peninsula* (Egyptian army destroyed), fleet *Red Sea* (vs. Kibbles and Bits; R: 4, 3, 1; K: 1; wins), army *Nile Delta* (vs. Byzantines; A: 6, 3, 1; B: 3; wins), *Nubia* (vs. Romans; A: 5, 5, 1; R: 1; wins), *Palestine* (vs. Romans; A: 3, 3, 1; R: 1; wins), *Levant* (vs. Byzantines; A: 6, 2, 1; B: 5; wins), *Upper Tigris* (vs. Huns; A: 5, 5, 3; H: 4; wins), *Zagros* (vs. Macedonia; A: 5, 4, 2; M: 6, 6; loses, elite troops lost), *Zagros* (vs. Macedonia; A: 6, 2; M: 6, 5; A: 4, 4; M: 6, 5; loses), *Zagros* (vs. Macedonia; A: 5, 4; M: 3, 1; wins), *Persian Plateau* (vs. Macedonia; A: 6, 6; M: 3; wins, city destroyed), *Hindu Kush* (vs. Macedonia; A: 6, 2; M: 3; wins), *Upper Indus*, *Ganges Valley* (vs. Mauryans; A: 4, 1; M: 6; loses), *Ganges Valley* (vs. Mauryans; A: 3, 1; M: 3; A: 3, 2; M: 6; loses), *Ganges Valley* (vs. Mauryans; A: 6, 2; M: 5; wins). Builds Monuments *Arabian Peninsula* and *Nubia*. Points: Dominance in Middle East (6), Presence in North Africa (2), India (3), and Northern Europe (2), 1 Capital (2), 1 city (1), 1 Sea (1), and 7 Monuments (7) for 24 points.

KHMERS are absent.

### Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Phil Reynolds	Amorphous, Cadaverous, and Nebulous (Black)	27	73
Andy Lewis	Gaming Through the Ages (Purple)	31	70
Caleb Cousins	Peoples who Need Peoples (Red)	38	76
Chris Geggus	The Triffids (Green)	39	78
Kevin Wilson	Royal Manticoran Historical Society (Blue)	43	66
Ward Narhi	Kibbles and Bits (Orange)	46	73

### Final Positions

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

**Amorphous, Cadaverous, and Nebulous.** Fleet *Bay of Bengal*. REBELLION: Army *Ceylon*. CELTS: Two armies, fort, and Monument *Albion*, army and fort *Ireland*, armies *Northern Gaul* and *Central Massif*. SOUTHERN IBERIAN KINGDOM: Army, fort, and city *Southern Iberia*. GUPTAS: Army and Capital *Eastern Deccan*, army and Monument *Ganges Delta*, two armies *Irrawaddy*, and army *Sumatra*.

**The Triffids.** MINOANS: Army and fort *Western Anatolia*. SUB-SAHARAN MIGRANTS: Armies *Congo Basin* and *South Africa*. HUNS: Army and Monument *Central Europe*, armies *Eastern Anatolia*, *Caucuses*, *Western Steppe*, and *Dneipr*.

**Peoples Who Need Peoples.** Fleets *Western Mediterranean*, *Eastern Mediterranean*, *Black Sea*, and *North Sea*. INDUS VALLEY: Armies *Western Deccan*, *Western Ghats*. PERSIA: Army *Turanian Plain*. HSUING-NU: Armies *Mongolia*, *Eastern Steppe*, and *North European Plain*. ANGLO-SAXONS:



Armies *Baltic Seaboard* and *Western Gaul*. BYZANTINES: Army and Capital *Balkans*, army, city, and Monument *Southern Apennines*, armies *Dalmatia*, *Northern Apennines*, *Shatts Plateau*, and *Libya*.

**Royal Mantikor Historical Society**. Fleet *Red Sea*. SCOTTS: Army, city, and fort *Highlands*. ARABS: Army, Capital, and Monument *Arabian Peninsula*, army and Monument *Nubia*, *Levant*, *Upper Tigris*, *Zagros*, *Persian Plateau*, and *Upper Indus*, armies *Nile Delta*, *Palestine*, *Hindu Kush*, and *Ganges Valley*.

**Kibbles and Bits** Fleets *Red Sea* and *South China Sea*. VEDIC CITY STATES: Two armies *Eastern Ghats*. ROMANS: Two armies *Western Iberia*, armies *Pyrenees* and *Middle Tigris*. MALAYAN KINGDOM: Army, city, and fort *Malayan Peninsula*. T'ANG DYNASTY: Army, Capital and Monument

*Yangtze Kian*, army and Monument *Great Plain of China*, armies *Yellow River*, *Wei River*, *Tarim Basin*, *Szechwan*, *Chekiang*, *Si-Kyang*, and *East Indies*.

**Gaming Through the Ages** NILE KINGDOM: Army, city, and fort *Upper Nile*. MAYANS: Two armies and a Capital *Central America*. MAURYANS: Armies *Lower Indus*, *Persian Salt Desert*, and *Mekong*. GOTHs: Army and Monument *Morea*, army and city *Crete*, two armies *Pindus*, armies *Danubia*, *Lower Rhine*, and *Scandinavia*.

Event Cards

Epoch V Empire Draw

**Ferris**

**Turns 9.2 to 10.2**

**Deadline for Turns 10.3 to 11.3: 4/24 Tuesday**

Turn 9

**Ward** Die roll = 5, Ward gains 2 wool and a wheat, Steve gains 2 wool, Kevin gains a wheat, and Bill gains 4 wool. Ward trades 3 wool and 3 ore for 2 brick, and builds roads at H9/M10 and H9/Wasteland. During the special build turn, Chris builds a road H10/Sea. Kevin upgrades settlement at P11/F5/M11 to a city.

**Steve** Die roll = 5, Ward gains 2 wool and a wheat, Steve gains 2 wool, Kevin gains a wheat, and Bill

gains 4 wool. Plays soldier, moving the Robber to L8, stealing a wheat from Ward. Trades 4 wool for 1 brick and builds a road at H4/M6.

**Chris** Die roll = 5, Ward gains 2 wool and a wheat, Steve gains 2 wool, Kevin gains a wheat, and Bill gains 4 wool. Plays Monopoly card on wool, gaining 1 from Paul, 4 from Ward, 3 from Steve, and 13 from Bill for 21 total. Trades 9 wool for 3 wheat, 3 wool for 1 brick, and 6 wool for 2 ore.

Builds settlement at H10/W2/WP. Buys 2 development cards (\_\_\_\_\_).

**Kevin** Die roll = 11, Ward gains a wool and a lumber, Kevin gains a wool and an ore.

**Bill** Die roll = 8, Bill gains 3 lumber, and Chris receives 1 wool. Trades 4 lumber for a brick and builds a road at W12/L11.

Turn 10

**Paul** Die roll = 10, Ward receives 3 ore, Kevin receives 2 ore, and Chris receives 2 brick. Plays Monopoly on lumber, receiving 2 from Ward, 1 from Steve, and 3 from Bill for 6 total. Builds roads at P12/Wasteland, L3/Wasteland, L3/P2, F6/H4.

During the special build turn, Ward upgrades the settlement at M10/F5.P2 to a city and Kevin upgrades the settlement at H6/Sea/Sea to a city.

**Ward** Die roll = 10, Ward receives 3 ore, Kevin receives 2 ore, and Chris receives 2 brick. Trades 1

grain to Kevin for 1 lumber and 1 ore. Builds a road at P5/Wasteland and a settlement at P5/H4/Wasteland. During the special build turn, Kevin builds a settlement at F6/Sea/Sea.

Open Trade Offers

None

Turn 10 Dice Rolls

**Steve** 9                      **Chris** 3                      **Kevin** 8                      **Bill** 6

Turn 10 Dice Rolls

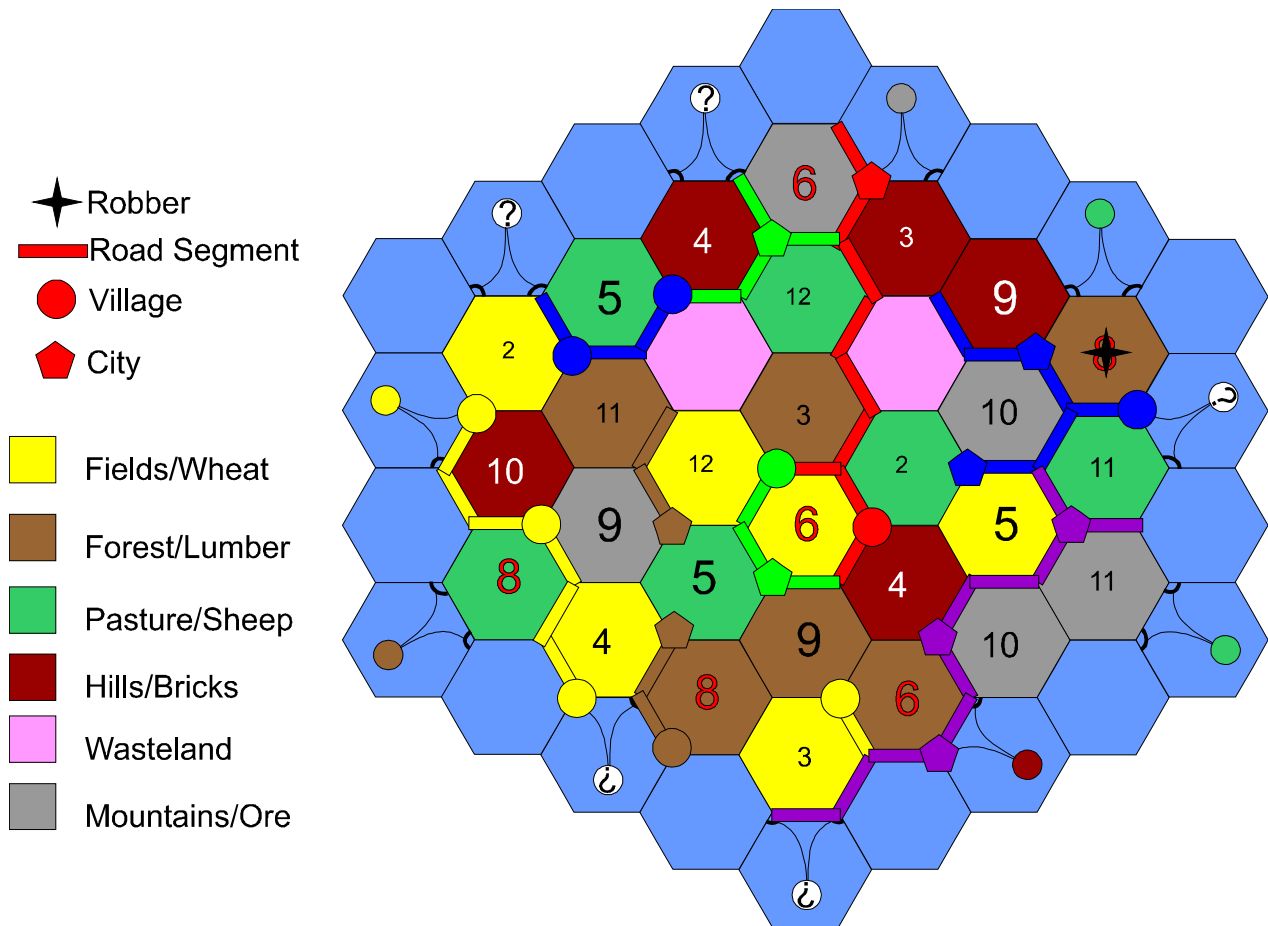
**Paul** 10                      **Ward** 5                      **Steve** 5

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Paul Bolduc	Red	1			2			3
Ward Narhi	Blue		1			5		7
Steve Koehler	Green	3					2 Soldiers, 1 Unplayed	5
Chris Geggus	Yellow		2	4			Soldier, 3 Unplayed	4
Kevin Wilson	Purple		1			3		8*
Bill Scharf	Brown						Soldier	5

Your unplayed card(s) is(are): \_\_\_\_\_

\* Longest Trade Route



## Canes Venatici

Turn 7

**Deadline for Turn 8: 4/24 Tuesday**

### Commander Actions

**Mystery Machine 2** (Lewis) opens the bidding on a Warehouse for 25 and Miller's gets it for 30 (MWa). Opens the bidding on a second Warehouse at 25 and gets it (Or5, Wa5, Wa10, HE discount).

**SUPERB** (Lowrey) opens the bidding on Ecoplants at 30 and gets it (Or3, Wa4, Wa6, Wa8, Ti9).

**S.A.R.A.** (Cousins) opens the bidding on a Warehouse at 25 and gets it (Or5, Wa7, Ti8, HE discount).

**BarterTown V** (York) buys a water factory (Or3, Or3, Wa7, Ti9).

**Miller's** (Scharf) passes

**HBDC V** (Wilson) opens the bidding on a Data Library at 15 gets it for 25 (Or3, Wa5, Wa7, Wa10).

**2113 Corporation** (Cain) buys a titanium factory (Wa6, Wa6, Wa6, Wa6, Wa6) and 2 population factors (Wa4, Wa7, Wa9)

### The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	SUPERB	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, TiF	No, HE, Ec	14
2	Mystery Machine 2	Andy Lewis	OrF, OrF, WaF, WaF, WaF	HE, 2No, Wa	11
3	S.A.R.A.	Caleb Cousins	OrF, OrF, WaF, WaF, TiF	HE, No, Wa	10
4	BarterTown V	Andy York	OrF, OrF, WaF, WaF, TiF	HE, No	9
5	Miller's	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF	2DL, Wa	8
6	HBDC V	Kevin Wilson	OrF, OrF, WaF, WaF, WaF	Wa, 3DL	8
7	2113 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, TiF	HE	7

SUPERB is Space Urchin Planetary Evaluation and Recovery Board. HBDC V is Heavenly Bodies Development Company V. S.A.R.A. is Supremely Arrogant Republican A@#\$^&\*!

### Available Upgrades

New Arrivals: Robots, Orbital Lab, Warehouse, Ecoplants, and Orbital Lab

Upgrade	Minimum Bid	Available	TBD
Warehouse (Wa)	25	1	0
Heavy Equipment (HE)	30	0	0

Upgrade	Minimum Bid	Available	TBD
Nodule (No)	25	0	0
Scientists (Sc)	40	0	5
Orbital Lab (OL)	50	3	2
Robots (Ro)	50	1	4

Upgrade	Minimum Bid	Available	TBD
Laboratory (La)	80	1	4
Ecoplants (Ec)	30	1	3
Outpost (Ou)	100	0	5

Your Production Cards:

## Dog Tired

### Turn 3 Cure Phase through Health Phase

#### Turn 3 Funeral Commission through Special Influence Declaration due: 4/24 Tuesday

##### Cure Phase

FBI declares 1 IP on Krakemheads. No politicians go to the sanatorium. Niewitko ages to 88, Krakemheads ages to 74, Strychnin ages to 64, and Badenuff ages to 57.

##### Purge Phase

IP declares 8 IP on Krakemheads. Krakemheads attempts a purge on J (dr = 10, successful), K (dr = 4, fails). Ages to 78.

##### Spy Investigation

ORRP declares 7 IP on X. IP declares 4 more IP on X. Badenuff closes the investigation on himself, and declares new investigations on Niewitko, Shootemdedsky, and Mischif. Badenuff ages to 61.

##### Health

Petr Niewitko (dr = 9) gets sick.  
Karel Krakemheads (dr = 10) becomes ill.  
Mikail Strychnin (dr = 12) remains ill.  
Boris Badenuff (dr = 3) becomes ill.  
Lech Schukrutoff (dr = 3) becomes ill.  
Alexej Goferbok (dr = 19) remains healthy.  
Nikolai Shootemdedsky (dr = 3) becomes ill.  
Antonj Mischif (dr = 5) becomes sick.

##### Politburo

Office	Politician	Condition	Influence
Party Chief	Petr Niewitko (D)	88 ? +	3 (HLS)
KGB Head	Karel Krakemheads (E)	78 ++	5 (HLS), 7 (FBI), 8 (IP)
Foreign	Mikail Strychnin (T)	64 ? ++	8 (RE), 1 (FBI), 1

Office	Politician	Condition	Influence
			(TCC)
Defense	Boris Badenuff (X)	61 ++	8 (IP), 7 (ORRP)
Ideology	Lech Schukrutoff (B)	75 ++	
Industry	Alexej Goferbok (C)	74	
Economy	Nikolai Shootemdedsky (H)	69 ? ++	
Sport	Antonj Mischif (I)	68 ? +	

Politicians listed in **bold** are in the sanatorium.

**Candidates:** K, N, O, P

**People:** G, L (++) , M, R, S, U, V, W, Y, Z

**Siberia:** J

**Kremlin Wall:** A, Q, F

Your cards: \_\_\_\_\_

Your undeclared influence: \_\_\_\_\_

##### Players

Joe Carl                      Reform Expansionists  
Kevin Wilson                October Revolution Reform Party  
Chris Geggus                Floridian Ballot Investigators  
Mike Scott                    The California Connection  
Bill Scharf                    Ideological Purists  
Steve Koehler                Hard Line Stalinists  
HLS have one wave.

## Hounds of Tindalos

### Turn 3

#### Turn 4 due: 4/24 Tuesday

##### Errata

There were a couple of errors in the last issue. First of all, the Portuguese lost a ship during outbound movement phase of turn 1, but maintained 4 ships at the start of turn 2. I have deducted \$8 from his total to fix this. Secondly, the native in R was killed and so should not be on the map.

##### Planning

**English** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.  
**French** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.  
**Portuguese** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.  
**Spanish** maintain 4 ships (\$16) buy and 3 soldiers (\$30) for \$46.

##### Outbound Naval Movement

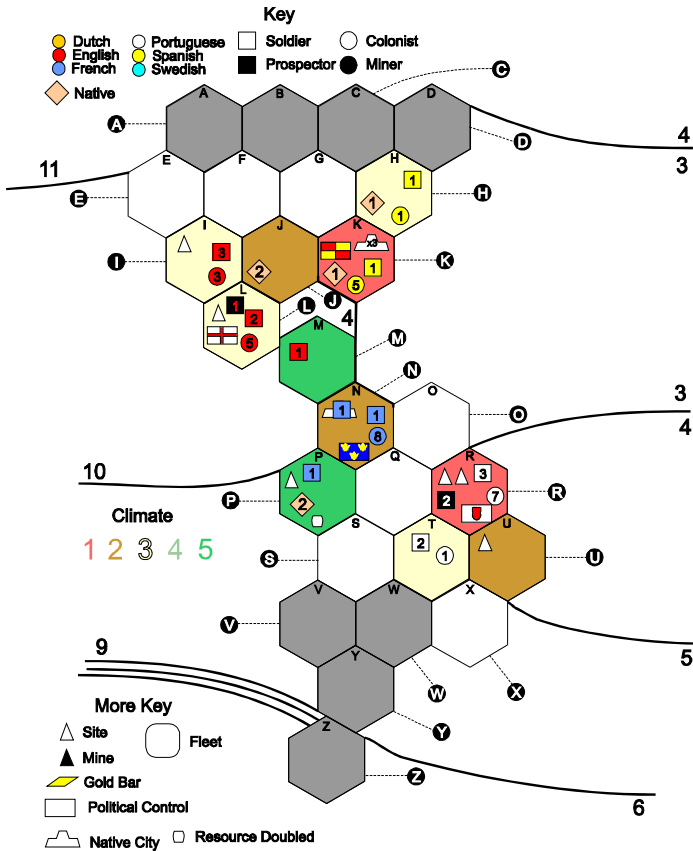
**English** Moves to L. Dice: 1, 2, 3, 4. Loses 1 colonist.  
**French** Moves to N. Dice: 1, 1, 2, 5. Loses 2 soldiers.  
**Portuguese** Moves to R. Dice: 3, 4, 6, 6. No losses.  
**Spanish** Moves to H. Dice: 3, 5, 5. No losses.

##### Land Movement

**Portuguese** move 1 soldier from U to T. It is a climate 3 area 1 native. Move 1 soldier and 2 colonists from R to T. Move 4 colonists and 4 soldiers from anchorage dot to R. 2 soldiers in R prospect.  
**Spanish** move 4 colonists and 3 soldiers into area H. It is a climate 3 area with 2 natives.  
**French** moves 1 soldier from N to P. It is a resource rich climate 5 area with 2 natives. Move 4 colonists and 2 soldiers into area N.  
**English** move 3 soldiers and 4 colonists from L to I. It is a climate 3 area with 1 site and 3 natives. Moves 1 soldier from L to J. It is a climate 2 area with 2 natives. Moves 1 soldier from L to M. It is a climate 5 area. Moves 3 colonists and 4 soldiers from anchorage point to L. One soldier in L prospects.

##### Native Combat

**Portuguese:** 1 native killed in T. **Spanish:** 1 native and 2 soldiers killed in H, 2 natives and 1 soldier killed in K. **French:** 1 native and 2 soldiers killed in N. **English:** 3 natives killed in I.



Native Uprisings

Climate is a 2. Uprisings in H (2 colonists killed) and K (0 colonists killed).

Survival

Climate is a 3. **Spanish** lose 1 colonist in H and 1 colonist and 1 soldier in K. **English** lose 1 soldier in J, 1 colonist in I, and 1 soldier in L. **French** lose 1

colonist in N. **Portuguese** lose 1 colonist and 1 soldier in R, and 1 colonist in T.

Political Control

No changes.

Homebound Naval Movement

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

**Spanish:** Dice: 1, 2, 4. Loses 2 ships.

**French:** Dice: 2, 2, 4, 6. No losses.

**English:** Dice: 3, 5, 6, 6. No losses.

Income

**English:** Political Control: \$40, resources: \$8.

**French:** Political Control: \$40, resources: \$8.

**Portuguese:** Political Control: \$40, resources: \$8.

**Spanish:** Political Control: \$40, resources: \$6.

Turn 4 Initiative

Spanish, Portuguese, English, French

Notes

Thanks to Andy York for his unused standby orders. One free issue is awarded.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Andy Lewis	\$74	13	4	4
French	Bill Scharf	\$74	13	4	4
Portugese	Bob Robles	\$68	12	4	4
Spanish	Dennis Cain	\$46	12	2	4

Hyena  
Gamestart

Players:

- Bob Robles**
- Andy Lewis**
- Chris Geggus**
- Dennis Cain**

Bases, and 2nd Ships rule, and finally, the Quick Startup, which means that the goods you may want to buy may not be available in the early stages. Anybody who wants a more complete description of these rules, please contact me.

Also, if a majority of players agree, we will use the combat rules, and if so the Variable Nova Balls and Mercenaries variant rules will also be used. Please vote along with your opening turn bid and race preference.

Houserules can be found on the web site. Please let me know if you want a paper copy.

Well, that about covers it. Happy trading!

Just a reminder of the rules. We are using the following variant rules: The Lost “?” Box (the asteroid in the Neutron Port system is now a ? box), the Own Species Bonus (you are not limited to one buy and one sell on your first turn after landing at your own species’ world), Customized Spaceships, the Agents,

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. In Camberley, England, two out of every seven people have telephone numbers that are not listed in the directory. If there are 14,000 names in the Camberley telephone directory, how many of them have numbers that are unlisted?

- A1. None.  
Bill Scharf, Dennis Cain, Joe Carl, Bob Robles, Caleb Cousins, Chris Geggus, and Paul Bolduc all receive ½ point.
- Q2. In Iran, a westerner cannot take a photograph of a man with a turban. Why not?  
A2. It is best to take a picture of a man with a camera, not a turban.  
Dennis Cain and Caleb Cousins each receive 1 point.
- Q3. How many successful parachute jumps does a trainee parachutist in the U.S. Army have to make before he graduates from jump school?  
A3. All of them.

Bill Scharf, Dennis Cain, Joe Carl, Bob Robles, Caleb Cousins, Paul Bolduc, and Andy York all receive ½ point.

Q4. A man carefully pointed his car due east and then drove for two miles. He was then two miles west of where he started from. Why?

A4. He drove in reverse.

Bill Scharf, Dennis Cain, Bob Robles, Caleb Cousins, Chris Geggus, Paul Bolduc, and Andy York all receive ½ point.

Q5. If two are company and three a crowd, what are four and five?

A5. Nine.

Dennis Cain, Bob Robles, Caleb Cousins, and Paul Bolduc all receive ½ point.

#### *Current Scores*

Chris Geggus	75	Andy York	60	Paul Bolduc	53½
Caleb Cousins	52½	Bill Scharf	51	Dennis Cain	47
Joe Carl	42½	Brendan Whyte	39	Andy Lewis	33½
Ward Narhi	29½	Steve Koehler	29	Bob Robles	25
Tom Howell	19½	Brad Martin	16	Kevin Wilson	8

Sean Cousins 7 Sigourney Street ½

Andy York, Bill Scharf, and Caleb Cousins each receive a free issue.

#### *New Questions*

#### **Topic: Brain Teasers**

1. Why do some people press elevator buttons with their fingers and others with their thumbs?
2. Two sons, two fathers, and a grandfather sat together. How many men were there?
3. A helicopter was hovering 200 feet above the sea when the pilot suddenly turned off the engine. The rotor stopped, but the helicopter did not crash. Why?
4. In its day, the Great Wall of China was considered virtually impregnable, yet it was breached within a few years of being built. How?
5. A man was cast adrift in a lifeboat. He was horrified to see that it was letting in water, so he diligently bailed out the water. After two days, he did not bother bailing out the water anymore. Why not?

### Pedagoguery

When electrons and nuclei first combined in cosmological decade 5 to form neutral atoms, a remarkable thing happened. The radiation that had dominated the evolution of the universe, could now travel virtually infinitely far without being deflected. This meant that the electromagnetic force no longer controlled the evolution of the universe, and a new force, gravity took over. This allows us to pass into the Stelliferous Age.

Stelliferous means, literally, “full of stars.” Thus, it is stars that dominate this age. With the universe’s radiation no longer spreading things out uniformly, pockets that were slightly denser than average could collapse under gravity, and eventually form stars. Fortunately, the inflationary epoch had left slight ripples in the matter density of the universe. These variations were very small, only one part in 100,000, but it was enough, and once gravity started its thing, the slightly over dense areas became more and more over dense, until they finally became dense enough to form stars and galaxies.

It’s not certain exactly when the first stars and galaxies formed, but all evidence indicates that it was very soon after the formation of neutral atoms; say at around cosmological decade 6. Stars formed with a wide range of masses – anywhere from about 0.08 to about 100 times the mass of our sun. The mass of a star is the dominant factor in determining its eventual destiny. The more massive the star, the faster it burns out, and the more spectacular its death. While the most massive stars burn out and explode before the end of the 6<sup>th</sup> cosmological decade, the smallest stars can last into the 14<sup>th</sup>. The massive stars have their places, however, since they enrich the interstellar medium with the heavy elements produced by their fusion reactions.

The current cosmological decade, the 10<sup>th</sup>, lies squarely in the middle of the Stelliferous Era. We see around us a vast array of stars and galaxies; with more stars being formed all of the time. However, as time goes on, more and more of the gas used to form stars is tied up in other things. These can be a number of things. Just because stars cannot form with less than 0.08 times the mass of our sun, does not mean that bodies smaller than that limit do not form. They do and

they are called brown dwarfs. In addition, when stars do die, they usually leave behind something. Most of these “somethings” are white dwarfs, the degenerate remnants of stellar cores. Also formed are neutron stars and black holes. Finally, when a star forms, not all of the mass of the cloud from which it condenses falls into the star. Some is ejected, which carries away angular momentum and allows the star to condense more easily. Some form planets and other small bodies around the star. The point is that as time progresses, the amount of gas available for star formation becomes less and less. As a result, fewer stars are born, and the stars with shorter lifetimes start to die out. Gradually, more and more of the stars that are out there are of the dim, red variety.

As stars age, they tend to get hotter. This is because there is more helium in the core of the star, which causes the star to have to condense to keep fusion reactions going. As a result, after a few tens of millions more years, the sun will get so hot that the earth will no longer be habitable. By the same token, a star with only 20% of the mass of the sun will be as hot and bright as our sun after it has lived for one trillion years – ten times the lifespan of our sun. At this stage it would still have more than half of its life ahead of it. If such a star had planets, there would be ample time for life to evolve.

As time goes by, the interstellar medium becomes more and more enriched with heavy elements. This allows stars to form with lower masses. If the heavy element abundance was twice what it currently is, stars could form with as little as 0.04 times the mass of our sun. These truly bizarre objects would have a surface temperature of only 273K, the freezing point of water.

Eventually, even the longest-lived stars will burn out and die. By cosmological decade 14, the last stars are dying out, leaving behind tiny helium white dwarves. At this point, there is nothing left but a very thin interstellar medium, brown dwarves, white dwarves, neutron stars, and black holes. We have left the Stelliferous Era and entered the Degenerate Era.

Next issue, I will discuss the next age of the universe, the Degenerate Era.

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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, Paul Bolduc, Joe Carl, Pasquale Giovine, Andy York, Phil Reynolds  
**Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York  
**New World:** Andy York, Bill Scharf  
**Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Andy York  
**Die Macher:** Andy York  
**Outpost:** Michael Lowrey, Kevin Wilson, Andy York  
**History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Joe Carl, Andy York, Phil Reynolds  
**Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York  
**Liftoff!:** Dennis Cain, Andy York  
**SolarQuest:** Andy York, Phil Reynolds  
**Age of Renaissance:** Bob Robles, Michael Lowrey  
**Kremlin:** Joe Carl, Andy York, Andy Lewis, Pasquale Giovine  
**Silverton:** None  
**Settlers of Catan:** Michael Lowrey

## Standby Calls

None this issue!

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