

Notes from Hades

The boys are continuing to display more and more individual personality. They are both morning people. Frequently, as I leave for work in the morning, they will be lying awake in their crib, smiling and giggling. It's hilarious to watch them. They usually make up for it in the afternoon, however. From about 4:00 pm to 7:00 pm, they tend to get very fussy. They seem to have a strong objection to Celeste and I eating dinner. We're learning to deal with it, though, and overall, we're happy with how things are going.

Feral Dogs is finally ending this issue, more from exhaustion, I think, than anything else. But, if it hadn't ended this turn with the concession, it probably would have ended next turn with an outright victory by Milan. In any event, that means that when I get enough players for Shepherd, it can start right away.

The next deadline is **Tuesday, July 23 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.

Contents

Howling at the Moon	Letter Column	Page 1
Feral Dogs	Machiavelli	Page 1
Citizen Dog	Machiavelli	Page 2
Off the Leash	Machiavelli	Page 2
Wild Dog	Machiavelli	Page 4
Dog Tired	Kremlin	Page 5
Hyena	Merchant of Venus	Page 5
Dog Show	Age of Renaissance	Page 7
Wolfhound	Seafarers of Catan	Page 7
Doggerel	New World	Page 8
Watchdog	Liftoff!	Page 9
Pavlov	Dune	Page 11
Dogface	History of the World	Page 12
Wolfbane	Outpost	Page 13

Contents (cont.)

Trivia Quiz	Page 14
	Page 14

Game Openings

Guard Dog. Kremlin. This game will start when Dog Tired ends. Have Andy Lewis, Pasquale Giovine, Mike Scott, Ward Narhi, Bob Robles, and Chris Geggus. This game is currently closed.

Dogged. Silverton. This will use the Mayfair rules and map. Have Joe Carl, Bill Scharf, Cary Nichols, Paul Bolduc, and Ward Narhi, need 1 more.

Warg. Downfall XIII. This is a Diplomacy variant set in Tolkien's Middle Earth. It takes 8 players: the Dwarves, the Elves, Gandalf, Gondor, Mordor, Rohan, Saruman, and Umbar. Have Andy York, Phil Reynolds, Cary Nichols, Bill Scharf, Bob Robles, Dave Anderson, and Steve Koehler. Need 1 more player. The variant rules can be found at www.diplomacy-archive.com/resources/variants/rules/downfall13.htm.

Shepherd. Machiavelli. Scenario and specific rules to be determined at game start by player vote, as usual. Have Cary Nichols, Lee McConnell, Bob Robles, Pasquale Giovine, and Forest Cole. Need up to 3 more.

Wish List

History of the World. This will start when Dogface ends. Have Dave Anderson and Forest Cole, need 4 more.

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

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

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

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

Andy York

Hi there! Glad to hear that things are settling into a routine. Kidlings can definitely disrupt a household, but it sounds like you have two "gems".

I'll be heading to Portland OR from June 1-8 for some security training at a SANS conference. It's looking like I'll have the chance to meet Tom Howell for dinner one night. *[Hope you enjoyed your trip.]*

Feral Dogs

**Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat
Summer 1469**

Deadline/End of Game Statements 7/23 Tuesday

It's finally over! All agree to declare Milan the winner!

Notes

The France/Milan/Papacy draw fails with 2 no votes. The France/Milan draw fails with 1 no vote. The concession to Milan succeeds. With that, there is really no point in playing out the turn. Congratulations to Milan on the victory! With your endgame statements, give me a guess of who you think everyone else was. All will be revealed in the next issue.

Press

Papacy – All: Congrats Milan on your solo.

Papacy – Milan: I'm giving you the game... why don't you hurry up and take it? I'm surrounded by idiots.

Papacy – France: I have a hard time figuring out what black press you are talking about. If you would identify which was black press, then maybe those that can't figure it out could deduce something a year later at least. As it is, you look like you are ranting and it's not being productive.

Citizen Dog
Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory
End of Game Statements

Game Summary

	1454	1455	1456	1457	1458	1459	1460	1461	1462	1463	1464	1465
Austria:	3	4	5	4	5	5	5	7	7	10	12	0
Florence:	3	3	4	6	9	7	0	0	0	0	0	0
France:	3	5	7	7	9	6	8	3	0	0	0	0
Milan:	3	5	7	8	6	6	7	7	11	15	17	21
Naples:	4	4	6	7	6	8	10	13	10	12	10	14
Papacy:	4	3	0	0	0	0	0	0	0	0	0	0
Turks:	3	6	7	3	0	0	0	0	0	0	0	0
Venice:	4	5	6	6	8	9	11	12	15	7	0	0

Game ends with a concession to Milan.

The Players

AUSTRIA:	Bob Robles (out, 1464)	3 rd place
FLORENCE:	Kevin Wilson (out, 1459)	6 th place
FRANCE:	Mike Scott (out, 1461)	5 th place
MILAN:	Pasquale Giovine	1 st PLACE
NAPLES:	Lee McConnell (resigned, Winter 1461), Ward Narhi	2 nd place
PAPACY:	Brad Martin (out, 1455)	8 th place
TURKS:	Jason Wilke (dropped, Fall 1456), Bill Scharf (out, 1457)	7 th place
VENICE:	Ray Grib (dropped, Summer 1462), Bill Scharf (out, 1463)	4 th place

Statements

Bob Robles (Venice): Congratulations to Pasquale for a well-played game. I took Venice down the road to ruin this game. I promptly stabbed Milan, made up and then was too slow to stop the inevitable counterstab.

Pasquale Giovine (Milan): Final comments of the King of Italy, Pasquale Sforza "the Young" (Giovine is young in english):

Before I wish to thank Chris for all his work.

About the game, this were a very interesting game with very numerous changes of alliances, as it must be for Machiavelli, and with the possibility of a victory for many players, Naples before, then Venice and me at the end. With Bob Robles I had a very long interaction as allies; after as enemies when he listened to proposals of Venice but without any real gain against me; again as allies when we destroyed France and stopped before Naples and after Venice from the winning; at the end when I was constrained to destroy him due to very strange behavior of Ward that refused the three-way draw and I risked to be crushed in the middle of Austria and the new Naples. About the old King of Naples, Lee McConnell, I can only criticize his flight from the game when he understood that he wasn't able to win anymore. Any way, thank you very much to all other players for the fun.

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Fall 1456

Deadline for Winter-Spring 1457: 7/23 Tuesday

Rebellion spreads throughout the French and Florentine lands, as the people react to the indebtedness of their leaders. Milan takes advantage of the French situation to reclaim Pavia, thus saving himself from elimination. The Pope likewise benefits from Florentine distraction. The Turks and Venice remain locked in a stalemate, while Naples slowly spreads his influence northward. Finally, Austria survives his second assassination relatively unscathed.

Summer 1456 Retreats

Florence A Perugia retreats OTB (NRR)

Milan A Milan retreats to garrison

Milan A Pavia retreats to garrison

Expenditures

Austria once again fails to repay a loan to the moneylenders and is assassinated.

All units hold. No new rebellions.

Florence once again fails to repay a loan to the moneylenders and is assassinated. All units hold and rebellions strike Pistoia and Bologna.

France fails to repay a loan to the moneylenders and is assassinated. All units hold and rebellions strike Swiss, Marseilles, Turin, Saluzzo, Savoy, and Corsica.

France is forever barred from borrowing from the moneylenders.

Outstanding Debt

Summer 1457: 15 ducats due from France

Fall 1457: 8 ducats due from Florence, 18 ducats due from the Pope

Spring 1458: 12 ducats due from Florence, 15 ducats due from Naples, 18 ducats due from the Pope

Orders

AUSTRIA : A TYROLEA holds, A AUSTRIA holds, A CARINTHIA holds
 FLORENCE : A MODENA holds, A BOLOGNA holds, A URBINO holds, A PATRIMONY holds, F PIOMBINO holds, F SIENNA holds, F TYRRHENIAN Sea holds

Orders (cont.)

- FRANCE : A TURIN holds, A Milan holds (DISLODGED, retreat Como, OTB), A PAVIA holds, A FORNOVA holds, A MONTFERRAT holds, F GENOA holds, F GULF OF LIONS holds
- MILAN : A PARMIA supports G PAVIA convert to A, A MONTFERRAT support G PAVIA convert to A (nsu), G MONTFERRAT hold (u), G PAVIA convert to A, G MILAN hold
- NAPLES : A ROME supports A Spoleto to Perugia, A SPOLETO to Perugia, A AQUILA to Naples, F GULF OF NAPLES to Naples
- PAPACY : A PERUGIA supports A Arezzo (cut), A AREZZO supports A Perugia
- TURKS : A DALMATIA holds, F RAGUSA holds, F LOWER ADRIATIC supports A Dalmatia, F Western Mediterranean to TUNIS, F SARDINIA holds
- VENICE : A CREMONA supports A Mantua, A MANTUA supports A Cremona, A Padua to FERRARA, F HERZEGOVINA to Dalmatia, F UPPER ADRIATIC supports F Herzegovina to Dalmatia, F ISTRIA supports F Herzegovina to Dalmatia (imp.)

Notes

The original Doge of Venice has resurfaced. Thanks to the standby for his unused orders. A free issue is awarded.

Press

Anonymous: HEY guys, let's play this game! No more separation of seasons, please!

Austria – The guy behind me with the cutlery: Ok Mr Medici, enough of the knife in the back already. I'm going, I'm going! Oy vey!

Dateline Vienna: No sooner ensconced, and the crown placed on his scone, has the sword of Damocles, or rather a small Medici ginzu steak knife, been sheathed securely between the ribs of the latest Austrian princeling. townfolk report a strangled cry coming from the palace, followed by a thick-accented voice calling "Next!".

France – Austria: Dear friend, if I am still in Milan, I shall leave it to you in Spring, otherwise I shall support your taken of it at that time.

France – Florence: If you don't attack Ligurian Sea, we shall remain in peace forever.

France – Turkey: I hope that your western fleets moved east in the meanwhile (I was always your faithful ally).

“The Papal Paparazzi” published the following editorial (Austria): In a show of respect Italy-wide, or perhaps perversely trying not to be outdone, other crowned heads of the peninsula were likewise dispatched by Medicis. The fact that so many rulers were cobbled on this "season of the Long Knives", has given rise in other parts of Europe to the saying "Give him the boot". Few Italian princes-in-waiting are quite so eager to put their foot in it now.

Spring 1457 Famine

Poor Year – Column Only. Cremona, Austria, Pistoia, Fornova, Turin, Bosnia, and Avignon.

Spring 1457 Income

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

Provinces

- AUS: Tyrolea, Padua, Slavonia, Hungary, Austria, Carinthia 4
- FLO: Modena, Lucca, Bologna, Pisa, Pistoia, Florence, Sienna, Piombino, Urbino 4
- FRA: Avignon, Swiss, Turin, Provence, Marseilles, Saluzzo, Savoy, Genoa, Corsica, Montferrat, Fornova, Milan 4
- MIL: Trent, Como, Pavia, Parma 3
- NAP: Spoleto, Ancona, Patrimony, Rome, Capua, Aquila, Naples, Salerno, Bari, Otranto, Messina, Palermo 12
- PAP: Perugia, Arezzo 2
- TUR: Sardinia, Tunis, Durazzo, Albania, Ragusa, Bosnia, Dalmatia 6
- VEN: Cremona, Bergamo, Mantua, Ferrara, Verona, Treviso, Friuli, Istria, Carniola 8

Seas

- FLO: Tyrrhenian Sea 1
- FRA: Gulf of Lions 1
- NAP: Ionian Sea 1
- TUR: Lower Adriatic 1
- VEN: Venice, Upper Adriatic 2

Cities

- AUS: Tyrolea, Padua, Hungary, Austria 3
- FLO: Modena, Lucca, Bologna, Pisa, Florence (3), Sienna, Piombino 5
- FRA: Avignon, Swiss, Turin, Marseilles, Saluzzo, Savoy, Genoa (3), Corsica 3
- MIL: Trent, Pavia, Montferrat, Milan (3) 5
- NAP: Ancona, Rome (2), Naples (2), Bari, Messina, Palermo 8
- PAP: Perugia, Arezzo 2
- TUR: Sardinia, Tunis (2), Durazzo, Albania, Ragusa, Dalmatia 7
- VEN: Cremona, Mantua, Ferrara, Treviso, Carniola, Venice (3) 7

Totals

Variable income die roll was 2.

	Variable	Provinces	Seas	Cities	Gross
AUS	2	4	0	3	9
FLO	4	4	1	5	14
FRA	4	4	1	3	12
MIL	3	3	0	5	11
NAP	2	12	1	8	23
PAP	3	2	0	2	7
TUR	2	6	1	7	16
VEN	6	8	2	7	23

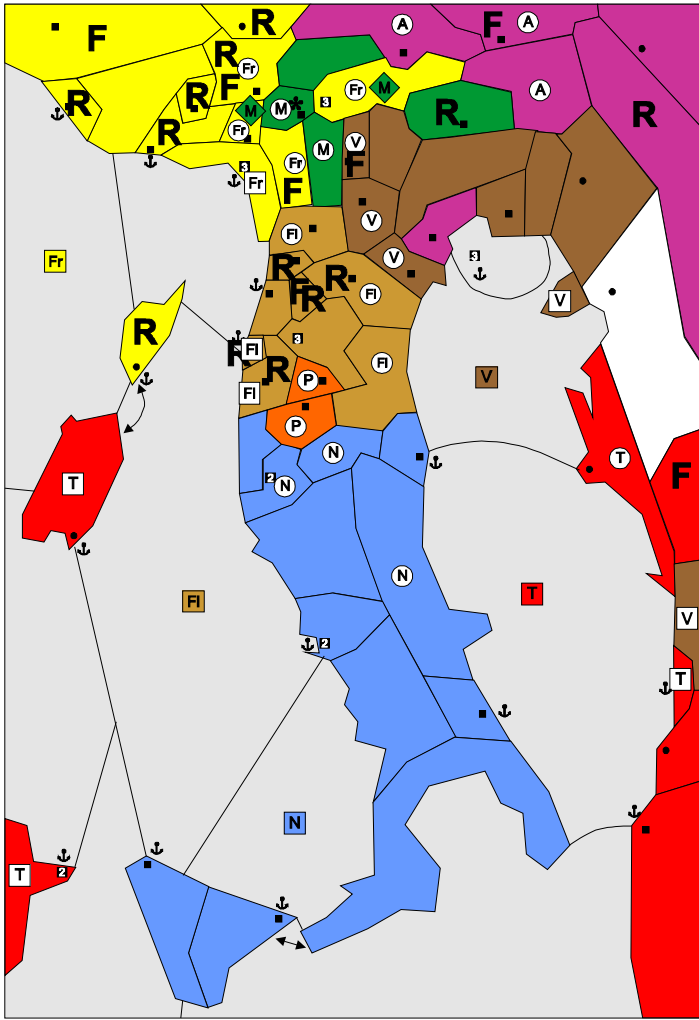
Your treasury:

Your total:

Game Summary

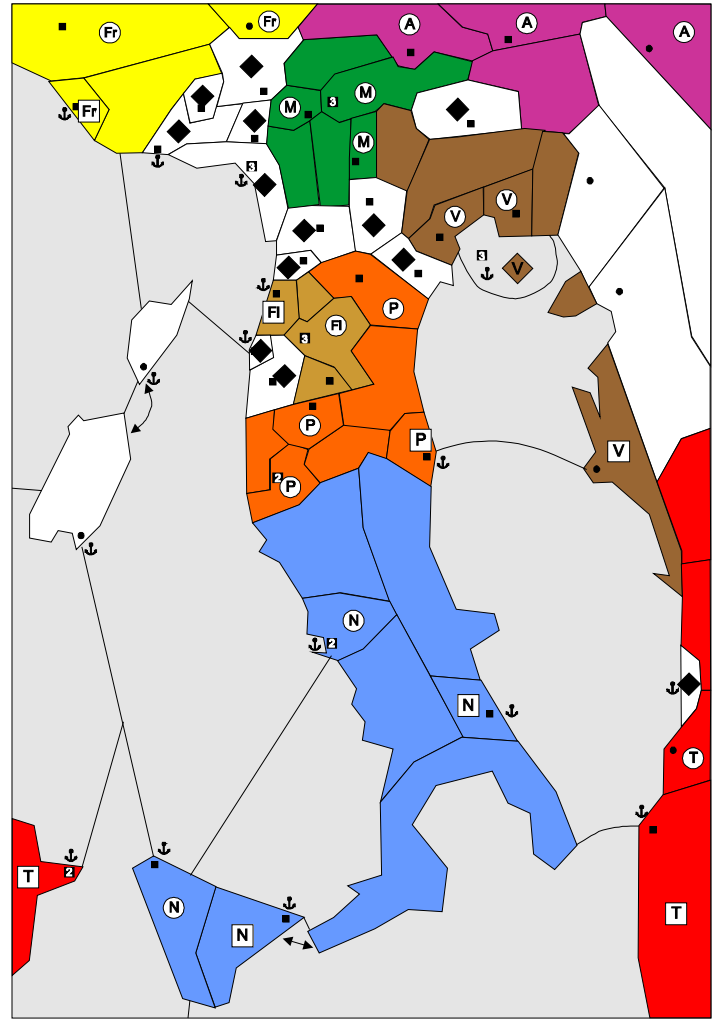
	1454	1455	1456	1457
Austria:	3	2	3	4
Florence:	3	6	8	7
France:	3	7	8	9
Milan:	3	5	5	2
Naples:	4	4	5	6
Papacy:	4	3	2	2
Turks:	3	5	5	6
Venice:	4	6	7	6

Off the Leash



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

Wild Dog



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

Wild Dog

Preference Lists and Rules Votes

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Black Press, Ultimate Victory
Deadline for Spring 1454 7/23, Tuesday**

The Players

AUSTRIA	Kevin Wilson	FLORENCE	John Beihl
FRANCE	Dave Partridge	MILAN	Bob Robles
NAPLES	Lee McConnell	PAPACY	Joe Carl
TURKS	Ward Narhi	VENICE	Brendan Whyte
GAME MASTER	Chris Hassler		

The Positions

- Austria: A Tyrolea, A Austria, A Hungary, 1 ducat
- Florence: A Florence, A Arezzo, F Pisa, 6 ducats
- France: A Swiss, A Avignon, F Marseille, 2 ducats
- Milan: A Cremona, A Pavia, A Milan, 6 ducats
- Naples: A Bari, A Messina, F Naples, F Palermo, 4 ducats
- Papacy: A Bologna, A Perugia, A Rome, F Ancona, 4 ducats
- Turks: A Albania, F Durazzo, F Tunis, 4 ducats
- Venice: A Padua, A Verona, G Venice, F Dalmatia, 9 ducats
- Autonomous Garrisons: Savoy, Saluzzo, Montferrat, Genoa, Lucca, Mantua, Trent, Piombino, Sienna, Ragusa, Ferrara, Modena

Notes

Here's how the voting played out. For Natural Disasters, there were 6 votes yes and 2 votes no. For Special Units, there were 8 yes votes and no no votes. For Moneylenders, there were 5 yes votes and 3 no votes. Finally, for Conquest, there were 8 yes votes and no no votes. So, all four optional rules are in use. Finally for press, there were 3 votes for black, 2 votes for gray, 1 vote for white, and 2 abstentions, so we are using black press. Gentlemen, start your plotting.

Dog Tired

**Turn 8 Funeral Commission through Parade Phases
Turn 9 Cure through Health Phases due: 7/23 Tuesday**

Funeral Commission

None needed.

Replacement Phase

Sergei moves Antonj Talksalot to Foreign Minister and makes Ludmilla Patina the new KGB Head. Antonj's Informants are negated.

Rehabilitation Phase

No rehabilitation.

Parade Phase

Sergei attempts to wave and fails (dr = 6). Ages to 85.

Politburo

Office	Politician	Condition	Influence
Party Chief	Sergei Eatstumuch (M)	85 ? +	10+ (FBI)
KGB Head	Ludmilla Patina (S)	58 +	2 (ORRP), 1 (HLS)
Foreign	Antonj Talksalot (J)	77	1 (TCC)
Defense	Antonj Mischif (I)	73 (weak) ++	3 (RE), 6 (ORRP), 7 (TCC)
Ideology	Diwan Palavarian (G)	72 (weak)	2 (IP)
Industry	Igor Doberman (L)	67 ++	3 (HLS), 2 (ORRP)
Economy	Eduard Boremtodev (K)	71 +	6 (TCC), 4 (RE)
Sport	Viktor Wasolin (Z)	50	

Politicians listed in **bold** are in the sanatorium. Influence in **bold** indicates controlling faction.

Candidates: U, V, W, Y

People:

Siberia: N, P, O, R

Kremlin Wall: A, Q, F, E, T, X, C, B

Dacha on the Black Sea: D

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
- Pasquale Giovine Hard Line Stalinists
- HLS have one wave, FBI has one wave.

Hyena

**Turns 17.3 to 19.4
Deadline for Turns 20.1 to 22.1: 7/23 Tuesday**

Turn 17

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 2 2 2
Moonport (s) – Moonport (p) – (Y) – B – R – B – (Y) - B.
Sell Servo-Mechanisms for \$300 (from the cup: Demand for Liquor at 9a)

4th: Andy Lewis (Eeepeeep/Go for the Money Time) Rolls Used: 5
Greathome(s) – Greathome(o) – B – Goliath(p).
Sells Life Project for \$240 (from the cup: Designer Genes at 9a). Sells Designer Genes for \$120 (from the cup: Rock Videos at 4b). Buys Nillis Factory for \$100. Buys 2 Bionic Perfume for \$160. Gains \$62 in port commissions.

Turn 18

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 1 2 5
Space Station Planet – R – Y – R – NC1 – A – NC1 R - Y.
2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 2 5 5
Moonport (p) – (Y) – (Y40) – (Y) – R – NC2 – R40 (\$40 paid) – NC2 – NC2 – Telegate 3 – Telegate 2 – Ice Station (o) – A – R – (Y) – B -R.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 3 4
B – R – Open Port.
Barbers Scout plus \$90 for Clipper.
4th: Andy Lewis (Eeepeeep/Go for the Money Time) Rolls Used: 3
Goliath(p) – R – B – Y – B10 – R10 – Y10 – B – R – B – B30.

Turn 19

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 4 4 5
Y – R – Grandport (o) – Grandport (s).
Sells Portable Pipe Organ for \$160 (from the cup: Portable Pipe Organ at 9b). Buys Grandport for \$200.

2nd: Chris Geggus (Whynoms/Nostromo) Rolls Used: 4 5 5
R – (Y) – A – Jellybeast Landing (o) – B – Jewelport (o) – R – B – (Y) – B – R – B – (Y) – B – R – (Y10) – B10 (\$10 paid) – R10 (\$10 paid) – (Y) – B.

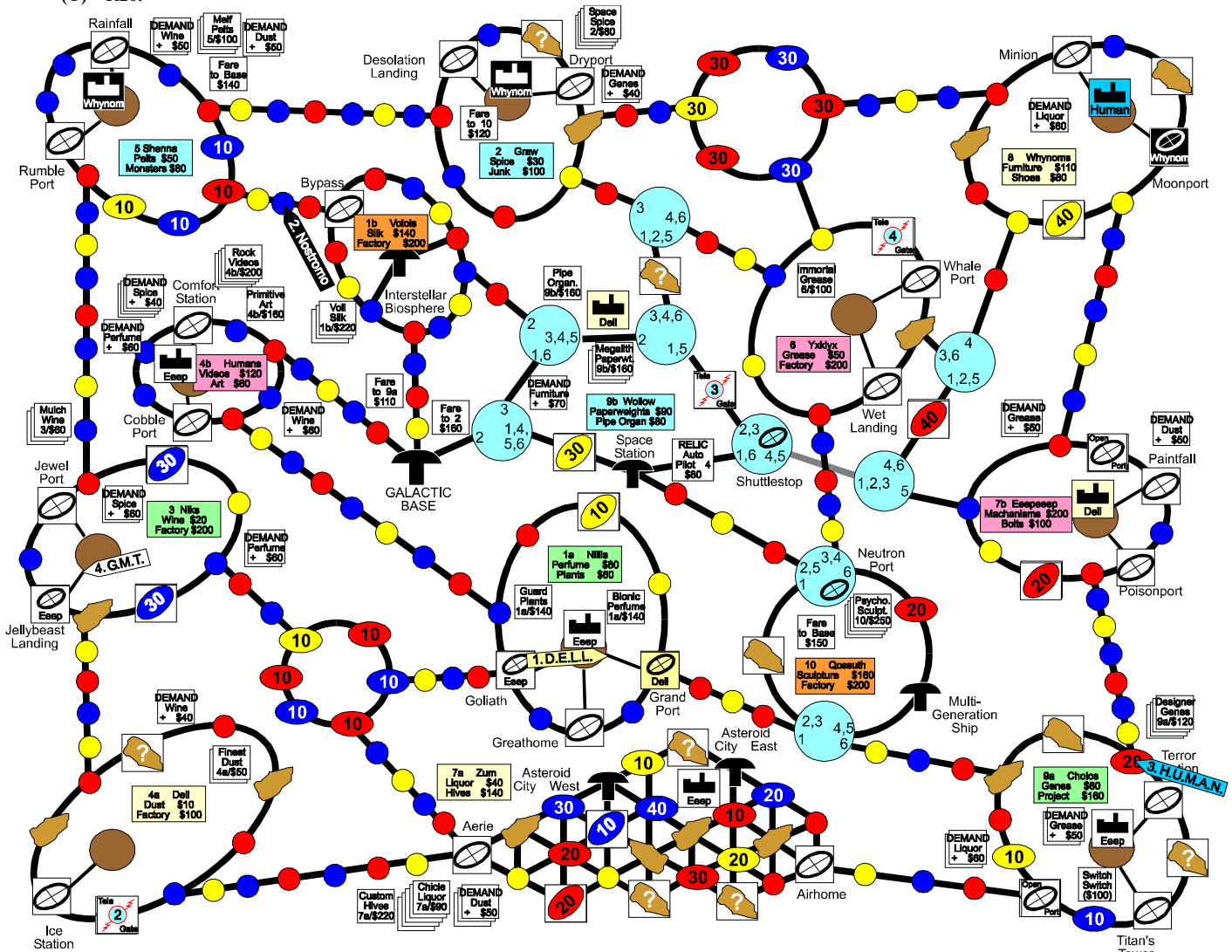
3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 2 3 4

4th: Andy Lewis (Eepeeep/Go for the Money Time) Rolls Used: 2

B30 - A - Jellybeast Landing (o) - Jellybeast Landing (s).

Open Port - Paintfall (o) - B - Poisonport (o) - R - B - (Y) - B - R - B - (Y) - R20.

Trade in IOU for \$60 plus \$140 to buy Jellybeast Landing.



1. D.E.L.L.			\$294
Scow Clipper			
18: 1 1 2 5/19: 4 4 4 5 (Use 3)			
Hold1	Hold2	Hull	
		Shield (\$60)	
Eepeeep	Wollow	Grandport	
\$100	\$100	\$200	

2. Nostromo			\$65
Fast Transport			
18: 2 5/19: 4 5 (Double 1)			
Hold1	Hold2	Hold3	Hull
Other Shoes 8/\$160	Imposs. Furniture 8/\$180	Yellow Drive (\$80)	Air Foil (\$80)
		Agent (\$80)	
Shenna	Graw	Moonport	
\$100	\$200	\$200	

3. H.U.M.A.N.			\$110
Normal Clipper			
17: 2 2 2/18: 1 3 4/19: 1 2 3 4			
Hold1	Hold2	Hull	
Imposs. Furniture 8/\$180	Imposs. Furniture 8/\$180	6 (\$100)	
		Yellow Drive (\$80)	
Whynom			
\$100			

4. Go for the Money Time			\$222
Rocket Scout			
17: 4 5/18: 2 3 (Use 1 * 4)			
Hold1	Hold2	Hull	
Bionic Perfume 1a/\$140	Bionic Perfume 1a/\$140	Shield (\$60)	
Humans	Zum	Chola	Goliath
\$100	\$200	\$200	\$200
Nillis	Jellybeast Landing		
\$100	\$200		

Goods and Demands:

1a (Nillis): 1 Bionic Perfume, 1 Guard Plants

1b (Volois): 3 Voll Silk

2 (Graw): 2 Demand for Designer Genes (+\$40), 4 Space Spice, Fare to 10 (\$120)

3 (Niks): 3 Mulch Wine, 2 Demand for Bionic Perfume (+\$60), 2 Demand for Space Spice (+\$60)

4a (Dell): 2 Finest Dust, 1 Demand for Mulch Wine (+\$40)

4b (Humans): 4 Demand for Space Spice (+\$40), Primitive Art, 4 Rock Videos, 1 Demand for Mulch Wine (+\$60), 1 Demand for Bionic Perfume (+\$60)

5 (Shenna): 2 Demand for Mulch Wine (+\$40), 3 Melf Pelts, 2 Demand for Finest Dust (+\$50), Fare to Base (\$140)

6 (Yxklyx): 1 Immortal Grease

7a (Zum): 3 Demand for Finest Dust (+\$50), 5 Chicle Liquor, Custom Hives

7b (Eepeeep): 1 Demand for Finest Dust (+\$50), 2 Demands for Immortal Grease (+\$50)

8 (Whynoms): 1 Demand for Chicle Liquor (+\$60)
9a (Chola): 4 Designer Genes, 2 Demand for Immortal Grease (+\$50), 2 Demand for Chicle Liquor (+\$60)

9b (Wollow): 1 Demand for Impossible Furniture (+\$70), 3 Megalith Paperweights, 1 Portable Pipe Organ.
10 (Qossuth): 4 Psychotic Sculpture, Fare to Base (\$150)
Base: Fare to 9a (\$110), Fare to 2 (\$160)

Dog Show

**Turn 4, Phase 7 and Turn 5, Phases 1 through 3
 Deadline for Turn 5, Phases 4 through 6: 7/23 Tuesday**

Turn 4, Phase 7 – Purchase Tokens

Paris buys 25 tokens **Barcelona** buys 13 tokens **London** buys 15 tokens **Venice** buys 19 tokens **Genoa** buys 0 tokens

Turn 5, Phase 1 – Draw Cards

Done

Phase 2 – Buy Cards

Paris buys _____

Phase 3 – Play Cards

Genoa plays Ivory/Gold as Ivory (\$40 each to Barcelona and London), Spice (\$9 to Venice and \$36 to London), Metal (\$6 each to Genoa, Barcelona, and Paris, \$24 to London), and Stone (\$1 each to Barcelona and Venice, \$4 to Genoa, \$9 to Paris).

Barcelona passes.

London passes.

Venice passes.

Paris plays Revolutionary Uprisings (Paris Misery increases to 90, Genoa Misery increases to 125, and London Misery increases to 100).

Notes

Thanks to Cary Nichols for his unused standby orders for Genoa. A free issue is awarded.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	80	25	\$65	5	12		E, F, I, N, R, V, W
Ward Narhi	Genoa	90	0	\$72	1	6	6	I, J
Paul Bolduc	Venice	60	19	\$56	4	8	6	N, R, V, W
Bob Robles	Barcelona	80	13	\$216	2	15	8	A, F, N
Dennis Cain	London	90	15	\$206	3	21	10	A, C, F, I, N, R, S, V

Players are listed in tie breaking order.

Cards

Your cards are: _____

Commodity Log

Commodity	Ward	Bob	Paul	Caleb	Dennis
Stone (2)	2	1	1	3	--
Wool (3)	1	3	--	--	5
Timber (4)	--	2	2	--	1
Grain (5)	--	1	1	2	2

Commodity	Ward	Bob	Paul	Caleb	Dennis
Cloth (6)	2	1	1	3	--
Wine (7)	--	3	1	1	1
Metal (8)	1	1	--	1	2
Fur (9)	--	--	--	1	2
Silk (10)	--	1	1	--	2
Spice (11)	--	--	1	--	2
Gold (12)	--	--	--	1	2
Ivory (12)	--	2	--	--	2

Surplus, Shortage

Wolfhound

Turns 8.1 to 9.1

Deadline for Turns 9.2 to 10.2: 7/23 Tuesday

Turn 8

Kevin Die roll = 12. Kevin receives 1 lumber. Plays Soldier, moving the Pirate to E/F17, stealing 1 wool from Joe. Builds a ship from F16 to F15 and a road from H17 to I17. During the special build turn, Ward builds a fleet from C15 to C14.

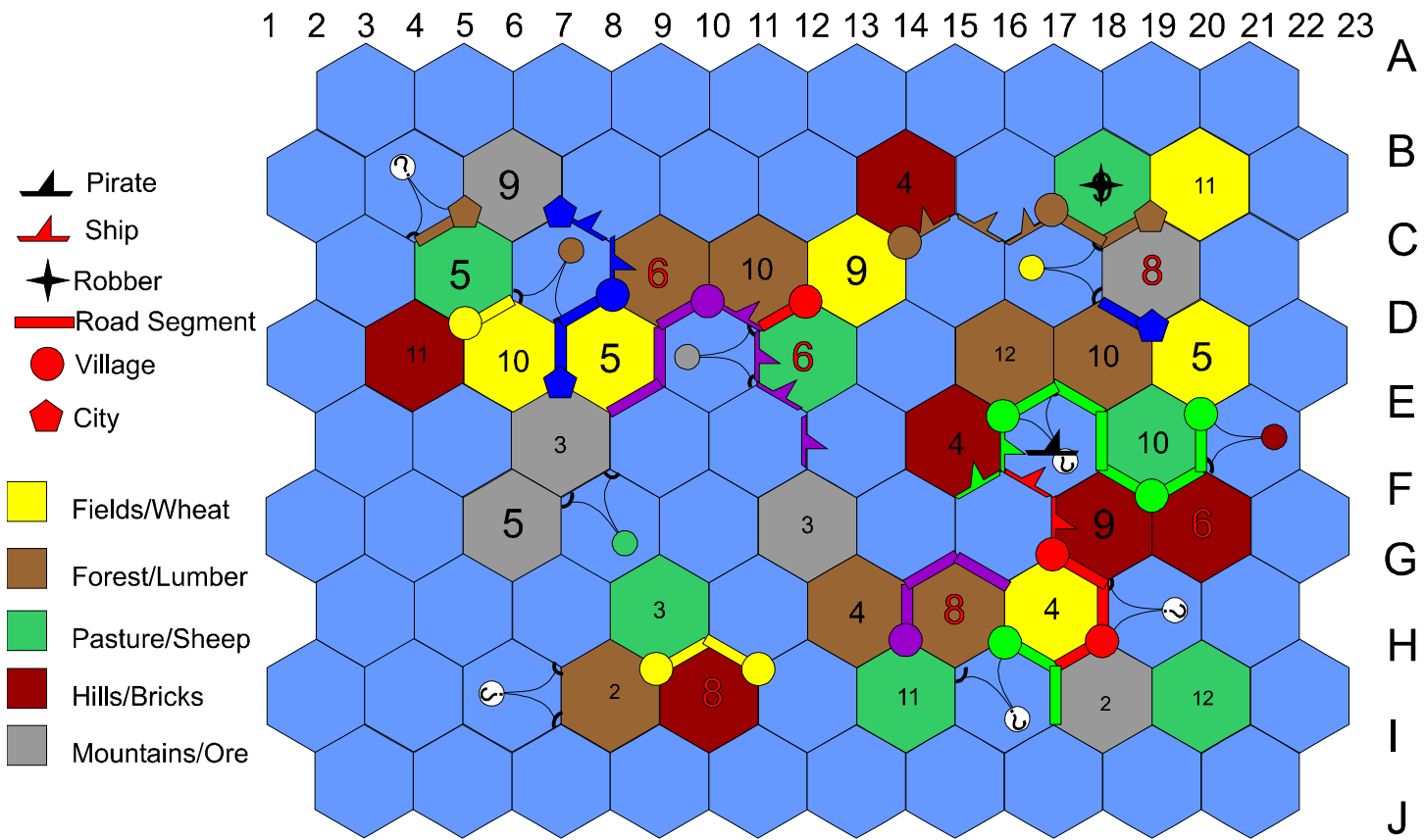
Joe Die roll = 5. Kevin receives 1 wheat, Dave receives 4 wheat, and Ward receives 2 wool. No actions.

Dave Die roll = 11. Brendan receives 1 brick, Tom receives 1 wool, and Ward receives 2 wheat. Upgrades settlement at E7 to a city. During the special build turn, Tom builds a ship from E12 to F12 and Ward builds a settlement at C14.

Brendan Plays Soldier, moving the Robber to the 9 Wool hex at B19. Steals a Wool from Ward. Die roll = 8. Kevin receives 1 lumber, Dave receives 2 ore, Brendan receives 2 brick, Tom receives 1 lumber, and Ward receives 2 ore.

Tom Die roll = 4. Kevin receives 1 brick and 1 wheat, Joe receives 2 wheat, Tom receives 1 lumber, and Ward receives 1 brick.

Ward Die roll = 9. Kevin receives 1 brick, Joe receives 1 wheat and 1 brick, Dave receives 1 ore, and Ward receives 2 ore and 1 wheat.



Turn 9

Kevin Die roll = 10. Kevin receives 1 wool, Joe receives 1 lumber, Dave (_____). During the special build turn, Dave upgrades receives 2 wheat and 2 lumber, Brendan receives 1 wheat, and Tom receives 1 settlement at C7 to a city. lumber. Trades 2 brick for 1 ore, and buys a Development card

Open Trades

None.

Turn 9 Rolls

Joe 8 **Dave** 6 **Brendan** 5 **Tom** 6 **Ward** 8

Turn 10 Rolls

Kevin 2 **Joe** 6

Notes

Thanks to Michael Lowrey for his unused standby orders for Ward. A free issue has been awarded.

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green	1		1	2		1 Soldier, 1 Unplayed	6*
Joe Carl	Red	3		2	2	1		3
Dave Partridge	Blue	2		1	4			7
Brendan Whyte	Yellow	1	1	3			2 Soldiers	3
Tom Howell	Purple				3			2
Ward Narhi	Brown	2	1	1		4		6

* Longest Trade Route

Unplayed cards: _____

Doggerel

Turn 4

Turn 5 due: 7/23 Tuesday

Planning

Dutch maintain 4 ships (\$16) and buys 5 soldiers (\$50) for \$66.
English maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
Portuguese maintains 4 ships (\$16) and buys 3 soldiers (\$40) for \$46.
Spanish maintain 2 ships (\$8) and buys 1 soldier (\$10) for \$18.
French maintains 4 ships (\$16) and buys 2 soldiers (\$20) for \$36.

Outbound Naval Movement

Dutch move to O. Dice: 1, 3, 6. Loses 1 ship containing 1 soldier and 1 colonist.
English move to K. Dice: 3, 6, 6. No losses.
Portuguese move to R. Dice: 1, 3, 4, 5. Loses 1 ship carrying 1 soldier and 1 colonist, plus an additional soldier.
Spanish move to P. Dice: 1, 1, 2, 3, 3, 4, 4, 5, 6. Loses 1 ship carrying 2 colonists.
French move to J. Dice: 2, 3, 5, 6. No losses.

Mining

English loot 2 gold in K.

Discovery

Dutch discover a mine in O.

Land Movement

Spanish move 1 soldier and 1 colonist from fleet to P.
Portuguese move 1 soldier and 3 colonists from fleet to R.
French move 2 soldiers from J to L and 4 colonists and 2 soldiers to J.
Dutch move 5 colonists and 2 soldiers from O to Q, 2 colonists and 4 soldiers from anchorage dot to O. One colonist in O mines.
English move 2 gold from K to fleet. Move 5 colonists from K to H. Move 1 soldier from H to G (it's a resource rich climate 3 area with 1 site and 1 native)

Combat

None.

Native Combat

Portuguese: 1 soldier killed in R. **French:** 2 natives killed in L. **Dutch:** 1 native and 1 soldier killed in Q. **English:** 1 soldier killed in G.

Native Uprisings

Climate is a 4. Uprising in R (1 Portuguese colonist killed).

Survival

Climate is a 4.

English lose 1 soldier in H. **Spanish** lose 1 soldier in P. **French** lose 1 soldier in J and 1 soldier in L.

Political Control

English gain political control of H. **Dutch** gain political control of Q.

Homebound Naval Movement

Spanish: Dice: 1, 1, 1, 3, 3, 4, 5, 6, 6. 1 ship lost.
Portuguese: Dice: 3, 3, 4, 6. No losses.
Dutch: Dice: 1, 3, 6. 2 ships lost.
English: Dice: 2, 5, 6. No losses.

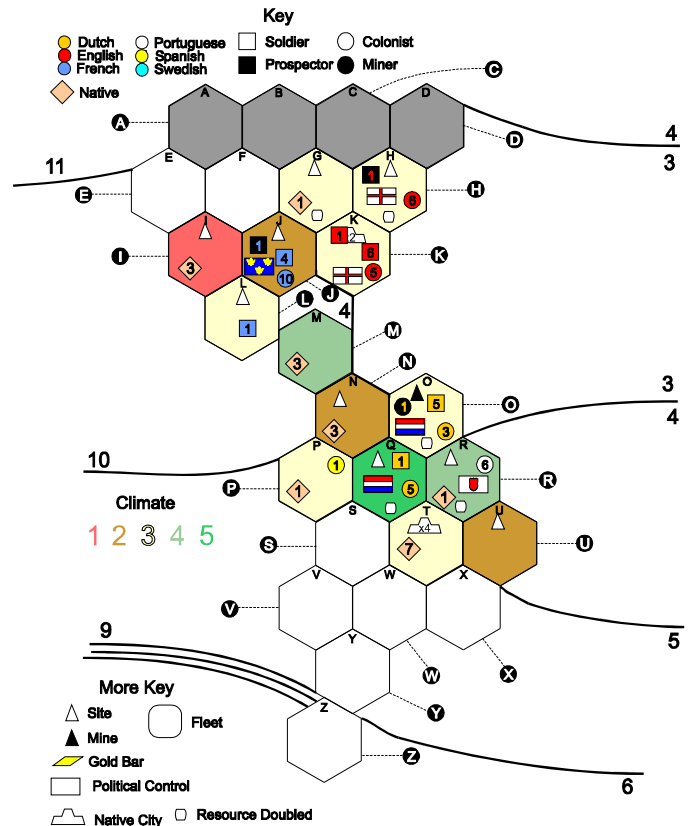
French: Dice: 1, 3, 3, 6. 1 ship lost.

Income

Spanish: Political Control: \$20, resources: \$1.
Portuguese: Political Control: \$40, resources: \$12.
Dutch: Political Control: \$60, resources: \$16.
English: Political Control: \$60, gold: \$80, resources: \$17.
French: Political Control: \$40, resources: \$10.

Turn 5 Initiative

English, French, Portuguese, Spanish, Dutch



Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$118	11	1	4
English	Andy Lewis	\$170	13	4	4
French	Kevin Wilson	\$75	13	3	4
Portuguese	Bob Robles	\$60	15	4	4
Spanish	Cary Nichols	\$25	22	0	4

Watchdog

1958

1959 due: 7/23 Tuesday

Event Card Resolution

Texas Combine –20% penalty on first one-stage rocket launch. Declares joint mission with Skyliners. Defector goes to Republic of Texas.

Republic of Texas accepts the –20% penalty on the first one-stage rocket launch.

Purchase Hardware

Skyliners buys the Two-Stage Rocket program for 60MB and 1 one-stage rocket for 3MB.

Republic of Texas buys One Person Capsule program for 18MB, Astronaut Training Program for 18MB (Astronaut Travis), 4 additional astronauts (Houston, Crockett, Bowie, and Navarro) for 8MB, 9 one-person capsules for 9MB, and 10 one-stage rockets for 15MB.

Texas Combine buys Astronaut Training Program for 18MB (Astronaut Dawes), 3 additional astronauts (Roland, Flagg, and Stark) for 6MB, and 3 additional one person capsules for 6MB.

Masters of Time and Space buys 2 one-stage rockets for 6MB and the Astronaut Training Program for 18MB (Astronaut Tom Corbett).

Conduct Research

Skyliners A: 8 dice (2, 2, 4, 4, 5, 6, 6, 6) –8% = 27% to Max R&D. 16MB spent. B: 5 dice (1, 1, 2, 6, 6) –5% = 11%. 20MB spent. a: 8 dice (1, 1, 5, 6, 6, 6, 6, 6) –8% = 29%. 8MB spent.

Republic of Texas A: 8 dice (1, 2, 3, 4, 4, 5, 5, 6) +8% = +38% to Max R&D. 16MB spent. a: 8 dice (1, 3, 3, 3, 4, 5, 5, 5) +8% = +37%. 8MB spent.

Texas Combine A: 8 dice (1, 1, 2, 3, 4, 4, 5, 6) –8% = +18%. 16MB spent. a: 8 dice (2, 3, 4, 4, 4, 5, 6, 6) –8% = +26%. 8MB spent. 1: 1 die (5) –1% = 4% to Max R&D. 1MB spent.

Masters of Time and Space A: 6 dice (4, 5, 5, 6, 6, 6) = +32% to Max R&D. 12MB spent. a: 8 dice (1, 2, 3, 4, 5, 5, 6, 6) = +32%. 8MB spent.

Declare Future Missions

Skyliners declares 1 launch, **Republic of Texas** declares 2 launches, **Texas Combine** declares 1 launch, and **Masters of Time and Space** declare 1 launch.

Your launch(es) are: _____

Missions

Skyliners rush 1 month. 1MB spent, -2% to safety factor of all components. Launch order is Skyliners, MOTAS, Texas Combine, Republic of Texas, Republic of Texas.

Skyliners launches a Manned Sub-orbital with Sgetti. Liftoff (11%<83%), Re-entry (68%>58%), extreme heat causes insulation and cabin components to give off toxic fumes, Sgetti survives and is unharmed, Recovery (84%>58%), touchdown is off-target, crew ill, but OK. Mission success! +1% to a and A, +24MB to budget.

Masters of Time and Space launches an Orbital Satellite. Liftoff (16%<85%), Earth Orbital Burn (49%<95%), Earth Orbital Activities (29%<95%). Mission success. +1% to A and 1, +6MB to budget.

Texas Combine launches a joint Orbital Satellite mission with Skyliners. Mission ratings are averaged. Liftoff: (03%<64%), Earth Orbital Burn (55%<92%), Earth Orbital Activities (31%<92%). Mission success. Each receives +1% to A and 1, and +2MB to budget.

Republic of Texas launches an Orbital Satellite. Liftoff (49%<65%), Earth Orbital Burn (72%<96%), Earth Orbital Activities (45%<96%). Mission success! +1% to 1 and A, +2MB to budget.

Republic of Texas launches an Orbital Satellite. Liftoff (57%<86%), Earth Orbital Burn (43%<97%), Earth Orbital Activities (09%<97%). Mission success! +1% to 1 and A, +2MB to budget.

Players

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Skyliners	Texas Combine	Masters of Time and Space	Republic of Texas
1958 Budget	93	71	65	85
Cash	18	16	14	8
1-Orbital Satellite	0 / 90%	4 / 96%	0 / 96%	1 / 98%
2-Interplanetary Satellite				
3-Lunar Probe				
4-Docking Module				
A-One Stage Rocket	0 / 87%	2 / 83%	2 / 86%	10 / 87%
B-Two Stage Rocket	1 / 21%			
C-Three Stage Rocket				
D-Liquid Fuel Strap-ons				
F-Kicker				
G-“Mega” Stage Rocket				
EVA Suits				
a-One Person Capsule	1 / 61%	4 / 63%	1 / 72%	10 / 47%
b-Two Person Capsule				
c-Three Person Capsule				

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
d-Two Person Module				
e-One Person Module				
f-Three Person Minishuttle				
h-Four Person Cap/Module				
Photo Recon				
Launch Facilities	1	1	1	2
Astronauts	1	4	1	5

Astronauts are: **Skyliners:** Sgetti (0%); **Republic of Texas:** Travis, Houston, Crockett, Bowie, and Navarro (0%). **Texas Combine:** Dawes, Roland, Flagg, and Stark (0%). **MOTAS:** Tom Corbett (0%).

1959

Draw Event Cards

Joe Carl: Government Order: Place a man on the moon by 1962. +30MB to budget if accepted, -23MB to budget if declined.

Bill Scharf: Budget mismanagement. Lose 3MB. -7MB to budget.

Andy York: R&D Bonus. +1 to each R&D die rolled this year. +3MB to budget.

Cary Nichols: Military Support. Gain 3 astronauts with 20% experience each. +7MB to budget.

Final Positions

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Skyliners	Texas Combine	Masters of Time and Space	Republic of Texas
1959 Budget	117	78	101	94
Cash	3	36	32	1
1960 Budget	147 or 94	85	94	97

Pavlov

Turn 1 Bidding to Turn 2 Bidding

Turn 2 Bidding, Revival and Movement due: 7/23 Tuesday

Players

ATREIDES:	Cary Nichols	BENE GESSERIT	Bob Robles	BENE TLEILAXU	Paul Bolduc	EMPEROR	Bill Scharf
FREMEN	Steve Koehler	GUILD	Kevin Wilson	HARKONNENS	Ward Narhi	GAME MASTER	Chris Hassler

Turn 1

Bidding Round

The Bene Tleilaxu give the _____ card to the Emperor.

CARD 1 (_____) goes to the Bene Tleilaxu for 3 spice

CARD 2 (_____) goes to the Bene Gesserit for 2 spice

CARD 3 (_____) goes to the Guild for 2 spice

CARD 4 (_____) goes to the Guild for 2 spice

CARD 5 (_____) goes to the Atreides for 4 spice

CARD 6 (_____) goes to the Atreides for 6 spice

CARD 7 (_____) goes to the Bene Gesserit for 2 spice

Revival and Movement

Guild chooses to go last. Bene Gesserit coexist everywhere.

Storm Movement

The storm moves 1 sector to sector 16. (Turn 3 storm movement: _____)

Spice Blow

8 spice in Broken Land

8 spice in Cielago North

Turn 3 spice blow: _____

Bidding

CHOAM Charity recipients: None

7 cards are up for bid. All players are eligible to bid.

Cards: _____

Revival

None

Shipping

None

Movement

Atreides move 5 tokens Arrakeen – OH Gap – Broken Land (12)

Combat Round

None

Spice Collection

Atreides collect 2 spice (Arrakeen)

Harkonnens collect 2 spice (Carthag)

Guild collects 1 spice (Tuek's Sietch)

Turn 2

Notes

The Fremmen have NMRed. **Will Andy York please submit standby orders for the Fremmen!**

Positions

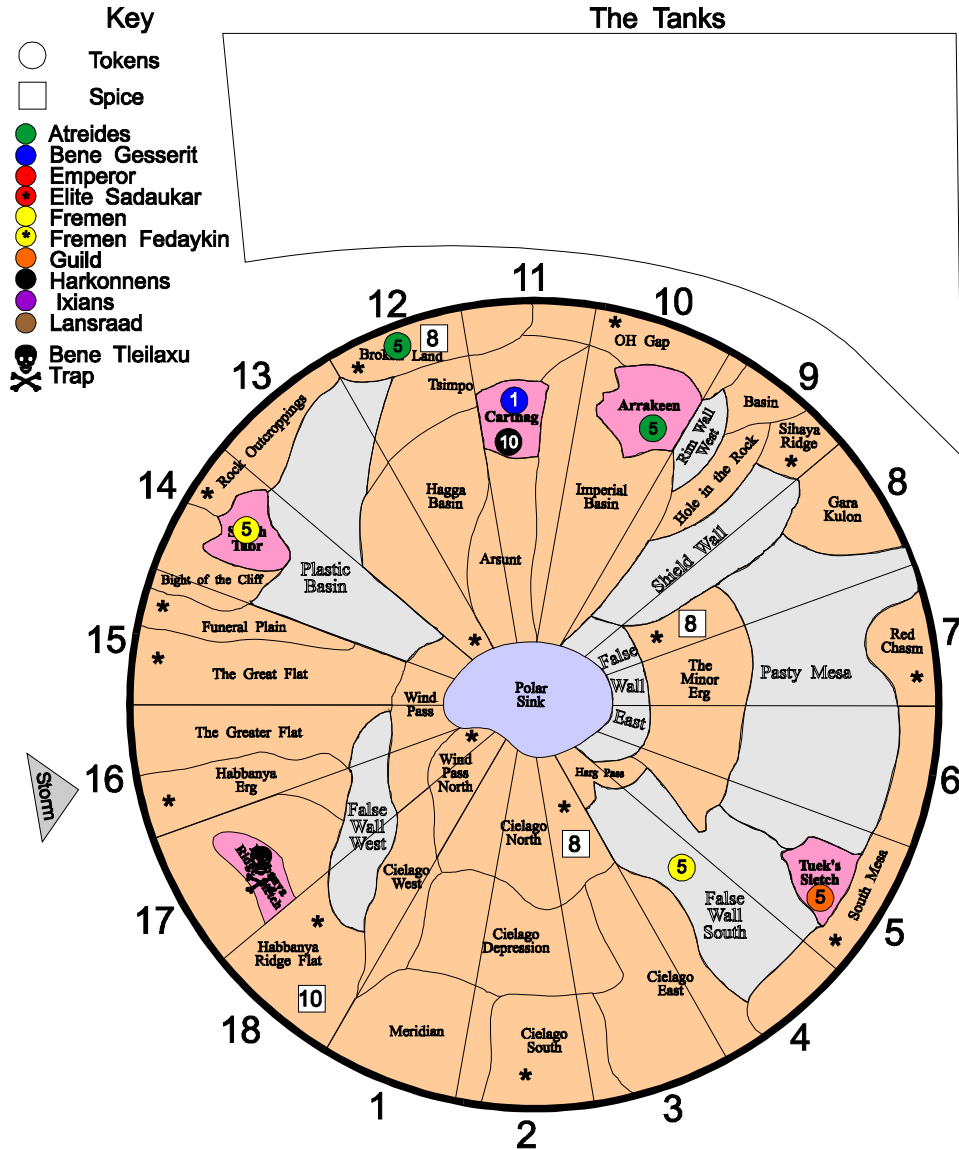
Atreides: 5 tokens Arrakeen, 5 tokens Broken Land (12), 10 tokens off-planet

Bene Gesserit: 1 token Carthag, 19 tokens off-planet

Bene Tleilaxu: No traitors, _____ trap in Habbanya Ridge Sietch
Emperor: 20 tokens (5 Elite Sadaukar) off-planet
Fremen: 5 tokens Sietch Tabr, 5 tokens False Wall South, 10 tokens (3 Fedaykin) Southern Hemisphere
Guild: 5 tokens Tuek's Sietch, 15 tokens off-planet
Harkonnens: 10 tokens Carthag, 10 tokens off-planet

Your Spice: _____
 Your Intrigue cards: _____

 Your traitor(s): _____



Dogface
Epoch I

Epoch II Empire Selection due: 7/23 Tuesday

Empire Selection

Common Cause EGYPT. Plays Population Explosion. Army and Capital Nile Delta, armies Nubia, Libya, Arabian Peninsula, fleet Red Sea, army Palestine, fleet Eastern Mediterranean. Points: Dominance in North Africa (2), Presence in Middle East (2), 1 Capital (2), and 2 Seas (2) for 8 points.

APA MINOANS. Capital and army Crete, fleet Eastern Mediterranean (vs. Common Cause; APA: 4, 3; CC: 4; APA: 5, 5; CC: 4; wins), army Western Anatolia, Shatts Plateau. Points: Presence in North Africa (1) and Middle East (2), 1 Capital (2), and 1 Sea (1) for 6 points.

Royal Manticoran Historical Society INDUS VALLEY: Plays Civil Service. Army and Capital Lower Indus, armies Upper Indus, Western Deccan, Western

Ghats, Eastern Ghats, and Ceylon. Builds Monument Lower Indus. Points: Dominance in India (2), 1 Capital (2), and 1 Monument (1) for 5 points.

The Legacy Project BABYLONIA. Army and Capital Middle Tigris (Sumerian army retreats to Lower Tigris), plays Treachery in Lower Tigris (Capital reduced to city), Zagros (vs. Sumerians; B: 4, 3; S: 4, 3; B: 4, 3; S: 4, 1; B: 6, 3; S: 5, 1; wins), Upper Tigris, plays Allies, Levant, Persian Salt Desert. Builds Monument Middle Tigris. Points: Dominance in Middle East (4), 1 Capital (2), 1 city (1), and 1 Monument (1) for 8 points.

Arachnids plays Hittites. Army and Capital Eastern Anatolia, army Levant (vs. Babylonia; H: 5, 1; B: 2; wins), Zagros (vs. Babylonia; H: 5, 2; B: 2; wins). Builds Monument Eastern Anatolia. **SHANG DYNASTY.** Army and Capital

Yellow River, armies *Great Plain of China*, *Wei River*. Points: Dominance in China (2), Presence in Middle East (2), 2 Capitals (4), and 1 Monument (1) for 9 points.

Dogs and Deities ARYANS. Army *Turanian Plain*, *Tarim Basin*, *Hindu Kush*, *Persian Plateau*, and *Zagros* (vs. Hittites; A: 5, 2; H: 1; wins). Builds Monument *Tarim Basin*. Points: Presence in Middle East (2), China (1), and India (1), and 1 Monument (1) for 5 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Paul Bolduc	Arachnids (blue)	4	9
Dennis Cain	The Legacy Project (red)	4	8
Chris Geggus	APA (green)	4	6
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	5
Cary Nichols	Common Cause (black)	5	8
Andy Lewis	Dogs and Deities (DAD) (orange)	5	5

Initial Positions

Royal Manticoran Historical Society. INDUS VALLEY: Army, Capital, and Monument *Lower Indus*, armies *Upper Indus*, *Western Deccan*, *Western Ghats*, *Eastern Ghats*, and *Ceylon*.

The Legacy Project. BABYLONIA: Army, Capital, and Monument *Middle Tigris*, army and city *Lower Tigris*, armies *Upper Tigris* and *Persian Salt Desert*.

Dogs and Dieties. ARYANS: Army and Monument *Tarim Basin*, armies *Turanian Plain*, *Hindu Kush*, *Persian Plateau*, and *Zagros*.

APA. Fleet *Western Mediterranean*. MINOANS: Army and Capital *Crete*, armies *Western Anatolia* and *Shatts Plateau*.

Common Cause. Fleet *Red Sea*. EGYPT: Army and Capital *Nile Delta*, armies *Nubia*, *Libya*, *Arabian Peninsula*, and *Palestine*.

Arachnids. HITTITES: Army, Capital, and Monument *Eastern Anatolia*, army *Levant*. SHANG DYNASTY: Army and Capital *Yellow River*, armies *Great Plain of China* and *Wei River*.

Event Cards

Your Event Cards are: _____

Epoch II Empire Draw

Wolfbane

Turn 2

Turn 3 due: 7/23 Tuesday

Commander Actions

HBDC IX opens the bidding on a Data Library at 15 and gets it for 19 (Or2, Or3, Wa6, Wa8).

Minas Ithil passes

Dogs in Space passes

Bartertown passes

Discovery Project buys 2 population factors (Or5, Wa7, Wa9).

Planets 'R Us passes

OCEAN buys a population factor (Or1, Wa9)

2114 Corporation buys a population factor (Or2, Wa8)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HBDC IX	Kevin Wilson	OrF, OrF, WaF	2DL	5
2	Discovery Project	Cary Nichols	OrF, OrF, WaF, WaF, P		4
3	Minas Ithil	Bill Scharf	OrF, OrF, WaF, WaF		4
4	2114 Corporation	Dennis Cain	OrF, OrF, WaF, WaF		4
5	Bartertown	Andy York	OrF, OrF, WaF	HE	4
6	Dogs in Space	Andy Lewis	OrF, OrF, WaF	DL	4
7	OCEAN	Michael Lowrey	OrF, OrF, WaF, WaF		4
8	Planets 'R Us	Dave Partridge	OrF, OrF, WaF, WaF		3

Available Upgrades

New Arrivals: Warehouse

Upgrade	Min. Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	2
Warehouse (Wa)	25	3	2
Heavy Equipment (HE)	30	1	3
Nodule (No)	25	4	1

Income

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. Where were the strongest winds ever recorded?

A1. Wind speed reached 231 miles per hour atop Mt. Washington, N.H. on April 12, 1934.

Kevin Wilson, Andy York, and Tom Howell each receive ½ point.

Q2. How many known galaxies are there in the universe?

A2. There are some 50 billion known galaxies in the universe.

Tom Howell receives 2 points.

Q3. What are the names of our galaxy's spiral arms?

A3. Cygnus, Centaurus, Sagittarius, Carina, Orion, Perseus. I also accepted the Norma, and Scutum-Crux arms.

Kevin Wilson, Andy York, Tom Howell, and Joe Carl each receive ½ point.

Q4. When was the first synthetic diamond made?

A4. Engineers created the first synthetic diamond in 1955.

Cary Nichols, Andy York, Tom Howell, and Joe Carl each receive ½ point.

Q5. What is the largest moth and what is its wingspan?

A5. The wings of the Owllet moth stretch 18 inches wide.

No correct answers.

Current Scores

Chris Geggus	83	Andy York	72	Bill Scharf	65
Paul Bolduc	64	Caleb Cousins	63	Dennis Cain	58
Joe Carl	56½	Brendan Whyte	49½	Andy Lewis	35
Ward Narhi	33	Bob Robles	31½	Steve Koehler	31
Tom Howell	26½	Kevin Wilson	19	Brad Martin	16
Sean Cousins	7	Cary Nichols	4		

No free issues awarded this time.

New Questions

Topic: Miscellaneous Trivia

1. In what year was Newton's *Principia* first published?

2. How many different species of spiders are there?

3. What is the largest organ in the human body?

4. Who invented dynamite?

5. How much saliva does a human secrete into the digestive system on a daily basis?

Pedagogy

Saturn has the most complicated and spectacular set of rings of any of the planets in this solar system – and the closer scientists look, the more complicated they get. Saturn has the densest and brightest rings, but it also has rings that share some similarities with Jupiter's.

Let's start at the outer edge of the ring system with the E ring. The E ring is a broad, diffuse ring of small particles. This ring spans the orbits of Mimas, Tethys, Dione, Rhea, and Enceladus. Its peak brightness is at the same orbital distance as Enceladus, which points to that smooth, icy moon as the ring's source. The ring particles could well be produced through a combination of collisions and possible "volcanic" activity on the part of Enceladus. While such activity has not been observed, Enceladus is in an orbital resonance with the giant moon Titan, which could cause enough internal heating to melt Enceladus' icy interior. Such a construction would explain Enceladus' smooth exterior.

The next ring in is the G ring. The G ring is the ring most recently discovered. It, too, is a diffuse ring, but it is not nearly as broad as the E ring. It has no obvious source.

The next ring in is the F ring, that famous "braided" ring discovered by Voyager 1. It is a dense, narrow ring that displays a number of strange knots and strands. All of these features are likely explained by the presence of two small moons, Pandora and Prometheus, located on the outer and inner edges of the ring. The gravity of these two moons tends to "herd" ring particles that would normally spread out. Here's how this works. Let's take for example a ring particle on the outer edge of the ring. It would be traveling in a faster orbit than Pandora, and thus as it passed the moon, Pandora's gravity would pull on it, slowing it down. This would then cause the particle to lose energy and drop into a lower orbit. Pandora would conversely be pushed outward, but given the ratio of the masses of the two particles, the effect on Pandora would be tremendously

less. The knots and strands are also thought to be caused by gravitational interactions with Pandora and Prometheus.

This leads us to Saturn's main rings, the ones discovered by Christiaan Huygens. The first is the A ring. The main rings of Saturn are composed of large particles, on the average of about a meter in diameter. This accounts for their visibility. The A ring has both a sharp inner and outer edge, as well as a gap, called the Encke Gap. Its sharp outer edge has two causes. It, too has a shepherd moon, Atlas. The outer edge also has a 7:6 orbital resonance with the two co-orbital moons, Epimetheus and Janus. The orbital resonance works in this way. For every 7 orbits of Epimetheus and Janus, particles at the outer edge of the A ring orbit 6 times. Thus, over time, the slight gravitational nudge of these moons adds up, causing any ring particles at that position to drift outward. The Encke Gap is likewise caused by a moon, tiny Pan. Pan orbits within the Gap, thus clearing it out by its gravitational interaction with the ring particles. The inner edge of the A ring is the Cassini Division. This is a gap caused by a 2:1 orbital resonance with Mimas, which is also the cause of the sharp outer edge of the B ring.

The B ring is the brightest and densest of Saturn's rings. It as well as the A and C rings, showed startling detail when viewed by the Voyager probes. Countless ringlets were seen. One possible explanation is that these ringlets are not ringlets per se, but are perturbations by satellites. If a satellite has an elliptical, rather than circular, orbit, its perturbations will be uneven, resulting in spiral density waves, similar to the spiral arms of a galaxy. In addition, if the satellite has an orbit slightly inclined with respect to the ring, there will be up and down components, resulting in bending waves – little corrugations in the ring. A combination of these could explain the appearance of ringlets. The B ring also demonstrated unusual dark "spokes" that appeared to violate gravity by staying

intact through an orbit. Normally, any radial structure would be torn apart by the differential rotation – the inner part would rotate faster than the outer part – but the spokes did not. The most likely explanation is that these spokes are composed of fine dust levitated out of the plane of the ring and held in place by Saturn’s magnetic field.

The C ring, also known as the Crepe ring, is a faint, less dense ring. It is still visible from Earth in an amateur telescope, but it is subtle, and its appearance seems to change from time to time. There is no gap between the B and C rings,

one just quickly transitions to the other. Many describe the C ring to be faintly bluish, contrasting with the golden color of the B ring. The inner edge of the C ring is usually tough to spot, but it has one.

The last of Saturn’s rings is the unremarkable D ring. It is a very faint ring that begins inside the C ring and reaches down to Saturn’s cloud tops. It is thought to be composed of particles that have diffused inward and are on their way to spiraling into Saturn’s atmosphere.

Next time, I will discuss the ring system of Uranus.

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 or emailed 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. 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.
16. 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.
17. 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.
18. 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.
19. 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.
20. 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.
21. 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.

NMR Policy

Recent events have convinced me that I need to establish a consistent, written policy for handling NMRs. This is it. In general, the guiding principal will be that the NMRed power will pursue as inactive a strategy as possible without unbalancing the game. That being said, here are specific policies for the different games I run.

Age of Renaissance. If the NMR occurs during a “Turn N, Phase 7, Turn N+1 Phases 1-3” mailing, the power will buy 0 tokens, will not buy off any surpluses or shortages, will not exercise any card buy using Urban Ascendancy or discard using Master Art, nor will the power play any cards. If the NMR occurs during the “Phases 4-6” mailing, the power will buy a ship upgrade (if possible) and stabilization during Phase 4. During Expansion, expansion will be conducted using the following guidelines:

1. First priority will be to attack lands within reach which provide commodities for which the power holds cards. These will be attacked in the following order:
 - a. Largest market number that can be attacked.

- b. Occupied by the power holding the larger number of dominances
2. All lands adjacent to current holdings, in the following order:
 - a. Commodity currently held in largest number
 - b. Most profitable commodity (gold or ivory first, stone last)
 - c. Largest market number
 - d. Occupied by the power holding the larger number of dominances
 - e. Satellites protecting lands in the above order

In any case, if an attack fails and can be repeated, it will be done so.

Dune. If the NMR occurs in the Bidding Round or the Revival and Movement Round, no action will be taken, except to take any free revivals that may be due. If the NMR occurs in the Combat Round, the player will dial a number equal to his token value minus ½, pay 0 spice, use his weakest leader (Cheap Hero(ine) if available), and play no Treachery cards.

History of the World. If the NMR occurs during Empire Selection, the power will keep the drawn empire. If that is not possible, it will be passed to a

random player. If the NMR occurs during play of an Epoch, the game will be held over at the beginning of that power's turn for a standby call.

Kremlin. An NMRing player will not declare any influence on any politician. If he controls a politician, that politician will act as if it were not controlled.

Liftoff! An NMRing player will buy only that equipment needed to perform planned missions. Research will be conducted on any programs that have safety ratings at less than the R&D max. The number of dice used will be determined on the assumption that each die will roll a 2. No missions will be declared for the following year, no rushing will be undertaken, and the missions will be carried out in the normal fashion.

Machiavelli and all Diplomacy Variants. All units hold, and all retreating units go off the board. During a build turn, all current units will be maintained, but no new units will be built. If units have to be removed, they will be chosen randomly by the GM, with units occupying home cities/centers selected last.

Merchant of Venus. Any NMRing trader will hold in place and conduct no trades of any kind.

New World. Any NMRing power will not sail to the New World. They will not attack natives, but will continue to mine and attempt discovery. If discovery is successful, they will not mine. If another power attempts to move into an area they control, they will attack, but those are the only circumstances in which they will do so.

Outpost. An NMRing commander will take no actions. If any cards have to be discarded, the lowest valued cards will be selected by the GM.

Settlers/Seafarers of Catan. An NMRing power will make no trades or builds. If he has to discard cards, the cards will be selected randomly by the GM.

Silverton. An NMRing power will not prospect or survey. He will not operate any claims except passenger runs. He will not deliver any goods. He will not place any snowplows.

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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, Cary Nichols
Dune: Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf
New World: Andy York, Bill Scharf, Cary Nichols
Merchant of Venus: Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols
Outpost: Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf
History of the World: Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Phil Reynolds, Cary Nichols
Stellar Conquest: Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols
Liftoff!: Dennis Cain, Andy York, Cary Nichols, Bill Scharf
Age of Renaissance: Bob Robles, Michael Lowrey, Cary Nichols
Kremlin: Joe Carl, Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf
Silverton: Cary Nichols, Bill Scharf
Settlers of Catan: Michael Lowrey, Chris Geggus, Cary Nichols

Standby Calls

Andy York for the Fremmen in Pavlov.