**Notes from Hades**

I do apologize for the lateness of this issue, but events have been conspiring against me. The first thing was that the weekend after the deadline, we all went to West Virginia to attend a reunion of Celeste's sorority. We had a good time, but it did prevent me from working on the zine at any time during the weekend. Then, with all of us being sick at one time or another the following week, it has been virtually impossible to carve out the time to work on it. In any event, it is finally here.

The Seafarer's of Catan game, Wolfhound, has finished this issue. Congratulations to Dave Partridge for his victory.

I am working on a set of variant rules for Liftoff! that expand it to include manned missions to Mars. I had hoped to have it in at least a complete draft form by now, but for the obvious reasons, I have been unable to do so. I do plan on having it ready for comment soon, and I would appreciate any comments from interested parties. I intend to use these rules in the next Liftoff! game that I run here.

The next deadline is **Tuesday, November 26 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

Guard Dog. Kremlin. Have Any Lewis, Pasquale Giovine, Mike Scott, Ward Narhi, Bob Robles, and Chris Geggus. **Starts this issue!**

Dogged. Silverton. This will use the Mayfair rules and map. We are also using the advanced rules and the Hiring and Advancement optional rule. Have Joe Carl, Bill Scharf, Cary Nichols, Paul Bolduc, and Ward Narhi, need 1 more. **This game starts next issue!**

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.

Dogwood. History of the World. This will start when Dogface ends. Have Dave Anderson, Forest Cole, Kevin Wilson, Andy Lewis, and Dennis Cain, need 1 more.

Wish List

Seafarers of Catan. This will start when Wolfhound ends. We will be playing the Oceans scenario. Have Kevin Wilson and Dave Partridge, will take up to 4 more.

Outpost. This will start when Wolfbane ends. Have Eric Brosius, Andy York, and Andy Lewis, will take up to 7 more.

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

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

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

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

Steve Koehler

"Tycho Brahe"

Words and music by Frank Zappa

as performed at the Paramount Theater, Portland, Oregon, on December 9, 1972 (early show)

We're gonna make something up, especially for you. Tell you what happened, this afternoon. [interruption from the audience] Someone give him discipline. Or a hand. Or both at the same time.

This afternoon at the soundcheck, we had some problems with our "equipment" and while we were trying to solve them, part of the method we used to solve the equipment problems was somebody has to stand at the microphone and talk, and talk and talk until you get it down to sound right. So this afternoon I was talking. And while I was talking, I made up a story based on a historical figure, who was

an astronomer from Denmark. Have you ever heard of a guy named Tycho Brahe? Anybody know Tycho Brahe? Hey, guy are you guys erudite! Anyway, Tycho Brahe also happens to be the brandname of the PA company who is schlepping us around the countryside here. And we manufactured a brief fantasy based on the exploits of Tycho Brahe. Now we're going to try and recreate our soundcheck this afternoon for you, ladies and gentlemen, complete with the drama of a little Danish astronomer. You ready?

This may turn out shitty, but what the heck. You know? Yeah, really. Okay, this is in Bb, [xxx]

1, 2, 3, 4...

Ladies and gentlemen, this is the story of Tycho Brahe, a little Danish astronomer. Bring the band on down behind me, boys. We're gonna get [xxx] too soon. Just settle into a groove.

Tycho Brahe! The name brings... Why, the name itself, why it just conjures up duels and telescopes, everything. What a name!

Anyway, Tycho Brahe really was in a duel. The poor sucker got his nose shot off, or chopped off or something. Being industrious--and also Danish--he decided that instead of going through life with a big hole in the middle of his face--and this is the honest-to-God truth, ladies and gentlemen--fashioned for himself a nose made out of copper, which he attached to his head. He really had a copper nose. What an astronomer!

Tycho Brahe was also a shrewd little sucker, and he had the King of Denmark whipped, because I guess the King of Denmark had an interest in things of a celestial nature. So Tycho Brahe conned the poor dude into constructing for his edification a very spiffy observatory, probably one of the neatest observatories of its day and age, located on a little island just offshore in the middle of the North Sea, that was Tycho Brahe's hangout, you know what I mean? And he was heavy into the sky, with a copper nose, know what I mean?

So this is the story of Tycho Brahe assembling his observatory. One day he says to the King, "You know, there's a lot going on out there. Those little white dots you see may control your destiny." And the King says, "I can dig it, Tycho. What can I do for you, my boy?" Tycho Brahe says, "Well, look here, King. I need the biggest, juiciest, most succulent telescope you ever laid your regal eyes on." And the King says, "What do I know from the telescope?" Tycho says, "Don't worry about it, I've got you covered. Let me tell you. If you will just procure for me the world's largest cardboard linoleum pole, and have it shipped over here, I will put together an observatory on your behalf that will allow me to make astrological predictions, as well as astronomical computations, and that's gonna put you on the charts. What do you think about that?" And the King says, "I can dig it, Tycho."

So he used his connections, and got ahold of the Armstrong Linoleum Company, and says, "Hey, Mr. Armstrong, send me the big tube." Well, they didn't have airplanes then, so they had to ship it by boat. So here comes the big tube on a barge across the sea, poor thing nearly withering away from the salt spray, getting soggy around the edges. But because it was a large and valiant tube, it took its little tugboat ride in stride. And when it finally landed on the banks of this scabrous little island off the coast of Denmark, where they were gonna build the observatory, Tycho himself helped to haul it off the boat, and took it up to his laboratory, where he warmed it in front of a fire to take some of the wrinkles out of it and got it all spiffed over, till he thought it was really making it.

Then he said to the King, "I need me a lens, because in order to look up there, you need more than a big tube, you need something to make the dots bigger." And the King says, "What do I know from a lens?" And Tycho Brahe says, "You ever heard of Coca-Cola?" And the King says, "Yeah, I can dig it." "Right, six cases of empty Coke bottles and a glass furnace right away." So he melts down the Coke bottles, and he gets a bunch of Danish coolies to buff it until it looks just like a big lens. And he stuffs it in the end of the linoleum roll, and peers out of it into the sky. And he gets out his charts, and his diagrams, and his big tweezers, and he [xxx] thing in the chart like that, and he scratches the back of his head and goes, "Hmm, you know what, King? I think I've got your prediction under control."

He steps away from the telescope, goes over to the King and he says, "I'm gonna tell you your future. And all it's gonna cost you is one observatory. And your future consists of this: you're gonna meet a tall, dark, handsome stranger in the Wichita, Kansas, Greyhound bus depot men's room." And the King says, "Hmm. I have never heard of this place. Perhaps it indicates a new conquest for the Danish people."

So the King goes away to meditate on his astrological computations. And becoming so enthralled with the prospect of the Danish people taking over Kansas, he proceeded to roll it into a tube, stick it over his putz, and whack it until the broad daylight. Meanwhile, Tycho, industrious little copper-nosed freak that he was, turns the swivel of his observatory dome in the direction of the King's bedroom window, and trains his enormous cardboard telescope right in there and watched the King doing it.

Tycho Brahe!

And to this very day, the photograph that Tycho Brahe took through the cardboard tube of the King in his bedroom beating it formed the basis of all of the Danish pornographic literature masterpieces.

Bob Robles

Time again for those orders. A pair of book reviews first. "The Orchid Thief" by Susan Orleans. A really interesting biography of a guy obsessed with orchids. The author gives you a look at an entire cult obsessed with a flower. An offbeat and interesting book. "Seabiscuit" by Laura Hillenbrand. Even if you don't like horse racing, this is a wonderful book. A dumpy horse literally picked out of losers races, a losing jockey, and an oddball trainer all came together at just the right time to create perhaps the greatest US horse racing legend. This book ties together the horse and the men around him in a truly spellbinding story. Supposedly a movie is in the works with Tobie McGuire. I'm betting he will be cast as one of the jockeys.

Off the Leash

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Fall 1457**

Deadline for Winter-Spring 1458: 11/26 Tuesday

The Papal government collapses from assassination and relentless Neapolitan pressure. Another Florentine ruler falls under the knife while Venice gains ground from Florence and the Turks. Milan recaptures his capital, but can he hang on long? The Turks are quiet in the West despite urging by Naples to move against France.

Summer 1457 Retreats

Milan A Milan retreats to Cremona
Papal A Arezzo retreats to garrison
Papal A Perugia retreats to Sienna
Turkish A Dalmatia retreats to Bosnia
Venice F Lower Adriatic retreats to Durazzo

Expenditures

Florence once again fails to repay a loan to the moneylenders and is assassinated. All units hold. Rebellions strike Modena, Pisa, and Urbino. The Pope fails to repay a loan to the moneylenders and is assassinated. All units hold. No rebellions.

Outstanding Debt

Spring 1458: 12 ducats due from Florence, 15 ducats due from Naples

Orders

- AUSTRIA : A Milan to Como (rebellion liberated), A Trent to Milan, A Slavonia to Carniola
- FLORENCE : A Lucca holds, A Florence holds, A Arezzo holds
- FRANCE : A Swiss to Turin, A Como holds (Dislodged, retreat Tyrolea, OTB), A Pavia supports Austrian A Milan (nso), F Genoa to Ligurian Sea, F Gulf of Lions supports F Genoa to Ligurian Sea
- MILAN : A Parma to Milan, A Cremona supports A Parma to Milan
- NAPLES : A Patrimony supports A Perugia, A Perugia besieges, A Capua to Aquila, F Tyrrhenian Sea supports Turkish F Sardinia to Gulf of Lions (nso), F Salerno to Otranto, F Otranto to Ionian Sea
- PAPACY : A Sienna holds, G Arezzo holds, G Perugia holds **Our!**
- TURKS : A Herzegovina supports A Bosnia to Dalmatia, A Bosnia to Dalmatia, F Lower Adriatic supports A Bosnia to Dalmatia (cut), F Ragusa supports F Lower Adriatic, F Tunis holds, F Sardinia holds
- VENICE : A Bologna supports A Mantua, A Mantua supports A Bologna, A Padua holds, F Upper Adriatic to Lower Adriatic, F Croatia supports F Dalmatia, F Dalmatia supports F Upper Adriatic to Lower Adriatic (cut), F Durazzo supports F Upper Adriatic to Lower Adriatic

Notes

We have a new Duke of Milan. A free issue is awarded. Also, since the Pope no longer controls any of his home cities, he has been eliminated.

Press

- Austria – France:** Let me help you crush those nasty Milanese-funded rebels.
- Austria – Venice:** Oh I do long to be beside the seaside...
- France – Austria:** Dear friend, I shall disband my army in Como if it will not occur after winter and if Milan is still yours, obviously. Swiss will remain free, and I hope in your same attention about Tyrolea.
- France – Milan:** Bye, bye.
- France – Turkey:** Well done, and I hope so in the future also.
- Milan – Austria:** You are perfectly correct with your conclusion (i.e. I'm in deep doo-doo). However, one takes what one is given and does their best with it.
- Milan – France:** I know you've thrown your support to the Austrians; but with all your internal troubles, you may wish to reconsider. Who do you think will be next on his plate?
- Milan – Venice:** Thank you for the offer of Cremona. It has come in to be a handy place to relocate my capital. I hope I'll be in the game long enough to return the favour.
- Naples – Florence:** The Pope is taking a bit longer to go away than either of us would have liked. I will take Perugia, and eliminate him, and then once he is out of the game I will march away.
- Naples – Turks:** It's time you started letting me know your help needs, or intentions... even if the Doge of Venice can see that Press too. Think things out, and let's drive him back north... NOTE too, that if he retreated into BARI or ANC, I would like your assistance in supporting me back in, or letting me get a fleet into the L.A. to do that support myself.
- Naples – Venice:** OK, you have your tuff with the Turk, don't retreat in my direction or you will bring me in on his side.
- Pope – All:** That's all, folks!
- Turks – Austria:** And how pray tell am I rapacious? Look at my bankroll, then look at Venice's. You think I'll trust the moneylenders after what happened to Milan? Would you like to concede to Venice now?

Turks – France: What war in the west? My fleets have been docked in Tunis and Sardinia all game.

Turks – Naples: I hope your Otranto fleet supported me in Lower Adriatic. All your units are unfortunately on the west side of the peninsula.

Turks – Pope and Milan: You who are about to die, we salute you.

Turk – Venice: Sorry, but your bankroll is still too much.

Spring 1458 Famine

Poor Year – Column Only. Modena, Swiss, Verona, Bergamo, Urbino, Florence, Parma, Aquila.

Spring 1458 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	<i>Tyrolea</i> , Austria, Hungary, Como, Carinthia, Trent, Slavonia, Carniola	8
FLO	<u>Modena</u> , <u>Lucca</u> , Pisa, <u>Pistoia</u> , <u>Florence</u> , <u>Urbino</u> , <u>Arezzo</u> , <u>Piombino</u>	2
FRA	Avignon, <u>Swiss</u> , <u>Marseilles</u> , Provence, <u>Turin</u> , <u>Saluzzo</u> , <u>Savoy</u> , Genoa, <u>Montferrat</u> , Pavia, <u>Fornova</u> , <u>Corsica</u>	4
MIL	Milan, Cremona, <u>Parma</u>	2
NAP	Patrimony, Perugia, Rome, Spoleto, Ancona, <u>Aquila</u> , Capua, Naples, Salerno, Bari, Otranto, Messina, Palermo	12
TUR	Sardinia, Tunis, Albania, Ragusa, Herzegovina, Bosnia	6
VEN	<u>Bergamo</u> , <u>Verona</u> , Bologna, Mantua, Padua, Treviso, Friuli, Ferrara, Istria, Croatia, Dalmatia, Durazzo	10

Seas

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

Cities

AUS	<i>Tyrolea</i> , Austria, Hungary, Trent, Carniola	5
FLO	<u>Modena</u> , <u>Lucca</u> , Pisa, <u>Florence</u> (3), <u>Arezzo</u> , <u>Piombino</u>	2
FRA	Avignon, <u>Swiss</u> , <u>Marseilles</u> , <u>Turin</u> , <u>Saluzzo</u> , <u>Savoy</u> , Genoa (3), <u>Montferrat</u> , Pavia, <u>Corsica</u>	5
MIL	Milan (3), Cremona	4
NAP	Perugia, Rome (2), Ancona, Naples (2), Bari, Messina, Palermo	9
TUR	Sardinia, Tunis (2), Albania, Ragusa	5
VEN	Bologna, Mantua, Padua, Treviso, Ferrara, Croatia, Dalmatia, Durazzo, Venice (3)	11

Totals

Variable income die roll was 5.

	Variable	Provinces	Seas	Cities	Gross
AUS	4	8	0	5	17
FLO	8	2	0	2	12
FRA	8	4	2	5	19
MIL	4	2	0	4	10
NAP	3	12	2	9	26
TUR	5	6	1	5	17
VEN	8	10	2	11	31

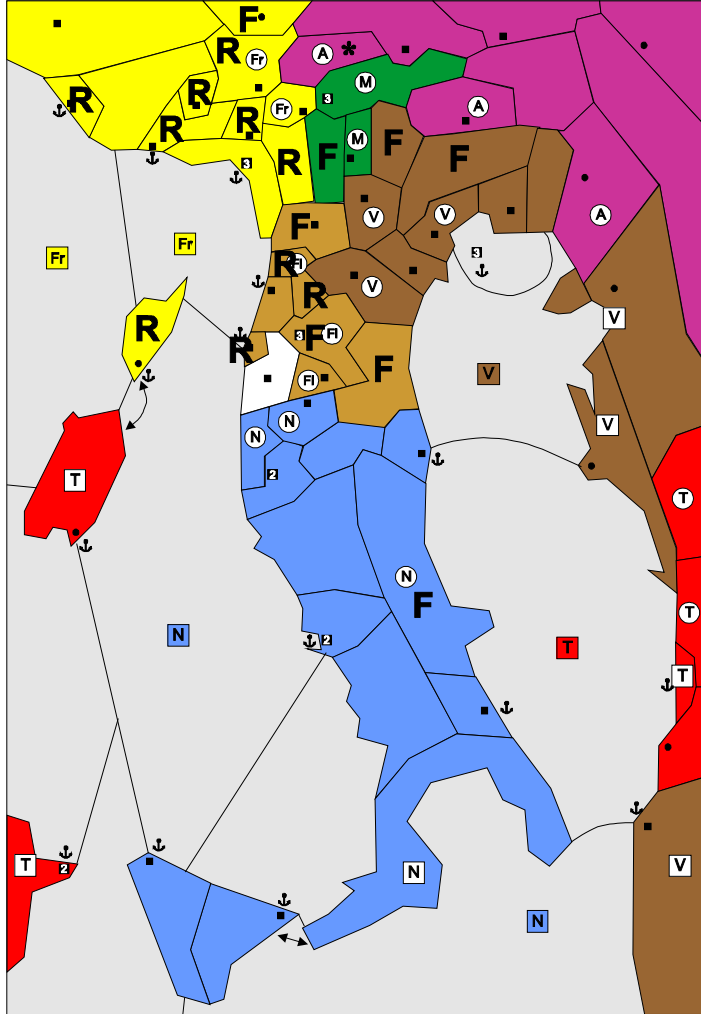
Your treasury:

Your final total:

Game Summary

	1454	1455	1456	1457	1458
Austria:	3	2	3	4	5
Florence:	3	6	8	7	6
France:	3	7	8	9	10
Milan:	3	5	5	2	2

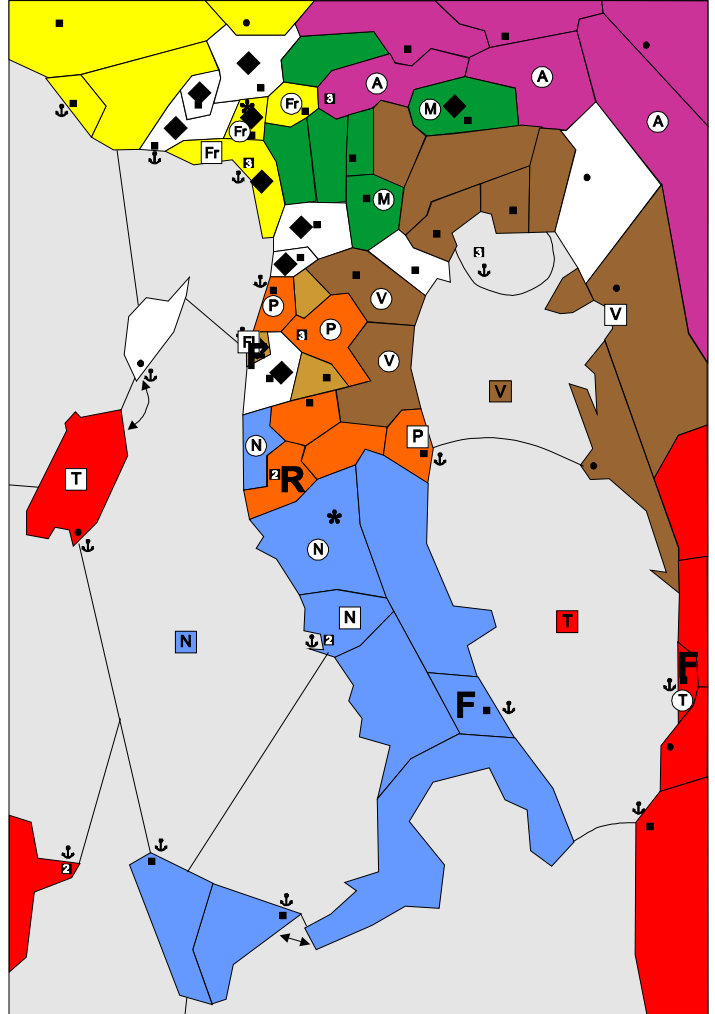
Off the Leash



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

	1454	1455	1456	1457	1458
Naples:	4	4	5	6	7
Papacy:	4	3	2	2	0
Turks:	3	5	5	6	4
Venice:	4	6	7	6	9

Wild Dog



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

Wild Dog

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Black Press, Ultimate Victory
Fall 1454**

Deadline for Winter-Spring 1455 11/26, Tuesday

Florentine ducats buy a Papal assassination while Milan fails to match Austria's pay to its soldiers. Naples and Venice each launch an invasion of Papal lands. Austria and France continue to tighten the noose on Milan. Finally, the Turks acquire an island.

Expenditures

Austria borrows 8 ducats for 2 years (12 ducats due Fall 1456) and spends 3 ducats to counterbribe army Carinthia and 6 ducats to counterbribe army Milan.

Florence borrows 20 ducats for 2 years (30 ducats due Fall 1456) and spends 24 ducats to attempt the assassination of the Pope. He selects 1 and 2 as his success points, the die roll is 2. Assassination succeeds. All the Pope's units hold this turn, and rebellions strike Urbino and Rome.

France borrows 5 ducats for 1 year (6 ducats due Fall 1455) and spends 3 ducats each to counterbribe armies Turin and Montferrat

Milan borrows 15 ducats for 2 years (23 ducats due Fall 1456) and spends them to attempt to disband Austrian A Milan. Attempt fails due to counterbribes.

The Pope spends 3 ducats to counterbribe A Florence

Outstanding Debt

Fall 1455: 6 ducats due from France

Summer 1456: 38 ducats due from the Pope

Fall 1456: 8 ducats due from Austria, 30 ducats due from Florence, 23 ducats due from Milan.

Orders

AUSTRIA (Wilson): A MILAN supports A Carinthia (cut), A CARINTHIA supports A Milan, A SLAVONIA supports A Carinthia

FLORENCE (Biehl): F PIOMBINO besiege

FRANCE (Partridge): A Turin to MONTEFERRAT, A PAVIA supports A Turin to Montferrat, F SAVOY to GENOA

MILAN (Robles): A TRENT to Milan, A MANTUA besieges (garrison destroyed), A Montferrat besieges (DISLODGED, retreat Savoy, Fornova, OTB)

NAPLES (Scharf): A Aquila to CAPUA, A Palermo to PATRIMONY, F NAPLES supports A Aquila to Capua, F TYRRHENIAN SEA transports A Palermo to Patrimony

PAPACY (Carl): A PISA holds, A FLORENCE holds, A Capua holds (DISLODGED, retreat Rome, Spoleto, OTB), F ANCONA holds

TURKS (Narhi): A RAGUSA besieges (garrison destroyed), F LOWER ADRIATIC holds, F Western Mediterranean to SARDINIA

VENICE (Whyte): A Ferrara to BOLOGNA, A Carniola to URBINO (rebellion liberated), F UPPER ADRIATIC transports A Carniola to Urbino, F Dalmatia to CROATIA

Notes

Bill Scharf is now the official King of Naples. A free issue is awarded.

Press

Austria – France: Was that last note to Milan implying I'm the dark side? How rude!

Austria – Milan: I (emphasis added) was the one seduced by the dark side.

Austria – The Pope: I'll be interested to see you handle that debt burden.

Giovanni d'Medici whispered to Piero Stiletto: If St. Peter will not call the Pope perhaps these ducats will. May your aim be true.

Milan – Austria & France: What, is it my breath?

Venice – Austria: Who me? Nasty? Pas moi! I am very happy to have you as a neighbour, but stay neighbourly and to the FAR north of me.

Venice – Milan: Don't you hate how neighbours always come to visit whenever you go out?

Venice – Pope: Mmmm... Do I smell the savoury aroma of agneau florentine, with apple sauce?

Spring 1455 Famine

Poor Year – Column only: Piombino, Ragusa, Bari

Spring 1455 Income

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

Provinces

AUS	Tyrolea, Austria, Hungary, Carinthia, Slavonia, Milan	6
FLO	Arezzo, Pistoia, <u>Piombino</u>	2
FRA	Avignon, Swiss, Provence, Marseilles, Pavia, Montferrat, Genoa	7
MIL	Como, Fornova, Parma, Cremona, Mantua	5
NAP	Palermo, Messina, Otranto, <u>Bari</u> , Salerno, Naples, Aquila,	8

Capua, Patrimony

PAP	<u>Rome</u> , Spoleto, Ancona, Perugia, Florence, Pisa	5
TUR	Sardinia, Tunis, Durazzo, Albania, <u>Ragusa</u> , Herzegovina, Bosnia	6
VEN	Bergamo, Verona, Friuli, Treviso, Padua, Bologna, Urbino, Istria, Croatia, Dalmatia	10

Seas

NAP	Tyrrhenian Sea	1
TUR	Lower Adriatic	1
VEN	Upper Adriatic, Venice	2

Cities

AUS	Tyrolea, Austria, Hungary, Milan (3)	6
FLO	Arezzo	1
FRA	Avignon, Swiss, Marseilles, Pavia	4
MIL	Cremona, Mantua	2
NAP	Palermo, Messina, <u>Bari</u> , Naples (2)	4
PAP	<u>Rome (2)</u> , Perugia, Florence (3), Pisa	5
TUR	Sardinia, Tunis (2), Durazzo, Albania, <u>Ragusa</u>	5
VEN	Treviso, Padua, Bologna, Croatia, Dalmatia, Venice (3)	8

Totals

Variable income die roll was 2.

	Variable	Provinces	Seas	Cities	Gross
AUS	2	6	0	6	14
FLO	4	2	0	1	7
FRA	2	7	0	4	13
MIL	3	5	0	2	10
NAP	2	8	1	4	15
PAP	3	5	0	5	13
TUR	2	6	1	5	14
VEN	4	10	2	8	24

Your treasury:

Your final total:

Game Summary

	1454	1455
Austria:	3	4
Florence:	3	1
France:	3	4
Milan:	3	2
Naples:	4	4
Papacy:	4	3
Turks:	3	5
Venice:	4	6

Warg 3019-1-I

Deadline for 3019-1-II 11/26, Tuesday

Mordor opens strong against Gondor and the Dwarves. Rohan sends his cavalry charging out into the fields of Emnet while Saruman moves into the Gap of Rohan. The Elves try to coordinate their armies and Umbar spreads out in all directions. Where is Gandalf?

Orders

- DWARVES (Reynolds): A IRON HILLS to North Rhun, A Erebor to ESGAROTH, A Blue Hills to FOROCHEL, Dain leads A Erebor to ESGAROTH
- ELVES (Koehler): A Elven King's Hall to NORTH MIRKWOOD, A LORIEAN to Anduin, A Imladris to HIGH PASS, R (_____), F Gray Havens to GULF OF LHUN
- GANDALF (Bolduc): R (_____), R (_____), Fe (_____), Aragon (_____), Gandalf (_____).
- GONDOR (York): 2A MINAS TIRITH to Osgiliath, A Pelagir to SOUTH ITHILIEN, A Lamedon to LOSSERNACH, C Dol Amroth to LAMEDON, R (_____), Faramir leads 2A MINAS TIRITH to Osgiliath
- MORDOR (Anderson): 2A Barad Dur to ORODRUIN, 2A Uduin to NORTH ITHILIEN, 2A MINAS MORGUL to Osgiliath, A DUL GULDUR to Anduin, A Gundabad to NORTHERN WASTES, A South Rhun to WILDERLAND, A Nurn to KHAND, 3A Off to NORTH RHUN, Lord of the Nazgul leads 2A MINAS MORGUL to Osgiliath, Nazgul (_____), Sauron leads 2A Barad Dur to ORODRUIN
- ROHAN (Scharf): C Dunharrow to Westfold to WEST EMNET, C Eastfold to EAST EMNET, A HELM'S DEEP holds, Theoden DUNHARROW holds, Eowyn (_____)
- SARUMAN (Robles): A Isengard to GAP OF ROHAN, A Dunland to THARBAD, A Khazad Dum to HOLLIN, Saruman leads A Isengard to GAP OF ROHAN
- UMBAR (Nichols): 2F City of the Corsairs divides, F City of the Corsairs to SOUTHERN SEA, F City of the Corsairs to SOUTHERN BAY, A Havens of Umbar to HARADWAITH, C Harad to SOUTH GONDOR to South Ithilien

Alignment

- Good:** Dwarves, Elves, Gandalf, Gondor, Rohan
- Neutral:** Saruman, Umbar
- Evil:** Mordor

Press

Dwarves – All: Unfortunately, the rules of this variant leave me no choice but to declare Good if I want to win or draw. That's why I like Hardbop Downfall, since Neutrals who turn Evil can share a draw with Mordor if Sauron doesn't get the Ring.

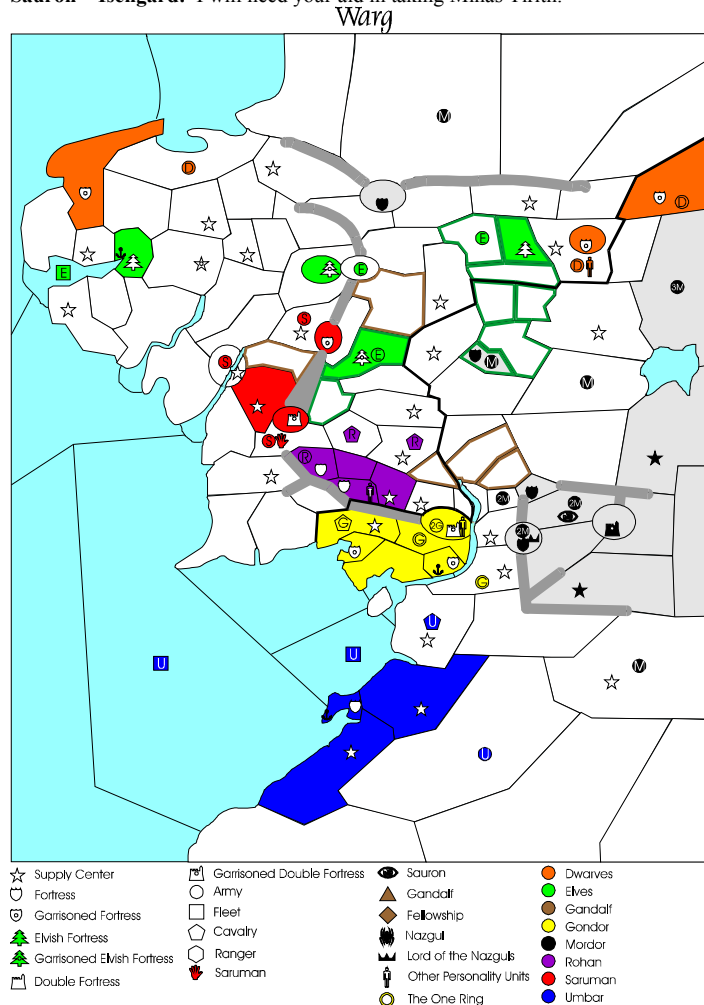
Phil – Dave: We've never been allies before, and this game isn't going to change that!

Sauron – World: My psychoanalyst has discovered my problem. It stems from my childhood and the fact that my former boss, Morgoth got tossed into THE VOID and there is no life in the void. But, as our G. M. will soon discover as my analyst revealed to me. If it is mine, it's mine. If you think it is yours--it's mine. If you played with my ring and you want to keep it--it's mine. Whatever is yours --it's actually mine. If you want to destroy my ring--you shouldn't because it's mine.

Sauron – Umbar: Build me a fleet worthy of Mordor and sail it up the Anduin with black sails to the very edge of the Pellamor Fields. [evil laughter follows] Your reward is S.Go, Peegir, Dol Amorph and trading back and forth S. Ith. because of maneuvering needs.

Sauron – Rohan: Ride your cavalry west, we have no qualms with you.

Sauron – Isengard: I will need your aid in taking Minas Tirith.



Dog Tired

End of Game Statements

Chris Geggus (Floridian Ballot Investigators) Thanks to all the players and to Chris. Chris is now going to keep putting me in all new starting Kremlin games until I lose. Won't be long, I promise you!

Mike Scott (The California Connection) WOW, over so soon. And it even went 9 Turns, hmmm, didn't seem like it! This game went way to fast, and it seemed that I was blocked mostly by NOT being able to do anything... guess that's just how it goes sometimes. OK, NEXT TIME!

Bill Scharf (Ideological Purists) Not a lot to say. All my guys died or went to Siberia... the last half of the game I didn't have anyone that others didn't have more on...which happens in about half the games I play...

Pasquale Giovine (Hard Line Stalinists) This was my first game of Kremlin and I arrived second: good, I think, even if I made many mistakes during this

very strange game. It should be a political game, but instead I observed the almost complete absence of diplomacy in it: anyone played alone. I hope in a my better conduct for the next Kremlin game. Thank you to all players and to Chris that helped me in many interpretations of rules.

Hyena

Turns 24.3 to 26.3

Deadline for Turns 26.4 to 28.4: 11/26 Tuesday

Turn 24

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 5 6 6
Multi-Generation Ship – NC1 – R – (Y) – R – Grand Port (p).
 Sell Psychotic Sculpture for \$250 (from the cup: Space Spice at 2). Sells second Psychotic Sculpture for \$250 (from the cup: Demand for Finest Dust at 7b). \$50 in port commissions to D.E.L.L.

4th: Andy Lewis (Eeep/Go for the Money Time) Rolls Used: 6
Asteroid City West – B10 – A – A – R10 – A – Airhome – Y – B – R – Open Port.
 Sells Chicle Liquor for \$90 plus \$120 demand (from the cup: Fare to 2 at Base (\$160) and Impossible Furniture at 8). Buys Titan's Tower for \$200.

Turn 25

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 2 5 6
 Asteroid City West
Buy Chicle Liquor for \$40.

2nd: Chris Geggus (Whynoms)
Nostramo Rolls Used: 2 5 5
Cobble Port (s) – Cobble Port (p).
 Sells Voll Silk for \$220 (from the cup: Psychotic Sculpture at 10). Sells Bionic Perfume for \$140 plus \$60 commission (from the cup: Psychotic Sculpture at 10 and Chicle Liquor at 7a). Buys 2 Rock Videos for \$240 and a Red Drive for \$120. Gains \$78 in port commissions.
Guerriere Rolls Used: 2 6 6
B – R – B – Y – B – R – B – Rainfall (o) – Rainfall (s).

Sells Space Spice for \$80 (from the cup: Designer Genes at 9a). Buys Rainfall Port for \$200.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 3 4 6 6
Grand Port (p) – R – (Y) – R – NC3 – A – NC3 – (Y) – B – R – B – R – Wet Landing (o) – Wet Landing (s).
 Buys Immortal Grease for \$50.

4th: Andy Lewis (Eeep/Go for the Money Time) Rolls Used: 1
Open Port – B10 – Titan's Tower (p).
 Buys Terror Station port for \$200. Buys Designer Genes for \$60. Gains \$26 in port commissions.

Turn 26

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 2 5 6
 Asteroid City West – B10 – A – A – (Y20) – A – Airhome – (Y) – B – R – Open Port.
Sell Chicle Liquor for \$90 plus \$60 demand (from the cup: Demand for Dust at 7a and Bionic Perfume at 1a). Buys Designer Genes for \$60.

2nd: Chris Geggus (Whynoms)
Nostramo Rolls Used: 6 6 6
Cobble Port (s) – (R) – B – (R) – B – (Y) – B – (R) – Galactic Base – (Y) – (R) – B – (R) – B – (Y) – (R) – Bypass – (R) – B – Y – (R10) – B10 (pays \$10) – (R) – B – Rainfall (p).
 Sells Rock Videos for \$200 (from the cup: Demand for Perfume at 3).
 Sells another Rock Videos for \$200 (from the cup: Bionic Perfume at 1a).

Goods and Demands:

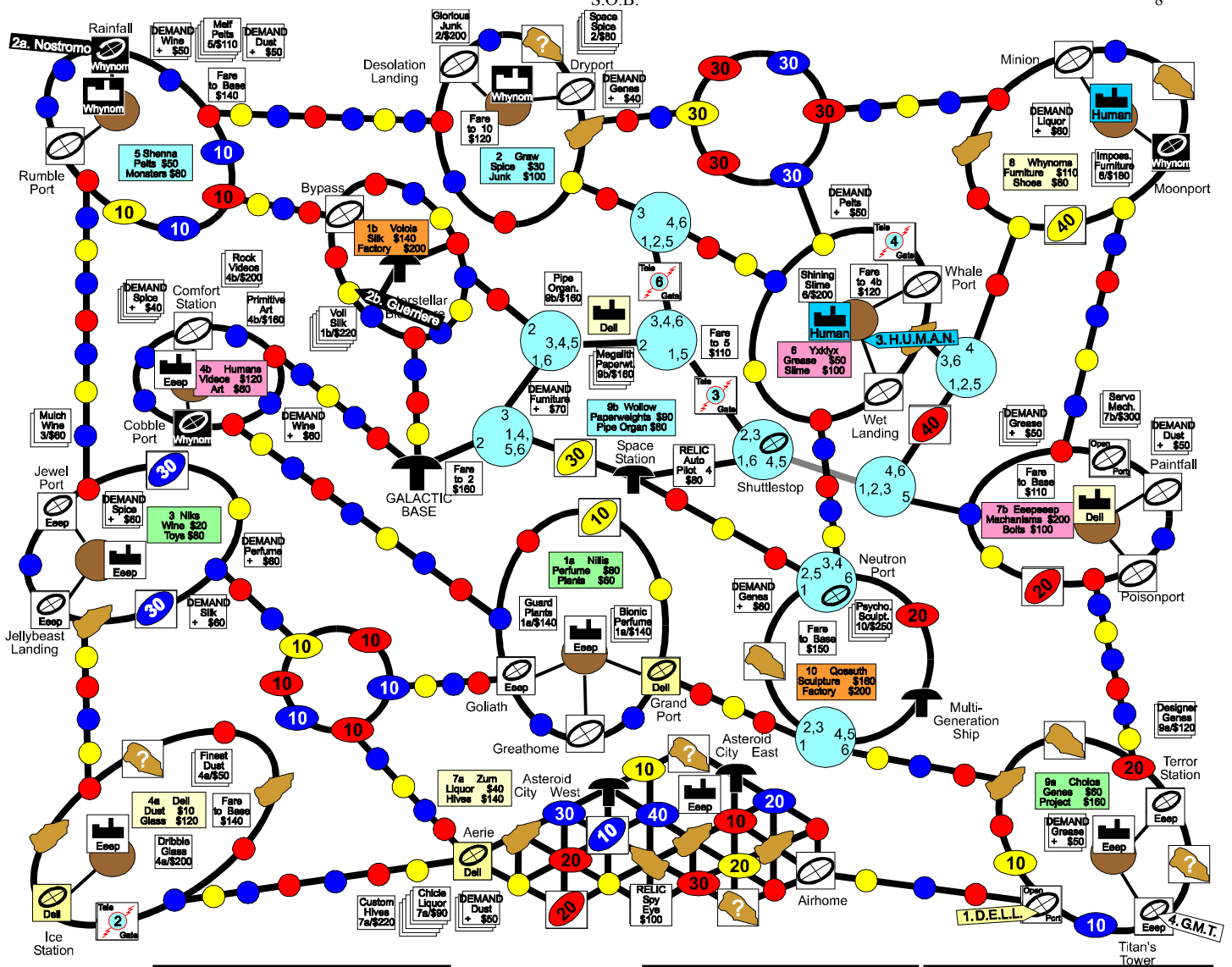
1a (Nillis): Guard Plants, 2 Bionic Perfume
1b (Volois): 4 Voll Silk
2 (Graw): 2 Demand for Designer Genes (+\$40), 4 Space Spice, Fare to 10 (\$120), Glorious Junk
3 (Niks): 2 Mulch Wine, 2 Demand for Space Spice (+\$60), 1 Demand for Voll Silk (+\$60), 1 Demand for Bionic Perfume (+\$60)
4a (Dell): Fare to Base (\$140), 2 Finest Dust
4b (Humans): 4 Demand for Space Spice (+\$40), Primitive Art, 4 Rock Videos, 1 Demand for Mulch Wine (+\$60)
5 (Shenna): 2 Demand for Mulch Wine (+\$40), 4 Melf Pelts, 2 Demand for Finest Dust (+\$50), Fare to Base (\$140)

Buys Pet Monsters for \$80 and Melf Pelts for \$50. Receives \$45 in port commissions and \$40 in factory commissions.

Guerriere Rolls Used: 3 4 4
Rainfall (s) – Rainfall (p) – B – R – B10 (pays \$10) – R10 (pays \$10) – Y – B – R – Bypass – R – Y.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 4 4 6
Wet Landing (s).
 Trades in IOU and buys Immortal Grease for \$50 and Ykxlyx Factory for \$200.

6 (Ykxlyx): Shining Slime, 1 Demand for Melf Pelts (+\$50), Fare to 4b (\$120)
7a (Zum): 2 Demand for Finest Dust (+\$50), 5 Chicle Liquor, Custom Hives
7b (Eeep/Go): 2 Demand for Finest Dust (+\$50), 3 Demands for Immortal Grease (+\$50), Fare to Base (\$110), 2 Servo-mechanism
8 (Whynoms): 1 Demand for Chicle Liquor (+\$60), 2 Impossible Furniture
9a (Chola): 2 Designer Genes, 2 Demand for Immortal Grease (+\$50)
9b (Wollow): 1 Demand for Impossible Furniture (+\$70), 3 Megalith Paperweights, 1 Portable Pipe Organ, Fare to 5 (\$110).
10 (Qossuth): 3 Psychotic Sculpture, Fare to Base (\$150), 1 Demand for Designer Genes (+\$60)
Base: Fare to 2 (\$160)



1. D.E.L.L.
Scow Clipper **\$328**
27: 1 1 5 5/28: 1 6 6 6 (Use 3)

Hold1	Hold2	Hull
Designer Genes 9a/\$120	Agent (\$80)	Shield (\$60)
Eeep \$100	Wollow \$100	Grandport \$200
Ice Station \$200	Aerie \$200	

2b. Guerriere
Fast Scout
27: 5 5/28: 6 6 (Double 1)

Hold1	Hold2	Hull
Space Spice 2/\$80		Air Foil (\$80)

3. H.U.M.A.N.
Normal Clipper **\$550**
27: 1 3 4 6/28: 1 2 2 5

Hold1	Hold2	Hull
Immortal Grease 6/\$100	Immortal Grease 6/\$100	Switch Switch (\$100)
Whynom \$100	Ykxlyx \$200	Yellow Drive (\$80)

2a. Nostromo
Fast Transport **\$446**
27: 1 6/28: 1 2 (Double 1)

Hold1	Hold2	Hold3	Hull
Pet Monsters 5/\$150	Melf Pelts 5/\$110	Yellow Drive (\$80)	Red Drive (\$120)
Shenna \$100	Graw \$200	Moonport \$200	Cobble Port \$200
Rainfall \$200			

4. Go for the Money Time
Rocket Scout **\$336**
26: 1 6/27: 3 5/28: 4 4 (Use 1 * 4)

Hold1	Hold2	Hull
Designer Genes 9a/\$120	Finest Dust 4a/\$50	Shield (\$60)
Humans \$100	Zum \$200	Chola \$200
Nills \$100	Jellybeast Landing \$200	Niks \$200
Jewelport \$200	Dell \$200	Titan's Tower \$200
Terror Station \$200		

Dog Show**Turn 6, Phases 4 through 6****Deadline for Turn 6, Phase 7 and Turn 7, Phases 1 through 3: 11/26 Tuesday**Phase 4 – Purchase or Pass

Paris buys The Heavens (A) for \$30, Human Body (B) for \$60 (misery drops to 125), Wind/Watermill (J) for \$30 (10 discount from I), Printed Word (O) for \$0 (10 discount from N, 20 from William Caxton, and 30 from Johan Gutenberg), \$15 for stabilization, and \$5 for misery relief, which combined with 30 credits, reduces Misery to 90.

London buys Improved Agriculture (K) for \$20 (20 discount from I and J, 10 discount from X, Misery drops to 90), New World (U) for \$90 (60 discount from R, S, and T, 10 discount from X), ship upgrade for \$10, and \$3 for stabilization. Misery relief credits drop Misery to 80.

Venice buys The Heavens (A) for \$30, Caravan (I) for \$20, and \$10 for stabilization. Misery relief credits drop Misery to 60.

Barcelona buys Seaworthy Vessels (S) for \$80, Nationalism (W) for \$50 (10 credit from V), and \$3 for stabilization. Misery relief credits reduce Misery to 80.

Genoa buys Interest and Profit (L) for \$50 (30 discount from I, J, and K), and stabilization for \$1.

Phase 5 – Expansion

Genoa loses 8 tokens to Holy Indulgence, while Paris, Venice, Barcelona, and London each gain 2 tokens.

Paris passes

London expands to South America (6), West Africa (4, vs. Barcelona, dr = 5, 4, 5; wins), Tripoli (4, vs. Barcelona, dr = 6, 3, 4; wins), Varna (4, vs. Paris, dr = 5, 1, 2; wins).

Venice expands to Poti (4, vs. London, dr = 1, 6, 5; wins), Fez (4, vs. Barcelona, Barcelona uses Cathedral; loses), Tunis (8, vs. Barcelona, dr = 4, 6, 3; wins), Angora (4, vs. London, dr = 5, 6, 5; wins), Smyrna (4, vs. Genoa, dr = 3, 2, 4; loses).

Barcelona expands to Grenada (4, vs. Paris, uses Cathedral; wins), Lyons (8, vs. Genoa, uses Cathedral; wins), Suez (6, vs. London, dr = 5, 4, 6; wins), Aleppo (8, vs. London, uses Cathedral; wins).

Genoa expands to Sicily (6, vs. Venice, dr = 2, 4, 1; wins), Tripoli (4, vs. London, dr = 6, 2, 4; wins), Suez (6, vs. Barcelona, dr = 6, 1, 4; wins), Barca (1)

London gains _____

Phase 6 – Collect Income

Genoa gains \$15 from Interest and Profit.

Paris gains \$80

London gains \$105

Venice gains \$65

Barcelona gains \$95

Genoa gains \$55

London Misery drops to 70.

Shortage of Grain (London gains _____), Surplus of Metal (Barcelona loses \$3)

Turn 6, Phase 1 – Draw Cards

Your card was: _____

Notes

A concession to London has been proposed. Please vote with your next set of orders: NVR = No, NMR = Yes.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	90		\$106		13	10	A, B, E, F, I, J, N, O, R, S, V, W
Ward Narhi	Genoa	100		\$80		8	6	I, J, K, L
Paul Bolduc	Venice	60		\$65		10	8	A, F, I, N, R, V, W
Bob Robles	Barcelona	80		\$111		16	10	A, F, H, I, N, S, V, W
Dennis Cain	London	70		\$128		18	2-O	A, C, F, I, J, K, N, R, S, T, U, V, X

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	1	--	4
Timber (4)	--	2	2	--	1
Grain (5)	1	1	1	1	2

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

Surplus, Shortage

Wolfhound

Turns 11.4 to 12.3

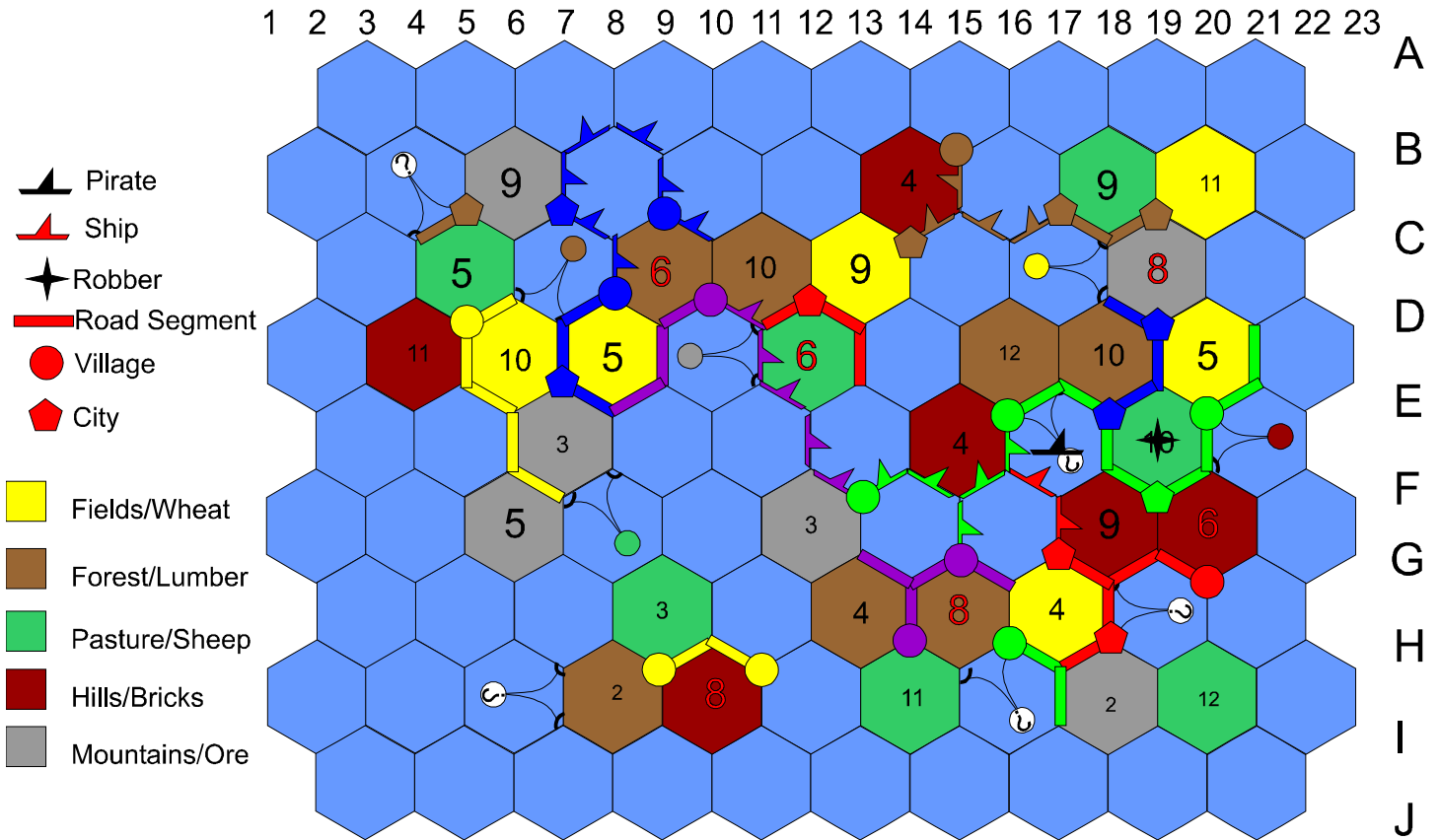
Deadline for End of Game Statements: 11/26 Tuesday

Turn 11

Brendan Die roll = 9. Kevin receives 1 brick, Joe receives 1 brick and 2 wheat, Dave receives 2 ore, and Ward receives 2 ore, 2 wheat, and 3 wool. Plays Cathedral.

Tom Die roll = 4. Kevin receives 1 brick and 1 wheat, Joe receives 2 wheat, Tom receives 1 lumber, and Ward receives 2 brick. Builds a fleet from F12 – F13. During the special build turn, Ward upgrades settlement at C17 to a city.

Ward Die roll = 9. Kevin receives 1 brick, Joe receives 2 wheat and 1 brick, Dave receives 2 ore, and Ward receives 2 ore, 2 wheat, and 4 wool. Trades 3 wool for 1 lumber. Builds ship from C15 – B15 and settlement at B15. Attempts to convert settlement at B15 to a city, but that would exceed countertermix limitations.



Turn 12

Kevin Die roll = 6. Kevin receives 1 brick, Joe receives 2 wool, Dave receives 1 lumber, and Tom receives 1 lumber. Kevin trades 2 brick for 1 wool and 2 brick for 1 ore. Upgrades settlement at F19 to a city and builds a settlement at F13.

Joe Die roll = 10. Joe receives 2 lumber, Dave receives 4 lumber and 2 wheat, Brendan receives 1 wheat, and Tom receives 1 lumber. Joe trades 3 wheat for 1 wool, 3 wheat for 1 brick, and 3 lumber for 1 wool. Joe then trades 3 wool and

2 brick to Dave for 3 wheat and 6 ore. Upgrades settlements at G17 and H18 to cities, and builds a settlement at G20.

Dave Die roll = 3. Kevin receives 1 ore, Dave receives 2 ore, and Brendan receives 1 wool. Dave builds a ship from B9 – C9, a settlement at C9, a ship from C9 – C10, and a road from E7 – E8. Dave gains the Longest Trade Route, and with that victory.

Notes

That's all for this one. Congratulations to Dave on his victory.

The Players

Player	Color	Wheat	Sheep	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green	1		1		1	2 Soldiers	6
Joe Carl	Red							7
Dave Partridge	Blue	1			1	2		12*
Brendan Whyte	Yellow	2	1	3	2		2 Soldiers, Cathedral	4
Tom Howell	Purple	2			4			3
Ward Narhi	Brown	5	3	2		4		10

* Longest Trade Route

Doggerel

Turn 7

Turn 8 due: 11/26 Tuesday

Planning

Dutch maintain 4 ships (\$16), buys 1 ship (\$12) and 4 soldiers (\$40) for \$68.
English maintains 4 ships for \$16.
French maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
Portuguese maintain 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
Spanish maintain 3 ships (\$12), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.

Outbound Naval Movement

Dutch move to O. Dice: 1, 2, 5. Loses one ship containing 1 soldier and 1 colonist.
English move to H. Dice: 1, 5, 6. Loses 1 colonist.
French move to J. Dice: 1, 1, 3, 3. Loses 1 ship containing 1 soldier and 1 colonist, plus another colonist.
Portuguese move to R. Dice: 1, 2, 3, 4. Loses 1 colonist.
Spanish move to Y. Dice: 2, 2, 3, 4, 6. No losses. Disembarks 2 colonists and 2 soldiers. Move to V. Dice: 2, 3, 4, 5, 5. No losses.

Mining

Dutch mine 1 gold in O. English mine 1 gold in H (mine depletes). French mine 1 gold in J (mine depletes).

Discovery

French discover a mine in L.

Land Movement

Portuguese move 2 soldiers from R to T, 4 soldiers and 3 colonists from fleet to R (one soldier prospects).
French move 1 gold from J to fleet, 4 soldiers from L to J, 7 soldiers and 2 colonists from J to F, 2 colonists and 3 soldiers from fleet to J. One colonist in L mines.
Dutch move 1 gold from O to fleet, 4 colonists and 5 soldiers from O to Q, 5 colonists and 4 soldiers from Q to T, 1 soldier from S to T, 3 soldiers and 5 colonists from fleet to O.
Spanish move 2 soldiers and 2 colonists from anchorage dot to Y (it's a climate 3 area with one site and 3 natives). Moves 2 colonists and 2 soldiers from fleet to V.
English move 1 gold from H to fleet and 3 colonist from fleet to H.

Combat

None.

Native Combat

Portuguese: 1 native and 1 soldier killed in T. **Dutch:** 2 soldiers killed in T.

Native Uprisings

Climate is a 5. Uprisings in T (2 colonists killed) and V (1 colonist killed).

Survival

Climate is a 5.
 No losses.

Political Control

No change.

Homebound Naval Movement

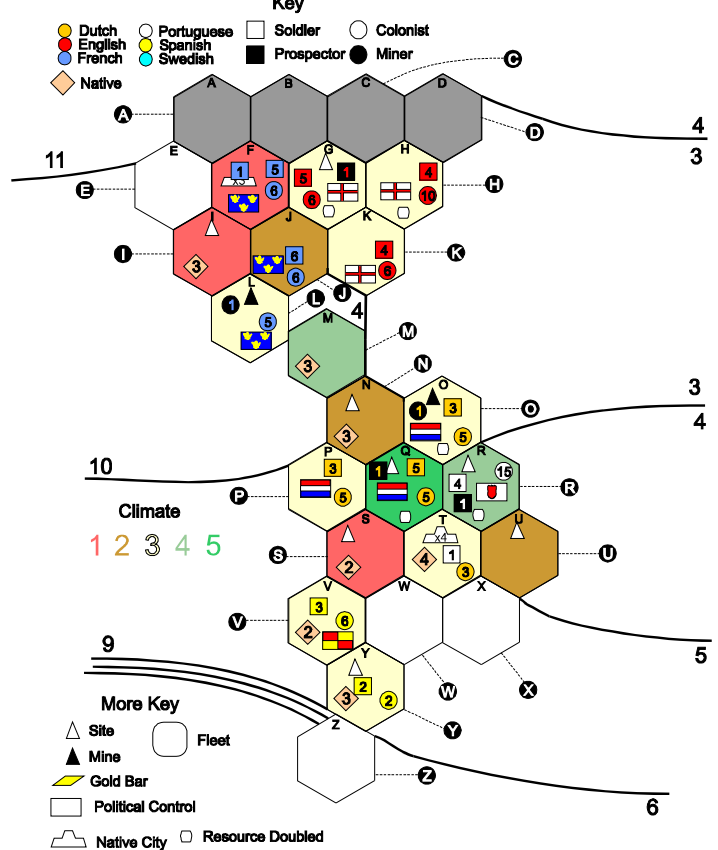
Portuguese: Dice: 1, 4, 4, 5. No losses.
French: Dice: 1, 1, 5, 6. No losses.
Dutch: Dice: 3, 6, 6. No losses.
Spanish: Dice: 2, 2, 3, 3, 4, 4, 5, 5, 6. No losses.
English: Dice: 1, 5, 6. No losses.

Income

Portuguese: Political Control: \$60, resources: \$60.
French: Political Control: \$120, gold: \$40, resources: \$34.
Dutch: Political Control: \$120, gold: \$40, resources: \$56.
Spanish: Political Control: \$60, resources: \$16.
English: Political Control: \$120, gold: \$40, resources: \$76.

Turn 8 Initiative

French, Portuguese, English, Spanish, Dutch



Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$514	8	4	3
English	Andy Lewis	\$706	11	4	4
French	Kevin Wilson	\$385	11	3	4
Portuguese	Bob Robles	\$212	17	4	4
Spanish	Cary Nichols	\$85	20	4	4

Watchdog**1961****1962 due: 11/26 Tuesday****Event Card Resolution/Held Event Cards****Skyliners** Government Order: Must place man on the moon by 1962.**Republic of Texas.** Fortunate accident (capsule). Spends 12MB to avoid severe setback.**Purchase Hardware****Skyliners** buys a third launch facility for 30MB, a two stage rocket for 12MB, the One Person Module program for 42MB, and the Lunar Probe program for 30MB.**Masters of Time and Space** buys the Interplanetary Satellite program for 24MB, 2 one person capsules for 4MB, 1 two stage rocket for 12MB, and the Docking Module program for 18MB.**Texas Combine** buys four one stage rockets for 6MB, five one person capsules for 5MB, four two stage rockets for 24MB, and the Docking Module program for 18MB.**Republic of Texas** buys the EVA Suits program for 18MB, 1 one stage rocket for 3MB, and 1 docking module for 2MB.**Conduct Research****Skyliners** 3: 8 dice (1, 2, 2, 2, 3, 4, 4, 6) = +25%. 32MB spent. b: 8 dice (1, 1, 3, 3, 4, 4, 4, 5) = +25%. 16MB spent. B: 8 dice (1, 2, 2, 3, 4, 4, 5, 6) = +27% to R&D Max. 32MB spent. D: 3 dice (2, 3, 6) = +11%. 6MB spent.**Masters of Time and Space** 2: 8 dice (1, 1, 1, 3, 5, 5, 6, 6) = +28%. 24MB spent. B: 7 dice (1, 2, 2, 3, 3, 4, 6) = +21%. 28MB spent. EVA: 8 dice (1, 1, 2, 3, 3, 4, 5, 6) = +25%. 8MB spent. a: 5 dice (1, 1, 2, 3, 4) = +11%. 5MB spent.**Texas Combine** a: 8 dice (1, 1, 2, 3, 5, 6, 6, 6) = +30%. 8MB spent. B: 8 dice (1, 2, 2, 4, 5, 5, 6, 6) = +31%. 32MB spent. EVA: 8 dice (1, 1, 2, 2, 4, 4, 5, 6) = +25%. 8MB spent.**Republic of Texas** 2: 3 dice (3, 4) = +7MB to R&D Max. 6MB spent. B: 8 dice (2, 3, 4, 4, 4, 5, 5, 5) = +32%. 32MB spent. EVA: 8 dice (1, 3, 3, 4, 4, 4, 5, 5) = +29%. 8MB spent.**Declare Future Missions****Skyliners** declare 3 launches, **Masters of Time and Space** declare 2 launches, **Texas Combine** declares 3 launches, and **Republic of Texas** declares 3 launches.

Your launches are: _____

Missions

No rushing. Launch order is Republic of Texas, Republic of Texas, Republic of Texas, Texas Combine, Texas Combine, Texas Combine, MOTAS, MOTAS, Skyliners, Skyliners.

Republic of Texas launches a Docking Module. Liftoff: (41%<92%), Earth Orbital Burn (15%<98%), Earth Orbital Activities (91%<98%). Mission success. +1% to A.**Republic of Texas** launches an Manned Orbital with Docking (Travis). -3% to all safety factors for skipping Manned Sub-Orbital. Liftoff: (36%<90%), Earth Orbital Burn (15%<79%), Earth Orbital Activities (06%<79%), Docking Module Power On (75%<95%), Docking (37%<42%), Earth De-Orbital Burn (71%<79%), Re-entry (37%<79%), Recovery: (72%<79%). Mission success. +1% to A and a, +15% to docking, +19MB to budget, Travis to 20% experience.**Republic of Texas** launches an Manned Orbital with Docking (Houston) Liftoff: (88%<94%), Earth Orbital Burn (23%<83%), Earth Orbital Activities (15%<83%), Docking Module Power On (12%<98%), Docking (13%<60%), Earth De-Orbital Burn (67%<83%), Re-Entry (99%>83%), heat shield fails, uses fortunate accident to negate, Recovery (45%<83%). Mission success. +1% to a and A, +15% to docking, +5MB to budget, Houston to 20%.**Texas Combine** launches a Manned Orbital with Spacewalk (King). Liftoff: (63%<88%), Earth Orbital Burn (60%>40%), engine burn failure, craft out of control, Re-entry (automatic failure), extreme heat causes internal components to give off toxic fumes, astronaut exposed but ok, Recovery (32%<40%). Mission failure. +1% to A and a, and -10MB to budget. King goes to 30% experience.**Texas Combine** launches a Manned Orbital with Spacewalk (Flagg). Liftoff: (13%<89%), Earth Orbital Burn (01%<41%), Earth Orbital Activities (84%>41%), communications failure, all communications with ground control lost, mission scrubbed, Earth De-Orbital Burn (25%<41%), Re-entry (20%<41%), Recovery (21%<41%). Mission failure. +1% to A, and a, and -10MB to budget, Flagg to 10%.**Texas Combine** launches a Manned Orbital with Spacewalk (Stark). Liftoff: (88%<90%), Earth Orbital Burn (15%<42%), Earth Orbital Activities (65%>42%), engines fail to reignite, capsule stranded. Catastrophic mission failure. +1% to A, a to 10%, and -10MB to budget.**Masters of Time and Space** launches an Manned Orbital (Tom Corbett). Liftoff (27%<89%), Earth Orbital Burn (50%<79%), Earth Orbital Activities (31%<79%), Earth De-Orbital Burn (60%<79%), Re-entry (29%<79%), Recovery: (41%<79%). Mission success. Receives +1% to a and A, +4MB to budget. Tom Corbett goes to 30% experience.**Masters of Time and Space** launches an Manned Orbital (Roger Manning). Liftoff (60%<90%), Earth Orbital Burn (54%<80%), Earth Orbital Activities (86%>80%), internal power loss, minor problem, mission continues, Earth De-orbital Burn (75%<80%), Re-entry (26%<80%), Recovery: (66%<80%). Mission success. Receives +1% to a and A, +4MB to budget. Roger Manning goes to 20% experience.**Skyliners** launches a Manned Orbital with Docking (Sgetti, Crackers). Liftoff: (100%>90%), minor fire on pad, launch is cancelled. Mission failure. Receives +1% to B, and -10MB to budget, Sgetti to 30%, Crackers to 10%.**Skyliners** scrubs a Manned Orbital with Docking due to lack of equipment. -10MB to budget.

S.O.B.
Players

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Skyliners	Texas Combine	Masters of Time and Space	Republic of Texas
1961 Budget	158	92	112	82
Cash	58	10	11	0
1-Orbital Satellite	0 / 90%	4 / 96%	0 / 96%	0 / 98%
2-Interplanetary Satellite	1 / 64%		1 / 73%	1 / 88%
3-Lunar Probe	1 / 69%			
4-Docking Module	1 / 45%	1 / 45%	1 / 45%	1 / 75%
A-One Stage Rocket	0 / 88%	1 / 91%	0 / 91%	3 / 95%
B-Two Stage Rocket	0 / 91%	6 / 77%	2 / 89%	1 / 71%
C-Three Stage Rocket				
D-Liquid Fuel Strap-ons	1 / 41%			
F-Kicker	1 / 43%			
G-"Mega" Stage Rocket				
EVA Suits	45%	82%	90%	59%
a-One Person Capsule	0 / 81%	3 / 10%	2 / 81%	5 / 84%
b-Two Person Capsule	1 / 45%			
c-Three Person Capsule				
d-Two Person Module				
e-One Person Module	1 / 10%			
f-Three Person Minishuttle				
h-Four Person Cap/Module				
Photo Recon				
Launch Facilities	3	3	2	3
Astronauts	5	6	2	5

Astronauts are: **Skyliners:** Sgetti (30%), Crackers (10%), Chedr, Chili, Carne (0%); **Republic of Texas:** Travis, Houston (20%); Crockett, Bowie, and Navarro (0%). **Texas Combine:** Torrance, King (30%); Redmon, (20%); Flagg, (10%);Roland, (0%). **MOTAS:** Tom Corbett (30%), Roger Manning (20%).

1962

Draw Event Cards

Bill Scharf: R&D Bonus: +1% to each die rolled this year. +1MB to budget.

Joe Carl: Espionage: may increase the safety factor of one of your programs to match that of the same program of another player's. Select player and program. - 5MB to budget.

Andy York: Anti-Space Activists. -20MB to budget.

Cary Nichols: Severe Setback. Pay 24MB or lose 20% on two stage rocket on its next launch. +1MB 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
1962 Budget	113	65	121	107
Cash	16	1	0	1
1963 Budget	108	66	122	87

Pavlov

Turn 3 Bidding, Revival, and Movement

Turn 3 Combat due: 11/26 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 3

Bidding Round

The Bene Tleilaxu give _____ to the Fremen
 CARD 1 (_____) goes to the Fremen for 3 spice
 CARD 2 (_____) goes to the Bene Tleilaxu for 2 spice

CARD 3 (_____) goes to the Harkonnens for 4 spice
 (extra card: _____)
 CARD 4 (_____) goes to the Atreides for 1 spice.

Revival and Movement

Guild chooses to go last. Bene Gesserit coexist everywhere.

Revival

None

Shipping

- Atreides** ship 3 tokens to Arrakeen (Bene Gesserit accompany to Polar Sink)
- Fremen** ship 5 tokens (3 Fedaykin) to The Great Flat
- Guild** ship 1 token to Sietch Tabr (Bene Gesserit accompany to Polar Sink)

Movement

- Atreides** 3 tokens Broken Land – OH Gap – Basin – Sihaya Ridge
- Bene Gesserit** move 3 tokens Polar Sink to Wind Pass (17)
- Emperor** moves 8 tokens (2 elite Sadaukar) from Minor Erg to Pasty Mesa (9)
- Fremen** 5 tokens Cielago North – False Wall South (5)

Combat

Sietch Tabr. Fremen versus Guild. Fremen is aggressor. All leaders available.

Positions

Atreides: 8 tokens Arrakeen, 2 tokens Broken Land (12), 2 tokens OH Gap (10), 3 tokens Sihaya Ridge, 5 tokens off-planet, 4 cards

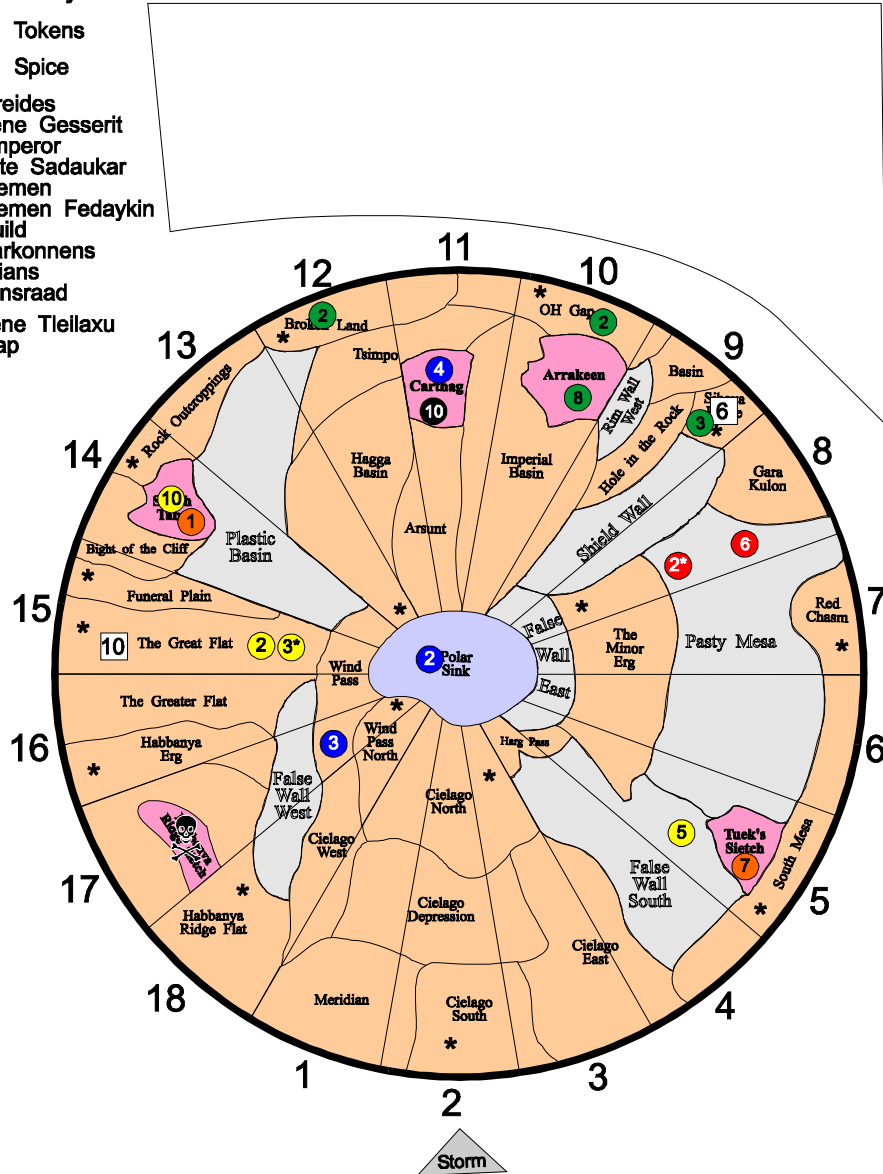
- Bene Gesserit:** 4 tokens Carthag, 3 tokens Wind Pass (17), 2 tokens Polar Sink, 11 tokens off-planet, 3 cards
- Bene Teillaxu:** *Traps:* _____ in Habbanya Ridge Sietch, 4 cards
- Emperor:** 8 tokens (2 Elite Sadaukar) Pasty Mesa (9), 12 tokens (3 Elite Sadaukar) off-planet, 4 cards
- Fremen:** 10 tokens Sietch Tabr, 5 tokens False Wall South (5), 5 tokens (3 Fedaykin) The Great Flat, 4 cards
- Guild:** 7 tokens Tuek’s Sietch, 1 token Sietch Tabr, 12 tokens off-planet, 4 cards
- Harkonnens:** 10 tokens Carthag, 10 tokens off-planet, 6 cards

Your Spice: _____
 Your Intrigue cards: _____

 Your traitor(s): _____

- Key**
- Tokens
 - Spice
 - **Atreides**
 - **Bene Gesserit**
 - **Emperor**
 - **Elite Sadaukar**
 - **Fremen**
 - **Fremen Fedaykin**
 - **Guild**
 - **Harkonnens**
 - **Ixians**
 - **Lansraad**
 - ☠ **Bene Teillaxu**
 - ☠ **Trap**

The Tanks



Dogface**Epoch II Scytheans, Carthaginians, and Persians
Epoch III Empire Selection due: 11/26 Tuesday****Epoch II**

Arachnids. SCYTHEANS. Army *Caucuses, Eastern Anatolia* (vs. Assyria, plays Surprise Attack; S: 6, 1; A: 5; wins, city eliminated), *Zagros* (vs. Assyria; S: 5, 5; A: 5; S: 2, 1; A: 3; loses), *Zagros* (vs. Assyria; S: 6, 3; A: 5; wins), *Persian Plateau* (vs. Aryans; S: 4, 1; A: 3; wins), *Hindu Kush* (vs. Aryans; S: 4, 1; A: 6; loses), *Hindu Kush* (vs. Aryans; S: 3, 2; A: 2; wins). Points: Presence in Middle East (3), China (2), and India (2), 1 Capital (2), and 1 Monument (1) for 10 points.

CARTHAGINIA is absent.

The Legacy Project. PERSIA. Plays Weaponry. Army and Capital *Persian Plateau* (Scythean army retreats to *Zagros*), army *Hindu Kush* (vs. Scytheans; P: 3+1, 1+1; S: 2; wins), *Upper Indus* (vs. Vedic City States; P: 6+1, 1+1; V: 2; wins, Capital reduced to city), *Ganges Valley, Eastern Deccan* (vs. Vedic City States; P: 5+1, 3+1; V: 6, 3; P: 6+1, 2+1; V: 5, 2; wins), *Eastern Ghats* (vs. Vedic City States; P: 6+1, 1+1; V: 3; wins), plays Pirates, fleet *Bay of Bengal*, army *Malayan Peninsula, Zagros* (vs. Scytheans; P: 3+1, 1+1; S: 6; loses), *Zagros* (vs. Scytheans; P: 4+1, 1+1; S: 1; P: 2+1, 1+1; S: 5; loses), *Zagros* (vs. Scytheans; P: 5+1, 2+1; S: 2; wins), *Upper Tigris* (vs. Assyria; P: 6+1, 3+1; A: 4; P: 2+1, 1+1; A: 6; loses), *Upper Tigris* (vs. Assyria; P: 4+1, 2+1; A: 1; wins, Capital reduced to city), *Levant* (vs. Phoenicians; P: 6+1, 5+1; Ph: 4; wins, Capital reduced to city), fleet *Eastern Mediterranean* (vs. Common Cause; LP: 4+1, 2+1; CC: 1; wins), army *Morea* (vs. Greek City States; P: 3+1, 2+1; G: 3, 2; wins, Capital reduced to city). Builds Monuments *Persian Plateau* and *Levant*. Points: Dominance in Middle East (6) and India (4), Presence in Southern Europe (2), 1 Capital (2), 5 cities (5), 4 Monuments (4), and 2 Seas (2) for 25 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Chris Geggus	APA (green)	10	22
Andy Lewis	Dogs and Deities (DAD) (orange)	11	20
Paul Bolduc	Arachnids (blue)	11	19
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	26
Cary Nichols	Common Cause (black)	13	28
Dennis Cain	The Legacy Project (red)	19	33

Final Positions

Royal Manticoran Historical Society. INDUS VALLEY: Armies *Western Deccan, Western Ghats, and Ceylon*. CIVIL WAR: Armies *Libya and Nubia*. ASSYRIA: Army, city, and Monument *Middle Tigris, army Western Anatolia*.

The Legacy Project. Fleets *Bay of Bengal and Eastern Mediterranean*. BABYLONIA: Army and city *Lower Tigris, army Persian Salt Desert*. PERSIA: Army, Capital, and Monument *Persian Plateau, army, city, and Monument Upper Indus, Upper Tigris, and Levant, army and city Morea, armies Hindu Kush, Ganges Valley, Eastern Deccan, Eastern Ghats, Malayan Peninsula, and Zagros*.

Dogs and Dieties. ARYANS: Army and Monument *Tarim Basin, army Turanian Plain*. VEDIC CITY STATES: Army, city, and Monument *Lower Indus*.

APA. MINOANS: Army *Shatts Plateau*. NILE KINGDOM: Army, city, fort *Upper Nile*. CHOU DYNASTY: Army and Capital *Wei River, armies Szechuan, Irrawaddy, Ganges Delta, and Si-Kyang*.

Common Cause. Fleets *Western Mediterranean (2), Black Sea (2), and Red Sea*. EGYPT: Army and Capital *Nile Delta, armies Arabian Peninsula, and Palestine*. GREEK CITY STATES: Army and city *Crete, armies Pindus, Balkans, and Dalmatia*.

Arachnids. SHANG DYNASTY: Two armies and Capital *Yellow River, army Great Plain of China*. SCYTHEANS: Army and Monument *Eastern Anatolia, army Caucasus*.

Event Cards**Epoch III Empire**

Your Event Cards are: _____

Wolfbane**Turn 5****Turn 6 due: 11/26 Tuesday****Commander Actions**

2114 Corporation buys a water factory (Or1, Or2, Or5, Wa6, Wa6) and moves a population factor from an ore factory to man it.

OCEAN buys a water factory (Or1, Or1, Or3, Wa6, Wa9) and moves a population factor from an ore factory to man it.

Planets 'R Us buys a water factory (Or5, Wa6, Wa9) and a population factor (Or2, Wa9)

Minas Ithil opens the bidding on a Warehouse at 25 and gets it (Or2, Or2, Wa8, Wa8, HE discount).

Bartertown buys a water factory (Or2, Or2, Or4, Wa5, Wa7) and moves a population factor from an ore factory to man it.

Discovery Project opens the bidding on a Nodule at 25 and gets it (Or2, Or3, Or4, Wa7, Wa9)

Dogs in Space buys a water factory (Or1, Or2, Or3, Or4, Wa10) and moves a population factor from an ore factory to man it.

HBDC IX buys a water factory (Or3, Or3, Or4, Or4, Wa6)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Discovery Project	Cary Nichols	OrF, OrF, WaF, WaF, WaF	Wa, No	8
2	Planets 'R Us	Dave Partridge	OrF, OrF, WaF, WaF, WaF	No, DL	8
3	OCEAN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF	No	7
4	2114 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF	No, DL	7
5	Minas Ithil	Bill Scharf	OrF, OrF, WaF, WaF, WaF	HE, Wa	7
6	Bartertown	Andy York	OrF, OrF, WaF, WaF	HE, No	6
7	HBDC IX	Kevin Wilson	OrF, OrF, WaF, WaF	2DL	6
8	Dogs in Space	Andy Lewis	OrF, OrF, WaF, WaF	DL, HE	5

Available Upgrades

Income

New Arrivals: None

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

Guard Dog

Gamestart

Influence Allocation and Turn 1 due: 11/23 Tuesday

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	80 +	
KGB Head	Tigran Zenjarplan (Q)	60, weak	
Foreign	Karel Krakemheds (E)	72, weak	
Defense	Ulan Putschnik (Y)	52	
Ideology	Juri Nikotin (R)	59	
Industry	Iwan Manjak (P)	61, weak	
Economy	Antoni Talksalot (J)	67, weak	
Sport	Anatol Mischif (I)	68	

People: F, G, H, K, L, M, N, S, U, V, W, X, Z

Siberia: None (yet)

Notes

We are using all of the Intrigue cards provided by the Revolution variant, as well as a few more provided in *The General*. Please let me know of you need explanations of any of your cards.

Players

Andy Lewis
 Pasquale Giovine
 Mike Scot
 Ward Narhi
 Bob Robles
 Chris Geggus

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

Candidates: B, C, D, O, T

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. About how many hairs are on the human head?

A1. The average human head contains approximately 100,000 strands of hair.

Joe Carl, Andy York, and Andy Lewis each receive ½ point.

Q2. How far away is the closest extrasolar planet discovered thus far?

A2. The closest extrasolar planet found so far is 15 light years away.

Joe Carl, Andy York, and Andy Lewis each receive ½ point.

Q3. What is the heaviest internal organ in the human body?

A3. The liver, weighing around three pounds, is the heaviest internal organ in the human body.

Cary Nichols, Chris Geggus, Joe Carl, Andy York, and Andy Lewis each receive ½ point.

Q4. Which famous Danish astronomer had an artificial nose?

A4. The sixteenth century Danish astronomer Tycho Brahe wore a silver artificial nose that he made himself. He lost most of his nose in a duel over a mathematical dispute.

Cary Nichols, Joe Carl, Paul Bolduc, Steve Koehler, Andy York, and Andy Lewis each receive ½ point.

Q5. What continent has the tallest active volcano?

A5. The South American volcano Lullailaco is 22,057 feet high.

Joe Carl, Andy York, Brendan Whyte, and Andy Lewis each receive ½ point.

Current Scores

Chris Geggus	85	Andy York	79	Bill Scharf	65
Caleb Cousins	65	Paul Bolduc	65	Joe Carl	63
Dennis Cain	58	Brendan Whyte	50	Andy Lewis	42
Ward Narhi	33½	Bob Robles	33½	Steve Koehler	31½
Tom Howell	28½	Kevin Wilson	20½	Brad Martin	16
Cary Nichols	8	Sean Cousins	7		

Brendan Whyte and Andy Lewis are awarded free issues.

New Questions

Topic: Miscellaneous Trivia

1. What is the deepest lake in the world?

2. How many species, including bacteria and fungi, are thought to live on earth? 4. How many red dwarf stars are visible to the naked eye in our night sky?
 3. How long, in earth days, is one year on Mercury? 5. Which famous Italian scientist died the year Isaac Newton was born?

Pedagoguery

Due to a shortage of time, the column on an alternative theory to dark matter is postponed until next issue.

Best in Show

This is the complete list of all games that have finished in this zine, as well as who won.

Name	Game	Winner	Notes
The Gates of Hades	Machiavelli	Chris Hurley	
Mastiff	Machiavelli	Bill Scharf	
Pack of Curs	Machiavelli	Bill Scharf	
Dingo's Delight	Merchant of Venus	Caleb Cousins	
Sand Dog	Dune	Chris Hurley	
Mailman's Bane	Die Macher	Andy Lewis	
Dog Breath	Outpost	Andy York	
Fenris Wolf	History of the World	Dave Anderson	
Doghouse	Machiavelli	Dave Anderson	
Prairie Dog	Gunslinger	Paul Bolduc	
Rude Dog	Machiavelli	Ward Narhi	
Canine	Dune	Paul Bolduc	
Anubis	New World	Bill Scharf	
Dog Food	Merchant of Venus	Andy Lewis	
Mongrel	History of the World	Andy Lewis	
The River	Machiavelli	Ken Marcionis	Rehoused from Jason Wilke's <i>Won if by Land</i>
Not Guilty	Machiavelli	Dave Anderson	Rehoused from Jason Wilke's <i>Won if by Land</i>
Rabid Dog	Machiavelli	Ward Narhi	
Wolfpack	History of the World	Sean Cousins	
Dog Biscuit	Slapshot	Dave Anderson	GMed by Andy Lewis
Rin Tin Tin	Settlers of Catan	Brendan Whyte	GMed by Andy Lewis
Mutt	Outpost	Kevin Kinsel	
Chihuahua	New World	Bill Scharf	
Fleabag	Machiavelli	Berry Renken/Ray Grib/Pasquale Giovine	
Rockhound	2038	Caleb Cousins	
Running Dogs	Dune	Andy York	
Hair of the Dog	Modern Art	Andy Lewis	
Dogged	Merchant of Venus	Dennis Cain	
Astro	Liftoff!	Andy Lewis	
Benji	Settlers of Catan	Brad Martin	GMed by Andy Lewis
Lassie	Wembley	Chris Geggus	GMed by Andy Lewis
Feral Dogs	Machiavelli	Pasquale Giovine	
Dogpaddle	History of the World	Andy Lewis	
Lupine	Die Macher	Andy Lewis	
Sun Dog	Solar Quest	Brad Martin	
Pooch	New World	Bill Scharf	
Citizen Dog	Machiavelli	Pasquale Giovine	
Dogstar	Outpost	Kevin Wilson	
Kennel Club	Age of Renaissance	Brad Martin	
Dog Pound	Liftoff!	Dennis Cain	
New Tricks	Machiavelli	Phil Reynolds	
Coyote	New World	Andy Lewis	
Dirty Dogs	Kremlin	Chris Geggus	
Doggin' It	Silverton	Bill Scharf	
Rover	Liftoff!	Bill Scharf	
Dog Days	History of the World	Andy Lewis	
Fenris	Settlers of Catan	Ward Narhi	
Canes Venatici	Outpost	Michael Lowrey	

Dog Tired	Kremlin	Chris Geggus	
Hounds of Tindalos	New World	Andy Lewis	
Wolfhound	Seafarers of Catan	Dave Partridge	

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Tom Butcher 674 Roanoke Ave. Coyahoga Falls, OH 44221-1242	Pasquale Giovine Via Ulisse Dini, 18 I-56126 Pisa, Italia giovine@unirc.it		Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428 bear-hugs@sbcglobal.net	

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

None this issue.