**Notes from Hades**

I wish you all the best these holidays. So far, it's been good for us. We spent Thanksgiving day at the San Diego zoo. The boys were a little young for it yet, (have you ever tried to get an eight-month-old to look where you are pointing rather than at you?) but we had fun nonetheless. Scott is fascinated with animals, so when we could get him to look in the right direction, he was mesmerized. Erik is more interested in people. When we were at the polar bear exhibit, Scott was totally engrossed in watching the bears, while Erik was flirting with the lady next to us. We're already looking forward to next year.

I am still working on the Mars Landing variant rules for Liftoff! Unfortunately, I have not been able to devote the time I would like to the project. I do plan on having it ready for comment as soon as I can, 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, January 7 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
Off the Leash	Machiavelli	Page 1
Wild Dog	Machiavelli	Page 3
Warg	Downfall XIII	Page 4
Hyena	Merchant of Venus	Page 5
Dog Show	Age of Renaissance	Page 7
Wolfhound	Seafarers of Catan	Page 8
Doggerel	New World	Page 8
Watchdog	Liftoff!	Page 9
Pavlov	Dune	Page 12
Dogface	History of the World	Page 13
Wolfbane	Outpost	Page 13
Guard Dog	Kremlin	Page 14
Dogged	SILVERTON GAMESTART	Page 14

Contents (cont.)

Trivia Quiz	Page 15
Pedagoguery	Page 16

Game Openings

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. **Starts this issue!**

Shepherd. Machiavelli. Scenario and specific rules to be determined at game start by player vote, as usual. Have Cary Nichols, Bob Robles, Pasquale Giovine, and Forest Cole. Need up to 4 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.

Retriever. Outpost. This will start when Wolfbane ends. Have Eric Brosius, Andy York, Andy Lewis, Dave Partridge, Scott Hutchens, and Bill Scharf, will take up to 4 more.

Wish List

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

New World. This game will start after Doggerel ends. Need up to 6.

Age of Renaissance. This game will start after Dog Show ends. Need up to 6.

Merchant of Venus. This game will start after Hyena ends. Need up to 6.

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

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

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

Chris Hassler a.k.a. Cerberus

2000 S. Armour Court

La Habra, CA 90631

Phone: (562) 690-7827, Fax: (562) 690-7827

chassler@adelphia.net

On the Web at: <http://home.adelphia.net/~chassler>

Subscriptions cost \$1.50 per issue (\$2.25 overseas).

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

Bob Robles

Book review: 1918: War and Peace by Gregor Dallas. A thoroughly researched look at the immediate aftermath of World War I. The Armistice and the intense negotiations leading to the Treaty of Versailles are discussed in detail. The aftermath of the Armistice on German military and civil society is also covered. The Russian civil war and Bolshevik struggles to establish and defend the USSR, the ignorance of the Western allies of Bolshevik Russia, and allied intervention on behalf of the White Russian factions are also discussed although in a somewhat cursory fashion. One topic of unknown history I found very interesting were the battles, literally, fought over the founding of the successor states out of the wreckage the Austro-Hungarian Empire and the reestablishment of Poland. Overall, a very interesting topic and a book well worth reading.

Kevin Wilson

Dog Tired end of game statement. ORRP. Too many dead politicians. I just ran out of time and politicians. And those I did have IP on, someone else had better. I guess no one really had the cards or rolls to kick M out. And Chris tried to give us a shot, taking 5 turns to get his 3 waives once M too the Party Chief seat. It's hard to look back in this game and see if the outcome was something the winner had planned or simply took advantage of an opportunity. Somehow, this time, it seems the later. There were so many dead politicians (including my 10 and 9 IP politics) that anything else would have to be a long shot. Regardless, nicely done, whether planned or opportunistic. I really have to play this one face-to-face sometime. It has to be hilarious.

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat Miller Number 2001Fpw10 Spring 1458

Deadline for Summer 1458: 1/7 Tuesday

Strife between Austria and France enhances Milan's chances of survival. Venice unleashes his treasury against the Turks, while the King of Naples and the latest Duke of Florence run awry of the moneylenders.

Fall 1457 Retreats

France retreats A Como to Tyrolea

Builds

		Cost
Aus	Maintains all, builds A Tyrolea (Austria), Hungary	15
Flo	Maintains all, no new builds	9
Fra	Maintains all, builds A Avignon and F Marseilles	21
Mil	Maintains all, builds G Milan	9
Nap	Maintains A Patrimony, A Perugia, F Tyrrhenian Sea, F Otranto, F Ionian Sea, builds A Naples, A Messina, F Palermo, F Bari	27
Tur	Maintains all, no new builds	18
Ven	Maintain all, builds A Treviso, F Venice	27
Treasury:	Remaining:	

Expenditures

Florence fails to repay his last loan and is assassinated. All units hold, rebellion Modena.

Naples fails to repay his loan and is assassinated. All units hold, rebellions in Rome, Ancona, Aquila, and Palermo. Naples may no longer borrow money from the moneylenders.

Venice spends 12 ducats each to disband Turkish A Herzegovina and Turkish F Lower Adriatic

Outstanding Debt

None.

Orders

- AUSTRIA** : A Como to TYROLEA, A TRENT to Milan, A CARNIOLA to Croatia, A AUSTRIA supports A Como to Tyrolea, A Hungary to SLAVONIA
- FLORENCE** : A LUCCA holds, A FLORENCE holds, A AREZZO holds
- FRANCE** : A Turin to MONTFERRAT, A PAVIA supports A Avignon to Turin, A Tyrolea supports A Avignon to Turin (cut, DISLODGED, retreat Swiss, garrison, OTB), A Avignon to TURIN, F Gulf of Lions to CORSICA, F Ligurian Sea to SAVOY, F MARSEILLES holds (rebellion suppressed)
- MILAN** : A Milan to CARINTHIA, A CREMONA supports G Milan convert to A, G MILAN convert to A
- NAPLES** : A PATRIMONY holds, A PERUGIA holds, A NAPLES holds, A MESSINA holds, F TYRRHENIAN SEA holds, F OTRANTO holds, F IONIAN SEA holds, F BARI holds, F PALERMO holds
- TURKS** : A BOSNIA to Croatia, A Herzegovina supports F Ragusa to Albania (nsu), F Lower Adriatic to Durazzo (nsu), F Ragusa to ALBANIA, F SARDINIA holds, F Tunis to CENTRAL MEDITERRANEAN
- VENICE** : A BOLOGNA supports Florentine A Lucca holds, A MANTUA supports A Bologna, A Padua to TREVISO, A TREVISO to FRIULI, F Upper Adriatic to LOWER ADRIATIC, F CROATIA supports F Dalmatia (imp., cut), F Dalmatia to HERZEGOVINA, F DURAZZO supports F Upper Adriatic to Lower Adriatic, F VENICE holds (u)

Spring 1458 Famine Losses

Florence A Florence is destroyed by famine. If France retreats to Swiss, the retreating unit will be destroyed by famine.

Summer 1458 Plague

Good Year: No Plague!

Press

Austria – France: Out of my way, and I will put down your rebellions for you. This is not an attack, but a concerned neighbour putting to rights the misdeeds occurring in his neighbour's house.

Damned rebels! Attack my French ally will you? Rise up against his paternalistic policies, dare ye? Thrash about in the warm beds he provideth ye, dogs? Then die like ungrateful provincial peasantry! I will not have you disturbing the sleep of the king of France with your childish, selfish demands.

Oh king, I will remove your rebels and head back home. Meanwhile, we must not give the evil Milanese time to regroup. Como is still yours, so I hope you haven't retreated to Tyrolea. If you did, I hope you went back to Como or Swiss.

This is the fastest way for us to remove your rebels and, together, conquer the world, before the Turks try anything tricky with your soft underbelly.

Austria – Milan: Do not think you have escaped the full weeking of my re-weng-gee.

Austria – Milan: Take note that you will die, squashed between two peaceloving, prosperous powers, like the hoary pustulent pimple that you are. Out cankerous catterwauler!

Austria – Turks: Work with me on this one.

France – Austria: Dear Friend? I didn't understand your leaving Milan to attack my Como, now he surely built in it. Also you should note that your neighbor Venice has at least 60 ducats in his banks. Thus we must finish with Milan very quickly in order to avoid the Venetian victory in a few seasons. Next turn I shall support again your taken of Milan (from Como I prefer) and shall leave Tyrolea for Como: please you should facilitate my maneuver. I insist that Milan and Cremona must be yours as soon as possible, I wish Parma only. Let you suggest me what your armies I must support for this goal, please.

France – Milan: Oops, you are there yet. I hope that Austria helps me finish you: Venice is the big danger, not Austria nor me.

France – Naples: I think you should support the Turks against Venice that has at least 60 ducats in his banks. He could maintain all units and buy other two in a season of his choice.

France – Turkey: I am near to you against Venice and hope that Naples joins us.

Naples – Austrians: Good moves, hope you can back them up.

Naples – Florence: I don't know what to say. Per is yours, when do you want it.... my assassination will delay me only for a turn...

Naples – France: I encourage the Turk to move north mostly to protect my lower areas, and I would hope that now that you've had enough assassinations and rebellions, that you and the Austrians can keep your peace so the Austrians can apply at least a little pressure on Venice.

Naples – Turkey: OK, I had to get assassinated.... nothing else to do, so could not help you this turn.... but if you give me some indication, I will assist you to hold your own - for the next turn...

Naples – Venice: Re-establishing the status quo down south is my only intentions.

Turks – Austria: Congrats on your new builds. You should be in Milan this turn, and your new units would do well to slow Venice down. If I'm not in there this turn, I'll support you into Croatia next turn.

Turks – France/Florence: After you're done carving up Milan, would you like to dent Venice's wallet?

Turks – Naples: Argh! Help me eliminate that brown thing in Durazzo.

Turks – Venice: Better watch your back...

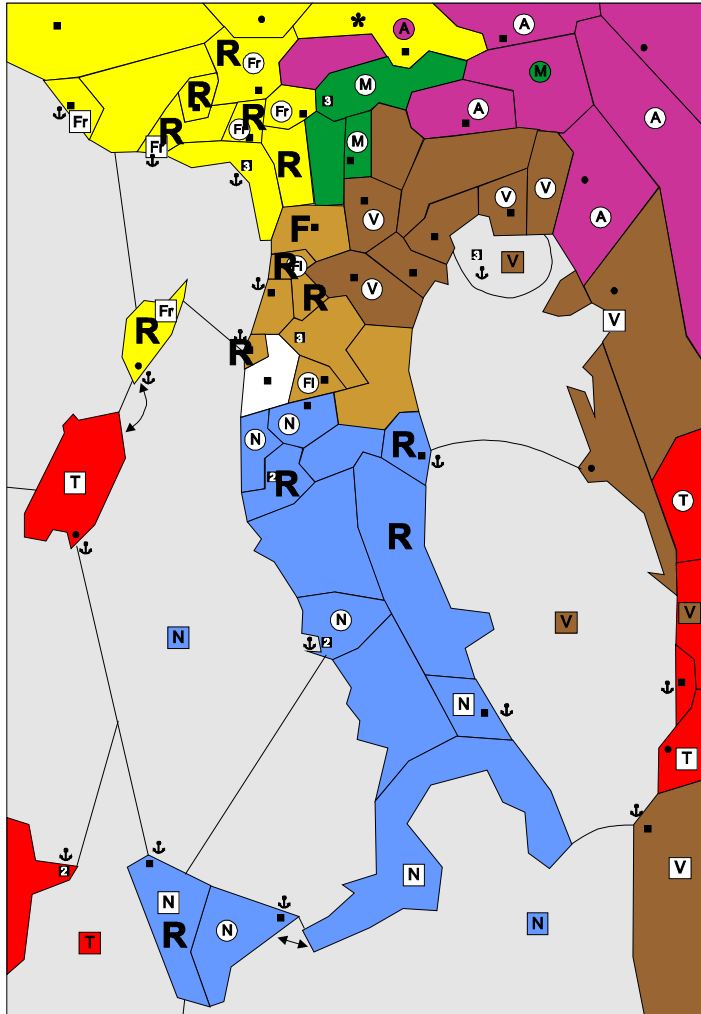
Venice – Austria: Let me get this straight. You have been at war with Milan for a while. Then, last turn you attack both France and Venice. My you have delusions of grandeur.

Venice – Florence: How are you doing, buddy? Friends?

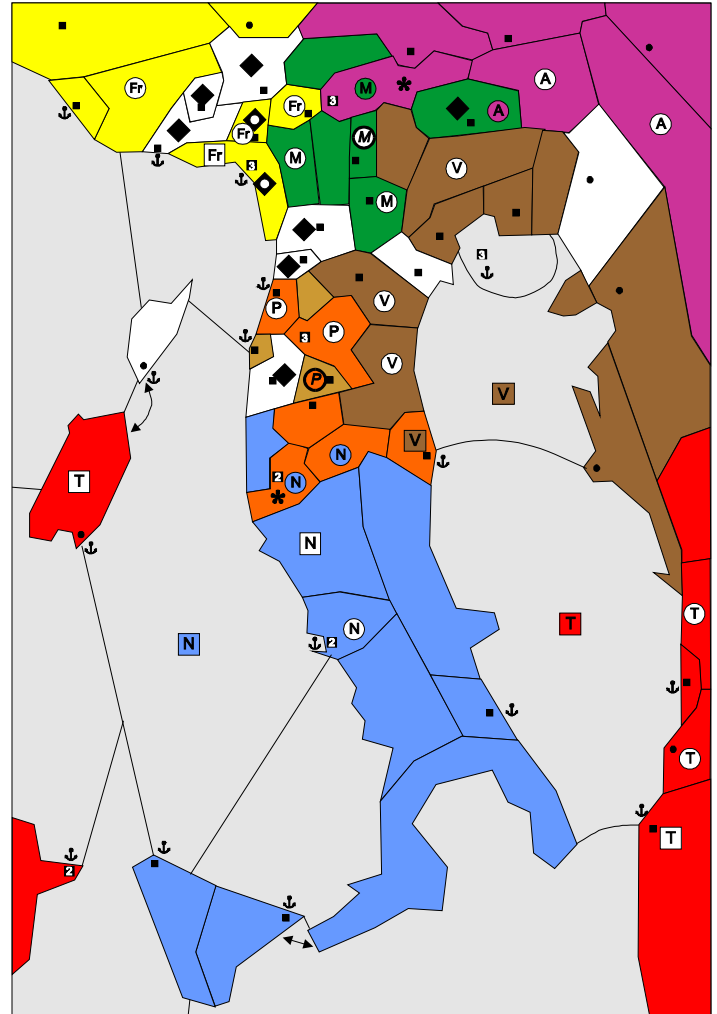
Venice – France: Alliance to take out Austria?

Venice – Turks: And how are you gaining by being at war with me? Any chance we call a truce?

Off the Leash



Wild Dog



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

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

Wild Dog

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

Miller Number 2002Fpw10

Spring 1455

Deadline for Summer 1455 1/7, Tuesday

Florence and the Pope are on the verge of knocking each other out of the game, with a little help from Naples and Venice. Milan is working himself back against Austria while France is taking on some garrisons. The Turks adopt a defensive posture.

Fall 1455 Retreats

Milan retreats A Montferrat to Fornova

Papacy retreats A Capua to Rome

Builds

		Cost
Aus	Maintains all, builds A Austria	12
Flo	Maintains all, no new builds	3
Fra	Maintains all, builds A Avignon	12
Mil	Maintains all, builds Elite Mercenary A Cremona	15
Nap	Maintains all, builds G Naples	15

Pap Maintains A Rome, A Florence, A Pisa, builds Elite 15

Mercenary A Perugia

Tur Maintains all, builds F Durazzo, A Albania 15

Ven Maintains all, builds A Padua 15

Treasury: Remaining:

Expenditures

Venice spends 12 ducats to disband Papal F Ancona (no such unit, money spent anyway).

Outstanding Debt

Fall 1455: 6 ducats due from France

Summer 1456: 38 ducats due from the Pope

Fall 1456: 12 ducats due from Austria, 30 ducats due from Florence, 23 ducats due from Milan.

Orders

AUSTRIA (Wilson): A Milan supports A Carinthia to Trent (cut, DISLODGED, retreat Como, Tyrolea, Bergamo, Parma, garrison, OTB), A Carinthia to TRENT, A Austria to CARINTHIA, A SLAVONIA supports A Austria to Carinthia

FLORENCE (Biehl): F PIOMBINO besieges (garrison destroyed)

FRANCE (Partridge): A PAVIA holds, A MONTFERRAT besieges, A Avignon to PROVENCE, F GENOA besieges

MILAN (Robles): A Trent to MILAN, A MODENA holds, A FORNOVA to Pavia, A (EM) CREMONA supports A Trent to Milan

NAPLES (Scharf): A Patriotomy to ROME (rebellion liberated), A Capua to SPOLETO, F Naples to CAPUA, F TYRRHENIAN SEA supports A Patriotomy to Rome, G NAPLES convert to A

PAPACY (Carl): A PISA to Sienna, A FLORENCE to Sienna, A Rome holds (DISLODGED, retreat Perugia, garrison, OTB), A (EM) Perugia to AREZZO

TURKS (Narhi): A Ragusa to HERZEGOVINA, A AUSTRIA supports A Ragusa to Herzegovina, F LOWER ADRIATIC supports A Ragusa to Herzegovina, F DURAZZO supports F Lower Adriatic, F SARDINIA holds

VENICE (Whyte): A BOLOGNA to Mantua, A URBINO supports Naples A Patriotomy to Perugia (nso), A Padua to VERONA, F Croatia to UPPER ADRIATIC, F Upper Adriatic to ANCONA

Spring 1455 Famine Losses

Florence F Piombino dies due to famine

Summer 1455 Plague

Plague results held pending retreats. As soon as I have received both retreats, I will release the plague results.

Press

Austria - Milan: Yes, it was your breath. Not enough grappa on your breath. I can't trust a teetotaler. That's as good a reason as the real one. It was just too tempting.

Austria – Florence and The Pope: My wishes to the both of you to make sense of the mess in the center before Naples and Turkey clean you out.

The Blind One – The Three-Flavored Ice Cream: I hope you have done your duty.

Feast of the Ascension: May an alterboy place a tack under the Pope's seat cushion each and every day.

Florence – All: At present, I have decided to remain at my seaside villa where I may plot that slime Pope's demise.

Florence – All but the Papacy: Lackey for hire to do in the Pope. Guaranteed complete lackeydome.

Milan – Austria & France: Guess I DID have something to worry about!

Milan – Venice: Well, you don't have to worry about me anymore.

Naples – All: To those whom it may concern: I check my email rather infrequently. Sorry about any resulting miscommunications.

Naples – All: I'm not sure I feel comfortable as a King...how about President for Life?

Papacy – Florence: Die would you, unreasonable wretch.

Papacy – Naples (the second one): I tried writing you at your new email address and I guess you don't respond if you aren't going to ally? Or is it not working? I've snail mailed you in the past and that usually works. Which do you prefer? Can you cut me some slack here and can we negotiate a peace? Would Rome be enough for you?

Papacy – Turkey: You evil, evil man! What a golden tongue you must have to be able to get two turkeys to follow through with your alliance structure in the south. Never have I seen Turkey and Naples work together before, let alone twice in the same game. Simply amazing! I hope your wallet grows very fat to teach the others a lesson about leaving someone alone in the corner. I bet you win a solo in this game, what's your solo count up to now anyway?

Papacy – Venice: I don't plan on repaying the debt. It was clear to me from the beginning that Turkey and Naples (the first one) were allied against me. Florence gave me an ultimatum as well, so I knew I had a triple alliance on my southern border. Florence had the least likely diplomatic style to be reasonable in the future, so I decided to go all out and kill him off as fast as I could and hope for the best. I was right on the alliance structure, but I didn't count on you to come south and attack me as well. Considering I have a massive debt, and have been assassinated once, I'm doing pretty good holding off 4 countries at once, don't you think?

Do us both a favor and help me kill Florence and then we can stop the Nap/Turk alliance in the south. At least you'll have a rear guard that can't hurt you and has a vested interest on the front. It appears you'll soon have problems to the north anyway.

Venice – Austria: Go north and stay north.

Venice – Austria: You will note by my builds that I am more interested in the south. But if you force me to I will deal with you as well.

Venice – Florence: Bye bye nightingale.

Venice – France: Kill that nasty green thing please.

Venice – Milan: You are in serious trouble my friend.

Venice – The Pope: Heya Pops, wanna sanctify my crusade against the Catholics... oops...

Venice – Pope: You should seek out the riches of the next world, not this one, and I'll help you do it.

Warg

Miller Number 2002Ets33

3019-1-II

Deadline for 3019-2-I 1/7, Tuesday

Mordor and the Elves both gain big, while the Dwarves keep Mordor out of Iron Hills. Gondor sneaks into Druwaith Iaur as Umbar and Saruman fight over it. Rohan makes gains in the center while Gandalf's doings remain mysterious.

Orders

DWARVES (Reynolds): A IRON HILLS holds, A ESGAROTH supports A Iron Hills, A ForocheL to CARN DUM, Dain Esgaroth to IRON HILLS

ELVES (Koehler): A North Mirkwood to CARROCK, A Lorien to ANDUIN, A High Pass to BEORN'S MARCHES, R (_____), F Gulf of Lhun to HARLINDON

Orders (cont.)

GANDALF (Bolduc): R (_____), R (_____), Fe (_____), Aragon (_____), Gandalf (_____) .

Orders (cont.)

- GONDOR (York):** 2A MINAS TIRITH to Osgiliath, A SOUTH ITHILIEN supports 2A Minas Tirith to Osgiliath, A Lossernach to MINAS TIRITH (merges), C Lamedon to Anfalas to DRUWAITH IAUR, R (_____), Faramir leads 2A MINAS TIRITH to Osgiliath
- MORDOR (Anderson):** 2A Orodruin divides, A Orodruin to UDUN, A Orodruin to MINAS MORGUL, 2A NORTH ITHILIEN supports 2A Minas Morgul to Osgiliath, 2A Minas Morgul to OSGILIATH, A DUL GULDUR holds (u), A Northern Wastes to FORODWAITH, A Wilderland to RIVER RUNNING, A KHAND holds, 3A NORTH RHUN to Iron Hills, Lord of the Nazgul leads 2A Minas Morgul to OSGILIATH, Nazgul (_____), Sauron leads A Orodruin to MINAS MORGUL
- ROHAN (Scharf):** C West Emnet to Wold, C East Emnet holds, A HELM's DEEP holds, Theoden DUNHARROW holds, Eowyn (_____)
- SARUMAN (Robles):** A GAP OF ROHAN to Druwaith Iaur, A THARBAD holds, A HOLLIN holds, Saruman (_____)
- UMBAR (Nichols):** F SOUTHERN SEA to Druwaith Iaur, F SOUTHERN BAY supports C South Gondor, A Haradwaith to POROS, C SOUTH GONDOR holds

Adjustments

DWARVES:	HOME, +Esgaroth, +Cam Dum	Build 2
ELVES:	HOME, +Carrock, +Anduin, +Harlindon	Build 3
GANDALF:	None	No change
GONDOR:	HOME, +South Ithilien, +Druwaith Iaur	Build 2
MORDOR:	HOME, +River Running, +Osgiliath, +Khand	Build 3
ROHAN:	HOME, +East Emnet, +Wold	Build 2
SARUMAN:	HOME, +Hollin, +Tharbad	Build 2
UMBAR:	HOME, +South Gondor	Build 1

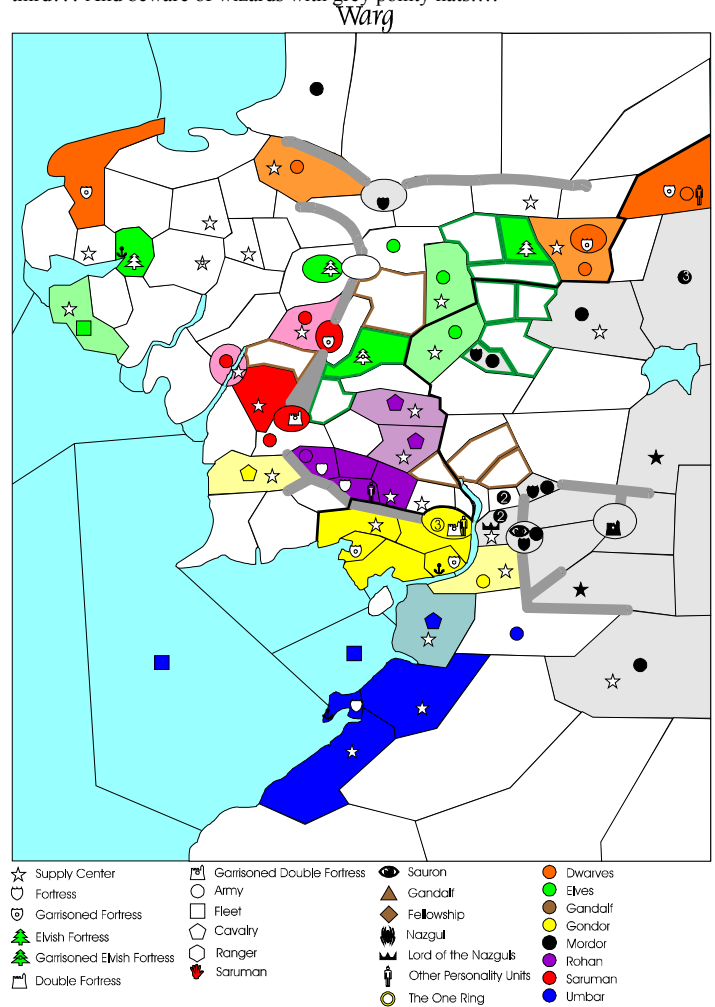
Alignment

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

Press

Rohan – Saruman: I didn't move into the Gap as a goodwill gesture...no reason we should both be deprived of a build...and I didn't move my cavalry into Dunland for the same reason.

- Rohan – Sauron:** You have no qualms with us? Then keep your qualms and be damned...you've made a terrible enemy because of your unwillingness to share.
- Saruman – Mordor:** I'm sure you need my help, your good will doesn't mean much out here (yet).
- Saruman – Rohan:** Hello...
- Sauron – Dwarves:** Since you have chosen to not aid me willingly, then you have chosen the way of pain!!!!
- Sauron – Umbar:** If it at first you don't succeed try ,try again and keep cutting Gondor's support.
- Sauron – Isengard:** How about a alliance between the Two Towers against the third??? And beware of wizards with grey pointy hats!!!!



Hyena

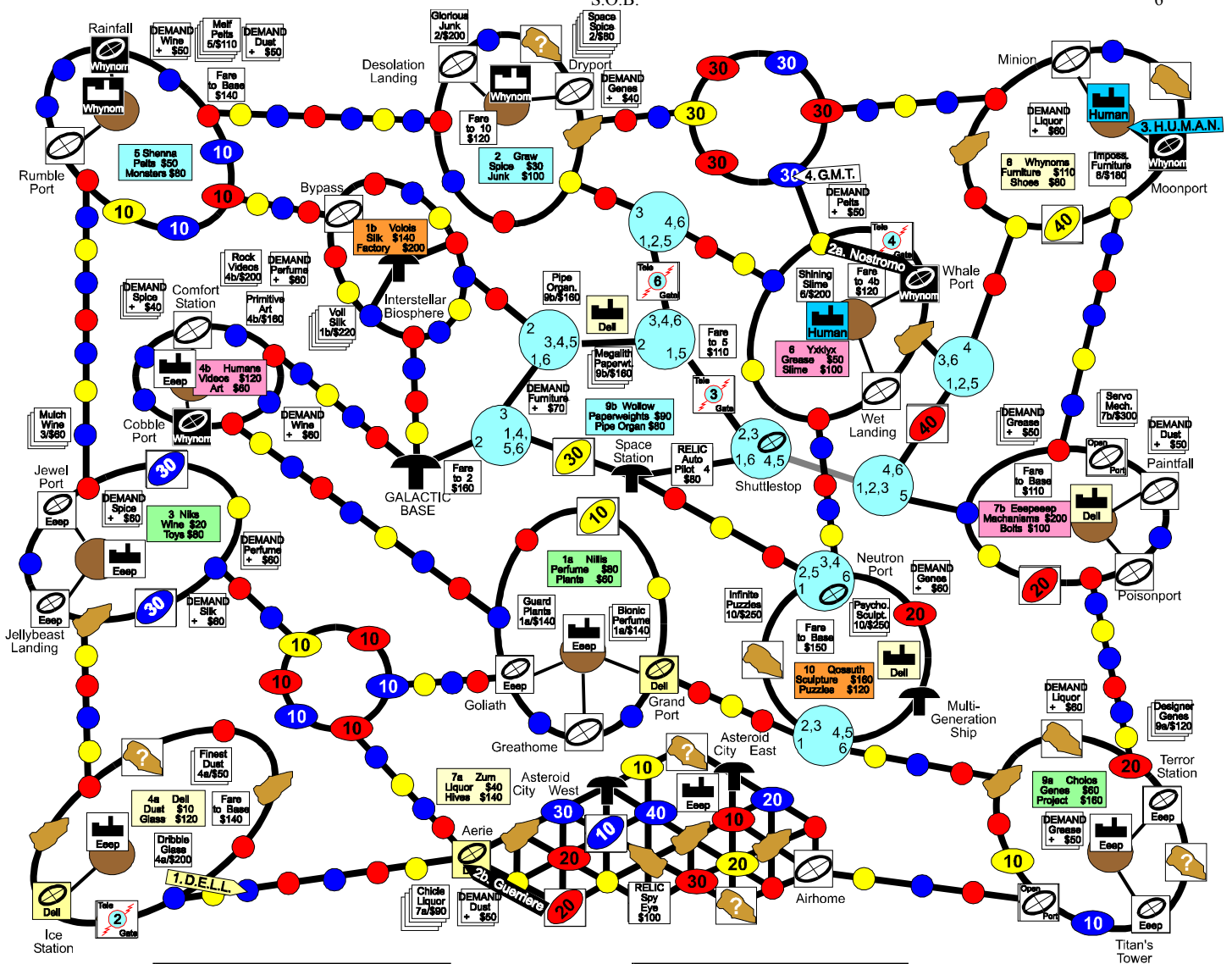
Turns 26.4 to 28.4

Deadline for Turns 29.1 to 31.1: 1/7 Tuesday

Turn 26

4th: Andy Lewis (Eeepeep/Go for the Money Time) Rolls Used: 6
Titan's Tower (p) – B10 – Open Port – R – B – Y – Airhome – A – R10
– Asteroid City East.

Sells Finest Dust for \$50 plus \$150 demand (from the cup: Demand for Perfume at 3 and Designer Genes at 9a). Buys Custom Hives for \$140. Receives \$70 in factory commissions.



1. D.E.L.L. \$342
 Scow Clipper
 29: 2 3 5 6/30: 3 4 6 6/31: 2 3 6 6 (Use 3)

Hold1	Hold2	Hull
	Agent (\$80)	Shield (\$60)
	Yellow Drive (\$80)	Fare

Eeep \$100	Wollow \$100	Grandport \$200
Ice Station \$200	Aerie \$200	Qossuth \$200

2b. Guerriere
 Fast Clipper
 29: 2 4 5/30: 3 4 4 (Double 1)

Hold1	Hold2	Hull
Chicle Liquor 7a/\$90	Red Drive (\$120)	Air Foil (\$80)
	Yellow Drive (\$80)	

3. H.U.M.A.N. \$350
 Normal Transport
 29: 1 4 6/30: 1 2 4

Hold1	Hold2	Hold3	Hull
Imposs. Furniture 8/\$180	Imposs. Furniture 8/\$180		Switch Switch (\$100)
			Yellow Drive (\$80)

Whynom \$100	Ykxlyx \$200
--------------	--------------

2a. Nostromo \$635
 Fast Transport
 29: 3 6/30: 5 6 (Double 1)

Hold1	Hold2	Hold3	Hull
Immortal Grease 6/\$100	Immortal Grease 6/\$100	Yellow Drive (\$80)	
		Red Drive (\$120)	

Shenna \$100	Graw \$200	Moonport \$200	Cobble Port \$200
Rainfall \$200	Whale Port \$200		

4. Go for the Money Time \$526
 Rocket Scout
 29: 2 6/30: 4 4 (Use 1 * 4)

Hold1	Hold2	Hull
Designer Genes 9a/\$120	Psycho Sculpture 10/\$250	Shield (\$60)

Humans \$100	Zum \$200	Chola \$200	Goliath \$200
Nillis \$100	Jellybeast Landing \$200	Niks \$200	
Jewelport \$200	Dell \$200	Titan's Tower \$200	
Terror Station \$200			

Turn 27

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 1 5 5

Open Port – (Y10) – R – A – R – B – (Y) – NC5 – Multi-Generation Ship.

Sells Designer Genes for \$120 plus \$60 demand (from the cup: Space Spice at 2 and Demand for Pelts at 6). Buys the Qossuth factory for \$200.

2nd: Chris Geggus (Whynoms)

Nostramo Rolls Used: 1 6 6

Rainfall (p) – B – (R) – (Y) – B – (R) – B – (Y) – B – (R) – B – (R) – (Y) – (R) – NC6 – (R) – (Y) – B – (Y) – (R) – Wet Landing (o) – A – Whale Port (o) – Whale Port (s).

Buys Whale Port for \$200.

Guerriere Rolls Used: 5 5 5

Y – B – R – B – R – Y – Galactic Base – R – B – Y – B – R – B – R – Cobble Port (p).

Sells Space Spice for \$80 plus \$160 demand (from the cup: Impossible Furniture at 8 and Immortal Grease at 6). Buys one Rock Videos for \$120, a Red Drive for \$120, and trades in the Scout for a Clipper. Gains \$63 in port commissions.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 3 4 6

Wet Landing (s) – Wet Landing (o) – A – NC4 – R – (Y) – (Y40) – (Y) – Moonport (p) – Moonport (s).

Sells Immortal Grease for \$100 (from the cup: Rock Videos at 4b).

4th: Andy Lewis (Eepeeep/Go for the Money Time) Rolls Used: 5

Asteroid City East – R10 – A – Airhome – Y – B – R – Open Port – Y10 – R – A – R – B – Y – NC5 – Multi-Generation Ship.

Sells Custom Hives for \$220 (from the cup: Demand for Genes at 10).

Buy Psychotic Sculpture for \$160.

Turn 28**Turn 28**

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 6 6 6

Multi-Generation Ship – NC6 – (Y) – B – R – A – R – (Y10) – Open Port – R – B – (Y) – Airhome – A – (Y20) – A – A – (Y) – R20 – (Y) – Aerie – (Y) – R – B – R – B.

2nd: Chris Geggus (Whynoms)

Guerriere Rolls Used: 1 6 6 6

Cobbleport (p) – (R) – Y – B – (R) – B – Y – B – (R) – B – Goliath (p) – (R) – B – Y – B10 – (R10) – B – Y – B – (R) – Aerie.

Sell Rock Videos for \$220 (from the cup: Mulch Wine at 3). Buys a yellow drive for \$80 and Chicle Liquor for \$40. D.E.L.L. gains \$34 from port commissions.

Nostramo Rolls Used: 1 2 2

Goods and Demands:

1a (Nillis): Guard Plants, 2 Bionic Perfume

1b (Volois): 4 Voll Silk

2 (Graw): 2 Demand for Designer Genes (+\$40), 6 Space Spice, Fare to 10 (\$120), Glorious Junk

3 (Niks): 3 Mulch Wine, 2 Demand for Space Spice (+\$60), 1 Demand for Voll Silk (+\$60), 2 Demand for Bionic Perfume (+\$60)

4a (Dell): Fare to Base (\$140), 2 Finest Dust

4b (Humans): 3 Demand for Space Spice (+\$40), Primitive Art, 2 Rock Videos, 1 Demand for Mulch Wine (+\$60), 1 Demand for Bionic Perfume (+\$60)

5 (Shenna): 2 Demand for Mulch Wine (+\$40), 4 Melf Pelts, 2 Demand for Finest Dust (+\$50), Fare to Base (\$140)

6 (Yxklyx): Shining Slime, 1 Demand for Melf Pelts (+\$50), Fare to 4b (\$120)

Whale Port (s) – Whale Port (p).

Sells Pet Monsters for \$150 (from the cup: Demand for Perfume at 4b).

Sells Melf Pelts for \$110 plus \$100 demand (from the cup: Demand for Liquor at 9a and Immortal Grease at 6). Buys 2 Immortal Grease for \$100.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 2 2 5

Moonport (s).

Sells Immortal Grease for \$100 (from the cup: Space Spice at 2). Trades in Clipper for a Transport and buys 2 Impossible Furniture for \$220.

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

Multi-Generation Ship – R20 – NC4 – Y – B – R – B – R – Y – B – Y – B30.

7a (Zum): 2 Demand for Finest Dust (+\$50), 4 Chicle Liquor

7b (Eepeeep): 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), 1 Impossible Furniture

9a (Chola): 3 Designer Genes, 2 Demand for Immortal Grease (+\$50), 1 Demand for Chicle Liquor (+\$60)

9b (Wollow): 1 Demand for Impossible Furniture (+\$70), 3 Megalith Paperweights, 1 Portable Pipe Organ, Fare to 5 (\$110).

10 (Qossuth): 2 Psychotic Sculpture, Fare to Base (\$150), Infinite Puzzles, 1 Demand for Designer Genes (+\$60)

Base: Fare to 2 (\$160)

Dog Show

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

Turn 6, Phase 7 – Purchase Tokens

Paris buys 26 tokens

London buys 18 tokens

Venice buys 30 tokens

Barcelona buys 33 tokens

Genoa buys 35 tokens

Turn 7, Phase 1 – Draw Cards

Done

Phase 2 – Buy Cards

Paris buys _____

Phase 3 – Play Cards

London plays Religious Strife (Paris Misery goes to 125, Venice goes to 70, Barcelona goes to 100, and London goes to 80)

Paris plays Alchemists' Gold on Barcelona (Barcelona loses \$39) and Gunpowder

Venice plays Civil War on London (London's Misery increases to 90, must lose \$55 or 9 tokens)

Barcelona plays Silk (Barcelona gains \$32, Venice and London each gain \$8)

Genoa plays Long Bow and Black Death in Area III

Notes

The concession to London fails with 2 no votes.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	125	26	\$70	2	1	10	A, B, E, F, I, J, N, O, R, S, V, W
Ward Narhi	Genoa	100	35	\$45	5	8	6	I, J, K, L
Paul Bolduc	Venice	70	30	\$43	3	10	8	A, F, I, N, R, V, W
Bob Robles	Barcelona	100	33	\$71	4	15	10	A, F, H, I, N, S, V, W
Dennis Cain	London	90	18	\$118	1	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	--	--
Wool (3)	1	3	1	--	3
Timber (4)	--	2	2	--	1
Grain (5)	1	1	1	--	2

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

Surplus, Shortage**Wolfhound****End of Game Statements**

Ward Narhi Well, I thought I had this game sewn up as I grew very well in the middle and end of the game. The lack of "7"'s really helped me out as I could hoard resources and build a lot at a time. My strategy is to build settlements as quickly as possible and ignore buying cards unless forced to do so. In the two games I have played in SOB it seems to work. Congrats to Dave for stealing my hard earned victory away from me.

Kevin Wilson Wow! From 7 to 12 in three turns. An impressive, surge-at-the-end win for Dave. That's what I get for being a nice guy. I don't remember the turn but Dave asked me a bit ago to not build at E17 since it would block a place next to where he wanted to build. And being the nice (naive) guy that I am, I agreed. A couple of turns later and he cuts off my longest road, taking 2 VP from my total, and surges into the lead. And, ultimately, takes those 2 VP for himself for the win. Nicely done.

I thought I was in a good slot. I had easy access to bricks, wool and ore, assuming the dice were normal and tossed a few 6s, 8s and 9s. But no, instead the dice act like they do when I'm at the craps table and tossed only 4s, 5, 10s and worse. Oh well, such is the game. Again, congratulations to Dave. I nicely played game and a well deserved win.

Joe Carl Wow, I ended 4th, and better than Kevin did. Cooperation is always better than just grabbing everything and cutting me out. I'm vengeful if you slight me, but rather cooperative if you just accommodate me a little bit. Nothing personal, Kevin, but once you cut me off, I had to take it out on you. Glad it happened so successfully. Also glad I got to crown Dave Partridge the winner! (His trades with me cinched his win.)

Dave Partridge At the start of this game I looked for as many cooperative agreements as I could find, working out a truce with Kevin and friendly trading relations with Tom and Joe. Tom and I worked especially well together, trusting each other enough to do several deals where one of us benefited immediately and was repaid the next turn. That helped us both along as often there weren't any decent trades that were mutually beneficial.

My strategy in the game changed several times. I'd only played Settlers once at a friends and had never played Seafarers before. Looking at the board it seemed that my best chance was for Ore and Wheat so I built a strategy based on cities. Unfortunately, just as I was ready to start a surge for the win with 6 cities, Chris reminded me that there was a limit of 4 cities for each player. Now I needed some extra VPs and the only real source for that seemed to be the longest route. That happened to be the turn that I saw the opening in Kevin's line. A lucky alignment of the rolls allowed me to cut his route and gain some good cards. It was an advantage that Tom took the longest route at that point as it made me less of a target, and helped I think in being able to make the last surge.

My partnership with Joe was the other strong point in my game. Early on he was cut off rather sharply by Kevin and feeling out of it was willing to make some favorable trades to me to extract some measure of payback. I did all I could to make sure that he benefited from the partnership as well, and was particularly happy with the last turn in which we managed to pull him up to third at the same time as I got the win.

Thanks to Chris for GMing and to everyone else for a fun game.

Brendan Whyte A bad starting position and a first turn shafting by Partridge and Howell, and the GM revealing to all my secret cards.... But I wasn't last!!!

I love Settlers, but postal it just doesn't seem the same.

Chris Hassler I'm a little disappointed in this game. Not for anything the players did, but how I did. I don't think I have made as many adjudication errors in a single game in all the time I have been running pbm games. Mostly, they were minor errors, but in the aggregate, they were very annoying – to me if not to anyone else. I try to hold myself to higher standards than that. I think my biggest mistake was how I handled Ward's NMR. I was far too generous in how I ran his turn. On the plus side, it did spur me on to write a comprehensive set of NMR rules, so that should not happen again. In any event, I hope everyone enjoyed the game despite all my errors, and I promise to do much better next time.

Doggerel

Turn 8

Turn 9 due: 1/7 Tuesday

Planning

Dutch maintains 4 ships (\$16), buys 1 ship (\$12), and 7 soldiers (\$70) for \$98
English maintains 4 ships for \$16.
French maintain 3 ships (\$12), buys 1 ship (\$12), and 4 soldiers (\$40) for \$64.
Portuguese maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
Spanish maintain 4 ships (\$16) and buys 4 soldiers (\$40) for \$56

Outbound Naval Movement

Dutch move to O. Dice: 3, 5, 6. No losses.
English move to H. Dice: 3, 5, 6. No losses.
French move to L. Dice: 1, 3, 4, 5. Loses 1 soldier.
Portuguese move to R. Dice: 2, 3, 4, 5. No losses.
Spanish move to Y. Dice: 1, 4, 4, 4, 5. No losses. Disembarks 2 colonists and 2 soldiers. Move to Z. Dice: 2, 6. No losses. Disembarks 1 colonist and 1 soldier. Moves to V. Dice: 3, 4, 4, 4. No losses.

Mining

Dutch mine 1 gold in O. French mine 1 gold in L and loot 3 gold in F.

Discovery

Dutch discover a mine in Q. Portuguese discover a mine in R.

Land Movement

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

Combat

Portuguese attack the Dutch in T. Portuguese lose 4 soldiers, Dutch lose 1.

Native Combat

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

Native Uprisings

Climate is a 2. Uprisings in M (5 colonists killed), T (0 colonists killed), V (1 colonist killed), and Y (0 colonist killed).

Survival

Climate is a 5.
Spanish lose 1 soldier in Z.

Political Control

Dutch gain political control in T, Spanish in Y.

Homebound Naval Movement

French: Dice: 2, 3, 4, 5. No losses.
Portuguese: Dice: 1, 2, 4, 5. No losses.

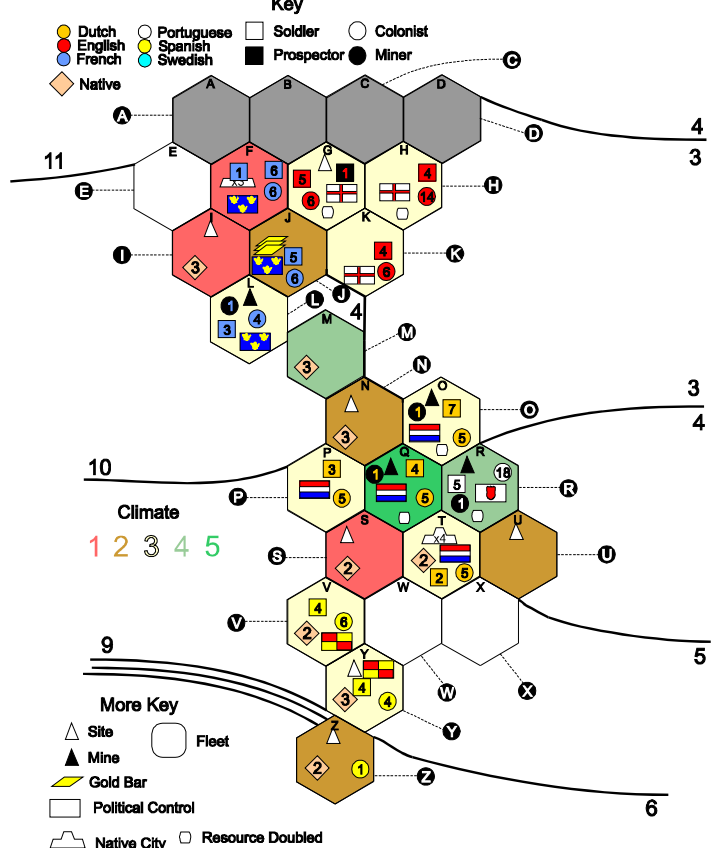
English: Dice: 2, 2, 6. No losses.
Spanish: Dice: 1, 1, 2, 2, 3, 4, 4, 5, 6. 1 ship lost.
Dutch: Dice: 2, 4, 6. No losses.

Income

French: Political Control: \$160, gold: \$40, resources: \$48.
Portuguese: Political Control: \$80, resources: \$108.
English: Political Control: \$160, resources: \$138.
Spanish: Political Control: \$120, resources: \$33.
Dutch: Political Control: \$200, gold: \$40, resources: \$90.

Turn 9 Initiative

Spanish, Portuguese, French, Dutch, English



Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$746	3	5	3
English	Andy Lewis	\$988	11	4	4
French	Kevin Wilson	\$569	7	4	4
Portuguese	Bob Robles	\$344	14	4	4
Spanish	Cary Nichols	\$182	17	3	4

Watchdog

1962

1963 due: 1/7 Tuesday

Event Card Resolution/Held Event Cards

Skyliners Government Order: Must place man on the moon by 1962. Uses espionage to increase his Docking safety factor to match that of the Republic of Texas **Republic of Texas**. Fortunate accident (capsule).

Texas Combine accepts the -20% on his next two stage rocket launch.

Purchase Hardware

Masters of Time and Space one docking module for 2MB, two one person capsules for 4MB, one one stage rocket for 3MB, the Two Person Capsule program for 24MB, the Kicker program for 12MB, and the Liquid Fuel Strap-on program for 12MB.

Skyliners buys 3 two stage rockets for 36MB, one docking module for 2MB, 3 liquid fuel strap-ons for 9MB, and 3 kickers for 9MB.

Republic of Texas buys the Two Person Capsule program for 24MB, 2 two stage rockets for 24MB, and 2 interplanetary satellites for 8MB.

Texas Combine buys 2 docking modules for 4MB.

Conduct Research

Masters of Time and Space B: 1 die (3) +1% = 4% to Max R&D. 4MB spent. b: 8 dice (1, 1, 4, 5, 5, 6, 6) +8% = 41%. 16MB spent. 2: 5 dice (1, 2, 2, 3, 6) +5% = 19% to Max R&D. 15MB spent. F: 8 dice (1, 2, 3, 4, 5, 6, 6, 6) +8% = 41%. 8MB spent. D: 8 dice (2, 3, 3, 3, 4, 4, 6, 6) +8% = 39%. 16MB spent.

Skyliners e: 8 dice (1, 3, 3, 3, 4, 4, 6) = +28%. 32MB spent. b: 8 dice (1, 1, 3, 4, 5, 5, 5, 6) = +30%. 16MB spent. D: 8 dice (1, 1, 2, 4, 4, 5, 6, 6) = +29%. 16MB spent. F: 8 dice (2, 2, 2, 3, 4, 5, 6, 6) = +30%. 8MB spent.

Republic of Texas 2: 1 die (5) = +5MB to R&D Max. 3MB spent. B: 7 dice (1, 2, 3, 4, 4, 4, 5) = +23% to R&D Max. 28MB spent. EVA: 8 dice (1, 3, 3, 4, 4, 4, 5, 5) = +29%. 8MB spent. b: 6 dice (2, 3, 3, 3, 6, 6) = +23%. 12MB spent.

Texas Combine a: 8 dice (2, 2, 2, 2, 3, 4, 4, 5) = +24%. 8MB spent. B: 8 dice (3, 3, 3, 3, 4, 4, 4, 4) = +28% to R&D Max. 32MB spent. EVA: 8 dice (1, 2, 2, 4, 4, 5, 6, 6) = +30% to R&D Max. 8MB spent.

Declare Future Missions

Masters of Time and Space declare 3 launches, **Skyliners** declare 3 launches, **Republic of Texas** declares 3 launches, and **Texas Combine** declares 3 launches.

Your missions are: _____

Missions

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

Texas Combine launches a Manned Orbital with Docking (Redmon). Liftoff: (51%<90%), Earth Orbital Burn (60%>34%), engine burn failure, go to re-entry step, Re-entry (20%<34%), Recovery (26%<34%). Mission failure. +1% to B and a, and -10MB to budget. King goes to 30% experience.

Texas Combine launches a Manned Orbital with Docking (Roland). Liftoff: (99%>91%), last second countdown abort, problem resolved, countdown resumes same day, Liftoff: (72%<91%), Earth Orbital Burn (13%<35%), Earth Orbital Activities (71%>35%), instrument failure, minor problem, no effect, Docking Module Power On: (88%<96%), Docking: (85%>45%), Earth De-Orbital Burn (22%<35%), Re-entry (30%<35%), Recovery (94%>34%), minor problems. Partial mission success. +1% to 1, B, and a, +5% to docking, and +2MB to budget, Roland to 10%.

Texas Combine launches a Manned Orbital with Docking and Spacewalk (Torrance). Liftoff: (01%<91%), Earth Orbital Burn (45%>36%), engine nozzle out of control, computers override, but ground control scrubs mission, Re-entry (04%<36%), Recovery (20%<36%). Mission failure. +1% to A, and a, Torrance to 40%, and -10MB to budget.

Republic of Texas launches a Docking Module. Liftoff: (18%<95%), Earth Orbital Burn (87%<98%), Earth Orbital Activities (12%<98%). Mission success. +1% to A.

Republic of Texas launches an Manned Orbital with Docking and Spacewalk (Travis). Liftoff: (21%<96%), Earth Orbital Burn (15%<84%), Earth Orbital Activities (39%<84%), Docking Module Power On (88%<98%), Docking (84%>75%), Spacewalk (58%<83%), Earth De-Orbital Burn (28%<84%), Re-entry (37%<84%), Recovery: (55%<84%). Partial mission success. +1% to EVA, A and a, +5% to docking, +13MB to budget, Travis to 30% experience.

Republic of Texas launches an Manned Orbital with Docking and Spacewalk (Houston) Liftoff: (08%<97%), Earth Orbital Burn (78%<85%), Earth Orbital Activities (50%<85%), Docking Module Power On (26%<98%), Docking (45%<80%), Spacewalk (18%<84%), Earth De-Orbital Burn (04%<85%), Re-Entry (03%<85%), Recovery (83%<85%). Mission success. +1% to EVA, a and A, +15% to docking, +6MB to budget, Houston to 30%.

Skyliners launches a Manned Orbital with Docking and Spacewalk (Sgetti, Crackers). Liftoff: (95%>91%), last second countdown abort, launch delayed. Retry at end of launch schedule with temporary -8% on safety.

Skyliners launches a Lunar Satellite Flyby. Liftoff: (76%<91%), Earth Orbital Burn (36%<64%), Earth Mission Burn (50%<64%), Lunar Orbital Burn (73%>64%). Mission failure. +1% to B and 2, -3MB to budget.

Skyliners launches a Lunar Probe Landing. -3% to all safety checks due to skipping Lunar Satellite Flyby. Liftoff: (91%>89%), explosion during ascent. Mission failure. +1% to B, -6MB to budget.

Masters of Time and Space launches an Manned Orbital with Docking (Tom Corbett). Liftoff (08%<90%), Earth Orbital Burn (16%<81%), Earth Orbital Activities (91%>81%), Corbett saves, Docking Module Power-on (04%<96%), Docking (37%<45%), Earth De-Orbital Burn (02%<81%), Re-entry (16%<81%), Recovery: (01%<81%). Mission success. Receives +1% to 1, a and B, +15% to Docking, +8MB to budget. Tom Corbett goes to 40% experience.

Masters of Time and Space launches an Manned Orbital with Docking and Spacewalk (Roger Manning). Liftoff (32%<91%), Earth Orbital Burn (65%<82%), Earth Orbital Activities (22%<82%), Docking Module Power-on (38%<97%), Docking (94%>60%), Spacewalk (70%<90%), Earth De-orbital Burn (58%<82%), Re-entry (37%<82%), Recovery: (63%<82%). Partial mission success. Receives +1% to EVA, 1, a, and A, +5% to docking, +10MB to budget. Roger Manning goes to 30% experience.

Skyliners launches a Manned Orbital with Docking and Spacewalk (Sgetti, Crackers). Liftoff: (15%<85%), Earth Orbital Burn (25%<75%), Earth Orbital Activities (46%<75%), Docking Module Power On (57%<90%), Docking (77%<95%), Spacewalk (99%>45%), jammed airlock astronaut unable to exit craft, EVA failure, Earth De-Orbital Burn (43%<75%), Re-entry (38%<75%), Recovery (03%<75%). Partial mission failure. Receives +1% to EVA, B, 1, and b, +3% to docking (to Max Safety), and +9MB to budget, Sgetti to 40%, Crackers to 20%.

Skyliners fails to achieve his government order. Budget is cut by 50% to 54MB.

Players

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
1-Orbital Satellite	0 / 91%	4 / 97%	0 / 98%	0 / 98%
2-Interplanetary Satellite	0 / 65%		1 / 90%	3 / 90%
3-Lunar Probe	0 / 69%			
4-Docking Module	1 / 98%	1 / 50%	1 / 65%	0 / 95%
A-One Stage Rocket	0 / 88%	0 / 92%	0 / 92%	0 / 98%
B-Two Stage Rocket	0 / 94%	4 / 92%	1 / 91%	3 / 90%
C-Three Stage Rocket				
D-Liquid Fuel Strap-ons	4 / 70%		1 / 69%	
F-Kicker	4 / 73%		1 / 66%	
G-"Mega" Stage Rocket				
EVA Suits	46%	98%	91%	85%
a-One Person Capsule	0 / 81%	0 / 37%	2 / 83%	3 / 86%
b-Two Person Capsule	0 / 76%		1 / 61%	1 / 43%
c-Three Person Capsule				
d-Two Person Module				
e-One Person Module	1 / 38%			
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 (40%), Crackers (20%), Chedr, Chili, Carne (0%); **Republic of Texas:** Travis, Houston (30%); Crockett, Bowie, and Navarro (0%). **Texas Combine:** Torrance, (40%); Redmon, King (30%); Flagg, Roland, (10%). **MOTAS:** Tom Corbett (40%), Roger Manning (30%).

1963

Draw Event Cards

Bill Scharf: R&D Setback: -2% to each die rolled this year. -10MB to budget.

Andy York: Corporate Investment. Gains 1MB in cash. +10MB to budget.

Joe Carl: Government Order. Next scheduled launch must be an orbital satellite. +10MB to budget if accepted, -11MB if declined.

Cary Nichols: R&D Bonus: +1% to each die rolled this year. +20MB 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
1963 Budget	54	48	140	106
Cash	1	14	5	2
1964 Budget	64 or 43	68	130	116

Pavlov

Turn 3 Combat to Turn 4 Nexus
Turn 4 Nexus due: 1/7 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

Combat Round
Sietch Tabr

The Fremen and Guild conclude a spice deal in which the Guild agree to play the Guild Representative, only worthless cards, dial 0, and not call a traitor. In return, the Fremen agree to pay the Guild 1 spice, dial 0, not kill the Guild Representative, and play a leader of greater value.

Spice	0	0
Total	2	1

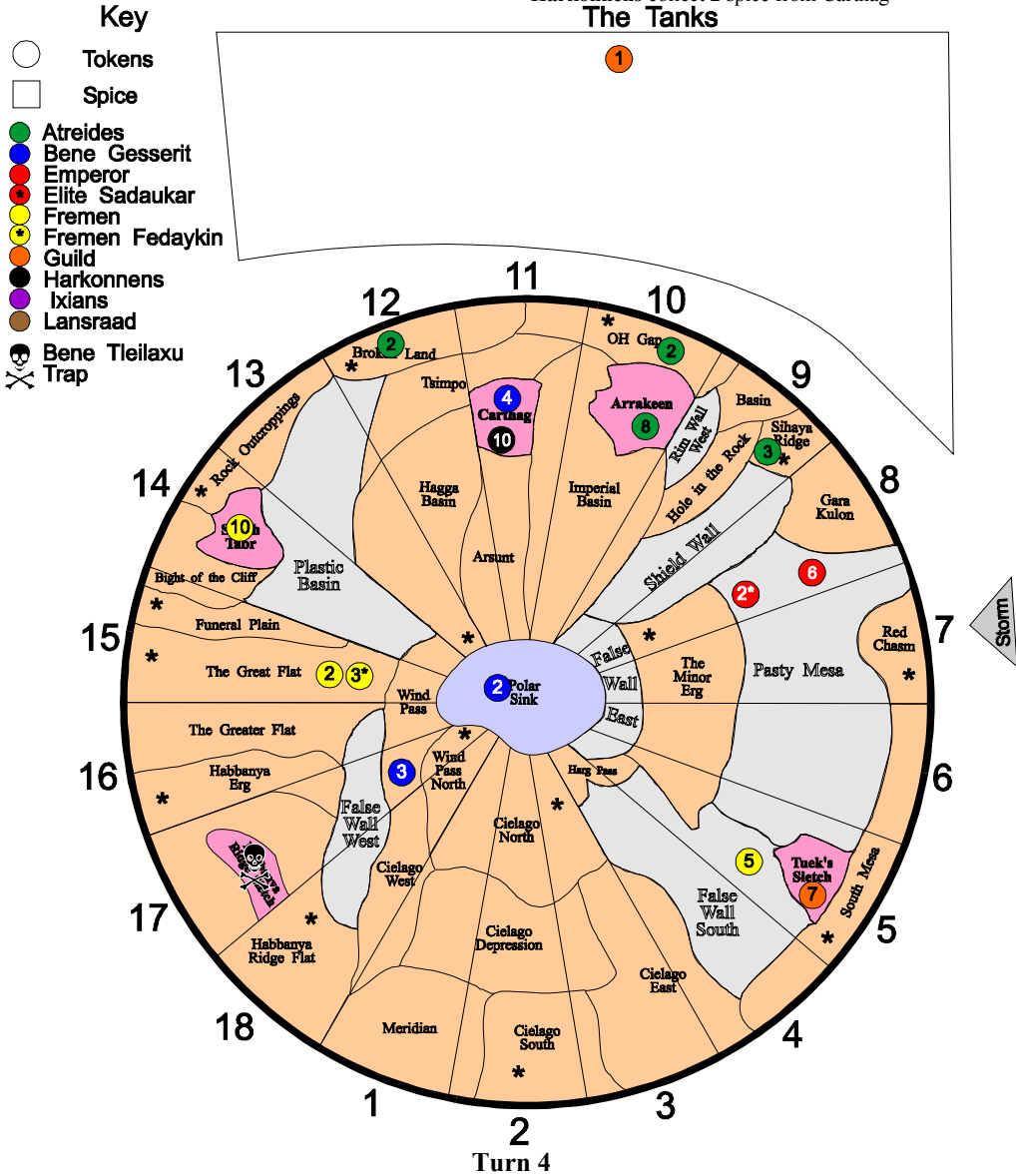
The Fremen are winners. One Guild token goes to the tanks, and all three cards are discarded.
 The Bene Tleilaxu attack Jamis. The Bene Tleilaxu attack with Gom Jabbar, the Fremen defend with a Snooper; Jamis survives. Gom Jabbar is discarded.

	Fremen	Guild
Weapon	Jubba Cloak	Kulon
Defense	None	Baliset
Leader	Jamis (2)	Guild Representative (1)
Dial	0	0

Spice Collection

Atreides collect 2 spice from Arrakeen and 6 spice from Sihaya Ridge
Fremen collect 10 spice form The Great Flat
Guild collect 1 spice from Tuek's Sietch
Harkonnens collect 2 spice from Carthag

The Tanks



Storm Movement

Storm moves 5 sectors to sector 7. (Turn 5 storm movement: _____)

Spice Blow

Worm in The Great Flat. Fremmen may ride Worm to any sector on the board.
Nexus occurs.

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 Tleilaxu:** *Traps:* _____ in Habbanya Ridge Sietch, 3 cards

S.O.B.

- 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, 3 cards
- Guild:** 7 tokens Tuek's Sietch, 1 token in the Tanks, 12 tokens off-planet, 2 cards
- Harkonnens:** 10 tokens Carthag, 10 tokens off-planet, 6 cards

Your Spice: _____
 Your Intrigue cards: _____

 Your traitor(s): _____

Dogface

Epoch III Empire Selection

Epoch III Celts, Macedonians, Muaryans, and Han Dynasty due: 1/7 Tuesday

Epoch III

- APA passes to The Legacy Project
- Dogs and Deities** passes to Common Cause
- Arachnids keeps
- Royal Manticoran Historical Society** passes to Dogs and Dieties
- Common Cause** passes to APA
- The Legacy Project** passes to Royal Manticoran Historical Society

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

Your Event Cards are: _____

Epoch III Empire

Wolfbane

Turn 6

Turn 7 due: 1/7 Tuesday

Commander Actions

Discovery Project opens bidding on Heavy Equipment at 30 and gets it for 35 (Or4, Wa4, Wa8, Wa9, Wa10)

Planets 'R Us buys a water factory (Or2, Or2, Wa4, Wa6, Wa7) and a population factor (Wa10)

OCEAN opens bidding on Heavy Equipment at 33 and gets it (Wa5, Wa6, Wa6, Wa7, Wa9)

2114 Corporation buys a population factor (Or2, Wa8)

Minas Ithil buys a titanium factory (Wa6, Wa7, Wa7, Wa10) and moves a population factor from an ore factory to man it.

Bartertown buys a population factor (Or3, Wa7)

HBDC IX opens the bidding on a Warehouse at 25 and gets it (Or3, Wa4, Wa9, Wa9)

Dogs in Space buys a water factory (Or3, Or4, Wa5, Wa8) and moves a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Planets 'R Us	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF	No, DL	9
2	Discovery Project	Cary Nichols	OrF, OrF, WaF, WaF, WaF	Wa, No, HE	9
3	Minas Ithil	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TiF	HE, Wa	8
4	2114 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF	No, DL	8
5	OCEAN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF	No, HE	8
6	Bartertown	Andy York	OrF, OrF, WaF, WaF	HE, No	7
7	HBDC IX	Kevin Wilson	OrF, OrF, WaF, WaF	2DL, Wa	7
8	Dogs in Space	Andy Lewis	OrF, OrF, WaF, 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	2	0
Heavy Equipment (HE)	30	0	0
Nodule (No)	25	0	0

Guard Dog

Gamestart

Influence Allocation and Turn 1 due: 1/7 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	Antonj Talksalot (J)	67, weak	
Sport	Anatol Mischif (I)	68	

Candidates: B, C, D, O, T
People: F, G, H, K, L, M, N, S, U, V, W, X, Z
Siberia: None (yet)

Notes

This game was held over by request.

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.

**Dogged
Gamestart**

Turn 1, Phases I-III due: 1/7 Tuesday

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf		Denver	\$2000	9		7 points
Cary Nichols		Denver	\$2000	9		7 points
Ward Narhi		El Paso	\$2000	9		7 points
Paul Bolduc		Salt Lake City	\$2000	9		7 points
Joe Carl		Pueblo	\$2000	9		7 points

Available Claims

#	City	Type	Claim	Operation
32	Fairplay	Gold	\$100	\$50
89	Walsenburg	Coal	\$60	\$30
37	Eureka	Silver	\$60	\$40
98	Pinos Altos	Gold	\$160	\$60
85	Canon City	Coal	\$100	\$30
80	Aspen	Coal	\$60	\$30
43	Leadville	Silver	\$200	\$50
114	McGaffey	Lumber	\$40	\$30

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
5	A	Denver – Pueblo	\$80	\$165	
3	A	Denver – Colorado Springs	\$50	\$105	
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
2	A	Salt Lake City – Provo	\$20	\$50	
7	A	Pueblo – Santa Fe	\$120	\$280	
1	A	Denver – Boulder	\$20	\$45	
6	A	Santa Fe – Albuquerque	\$90	\$180	
4	A	El Paso – Deming	\$60	\$135	

Available Trains

Type	# Available	Cost
9	1	\$80
15	6	\$120

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Notes

Maps and house rules have been included with all of your zines. Please look them over. We are playing the Advanced Rules, with th Hiring and Advancing Optional Rule. Additional prospectors and surveyors may be purchased at \$400 each (and if your prospector gets killed, this is the cost of rehiring, not what is on the card). You may have a total of four prospectors and/or surveyors at any one time. In the event that a prospector or surveyor wins a dispute, that piece gains a bonus, to a maximum of +2, and keeping counter limits in mind (you may only have one +1 and one +2 prospector and surveyor in play at any one time). Victory conditions are as in the Campaign game – we are playing 24 turns, and whoever has the most money at the end of that period wins. Finally, please come up with a color for track on the map, and make sure it is something visible and distinguishable from the other players. Good luck.

Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. Every 10 points earn you a free issue. Research is allowed. Free issues are credited as they are earned. Players may submit a list of questions (answers must be included.) If used, five points are awarded. In addition, if no correct answers are received for a question, the supplier of the question receives two points.

And so, without further ado, the answers to last issue’s questions:

Q1. What is the deepest lake in the world?

A1. Lake Baikal, located in southeast Siberia, is 5,314 feet deep.

Andy Lewis, Kevin Wilson, Scott Hutchens, Brendan Whyte, Chris Geggus, Andy York, Joe Carl, Bob Robles, and Caleb Cousins each receive ½ point.

Q2. How many species, including bacteria and fungi, are thought to live on earth?

A2. The All-Species Inventory estimates that there are between seven and 100 million species. So far, 1.8 million have been identified.

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

Q3. How long, in earth days, is one year on Mercury?

A3. One year on Mercury lasts 87.97 earth days.

Cary Nichols, Andy Lewis, Scott Hutchens, Brendan Whyte, Chris Geggus, Andy York, Joe Carl, Bob Robles, Caleb Cousins, and Paul Bolduc each receive ½ point.

Q4. How many red dwarf stars are visible to the naked eye in our night sky?

A4. None. The brightest red dwarf star is Lacaille 8760 with a visual magnitude of 6.69. The threshold for visibility is a visual magnitude less than 6.

Cary Nichols, Andy Lewis, Scott Hutchens, Andy York, and Joe Carl each receive ½ point.

Q5. Which famous Italian scientist died the year Isaac Newton was born?

A5. Galileo died in 1642.

Cary Nichols, Andy Lewis, Kevin Wilson, Scott Hutchens, Brendan Whyte, Chris Geggus, Andy York, Joe Carl, Caleb Cousins, and Paul Bolduc each receive ½ point.

Current Scores

Chris Geggus	87	Andy York	80½	Caleb Cousins	66½
Paul Bolduc	66	Joe Carl	65½	Bill Scharf	65
Dennis Cain	58	Brendan Whyte	51½	Andy Lewis	44½
Bob Robles	34½	Ward Narhi	33½	Steve Koehler	31½
Tom Howell	28½	Kevin Wilson	21½	Brad Martin	16
Cary Nichols	9½	Sean Cousins	7	Scott Hutchens	2

Andy York is awarded a free issue.

New Questions

Topic: Miscellaneous Trivia

1. How hot is the earth at its core?
2. What is the hardest substance in the human body?
3. The orbit of which planet in our solar system is nearest to a circle?
4. What is the lowest perfect number?
5. Which muscle in the human body has the longest name?

Pedagogy

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

Addresses

Dave Anderson 20832 Tuck Rd., Site 32 Farmington Hills, MI 48336 (248) 473-7482 andersond4@michigan.gov	Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 fax (217) 224-8393 dbears@adams.net	Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net (360) 928-9698	Ward Narhi 521 Moreley Akron, OH 44320 ward.narhi@santoprene.com (330) 835-4013	Mike Scott 16603 Colonial Dr. Fontana, CA 92336 mikesmag2@juno.com (909) 357-6030
John Biehl 8809 Delwood Dr. Delta, B.C., Canada V4C 4A1 jeen@telus.net	Joe Carl 302 38 th St. NW Canton, OH 44709 jcarl@neo.rr.com	Scott Hutchens zenus@bellatlantic.net	Cary Nichols 756532-938 South FM1673 Snyder, TX 79549-8812	Brendan Whyte Geography Department University of Melbourne Parkville 3052, Australia b.whyte@pgrad.unimelb.edu.au
John Boardman 234 E. 16 th St. Brooklyn, NY 11226-5302	Forest Cole simply4est@yahoo.com Simply4est@aol.com	Steve Koehler "Devil Dog" 418 Linderhill Ln. Mathews, NC 28105 sdk@Prodigy.net (704) 544-2849	Dave Partridge 15 Woodland Drive Brookline NH, 03033 rebhuhn@rocketmail.com	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568 caleb_cousins@umit.maine.edu	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 Alewis161@hom.com (302) 644-1984	Phil Reynolds 2896 Oak St. Sarasota, FL 34237 preyno@yahoo.com	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 wandrew@compuserve.com
Eric Brosius ebrosius@attbi.com	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK Chris@geggus99.freeserve.co.uk	Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215 Mlowrey@charlotte.infi.net (704) 569-4269	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 Rlrobles5@cs.com (510) 254-6354	
Tom Butcher 674 Roanoke Ave. Coyahoga Falls, OH 44221-1242 ChikakoB@msn.net	Pasquale Giovine Via Ulisse Dini, 18 I-56126 Pisa, Italia giovine@unirc.it	Brad Martin 2/14 Joseph Street Maylands 6051 Western Australia Australia Westfront@hotmail.com	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.