

Notes from Hades

Not much to report this time around. The boys recently turned 18 months old and are still growing like weeds. They're big for their age and very energetic. They wear us out but they are a lot of fun.

This issue is the first time in a long time that I've had some NMRs. It's disappointing because NMRs are highly disruptive – both to the other players in the game as well as to me. And these all appear to be a case of people forgetting the deadlines, and not being available when I send the reminder. So, I'm going to take a page out of Paul Bolduc's playbook, and send out a deadline reminder the week before the deadline. Hopefully, that will prevent a repeat of this issue's problem.

Andy Lewis' WBC convention report is in this issue. Look for it in the letter column.

The next deadline is **Tuesday, October 28 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

Dogwood. History of the World. This will start when Dogface ends. Have Dave Anderson, Forest Cole, Kevin Wilson, Andy Lewis, Dennis Cain, and Chris Geggus. This game is closed.

Retriever. Outpost. This will start when Wolfbane ends or when I get 10 players, whichever comes first. Have Eric Brosius, Andy York, Andy Lewis, Dave Partridge, Bill Scharf, Kevin Wilson, Michael Lowrey, and Cary Nichols, will take up to 2 more.

Salty Dog. Seafarers of Catan. We will be playing the Oceans scenario. Have Kevin Wilson, Dave Partridge, Cary Nichols, Bill Scharf, and Chris Geggus, will take up to 2 more.

Doberman. Industrial Waste. This game will start after Junk Yard Dog ends. Have Bill Scharf, Eric Brosius, Dave Partridge, and Richard Weiss. Dave is willing to defer to anyone who is not in the Junk Yard Dog.

Wish List

Age of Renaissance. This game will start after Dog Show ends. Have Bob Robles, Cary Nichols, and Caleb Cousins, need up to 3 more.

Machiavelli. This game will be a gunboat game and will start when the next Machiavelli game finishes. Scenario and rules by player vote. Have 4, will take up to 4 more. This box will be checked ☐ if you are signed up.

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

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

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

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

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

Andy Lewis

WBC - A Life Changing Experience

I won't keep you in suspense. WBC is a life changing experience because it will require you to rethink your yearly vacation plans. The reason is that WBC is so great an experience that you won't want to miss it again. I missed the first one of its predecessor Avaloncon because I had just moved to California. I've made the following 12 though. My wife, a non-gamer when she first went, has been to 9. My 6 year old has been to 7; his first when he was 6 weeks old.

What makes WBC so great? Two things, gaming and friends. The people at WBC are so much fun to game with that you find you now have friends from around the country that you'll get a chance to see all in one place every year. Some people have had to cut back on the gaming they do at WBC solely because they have so many friends that they want to catch up with that something had to give. This occurs whether you know anyone when you walk through the doors or not. My wife met some friends of mine who are a husband and wife five minutes after she arrived the first time when she was going to shop and lay by the pool

through the con. They got her involved so much that she played in 5 tournaments that first year.

Gaming - take your pick - awesome tournaments or open gaming. I would have said that WBC was all about playing high caliber tournament play with great players and people, but I've got too many friends who come to WBC year after year that never play any tournaments. With the convention now being run by the Boardgame Players Association instead of Avalon Hill, the mix of games is wonderful. The Puerto Rico tournament drew around 170 players this past year. Slapshot drew 140. Carcassonne was over 100 as well. Hammer of the Scots had about 50. War at sea was about the same. Union Pacific still draws over 70.

In addition, there are vendors at WBC. Most of the wargame companies are there and a lot of them are beginning to have their big summer releases come out at WBC. The vendors also use them time to demo games which have just come out or will be coming out. GMT showed off several games which aren't even on the P500 yet.

I can go on forever. WBC is my family's big vacation of the year. My kids love going. The oldest actually played in three Junior events this year and had a great time even when losing. I can't recommend this convention enough.

Off the Leash

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

Summer 1460

Deadline for Fall 1460: 10/28 Tuesday

There is good news and bad news for France. The good news is that the Doge of Venice cannot be found and that Austria has declared itself firmly allied with France. The bad news is that Florence and Naples appear to have sided against France.

Expenditures

France spends 3 ducats to counterbribe A Milan

Outstanding Debt

Fall 1461: 9 ducats due from Venice.

Orders

AUSTRIA ☐: A Austria to CARINTHIA, A Carinthia to TRENT, A SLAVONIA supports A Austria to Carinthia

FLORENCE ☐: A PISA supports A Pistoia to Lucca, A Pistoia to LUCCA, A Florence to SIENNA

FRANCE ☐: A MILAN supports A Parma to Cremona, A BERGAMO supports A Parma to Cremona, A Parma to CREMONA, A FORNOVA supports A Savoy to Genoa, A Savoy to GENOA, F GULF OF LIONS supports F Ligurian Sea, F LIGURIAN SEA supports A Savoy to Genoa

NAPLES ☐: A ANCONA holds (rebellion suppressed), A Bari to AQUILA, F Patrimony to TYRRHENIAN SEA, F WESTERN MEDITERRANEAN supports F Tyrrhenian Sea to Sardinia, F Tyrrhenian Sea to SARDINIA, F GULF OF NAPLES supports F Patrimony to Tyrrhenian Sea, F Otranto to IONIAN SEA

VENICE ☐: NMR! A CROATIA holds, A FRIULI holds, A TREVISO holds, A FERRARA holds, A BOLOGNA holds, A Cremona holds (DISLODGED, retreats Mantua, garrison, OTB), F Genoa holds (DISLODGED, retreat Modena, garrison, OTB), F CROATIA holds, F UPPER ADRIATIC holds, F DURAZZO holds

Notes

Venice has NMRd. Will you (if checked ☐) please submit standby orders for Venice!

Press

Austria – France: With you all the way.

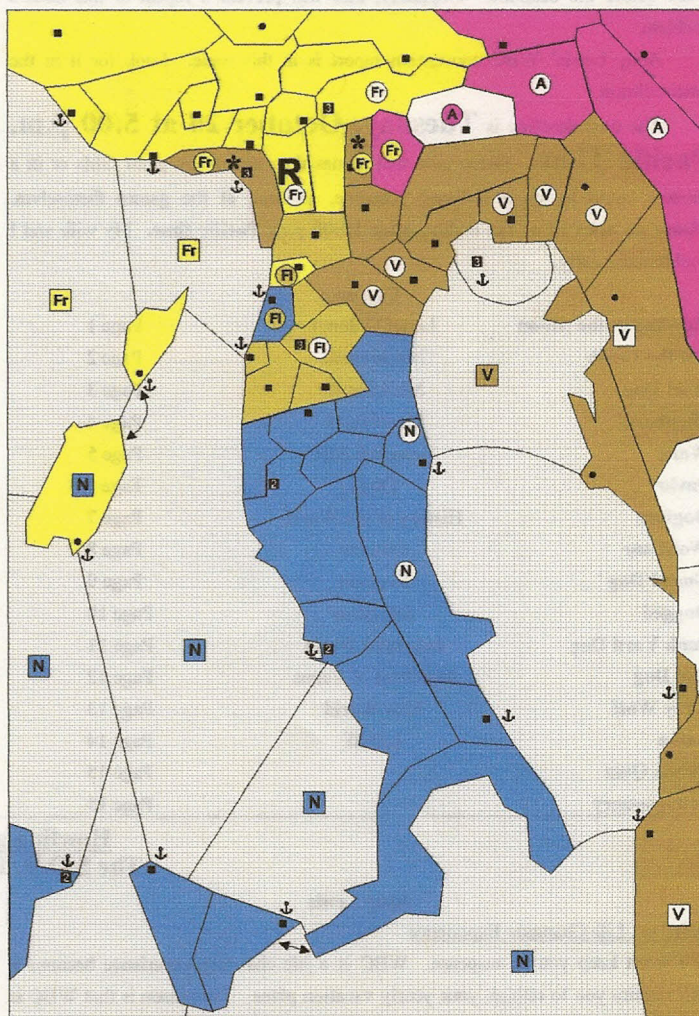
Austria – Venice: Too late, I've picked my bed and I'm lying in it. We'll make you sleep tight too. We'll just tuck you up in some weighted sails and lay you down in the Adriatic. Face down.

France – Austria: I hope that you chose to take Trent, otherwise Venice will win in two or three turn only. Any way, if you leave Tyrolea to me, as I asked, I shall give to you ducats that you need to maintain or build units next winter.

France – Florence: A big cooperation between us is needed to avoid the Venetian termination of the game. Let you do not leave him to destroy me: after you alone cannot do anything to stop him.

France – Naples: Dear friend??? It seems that you chose to help Venice to win: why? Obviously I cannot sustain also your attacks in addition to those very heavy of Venice. Do you decide to arrive second in the game? I never attacked you because of Venetian fear: no-one can stop him alone: Venice can borrow 19 ducats to buy one your unit at any turn and finish the game. We should act together.

France – Venice: Good for you if the other players didn't see your moves for the solo win. I made the possible to open their eyes.
Off the Leash



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

Pope (Naples) – Austria: It is obvious to all that your attacks on Venice will only fail, yet the French leave you a wide open expansion area....I know that both Venice and France need some cutting into their gains, take those where you can, when you can..

Pope (Naples) – Florence: Ok, you've got back your areas, now what? Think of that good old saying...."Go North"!

Pope (Naples) – Venice: OK, let's keep it this way.... I move to ION, you stay in DUR and out of the LA..... you can keep BOL. I will thwart France now, so you can deal with him and Austria.

Rome (from Naples): The Papal high command issues the following epitaph for the late army commander in SPO: "You were a great commander dear relative,

but you ignored our suggestion to either move out or to pay for Famine Relief,.... so rest in peace, FOOL!"

Wild Dog

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Black Press, Ultimate Victory
Miller Number 2002Fpw10

Summer 1457

Deadline for Fall 1457 10/28, Tuesday

Venice gets a break as Hapsburg emperor is assassinated and the Sultan of the Turks goes missing. France cleans up things in his neighborhood, while Naples is outguessed by Venice.

Spring 1456 Retreats

Venice A Carinthia retreats to Trent and A Arezzo retreats to garrison

Expenditures

Austria is unable to repay his load to the moneylenders and is assassinated. All units hold. Austria and Hungary rebel.

Outstanding Debt

None

Orders

AUSTRIA (Wilson): A TYROLEA holds, A Carinthia holds (DISLODGED, retreat Austria, Trent, OTB), A SALUZZO holds

FRANCE (Partridge): A TURIN besieges (garrison destroyed), A SAVOY besieges (garrison destroyed), A MODENA besieges (garrison destroyed), A PISA holds, F LIGURIAN SEA supports F Gulf of Lions, F GULF OF LIONS supports F Ligurian Sea

NAPLES (Scharf): A AREZZO supports A Urbino to Florence (cut), A Piombino to SIENNA, A Urbino to Florence (DISLODGED, retreat Perugia, Spoleto, Ancona, OTB), A Naples to AQUILA, F TYRRHENIAN SEA supports A Piombino to Sienna, F GULF OF NAPLES supports F Tyrrhenian Sea

TURKS (Narhi?): NMR! A CROATIA holds, F ISTRIA holds, F LOWER ADRIATIC holds, F WESTERN MEDITERRANEAN holds

VENICE (Whyte): A Friuli to CARINTHIA, A VERONA supports A Friuli to Carinthia, A Trent to MILAN (rebellion liberated), A Florence to URBINO, F Venice to PADUA, F BOLOGNA supports A Florence to Urbino, G VENICE convert to F, G AREZZO convert to A

Notes

Ward Narhi has NMRed. Will Mike Scott please submit standby orders for the Turks!

Press

France – GM: Five units destroyed by natural disasters? I think you enjoyed that!

Cerberus – France: The occasional mass cataclysm can be quite satisfying.

France – Turks: I'd be glad to disband a fleet, but it takes so long to teach the troops to swim, and the wooden armor and swords just don't seem to cut it.

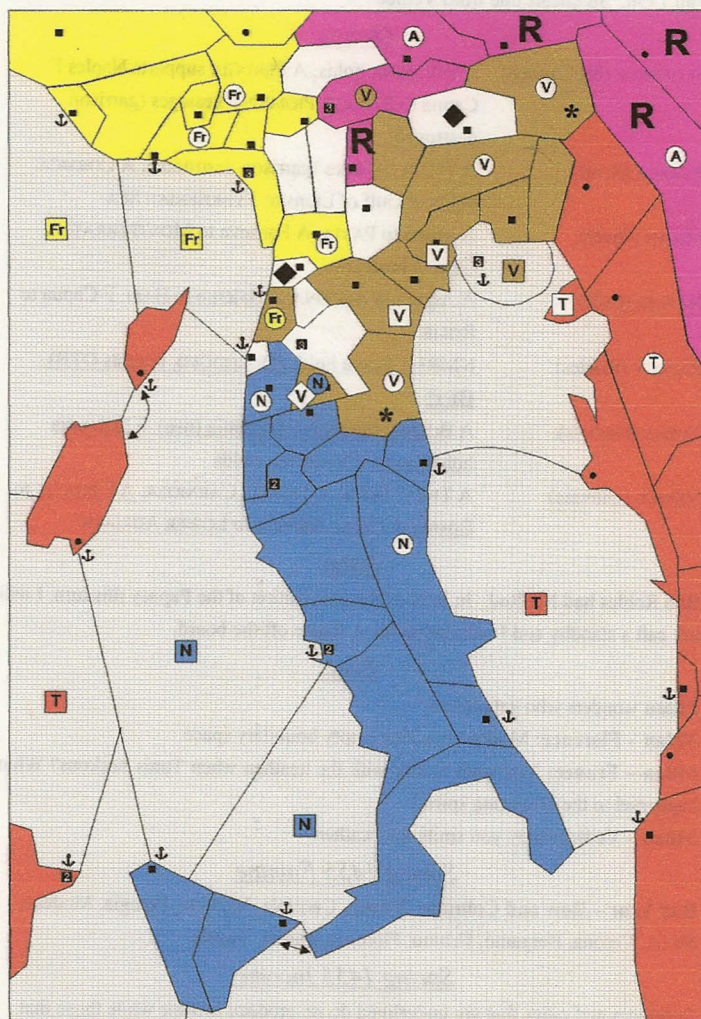
Venice – Austria: Ok, if you wanna resurg, then I better get my clobbering machine out. Let's see if you're ugly cousins can kill me before I kill you.

Venice – France: You are still my friend, aren't you?

Venice – Naples: Would you please stop that. It's getting annoying, and the higher up the boot you go, the more it tickles.

Venice – Turks: So my size scares you huh? All the girls say that, but in the end it thrills them. Aren't you getting little shivers up and down your spine just looking at my size? Go on, admit it, you want it... bad. And I'm going to stick it to you.

Wild Dog



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

Shepherd

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory
Miller Number 2003Epw10
Fall 1454

Deadline for Winter-Spring 1455 10/28, Tuesday

The Pope is smashed between Florence and Naples, Venice stymies the Turks, and France and Milan quietly acquire territory.

Expenditures

Milan spends 3 ducats to counterbribe A Genoa
 Naples borrows 8 ducats from the moneylenders for 2 years (12 ducats due Fall 1456) and gives 12 ducats to Florence.
 Florence spends 12 ducats to disband Papal F Urbino
 Venice borrows 24 ducats from the moneylenders for 2 years (36 ducats due Fall 1456), counterbribes Venice F Upper Adriatic for 3 ducats, and disbands Turkish F Dalmatia for 15 ducats.

Outstanding Debt

Summer 1456: 18 ducats due from Florence

Fall 1456: 36 ducats due from Venice

Orders

FLORENCE (McConnell): A BOLOGNA holds, A PERUGIA supports Naples F Capua to Rome, F PIOMBINO besieges (garrison destroyed)
 FRANCE (Scott): A TURIN besieges (garrison destroyed), A CORSICA holds, F Gulf of Lions to TYRRHENIAN SEA
 MILAN (Biehl): A Milan to PAVIA, A Fornova to MONTFERRAT, A GENOA besieges
 NAPLES (Cole): A Aquila to ANCONA, A Salerno to BARI, F Capua to ROME
 PAPACY (Robles): NMR! A Rome holds (DISLODGED, retreats OTB).
OUT!
 TURKS (Nichols): A BOSNIA supports F Dalmatia (nsu), F Dalmatia holds (nsu), F SARDINIA holds
 VENICE (Giovine): A TRENT holds, A Friuli to CARNIOLA, A CROATIA to Bosnia, F Upper Adriatic to LOWER ADRIATIC

Notes

Bob Robles had NMRed. In light of the elimination of the Papacy this turn, I will not call a standby and I will retreat his A Rome off the board.

Press

Milan wonders who gets Rome?

Milan – Florence: Modena is a nice empty boundary space.

Milan – France: You want to ally with the heathen when Tunis beckons? What happened to the crusading spirit?

Milan – Venice: May you smite the heathen.

Spring 1455 Famine

Bad Year – Row and Column: Venice, Carniola, Messina, Perugia, Modena, Swiss, Verona, Bergamo, Urbino, Florence, Parma, Aquila

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

FLO	Pisa, Pistoia, <u>Florence</u> , Bologna, Arezzo, Piombino, <u>Perugia</u>	5
FRA	Avignon, <u>Swiss</u> , Turin, Provence, Marseilles, Corsica	5
MIL	Como, Milan, Cremona, <u>Parma</u> , Pavia, Fornova, Montferrat, Genoa	7
NAP	Rome, Ancona, Capua, <u>Aquila</u> , Naples, Salerno, Bari, Otranto, <u>Messina</u> , Palermo	8
TUR	Sardinia, Tunis, Durazzo, Albania, Herzegovina, Bosnia	6
VEN	<u>Bergamo</u> , Trent, <u>Verona</u> , Padua, Treviso, Friuli, <u>Carniola</u> , Istria, Croatia, Dalmatia	7

Seas

FRA	Tyrrhenian Sea	1
VEN	<u>Venice</u> , Lower Adriatic	1

Cities

FLO	Pisa, <u>Florence</u> (3), Bologna, Arezzo, Piombino, <u>Perugia</u>	4
FRA	Avignon, <u>Swiss</u> , Turin, Marseilles, Corsica	4
MIL	Milan (3), Cremona, Pavia	5
NAP	Rome (2), Ancona, Naples (2), Bari, <u>Messina</u> , Palermo	7
TUR	Sardinia, Tunis (2), Durazzo, Albania	5
VEN	Trent, Padua, Treviso, <u>Carniola</u> , Croatia, Dalmatia, <u>Venice</u> (3)	5

Totals

Variable income die roll was 2.

Country	Variable	Provinces	Seas	Cities	Gross
FLORENCE	4	5	0	4	13
FRANCE	2	5	1	4	12
MILAN	3	7	0	5	15
NAPLES	2	8	0	7	17
TURKS	2	6	0	5	13
VENICE	6	7	1	5	19

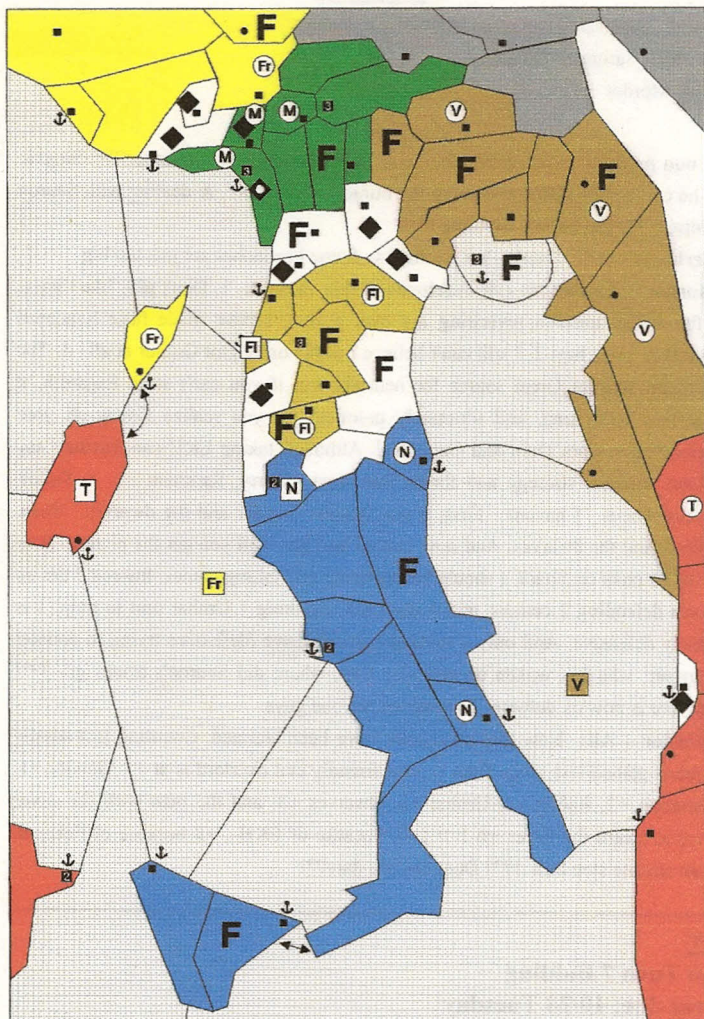
Your treasury:

Your total:

Game Summary

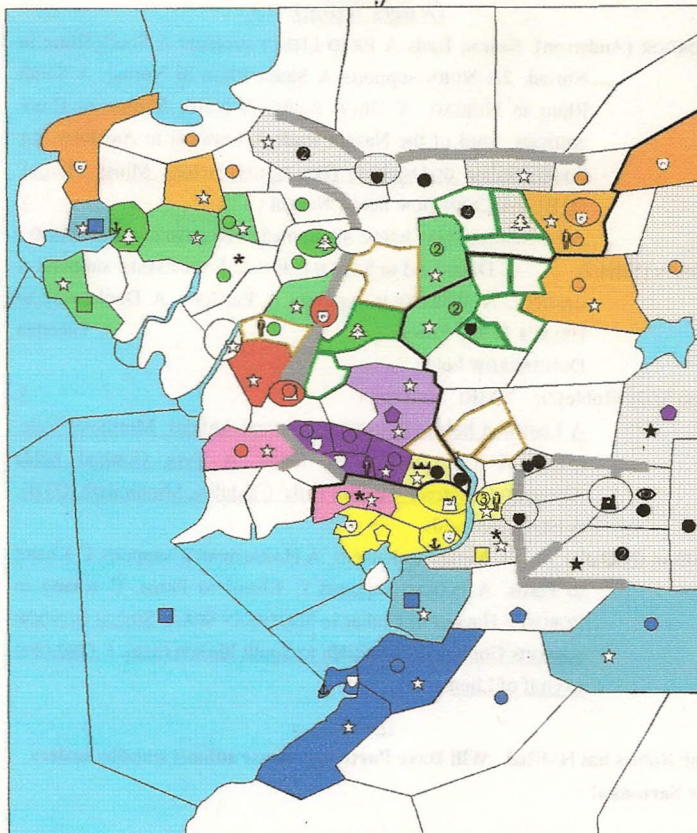
	1454	1455
Florence:	3	6
France:	3	5
Milan:	3	3
Naples:	4	6
Papacy:	4	0
Turks:	3	4
Venice:	4	7

Shepherd



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

Warg



☆ Supply Center
○ Fortress
□ Garrisoned Fortress
△ Elvish Fortress
◇ Garrisoned Elvish Fortress
□ Double Fortress
□ Garrisoned Double Fortress
○ Army
□ Fleet
◇ Cavalry
○ Ranger
□ Saruman
○ Sauron
△ Gandalf
◇ Fellowship
○ Nazgul
□ Lord of the Nazgul
○ Other Personality Units
○ The One Ring
○ Dwarves
○ Elves
△ Gandalf
◇ Fellowship
○ Nazgul
○ Lord of the Nazgul
○ Other Personality Units
○ The One Ring

Warg

Miller Number 2002Ets33

3019-5-I

Deadline for 3019-5-II 10/28, Tuesday

The Land of Mordor is besieged! Gondor has reached the gates of Minas Morgul, Umbar is holding fast at Khand, and Rohan has taken South Rhun. Saruman has vanished and neglected to leave instructions to his troops, allowing Gondor and the Elves to make gains. The Dwarves don't make much progress, but are poised to retake Carn Dum with Elvish help next turn.

3019-4-II Retreats

Mordor retreats 2A Khand to Num, A Eastfold to Entwash, A Osgiliath to North Ithilien, Lord of the Nazgul Eastfold to Entwash
Saruman NRRs! Retreats A Hollin OTB and A Bree OTB.

Builds

Elves	Build A Imladris, A Lorien
Saruman	NBR! Plays I short.

Orders

DWARVES (Reynolds): A FOROCHEL supports A North Downs to Carn Dum, A NORTH DOWNS to Carn Dum, A WITHERED HEATH supports A Esgaroth, A NORTH RHUN supports Rohan C Dagorland to South Rhun, A RIVER RUNNING supports A Esgaroth, Dain leads A ESGAROTH support Elvish A Northern Mirkwood to Elven King's Hall (nso)

Orders (cont.)

ELVES (Koehler): A Shire to TYRN GORTHAD, A BREE supports A Shire to Tyrm Gorthad, A Hollin to NIN-IN-ELEPH, A Rhuadur to ETENMOORS, A Anduin to Carrock merge A Northern Mirkwood to Carrock: 2A CARROCK, A Dol Guldur to Anduin merge A Lorien to Anduin: 2A ANDUIN, A Imladris to RHUADUR, F HARLINDON to Gulf of Lhun, R ()

GANDALF (Bolduc): R (),
Fe (),
Gandalf (),
Aragorn leads Elvish A Hollin to NIN-IN-ELEPH

GONDOR (York): Faramir leads 3A OSGILIATH supports F Anduin to South Ithilien, A Dol Amroth to LAMEDON, C DOR-EN-ERNIL supports A Dol Amroth to Lamedon, F Anduin to SOUTH ITHILIEN

Orders (cont.)

MORDOR (Anderson): Sauron leads A ERED LITHUI supports A South Rhun to Nuriad, 2A NURN supports A South Rhun to Nuriad, A South Rhun to NURIAD, A UDUN holds, A North Ithilien to CAER ANDROS, Lord of the Nazgul leads A Entwash to ANORIEN, 2A South Ithilien to Osgiliath (DISLODGED, retreat Minas Morgul, OTB), 2A CARN DUM holds, Nazgul (), A FRAMSBURG GAP holds, 4A Eothed to NORTHERN MIRKWOOD

ROHAN (Scharf): C Dagorland to SOUTH RHUN, C EAST EMNET supports A Eastfold, A WESTFOLD supports A Eastfold, A Dunharrow to HELM'S DEEP, Eowyn (), Theoden DUNHARROW holds

SARUMAN (Robles?): NMR! Saruman (), A Lamedon holds (DISLODGED, retreat Anfalas, Morthond Vale, OTB), A DRUWAITH IAU holds, A Tyrn Gorthad holds (DISLODGED, retreat Weather Hills, Cardolan, Minhiraith, OTB), A ISENGARD holds

UMBAR (Nichols): A Nuriad to KHAND, A HARADWAITH supports C Khand to Poros, A HARAD supports C Khand to Poros, C Khand to POROS, F Havens of Umbar to SOUTHERN SEA, F SOUTH GONDOR supports Gondor 3A Osgiliath to South Ithilien (nso), F FORLOND to Gulf of Lhun

Notes

Bob Robles has NMRed. **Will Dave Partridge please submit standby orders for Saruman!**

Alignment

Good: Dwarves, Elves, Gandalf, Gondor, Rohan

Neutral: Saruman, Umbar

Evil: Mordor

Press

A non paid for political commercial: Chris Hassler for Governor!!!! Slogan: If he can handle Game mastering the minions of Sauron, & dealing with Sauron himself. He can handle anything !!!!!

Cerberus – All: Thanks, but no thanks. Some headaches are just too big...

Mordor – Any future evil overlords of this variant: 1. Don't play like I have. After 9 full turns-In reviewing my own moves. I have made little bonehead mistakes since turn 2. I still can't believe I didn't order Dol Guldur at all. 3. The northern strategy-Great source for neutrals, but if you can't seize Esgaroth, it becomes frustrating, and ultimately pointless, as you realize slowly all your defending is Carn Dum and Gundabad. Although taking EKH can frustrate any Elven northern strategy and forces him west. Sorry, Saruman,!!!! 4. Focus, Focus, Focus. I haven't. First, it was against Gondor and the dwarves. Then, Rohan and the dwarves. And now Umbar and the Well you get the picture. Now with 16 units on board, I should be stomping and taking names. Instead 7 are up north defending 2 centers, and 4 units are smashing 1 Umbar unit to pulp. I is totally defensive. And only 4 units are in offensive /defensive trying to counter Faramir; who has woken up and says Gee, where did Sauron's troops go. ??? Mordor is now on defense. Too bad for the bad guys.

Mordor – All: Now that all centers have been claimed. Counting just supply centers gained/loss since Turn 1- your friendly evil overlord is at +3, Gondor +1, Saruman +2, Rohan +2, Umbar +3, Dwarves +3, and the man with the silver tongue award the Elves +6 !!!!! [+7, because of EKH, +8 because of Forlond. Can anyone stop him. ??? Does anyone dare???

Pavlov

Turn 6 Bidding through Turn 7 Bidding
Turn 7 Bidding and Movement due: 10/28 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 6Bidding

CARD 1 () goes to the Atreides for 6 spice
 CARD 2 () goes to the Fremmen for 5 spice.
 CARD 3 () goes to the Fremmen for 5 spice.
 CARD 4 () goes to the Guild for 4 spice.

Revival and Movement

Bene Gesserit coexist everywhere. Guild chooses to move last.

Revival

Atreides revive 3 tokens (2 spice to the Bene Tleilaxu)

Fremmen revive 3 tokens (1 Fedaykin)

Guild revive 1 token

Shipping

Atreides ship 4 tokens to Arrakeen (Bene Gesserit accompanies to Polar Sink)

Emperor ships 12 tokens (3 elite Sadaukar) to Pasty Mesa (6) (Bene Gesserit accompanies to Polar Sink)

Fremmen ships 4 tokens (2 Fedaykin) to Sietch Tabr

Movement

Atreides move 4 tokens Arrakeen to OH Gap (10)

Fremmen move 1 token Habbanya Erg – Habbanya Ridge Flat – Habbanya Ridge Sietch

Combat

Otheym is attacked by the Bene Tleilaxu trap in Habbanya Ridge Sietch. The trap is a Crysknife and the Fremmen defend with a Snooper. Otheym is killed and the Bene Tleilaxu collect 5 spice. The Snooper is discarded.

Spice Collection

Atreides collect 2 spice (Arrakeen)

Guild collect 1 spice (Tuck's Sietch)

Harkonnens collect 2 spice (Carthag)

Turn 7Storm Movement

The storm moves 5 sectors to Sector 5. 2 Fremmen tokens in Cielago South go to the tanks. Turn 8 storm movement:

Spice Blow

6 spice in OH Gap

6 spice in Funeral Plain

Turn 8 spice blow:

Bidding

CHOAM Charity recipients: Bene Gesserit.

3 cards are up for bid. Eligible bidders are: Bene Tleilaxu (1 card), Fremmen (3 cards), Guild (2 cards). The Treachery Deck was reshuffled.

Cards are:

Notes

Bob Robles and Ward Narhi both NMR. Will Dave Partridge please submit standby orders for the Bene Gesserit and Andy York for the Harkonnens!

Press

Emperor – Guild: Your alliance with the Harkonnens concerns me. I would like you to rethink your alliance with them.

Positions

Atreides: 8 tokens Arrakeen, 1 token in the tanks, 4 tokens OH Gap (10), 7 tokens off-planet

Bene Gesserit: 4 tokens Carthag, 3 tokens False Wall West (18), 3 tokens Harg Pass, 7 tokens Polar Sink, 3 tokens off-planet

Bene Tleilaxu: Traps: none

S.O.B.

Emperor: 8 tokens (2 Elite Sadaukar) False Wall South (4), 12 tokens (3 Elite Sadaukar) Pasty Mesa (6)

Fremen: 14 tokens (2 Fedaykin) Sietch Tabr, 3 tokens Cielago South (2), 2 tokens (1 Fedaykin) and Otheym in the tanks, 1 token Habbanya Ridge Sietch

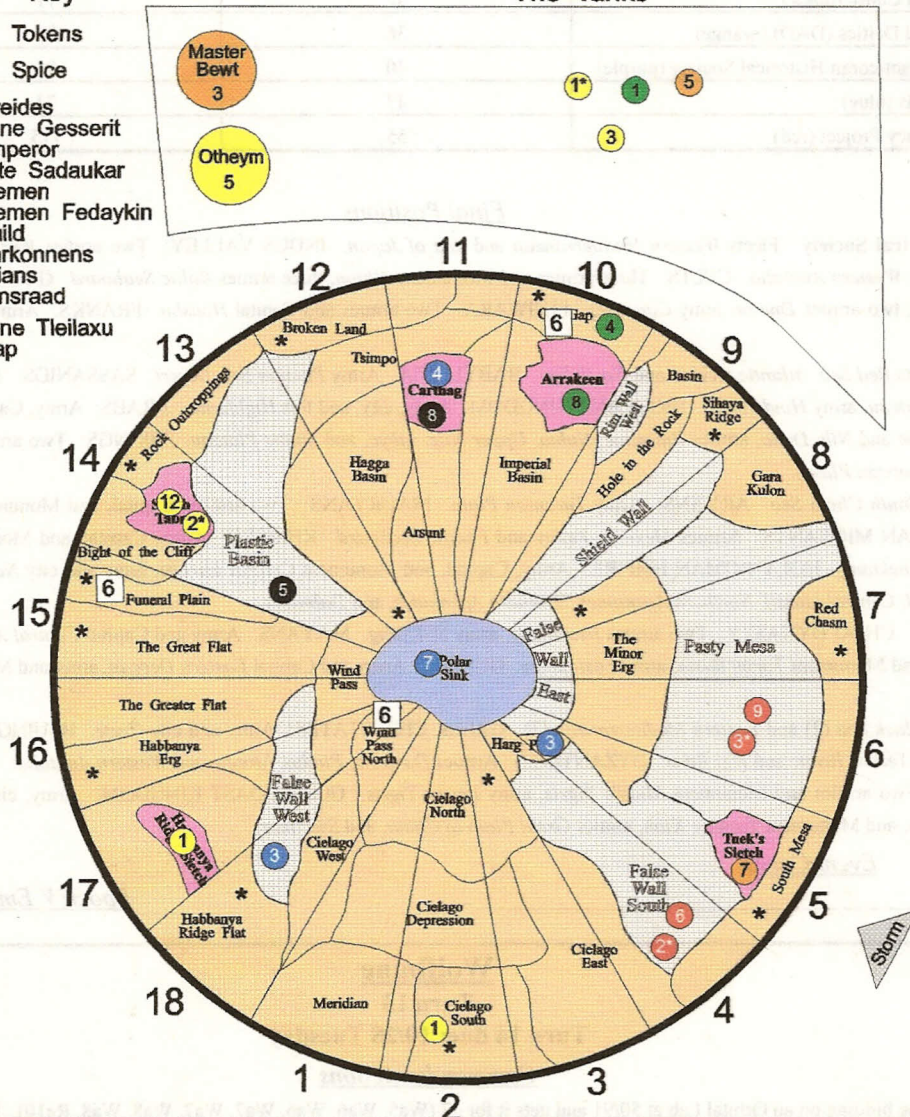
Guild: 7 tokens Tuek's Sietch, 5 tokens and Master Bewt in the tanks, 8 tokens off-planet

Harkonnens: 8 tokens Carthag, 5 tokens Plastic Basin (14), 7 tokens off-planet

Your Spice: _____

Your Intrigue cards: _____

Your traitor(s): _____

**The Tanks**Dogface

Epoch V Franks, Vikings, Holy Roman Empire, and Chola
Epoch V Sung Dynasty, Seljuk Turks, and Mongols due: 10/28 Tuesday

Royal Manticoran Historical Society plays Fujiwara. 2 armies and a Capital in Honshu, fleet Sea of Japan. FRANKS: Plays Leader. Army and Capital Northern Gaul (Celt army eliminated), army Western Gaul, Lower Rhein, Central Massif, Pyrenees (vs. Arabs; F: 6, 2, 1; A: 6, 1; F: 6, 6, 1; A: 6, 5; F: 5, 5, 1; A: 5, 1; F: 4, 4, 1; A: 4, 2; F: 6, 5, 1; A: 3, 3; wins), Western Iberia, Southern Iberia (vs. Arabs; F: 4, 4, 3; A: 4; F: 6, 5, 1; A: 3; wins), fleet Western Mediterranean (vs. Common Cause; RMHS: 6, 5, 3; CC: 1; RMHS: 6, 4, 2; CC: 1; wins), army Dalmatia (vs. Byzantines; F: 5, 4, 2; B: 3, 1; wins), Southern Apennines (vs. civil war; F: 6, 1, 1; C: 6, 4; F:

5, 4, 3; C: 6, 4; loses). Points: Dominance in Southern Europe (6) and Northern Europe (4), Presence in Middle East (2), India (3), and Eurasia (1), 2 Capitals (4), 3 Monuments (3), and 2 Seas (2) for 25 points.

The Legacy Project VIKINGS: Army *Scandinavia* (2 Celt armies retreat to *Baltic Seaboard*), fleet *North Sea*, army *Ireland*, fleet *Atlantic Ocean*, army *Appalachia*, *North European Plain*, *Western Gaul* (vs. Franks; V: 4, 2; F: 6, 5; loses), *Scandinavia*. Control of North Africa (6), Dominance in Middle East (4), Presence in India (3), Northern Europe (2), Eurasia (1), and North America (1), 2 Capitals (4), 1 city (1), 5 Monuments (5), and 2 Seas (2) for 29 points.

Dogs and Deities plays Disaster (Volcano) in *Zagros*. Monument eliminated, Capital reduced to city. HOLY ROMAN EMPIRE. Army and Capital *Central Europe* (Goth army retreats to *Dneipr*). Army *Dalmatia* (vs. Franks; H: 4, 2; F: 4, 3; H: 4, 4; F: 3, 1; wins), *Lower Rhein* (vs. Franks; H: 4, 3; F: 4; H: 3, 2; F: 2; wins), *Northern Gaul* (vs. Franks; H: 4, 2; F: 4, 2; H: 5, 4; F: 4, 1; wins, Capital reduced to city), *Western Gaul* (vs. Franks; H: 6, 3; F: 4; wins), *Northern Apennines* (vs. Goths; H: 6, 4; G: 5; wins), *Southern Apennines* (vs. Civil War; H: 4, 2; C: 5; loses), *Southern Apennines* (vs. Civil War; H: 4, 3; C: 3; wins), *Central Massif* (vs. Franks; H: 5, 3; F: 3; wins), *Balkans* (vs. Byzantines; H: 6, 5; B: 5, 3; wins, Capital reduced to city). Points: Dominance in Southern Europe (6), Northern Europe (4), and Southeast Asia (4), Presence in China (3), India (3), Eurasia (1), and North America (1), 3 Capitals (6), 2 cities (2), 3 Monuments (3), and 1 Sea (1) for 34 points. CHOLA are absent.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Chris Geggus	APA (green)	30	79
Cary Nichols	Common Cause (black)	32	71
Andy Lewis	Dogs and Deities (DAD) (orange)	36	94
Kevin Wilson	Royal Manticoran Historical Society (purple)	40	95
Paul Bolduc	Arachnids (blue)	47	74
Dennis Cain	The Legacy Project (red)	55	115

Final Positions

Royal Manticoran Historical Society. Fleets *Western Mediterranean* and *Sea of Japan*. INDUS VALLEY: Two armies *Western Deccan*, *Western Ghats*, and *Ceylon*. ASSYRIA: Army *Western Anatolia*. CELTS: Three armies and Monument *Albion*, three armies *Baltic Seaboard*. GOTHs: Army and Monument *Eastern Anatolia* and *Upper Tigris*, two armies *Dneipr*, army *Caucuses*. FUJIWARA: Two armies and Capital *Honshu*. FRANKS: Armies *Pyrenees*, *Western Iberia*, and *Southern Iberia*.

The Legacy Project. Fleets *Red Sea*, *Atlantic Ocean*, and *North Sea*. BABYLONIA: Army *Persian Salt Desert*. SASSANIDS: Two armies and city *Zagros*, army and Monument *Persian Plateau*, army *Hindu Kush*. HIGHLAND KINGDOM: Army, city, and fort *Highlands*. ARABS: Army, Capital and Monument *Arabian Sea*, army and Monument *Levant* and *Nile Delta*, armies *Palestine*, *Nubia*, *Upper Nile*, *Libya*, and *Shatts Plateau*. VIKINGS: Two armies *Scandinavia*, armies *Ireland*, *Appalachia*, and *North European Plain*.

Dogs and Dieties. Fleet *South China Sea*. ARYANS: Army *Turanian Plain*. MAURYANS: Two armies, Capital, and Monument *Ganges Delta*, army *Eastern Ghats*. NORTH AMERICAN MIGRANTS: Armies *Mexican Valley* and *Pacific Seaboard*. KHMERS: Army, Capital, and Monument *Mekong*, armies *Malayan Peninsula*, *Sumatra*, and *Chekiang*. HOLY ROMAN EMPIRE: Army, Capital, and Monument *Central Europe*, army and city *Northern Gaul* and *Balkans*, armies *Lower Rhein*, *Western Gaul*, *Central Massif*, *Northern Apennines*, *Southern Apennines*, and *Dalmatia*.

APA. Fleet *Bay of Bengal*. CHOU DYNASTY: Two armies *Irrawaddy*, army *Si-Kyang*. MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. HAN DYNASTY: Army and Monument *Tarim Basin*, army *East Indies*. GUPTAS: Army and Capital *Eastern Deccan*, army and Monument *Upper Indus* and *Lower Indus*, army *Ganges Valley*.

Common Cause. Fleets *Black Sea* (2) and *Eastern Mediterranean* (2). GREEK CITY STATES: Army and city *Crete*. HSUING-NU: Armies *Mongolia*, *Eastern Steppe*, *Manchurian Plain*, *Yellow River*, and *Wei River*. BYZANTINES: Armies *Danubia*, *Pindus*, *Morea*, and *Western Anatolia*.

Arachnids. ROMANS: Two armies and Monument *Middle Tigris*, army *Lower Tigris*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. T'ANG DYNASTY: Army, Capital, and Monument *Yangtse Kian*, armies *Great Plain of China*, and *Szechuan*.

Event Cards

Your Event Cards are: _____

Epoch V Empire

Wolfbane

Turn 13

Turn 14 due: 10/28 Tuesday

Commander Actions

2114 Corporation opens the bidding on an Orbital Lab at 50/91 and gets it for 57 (Wa5, Wa6, Wa6, Wa7, Wa7, Wa8, Wa8, Re10). Buys a research factory (Re15, Mi18) and moves a robot from an ore factory to man it.

Planets 'R Us buys 2 research factories (Wa7, Wa9, MWa, Re14) and 2 population factors (Ti13)

Discovery Project opens the bidding on an Orbital Lab at 50 and gets it (Or1, Or2, Wa7, Wa7, Ti10, Ti10, Ti13)

Minas Ithil passes

OCEAN opens the bidding on an Outpost at 100 and Dogs in Space gets it for 114 (Wa7, Wa7, Wa7, Wa7, Ti10, Ti10, Ti11, Re11, Ti13, Re16, HE discount). Opens the bidding on the last Orbital Lab at 50 and gets it (Or4, MWa, Ti7, Ti9). Buys a titanium factory (Ti10, Ti11, Ti11) and moves a robot from an ore factory to man it.

Bartertown opens the bidding on Ecoplants at 30 and gets it (Or2, Wa9, Ti9, Ti10). Buys a titanium factory (Wa8, Ti11, Ti11) and moves a population factor from an ore factory to man it.

HBDC opens the bidding on Scientists at 40 and gets it (Or1, Or3, Wa8, Wa8, DL Discounts). Buys a research factory (Wa4, Wa5, Wa8, Re13) and moves a population over from an ore factory to man it.

Dogs in Space moves a population from a water factory to man the titanium factory.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Planets 'R Us	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF, ReF, ReF, ReF	No, DL, Ec, La, Ou	34
2	2114 Corporation	Dennis Cain	OrF, OrF, <i>WaF, WaF, WaF, WaF, WaF, WaF, ReF, ReF, ReF</i>	No, DL, 2OL, 2La, Ro	34
3	Discovery Project	Cary Nichols	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	2Wa, No, HE, Ec, Ou, OL	30
4	OCEAN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	No, HE, Ro, 2OL	29
5	Bartertown	Andy York	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	HE, No, Ro, 2Ec	28
6	Minas Ithil	Bill Scharf	<i>OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF</i>	HE, 2Wa, Ro, Ou	25
7	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF	2DL, Wa, Ro, La, Sc	22
8	Dogs in Space	Andy Lewis	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, ReF	DL, HE, La, Ou	21

Available Upgrades

New Arrivals: Outpost, Scientists, Scientists, Scientists, Space Station, Scientists

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	4	0
Orbital Lab (OL)	50	0	0
Robots (Ro)	50	0	0
Laboratory (La)	80	0	0
Ecoplants (Ec)	30	0	1
Outpost (Ou)	100	1	0
Space Station (SS)	120	2	4
Planetary Cruiser (PC)	160	1	5
Moon Base (MB)	200	0	6

Income

OCEAN and Planets 'R Us take MegaWater cards, Minas Ithil takes a MegaTitanium card. OCEAN discards Or4.

Guard Dog

Turn 3 Special Influence Declaration

Turn 4 Cure Phase through Health Phase due: 10/28 Tuesday

Special Influence Declaration

LVC draws _____ and _____ Discards Severe Winter (56)

TI draws _____, plays Great Bureaucrat (49) on Sergei Eatstumuch. Sergei is now Strong in all categories except Sport Minister (where he is normal) until he leaves the Politburo. Draws _____

MLI declares 2 IP on Mikail Strychnin

TCC declares 1 IP on Andrej Purgemoff and 1 IP on K

UNCLE NMR! By default, he draws _____ and _____

HLS declines to place any IP or take any cards.

Politburo

Office	Politician	Condition	Influence
Party Chief	Antonj Talksalt (J)	74, ++, ?	4 (HLS)
KGB Head	Tigran Zenjarplan (Q)	72, +, weak	5 (MLI), 6 (HLS)
Foreign	Lech Schukrotoff (B)	75, ++, ?	1 (HLS), 2 (LVC)
Defense	Alexei Goferbrok (C)	80, +, strong	1 (TCC)
Ideology	Mikail Strychnin (T)	58, strong	10+ (MLI)
Industry	Sergei Eatstumuch (M) ¹	64, ++, strong	6 (TCC) , 3 (MLI), 5 (UNCLE)
Economy	Andrej Purgemoff (F)	71, weak	1 (TCC)

Office	Politician	Condition	Influence
Sport	Petr Niewitko (D)	74, +, ?	1 (LVC)

¹ Great Bureaucrat (49) card active

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

Candidates: K (1 TCC), O, P (63), U, Z

People: G, H, L, N, S, V, W, X, Y (54, 10 IP [UNCLE])

Siberia: E (73), R

Kremlin Wall: A, I

Players

Andy Lewis Trotskyite Internationalists
 Pasquale Giovine Marxist-Leninists Integralists
 Mike Scot The California Connection
 Ward Narhi Underground Neo-Communist Liberation Effort
 Bob Robles Hard Line Stalinists
 Chris Geggus Lubianka Visitors Club
 MLI have one wave, TCC have one wave.

Intrigue Cards

Undeclared Influence

Dogged

Turn 6, Phases IV-VI and Turn 7, Phases I-III
Turn 7 Phases IV-VI and Turn 8 Phases I-III due: 9/16 Tuesday
Turn 6

Construction and Operation

Red (Scharf) operates claims #85 (\$30, 4 coal) and #48 (\$40, 4 silver), delivers 3 coal to Denver for \$240. Receives \$130 in passenger revenue.

Green (Nichols) operates claim #32 (\$50, depletes).

Orange (Narhi) NMRs. Gains \$60 in passenger revenue.

Blue (Bolduc) takes claim #130 for \$120. Operates claim #130 (\$80, 3 copper). Receives \$20 in passenger revenue. Buys a 24 power train for \$200.

Purple (Carl) delivers 5 copper from #129 to Pueblo for \$2000 and 4 silver from #43 to Pueblo for 960.

Determine Price Changes

Gold: +1 to \$250

Copper: -3 to \$240

Silver: -1 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$40	+1 to \$100	+2 to \$120	+2 to \$120	-1 to \$40
Coal:	Remains at \$80	Remains at \$60	+1 to \$60	+1 to \$120	+1 to \$140

Turn 7**Move Prospectors and Surveyors**

Red (Scharf) surveys Gunnison to Montrose. Prospects #51.

Green (Nichols) surveys Bath Divide to Buena Vista and Dillon to Leadville. Prospects #80.

Orange (Narhi) neither prospects nor surveys.

Blue (Bolduc) surveys Salt Lake City to Bingham and Cisco to Mack. Prospects #34.

Purple (Carl) surveys Leadville to Aspen and Alamosa to Taos. Prospects passenger line #8.

Dispute Resolution

No disputes. Blue draws claim #130 (Bingham copper). Red pays \$220, Green pays \$380, Orange pays \$0, Blue pays \$280, and Purple pays \$1120.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$1220	9, 15		P+1, S+1
Cary Nichols	Green	Denver	\$955	9, 15		P+1, S, S
Ward Narhi	Orange	El Paso	\$195	9		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$500	9, 24		P+1, S, S
Joe Carl	Purple	Pueblo	\$1840	9, 15, 24		P+1, S, S

Purchased Claims

#	City	Owner	Type	Goods	Operation
85	Canon City	Red	Coal	13	\$30
48	Ouray	Red	Silver	4	\$40
51	Silverton	Red	Silver	N	\$30
38	Aspen	Green	Silver	N	\$40
80	Aspen	Green	Coal	N	\$30
98	Pinos Altos	Orange	Gold	6	Depleted
109	Pinos Altos	Orange	Copper	5	\$20
116	Pinos Altos	Orange	Lumber	5	\$30
107	Santa Rita	Orange	Copper	2	\$50
37	Eureka	Blue	Silver	3	Depleted
30	Georgetown	Blue	Gold	4	\$30
130	Bingham	Blue	Copper	3	\$80
34	Heber City	Blue	Silver	N	\$40
129	Dillon	Purple	Copper	0	\$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver - Colorado Springs	\$50	Red	
5	A	Denver - Pueblo	\$80	Red	
4	A	El Paso - Deming	\$60	Orange	
2	A	Salt Lake City - Provo	\$20	Blue	

#	Type	Route	Payoff	Owner	Notes
8	A	Denver - Leadville	\$260	Purple	Discard after 3 more Leadville depletions

Available Claims

#	City	Type	Claim	Operation
114	McGaffey	Lumber	\$40	\$30
65	El Vado	Lumber	\$100	\$30
113	Porter	Lumber	\$60	\$30
121	York Canyon	Coal	\$100	\$30
122	Lee Ranch West	Coal	\$60	\$20
72	Emery	Coal	\$60	\$30
52	Lake City	Silver	\$100	\$40
124	Magdalena	Coal	\$80	\$40

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
12	B	Pueblo - Grand Jct.	\$150	\$310	Discard when 20 is taken. Good for \$150 toward card 20 or 21
10	B	Denver - Aspen	\$130	\$250	
15	B	Denver - Grand Jct.	\$270	\$435	Discard when 22 is taken.

#	Type	Route	Payoff	Cost	Notes
					Good for \$270 toward card 22
16	B	Salt Lake City – Grand Jct.	\$250	\$465	Discard when 22 is taken. Good for \$250 toward card 22
7	A	Pueblo – Santa Fe	\$120	\$280	
1	A	Denver – Boulder	\$20	\$45	
6	A	Santa Fe – Albuquerque	\$90	\$180	
11	B	Salt Lake City – Grand Jct.	\$140	\$310	Discard when 20 is taken. Good for \$140 toward card 20 or 21

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	6	\$200

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80

Notes

Ward Narhi has NMRed. Will Dave Partridge please submit standby orders for Orange! Also, remember that turn 8 is a winter turn. No surveying is allowed on winter track on turn 8.

Junk Yard Dog

Turn 2b

Turn 3a due: 10/286 Tuesday

Cards

Eric	Dave	Andy	Cary
Waste Disposal	Waste Disposal	Order	Growth
Hiring/Firing	Advisor	Innovation	Waste Removal
Raw Materials	Innovation	Growth	Raw Materials

Dave plays Innovation with an Advisor. He pays \$10 and improves Rationalization and Waste Reduction by one each

Andy plays Innovation. He pays \$5 and improves Waste Reduction by one.

Cary plays Growth, going to 15.

Eric plays Raw Materials, putting 5 up for auction. Dave jumps in with a bid of \$7, which Eric accepts.

Dave plays Hiring/Firing, reducing his workforce by one.

Andy plays Growth, going to 16.

Cary plays Raw Materials, putting 5 up for auction. Eric bids \$1 and gets them.

Eric plays Hiring/Firing, reducing his workforce by one.

Dave plays Waste Disposal, reducing his waste to 0.

Andy completes an Order, gaining \$16 and producing 3 waste.

Cary saves Waste Removal

Eric saves Waste Disposal

Andy and Cary pay \$5 and Eric and Dave pay \$4 for maintenance.

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Saved Card
Eric Brosius	3	\$26	0	5	14	4	5/1	5/1	5/1	1	Waste Disposal
Dave Partridge	4	\$3	0	5	14	4	4/3	5/1	4/3	0	
Andy York	1	\$17	10	15	16	5	5/1	5/1	3/6	4	Waste Removal
Cary Nichols	2	\$15	0	5	15	5	5/1	5/1	5/1	1	

Available Cards

Set 1	Set 2	Set 3	Set 4	Set 5
Waste Disposal	Raw Materials	Growth	Growth	Order
Growth	Order	Hiring/Firing	Advisor	Innovation
Innovation	Innovation	Bribery	Raw Materials	Waste Disposal

Discards

Growth	Innovation	Advisor	Innovation	Growth	Raw Materials	Hiring/Firing
Growth	Raw Materials	Hiring/Firing	Waste Disposal	Order	Growth	Growth
Order	Bribery	Raw Materials				

Hot Dog

Turns 3.3 to 4.3

Turns 4.4 to 5.4 due: 10/28 Tuesday

Turn 33rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 5 5

A – NC5 – Multi-Generation Ship.

Buys Chiclé Liquor for \$40.

4th: Bob Robles (Eeepecep/Mean Machine) Rolls Used: 5

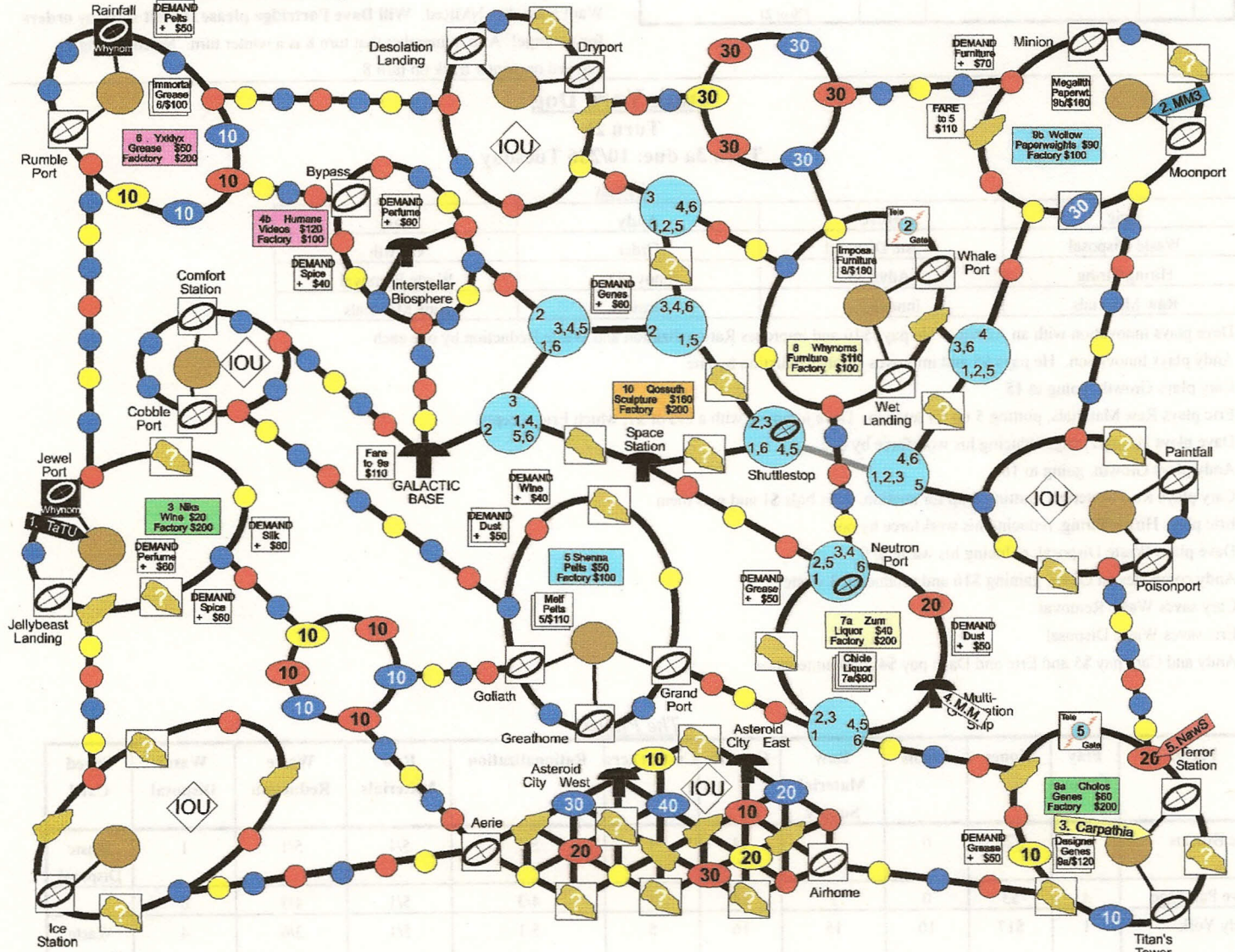
Goliath (s) – Goliath (o) – B – Greathome (o) – B – Grand Port (o) – R

– Y – R – NC5 – Multi-Generation Ship.

Sells 1 Melf Pelt for \$110 (from the cup: Voll Silk at 1b).

5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 6

R – NC6 – NC6 – A – Space Station – R – Y – R – NC6 – R20 – Multi-Generation Ship – NC6 – Y – B – R – A – ? (It's Tele-Gate 5) – R20.

**Turn 4**1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 6 6

Rainfall (s) – Rainfall (p) – B – B – Rumbleport (o) – R – B – Y – B – R – B – Y – B – R – Jewelport (o) – Jewelport (s).

Discovers Niks (from the cup: Demand for Spice at 4b, Fare to 10 at 2, Chiclé Liquor at 7a, and Demand for Dust at 7a). Trades in IOU and pays \$120 for Jewel Port port.

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 3 4 6

Whale Port (s) – Whale Port (o) – A – NC4 – R – (Y) – ? (It's a B30 penalty marker) – (Y) – Moonport (o) – Moonport (s).

Discovers Wollow (from the cup: Impossible Furniture at 8, Demand for Genes at 2, Demand for Dist at 7b, and Demand for Silk at 3). Sells Impossible Furniture for \$180 (from the cup: Finest Dust at 4a). Trades in IOU for one Megalith Paperweight.

3rd: **Chris Geggus (Dell/Federation Starship Carpathia)** Rolls Used: 5 6
Multi-generation Ship – NC6 – Y – B – R – A – Telegate 5 – R20 –
Terror Station (o) – Terror Station (s).

Goods and Demands:

1a (Nillis): 3 Bionic Perfume

1b (Volois): 3 Voll Silk

2 (Graw): 3 Space Spice, 1 Demand for Psychotic Sculpture (+\$90), Fare to 10 (\$120), 1 Demand for Designer Genes (+\$40)

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

4a (Dell): 2 Demand for Mulch Wine (+\$60), 4 Finest Dust

4b (Humans): 1 Demand for Bionic Perfume (+\$60), 1 Demand for Space Spice (+\$40)

5 (Shenna): 1 Demand for Mulch Wine (+\$40), 2 Demand for Finest Dust (+\$50), 2 Melf Pelts

Discovers Cholos (from the cup: Demand for Pelts at 6, Chicle Liquor at 7a, Space Spice at 2, and Servo-Mechanism at 7b). Sells Chicle Liquor for \$90 plus \$60 demand (from the cup: Immortal Grease at 6 and Demand for Spice at 3).

6 (Yxklyx): 2 Immortal Grease, 2 Demand for Melf Pelts (+\$50)

7a (Zum): 3 Chicle Liquor, 2 Demand for Finest Dust (+\$50)

7b (Eeepeep): 2 Servo-Mechanism, Fare to Base (\$110), 2 Demand for Dust (+\$50), 1 Demand for Immortal Grease (+\$50)

8 (Whynoms): 2 Impossible Furniture

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

9b (Wollow): 1 Demand for Impossible Furniture (+\$70), Fare to 5 (\$110), 2 Megalith Paperweight

10 (Qossuth): 2 Demand for Designer Genes (+\$60)

Base: Fare to 9a (\$110)

1. Trade and Transport Unity \$40		
Fast Scout		
5: 3 6 (Double 1)		
Hold1	Hold2	Hull
Rainfall \$200	JewelPort \$200	

2. Mystery Machine 3 \$239		
Normal Scout		
5: 1 6 6		
Hold1	Hold2	Hull
Megalith Paperwt. 9b/\$160		Yellow Drive (\$80)
		10 \$120

3. Carpathia \$200		
Scow Scout		
5: 2 4 6 6 (Use 2)		
Hold1	Hold2	Hull
		Relic Shield (\$60)
		7a \$80
		9a \$90

4. Mean Machine \$220		
Rocket Scout		
4: 4 4/5: 1 5 (Use 1 * 4)		
Hold1	Hold2	Hull
Melf Pelts 5/\$110		

5. Not as we Seem \$100		
Torch Scout		
4: 5 (Times 3)		
Hold1	Hold2	Hull
		Eq.

Gray Wolf

Initial Bidding and Turn 1

Turn 2 due: 10/28 Tuesday

Bidding

Portuguese bid \$10, select landing O, \$10 to the French

Spanish bid \$2, select landing H, \$2 to the Dutch

Swedes bid \$1, select landing U, \$1 to the English

English bid \$1, select landing D, \$1 to the Swedish

Dutch bid \$0, select landing J

French bid \$0, select landing N

Planning

Portuguese buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Spanish buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Swedes buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

English buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Dutch buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

French buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Outbound Naval Movement

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

Spanish Dice: 2, 2, 4. No losses.

Swedes Dice: 2, 3, 5, 6. No losses.

English Dice: 1, 1, 5. Loses 1 ship with 1 colonist and 1 soldier, plus an additional colonist and soldier.

Dutch Dice: 3, 4, 5, 5. No losses.

French Dice: 2, 3, 4, 6. No losses.

Land Movement

Portuguese move 4 colonists and 4 soldiers into area O. It is a climate 1 area with two sites and 3 natives. Two soldiers prospect.

Spanish move 4 colonists and 4 soldiers into area H. It is a climate 2 area with 1 native.

Swedes move 4 colonists and 4 soldiers into area U. It is a resource rich climate 5 area with 2 natives.

English move 2 soldiers and 2 colonists into area D. It is a climate 3 area with 2 natives.

Dutch move 4 soldiers and 4 colonists into area J. It is a climate 4 area with 1 site and 1 native.

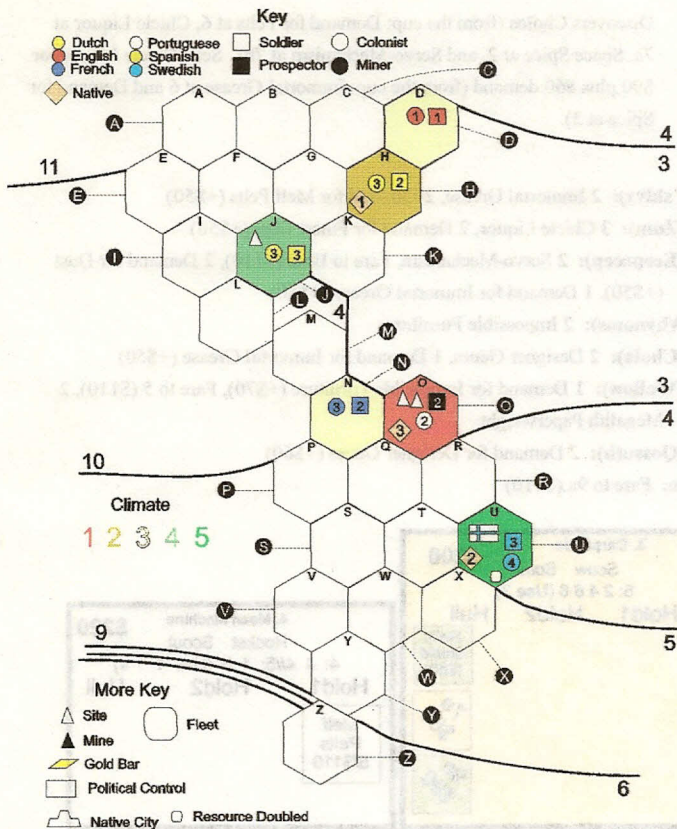
French move 4 colonists and 4 soldiers into area N. It is a climate 3 area with 2 natives.

Native Combat

English: 2 natives killed. Dutch: 1 native and 1 soldier killed. French: 2 natives and 1 soldier killed.

Native Uprisings

Climate is a 6. No uprisings.



Climate is a 2.

English lose 1 soldier and 1 colonist. **Spanish** lose 1 colonist and 2 soldiers.
Dutch lose 1 colonist. **French** lose 1 colonist and 1 soldier. **Portuguese** lose 2 colonists and 2 soldiers. **Swedes** lose 1 soldier.

Political Control

Swedes gain political control of U.

Homebound Naval Movement

Portuguese: Dice: 2, 5, 6. No losses.

Spanish: Dice: 4, 6, 6. No losses.

Swedes: Dice: 2, 5, 6, 6. No losses.

English: Dice: 4, 5, 5. No losses.

Dutch: Dice: 1, 2, 2, 3. No losses.

French: Dice: 1, 4, 4, 6. Two ships lost.

Income

Portuguese: Political Control: \$20, resources: \$2.

Spanish: Political Control: \$20, resources: \$3.

Swedes: Political Control: \$40, resources: \$8.

English: Political Control: \$20, resources: \$1.

Dutch: Political Control: \$20, resources: \$3.

French: Political Control: \$20, resources: \$3.

Turn 2 Initiative

Dutch, English, Swedes, French, Portuguese, Spanish

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$97	20	4	4
English	Dennis Cain	\$93	20	3	4
French	Bob Robles	\$105	20	2	4
Portuguese	Cary Nichols	\$84	20	4	4
Spanish	Andy Lewis	\$93	20	4	4
Swedes	Dave Partridge	\$120	20	4	4

Laika

1956

1957 due: 10/28 Tuesday

Purchase Hardware

Republic of Texas buys the One-Stage Rocket Program for 24MB and the Orbital Satellite Program for 6MB.

JOE buys the One-Stage Rocket Program for 24MB and the Orbital Satellite Program for 6MB.

Romulus Project buys the One-Stage Rocket Program for 24MB plus 6 additional one stage rockets for 9MB and the Orbital Satellite Program for 6MB plus 2 additional orbital satellites for 1MB.

Cain Program buys the One-Stage Rocket Program for 24MB and the Orbital Satellite Program for 6MB.

Conduct Research

Republic of Texas 1: 8 dice (1, 2, 4, 5, 5, 5, 6, 6) = +34%. 8MB spent. A: 8 dice (1, 1, 1, 2, 3, 5, 6, 6) = +25%. 16MB spent.

JOE 1: 8 dice (1, 2, 3, 4, 4, 5, 5, 6) = +30%. 8MB spent. A: 8 dice (1, 1, 3, 3, 4, 5, 5, 6) = +28%. 16MB spent.

Romulus Project 1: 6 dice (1, 1, 2, 4, 5, 6) = +19%. 6MB spent. A: 7 dice (1, 2, 3, 4, 5, 6, 6) = +27%. 14MB spent.

Cain Program 1: 8 dice (1, 2, 3, 3, 3, 4, 5, 6) = +27%. 8MB spent. A: 8 dice (1, 2, 2, 3, 4, 5, 5, 6) = +28%. 16MB spent.

Declare Future Missions

Republic of Texas declares 1 launch, **JOE** declares no launches, **Romulus Project** declares 1 launch, and **Cain Project** declares no launches.

Your launch is:

Missions

None.

**S.O.B.
Players**

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1956 Budget	60	60	60	60
Cash	64	60	60	60
Launch Facilities	1	1	1	1
Astronauts				

Programs and Hardware

Cain Program: Orbital Satellite (1): 1/67%, One Stage Rocket (A): 1/38%

Romulus Project: Orbital Satellite (1): 3/59%, One Stage Rocket (A): 7/37%

JOE: Orbital Satellite (1): 1/70%, One Stage Rocket (A): 1/38%

Republic of Texas: Orbital Satellite (1): 1/74%, One Stage Rocket (A): 1/35%

1957

Draw Event Cards

Dennis Cain: Corruption in R&D. -1 to all R&D rolls this year. -2MB to budget.

Andy York: Astronaut fails physical (no effect). -2MB to budget.

Cary Nichols: Social programs. Budget reduced 50% to 32MB.

Bill Scharf: Minor Problem: Pay 10MB or lose 5% on most advanced rocket on next mission. +5MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1957 Budget	67	63	58	67
Cash	10	0	6	6
1958 Budget	65	32	63	65

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 fastest growing land plant?

A1. Bamboo has been known to grow up to a meter in one day, making it the fastest growing land plant.

Brendan Whyte, Chris Geggus, Andy Lewis, Caleb Cousins, Kevin Wilson, and Steve Koehler each receive ½ point.

Q2. What is the driest continent on Earth?

A2. Antarctica has the lowest measured level of precipitation of any continent on Earth.

Brendan Whyte, Dennis Cain, Chris Geggus, Paul Bolduc, Andy Lewis, Caleb Cousins, Kevin Wilson, Steve Koehler, and Bob Robles each receive ½ point.

Q3. What animal has the longest gestation period?

A3 The Alpine black salamander can have a gestation period of up to 38 months.

No correct answers received.

Q4. How many man-made satellites are currently orbiting the earth?

A4. There are currently more than 2,800 functioning payloads or satellites orbiting the earth. There are also many thousands of pieces of man-made debris.

Andy Lewis receives 2 points.

Q5. What did Elisha Graves Otis invent?

A5. Otis designed safety features for elevators to prevent them from falling. In May 1853, he staged a demonstration on an elevator that had its ropes cut to prove the new safety device worked.

Brendan Whyte, Dennis Cain, Andy Lewis, Caleb Cousins, and Steve Koehler each receive ½ point.

Current Scores

Chris Geggus	92	Andy York	88	Caleb Cousins	71
Joe Carl	70	Paul Bolduc	68	Bill Scharf	65
Dennis Cain	62	Brendan Whyte	58½	Andy Lewis	57½
Steve Koehler	41	Bob Robles	40½	Ward Narhi	35½
Tom Howell	28½	Kevin Wilson	24½	Cary Nichols	16½
Brad Martin	16	Sean Cousins	7	Scott Hutchens	6½

Caleb Cousins and Steve Koehler each receive one free issue.

New Questions

Topic: Miscellaneous Trivia

- How long did it take for the Grand Canyon to form?
- How many asteroids are observed each day?
- How many known chemical elements are currently unnamed?
- What has China Southern Airlines promised to the scientist who develops a SARS vaccine?
- How big is the largest known bacterium on earth?

Pedagogy

Neutron stars are some of the strangest and most exotic objects in the universe. There are very few places in the universe where conditions are so strange. There are a class of neutron stars that are even more extreme than standard neutron stars – the magnetars.

A magnetar is a neutron star with a magnetic field anywhere from 1000 to 10,000 times stronger than the already enormous magnetic fields of standard pulsars. By comparison, a typical refrigerator magnet has a field strength of about 100 gauss. A typical pulsar has a field strength of 10^{10} to 10^{12} gauss. A

magnetar has a field strength between 10^{15} and 10^{17} gauss. Magnetic fields that strong do strange things to matter and to space itself.

Magnetars were first proposed in 1992 after some computer modeling of neutron star formation was done. Essentially, all stars have magnetic fields, no matter how weak. However, when an object with a magnetic field collapses, its field strength grows. The core of a star collapses by a factor of 10^5 to form a neutron star, so the magnetic field strength increases by the square of that number – 10^{10} . This explains normal neutron stars, but how can magnetars form? The same computer models also showed that a newborn neutron star can have a temperature of an astounding 30 billion Kelvins – over 2000 times the temperature at the core of our Sun. At this temperature, the nuclear fluid in the core of the star is very turbulent. It quickly undergoes convection and circulates every 10 milliseconds. Now, if the star is spinning at a rate comparable to this speed, a dynamo can arise. This is because the nuclear fluid contains some protons, and they drag the magnetic field with them as they move. If the speeds are comparable, they can transfer as much as 10% of their kinetic energy to the magnetic field, bulking it up to the magnetar level. All this happens within the first 10 seconds of neutron star formation.

When first proposed, the magnetar was an interesting idea, but none had been found. However, scientists soon realized that this idea could be used to explain something that had happened 13 years before. On March 5, 1979, there were a number of space probes throughout the solar system. Two of these, Venera 11 and 12, were cruising through the inner solar system after having dropped atmospheric probes into Venus. The radiation level hovered around the typical 100 counts per second. Suddenly, the radiation level shot to over 200,000 counts per second then off the scale. Eleven seconds later, Helios 2 experienced the same phenomenon. The radiation wavefront then went on to encounter Pioneer Venus Orbiter around Venus, several U.S. and Russian defense satellites and the Einstein Observatory in orbit around Earth, and finally the International Sun-Earth Explorer. This initial wave of high-energy gamma rays was followed by lower energy gamma rays and x-rays – all of which had an 8 second modulation. At the time, no-one could explain it, so it was lumped in as a gamma ray burst. It was clearly different, however, in that it later burst again. The fact that it was observed by so many different satellites in so many widely separated areas allowed it to be triangulated quite accurately. It corresponded with a supernova remnant in the Large Magellanic Cloud.

So, how did this event get associated with magnetars? To answer that, let's first take a look at a normal neutron star and how it behaves as it ages. Neutron stars are born rotating very fast. In much the same way that the magnetic fields gets concentrated as the star's core shrinks, so does the core's rotation (the standard analogy is that of a figure skater spinning faster as she pulls in her arms). The combination of this fast rotation and the strong magnetic field has

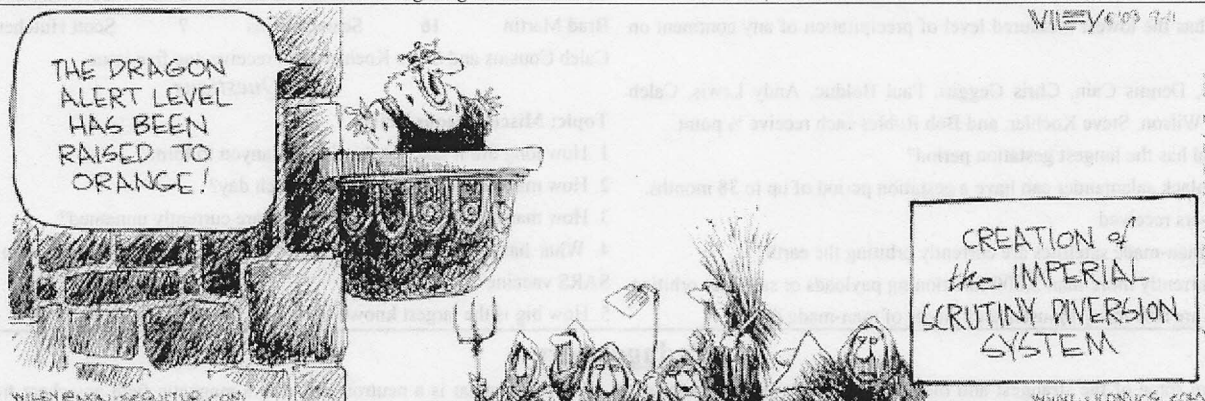
certain consequences. The magnetic field rotates along with the star. And since the star is embedded in what's left of its parent star, there is plenty of ionized material around. The ionized material has to move with the moving magnetic field, so some energy is taken from the magnetic field to accelerate the charged particles in the plasma. These charged particles then emit radiation, as charged particles are wont to do when accelerated. The energy that is thus radiated out has to come from somewhere, and that somewhere is the rotational energy of the neutron star. So, the star gradually slows down. The rate of this slowdown is proportional to the strength of the star's magnetic field. For example, the pulsar at the heart of the Crab Nebula is slowing down by 1.3 milliseconds every century.

Since a magnetar has a magnetic field much stronger than typical neutron stars, therefore they slow down much more quickly. The neutron star that was the source of the 1979 event was known to be about 5000 years old. Assuming a field strength of 10^{15} gauss and a starting rotational period of 10 milliseconds, the deceleration yielded a current rotational period of about 8 seconds, making the object the first candidate magnetar. The other soft gamma repeaters (SRPs) that have been found since 1979 have also fit this pattern.

So, what causes these outbursts? The initial clue was that the energy and frequency of these events bore a superficial resemblance to the energy and frequency profiles of earthquakes. Here is what is believed happens. A neutron star has a thin solid crust of degenerate matter. This crust is subject to incredible stresses, particularly in the case of magnetars, since some of the stresses are induced by the magnetic field. Eventually, the stresses become too much and a patch of the crust shatters, breaking into many small pieces. This starquake creates a surge of electrical current, heating the surrounding matter and driving some matter off the surface of the star. This is the initial gamma ray burst. The heated plasma created by this is trapped next to the star by the magnetic field, where it quickly evaporates by emitting gamma and x-ray radiation.

Finally, what does a magnetic field of that size do to matter and space? First of all, electron orbital in atoms are tremendously distorted. Instead of being more-or-less spherical, they are tremendously elongated, resembling very thin pencils. At the extreme end of the field strength, the width of the atom is actually thinner than the wavelength of the electron, which causes some weird quantum effects. Secondly, space itself becomes polarized. Light is composed of oscillating electric and magnetic fields. These two fields are at right angles to one another. When passing through a magnetic field of this magnitude, magnetic fluctuations perpendicular to the direction of the field are suppressed, as are electric fluctuations parallel to it. This causes the light to be polarized in the direction of the prevailing field. The environment around a magnetar is a bizarre and dangerous place.

Next time, I will discuss the search for dark matter.



S.O.B.
Best in Show

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

Machiavelli

Name	Winner
The Gates of Hades	Chris Hurley
Mastiff	Bill Scharf
Pack of Curs	Bill Scharf
Doghouse	Dave Anderson
Rude Dog	Ward Narhi
The River ¹	Ken Marcinonis
Not Guilty ¹	Dave Anderson
Rabid Dog	Ward Narhi
Fleabag	Berry Renken/Ray Grib/Pasquale Giovine
Feral Dogs	Pasquale Giovine
Citizen Dog	Pasquale Giovine
New Tricks	Phil Reynolds

¹ Rehoused from Jason Wilke's *Won if by Land*

Merchant of Venus

Name	Winner
Dingo's Delight	Caleb Cousins
Dog Food	Andy Lewis
Dogged	Dennis Cain
Hyena	Andy Lewis

Dune

Name	Winner
Sand Dog	Chris Hurley
Canine	Paul Bolduc
Running Dogs	Andy York

Die Macher

Name	Winner
Mailman's Bane	Andy Lewis
Lupine	Andy Lewis

Outpost

Name	Winner
Dog Breath	Andy York
Mutt	Kevin Kinsel
Dogstar	Kevin Wilson
Canes Venatici	Michael Lowrey

Age of Renaissance

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain

History of the World

Name	Winner
Fenris Wolf	Dave Anderson
Mongrel	Andy Lewis
Wolfpack	Sean Cousins
Dogpaddle	Andy Lewis
Dog Days	Andy Lewis

New World

Name	Winner
Anubis	Bill Scharf
Chihuahua	Bill Scharf
Pooch	Bill Scharf
Coyote	Andy Lewis
Hounds of Tindalos	Andy Lewis
Doggerel	Andy Lewis

Settlers/Seafarers of Catan

Name	Winner
Rin Tin Tin ²	Brendan Whyte
Benji ²	Brad Martin
Fenris	Ward Narhi
Wolfhound	Dave Partridge

² GMed by Andy Lewis

Liftoff!

Name	Winner
Astro	Andy Lewis
Dog Pound	Dennis Cain
Rover	Bill Scharf
Watchdog	Bill Scharf

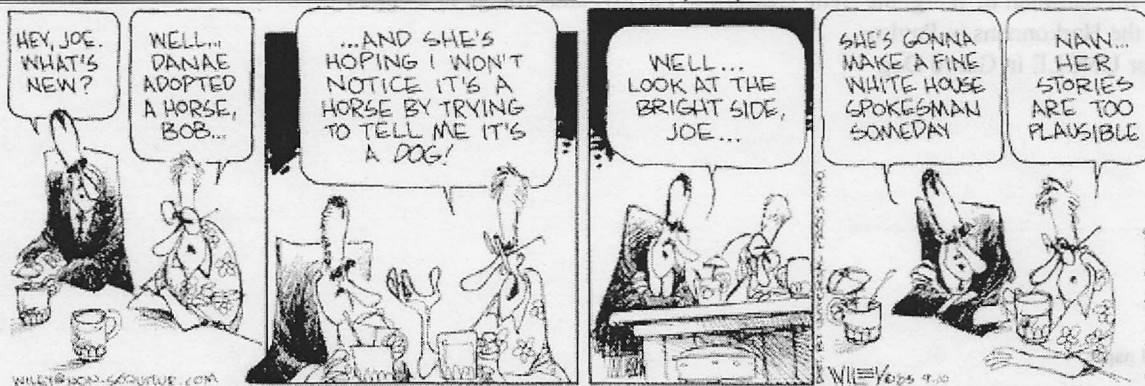
Kremlin

Name	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus

Other Games

Name	Game	Winner
Prairie Dog	Gunslinger	Paul Bolduc
Dog Biscuit ³	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie ³	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Doggin' It	Silverton	Bill Scharf

³ GMed by Andy Lewis



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			Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 Rlrobles5@cs.com (510) 254-6354	

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

Standby Calls

You (if checked) ☐ for Venice in Off the Leash.

Mike Scott for the Turks in Wild Dog

Dave Partridge for Saruman in Warg, the Bene Gesserit in Pavlov, and Orange in Dogged

Andy York for the Harkonnens in Pavlov

Cary Nichols for UNCLE in Guard Dog