Number 113

S.O.B.

September/October, 2004

Notes from Hades

This column is generally the last thing that I write before I complete and issue, and in this particular case, it is something of an oddity. That is because I am writing this on the day after the deadline. A number of factors contributed to this. While not all of you got your orders in on time (you know who you are!), everybody got their orders in no later than a day late. That, combined with the fact that I got half a day off today, meant that I was able to complete all of the games today – a rare and wondrous thing. So, enjoy the fact that you have an extra long time to negotiate with each other and get your orders in. But, don't get too complacent and get them to me late. I would like to have occasions like this to be a bit less rare.

Nobody objected to Dogwood becoming a 7-player game, so there it is. It starts this issue. I will keep the current number of games going, so the next time a game ends, Salty Dog will be ready to start. The order in which the games are listed below is the order in which they will start.

The next deadline is **Tuesday, November 9 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. Also, if you want to fax in orders, call first. We hang up on unannounced faxes.

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Game Openings

Dogwood. History of the World. Have Dave Anderson, Kevin Wilson, Andy Lewis, Dennis Cain, Chris Geggus, Cary Nichols, and possibly Paul Boldic. **This game starts this issue!**

Salty Dog. Seafarers of Catan. We will be playing the Oceans scenario. Have Kevin Wilson, Dave Partridge, Cary Nichols, Bill Scharf, Chris Geggus, Ward Narhi, and Mike Scott.

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.

Dogfight. Gunboat Machiavelli. This game will start when the next Machiavelli game finishes. Scenario and rules by player vote. Have 8, this game is closed. This box will be checked ❑ if you are signed up.

Dog Chow. Age of Renaissance. Have Bob Robles, Cary Nichols, Caleb Cousins, Steve Koehler, Paul Bolduc, and Dennis Cain.

Outlaw Dogs. Gunslinger. A game of shootouts in the old West. The exact scenario to be determined. Have Chris Geggus, Paul Bolduc, Dave Partridge, and Andy Lewis, need up to 2 more.

Wish List

New World. A game of colonization in the Americas. Have Dave Partridge, Andy Lewis, and Bob Robles, will take up to 3 more.

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

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

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

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

No letters received this issue.

Off the Leash
Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Miller Number 2001Fpw10
Summer 1463
Deadline for Fall 1463: 11/9 Tuesday

The war in the north remains confused as Venice buys a French army, but loses one of his own as well as his second capital. Naples makes gains against Florence.

Expenditures

Venice borrows 10 ducats from the moneylenders for 2 years (15 ducats due Summer 1465). Spends 18 ducats to buy France A Milan.

Outstanding Debt

Fall 1463: 12 ducats due from Venice

Summer 1465: 15 ducats due from Venice

Orders

Florence ❑: A Modena holds, A Urbino to Spoleto, A Sienna to Piombino, A Rome supports A Urbino to Spoleto (cut, Dislodged, retreat Perugia, OTB), F Tunis to Central Mediterranean, G Rome supports A Rome

Orders (cont.)

FRANCE ❑: A TYROLEA supports A Milan to Carinthia (nsu), A Milan to Carinthia (nsu), A Bergamo to CREMONA, A PARMA supports A Bergamo to Cremona, A PAVIA to Milan, *A (EM) Carinthia to AUSTRIA*, F GENOA to Ligurian Sea, F GULF OF LIONS to Ligurian Sea, G CREMONA supports A Bergamo to Cremona

NAPLES ❑: A Capua to ROME, A SPOLETO supports A Capua to Rome (cut), *A (EM) PATRIMONY supports A Capua to Rome*, F ANCONA to Urbino, F Tyrrhenian Sea to WESTERN MEDITERRANEAN, F CENTRAL MEDITERRANEAN supports F Tyrrhenian Sea to Western Mediterranean (cut)

VENICE ❑: A Austria to Tyrolea (DISLODGED, retreat Hungary, Slavonia, garrison, OTB), A Trent to BERGAMO, A Friuli to CARINTHIA, A VERONA supports A Trent to Bergamo, A MILAN supports A Austria to Tyrolea (cut), A Cremona besieges (DESTROYED), A MANTUA supports A Cremona, A FERRARA supports A Mantua, F UPPER ADRIATIC holds

Your treasury:

Press

Florence – Naples: What the hell is a thron? Anyway, I don't know why you blame me for your continued attacks on me. Right now, you still have Pio and I have Tunis, and you are threatening Rome. If you would simply agree to stop attacking me, I would give you back Tunis.

France – Florence: Dear friend, you had bad days with plague. Now we shall see if Venice maintain his promises to you.

France – Naples: It seems that plague is with you, but as I said if you agreed for islands division, I shall not enter in your questions.

France – Venice: I probably have few ducats, but you certainly have as many ducats need to buy two armies of anyone of us.

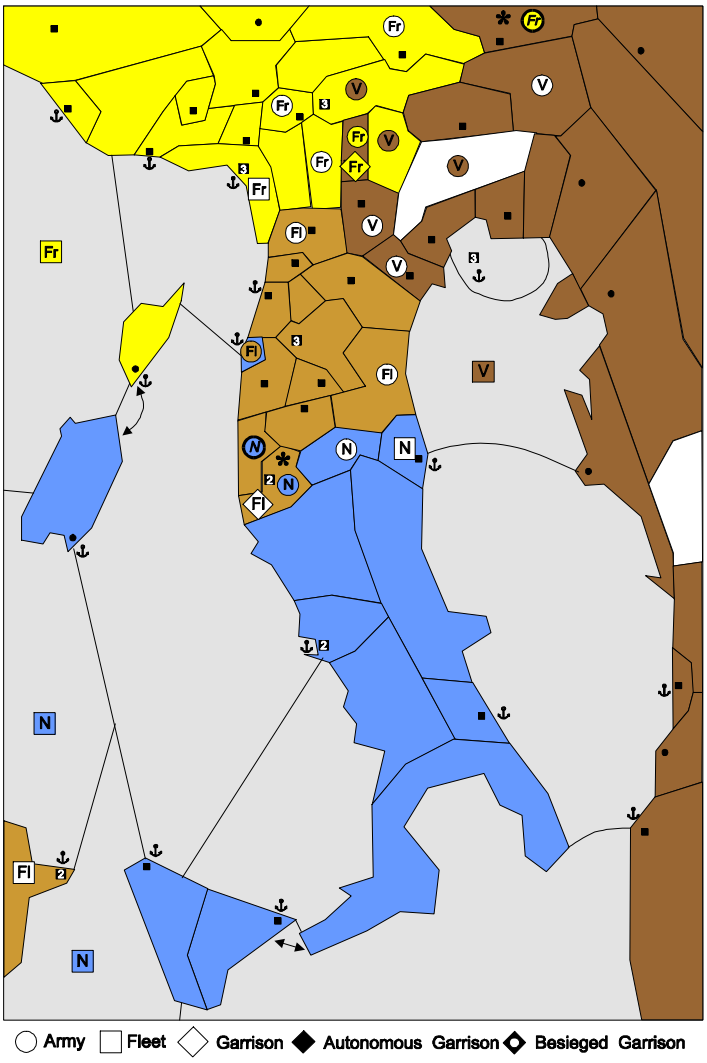
Naples – Florence: So sorry for the West Nile Plague that hit you in Pisa & Perugia, ... even tho you deserved it!

Naples – France: Way to go, bro!

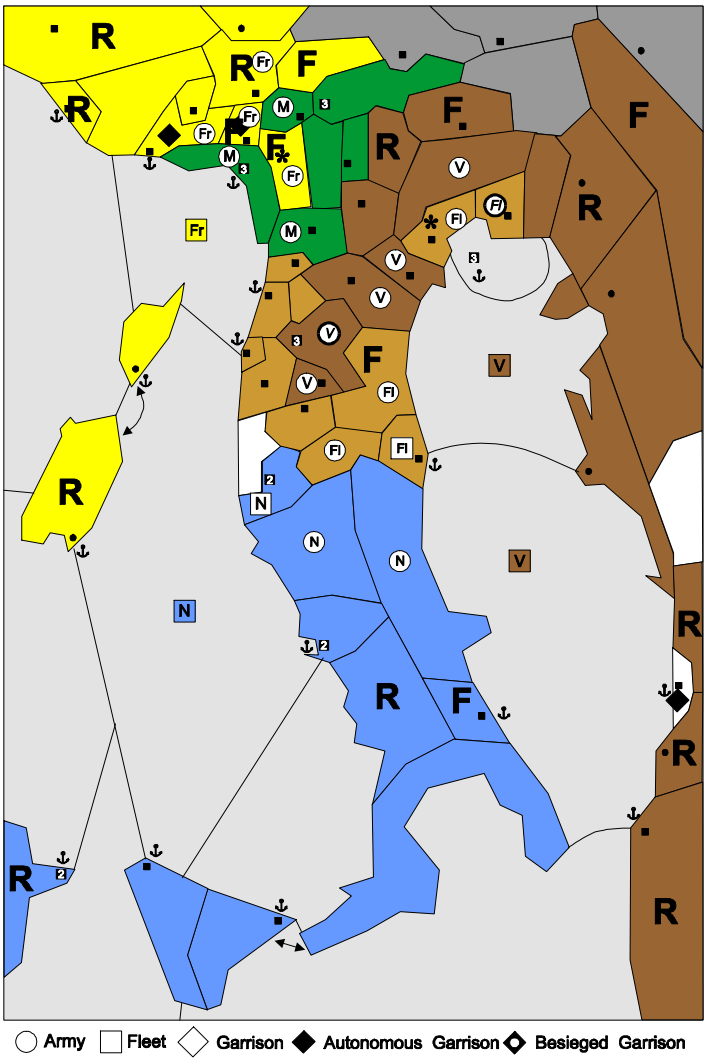
Naples – Venice: Your moves seen and applauded. We will maintain the truce.

Venice – France: If you predicted my move and countered it you will have won the game. If not, the rest of us stand a chance.

Off the Leash



Shepherd



Shepherd

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, White Press, Standard Victory
Miller Number 2003Epw10
Fall 1457
Deadline for Winter-Spring 1458 11/9, Tuesday

Florence is hit hard by Venetian ducats and loses four cities to Venice, while regaining only two. Milan manages to reclaim his lost home city from France, leaving France with two famine-ridden provinces. Naples feels the wrath of the moneylenders.

Expenditures

Naples defaults on his loan and is assassinated. All units hold and Naples may not borrow from the moneylenders again. Salerno and Tunis rebel.
Venice buys Florentine A Florence for 21 ducats.

Outstanding Debt

Spring 1458: 20 ducats due from Florence
Spring 1459: 18 ducats from Florence, 11 ducats from France, 12 ducats from Naples

Orders

FLORENCE (McConnell):	A Verona to PADUA, *A (EM) TREVISO supports A Verona to Padua*, A Florence supports A Urbino (nsu), A URBINO supports A Florence (nsu), A SPOLETO supports A Urbino, F ANCONA to Upper Adriatic
FRANCE (Scott):	A Swiss to TURIN, A Pavia to FORNOVA, A MONTFERRAT supports A Pavia to Fornova, A SAVOY to Genoa, F LIGURIAN SEA supports A Savoy to Genoa
MILAN (Roalstad):	A Milan to PAVIA, A Fornova to Montferrat (DISLODGED, retreat Parma, OTB), A GENOA supports A Fornova to Montferrat (cut), A MODENA supports A Genoa
NAPLES (Cole):	A CAPUA holds, A AQUILA holds, F ROME holds, F TYRRHENIAN SEA holds
VENICE (Giovine):	A Croatia to BOLOGNA, A Trent to VERONA, A FERRARA supports A Croatia to Bologna, A Florence to AREZZO, *A (EM) Bologna to FLORENCE*, F Padua holds (DISLODGED, retreat Venice, garrison, OTB), F UPPER ADRIATIC transports A Croatia to Bologna, F LOWER ADRIATIC supports Naples A Aquila to Ancona (nso)

Your treasury:

Spring 1458 Famine

Poor Year – Row Only: Bari, Slavonia, Montferrat, Urbino, Fornova, Como, Trent

Spring 1458 Income

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

Provinces

FLO:	Lucca, Pisa, Pistoia, Urbino, Perugia, Sienna, Piombino, Spoleto, Ancona, Treviso, Padua	10
FRA:	Avignon, Swiss, Marseilles, Provence, Turin, Como, Corsica, Sardinia, Savoy, Saluzzo, Montferrat, Fornova	5
MIL:	Pavia, Milan, Cremona, Parma, Modena, Genoa	6
NAP:	Rome, Capua, Aquila, Naples, Salerno, Bari, Otranto, Palermo, Messina, Tunis	7
VEN:	Arezzo, Florence, Bologna, Mantua, Ferrara, Bergamo, Trent, Verona, Friuli, Carniola, Slavonia, Croatia, Herzegovina, Albania, Durazzo, Istria, Dalmatia	10

Seas

FRA:	Ligurian Sea	1
NAP:	Tyrrhenian Sea	1
VEN:	Venice, Upper Adriatic, Lower Adriatic	3

Cities

FLO:	Lucca, Pisa, Perugia, Sienna, Piombino, Ancona, Treviso, *Padua*	8
FRA:	Avignon, Swiss, Marseilles, Turin, Corsica, Sardinia, Saluzzo	3
MIL:	Pavia, Milan (3), Cremona, Modena, Genoa (3)	9
NAP:	Rome (2), Naples (2), Bari, Palermo, Messina, Tunis (2)	6
VEN:	Arezzo, Florence (3), Bologna, Mantua, Ferrara, Trent, Carniola, Croatia, Albania, Durazzo, Dalmatia, Venice (3)	12

Totals

Variable income die roll was 5.

	Variable	Provinces	Seas	Cities	Gross
FLORENCE	8	10	0	8	26
FRANCE	5	5	1	3	14
MILAN	7	6	0	9	22
NAPLES	3	7	1	6	17
VENICE	8	10	3	12	33

Your total:

Game Summary

	1454	1455	1456	1457	1458
Florence:	3	6	9	11	8
France:	3	5	5	8	7
Milan:	3	3	4	3	5
Naples:	4	6	6	6	6
Papacy:	4	0	0	0	0
Turks:	3	4	0	0	0
Venice:	4	7	9	10	12

Warg

Miller Number 2002Ets33

3019-9-I

End of Game Statements

Game Summary

	Start	3019-1	3019-2	3019-3	3019-4	3019-5	3019-6	3019-7	3019-8
Dwarves	3	5	5	6	6	7	5	5	6
Elves	4	7	7	9	10	11	13	11	12
Gandalf	0	0	0	0	0	0	0	0	0
Gondor	5	7	6	6	6	7	8	8	8
Mordor	13	16	17	16	16	15	14	14	13
Rohan	3	5	6	5	5	5	5	6	5
Saruman	3	5	6	6	5	4	3	4	4
Umbar	4	5	6	7	7	7	8	7	8

The game ended in 3019-9-I when Sauron put on the Ring.

The Players

DWARVES:	Phil Reynolds
ELVES:	Steve Koehler
GANDALF:	Paul Bolduc
GONDOR:	Andy York
MORDOR:	Dave Anderson (resigned, 3019-5-II), Dave Partridge
ROHAN:	Bill Scharf
SARUMAN:	Bob Robles
UMBAR:	Cary Nichols

Dave Anderson (Original Mordor): Congratulations to Dave Partridge on his stunning come from behind victory. I knew with the mindset, I had at the time I turned over the reigns to him, I wouldn't have pulled out the victory. I was unable to converse with Cary Nichols [Umbar] all game. I give credit to the other players to getting him to go to the West. I always have a good time playing against Paul Bolduc and the others. But, I got too distracted from the game by other events and other games to put any effective leadership and by the time I gave it up. It looked hopeless. So, it just shows Dave Partridges resilience and skill that Mordor was able to pull it out. The only thing I will give myself credit for is moving the Nazgul to the far north in my final couple of moves searching for the RING. I would like to try again. Someday. The wearer of the Ring.... beware who bears the RING...

Andy York (Gondor): Wow, never saw that coming, I thought the Good Guys were doing a decent job. Then, out of the blue..... Great job David!!

Cary Nichols (Umbar): As I said not long ago – Congrats (again), Dave!

Paul Bolduc (Gandalf): Gandalf to the Good Guys: My fault. I found the Ring fairly early, but, after a narrow and still inexplicable escape from an army of orcs, got too aggressive (or maybe impatient is a better word). Should've hired at least a single Elf Army escort. Then again, Elrond wasn't telling me squat.

Bill Scharf (Rohan): I'm still not sure about this variant. If the neutrals go evil then evil wins....if they go good then good wins. The only variation is that if good is overconfident or desperate they can lose the ring to Mordor. Otherwise its military action all the way until one side is too beat down to resist. Its Lord of the Rings so I like playing it (and thanks for running it Chris) but I usually feel something is missing....h'mm maybe an evil northern goblin player....and have a common good win possible but only a single evil player can win....have Saruman evil to start out with...have Mordor be strong but not overpowering....urk lets stop this now....or I'll be free-associating game ideas all night....and nobody wants that.

Phil Reynolds (Dwarves): I was shocked that the game ended as it did. Clearly, the turning point was when the Elves moved the two personality units with the Ring -- but without an army -- to a space occupied by a Mordor army, which killed the personality units, took the Ring and gave it to the Nazgul, which in turn took it back to Sauron.

I was also surprised by how little discussion and coordination of orders there was among the Good players. I've played this Downfall variant only once -- I'm used to playing Hardbop. As the Elves in the last game I was in, I was in contact with all the Good players after each adjudication, swapping news of areas searched for the Ring, coordinating attacks against our enemies, etc. We won the game pretty easily. But in "Warg," I felt like I was on my own most of the time. Sometimes the Elves would order as I asked, sometimes not. I think if we had run our orders by each other every turn, we could have avoided the disastrous event that occurred.

Congrats to Dave P. for picking up where Dave A. left Mordor and winning. By the way, once I saw that Dave A. was playing Mordor, I knew I had to turn Good, because not once have I ever been able to work out an alliance with Dave A. in about 10 games that we've played together. Too bad -- I otherwise would have liked to join the Evil One and fight the Elves, since it seems like the Dwarves are always allied with the Elves!

Bob Robles (Saruman): A very enjoyable variant. Never played it before but at least I made it to the end. Congratulations to Sauron for his hard fought victory.

Steve Koehler (Elves): Well, congrats to David. Well played. Very frustrating for a game to end because one player made a mistake and ended up giving the Ring to Sauron. Unlike Diplomacy, where one player cannot lose the game for all, Necro seems to allow it. I am not clear on what exactly happened. The player with the Ring was not very clear about it.

I wrote to Nichols a couple of times but he NEVER communicated with me. Very frustrating, since we each had three useless units fighting each other the entire game. I hope he will explain why he attacked me near the Gray Havens.

Phil made a valiant effort to organize the good players, and I enjoyed working with him.

Bob played a tough Saruman and I enjoyed battling with him.

Dave Partridge (Mordor): I came into the game as a standby and as was to be expected, everyone but Saruman was against me. Militarily it didn't look like I could hold on so the only real chance I saw was to try and get Umbar to switch to my side. I tried as hard as I could diplomatically but was getting nowhere. My only real argument was that Umbar wasn't going to be part of the win on the good side, either they'd win as a group or the Elves would solo. I did everything I could to make the threat of the Elvish solo more prominent, which is why I concentrated my forces against the Dwarves.

I wish I could claim credit for the winning strategy, but it was really just luck that Gandalf crossed paths with my army. I had ordered that he be killed if encountered, but that's all the credit I can claim. After that it was just a race to get the ring back and put it on without letting the goodfellows take it back or kill Sauron.

Thanks to everyone for the game and to Chris for running it. Once again it confirmed that I'm not really a fan of the game. It's fun tactically, but there's too little room for diplomacy and too much luck.

Pavlov

Turn 10 Combat to Turn 11 Bidding
Turn 11 Bidding and Movement due: 11/9 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

Combat Carthag.

	Harkonnens	Emperor
Weapon	Slip-tip	Stunner
Defense	Trip to Gamont	None
Spice	0	12
Dial	4	15
Leader	Umman Kudu (1)	Count Fenring (6)
Total	**4**	**15**

Emperor wins! 8 Harkonnen, 12 Emperor tokens (3 Elite Sadaukar), Umman Kudu, and Count Fenring go to the tanks (7 spice to the Emperor). Slip-tip and Trip to Gamont are discarded.

Spice Collection

Atreides collect 5 spice (2 spice Arrakeen, 3 spice OH Gap)

Bene Gesserit collect 6 spice (Wind Pass North)

Emperor collects 2 spice (Carthag)

Guild collects 9 spice (1 spice Tuek's Sietch, 8 spice Red Chasm)

Turn 11

Storm Movement

The Guild play Weather Control, and move the storm to sector 6. Turn 12 storm movement:_____

Spice Blow

6 spice in the Funeral Plain

12 spice in Cielago South

Turn 12 spice blow:_____

Bidding

CHOAM Charity recipients: Bene Gesserit

Two cards are up for bid. Eligible bidders are: Guild (3 cards) and Harkonnens (6 cards)

Cards are:

Notes

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

Positions

Atreides: 13 tokens Arrakeen, 1 token OH Gap (10), 6 tokens and Dr. Yueh in the tanks. Kwisatz Haderach available

Positions (cont.)

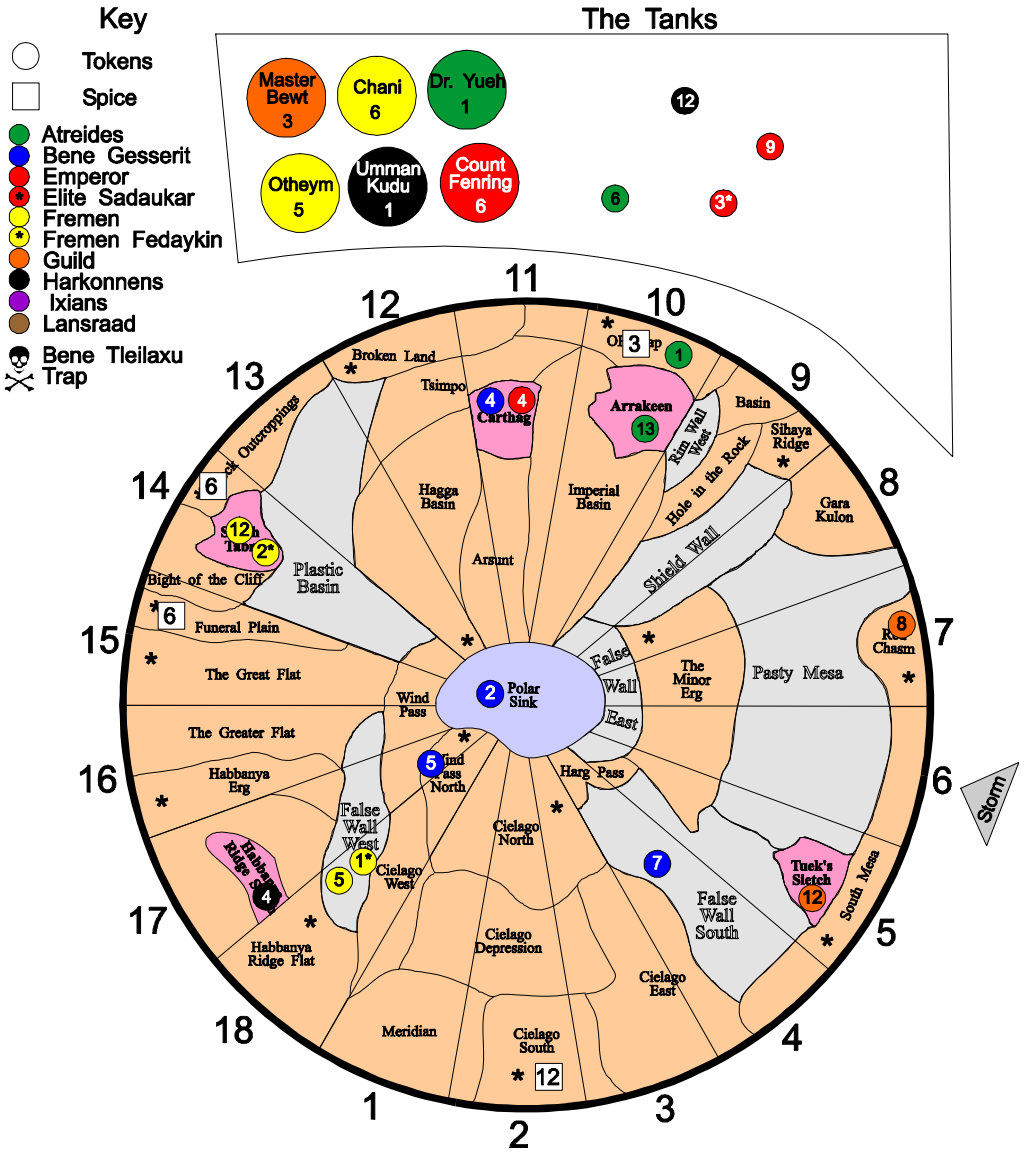
Bene Gesserit: 4 tokens Carthag, 2 tokens Polar Sink, 7 tokens False Wall South (4), 5 tokens Wind Pass North (17), 2 tokens off-planet

Bene Tleilaxu: *Traps:* none

Emperor: 4 tokens (2 Elite Sadaukar) off-planet, 4 tokens Carthag, 12 tokens (3 Elite Sadaukar) and Count Fenring in the Tanks

Fremen: 14 tokens (2 Fedaykin) Sietch Tabr, 6 tokens (1 Fedaykin) False Wall West (18), Chani, and Othyem in the tanks

Guild: 12 tokens Tuek's Sietch, 8 tokens Red Chasm, Master Bewt in the tanks



Harkonnens: 12 tokens and Umman Kudu in the Tanks, 4 tokens Habbanya Ridge Sietch, 4 tokens off-planet

Your Spice: _____

Your Intrigue cards:

_____

_____

_____

Your traitor(s):

_____

Guard Dog

Turn 7 Funeral Commission through Parade
Turn 8 Cure through Health due: 11/9 Tuesday

Funeral Commission

Acting Foreign Minister Iwan Manjak nominates Petr Niewitko to be the new Party Chief. Protzky, Manjak, and Wasolin vote yes, Satin and Boremtodev vote no. Niewitko becomes the new Party Chief.

Replacement Phase

Oleg Satin is promoted to Foreign Minister by age, and Eduard Boremtodev is promoted to Defense Minister by age. Karel Krakemheds (E) is promoted to Industry Minister by age and Boris Karrienko (N) is promoted to Economy Minister by age. M, Q, and T advance to Candidates by age.

Rehabilitation Phase

MLI declares 2 IP on Satin and rehabilitates Y. Satin ages to 84.

Parade Phase

No wave takes place.

Politburo

Office	Politician	Condition	Influence
Party Chief	**Petr Niewitko (D)**[1]	83, +	**1 (LVC)**
KGB Head	Wassily Protzky (U)	68, +	9 (MLI), 3 (TCC), **10 (LVC)**
Foreign	Oleg Satin (O)	84, ?, +	1 (HLS), **2 (MLI)**
Defense	Eduard Boremtodev (K)	67, ?	**1 (TCC)**
Ideology	Iwan Manjak (P)	63	**2 (TCC)**, 2 (UNCLE), 1 (HLS)
Industry	Karel Krakemheds (E)	73	
Economy	Boris Karrienko (N)	63	
Sport	Viktor Wasolin (Z)	55	**1 (LVC)**

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

[1] Specialist (11) card in effect.

Candidates: M (70, ++), Q (74, +), R, S, T (58)

People: V, W, X, Y

Siberia: J (76, ++), G, H, L

Kremlin Wall: A, I, C, B, F

Notes

Thanks to Cary Nichols for his unused standby orders for UNCLE. One free issue awarded.

Players

Andy Lewis	Trotskyite Internationalists
Pasquale Giovine	Marxist-Lenninists 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, LVC have one wave.

Intrigue Cards

Undeclared Influence

Dogged

Turn 15, Phases IV-VI and Turn 16, Phases I-III
Turn 16 Phases IV-VI and Turn 17 Phases I-III due: 11/9 Tuesday
Turn 15

Construction and Operation

Red (Scharf) operates claims #85 ($30, depletes), #47 ($40, depletes), #82 ($20, 2 coal), and #64 ($40, 3 lumber). Delivers 4 coal from Canon City to Denver for $560. Gains $130 in passenger revinue.

Green (Nichols) delivers 3 silver from Lake City to Denver for $1200. Gains $20 in passenger revinue.

Orange (Narhi) operates claims #107 ($50, 1 copper), #124 ($40, 2 coal), and #122 ($20, 2 coal). Delivers 4 copper from Santa Rita to El Paso for $640. Delivers 6 coal from Magdelena to El Paso for $840. Gains $510 in passenger revinue.

Blue (Bolduc) operates claims #30 ($30, depletes), #130 ($80, 1 copper), and #56 ($30, 2 lumber). Delivers 5 gold from Bingham to Salt Lake City for $1500 and 1 lumber from Hot Sulphur Springs to Salt Lake City for $240. Gains $960 in passenger revinue. Buys a 72 train for $500.

Purple (Carl) operates claims #65 ($30, 1 lumber), #60 ($20, 2 lumber), #27 ($40, depletes), and #99 ($50, 4 gold). Delivers 4 gold from Leadville to Denver for $1200, 4 gold from Dillon to Denver for $1200, and 4 gold from White Oaks to Denver for $1200. Gains $1050 in passenger revenue. Trades in a 15 train for $60 credit towards a 72 train ($440 paid).

Determine Price Changes

Gold: -2 to $250 Copper: -1 to $140 Silver: Remains at $400

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at $200	+1 to $300	Remains at $200	Remains at $160	+1 to $200

Coal:	Remains at $140	Remains at $100	Remains at $80	Remains at $120	Remains at $140

Turn 16

Move Prospectors and Surveyors

Red (Scharf) surveys Gunnison to Crested Butte and Durango to Pagosa Springs, prospects #77

Green (Nichols) dismantles Denver to Cheyenne (gains $70)

Orange (Narhi) does not survey, prospects #102

Blue (Bolduc) surveys Farmington to Durango and Thistle to Salina, prospects #119

Purple (Carl) surveys Taos to Elizabethtown (impossible during winter turn) and Meeker to Craig, prospects passenger line 24 (impossible during winter turn) and claim #97.

Dispute Resolution

No disputes. Red pays $300, Green gains $70, Orange pays $100, Blue pays $360, and Purple pays $240.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	$4185	9, 15, 42	+4	P+1, S+2, S+1
Cary Nichols	Green	Denver	$1310	9, 15		P+2, S, S
Ward Narhi	Orange	El Paso	$5620	9, 24, 42		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	$3095	9, 24, 72	+5	P+1, S, S
Joe Carl	Purple	Pueblo	$9275	24, 24, 42, 72	+4	P, P+2, S, S

Personnell in **bold** are in jail.

Purchased Claims

#	City	Owner	Type	Goods	Operation
48	Ouray	Red	Silver	2	Depleted
51	Silverton	Red	Silver	1	Depleted
47	Ouray	Red	Silver	7	$40
82	Crested Butte	Red	Coal	10	$20
64	Lumberton	Red	Lumber	2	$40
77	Craig	Red	Coal	N	$20
38	Aspen	Green	Silver	N	$40
80	Aspen	Green	Coal	N	$30
52	Lake City	Green	Silver	0	$40
98	Pinos Altos	Orange	Gold	3	Depleted
107	Santa Rita	Orange	Copper	2	$50
124	Magdalena	Orange	Coal	0	$40
122	Lee Ranch West	Orange	Coal	2	$20
102	Hillsboro	Orange	Silver	N	$40
30	Georgetown	Blue	Gold	4	Depleted
130	Bingham	Blue	Copper	9	$80
56	Hot Sulphur Springs	Blue	Lumber	1	$30
119	Farmington	Blue	Coal	N	$40
65	El Vado	Purple	Lumber	10	$30
60	Pagosa Springs	Purple	Lumber	4	$20
99	White Oaks	Purple	Gold	0	$50
97	Elizabethtown	Purple	Gold	N	$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	$50	Red	
5	A	Denver – Pueblo	$80	Red	
1	A	Denver – Boulder	$20	Green	
4	A	El Paso – Deming	$60	Orange	
6	A	Santa Fe – Albuquerque	$90	Orange	
14	B	El Paso – Albuquerque	$220	Orange	
13	B	El Paso – Santa Fe	$140	Orange	
2	A	Salt Lake City – Provo	$20	Blue	
22	C	Denver – Salt Lake City	$800	Blue	
11	B	Salt Lake City – Grand Jct.	$140	Blue	Discard when 20 is taken. Good for $140 toward card 20 or 21
8	A	Denver – Leadville	$260	Purple	Discard after 2 more Leadville depletions
10	B	Denver – Aspen	$130	Purple	
7	A	Pueblo – Santa Fe	$120	Purple	
9	B	Denver – Leadville	$120	Purple	
17	C	Denver – Santa Fe	$420	Purple	

Available Claims

#	City	Type	Claim	Operation
118	Cimarron	Lumber	$60	$20
26	Marysvale	Gold	$120	$40
61	South Fork	Lumber	$40	$20
69	Scofield	Coal	$40	$30
29	Leadville	Gold	$100	$20
105	Silver City	Silver	$40	$40
55	Walden	Lumber	$100	$50
62	Taos	Lumber	$40	$30

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
19	C	Salt Lake City – Albuquerque	$600	$975	
20	C	Salt Lake City – Pueblo	$600	$930	
21	C	Salt Lake City – Colorado Springs	$600	$930	
23	C	Salt Lake City – Santa Fe	$900	$1340	
24	C	Denver – El Paso	$1000	$1380	

Available Trains

Type	# Available	Cost
9	2	$80
15	4	$120
24	4	$200
42	5	$320
72	6	$500

Available Snowplows

Type	# Available	Cost
Die +2	3	$40
Die +3	4	$80
Die +4	3	$140
Die +5	5	$200

Notes

Thanks to Dave Partridge for his unused standby orders. Free issue is awarded.

Junk Yard Dog

Turn 7a

Turn 7b due: 11/9 Tuesday

Available Cards

Set 1	Set 2	Set 3	Set 4	Set 5
Waste Removal	Raw Materials	Growth	Raw Materials	Advisor
Waste Disposal	Innovation	Waste Disposal	Growth	Order
Order	Bribery	Raw Materials	Order	Raw Materials

Andy takes set 1. Cary takes set 2. Eric takes set 5. Dave takes set 4

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Eric Brosius	3	$18	0	10	15	4	
Dave Partridge	4	$15	10	3	16	4	Advisor
Andy York	1	$33	10	11	18	5	
Cary Nichols	2	$13	10	5	17	5	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Eric Brosius	4/3	5/1	3/6	4	34
Dave Partridge	4/3	2/10	4/3	2	29
Andy York	5/1	3/6	3/6	8	37
Cary Nichols	4/3	4/3	4/3	10	22

Cards

Eric	Dave	Andy	Cary
Advisor	Raw Materials	Waste Removal	Raw Materials
Order	Growth	Waste Disposal	Innovation
Raw Materials	Order	Order	Bribery

Discards

Order Order

Hot Dog

Turns 18.2 to 20.2

Turns 20.3 to 22.3 due: 11/9 Tuesday

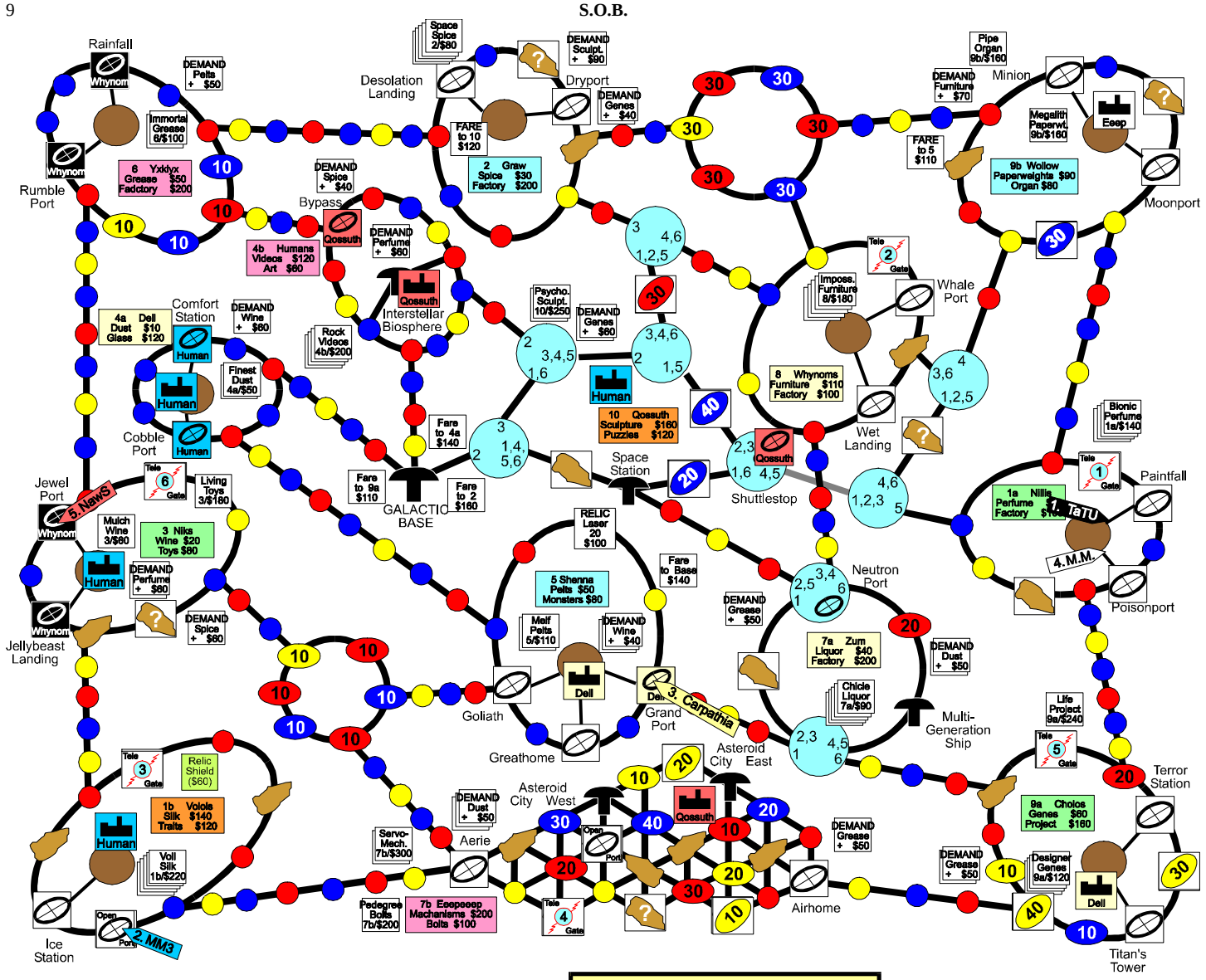
Turn 18

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 1 2 6
Cobble Port (p) – R – (Y) – B – R – B – (Y) – B – R – B – Goliath (o) – R.

3rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 6
B – (R) - ? (it's the Relic Laser) – Y – Grand Port (o) – Grand Port (s).
Sells Dribble Glass for $200 (from the cup: Servo-mechanism at 7b). Buys the Grand Port deed for $200.

4th: Bob Robles (Eeepeeep/Mean Machine) Rolls Used: 1
Moonport (s).
Buys 2 Megalith Paperweights for $180 and the Wollow factory for $100.

5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 1
Space Station – (R) – Y – (R) – NC1 – A.



1. Trade and Transport Unity $679
Fast Scout
21: 5 5//22: 1 4 (Double 1)

Hold1	Hold2	Hull
		4a $60

Rainfall $200 | JewelPort $200 | Rumble Port $200 | Jellybeast Landing $200

2. Mystery Machine 3 $601
Normal Scout
21: 4 5 6 //22: 1 2 4

Hold1	Hold2	Hull
Voll Silk 1b/$220	Canned Traits 1b/$240	Yellow Drive ($80)
		Shield ($60)

Qossuth $200 | Volois $200 | Niks $200 | Cobbleport $200 | Dell $200 | Comfort Station $200

3. Carpathia $143
Scow Freighter
20: 2 3 4 5//21: 1 1 2 2//22: 3 4 4 6 (Use 1)

Hold1	Hold2	Hold3	Hull
Melf Pelts 5/$110	Melf Pelts 5/$110	Melf Pelts 5/$110	Good

Hold4	Hold5	
Pet Monsters 5/$150	Red Drive ($120)	7a $80
		Shield ($60)

Cholos $200 | Grand Port $200 | Shenna $100

4. Mean Machine $290
Rocket Transport
20: 4 5//21: 2 6 (Use 1 * 4)

Hold1	Hold2	Hold3	Hull
Megalith Paperwt. 9b/$160	Megalith Paperwt. 9b/$160		Air Foil ($80)

Wollow $100

5. Not as we Seem $770
Torch Scout
20: 1//21: 6 (Times 3)

Hold1	Hold2	Hull
Mulch Wine 3/$60	Mulch Wine 3/$60	Red Drive ($120)
		Shield ($60)

Bypass $200 | Human $100 | Eeepeeep $100 | Shuttlestop $200

Turn 19

1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 2 4 4
A – Open Port.
Sells Immortal Grease for $100 plus $100 demand (from the cup: Chicle Liquor at 7a and Demand for Grease at 7b). Sells Immortal Grease for $100 plus $100 demand (from the cup: Voll Silk at 1b and Fare to Base at 5).

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 2 3 5
R – B – (Y) – B10 – R10 – B – (Y) – B – R – Aerie – (Y) – R20 – Open Port.
Sells Finest Dust for $50 plus $100 demand (from the cup: Pedegree Bolts at 7b and Finest Dust at 4a). Sells Finest Dust for $50 plus $50 demand (from the cup: Life Project at 9a and Demand for Wine at 4a)

3rd: Chris Geggus (Dell/Federation Starship Carpathia) Rolls Used: 4
Grand Port (s) – Grand Port (p).
Sells Finest Dust for $50 plus $100 demand (from the cup: Demand for Genes at 10 and Melf Pelts at 5). Sells Finest Dust for $50 plus $50 demand (from the cup: Psychotic Scultpure at 10 and Bionic Perfume at 1a). Sell Finest Dust for $50 (from the cup: Demand for Wine at 5). Buys the Shenna factory for $100, Pet Monsters for $80, and 3 Melf Pelts for $150. Gains $63 in port commissions and $40 in factory commissions.

4th: Bob Robles (Eeepeeep/Mean Machine) Rolls Used: 6
Moonport (s) – Moonport (o) – Y – B – R – B – Y – B – R – B – Y – A – R – Poisonport (o) – Poisonport (s).
Sells a Megalith Paperweight for $160 (from the cup: Demand for Dust at 7b).

5th: Caleb Cousins (Qossuth/Not as we Seem) Rolls Used: 6
A – NC6 – Y – B – (R) – A – TeleGate 5 – TeleGate 6 – (R) – Jewel Port (p).
Sells Psychotic Sculpture for $250 (from the cup: Immortal Grease at 6). Sells Psychotic Sculpture for $250 (from the cup: Demand for Dust at 7b). Buys 2 Mulch Wines for $40. Trade and Transport Unity gains $54 in port commissions.

Turn 20

1st: Cary Nichols (Whynoms/Trade and Transport Unity) Rolls Used: 1 3 3
Open Port – Y – TeleGate 4 – TeleGate 1 – Paintfall (o) – Paintfall (s).

2nd: Andy Lewis (Humans/Mystery Machine 3) Rolls Used: 2 3 5
Open Port – R20 – (Y) – Aerie – (Y) – R – B – R – B – (Y) – B – Open Port
Buys Canned Traits for $120 and Voll Silk for $140. Recieves $60 in factory commissions.

Goods and Demands:

1a (Nillis): 4 Bionic Perfume

1b (Volois): 5 Voll Silk, Relic Shield

2 (Graw): 5 Space Spice, 1 Demand for Psychotic Sculpture (+$90), Fare to 10 ($120), 2 Demand for Designer Genes (+$40)

3 (Niks): 2 Demand for Bionic Perfume (+$60), 1 Demand for Space Spice (+ $60), 1 Mulch Wine, Living Toys

4a (Dell): 2 Finest Dust, 1 Demand for Mulch Wine (+$60)

4b (Humans): 1 Demand for Bionic Perfume (+$60), 5 Rock Videos, 1 Demand for Space Spice (+$40)

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

6 (Yxklyx): 1 Demand for Melf Pelts (+$50), 2 Immortal Grease

7a (Zum): 2 Demand for Finest Dust (+$50), 5 Chicle Liquor

7b (Eeepeeep): 2 Servo-Mechanism, 3 Demand for Dust (+$50), 1 Demand for Immortal Grease (+$50), Pedegree Bolts

8 (Whynoms): 5 Impossible Furniture

9a (Chola): 4 Designer Genes, 2 Demand for Immortal Grease (+$50), Life Project

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

10 (Qossuth): 2 Demand for Designer Genes (+$60), 2 Psychotic Sculpture

Base: Fare to 9a ($110), Fare to 2 ($160), Fare to 4a ($140)

Laika

1965

1966 due: 11/9 Tuesday

Event Card Resolution/Saved Cards

Romulus Project: Government Order: Launch a manned space station by 1968.

Purchase Hardware

JOE buys 3 two stage rockets for 36MB, 1 docking module for 2MB, 2 interplanetary satellites for 8MB, and the Lunar Probe program for 30MB.

Republic of Texas buys 2 two stage rockets for 24MB, 1 lunar probe for 6MB, 1 interplanetary satellite for 4MB, and the Solid Rocket Booster program for 18MB.

Romulus Project buys the Three Stage Rocket program for 84 MB, the Docking Module program for 18MB, and 1 one person capsule for 2MB.

Cain Program buys 1 three stage rocket for 18MB, 1 three person capsule for 12MB, and 3 astronauts (Gangrel, Malkavian, Nosferatu) for 6MB.

Conduct Research

JOE F: 1 die (2) +2% to Max R&D. 3MB spent. e: 8 dice (1, 1, 1, 2, 3, 3, 3, 3) + 17%. 32MB spent. 3: 8 dice (1, 1, 2, 2, 2, 2, 3, 4, 5) + 21%. 32MB spent.

Republic of Texas c: 8 dice (2, 2, 2, 3, 5, 6, 6, 6) +32% +8% =40% to Max R&D. 40MB spent. d: 8 dice (1, 1, 1, 4, 4, 5, 5, 6) +27 +8% = 35%. 16MB spent. H: 6 dice (1, 2, 5, 5, 6, 6) +25% + 6% = 31%. 24MB spent.

Romulus Project C: 3 dice (4, 4, 6) +14%. 18MB spent.

Cain Program C: 8 dice (1, 3, 4, 4, 4, 5, 6, 6) + 33% to Max R&D. 48 MB spent. c: 8 dice (2, 3, 3, 4, 4, 4, 5, 6) +31%. 40MB spent.

Declare Future Missions

JOE declares 3 launches, **Republic of Texas** declares 3 launches, **Romulus Project** declares 2 launches, and **Cain Program** declares 1 launch.

Your missions are:

Missions

No rushing. Launch order is: Cain Program, Romulus Project, Republic of Texas, Republic of Texas, Republic of Texas, JOE, JOE, JOE

JOE continues a Venus Flyby. Venus Orbital Burn (29%<93%), Venus Orbital Activities (92%<93%). Mission success! +8MB to budget.
Republic of Texas continues a Mars Flyby. Mars Orbital Burn (43%<92%), Mars Orbital Activities (54%<92%). Mission success! +1% to 2, +6MB to budget.
Cain Program launches a Manned Orbital (Ventrue, Tremere, Brujah). Explosion check: (49%<50%), Liftoff (78%<95%), Earth Orbital Burn (78%=78%), Earth Orbital Activities (66%<78%), Earth De-orbital Burn (46%<78%), Re-entry (76%<78%), Recovery (03%<78%). Mission success! +1% to C and c, Ventrue and Tremere to 30%, Brujah to 10%, +34MB to budget.
Romulus Project launches a Manned Orbital with Spacewalk (Nero). Liftoff (35%<89%), Earth Orbital Burn (27%<82%), Earth Orbital Activities (47%<82%), Spacewalk (61%<84%), Earth De-orbital Burn (21%<82%), Re-entry (13%<82%), Recovery (63%<82%). Mission success. +1% to A, a, and EVA, Nero to 10%. +5MB to budget.
Republic of Texas launches a Lunar Probe. Liftoff (66%<93%), Earth Orbital Burn (81%<85%), Earth Mission Burn (95%>85%). Mission failure. +1% to B and 3, -6MB to budget.
Republic of Texas launches an Orbital Satellite. Liftoff (81%<98%), Earth Orbital Burn (57%<98%), Earth Orbital Activities (20%<90%). Mission continues next turn. +1% to B and 2.
Republic of Texas launches a Manned Lunar Pass (Travis, Bowie, Houston). All safety factors –3% because Lunar Probe has not been successfully completed. Liftoff (73%<91%), Earth Orbital Burn (67%<87%), Earth Mission Burn (82%<87%), In-Route Activities (79%<87%), Lunar Mission Burn (87%=87%), In-Route Activities (17%<87%), Earth Orbital Burn (50%<87%), Earth Orbital Activities (55%<87%), Earth De-orbital Burn (81%<87%), Re-entry (83%<87%), Recovery (02%<87%). Mission success. +1% to B and c, Travis to 50%, Bowie to 20%, and Houston to 10%. +31MB to budget.
JOE launches a Lunar Probe. Liftoff (54%<95%), Earth Orbital Burn (47%<71%), Earth Mission Burn (43%<71%), Lunar Orbtial Burn (29%<71%), Lunar De-Orbital Burn (52%<71%), Photo Reconaissance (44%<70%), Lunar Landing (21%<71%). Mission success. +1% to B and 3, +15% to Photo Recon, +20MB to budget.
JOE launches a Manned Sub-orbital (Astro, Rodgers). Liftoff (44%<96%), Re-entry (37%<85%), Recovery (34%<85%). Mission success. +1% to B and b, Astro to 50%, Rodgers to 20%. +4MB to budget.
JOE launches a Manned Lunar Orbital (Manning, Corbett). –3% to all safety factors because Manned Lunar Pass has not been successfully completed. Liftoff (51%<94%), Earth Orbtial Burn (69%<92%), Earth Mission Burn (21%<92%), In-Route Activities (94%>83%), Manning and Corbett save, Lunar Orbital Burn (75%<92%), Lunar Orbital Activities (50%<83%), Lunar Mission Burn (11%<92%), In-Route Activities (67%<83%), Earth Orbital Burn (79%<92%), Earth Orbital Activities (37%<83%), Earth De-orbital Burn (63%<83%), Re-entry (20%<83%), Recovery (35%<83%). Mission success. +1% to B, F, and b, +5% to Photo Recon, Manning to 70%, Corbett to 50%, +34MB to budget.

Players

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1965 Budget	96	123	154	126
Cash	30	3	28	6
Launch Facilities	3	3	3	3
Astronauts	6	3	5	7

Astronauts: Cain Program: Ventrue, Tremere (30%), Brujah (10%), Gangrel, Malkavian, Nosferatu (0%), **Romulus Project:** Caesar (30%), Nero (10%), Brutus (0%), **JOE:** Roger Manning (70%), Tom Corbett, Astro (50%), Buck Rodgers (20%), Flash Gordon (0%), **Republic of Texas** Travis (50%), Crockett (40%), Bowie (20%), Houston (10%), Ocnaschek, Simmons, Boyle (0%)

Programs and Hardware

Cain Program: Orbital Satellite (1): 3/98%, Docking Module (4): 0/50%, One Stage Rocket (A): 5/84%, Three Stage Rocket (C): 0/96%, One Person Capsule (a): 5/84%, Three Person Capsule (c): 1/79%, EVA: 98%
Romulus Project: Orbital Satellite (1): 0/95%, Interplanetary Satellite (2): 0/70%, Docking Module (4): 1/45%, One Stage Rocket (A): 0/90%, Two Stage Rocket (B): 0/39%, Three Stage Rocket (C): 1/33%, Liquid Fuel Strap-ons (D): 1/30%, Kicker (F): 1/59%, One Person Capsule (a): 0/83%, Three Person Space Station (i): 1/13%, EVA: 85%, Photorecon: 70%
JOE: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 3/93%, Lunar Probe (3): 0/72%, Docking Module (4): 2/90%, One Stage Rocket (A): 2/97%, Two Stage Rocket (B): 2/98%, Liquid Fuel Strap-ons (D): 2/85%, Kicker (F): 1/96%, One Person Capsule (a): 1/89%, Two Person Capsule (b): 0/87%, One Person Module (e): 1/50%, EVA: 98%, Photorecon: 90%.
Republic of Texas: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 1/92%, Lunar Probe (3): 1/86%, Docking Module (4): 0/98%, One Stage Rocket (A): 0/98%, Two Stage Rocket (B): 2/95%, Liquid Fuel Strap-on (D): 1/86%, Kicker (F): 4/95%, Solid Rocket Booster (H): 1/49%, One Person Capsule (a): 1/90%, Three Person Capsule (c): 0/91%, Two Person Module (d): 1/75%, EVA: 98%, Photorecon: 70%

1966

Draw Event Cards

Bill Scharf: Fortunate Accident: Habitation Module. –15MB to budget.
Andy York: R&D Bonus. +1% to each R&D die rolled this year. –5MB to budget.
Dennis Cain: Corporate Investment: Gains 6MB cash. –10MB to budget.
Cary Nichols: Rocket Fuel Explosion: May only launch one mission this turn. –10MB to budget.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1966 Budget	137	123	195	160
Cash	6	4	39	0
1967 Budget	127	113	180	155

Retriever

Turn 4

Turn 5 due: 11/9 Tuesday

Commander Actions

Little Green Manufacturing opens the bidding on a Data Library at 15 and Bartertown gets it for 23 (Or2, Or2, Wa5, Wa7, Wa7). Opens the bidding on a second Data Library at 15 and ORION gets it for 17 (Or1, Wa6, Wa10). Opens the bidding on the third Data Library at 15 and ACK! gets it for 16 (Or3, Wa5, Wa8). Passes.
HBDC passes
Bartertown passes
Mud Mining Corporation opens the bidding on Heavy Equipment at 30 and gets it (Or3, Or5, Wa7, Wa7, Wa8)
Golden Orb Developers passes
ORION passes
SD, Inc. buys a population factor (Or2, Or2, Wa6)
ACK! passes

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	ORION	Michael Lowrey	**OrF, OrF, WaF, WaF, WaF**	DL	6
2	MMC	Eric Brosius	**OrF, OrF, WaF, WaF,WaF**	HE	6
3	LGM	Dave Partridge	**OrF, OrF, WaF, WaF**	No	6
4	Bartertown	Andy York	**OrF, OrF, WaF, WaF, WaF**	DL	6
5	GOD	Cary Nichols	**OrF, OrF, WaF**	Wa, HE	5
6	ACK!	Bill Scharf	OrF, **OrF, WaF, WaF**	HE, DL	5
7	HBDC	Kevin Wilson	**OrF, OrF, WaF, WaF**	Wa	5
8	SD, Inc.	Andy Lewis	**OrF, OrF, WaF, WaF, WaF**		5

LGM is Little Green Manufacturing, GOD is Golden Orb Developers, HBDC is Heavenly Bodies Development Corp, ORION is Orbital Recovery and Intergalactic Opportunity Network, MMC is Mud Mining Corporation

Available Upgrades

New Arrivals: Heavy Equipment, Data Library, Nodule, Data Library

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

Resource Cards

Dogwood

Gamestart

Epoch I Empire Selection due: 11/9 Tuesday

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dennis Cain	?	0	0
Kevin Wilson	?	0	0
Forest Cole	?	0	0
Andy Lewis	?	0	0
Chris Geggus	?	0	0
Dave Anderson	?	0	0
Paul Bolduc	?	0	0

Initial Positions

Event Cards

Epoch I Empire Draw

Pedagoguery

Globular clusters are some of the most beautiful and intriguing objects in our sky. They contain millions of stars, all crammed into the space that typically holds one star in our neighborhood. These dense conglomerations of stars are thought to be some of the oldest structures in the universe, and to contain the oldest stars. So old, in fact, that they were used to set a lower limit on the age of the universe. Recent evidence, however, has challenged the claim that all globular clusters formed early in the universe, and that no new ones have been produced in more recent times.

The ages of globular clusters are relatively easy to determine. Since all of the stars in such a cluster form at nearly the same time, you can plot the stars on a Hertzsprung-Russell diagram. The point at which the stars start to leave the main sequence tells you the most massive stars that have exhausted the hydrogen in their cores. Using standard stellar evolution models, we can then determine the mass that such stars would have and therefore the age of the cluster. Nearly all clusters are very old, including all of the globular clusters in our own galaxy, but recently, using such advanced telescopes as the Hubble Space Telescope, some surprising youngsters have been found.

The newly discovered young globular clusters all have something in common – they were found in galaxies that have undergone some sort of close interaction with another galaxy recently. Galactic collisions are extremely complex events, but by and large, individual stars are not directly affected by them. Gas clouds, however, are profoundly affected. Whereas stars will pass by each other with just some gravitational perturbation, gas clouds collide. This increases the density and temperature within the clouds and triggers the process of star formation. If the cloud is large enough and dense enough, a globular cluster can result.

One way of verifying this theory is to look at large elliptical galaxies. Ellipticals are thought to be the result of the merger of two or more spiral galaxies. If this is true, we should be able to find evidence of middle-aged globular clusters around elliptical galaxies, that date from the time of the merger. In fact we do find this to be the case. The large elliptical galaxy NGC 4365 has large numbers of old and middle-aged globular clusters.

Astronomers have also looked at currently merging galaxies like the Antennae (NGC 4038/4039) and found brand new globular clusters, both newly formed and in the process of forming. By closely examining the old, middle—aged, and young globular clusters, they have been able to determine that they are in fact different stages of the same type of structure, and not different structures entirely.

Next issue, I will talk about some theories of what happened to the Earth when it was hit by the large meteorite that ended the age of the dinosaurs.

Hall of Fame

This is ranking of all players who have won games in *S.O.B.*

Player	Total Wins	Game List	Game Types
Andy Lewis	12	Mailman's Bane, Dog Food, Mongrel, Hair of the Dog, Astro, Dogpaddle, Lupine, Coyote, Dog Days, Hounds of Tindalos, Hyena, Doggerel, Dogface	Die Macher (2), Merchant of Venus (2), History of the World (5), Modern Art, Liftoff!, New World (2)
Bill Scharf	8	Mastiff, Pack of Curs, Anubis, Chihuahua, Pooch, Doggin' It, Rover, Watchdog	Machiavelli (2), New World (3), Silverton, Liftoff! (2)
Dave Partridge	5	Wolfhound, Wolfbane, Wild Dog, Warg, Gray Wolf	Seafarers of Catan, Outpost, Machiavelli, Downfall XIII, New World
Dave Anderson	4	Fenris Wolf, Doghouse, Not Guilty, Dog Biscuit	History of the World, Machiavelli (2), Slapshot
Ward Narhi	3	Rude Dog, Rabid Dog, Fenris	Machiavelli (2), Settlers of Catan
Pasquale Giovine	3	Fleabag, Feral Dogs, Citizen Dog	Machiavelli (3)
Dennis Cain	3	Dogged, Dog Pound, Dog Show	Merchant of Venus, Liftoff!, Age of Renaissance
Brad Martin	3	Benji, Sun Dog, Kennel Club	Settlers of Catan, Solar Quest, Age of Renaissance
Chris Geggus	3	Lassie, Dirty Dogs, Dog Tired	Wembley, Kremlin (2)
Chris Hurley	2	The Gates of Hades, Sand Dog	Machiavelli, Dune
Caleb Cousins	2	Dingo's Delight, Rockhound	Merchant of Venus, 2038
Andy York	2	Dog Breath, Running Dogs	Outpost, Dune
Paul Bolduc	2	Prairie Dog, Canine	Gunslinger, Dune
Ken Marcinonis	1	The River	Machiavelli
Sean Cousins	1	Wolfpack	History of the World
Brendan Whyte	1	Rin Tin Tin	Settlers of Catan
Kevin Kinsel	1	Mutt	Outpost
Berry Renken	1	Fleabag	Machiavelli
Ray Grib	1	Fleabag	Machiavelli
Kevin Wilson	1	Dogstar	Outpost
Phil Reynolds	1	New Tricks	Machiavelli

Michael Lowrey	1	Canes Venatici	Outpost

Addresses

Dave Anderson
20832 Tuck Rd., Site 32
Farmington Hills, MI 48336
(248) 473-7482
andersond4@michigan.gov

John Biehl
8809 Delwood Dr.
Delta, B.C., Canada V4C 4A1
jrb@dccnet.com

John Boardman
234 E. 16th St.
Brooklyn, NY 11226-5302

Paul Bolduc
203 Devon Court
FWB, FL 32547-3110
Prbolduc@aol.com
bolduc@eglin.af.mil
(850) 863-9081

Eric Brosius
53 Bird St.
Needham, MA
Public.brosius@comcast.net

Tom Butcher
674 Roanoke Ave.
Coyahoga Falls, OH
44221-1242
ChikakoB@msn.net

Dennis Cain "Red Dog"
1218 N. 3rd St.
Quincy, IL 62301-1727
(217) 223-2284
fax (217) 224-8393
dbears@adams.net

Joe Carl
3172 Northwest Blvd.
Columbus, OH 43221
Jcarl@neo.rr.com

Forest Cole
11210 Montverde Ln
Houston, TX 7099
simply4est@yahoo.com
Simply4est@aol.com

Caleb Cousins
96 Cedar St. #4
Bangor, ME 04401
(207) 941-8568
caleb_cousins@umit.maine.edu

Chris Geggus "Davey Boy Smith"
10 Talbrook, Brentwood
Essex, CM14 4PY, UK
Chris@geggus99.freeserve.co.uk

Pasquale Giovine
Via Osanna N.2/e
I-89127 Reggio Calabria, Italia
giovine@unirc.it

Dale Horsely
dhorsely@excite.com

Tom Howell "Whippet"
365 Storm King Road
Port Angeles, WA 98363
off-the-shelf@olympus.net
(360) 928-9698

Scott Hutchens
zenus@bellatlantic.net

Steve Koehler "Devil Dog"
418 Linderhill Ln.
Mathews, NC 28105
sdk@Prodigy.net
(704) 544-2849

Andy Lewis "Marmaduke"
16 Gossling Dr.
Lewes, DE 19958
Alewis161@hom.com
(302) 644-1984

Michael Lowrey
6903 Kentucky Derby Drive
Charlotte, NC 28215
Mlowrey@infionline.net
(704) 569-4269

Brad Martin
2/14 Joseph Street
Maylands 6051
Western Australia
Australia
Westfront@hotmail.com

Lee McConnell
2023 Stancrest Rd.
Dublin, OH 43016-9546
blackhawk@netwalk.com

Ward Narhi
521 Moreley
Akron, OH 44320
ward.narhi@santoprene.com
(330) 835-4013

Cary Nichols
756532-938 South FM1673
Snyder, TX 79549-8812

Dave Partridge
15 Woodland Drive
Brookline NH, 03033
rebhuhn@rocketmail.com

Phil Reynolds
2896 Oak St.
Sarasota, FL 34237
preynoalt@yahoo.com

Jerry Roalstad
Gerald.roalstad@mndulu.ang.af.mil

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

Bill Scharf "Doge"
4814 Walnut Grove Ave.
Rosemead, CA 91770
(626) 286-4428
bear-hugs@sbcglobal.net

Mike Scott
16603 Colonial Dr.
Fontana, CA 92336
mikesmag2@juno.com
(909) 357-6030

Brendan Whyte
Geography Department
University of Melbourne
Parkville 3052, Australia
bwhyte@unimelb.edu.au

Kevin Wilson
18623 Santa Maria Ave.
Baton Rouge, LA 70809-6702
ckevinw@aol.com

Andrew York "Greyhound"
P.O. Box 201117
Austin, TX 78720-1117
wandrew@compuserve.com

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, Dale Horsely **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

None this issue.

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