

Notes from Hades

A couple of weeks ago, I got the opportunity to go to Lyon, France for a forum with UN/CEFACT. UN/CEFACT is the United Nations Center for Trade Facilitation and Electronic Business. At work, I've been heavily involved over the last few months in trying to put together an XML standard for project management and earned value data transfer, and UN/CEFACT is the organization we as a team decided to use to get our standard adopted. So, I spent a week in Lyon, and since my wedding anniversary took place during the week, I brought Celeste with me. Fortunately, my parents were kind enough to come down and watch the boys while we were away. In any event, Lyon was a wonderful city, and I only wish we could have had more time there. The food was incredible, and we brought back a couple bottles of French wine. The conference went very well and our standard is moving through the process – it should take about a year for it to be adopted.

I received a communication from a Carol Mulholland recently. Carol was soliciting article submissions for a zine called Flagship. I took a look at their website, and it looks like a pretty slick zine. They want articles about happenings in the zine world as well as favorite zine games. They want either 1250 word articles (one page) or 2500 word articles (two pages), and if your article is accepted, you get a free issue. Contact Carol at carol@flagshipmagazine.com if interested.

Dogged, the Silverton game, ends this turn. Congratulations to Dave Partridge on his victory. With the conclusion of that game, we now have room for another. Since Outlaw Dogs and Jackal are not yet full, that means Sled Dog gets the nod.

The next deadline is **Tuesday, November 22 at 5:00 p.m. Pacific Time.** 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

Doberman. Industrial Waste. This game will start after Junk Yard Dog ends. Have Eric Brosius, Dave Partridge, Richard Weiss, and Michael Longdin. This game is closed, but Dave and Eric are willing to defer to anyone who is not in Junk Yard Dog.

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

Jackal. New World. A game of colonization in the Americas. Have Dave Partridge, Andy Lewis, Bob Robles, Andy York, and Brendan Whyte, will take up to 1 more.

Sled Dog. Kremlin. Have Chris Geggus, Bill Scharf, Dennis Cain, Bob Robles, Mike Scott, and Michael Longdin. **Starts next issue!**

Sirius. Merchant of Venus. We will use the Fast Setup, Lost ? Box, Own Species Bonus, Customized Spaceships, and the Agents, Bases, and Second Ships optional rules. Victory will be \$4000. Have Chris Geggus, Dave Partridge, Andy Lewis, Dennis Cain, and Bob Robles, will take up to 1 more.

Wish List

Dune. We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Have Kevin Wilson and Bob Robles, will take up to 4 more (5 if one player plays the Bene Tleilaxu).

Silverton. We will play the advanced game with the Hiring and Advancement optional rule. Have Dave Partridge, Bill Scharf, and Andy Lewis, will take up to 3 more.

Outpost. Dave Partridge, Bill Scharf, Kevin Wilson, Andy Lewis, Michael Lowrey, Andy York, and Eric Brosius, will take up to 3 more.

History of the World. Have Andy Lewis and Kevin Wilson, will take up to 5 more.

Seafarers of Catan. We will be playing the Oceans scenario. Have Mike Scott, need up to 5 more.

Machiavelli. Rules determined by player vote as usual. Have Kevin Wilson, Lee McConnell, Bob Robles, and Dale Horsley, will take up to 4 more.

Age of Renaissance. This game will start when Dog Chow finishes. Have Michael Longdin and Bob Robles, need up to 4 more.

Kremlin. This game will start when Sled Dog ends. Have Bob Robles, Brendan Whyte, and Pasquale Giovine, need 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:

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Subscriptions cost \$2.00 per issue (\$3.00 overseas).

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

Bob Robles

Books reviews! 2 related books: First, "The Burning Mountain: A Novel of the Invasion of Japan" by Alfred Coppel. A good read about one of the great 'What If's' of WWII; what if the US had gone ahead with Operations Olympic and Coronet, the invasions of the Japanese home islands? This is a 'historical novel' about the Operation Coronet, the invasion of Honshu with the goal of occupying Tokyo. The battle is told through various Japanese and American participants. An interesting look at a battle that never happened. For the real American and Japanese planning behind these postulated battles, read "The Invasion of Japan: Alternative to the Bomb" by John Ray Skates. Mr. Skates reviews the actual planning leading up to the invasions. What is fascinating is how well the

Japanese anticipated American intentions and were deploying their forces for the invasion of Kyushu (Operation Olympic), which was indeed the American's plan. This extended to the Japanese correctly guessing the exact beaches the Americans were to assault. In addition, the Japanese fully intended to expend the bulk of their remaining forces, Kamikaze and conventional, in order to thwart this invasion. This would leave few forces to stop the invasion of Honshu. The Japanese were saddled with poor quality forces by this time, terrible logistics, no force mobility once the battle began, and an opponent which had total command of the air and sea and possessed overwhelming force. Somewhat dry but very authoritative (controversial as well in some circles is my understanding).

Off the Leash

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

Spring 1466

Deadline for Summer 1466: 11/22 Tuesday

The Florentine government flees into exile, delivering a portion of the city treasury to Venice, which is promptly used to disband a French army. Naples continues to advance, now without opposition. Will we soon be down to three?

Fall 1465 Retreats

France retreats A Arezzo to garrison And F Sienna to Piombino

Builds

		Cost
Florence	Disbands all	0
France	Maintains all, builds A Swiss, A Avignon, Elite Mercenary A Pavia	33
Naples	Maintains all, builds A Naples, A Bari	30
Venice	Maintains all, builds A Pavia, A Dalmatia, F Venice	39

Expenditures

Florence gives 6 ducats to Venice

France spends 3 ducats for famine relief in Tyrolea

Venice spends 12 ducats to disband French A Pavia and 3 ducats for famine relief in Milan

Outstanding Debt

None.

Orders

FLORENCE ✍️: No units

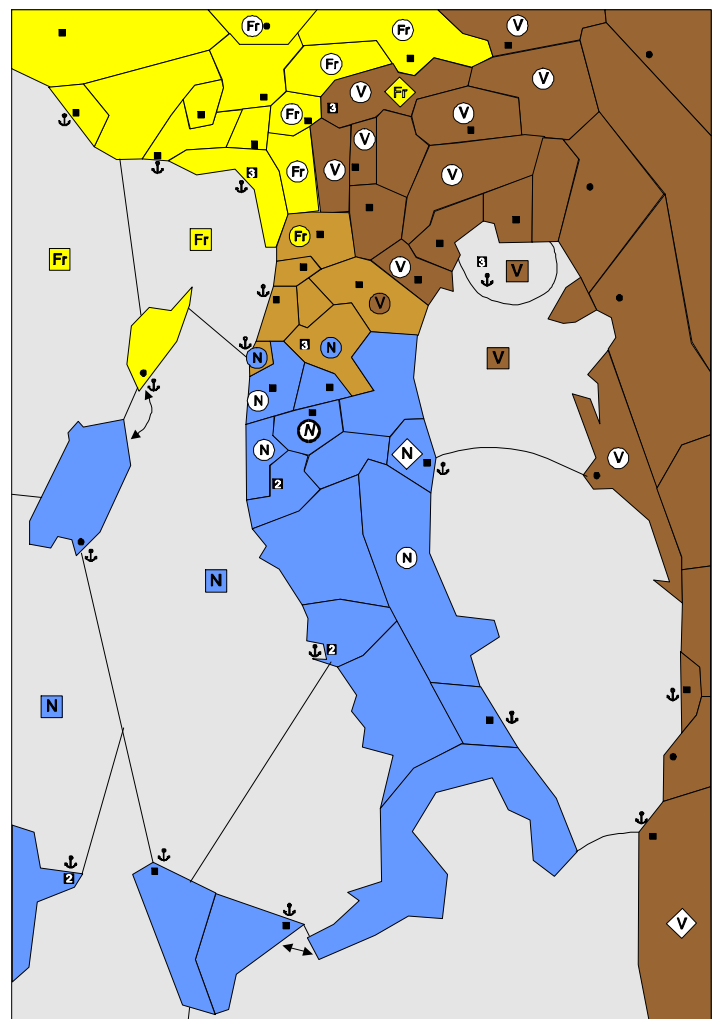
FRANCE ✍️: A TYROLEA supports G Milan convert to A, A Como supports G Milan convert to A, [A FORNOVA supports A Pavia to Parma (nsu)], A Turin to PAVIA, A SWISS supports A Tyrolea, A Avignon to MODENA, [A (EM) Pavia to Parma (nsu)], F GULF OF LIONS transports A Avignon to Modena, F LIGURIAN SEA transports A Avignon to Modena, [G MILAN convert to A]

NAPLES ✍️: A Urbino to FLORENCE, A SIENNA supports A Naples to Piombino, A PATRIMONY supports A Sienna, A Bari to AQUILA, A Naples to PIOMBINO, A (EM) Arezzo to PERUGIA, F ANCONA converts to G, F TYRRHENIAN SEA transports A Naples to Piombino, F WESTERN MEDITERRANEAN supports F Tyrrhenian Sea

VENICE ✍️: A AUSTRIA supports A Carinthia, A CARINTHIA supports A Milan, A TRENT supports A Milan, A MILAN besieges, A CREMONA supports A Milan, A PARMA supports A Milan, A FERRARA supports A Dalmatia to Bologna, A DALMATIA to BOLOGNA, A PADUA to VERONA, A BOSNIA to DALMATIA, A DURAZZO convert to G, F UPPER ADRIATIC transport A Dalmatia to Bologna, F VENICE holds

Your treasury:

Off the Leash



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

Notes

The draw fails with 2 no votes and 1 abstention. It has been re-proposed.

Summer 1464 Plague

Good year: No plague!

Press

Florence – Venice: The people of Florence ask for your gentle rulership.

France – Florence: It should be better that you made peace with Naples and collaborated against Venice.

France – Naples: As you was able to see in the income table, Venice took 48 ducats, while us two only about 34; moreover, he is going to conquer my Milan state (he needs only two provinces to go) and is the only that can take moneys from the moneylender. What are you waiting to join me and prove to stop him?

Dirty Deeds Done Dirt Cheap

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Strategic Movement, Black Press, Standard Victory

Miller Number 2000Fpw10

Fall 1055

Deadline for Winter-Spring 1055 11/22, Tuesday

Pisa and Venice cooperate to eliminate the Holy Roman Empire, while the Pisan and Muslim fleets in the west stalemate. Byzantium is reduced to the southern Balkans while the Pope consolidates the center, with some exceptions.

Summer 1055 Retreats

Byzantines retreat A Dalmatia to Herzegovina

Muslims retreat F Corsica to Sardinia

Outstanding Debt

Summer 1056: 15 ducats due from the Papacy (10 borrowed)

Spring 1057: 5 ducats due from Pisa (3 borrowed)

Orders

BYZANTINES (Robles):

[A HERZEGOVINA to Ragusa], A (EM) Durazzo to ALBANIA

HOLY ROMAN EMPIRE (Nichols):

[A PARMA to CREMONA], A MANTUA supports A PARMA to CREMONA, **Out!**

MUSLIMS (Wilson):

A SIENNA to AREZZO, A SALERNO supports F Otranto, [F SARDINIA to Corsica], [F GULF OF LIONS to Ligurian Sea], [F TYRRHENIAN SEA supports F Sardinia to Corsica (cut)], F NAPLES supports F Tyrrhenian Sea, F IONIAN SEA supports F Otranto, F OTRANTO supports A Salerno

PAPACY (Scott):

A Patrimony to SIENNA, A ROME holds, A Ancona to URBINO, A BARI supports A Aquila, A Aquila supports A Bari, F DALMATIA supports Venetian F Upper Adriatic to Lower Adriatic A Montferrat to TURIN, A PAVIA holds, [A CREMONA supports Venice A Milan (cut)], [F Ligurian Sea supports F Corsica (cut)], [F CORSICA supports F Ligurian Sea (cut)], [F PIOMBINO to Tyrrhenian Sea]

PISA (Roalstad):

A MILAN supports PISA A CREMONA, A VERONA holds, A BOLOGNA to FLORENCE, A CROATIA to BOSNIA, [F UPPER ADRIATIC to LOWER ADRIATIC], [F LOWER ADRIATIC to RAGUSA]

VENICE (Partridge):

A MILAN supports PISA A CREMONA, A VERONA holds, A BOLOGNA to FLORENCE, A CROATIA to BOSNIA, [F UPPER ADRIATIC to LOWER ADRIATIC], [F LOWER ADRIATIC to RAGUSA]

Your treasury:

Notes

The Holy Roman Empire has been eliminated.

Spring 1055 Famine

Poor Year – Column Only: Cremona, Pistoia, Fornova, Turin, Bosnia

Do you prefer to arrive the second one instead to prove to win or to have a draw?
I am very puzzled.

France – Venice: It is very strange that Naples stays steady to see you win, very strange.

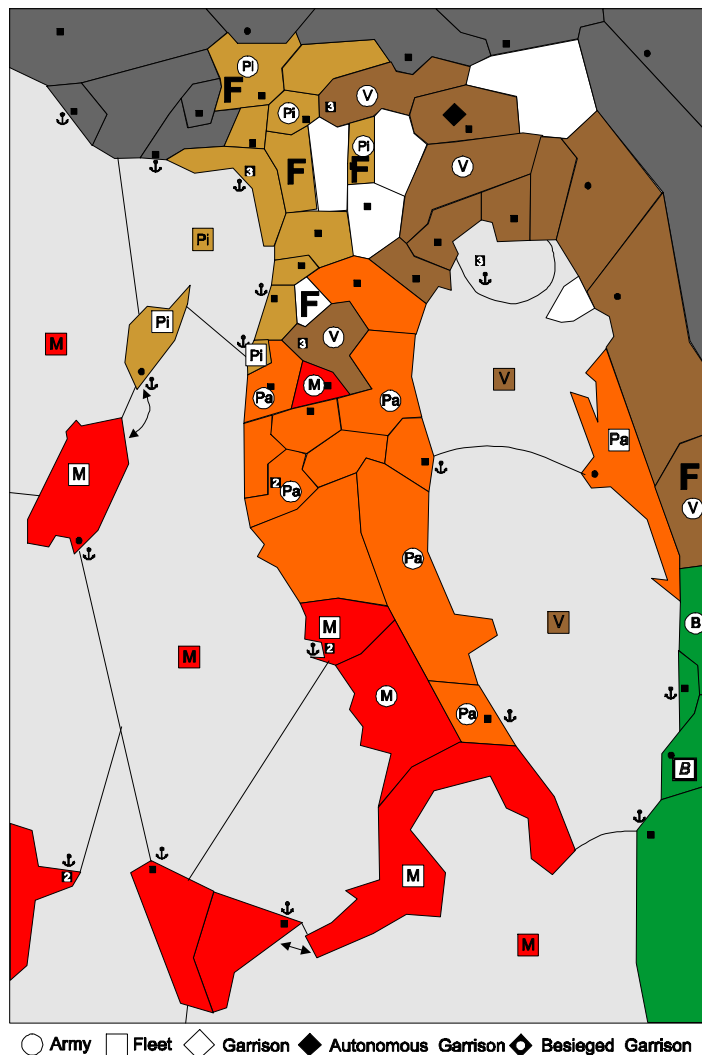
Naples – France: You've got to do better, not in the press area, but with your attacks. Florence & I are not going to join you, so just forget it.

Venice – Florence: Sorry to see you go.

Venice – Naples: I will respect your control of the seas and support you in conquering Florence. Don't let that Frenchman get any of the spoils.

Spring 1055 Income

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

Dirty Deeds Done Dirty Cheap

Provinces

BYZANTINES:	Herzegovina, Ragusa, Albania, Durazzo	4
MUSLIMS:	Arezzo, Naples, Salerno, Otranto, Messina, Palermo, Tunis, Sardinia	8
PAPACY:	Bari, Aquila, Capua, Rome, Spoleto, Ancona, Urbino, Bologna, Perugia, Patrimony, Sienna, Dalmatia	12
PISA:	Como, <u>Turin</u> , Pavia, Montferrat, Genoa, <u>Fornova</u> , <u>Cremona</u> , Modena, Lucca, Pisa, Piombino, Corsica	9
VENICE	Milan, Trent, Verona, Florence, Ferrara, Padua, Treviso, Friuli, Carniola, Croatia, <u>Bosnia</u>	10

Seas

MUSLIMS:	Tyrrhenian Sea, Ionian Sea, Gulf of Lions	3
PISA	Ligurian Sea	1
VENICE:	Venice, Upper Adriatic, Lower Adriatic	3

Cities

BYZANTINES:	Ragusa, Albania, Durazzo	3
MUSLIMS:	Arezzo, Naples (2), Messina, Palermo, Tunis (2), Sardinia	8
PAPACY:	Bari, Rome (2), Ancona, Bologna, Perugia, Sienna, Dalmatia	8
PISA:	<u>Turin</u> , Pavia, Montferrat, Genoa (3), <u>Cremona</u> , Modena, Lucca, Pisa, Piombino, Corsica	10
VENICE	Milan (3), Florence (3), Ferrara, Padua, Treviso, Carniola, Croatia, Venice (3)	10

Totals

Variable income die roll was 2.

Country	Variable	Provinces	Seas	Cities	Gross
BYZANTINES:	3	4	0	3	10
MUSLIMS:	4	8	3	8	23
PAPACY:	3	12	0	8	23
PISA:	2	9	1	10	22
VENICE	3	10	3	14	30

Your total:

Game Summary

	1051	1052	1053	1054	1055	1056
Byzantines:	3	4	5	6	4	3
Holy Roman Empire:	3	4	4	4	3	0
Muslims:	3	3	4	4	6	6
Normans:	1	2	2	1	0	0
Papacy:	3	4	6	6	7	7
Pisa:	3	5	7	8	6	10
Venice:	3	6	6	6	8	8

Dogfight

**Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory
Miller Number 2005Apw10
Fall 1454**

Deadline for Winter/Spring 1455 11/22, Tuesday

Venice joins France in the assault on Milan while simultaneously slapping around Austria in the Balkans. Naples and the Turks continue to stare at each other, while Florence adopts the defensive against the aggressive Pope.

Orders

AUSTRIA 🏹:	A TYROLEA holds, A TRENT besieges, [A CROATIA holds (DISLODGED, retreat Bosnia, Istria, Carniola, Slavonia, OTB)]
FLORENCE 🏹:	[A FLORENCE supports A Arezzo (cut)], [A Arezzo supports A Florence (cut, DISLODGED, retreat Urbino, garrison, OTB)], F PISA convert to G
FRANCE 🏹:	A TURIN supports A Pavia, [A PAVIA supports Austria A Tyrolea to Milan (nso)]
MILAN 🏹:	A MILAN supports A Montferrat to Pavia, A PARMA supports A Milan, [A MONTFERRAT to Pavia]
NAPLES 🏹:	A BARI holds, A CORSICA supports F Tyrrhenian Sea to Sardinia, F Tyrrhenian Sea to SARDINIA, [F CENTRAL MEDITERRANEAN to Tunis]
PAPACY 🏹:	[A BOLOGNA to Florence], A SIENNA supports A Perugia to Arezzo, A Perugia to AREZZO, F ANCONA to UPPER ADRIATIC
TURKS 🏹:	A RAGUSA besieges (garrison destroyed), F LOWER ADRIATIC holds, F TUNIS holds
VENICE 🏹:	A Mantua to CREMONA, A Treviso to VERONA, F Upper Adriatic to CROATIA, F DALMATIA supports F Upper Adriatic to Croatia
Your treasury:	

Notes

A new player has taken over for Milan.

Press

Austria – France: My goodness you are aggressive What about peace on earth and good will toward men? On the other hand, dogpile!

Austria – Venice: Sorry. Got a little greedy. I stop now.

Florence – Naples: Are you sure you want a Pope to the north of you that has conquered me?

Florence – Pope: You lied last turn when you said you wanted peace. Alas, we will probably be locked in a death embrace while other powers do better. I will not go down easily, my friend.

Florence – Venice: It appears the Pope has decided to attack me. I beseech your aid. You can take BOL from him and help me out. If you do, I will be your toady and help you take as much Papal lands as you can. My endless support I pledge to you.

France – Austria: These horse couriers are too slow in keeping updated in current positions. Given what information I had, I sent orders to Pavia's Army to Support your Tyrolea Army move into Milan. If it failed, I'll give the same orders again, if your Army in Tyrolea is still there.

France – Florence & Venice: Whatever my differences were with the late Duke of Milan, I had no part with his sudden disappearance. Had I known he was hunting in Pavia, I would have told my men to watch for him. Alas I fear he is lost somewhere in the deep woods. My condolences and I hope this unfortunate accident will not taint any future diplomacy.

Milan – All: I have to apologize for the er, um, late Duke, my (clears throat) brother's lack of communication in press, anyway I assure you the new regime welcomes all communications and strives to open embassy's in all Milan's neighbours' empires.

Milan – Austria: I have no quarrel with you, yet, and I pray you stay neutral in my affairs with France.

Milan – France: Well what am I suppose to do with you , my little French fry, retreat or else!

Milan – Pope and Florence: Bonjour and looking forward to wholesome, fresh stabbing techniques from ya.

Milan – Turks and Naples: Can I expect any help from the seas on the French coast?

Milan – Venice: Looking back at my predecessor's mailbag, I'd welcome any help if the "back there" attacks.

Naples – France: I see that you have many possibilities of expansion on the terrestrial provinces, thus I think that you agree to remain there and to not enter in GOL to menace my islands. If you remain North, I shall remain South and we could have a good no-belligerence pact.

Naples – Papacy: All seems to be good for you.

Naples – Turks: I shall surely leave empty CM, if you don't build another fleet in Tunis: I moved for this target. You should expand on the east seas and I on the west ones without interfere, I think, or supporting each other.

Turks – Naples: We are wasting resources. With Corsica open to you, you should get out of Central Med and we should move north together instead of having these fleets sit there staring at each other. Ionian will remain empty, but you must get out of Central Med.

Spring 1455 Famine

Poor Year – Row only: Marseilles, Ragusa, Carinthia, Bergamo, Pistoia, Spoleto, Hungary

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

AUSTRIA:	Tyrolea, Trent, Austria, <u>Hungary</u> , <u>Carinthia</u> , <i>Carniola</i>	4
FLORENCE:	Pisa, <u>Pistoia</u> , Florence	2
FRANCE:	Avignon, <u>Marseilles</u> , Provence, Swiss, Turin, Pavia	5
MILAN:	Montferrat, Fornova, Parma, Milan, Como	5
NAPLES:	Palermo, Messina, Otranto, Salerno, Bari, Naples, Aquila, Capua, Sardinia, Corsica	1
PAPACY:	Rome, <u>Spoleto</u> , Ancona, <i>Urbino</i> , Perugia, Patrimony, Sienna, Bologna, Arezzo	8
TURKS:	Tunis, Durazzo, Albania, <u>Ragusa</u> , Herzegovina, <i>Bosnia</i>	5
VENICE:	Cremona, <u>Bergamo</u> , Verona, Padua, Treviso, Friuli, <i>Istria</i> , Croatia, Dalmatia	8

Seas

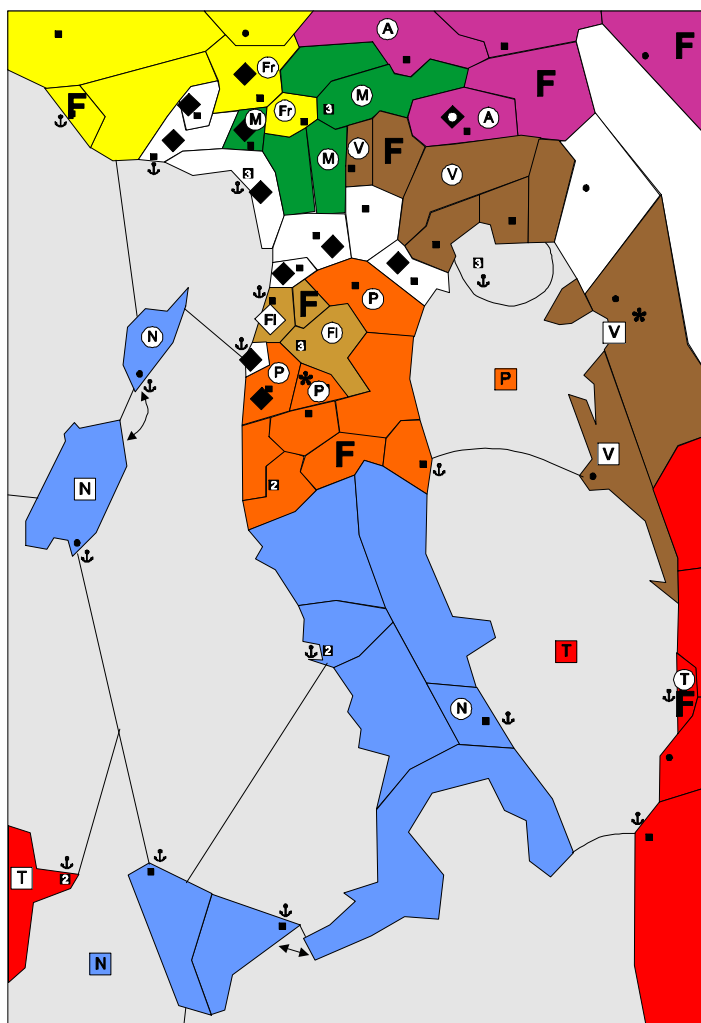
NAPLES:	Central Mediterranean	1
PAPACY	Upper Adriatic	1
TURKS	Lower Adriatic	1
VENICE:	Venice	1

Cities

AUSTRIA:	Tyrolea, Austria, <u>Hungary</u> , <i>Carniola</i>	3
FLORENCE:	Pisa, Florence (3), <i>Arezzo</i>	5
FRANCE:	Avignon, <u>Marseilles</u> , Swiss, Pavia	3
MILAN:	Milan (3)	3
NAPLES:	Palermo, Messina, Bari, Naples (2), Sardinia, Corsica	7
PAPACY:	Rome (2), Ancona, Perugia, Bologna	5

TURKS:	Tunis (2), Durazzo, Albania, <u>Ragusa</u>	4
VENICE:	Cremona, Padua, Treviso, Croatia, Dalmatia, Venice (3)	8

Dogfight



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

Totals

Variable income die roll was 4.

	Variable	Provinces	Seas	Cities	Gross
AUSTRIA	3	4	0	3	10
FLORENCE	6	2	0	5	13
FRANCE	4	5	0	3	12
MILAN	4	5	0	3	12
NAPLES	3	10	1	7	21
PAPACY	4	8	1	5	18
TURKS	4	5	1	4	14
VENICE	8	8	1	8	25

Game Summary

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

Pavlov**Turn 14 Combat to Turn 15 Nexus****Turn 15 Nexus due: 11/22 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**Habbanya Ridge Sietch**

	Fremen	Guild
Attack Card	Gom Jabbar	None
Defense Card	Trip to Gamont	Jubba Cloak
Leader	Stilgar (7)	Esmar Tuek (3)
Dial	7.5	11
Spice	6	11
Total	14.5	11

Fremen win. Esmar Tuek, 12 Guild tokens, and 7 Fremen tokens (1 Fedaykin) go to the tanks. The Fremen gain 3 spice. The Trip to Gamont and Jubba Cloak are discarded.

Arrakeen

The Atreides use prescience to determine the Harkonnen defense. It is a Snooper.

	Atreides	Harkonnens
Attack Card	Lasegun	Ya! Ya! Yawm!
Defense Card	None	Snooper
Leader	Duncan Idaho (2)	Umman Kudu (1)
Dial	5	0
Spice	5	0
Total	7	0

Atreides win. Umman Kudu, 1 Harkonnen token, and 5 Atreides tokens go to the tanks. The Atreides gain 1 spice. Ya! Ya! Yawm! And Snooper are discarded.

The Bene Tleilaxu attempt to assassinate Stilgar with a crysknife. The Fremen do not play a defense. The Bene Tleilaxu gain 7 spice and Stilgar goes to the Tanks.

Your Spice: _____

Your Intrigue cards:

Spice Collection

Atreides: 2 spice (Arrakeen)

Emperor: 2 spice (Carthag)

The Bene Tleilaxu display 35 spice. If they still possess the 35 spice by the end of the next Spice Collection round, and no one else has won by then, they win.

Turn 15**Storm Movement**

The storm moves 4 sectors to sector 4. 8 spice in Cielago North destroyed.

Spice Blow

6 spice in Sihaya Ridge

Worm in the Great Flat. 10 spice destroyed. Nexus occurs. Current alliances: Guild/Bene Tleilaxu/Harkonnens

Positions

Atreides: 3 tokens Arrakeen, 17 tokens, Gurney Halleck, Thufir Hawat, and Dr. Yueh in the tanks. Kwisatz Haderach available.

Bene Gesserit: 4 tokens and Wanna Marcus in the Tanks, 8 tokens Polar Sink, 7 tokens Pasty Mesa (7), 1 token off-planet

Bene Tleilaxu: *Traps:* none

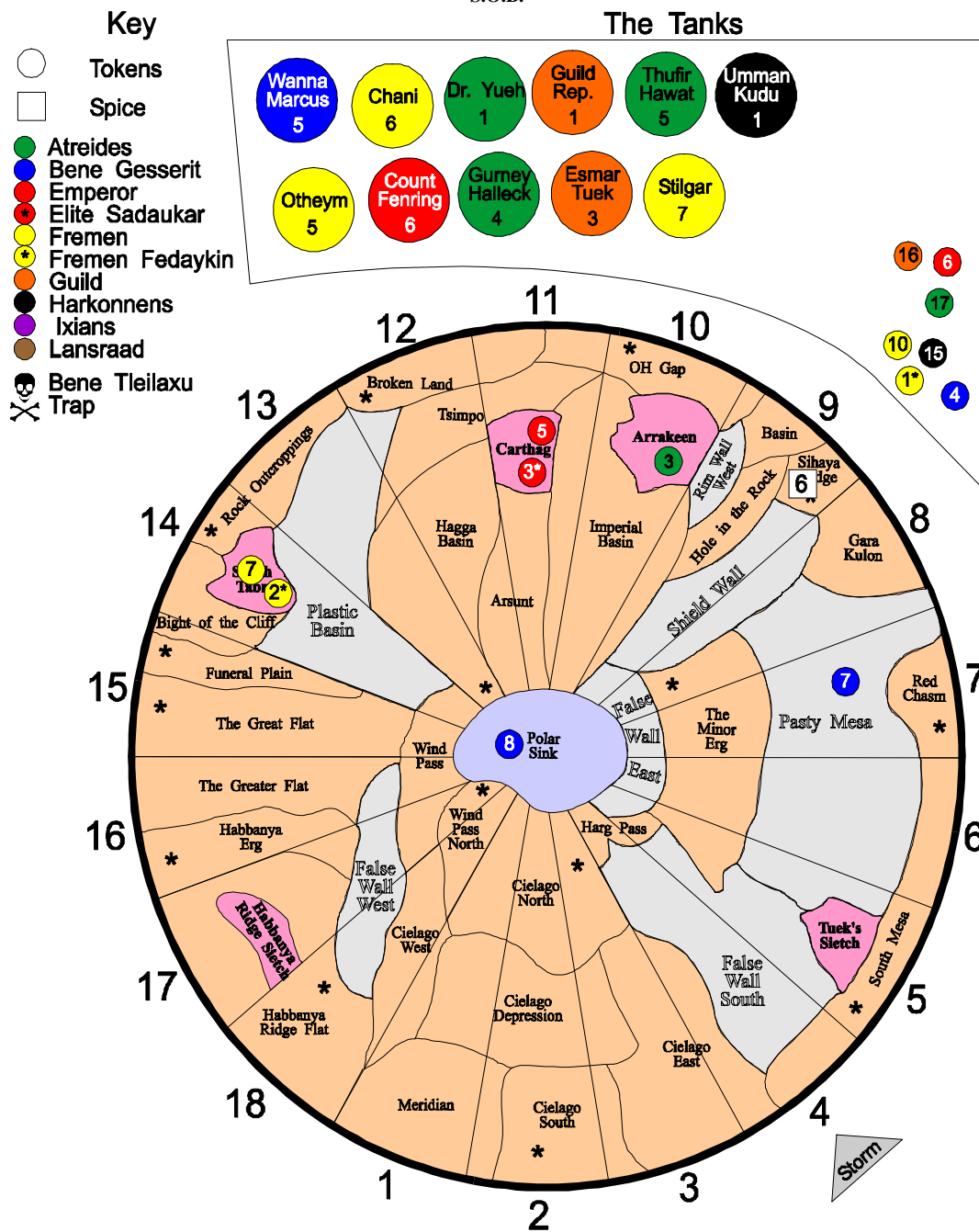
Emperor: 8 tokens (3 Elite Sadaukar) Carthag, 6 tokens and Count Fenring in the Tanks, 6 tokens (2 Elite Sadaukar) off-planet

Fremen: 9 tokens (2 Fedaykin) Sietch Tabr, 11 tokens (1 Fedaykin), Stilgar, Chani, and Othyem in the tanks

Guild: 12 tokens Tuek's Sietch, 8 tokens, Esmar Tuek, and the Guild Administrator in the Tanks

Harkonnens: 15 tokens and Umman Kudu in the Tanks, 5 tokens off-planet

Your traitor(s):



Guard Dog

End of Game Statements

Andy Lewis (Trotskyite Internationalists) Congrats Chris. Believe it or not I did have a strategy but it just never worked out that I got involved in this game. It happens some time.

Mike Scott (The California Connection) Another great job Chris! You got into the right spot for a game going full cycle. I ended up with 4 people at the wall and one retired, and nothing I could really do to influence the game. As always, this game is fun, and frustrating too. Thanks Chris, can't wait for another game.

Ward Narhi (Underground Neo-Communist Liberation Effort) Congrats to Chris for sneaking in a win when I thought I had it in my grasp. Sneaky bastard!

I didn't have much luck as one of my more powerful politicians was sent to Siberia early. Also, my other ones always seemed to be controlled by someone else. I thought I had it when I held the Party chief as we neared the end but it seems my control evaporated. Bah!

Chris Geggus (Lubianka Visitor's Club) Once I realised that no-one else wanted to support our Party leader it was just a case of waiting, waiting, waiting, waiting. I was expecting to reveal all on the next mailing, but Chris pulled the plug early. Thanks to Chris plus all for the game. I may have to retire whilst still unbeaten!

Dogged
Turn 24, Phases IV-VI
End of Game Statements due: 11/22 Tuesday
Turn 24

Construction and Operation

Red (Scharf) operates #79 (\$40, 3 coal), #81 (\$40, 4 coal), #132 (\$50, 3 coal), and #86 (\$20, 2 coal). Uses +5 snowplow on Bridgeland to Heber City (dr = 1, fails), and +4 snowplow on Salida to Gunnison (dr = 6, success). Delivers a total of 14 coal from Bowie, Crested Butte, Steamboat Springs, and Canon City to Denver for \$1680. Gains \$130 in passenger revenue.

Green (Nichols) No operation. Receives \$20 in passenger revenue.

Orange (Narhi) operates #101 (\$20, 1 silver). Delivers 2 silver to El Paso from Lake Valley for \$360. Receives \$510 in passenger revenue.

Blue (Bolduc) declines claim #39, operates #130 (\$80, 1 copper), #71 (\$20, 3 coal), and #73 (\$20, depletes). Uses +5 snowplow on Lumberton to Antonito (dr = 1, fails), and +3 snowplow on Hot Sulphur Springs to Rollinsville (dr = 6, success). Delivers 3 coal from Sunnyside to Denver for \$360 and 1 copper from Bingham to Salt Lake City for \$100. Receives \$820 in passenger revenue.

Purple (Partridge) No operation. Uses +4 snowplow on Taos to Elizabethtown (automatic success). Delivers 5 gold from Elizabethtown to El Paso for \$1125. Receives \$380 in passenger revenue.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Red	Denver	\$22965	15, 42, 72, 72	+4, +5	P, P+2, S+2, S+1
Cary Nichols	Green	Denver	\$3570	9, 15, 42	+3	P+2, S, S
Ward Narhi	Orange	El Paso	\$18990	9, 24, 42, 72		P+1, S, S
Paul Bolduc	Blue	Salt Lake City	\$22505	24, 72 72, 72	+5, +3	P+1, S, S
Dave Partridge	Purple	Pueblo	\$26785	24, 42, 72, 72	+4	P, P+2, S, S

Personnel in **bold** are in jail.

Final Score

Dave Partridge: \$26,785

Bill Scharf: \$22,965

Paul Bolduc: \$22,505

Ward Narhi: \$18,990

Cary Nichols: \$3,570

Congratulations to Dave Partridge on his victory.

Junk Yard Dog

Turn 11b

Deadline Turn 12a 11/22, Tuesday

Cards

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

Eric plays Innovation with an Advisor to improve Waste Reduction to 1/15. \$10 spent.

Dave plays Waste Disposal, reducing his waste to 4.

Andy plays Growth, improving his growth to 18.

Cary plays Hiring/Firing, reducing his co-workers to 3.

Eric plays an Order, using 5 raw materials, and generating \$17 and 1 waste.

Dave plays Innovation, improving Rationalization to 2/10. \$5 spent.

Andy plays Waste Disposal, reducing his waste to 7.

Cary plays Waste Disposal, reducing his waste to 10.

Eric passes.

Dave plays Hiring/Firing, reducing his co-workers to 2.

Andy plays Waste Removal, reducing his waste to 6, while increasing Eric's to 7, Dave's to 5, and Cary's to 11.

Cary plays Waste Removal, reducing his waste to 10, while increasing Eric's to 8, Dave's to 6, and Andy's to 7.

All players pass.

Eric and Andy each spend \$4 on maintenance, Cary spends \$3, and Dave spends \$2.

The Players

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Eric Brosius	4	\$44	0	5	17	4	Advisor
Dave Partridge	1	\$4	0	7	18	2	Advisor
Andy York	2	\$38	10	10	18	4	Raw Materials
Cary Nichols	3	\$3	20	4	14	3	

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Eric Brosius	4/3	5/1	3/6	5	48
Dave Partridge	3/6	2/10	2/10	7	50
Andy York	4/3	3/6	2/10	10	47
Cary Nichols	4/3	3/6	4/3	13	9

Available Cards

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

Discards

Waste Disposal	Innovation	Raw Materials	Order	Order	Order	Hiring/Firing
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Laika

1974

1975 due: 11/22 Tuesday

Event Card Resolution/Saved Cards

JOE Fortunate Accident: Habitation Module. Fortunate Accident: Space Station. Accepts government order to launch a manned mission as his next planned mission. Fortunate Accident: Satellite or Probe

Cain Program Fortunate Accident: Module. Fortunate Accident: Mars Lander

Republic of Texas: Astronaut recruitment is 1MB apiece. Defector goes to Romulus Project.

Romulus Project: One launch facility damaged. 15MB must be spent before it can be used again. Does not fix minor problem (-3% on next space station mission).

Purchase Hardware

JOE buys 2 two person capsules for 12MB, 3 two stage rockets for 36MB, 1 solid rocket booster for 5MB, 2 liquid fuel strap-ons for 6MB, and 2 docking modules for 4MB.

Republic of Texas buys 6 three person capsules for 72MB, 6 two stage rockets for 72MB, and 1 kicker for 3MB.

Cain Program buys 3 three stage rockets for 54MB and 3 three person capsules for 36MB.

Romulus Project buys 2 new astronauts (Tiberius, Caligula) for 4MB, 2 three stage rocket for 36MB, 1 three person capsule for 12MB, 1 two person module for 8MB, and the Three Person Habitation Module program for 90MB.

Conduct Research

JOE Hibernation: 8 dice (1, 1, 3, 3, 5, 6, 6, 6) +31%. 80MB spent. j: 8 dice (1, 1, 2, 2, 2, 5, 6, 6) +28% to Max R&D. 32MB spent.

Republic of Texas k: 2 dice (4, 5) -2% = +7% to Max R&D. 8MB spent.

Cain Program H: 3 dice (1, 2, 5) +8%. 12MB spent. **J:** 5 dice (1, 2, 2, 4, 6) +15%. 35MB spent. **i:** 7 dice (2, 2, 3, 3, 4, 5, 5) +24%. 56MB spent.

Romulus Project C: 3 dice (2, 5, 6) +3% = +16%. 18MB spent. d: 8 dice (2, 3, 3, 3, 3, 5, 5, 6) +8% = +38%. 16MB spent. c: 1 die (6) +1% = +7% to Max R&D. 5MB spent.

Declare Future Missions

JOE declares 3 launches, **Republic of Texas** declares 6 launches, **Cain Program** declares 2 launches, and **Romulus Project** declares 2 launches.

Your missions:

Missions

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

JOE continues a Uranus Flyby. Uranus Orbital Burn (79%<93%), Uranus Orbital Activities (75%<93%). Mission success! +16MB to budget..

JOE continues a Neptune Flyby. In-Route Activities (64%<93%). Mission continues next turn (7 turns until arrival at Neptune).

Republic of Texas continues a Uranus Flyby. In-Route Activities (33%<93%). Mission continues next turn (4 turns until arrival at Uranus).

Republic of Texas continues a Neptune Flyby. In-Route Activities (91%<93%). Mission continues next turn (11 turns until arrival at Neptune).

Republic of Texas continues a Long Duration Manned Orbital (Travis). Earth Orbital Activities (28%<91%), Earth Orbital Activities (03%<91%), Earth Orbital Activities (64%<91%), Earth De-Orbital Burn (99%>93%), Travis saves, Re-entry (77%<93%), Recovery (85%<93%). Mission success. +1% to i, +6MB to budget.

Republic of Texas continues a Long Duration Manned Orbital (Crockett). Earth Orbital Activities (13%<92%), Earth Orbital Activities (63%<92%), Earth Orbital Activities (37%<92%), Earth De-Orbital Burn (13%<93%), Re-entry (19%<93%), Recovery (25%<93%). Mission success. +1% to i, +6MB to budget.

Republic of Texas continues a Long Duration Manned Orbital (Bowie). Earth Orbital Activities (25%<93%), Earth Orbital Activities (17%<93%), Earth Orbital Activities (70%<93%), Earth De-Orbital Burn (48%<93%), Re-entry (02%<93%), Recovery (58%<93%). Mission success. +1% to i, +6MB to budget.

Republic of Texas continues a Long Duration Manned Orbital (Ocnaschek, Boyle, Milbourn). Earth Orbital Activities (86%<94%), Earth Orbital Activities (13%<94%), Earth Orbital Activities (41%<94%), Earth De-Orbital Burn (27%<98%), Re-entry (04%<98%), Recovery (56%<98%). Mission success. +1% to i, Boyle to 40%, Ocnaschek to 30%, Milbourn to 20%, +6MB to budget.

Republic of Texas continues a Mars Probe. Mars Orbital Burn (34%<88%), Mars De-Orbital Burn (24%<88%), Photo-reconnaissance (74%<100%), Mars Landing (74%<88%). Mission success. +6MB to budget.

Romulus Project launches a Manned Lunar Landing (Lepidus, Octavian, Tiberius). Liftoff (59%<94%), Earth Orbital Burn (80%<90%), Earth Mission Burn (25%<90%), In-Route Activities (72%<90%), Docking (76%<98%), Lunar Orbital Burn (09%<90%), Lunar De-Orbital Burn (29%<48%), Photo-reconnaissance (07%<100%), Lunar Landing (55%>48%), severe landing, craft damaged, roll on failure table on liftoff, Moonwalk (41%<87%), Lunar Launch (automatic failure), minor programming error is corrected, launch is good, Lunar Orbital Activities (42%<90%), Docking (22%<98%), Lunar Mission Burn (09%<90%), In-Route Activities (24%<90%), Earth Orbital Burn (28%<90%), Earth Orbital Activities (34%<90%), Earth De-Orbital Burn (67%<90%), Re-entry (12%<90%), Recovery (20%<90%). Mission success. +1% to C, EVA, d, and c, Lepidus to 20%, Octavian and Tiberius to 10%, Government order fulfilled, +10MB to budget.

Romulus Project launches a Medium Duration Manned Orbital (Brutus, Augustus, Anthony). Liftoff (54%<95%), Earth Orbital Burn (61%<91%), Earth Orbital Activities (53%<91%), Docking (29%<98%), Earth Orbital Activities (25%<68%), Space Construction (47%<55%), Space Construction (60%>55%), Space Construction (85%>55%), Earth Orbital Activities (90%>66%), fuel or propellant problem, complex problem, tanks are venting too fast, ground control scrubs mission, Earth De-orbital Burn (55%<91%), Re-entry (56%<91%), Recovery (74%<91%). Mission failure. +1% to C, c and i, +25% to space construction, -3MB to budget.

Cain Program launches a Space Station with 2 habitation extenders. Liftoff (28%<76%), Earth Orbital Burn (06%<88%), Earth Orbital Activities (49%<66%). Mission success. +1% to F, H and i.

Cain Program launches a Medium Duration Manned Orbital (Ventruel, Burhah, Gangrel). Liftoff (21%<98%), Earth Orbital Burn (69%<95%), Earth Orbital Activities (72%<95%), Docking (93%<98%), Earth Orbital Activities (41%<67%), Earth Orbital Activities (33%<67%), Earth Orbital Activities (05%<67%), Earth De-Orbital Burn (68%<95%), Re-entry (78%<95%), Recovery (39%<95%). Mission success. +1% to c and i, Bruhaj to 70%, Gangrel to 20%, +18MB to budget.

Cain Program scrubs a Long Duration Manned Orbital (Tremere, Malvakian, Nosferatu) due to lack of room on the space station. -10MB to budget.

Republic of Texas launches a Long Duration Manned Orbital (Travis, Kitzman, Simmons). Liftoff (31%<98%), Earth Orbital Burn (44%<98%), Earth Orbital Activities (31%<98%), Docking (70%<98%), Earth Orbital Activities (79%<94%), Earth Orbital Activities (53%<94%), Earth Orbital Activities (56%<94%). Mission continues next turn. +1% to i, Simmons to 70%, Kitzman to 10%.

Republic of Texas launches a Long Duration Manned Orbital (Bowie, Milbourn, Ocnaschek). Liftoff (71%<98%), Earth Orbital Burn (46%<98%), Earth Orbital Activities (01%<98%), Docking (32%<98%), Earth Orbital Activities (08%<95%), Earth Orbital Activities (31%<95%), Earth Orbital Activities (27%<95%). Mission continues next turn. +1% to i, Milbourn to 30%, Ocnaschek to 40%.

Republic of Texas launches a five person habitation module (part 1 of 2). Liftoff (39%<84%), Earth Orbital Burn (21%<97%), Earth Orbital Activities (38%<90%). Mission success. +1% to H, F, and k.

Republic of Texas launches a five person habitation module (part 2 of 2). Liftoff (71%<85%), Earth Orbital Burn (30%<98%), Earth Orbital Activities (21%<91%). Mission success. +1% to H and k.

Republic of Texas launches a five person habitation module (part 1 of 2). Liftoff (64%<86%), Earth Orbital Burn (13%<98%), Earth Orbital Activities (31%<92%). Mission success. +1% to H and k.

Republic of Texas launches a five person habitation module (part 2 of 2). Liftoff (56%<87%), Earth Orbital Burn (99%>98%). Mission failure. +1% to H.

JOE launches a three person habitation module. Liftoff (42%<89%), Earth Orbital Burn (51%<85%), Recovery (93%>85%). Mission failure. +1% to D and j.

JOE launches 11 habitation extenders to space station. Liftoff (22%<90%), Earth Orbital Burn (73%<98%), Earth Orbital Activities (49%<98%). Mission success. +1% to D.

JOE launches a Medium duration manned orbital (Astro, Gordon). Liftoff (72%<98%), Earth Orbital Burn (97%>92%), engine burn failure, Re-entry (71%<92%), Recovery (100%>92%), extraction difficulties, jammed hatch, recovery successful. Mission failure. +1% to b, Gordon to 50%. -10MB to budget.

Players

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1974 Budget	138	137	234	230
Cash	193	56	21	69
Launch Facilities	3	3	3	6
Astronauts	8	7	4	9

Astronauts: Cain Program: Ventruer, Tremere, Brujah (70%), Gangrel (20%), Malkavian, Nosferatu (10%), Toreador, Caitiff (0%), **Romulus Project:** Brutus (40%), Lepidus (20%), Augustus, Anthony, Octavian, Tiberius (10%), Caligula (0%), **JOE:** Roger Manning, Buck Rodgers, Astro (70%), Flash Gordon (50%), **Republic of Texas** Travis, Bowie, Crockett, Simmons (70%), Boyle, Ocnaschek (40%), Milbourn (30%), Houston (20%), Kitzman (!0%)

Programs and Hardware

Cain Program: Orbital Satellite (1): Interplanetary Satellite (2): 1/88%, 3/98%, Lunar Probe (3): 1/86%, Docking Module (4): 2/98%, One Stage Rocket (A): 5/84%, Three Stage Rocket (C): 1/98%, Kicker (F): 1/89%, Solid Rocket Booster (H): 3/77%, Ion Engine (J): 2/81%, One Person Capsule (a): 5/84%, Three Person Capsule (c): 2/96%, Two Person Module (d): 1/81%, Three Person Space Station (i): 0/68%, Habitation Extenders (p): 0, EVA: 98%, Photoreconnaissance: 100%, Space Construction: 55% IN ORBIT: 1 three person space station (life support: 39)

Romulus Project: Orbital Satellite (1): 2/98%, Interplanetary Satellite (2): 4/72%, Lunar Probe (3): 0/65%, Docking Module (4): 2/98%, One Stage Rocket (A): 0/91%, Two Stage Rocket (B): 0/89%, Three Stage Rocket (C): 0/96%, Liquid Fuel Strap-ons (D): 2/33%, Kicker (F): 1/98%, One Person Capsule (a): 3/86%, Three Person Capsule (c): 0/92%, Two Person Module (d): 0/49%, Three Person Space Station (i): 2/69%, Three Person Habitation Module (k): 1/25%, Habitation Extenders: 0, EVA: 88%, Photorecon: 100%, Space Construction: 80% IN ORBIT: 1 three person space station (life support: 36), 2 habitation extenders

JOE: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/93%, Lunar Probe (3): 0/72%, Docking Module (4): 4/98%, Mars Probe (5): 0/88%, One Stage Rocket (A): 0/98%, Two Stage Rocket (B): 0/98%, Liquid Fuel Strap-ons (D): 2/91%, Kicker (F): 0/98%, Solid Rocket Boosters (H): 1/82%, Solar Sail(K): 1/95%, One Person Capsule (a): 0/92%, Two Person Capsule (b): 2/93%, One Person Module (e): 0/92%, Three Person Space Station (i): 0/81%, Three Person Habitation Module (j): 0/86%, Two Person Mars Lander (n): 1/90%, Habitation Extenders (p): 16, EVA: 98%, Hibernation: 1/70%, Photorecon: 100%, Space Construction: 55%. IN ORBIT: 1 three person space station (life support: 36), 17 habitation extenders.

Republic of Texas: Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/93%, Lunar Probe (3): 0/88%, Docking Module (4): 1/98%, Mars Probe (5): 0/88%, One Stage Rocket (A): 4/98%, Two Stage Rocket (B): 2/98%, Liquid Fuel Strap-on (D): 0/85%, Kicker (F): 0/98%, Solid Rocket Booster (H): 4/73%, Solar Sail (K): 1/95%, One Person Capsule (a): 4/93%, Three Person Capsule (c): 4/98%, Two Person Module (d): 1/91%, Three Person Space Station (i): 1/96%, Five Person Habitation Module (k): 0/93%, Two Person Mars Lander (n): 1/90%, Habitation Extenders (p): 13, EVA: 98%, Photorecon: 100%, Space Construction: 100% IN ORBIT: 1 three person space station with three person capsule docked (life support: 45), 1 three person space station with three person capsule docked (life support: 9). 1 five person habitation module (disassembled).

1975Draw Event Cards

Andy York: Test Failure: -15% to Solid Rocket Booster. -20MB to budget.
Bill Scharf: R&D Setback: -2% to each R&D die rolled this year. -5MB to budget.
Dennis Cain: Severe Setback: pay MB's equal to 6 die rolls of three person capsule or lose 10% on next mission. -5MB to budget.
Cary Nichols: Government Order: Place a man on Mars by 1982. +50MB to budget if accepted, -20MB if declined.

Final Positions

Player Name	Dennis Cain	Cary Nichols	Bill Scharf	Andy York
Country	Cain Program	Romulus Project	JOE	Republic of Texas
1975 Budget	139	134	235	245
Cash	138	4	80	144
1976 Budget	134	184 or 114	230	225

Retriever**Turn 13****Turn 14 due: 11/22 Tuesday**Commander Actions

SD, Inc. opens the bidding on an Outpost at 101 and gets it (Or2, Or3, MWa, Ti13, Mi18, HE discount, Ec discounts). Buys 2 population factors (Wa10).

ORION opens the bidding on the Space Station at 120 and gets it (MWa, Re11, Re12, Re13, Re13, Re13, Re15). Buys a population factor to man it (Re16).

Mud Mining Corporation opens the bidding on the Planetary Cruiser at 160 and gets it (Or4, MWa, Ti7, Ti10, Ti11, Re14, Mi14, Mi17, Mi18, Mi19, NC16). Moves a population factor from an ore factory to man it.

Little Green Manufacturing buys two research factories (Or2, MWa, Re11, Mi18) and two population factors (Or3, Wa7)

HBDC opens the bidding on the Laboratory at 80 and Bartertown gets it for 103 (Wa4, Wa5, Wa5, Wa6, Wa8, Wa8, Wa10, Re10, Re11, Re16, DL discounts). Buys a titanium factory (Or5, Wa5, Wa10, Ti10) and two population factors (Wa4, Ti7, Wa9).

Bartertown moves a population from a water factory to man the research factory.

ACK! buys a new chemicals factory (Or5, Wa9, Re16, NC14, NC18) and a robot (Re10).

Golden Orb Developers opens the bidding on Robots at 50 and gets it (Wa5, Wa6, Wa8, Wa9, Ti11, Ti11) and a robot (Wa10)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, NCF	HE, No, Sc, 2OL, Ec, PC	42
2	ORION	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF, ReF	2DL, No, 3Sc, OL, La, SS	39
3	SD, Inc.	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF, TiF, P	HE, No, Wa, 2Ec, OL, 2Ou	38
4	LGM	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF, ReF, ReF	2No, Ec, OL, La	30
5	Bartertown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF, ReF	2DL, Wa, 2La, Ro, Sc	25
6	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF	Wa, HE, OL, Ou	22
7	ACK!	Bill Scharf	OrF, OrF, WaF, WaF, NCF, NCF, NCF	HE, DL, Wa, Sc, Ro	20
8	GOD	Cary Nichols	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	Wa, HE, Ec, Ro	18

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: Laboratory, Robots, Outpost, Planetary Cruiser, and Moon Base

Resource Cards

Upgrade	Minimum Bid	Available	Not Yet Delivered
Robots (Ro)	50	2	0
Laboratory (La)	80	1	0
Ecoplants (Ec)	30	1	0
Outpost (Ou)	100	1	1
Space Station (SS)	120	0	5
Planetary Cruiser (PC)	160	2	3
Moon Base (MB)	200	1	5

SD, Inc., MMC, ORION, and LGM took Mega Water cards.

Dogwood

Epoch IV Empire Selection and Guttas Epoch IV Goths, Huns, and Byzantines due: 11/22 Tuesday

Epoch IV Empire Selection

The Horde (Geggus) passes to The Time Traveler

Royal Manticoran Historical Society (Wilson) keeps.

The Time Traveler (Anderson) passes to the Arachnids.

Retropolis (Cain) keeps

Marching Through the Ages (Lewis) passes to the Horde.

Turanians (Nichols) keeps

Arachnids (Bolduc) passes to Marching Through the Ages

Epoch IV

Royal Manticoran Historical Society (Wilson) plays Empires Revive. Armies Zagros, Persian Plateau, Persian Salt Desert, and Western Deccan. Plays Disaster (Tidal Wave) Great Plain of China (Monument and city destroyed). GUPTAS: Army and Capital Eastern Deccan (Vedic army retreats to Eastern Ghats), army Eastern Ghats (vs. Vedic City States; G: 5, 1; V: 5; G: 6, 1; V: 6; G: 5, 5; V: 4; G: 5, 4; V: 6; loses), Eastern Ghats (vs. Vedic City States; G: 5, 1; V: 5; G: 5, 3; V: 3; wins), Sumatra, Malayan Peninsula (vs. Maurya; G: 5, 3; M: 2; wins), Mekong (vs. Han Dynasty; G: 6, 4; H: 6, 2; G: 6, 5; H: 4, 4; wins), Si-Kyang (vs. Han Dynasty; G: 6, 5; H: 5; wins). Builds Monument Eastern Deccan. Points: Dominance of India (6) and Southeast Asia (4), Presence in North Africa (2) Middle East (3), and China (3), 2 Capitals (4), 2 cities (2), 1 Sea (1), and 6 Monuments (6) for 31 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	The Horde (yellow)	20	40
Dave Anderson	The Time Traveler (orange)	22	50
Dennis Cain	Retropolis (red)	22	43
Andy Lewis	Marching Through the Ages (green)	26	57
Cary Nichols	Turanians (black)	28	26
Kevin Wilson	Royal Manticoran Historical Society (purple)	29	84
Paul Bolduc	Arachnids (blue)	36	46

Positions

Turanians: Two fleets Eastern Mediterranean. MACEDONIA: Army and Capital Pindus, army and city Crete, two armies Pyrenees, Northern Apennines, armies Morea, Balkans, Dalmatia, Central Massif, Western Iberia.

The Horde: SCYTHERANS: Army Caucuses. CELTS: Army and Monument Central Europe, armies Northern Gaul, Albion.

Marching through the Ages: Fleet Black Sea. NORTH AMERICAN MIGRANTS: Army West Indies. PERSIA: Armies Eastern Anatolia, Western Anatolia, Upper Tigris. MAYANS: Army and Capital Central America, army Guyana Highlands. HSUING-NU: Army and city Wei River, army and Monument Chekiang, armies Mongolia, Yellow River, Tarim Basin, Great Plain of China

Retropolis: Fleet South China Sea. CHOU DYNASTY: Two armies Irrawaddy, army Szechuan. IBERIAN KINGDOM: Army, city, and fort Southern Iberia. HAN DYNASTY: Armies Yangtze Kian, East Indies, Eastern Steppe.

Royal Manticoran Historical Society: Fleet Bay of Bengal. ASSYRIA: Two armies Western Deccan. NILE KINGDOM: Army, city, and fort Upper Nile. SASSANIDS: Two armies, Capital, and Monument Zagros, army, city, and Monument Ganges Delta, two armies and Monument Persia Plateau, army and Monument Lower Indus, Upper Indus, two armies Persian Salt Desert, army Ganges Valley. GUPTAS: Army, Capital, and Monument Eastern Deccan, armies Eastern Ghats, Sumatra, Malayan Peninsula, Mekong, Si-Kyang.

The Time Traveler:

Arachnids: Fleets Western Mediterranean and Red Sea. SUB-SAHARAN MIGRANTS: Armies Central Africa and Congo Basin. ROMANS: Army, Capital, and Monument Southern Apennines, army, city, and Monument Shatts Plateau, army and Monument Nile Delta, Levant, Upper Tigris, two armies Nubia, armies Libya, Palestine, Hindu Kush, Turanian Plain.

Event Cards

Epoch II Empire

Salty Dog
Seafarers of Catan

Turns 2.2 to 3.2

Deadline Turns 3.3 to 4.3 11/22, Tuesday

Turn 2

Dave rolls a 10. Kevin receives 2 wool, Chris and Ward each receive 1 brick. Trades 1 lumber to Kevin for 1 wool.

Cary rolls an 8. Kevin and Chris each receive 1 wool, Cary receives 1 grain, and Bill and Ward each receive 1 lumber.

Bill rolls a 7. Moves the robber to the 11 Mountains and steals a brick from Cary. Trades 2 ore for 1 grain, and builds a settlement at D18. During the

special build turn, Chris builds a ship D7 – E7 (discovers a 3 Pasture, gains 1 wool), Ward builds a road C16 – C15, and Kevin builds a road F11 – F12.

Chris rolls a 10. Kevin receives 2 wool, and Chris and Ward each receive a brick.

Ward rolls a 7. Moves the robber to the 8 Pasture and steals a wool from Chris. Trades in 4 brick for 1 lumber.

Turn 3

Kevin rolls a 5. Dave and Chris each receive 1 lumber, Cary and Ward each receive 1 brick, Bill receives 1 wool. Trades 1 wool to Dave for 1 lumber.

Dave rolls a 5. Dave and Chris each receive 1 lumber, Cary and Ward each receive 1 brick, Bill receives 1 wool. Builds ships from G13 – G12 and G12 – H12. During the special build turn, Chris builds a road from C12 – C13 and Ward builds a road from C15 – B15.

Open Trades

Cary offers one brick for one grain, wool, or ore

Turn 3 Rolls

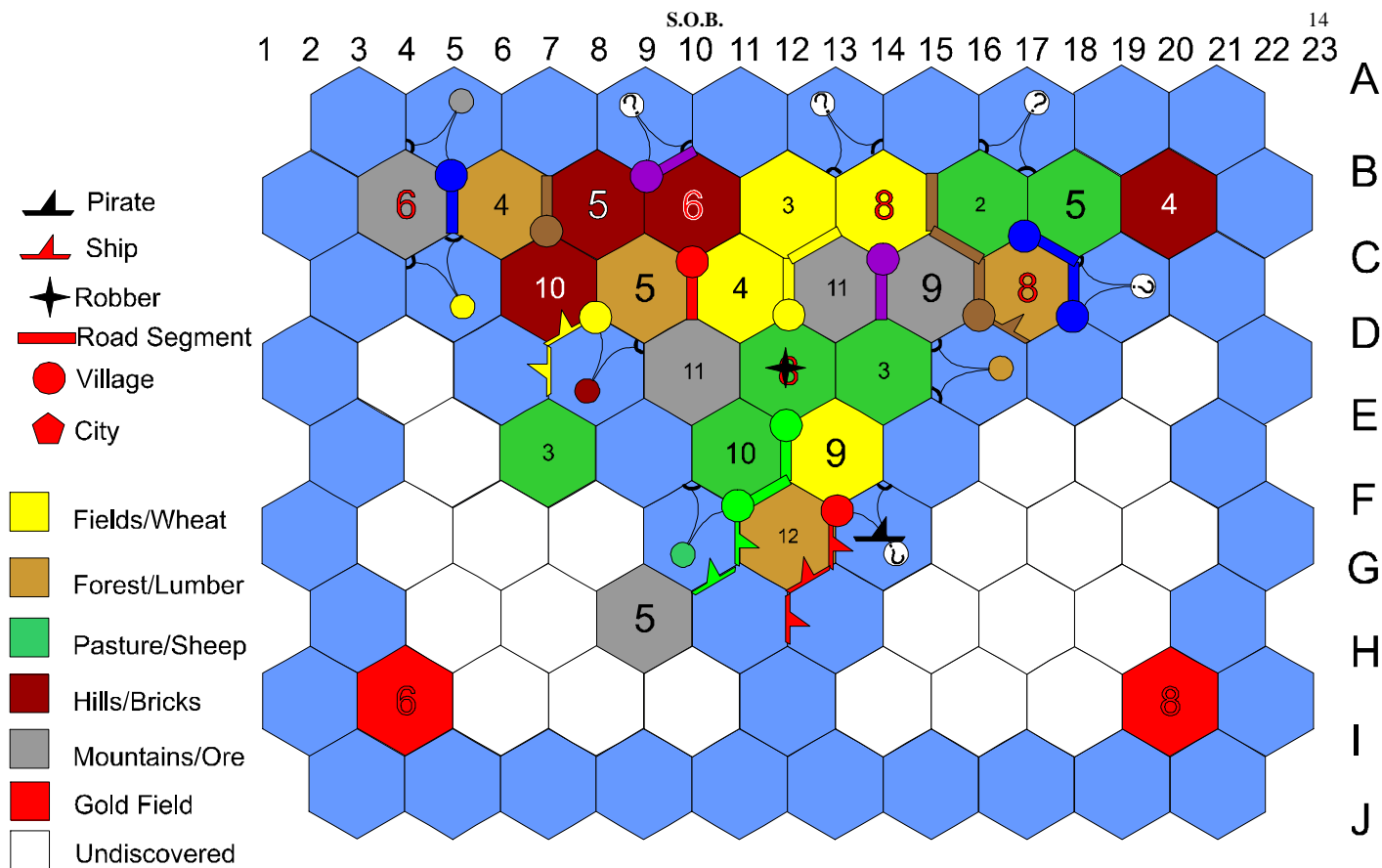
Cary 6 Bill 3 Chris 6 Ward 4

Turn 4 Rolls

Kevin 7 Dave 6 Cary 8

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green		3		1	1		2
Dave Partridge	Red	1		1				2
Cary Nichols	Purple	1		7				2
Bill Scharf	Blue		2			1		3
Chris Geggus	Yellow	1	1	1	1			2
Ward Narhi	Brown		1	1				2



Dog Chow

Age of Renaissance

Gamestart

Deadline Initial Bidding 11/22, Tuesday

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Bob Robles		0		\$40		0		
Cary Nichols		0		\$40		0		
Caleb Cousins		0		\$40		0		
Steve Koehler		0		\$40		0		
Paul Bolduc		0		\$40		0		
Dennis Cain		0		\$40		0		

Commodity Log

Commodity	Bob	Cary	Caleb	Steve	Paul	Dennis
Stone (2)	--	--	--	--	--	--
Wool (3)	--	--	--	--	--	--
Timber (4)	--	--	--	--	--	--
Grain (5)	--	--	--	--	--	--
Cloth (6)	--	--	--	--	--	--
Wine (7)	--	--	--	--	--	--
Metal (8)	--	--	--	--	--	--
Fur (9)	--	--	--	--	--	--
Silk (10)	--	--	--	--	--	--
Spice (11)	--	--	--	--	--	--
Gold (12)	--	--	--	--	--	--
Ivory (12)	--	--	--	--	--	--

Cards

Pedagoguery

Originally, I was going to write in this column about space tethers and their uses. In light of the recent events in the Gulf of Mexico, however, and at the request of a subscriber, I will defer that discussion and instead write about a more earthly phenomenon: Hurricanes.

Hurricanes arise from a number of factors. Across the globe, many of those factors are common, but individual geographic circumstances influence their formation in various areas. I am going to concentrate on the tropical Atlantic, since that is the source of the hurricanes that affect the United States.

During the northern summer, a hot westerly wind flows across the Sahara and into the Central Atlantic. That, combined with the intense tropical sun, heats the surface water to in excess of 80°F. The hot, dry wind flowing over the surface of the water eagerly sucks up moisture and heats further. Like any hot air mass, it rises, creating a local low pressure area. As the air rises, it cools, and as it cools, the moisture it contains condenses out, forming clouds. The rising air also draws in air from surrounding areas, which likewise absorbs moisture, is heated, and rises. Eventually, you get one of the common tropical thunderstorms that constantly form in the area, or if it gets big enough, a **tropical depression**. Tropical depressions are so named because they form in the tropics, and they are an area of low, or depressed, pressure. If the storm stays in the tropics, nothing much else will happen.

Sometimes, however, the prevailing winds will nudge the tropical depression northwards. When that happens, things change drastically. The reason why is that the Earth is a spinning globe.

The Earth has a circumference of about 24,000 miles, and it spins on its axis once every 24 hours. As a result, an object at the equator has a speed of 1000 MPH relative to an object at the pole. Objects at lower middle latitudes are traveling faster than an object at the poles, but slower than an object at the equator. As a result, when an object at the equator moves northward, it will be deflected eastward because of the difference in relative velocity. Likewise, an object at the pole moving southward will be deflected westward. To illustrate this, imagine a cannon at the equator. Let's say the cannon fires a cannon ball northward, and it hits at the 45th parallel. When it hits, it will be moving sideways relative to the ground by 500 mph. This phenomenon is called the Coriolis force, and it works the same in the Southern hemisphere, except all of the directions would be reversed.

So, if a tropical depression moves north of the equator, then it will start to turn counter-clockwise due to the effects of the Coriolis force. The effect isn't large overall – no more than a few tens of miles per hour for a storm a few hundred miles wide. However, as long as the storm stays over warm waters, the slight effect can continue to build, spinning the storm faster and faster. As soon as the sustained wind speeds near the center reach 39 mph, the storm has become a **tropical storm**. This is when it earns a name.

Tropical storms will continue to strengthen as long as they remain over warm waters. Heat is the engine that drives storms of this sort. In addition to the direct heating of the water, when moisture carried upwards condenses, it also releases heat. This is called the latent heat of vaporization, and it represents the heat absorbed when a liquid turns into a gas, or released when the gas condenses back into a liquid. This heat further feeds the storm and keeps the pressure at the center, now called the eye, low, guaranteeing that adjacent air masses will be drawn in to continue the cycle. The longer the storm remains over warm waters, the stronger it will grow, and the faster its sustained winds will become. When the sustained wind speed reaches 74 mph, the storm is officially a **hurricane**.

There is one other phenomenon you frequently hear associated with hurricanes, and that is the storm surge. The storm surge has two components. The first, and smaller, component is the pressure surge. The dramatically lower pressure under the eye sucks up the water directly under it, causing a low dome of water at that spot. The larger component, however, is wind-driven. As air masses spiral inward toward the eye, they push water ahead of them, adding to the dome in the center. In a strong hurricane like Katrina, the storm surge easily top 20 feet, causing as much if not more damage than the wind.

When the hurricane finally moves over land, it quickly weakens. Deprived of a constant supply of warm, wet air, the central pressure starts to rise, and the existing moisture is dumped out as rain. A strong hurricane can still penetrate a fair ways inland, but the farther inland it goes, the weaker are its winds, and the more it resembles a strong thunderstorm.

Next issue, I will talk about the amazing possibilities offered by space tethers.

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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Paul Bolduc, 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, 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, Michael Longdin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge **Gunslinger:** none **Industrial Waste:** Michael Longdin

Standby Calls

None this issue!