

### Notes from Hades

**M**y current work with the UN has led to an increased amount of travel for me. At the end of January, I spent three days in Paris, and I ended up having to go to Washington DC on the day of the deadline for the zine. And, although I'm spending a lot more time in airplanes than I really care to, the work is interesting and enjoyable. One thing I have to say about our hosts in Paris, is that they were quite generous. The meeting lasted two days, and they served us lunch both days, and took us out for dinner the first night. Both lunches were four course affairs (appetizer, main course, cheese, and dessert), with plenty of wine and excellent food. The dinner was likewise excellent, although it was only a three course meal (no cheese course). I was able to see the Eiffel Tower while I was there, but I wasn't there long enough to see much of the city. I can say that I didn't encounter the stereotypical French rudeness – everyone I encountered was quite pleasant. I did at least try to speak French initially, though, and that probably made a difference.

This issue sees the end of Pavlov, as the Atreides/Emperor alliance wins out in the battle of Tuek's Sietch, thereby claiming its third stronghold. Congratulations to Bill Scharf and Cary Nichols. That gives us room to start a new game, and that game will be Outlaw Dogs.

The next deadline is **Tuesday, March 28 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. **Starts next issue!**

**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.

**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, Bob Robles, and Paul Bolduc. This game is closed. **Starts this issue!**

**Terrier.** Silverton. We will play the advanced game with the Hiring and Advancement optional rule. Have Dave Partridge, Bill Scharf, Andy Lewis, and Paul Bolduc, will take up to 2 more.

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

**Flea Collar.** Kremlin. This game will start when Sled Dog ends. Have Bob Robles, Brendan Whyte, Pasquale Giovine, Chris Geggus, and Mike Scott need 1 more.

### Wish List

**Dune.** We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Have Kevin Wilson, Bob Robles, and Paul Bolduc, will take up to 3 more (4 if one player plays the Bene Tleilaxu).

**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 and Dave Partridge, need up to 4 more.

**Machiavelli.** Rules determined by player vote as usual. Have Kevin Wilson, Dave Partridge, Bob Robles, Pasquale Giovine, and Mike Scott, will take up to 3 more.

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

None received.

## Off the Leash

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

Spring 1467

Deadline for Summer 1467: 3/28 Tuesday

The French and Neapolitans combine to evict Venice from Lucca, but elsewhere is stalemate.

### Buils

|            |   | Cost |
|------------|---|------|
| <b>Fra</b> | Maintains all, builds A Avignon, G Pavia  | 30   |
| <b>Nap</b> | Maintain A Florence, A Pisa, A Pistoia, A Urbino, A Aquila,<br>F Western Mediterranean, F Tyrrhenian Sea, build F<br>Palermo, F Messina | 30   |
| <b>Ven</b> | Maintains all, builds A Dalmatia, A Hungary   | 42   |

### Expenditures

Naples spends 3 ducats for famine relief in Florence

Venice spends 3 ducats to counterbribe F Lower Adriatic

### Outstanding Debt

None.

### Orders

FRANCE 🇫🇷: [A TYROLEA supports A Como to Milan (cut)], A SWISS supports A Tyrolea, [A COMO to Milan], A Avignon to PROVENCE, A Parma to MODENA, A FORNOVA supports A Parma to Modena, A Pavia to PARMA, F Ligurian Sea to GENOA, F Modena to LUCCA, G PAVIA convert to A

NAPLES 🇮🇹: [A (EM) FLORENCE to Bologna], [A URBINO supports A Florence to Bologna (cut)], [A PISTOIA supports A Florence to Bologna (cut)], A PISA supports French F Modena to Lucca, [A AQUILA to Ancona], F Tyrrhenian Sea to GULF OF NAPLES, F Western Mediterranean to CENTRAL MEDITERRANEAN, F Messina to OTRANTO, F PALERMO supports F Western Mediterranean to Central Mediterranean

VENICE 🇻🇪: [A AUSTRIA to Tyrolea], A Hungary to SLAVONIA, A CARINTHIA supports A Milan, A TRENT supports A Milan, A CREMONA supports A Milan, [A MILAN supports A Austria to Tyrolea (cut)], A Mantua to BERGAMO, [A Lucca to Pistoia (DISLODGED, retreat garrison, OTB)], A FERRARA supports A Bologna, [A BOLOGNA supports A Lucca to Pistoia (cut)], A DALMATIA holds, [A BARI to Aquila], [F ANCONA to Urbino], F LOWER ADRIATIC supports F Ionian Sea, F IONIAN SEA supports F Lower Adriatic

Your treasury:

### Summer 1464 Plague

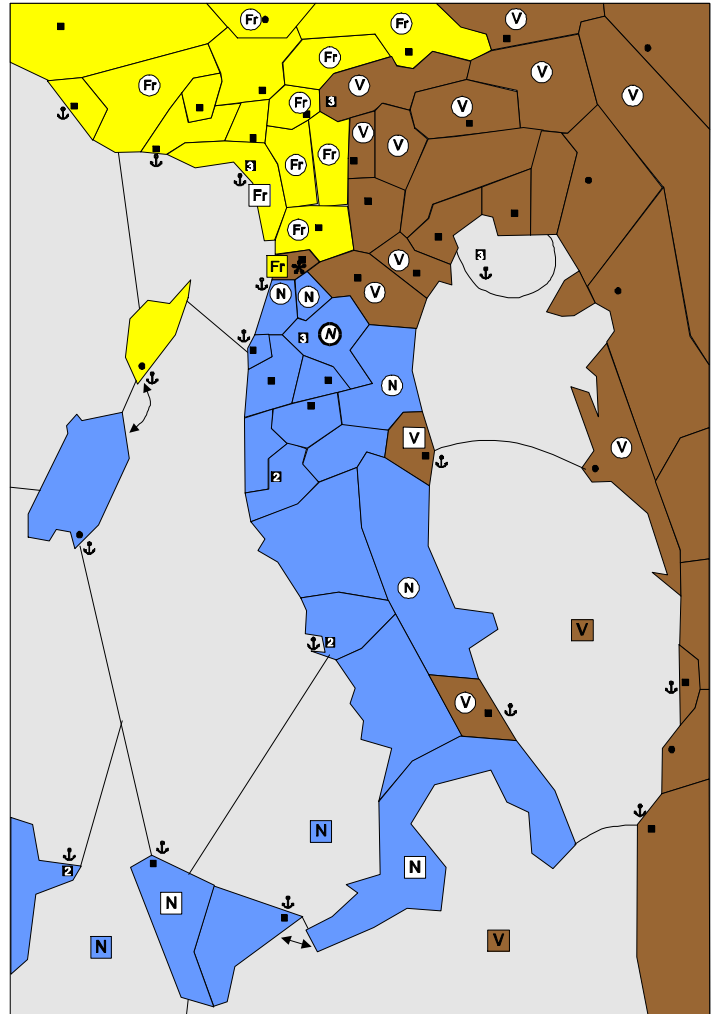
Good year: No plague!

### Press

**France – Naples:** I hate to say "I have said to you about the betrayal", but I must. Any way we can do something against the sure victory of Venice, if you want. You have to take Bologna and I need your support from Pisa in Lucca for my fleet in Modena (or retreated in LS), I already eliminate Lucca support to Bolo in this turn. If you don't take Bolo now, I shall support you when I will be in Modena with the army. You should also disband his fleet in Ionian Sea because if he enter in GON or CM we have lost, the same for LA that could support Bari or Ancona or convoy armies in your provinces. At the end, if you do not need them, I need instead 6d to disband one venetian army in the North. I shall return them next winter.

**Naples – France:** I didn't figure it would be you, had to be him... I am giving you support into Lucca, next turn too if able and if it didn't work this turn....

Off the Leash



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

one of these days, would you please, tell me why you kept pointing to VENICE at Bari and my other areas - seems you did more to make him attack me then you should have. And all that superfluous counting of his dots, and the VC's? I got to believe you didn't have anything else to do, ....tho I'd thought you'd spend some time trying to find a way to break thru his lines..... OH, say, can you loan me 4d to do a removal of one of Venice's units? thanks in advance....

Naples – Venice: Yeah! Figured that! Just what took you so long? France had you locked tight so now you've come down for the real fight... OK, here we go!

## Dirty Deeds Done Dirt Cheap

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

**Miller Number 2000Fpw10**

**Fall 1056**

**Deadline for Winter/Spring 1057 3/28, Tuesday**

*Pisa's attempt at victory is foiled by Muslim treachery and Venetian ducats. The Pope struggles to recover from his predecessor's assassination while Byzantium looks on with vague interest.*

### Summer 1056 Retreats

Papacy retreats A Bari to garrison

Venice retreats A Florence to garrison

### Expenditures

Pisa borrows 22 ducats for 2 years (33 ducats due Fall 1058). He spends 3 ducats each to counterbribe A Florence, F Piombino, F Ligurian Sea, and A Bologna, and 9 ducats to buy autonomous garrison Trent.

Venice borrows 12 ducats for 2 years (18 ducats due Fall 1058). Spends 18 ducats to buy Pisan A Pavia

### Outstanding Debt

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

Fall 1058: 33 ducats due from Pisa (22 borrowed), 18 ducats due from Venice (12 borrowed)

### Orders

BYZANTINES (Robles): A RAGUSA holds, F (EM) DURAZZO holds

MUSLIMS (Wilson): [A Capua supports F Lower Adriatic to Aquila (cut, DISLOADED, retreat Spoleto, OTB)], A SALERNO supports F Bari, F Sardinia to CORSICA, F TYRRHENIAN SEA supports F Sardinia to Corsica, F NAPLES supports F Tyrrhenian Sea, F BARI besieges, F Lower Adriatic to AQUILA (rebellion liberated), G AREZZO holds (u)

PAPACY (Scott): [A Sienna holds (DISLOADED, retreat Patrimony, Perugia, garrison, OTB)], A URBINO holds (rebellion suppressed), A Aquila to CAPUA, A ROME supports A Aquila to Capua, A (EM) AREZZO besieges, [G BARI converts to A]

PISA (Roalstad): [A Pavia to Milan (nsu)], A Parma to MANTUA, A BERGAMO supports A Parma to Mantua, A Bologna to LUCCA, [A FLORENCE supports F Piombino to Sienna (cut)], F Ligurian Sea to PISA, F Piombino to SIENNA (rebellion liberated), G TRENT convert to A

VENICE (Partridge): A Croatia to PADUA, A Ferrara to BOLOGNA, A Pavia to MILAN, F DALMATIA supports F Upper Adriatic, F UPPER ADRIATIC transports A Croatia to Padua, [G FLORENCE convert to A]

Your treasury:

### Notes

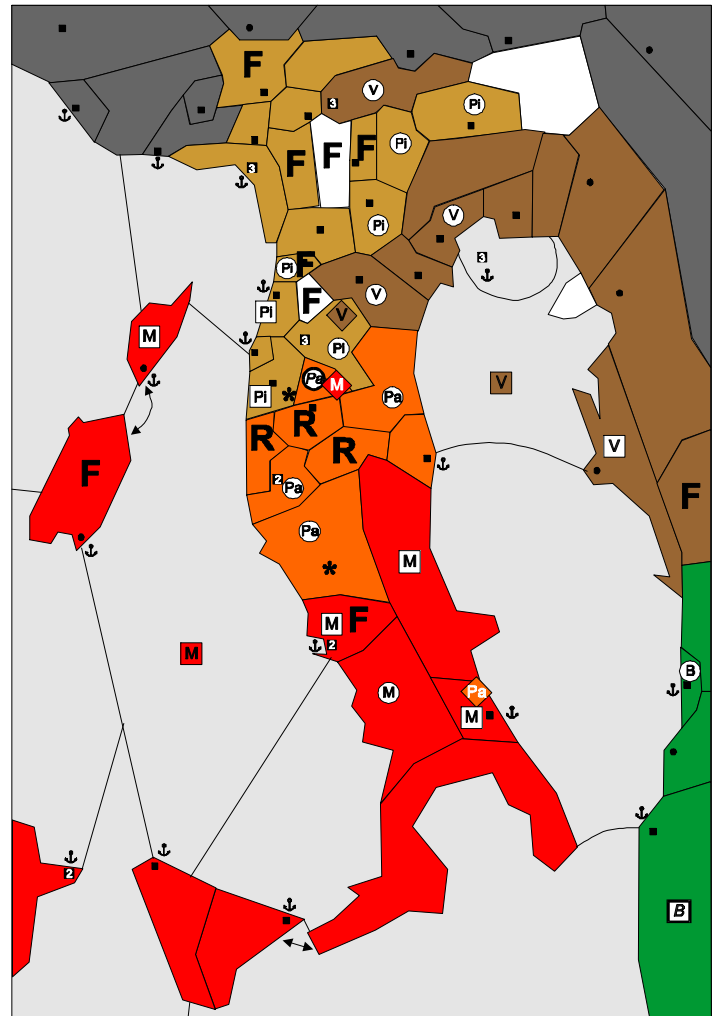
If the Pope retreats his army Sienna anywhere other than to garrison, Pisa will have his 12<sup>th</sup> city and hence the victory. Because of that, I have assumed that the army will retreat to garrison. The Pope is free to retreat it elsewhere, however.

### Press

**Papacy – Learned GM:** BOY, did I not see that one coming! Learned a new trick there... I was talked into being the one to do the big loan to bribe a unit, and promised help to repay... but with the change of GM's and players, no money help came forth, and I bit the dust with that rebellion thing. Yes, I know, I could have disbanded units during the spring, but then where would I be, one or two units to hold off the raiding Muslim! Ugh!, what a thought, this way hurts so bad, but maybe I can hang on for a while...

Pisa – All: Fate has given me a Window of Opportunity. Will Fate favor the Bold, or will it lead me to my destruction? If Fate favors me, I want to say it was fun to play with you all. If not, then the Game is still in Chaos.

**Dirty Deeds Done Dirty Cheap**



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

### Spring 1056 Famine

**Bad Year – Row and Column:** Sardinia, Parma, Bosnia, Naples, Cremona, Pistoia, Fornova, Turin, Lucca

### Spring 1056 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

### Provinces

|      |   |   |
|------|---|---|
| Byz: | Herzegovina, Ragusa, Albania, Durazzo                             | 4 |
| Mus: | <u>Naples</u> , Salerno, Otranto, Bari, Aquila, Messina, Palermo, | 8 |
|      | Tunis, <u>Sardinia</u> , Corsica                                  |   |

PAP: Capua, Rome, Spoletto, Ancona, Urbino, Perugia, Patrimony,  
Arezzo

PIS: Como, Turin, Pavia, Montferrat, Genoa, Fornova, Cremona,  
Modena, Lucca, Pisa, Piombino, Mantua, Bergamo, Trent,  
Florence, Sienna

VEN: Milan, Verona, Ferrara, Padua, Treviso, Friuli, Carniola,  
Croatia, Bosnia, Bologna, Dalmatia

5

13

10

Seas

MUS: Tyrrhenian Sea

VEN: Venice, Upper Adriatic

1

2

Cities

BYZ: Ragusa, Albania, Durazzo

MUS: Naples (2), Messina, Palermo, Tunis (2), Sardinia, Corsica,  
Arezzo

PAP: Rome (2), Ancona, Perugia, Sienna

PIS: Turin, Pavia, Montferrat, Genoa (3), Cremona, Modena,  
Lucca, Pisa, Piombino, Mantua, Trent

VEN: Milan (3), Ferrara, Padua, Treviso, Carniola, Croatia,  
Bologna, Dalmatia, Venice (3)

3

5

4

10

13

Totals

Variable income die roll was 2.

|             | Variable | Provinces | Seas | Cities | Gross |
|-------------|----------|-----------|------|--------|-------|
| BYZANTINES: | 3        | 4         | 0    | 3      | 10    |
| MUSLIMS:    | 4        | 8         | 1    | 5      | 18    |
| PAPACY:     | 3        | 5         | 0    | 4      | 12    |
| PISA:       | 2        | 13        | 0    | 10     | 25    |
| VENICE      | 3        | 10        | 2    | 13     | 28    |

Total ducats:

Game Summary

|                    | 1051 | 1052 | 1053 | 1054 | 1055 | 1056 | 1057 |
|--------------------|------|------|------|------|------|------|------|
| Byzantines:        | 3    | 4    | 5    | 6    | 4    | 3    | 3    |
| Holy Roman Empire: | 3    | 4    | 4    | 4    | 3    | 0    | 0    |
| Muslims:           | 3    | 3    | 4    | 4    | 6    | 6    | 6    |
| Normans:           | 1    | 2    | 2    | 1    | 0    | 0    | 0    |
| Papacy:            | 3    | 4    | 6    | 6    | 7    | 7    | 3    |
| Pisa:              | 3    | 5    | 7    | 8    | 6    | 10   | 11   |
| Venice:            | 3    | 6    | 6    | 6    | 8    | 8    | 10   |

Dogfight

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

**Fall 1455****Deadline for Winter/Spring 1456 3/28, Tuesday**

*Naples hits the Turks hard, and strikes at France as well. France, meanwhile, completes the elimination of Milan. Venice strikes northwards against Austria, and the Florence advances against a Pope gone defensive.*

Summer 1455 Retreats

France retreats A Pavia to Fornova

Milan retreats A Milan to Como


Papacy retreats A Arezzo to Perugia


Turks retreat F Tunis to garrison, and F Durazzo to garrison


UPPER ADRIATIC supports F Dalmatia, F DALMATIA supports F  
Upper Adriatic


Your treasury:


Orders


AUSTRIA : A MILAN supports A Trent, [A TRENT supports A Milan (cut)], [A Carinthia supports A Trent (cut, DISLODGED, retreat Slavonia, Austria, Tyrolea, OTB)]


FLORENCE : A PISA supports A Florence to Pistoia, [A FLORENCE to Pistoia], A (EM) Arezzo to URBINO, [G FLORENCE converts to A], G AREZZO converts to A


FRANCE : A Turin to PAVIA (siege abandoned), [A SAVOY to Montferrat], A GENOA besieges, A FORNOVA supports A Turin to Pavia

MILAN : A Como to TURIN, [A Pavia supports A Como to Turin (cut, DISLODGED, retreat Parma, garrison, OTB)], [A MONTFERRAT supports A Pavia (cut)], **Out!**

NAPLES : A BARI holds, F Gulf of Lions to MARSEILLES, F TUNIS besieges, F Central Mediterranean to IONIAN SEA, F OTRANTO supports F Central Mediterranean to IONIAN SEA, F (EM) DURAZZO besieges

PAPACY : A PERUGIA holds, A PATRIMONY supports A Perugia, A PISTOIA holds, A BOLOGNA supports A Pistoia, A PIOMBINO besieges (garrison eliminated), G ANCONA convert to A

TURKS : A Herzegovina to ALBANIA, [F LOWER ADRIATIC to Ionian Sea], [G DURAZZO convert to F], [G TUNIS convert to F]

VENICE : A Cremona to MANTUA, [A BERGAMO to Trent], A VERONA supports A Friuli to Carinthia, A Friuli to CARINTHIA, F CARNIOLA holds, F

Notes

Milan no longer controls any of his home cities, and is therefore eliminated. (For these purposes, the player must control both the city and the province, so even if Milan retreats to garrison in Pavia, he is still eliminated, he just deprives France of a ducat).

Press**Austria – Venice:** Herro...

**France – Naples:** Breaking our Treaty already? You don't have enough enemies to play with? Well take my Port, see how long you can hold it, and when I'm done with Milan, we'll play in the sea.

**Turks – Venice/Papacy:** Come on down, whatever help I can give against Naples is yours, but it won't last long. You won't either if you don't do something about him!

**Turks – Everyone:** A little help now will save you a lot of trouble later. If you can't send troops, send me some money! (And yes, I'm serious, you can and should send money if you don't want to bow to the Napalese for the rest of your lives.)

Spring 1455 Famine

**Poor Year – Column only:** Cremona, Austria, Pistoia, Fornova, Turin, Bosnia, Avignon

Spring 1455 Income

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

Provinces

|      |  |    |
|------|--|----|
| AUS: | Tyrolea, Trent, <u>Austria</u> , Hungary, Milan  | 4  |
| FLO: | Pisa, Florence, Arezzo, Urbino   | 4  |
| FRA: | <u>Avignon</u> , Provence, Swiss, Pavia, <u>Fornova</u> , Genoa, Savoy   | 5  |
| NAP: | Palermo, Messina, Otranto, Salerno, Bari, Naples, Aquila, Capua, Sardinia, Corsica, Marseilles, Tunis, Durazzo   | 13 |
| PAP: | Rome, Spoleto, Ancona, Perugia, Patrimony, Sienna, Bologna, Piombino, <u>Pistoia</u>                             | 8  |
| TUR: | Albania, Ragusa, Herzegovina, <u>Bosnia</u>  | 3  |
| VEN: | <u>Cremona</u> , Bergamo, Verona, Padua, Treviso, Friuli, Istria, Croatia, Dalmatia, Carniola, Mantua, Carinthia | 11 |

Seas

|      |                        |   |
|------|------------------------|---|
| NAP: | Ionian Sea             | 1 |
| TUR: | Lower Adriatic         | 1 |
| VEN: | Venice, Upper Adriatic | 2 |

Cities

|      |  |   |
|------|--|---|
| AUS: | Tyrolea, Trent, <u>Austria</u> , Hungary, Milan (3)                              | 6 |
| FLO: | Pisa, Florence (3), Arezzo   | 5 |
| FRA: | <u>Avignon</u> , Swiss, <u>Pavia</u>   | 2 |
| NAP: | Palermo, Messina, Bari, Naples (2), Sardinia, Corsica, Marseilles                | 8 |
| PAP: | Rome (2), Ancona, Perugia, Bologna, Piombino                                     | 6 |
| TUR: | Albania, Ragusa, <u>Tunis (2)</u> , <u>Durazzo</u>                               | 2 |
| VEN: | <u>Cremona</u> , Padua, Treviso, Croatia, Dalmatia, Carniola, Mantua, Venice (3) | 9 |

Totals

Variable income die roll was 4.

|     | Variable | Provinces | Seas | Cities | Gross |
|-----|----------|-----------|------|--------|-------|
| AUS | 3        | 4         | 0    | 6      | 13    |
| FLO | 6        | 4         | 0    | 5      | 15    |
| FRA | 4        | 5         | 0    | 2      | 11    |
| NAP | 3        | 13        | 1    | 8      | 25    |
| PAP | 4        | 8         | 0    | 6      | 18    |
| TUR | 4        | 3         | 1    | 2      | 10    |
| VEN | 8        | 11        | 2    | 9      | 30    |

Total ducats:

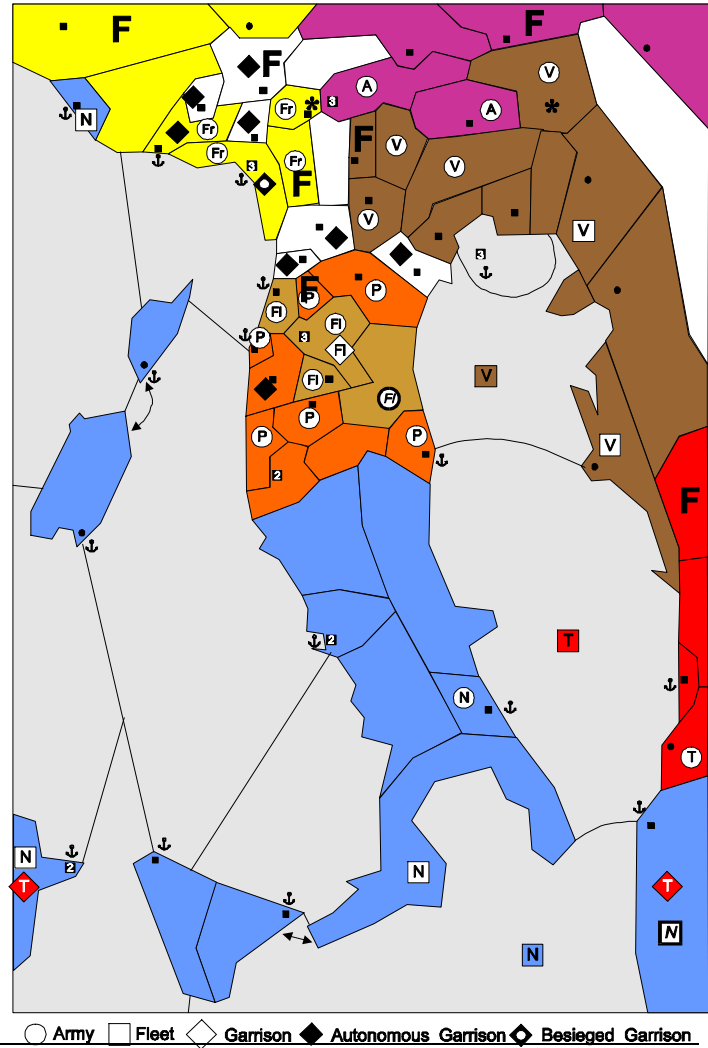
Game Summary

|           | 1454 | 1455 | 1456 |
|-----------|------|------|------|
| Austria:  | 3    | 3    | 5    |
| Florence: | 3    | 2    | 3    |

S.O.B.

|         | 1454 | 1455 | 1456 |
|---------|------|------|------|
| France: | 3    | 4    | 3    |
| Milan:  | 3    | 1    | 0    |
| Naples: | 4    | 6    | 7    |
| Papacy: | 4    | 4    | 5    |
| Turks:  | 3    | 4    | 2    |
| Venice: | 4    | 6    | 8    |

Dogfight



Pavlov

Turn 15 Combat

End of Game Statements due: 3/28 Tuesday

Players

|           |               |               |              |               |             |             |               |
|-----------|---------------|---------------|--------------|---------------|-------------|-------------|---------------|
| ATREIDES: | Cary Nichols  | BENE GESSERIT | Bob Robles   | BENE TLEILAXU | Paul Bolduc | EMPEROR     | Bill Scharf   |
| FREMEN    | Steve Koehler | GUILD         | Kevin Wilson | HARKONNENS    | Ward Narhi  | GAME MASTER | Chris Hassler |

Combat  
Tuek's Sietch

|              | Emperor              | Harkonnens      |
|--------------|----------------------|-----------------|
| Attack Card  | Stunner              | Kull Wahad      |
| Defense Card | Shield               | Snooper         |
| Leader       | Captain Aramsham (5) | Feyd-Rautha (6) |
| Dial         | 8                    | 4               |
| Spice        | 6                    | 1               |
| Total        | 13                   | 4               |

Emperor wins. Feyd-Rautha, 8 Harkonnen tokens, and 6 Emperor tokens (2 Elite Sadaukar) go to the tanks. The Emperor receives 6 spice. Kull Wahad and Snooper are discarded. The Bene Tleilaxu attempt to assassinate Captain Aramsham with a Maula Pistol, but are foiled by his Shield.

End of Game

The Emperor/Atreides alliance holds 3 strongholds, and thus wins the game. Congratulations to Bill Scharf and Cary Nichols.

**Emperor:**

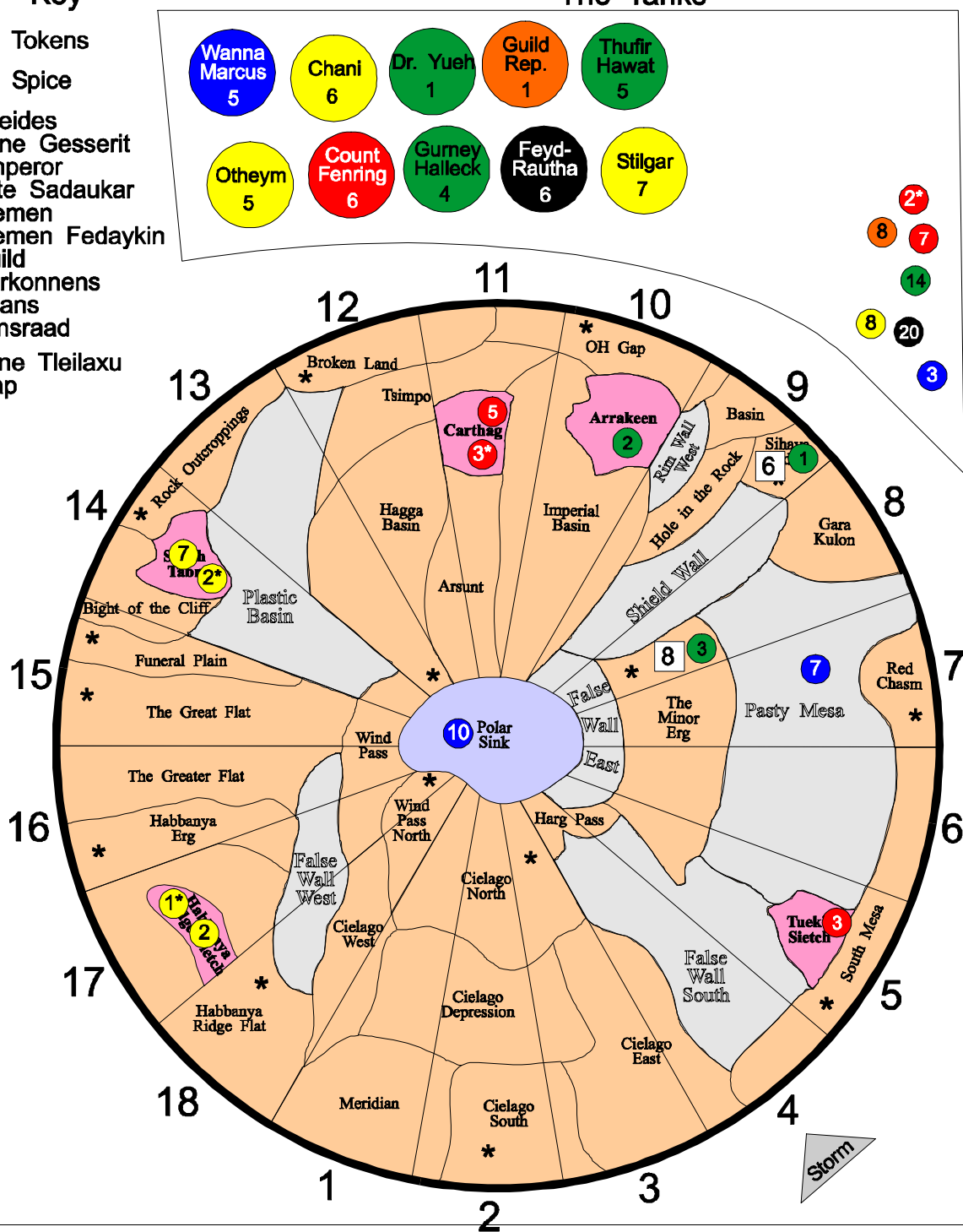
**Emperor:** 8 tokens (3 Elite Sadaukar) Carthag, 9 tokens (2 Elite Sadaukar) and Count Fenring in the Tanks, 3 tokens Tuek's Sjetch

**Fremen:** 9 tokens (2 Fedaykin) Sietch Tabr, 3 tokens (1 Fedaykin) Habbanya Ridge Sietch, 8 tokens, Stilgar, Chani, and Othiyem in the tanks

**Guild:** 12 tokens off-planet, 8 tokens and the Guild Administrator in the Tanks

**Harkonnens:** 20 tokens and Feyd-Rautha in the Tanks

## The Tanks



**Junk Yard Dog****Turn 13a****Deadline Turn 13b 3/28, Tuesday**Available Cards

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

Andy takes set 5

Cary takes set 2

Eric takes set 4

Dave takes set 1

The Players

| Player         | Play Order | Money | Loans | Raw Material Supply | Growth | Co-workers | Saved Card    |
|----------------|------------|-------|-------|---------------------|--------|------------|---------------|
| Eric Brosius   | 3          | \$39  | 0     | 10                  | 18     | 4          | Advisor       |
| Dave Partridge | 4          | \$16  | 0     | 5                   | 18     | 1          | Advisor       |
| Andy York      | 1          | \$29  | 10    | 10                  | 19     | 4          | Raw Materials |
| Cary Nichols   | 2          | \$4   | 30    | 7                   | 14     | 3          |               |

| Player         | Rationalization | Raw Materials | Waste Reduction | Waste Disposal | Victory Points |
|----------------|-----------------|---------------|-----------------|----------------|----------------|
| Eric Brosius   | 4/3             | 5/1           | 1/15            | 6              | 57             |
| Dave Partridge | 1/15            | 2/10          | 2/10            | 9              | 61             |
| Andy York      | 4/3             | 3/6           | 1/15            | 5              | 48             |
| Cary Nichols   | 4/3             | 3/6           | 3/6             | 9              | 1              |

Cards

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

Discards

|                |            |                |                |                |               |               |
|----------------|------------|----------------|----------------|----------------|---------------|---------------|
| Waste Disposal | Innovation | Raw Materials  | Order          | Order          | Order         | Hiring/Firing |
| Order          | Bribery    | Waste Disposal | Order          | Waste Disposal | Raw Materials | Raw Materials |
| Innovation     | Growth     | Waste Removal  | Waste Disposal | Hiring/Firing  | Innovation    | Innovation    |
| Growth         | Growth     | Growth         |                |                |               |               |

**Laika****1977****1978 due: 3/28 Tuesday**Event Card Resolution/Saved Cards

**JOE** Fortunate Accident: Habitation Module. Fortunate Accident: Space Station. Fortunate Accident: Satellite or Probe. ~~Accepts government order to launch an orbital satellite as the next scheduled mission.~~

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

**Republic of Texas:** Astronaut recruitment is 1MB apiece.

Romulus Project: One launch facility damaged. 15MB must be spent before it can be used again. Accepts government order to place a man on Mars by 1982.

Purchase Hardware

**Republic of Texas** buys the Three Stage Rocket program for 84MB.

**JOE** buys 2 two person capsules for 12MB and 2 Mars probes for 16MB.

**Romulus Project** buys 2 three stage rockets for 36MB and 2 Mars probes for 16MB.

**Cain Program** buys 4 three stage rockets for 72MB, 3 ion engines for 60MB, and a three person space station for 20MB.

Conduct Research

**Republic of Texas C:** 8 dice (1, 2, 2, 3, 3, 4, 5, 6) +26%. 48MB spent.

**JOE J:** 8 dice (1, 1, 1, 2, 5, 6, 6, 6) +28%. 56MB spent. Hibernation: 2 dice (4, 5) +9%. 20MB spent.

**Romulus Project j:** 8 dice (1, 2, 3, 3, 5, 5, 6, 6) +31% to Max R&D. 32MB spent. 5: 8 dice (1, 1, 1, 3, 5, 5, 5, 6) +27% to Max R&D. 40MB spent. n: 8 dice (1, 1, 2, 3, 5, 5, 5, 5) +27%. 40MB spent.

**Cain Program** No research.



Declare Future Missions

**Republic of Texas** declares 0 launches, **JOE** declares 4 launches, **Romulus Project** declares 2 launches., and **Cain Program** declares 3 launches

Missions

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

**JOE** continues a Neptune Flyby. In-Route Activities (69%<93%). Mission continues next turn (4 turns until arrival at Neptune).

**Republic of Texas** continues a Uranus Flyby. In-Route Activities (98%>93%). Mission failure.

**Republic of Texas** continues a Neptune Flyby. In-Route Activities (28%<93%). Mission continues next turn (8 turns until arrival at Neptune).

**Cain Program** continues a Grand Tour with Ion Drive. Ion Drive (73%<82%), Saturn Orbital Burn (55%<98%), Saturn Orbital Activities (65%<98%). +1% to J, +6MB to budget, mission continues next turn, (2 turns until arrival at Uranus).

**Romulus Project** continues a Mars Probe. Mars Orbital Burn (05%<85%), Mars De-Orbital Burn (77%<85%), Photo reconnaissance (automatic) Mars Landing (29%<85%). Mission success. +1% to 5, +12MB to budget.

**Republic of Texas** continues a Manned Mars Mission (Travis, Simmons, Ocknaschek, Milbourn, Crockett). Interplanetary In-Route Activities (97%>95%), instrumentation failure, complex problem, resolved with help from ground control, Solar Sail (05%<96%), Interplanetary In-Route Activities (84%<95%), Solar Sail (29%<96%), Interplanetary In-Route Activities (46%<95%), Solar Sail (61%<96%), Interplanetary In-Route Activities (29%<95%), Solar Sail (91%<96%), Interplanetary In-Route Activities (19%<95%), Solar Sail (89%<96%), Interplanetary In-Route Activities (96%>95%), crew saves, Solar Sail (23%<96%), Interplanetary In-Route Activities (99%>95%), crew saves, Solar Sail (85%<96%), Interplanetary In-Route Activities (54%<95%), Solar Sail (92%<96%), Solar Sail (41%<96%), Docking (27%<98%), Mars Orbital Burn (12%<95%), Photo reconnaissance (automatic), Photo reconnaissance (automatic), Mars Landing (33%<90%), Mars Landing (82%<90%), Mars Walk (58%<98%), Mars Walk (04%<98%), Mars Orbital Activities (76%<95%), Mars Surface Activities (84%<90%), Mars Surface Activities (55%<90%), Mars Walk (77%<98%), Mars Walk (64%<98%), Mars Orbital Activities (82%<95%), Mars Surface Activities (99%>90%), crew saves, Mars Surface Activities (27%<90%), Mars Walk (26%<98%), Mars Walk (51%<98%), Mars Orbital Activities (34%<95%), Mars Surface Activities (24%<90%), Mars Surface Activities (74%<90%), Mars Walk (94%<98%), Mars Walk (53%<98%), Mars Orbital Activities (26%<95%), Mars Surface Activities (31%<90%), Mars Surface Activities (10%<90%). Mission continues next turn. +1% to K, k, and n, Ocknaschek to 70%, Milbourn to 60%..

**JOE** continues a Long Duration Manned Orbital (Manning, Rodgers). Earth Orbital Activities (81%<84%), install habitation extender (06%<55%), install habitation extender (99%>70%), install habitation extender (15%<75%), Earth Orbital Activities (80%<84%), install habitation extender (40%<90%), install habitation extender (automatic), install habitation extender (automatic), Earth Orbital Activities (36%<84%), install 3 habitation extenders (automatic), Earth De-Orbital Burn (56%<97%), Re-entry (29%<97%), Recovery (90%<97%). Mission success. +1% to b and i, +45% to Space Construction, +8MB to budget.

**Cain Program** scrubs a launch of 6 habitation extenders.

**Cain Program** launches a Mars Probe. Liftoff (98%=98%), Earth Orbital Burn (71%<78%), Earth Mission Burn (02%<78%). Mission continues next turn. +1% on 5.

**Romulus Project** launches a Mars Probe. Liftoff (10%<98%), Earth Orbital Burn (77%<86%), Earth Mission Burn (23%<86%). Mission continues next turn. +1% to 5.

**Romulus Project** launches a Mars Probe. Liftoff (67%<98%), Earth Orbital Burn (27%<87%), Earth Mission Burn (35%<87%). Mission continues next turn. +1% to 5.

**JOE** launches an Orbital Satellite. Liftoff (28%<92%), Earth Orbital Burn (21%<98%), Earth Orbital Activities (34%<98%). Mission success. +2MB to budget, government order fulfilled.

**JOE** launches a 17 habitation extenders. Liftoff (05%<82%), Earth Orbital Burn (07%<98%), Earth Orbital Activities (35%<98%). +1% to H.

**JOE** launches a Manned Sub-Orbital (Smith, Jones). Liftoff (04%<98%), Re-entry (61%<98%), Recovery (52%<98%). Mission success. Smith and Jones to 20%, +2MB to budget.

**JOE** launches a Long Duration Manned Orbital (Astro, Gordon). Liftoff (36%<98%), Earth Orbital Burn (30%<98%), Earth Orbital Activities (47%<98%), Docking (78%<98%), Earth Orbital Activities (65%<85%), attach Mars lander to habitation module (automatic), install 2 solar sails to habitation module (automatic), install 3 habitation extenders to habitation module (automatic), install 3 habitation extenders to Mars lander (automatic), install 3 habitation extenders to space station (automatic), Earth Orbital Activities (95%>85%), crew saves, install 3 habitation extenders each into the habitation module and space station, Earth Orbital Activities (03%<85%), install 3 habitation extenders each into the habitation module and space station. Mission continues next turn. +1% to i, Gordon to 60%.

Players

| Player Name       | Dennis Cain  | Cary Nichols    | Bill Scharf | Andy York         |
|-------------------|--------------|-----------------|-------------|-------------------|
| Country           | Cain Program | Romulus Project | JOE         | Republic of Texas |
| 1977 Budget       | 145          | 187             | 258         | 287               |
| Cash              | 314          | 0               | 6           | 369               |
| Launch Facilities | 3            | 3               | 4           | 6                 |
| Astronauts        | 8            | 7               | 6           | 9                 |

**Astronauts:** **Cain Program:** Ventrue, Tremere, Brujah (70%), Gangrel (20%), Malkavian, Nosferatu (10%), Toreador, Caitiff (0%), **Romulus Project:** Brutus (60%), Augustus, Anthony (30%), Lepidus (20%), Octavian, Tiberius (10%), Caligula (0%), **JOE:** Roger Manning, Buck Rodgers, Astro (70%), Flash Gordon (60%), Smith, Jones (20%), **Republic of Texas** Travis, Bowie, Crockett, Simmons, Ocnaschek (70%), Milbourn (60%), Boyle, (40%), Houston, Kitzman (30%)



Programs and Hardware

**Cain Program:** Orbital Satellite (1): 1/88%, Interplanetary Satellite (2): 2/98%, Lunar Probe (3): 1/86%, Docking Module (4): 2/98%, Mars Probe (5): 1/79%, One Stage Rocket (A): 5/84%, Three Stage Rocket (C): 3/98%, Kicker (F): 2/89%, Solid Rocket Booster (H): 3/77%, Ion Engine (J): 4/83%, One Person Capsule (a): 5/84%, Three Person Capsule (c): 1/81%, Two Person Module (d): 1/81%, Three Person Space Station (i): 1/68%, Habitation Extenders (p): 6, EVA: 98%, Photoreconnaissance: 100%, Space Construction: 55% IN ORBIT: nothing

**Romulus Project:** Orbital Satellite (1): 2/98%, Interplanetary Satellite (2): 4/72%, Lunar Probe (3): 0/65%, Docking Module (4): 2/98%, Mars Probe (5): 0/88%, One Stage Rocket (A): 0/91%, Two Stage Rocket (B): 0/89%, Three Stage Rocket (C): 0/98%, Liquid Fuel Strap-ons (D): 2/33%, Kicker (F): 1/98%, One Person Capsule (a): 3/86%, Three Person Capsule (c): 1/94%, Two Person Module (d): 0/49%, Three Person Space Station (i): 2/71%, Three Person Habitation Module (k): 2/85%, Two Person Mars Lander (n): 1/38%, Habitation Extenders: 0, EVA: 88%, Photorecon: 100%, Space Construction: 100% IN ORBIT: 1 three person space station (life support: 30)

**JOE:** Orbital Satellite (1): 0/98%, Interplanetary Satellite (2): 0/93%, Lunar Probe (3): 0/72%, Docking Module (4): 4/98%, Mars Probe (5): 2/88%, One Stage Rocket (A): 0/98%, Two Stage Rocket (B): 3/98%, Liquid Fuel Strap-ons (D): 2/94%, Kicker (F): 0/98%, Solid Rocket Boosters (H): 2/83%, Solar Sail(K): 0/95%, Ion Engine (J): 1/76%, One Person Capsule (a): 0/92%, Two Person Capsule (b): 3/98%, One Person Module (e): 0/92%, Three Person Space Station (i): 0/86%, Three Person Habitation Module (j): 1/72%, Two Person Mars Lander (n): 1/90%, Habitation Extenders (p): 19, EVA: 98%, Hibernation: 1/89%, Photorecon: 100%, Space Construction: 100%. IN ORBIT: 1 three person space station (life support: 108), 5 habitation extenders, 1 three person habitation module (life support: 90) with Mars Lander (life support: 20) and 2 solar sails.

**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): 0/98%, Three Stage Rocket (C): 1/86%, Liquid Fuel Strap-on (D): 0/85%, Kicker (F): 0/98%, Solid Rocket Booster (H): 1/85%, Solar Sail (K): 0/97%, One Person Capsule (a): 6/93%, Three Person Capsule (c): 0/98%, Two Person Module (d): 1/91%, Three Person Space Station (i): 1/98%, Five Person Habitation Module (k): 0/96%, Two Person Mars Lander (n): 2/91%, Habitation Extenders (p): 3, EVA: 98%, Photorecon: 100%, Space Construction: 100% IN ORBIT: 1 three person space station with 4 three person capsules docked (life support: 90), 1 three person space station with 2 three person capsules and 2 one person capsules docked (life support: 24), 0.5 five person habitation modules, AT MARS: 2 linked five person habitation modules (total life support: 80) with 2 two person Mars lander (life support: 24, 24) and a solar sail.

**1978**Draw Event Cards

**Andy York:** Rocket Fuel Explosion: only 1 launch possible this turn. -25MB to budget.

**Bill Scharf:** Corporate Investment: Receive 4MB in cash. -1MB to budget.

**Cary Nichols:** Computer Breakthrough: Increase Max R&D and Max Safety factors by 5% on Interplanetary Probe and Interplanetary Satellite. -15MB to budget.

**Dennis Cain:** Fortunate Accident: Habitation Module. -15MB to budget.

Final Positions

| Player Name | Dennis Cain  | Cary Nichols    | Bill Scharf | Andy York         |
|-------------|--------------|-----------------|-------------|-------------------|
| Country     | Cain Program | Romulus Project | JOE         | Republic of Texas |
| 1978 Budget | 152          | 229             | 245         | 267               |
| Cash        | 307          | 23              | 164         | 524               |
| 1979 Budget | 137          | 214             | 244         | 242               |

**Retriever****End of Game Statements**

**Eric Brosius** Thanks for running "Retriever." I really enjoy Outpost, and it works extremely well as a postal or e-mail game. I'm looking forward to the next one.

I generally find it hard to write endgame comments for Outpost. My approach is to figure out what the various items are worth and take whatever my opponents allow to go cheaply. This means in most cases I don't get what I want, but what they \*don't\* want.

I was quite concerned in this game about the DL owners, especially Orion. The DL's are most dangerous when accumulated in bunches. I tried to bid up the Scientists to the point where Mike and Andy wouldn't get them too cheaply, but that cost advantage of 20 is hard to overcome. Later on, both of them got Laboratories, which allowed them to build ReFs at the same price as I could build TiFs. ReFs are dramatically better than TiFs (not only are the cards bigger, but they don't take up hand space.) I decided I couldn't afford to stop for an Outpost, so it was essential that I get just the right large upgrade (SS, PC, MB) in each of the last three turns. The card deal was kind to me, and I just managed to flop across the finish line one turn ahead of the pursuit.

**Andy York** I just couldn't get things rolling right in this game. Chris, thanks for running it and I hope I'll do better next time!

**Andy Lewis** Congrats to Eric. I played better this game but an unfortunate order of appearance of cards at the end didn't work with my strategy.

**Bill Scharf** I've seen people win by building New Chemical Factories, unfortunately, I haven't been one of them. This game reminds me of surfing. You catch the wave of resources just right and you can ride the wave all the way in. If you just miss it....its gone, and there's nothing you can do about it....catching up isn't hard to do, its impossible!

**Dogwood****Epoch V Empire Selection and Franks****Epoch V Vikings, Holy Roman Empire, and Chola due: 3/28 Tuesday****Epoch V Empire Selection****Royal Manticoran Historical Society** (Wilson) keeps**The Time Traveler** (Anderson) passes to Marching Through the Ages**The Horde** (Geggus) passes to Retropolis**Retropolis** (Cain) passes to the Time Traveler**Marching Through the Ages** (Lewis) passes to Arachnids**Arachnids** (Bolduc) passes to the Horde**Turanians** (Nichols) keeps**Epoch V**

**Royal Manticoran Historical Society** (Wilson) plays Barbarians in Plateau of Tibet. Turanian Plain (vs. T'ang Dynasty; B: 4, 2; T: 1, wins), Tarim Basin (vs. Huns; B: 4, 1; H: 1; wins), Wei River (vs. T'ang Dynasty; B: 2, 1; T: 4, 1; loses). **FRANKS:** Plays Leader. Army and Capital Northern Gual (Celt army retreats to Albion), army Western Gual, Central Massif (vs. Macedonia; F: 6, 4, 2; M: 5; wins), Northern Apennines (vs. Goths; F: 5, 2, 2; G: 5, 4; F: 5, 5, 3; G: 5, 3; F: 3, 2, 2; G: 4, 1; loses), Northern Apennines (vs. Goths; F: 5, 4, 2; G: 2, 1; wins), Southern Apennines (vs. Goths; F: 6, 2, 2; G: 1; wins, city eliminated), Central Europe (vs. Goths; F: 6, 4, 4; G: 3, 1; wins), Albion (vs. Celts; F: 5, 2, 2; C: 2, 2; F: 2, 1, 1; C: 6, 6; loses), Albion (vs. Celts; F: 3, 3, 2; C: 5, 5; loses), fleet Western Mediterranean (vs. Arachnids; RMHS: 4, 3, 2; A: 4; RMHS: 5, 4, 2; A: 3; wins). Points: Dominance in India (6) and Northern Europe (4), Presence in Southern Europe (3) and Southeast Asia (2), 1 Capital (2), 2 Monuments (2), and 2 Seas (2) for 21 points.

**Players**

| Player Name   | Player Faction Name/Color                    | Empire Strength Points | Victory Points |
|---------------|--|------------------------|----------------|
| Dave Anderson | The Time Traveler (orange)                   | 32                     | 63             |
| Chris Geggus  | The Horde (yellow)                           | 34                     | 71             |
| Dennis Cain   | Retropolis (red)                             | 34                     | 69             |
| Andy Lewis    | Marching Through the Ages (green)            | 37                     | 84             |
| Kevin Wilson  | Royal Manticoran Historical Society (purple) | 39                     | 105            |
| Paul Bolduc   | Arachnids (blue)                             | 41                     | 69             |
| Cary Nichols  | Turanians (black)                            | 46                     | 47             |

**Positions**

**Turanians:** Two fleets Red Sea. **MACEDONIA:** Army and city Crete, two armies Pyrenees, army Western Iberia. **ARABS:** Army, Capital, and Monument Arabian Peninsula, army and Monument Nile Delta, Levant, Upper Tigris, armies Palestine, Nubia, Upper Nile, Middle Tigris, Lower Tigris, Eastern Anatolia.

**The Horde:** **CELTS:** Army Albion. **MALAYAN KINGDOM:** Army, city, and fort Malayan Peninsula. **HUNS:** Army and Monument Upper Indus, armies Western Steppe, Dniepr

**Marching through the Ages:** **NORTH AMERICAN MIGRANTS:** Army West Indies. **MAYANS:** Army and Capital Central America, army Guyana Highlands. **HSUING-NU:** Army and Monument Chekiang, armies Mongolia, Yellow River, Great Plain of China. **T'ANG DYNASTY:** Army, Capital, and Monument Yangtse Kian, army and Monument Persian Plateau, Zagros, armies Wei River, Szechuan, East Indies, Turanian Plain

**Retropolis:** Fleets Black Sea, Eastern Mediterranean. **CHOU DYNASTY:** Two armies Irrawaddy. **IBERIAN KINGDOM:** Army, city, and fort Southern Iberia. **HAN DYNASTY:** Army Eastern Steppe. **BYZANTINES:** Army and Capital Balkans, armies Danubia, Western Anatolia, Dalmatia, Pindus, Morea.

**Royal Manticoran Historical Society:** Fleets Bay of Bengal, Western Mediterranean. **ASSYRIA:** Two armies Western Deccan. **SASSANIDS:** Army Ganges Valley. **GUPTAS:** Army and city Eastern Deccan, two armies Sumatra, army Eastern Ghats. **FRANKS:** Army and Capital Northern Gaul, army and Monument Southern Apennines, Central Europe, armies Western Gaul, Central Massif, Northern Apennines

**The Time Traveler:** **GOLD COAST KINGDOM:** Army, city, and fort Gold Coast.

**Arachnids:** Fleets North Sea, South China Sea. **SUB-SAHARAN MIGRANTS:** Armies Central Africa and Congo Basin. **ROMANS:** Army, city, and Monument Shatts Plateau, army Libya. **ANGLO-SAXONS:** Armies Baltic Seaboard, Ireland. **CIVIL WAR:** Army and Monument Lower Indus, armies Persian Salt Desert, Ganges Delta. **KHMERS:** Army and Capital Mekong, army Si-Kyang.

**Event Cards****Epoch V Empire Draw**

**Salty Dog**  
**Seafarers of Catan**  
**Turns 5.5 to 6.5**  
**Deadline Turns 6.6 to 7.6 3/28, Tuesday**

Turn 5

**Chris** rolls an 8. Kevin gains 1 wool, Cary gains 1 grain, Bill gains 2 lumber, Chris gains 1 grain and 1 wool, and Ward gains 1 lumber. Buys a development card ( ), and a ship from E7 – E6 (discovers ocean). During the special build turn, Kevin builds a settlement at G.

**Ward** rolls an 8. Kevin gains 1 wool, Cary gains 1 grain, Bill gains 2 lumber, Chris gains 1 grain and 1 wool, and Ward gains 1 lumber. Builds roads B16 – B17 and B17 – B18.

Turn 6

**Kevin** rolls a 7. Cary discards 2 brick and 2 ore (determined randomly). Bill discards 3 lumber and 1 ore (determined randomly). Moves the Robber the Forest 8 south of C17 and steals a wool from Ward.

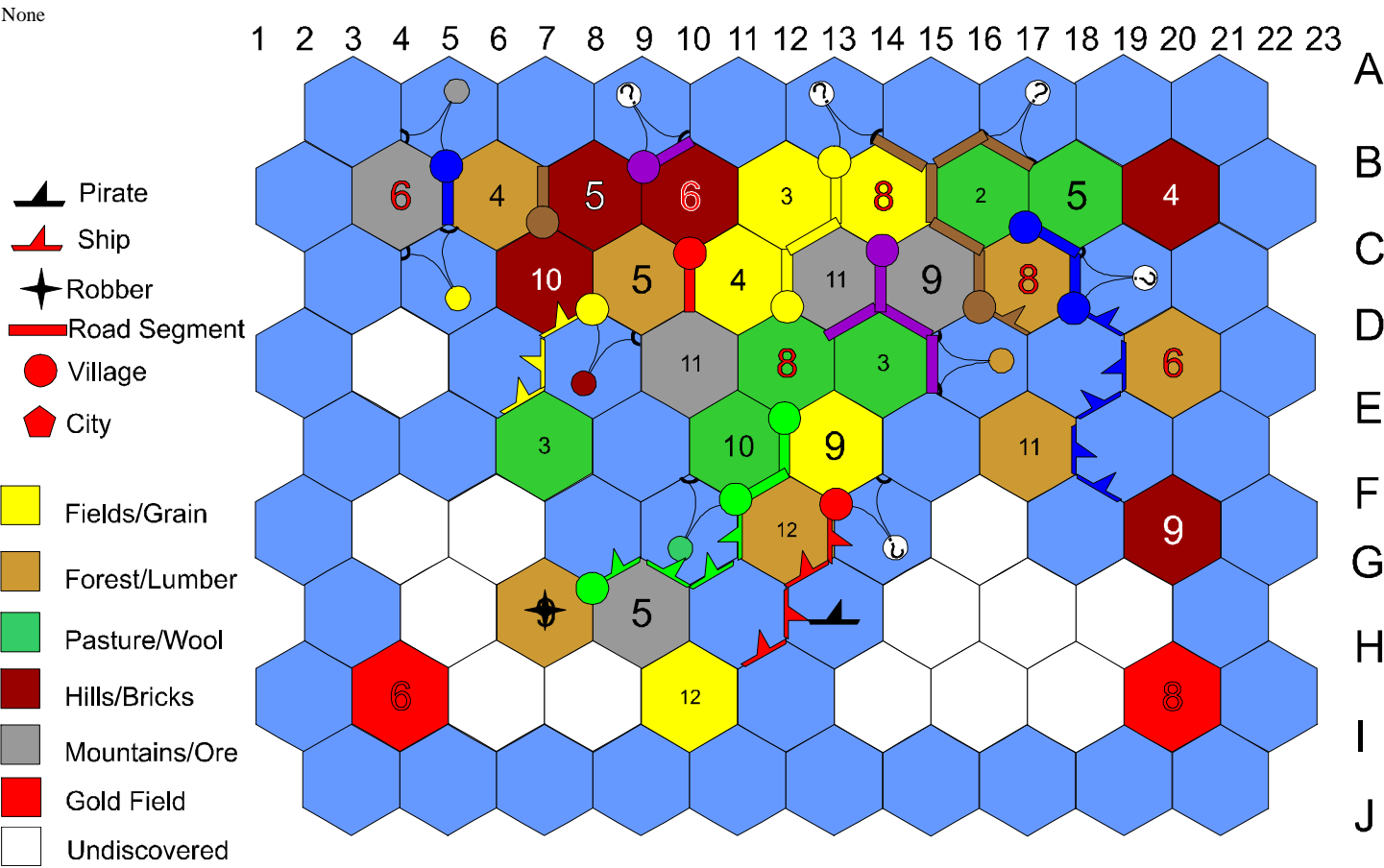
**Dave** rolls a 4. Dave and Chris each receive 1 grain, Bill and Ward each receive 1 lumber. Builds ship from H12 – H11 (discovers Fields 12, gains grain).

**Cary** rolls a 9. Kevin receives a grain and a lumber, Dave receives a grain, and Cary and Ward each receive an ore. Trades 3 grain for 1 lumber at the ? Port and builds a road from D14 – D13.

**Bill** rolls a 7. Kevin discards 3 wool and 1 grain (determined randomly). Bill moves the Robber to Forest 9 south of G7 and steals a wool from Kevin. Bill trades 2 ore for 1 wool at the ore port and builds a ship F18 – F19 (discovers Hills 9, gains brick).

**Chris** rolls a 5. Kevin gains 1 wool, Cary gains 1 grain, Bill gains 2 lumber, Chris gains 1 grain and 1 wool, and Ward gains 1 lumber. Passes.

Open Trades



Turn 6 Rolls

Ward 7

Turn 7 Rolls

Kevin 10 Dave 7 Cary 6 Bill 9 Chris 2 Ward 10

The Players

| Player         | Color | Grain | Wool | Lumber | Brick | Ore | Development Cards | VP |
|----------------|-------|-------|------|--------|-------|-----|-------------------|----|
| Kevin Wilson   | Green |       | 1    |        | 2     | 1   |                   | 3  |
| Dave Partridge | Red   | 5     |      |        |       |     |                   | 2  |

| Player       | Color  | Grain | Wool | Lumber | Brick | Ore | Development Cards | VP |
|--------------|--------|-------|------|--------|-------|-----|-------------------|----|
| Cary Nichols | Purple |       |      |        |       | 1   |                   | 2  |
| Bill Scharf  | Blue   |       | 1    | 1      | 2     |     |                   | 5* |
| Chris Geggus | Yellow | 3     | 2    | 1      |       |     | 1 Unplayed        | 3  |
| Ward Narhi   | Brown  |       | 1    | 1      | 1     | 1   |                   | 2  |

\* Longest trade route

## Dog Chow

### Age of Renaissance

#### Turn 1, Phases 2 and 3

#### Deadline Turn 1 Phases 4 through 6 3/28, Tuesday

#### Phase 2: Buy Cards

None eligible

#### Phase 3: Play Cards

London passes

Barcelona plays Fur (no payouts)

Paris passes

Genoa passes

Venice passes

Hamburg plays Spice (no payouts)

#### The Players

| Player          | Country   | Misery | Tokens | Money | Order | Dominance | Ships | Advances |
|-----------------|-----------|--------|--------|-------|-------|-----------|-------|----------|
| Paul Bolduc     | Barcelona | 0      | 14     | \$23  | 2     | 1         |       |          |
| Cary Nichols    | Hamburg   | 0      | 24     | \$13  | 6     | 1         |       |          |
| Bob Robles      | London    | 0      | 11     | \$27  | 1     | 1         |       |          |
| Dennis Cain     | Venice    | 0      | 17     | \$22  | 5     | 1         |       |          |
| Steve Koehler   | Genoa     | 0      | 17     | \$23  | 4     | 1         |       |          |
| Michael Longdin | Paris     | 0      | 17     | \$23  | 3     | 1         |       |          |

Players are listed in reverse tie breaking order.

#### Commodity Log

| Commodity  | Bob | Cary | Michael | Steve | Paul | Dennis |
|------------|-----|------|---------|-------|------|--------|
| Stone (2)  | --  | --   | 1       | --    | --   | --     |
| Wool (3)   | 1   | --   | --      | --    | --   | --     |
| Timber (4) | --  | 1    | --      | --    | --   | --     |
| Grain (5)  | --  | --   | --      | --    | --   | --     |
| Cloth (6)  | --  | --   | --      | 1     | --   | 1      |
| Wine (7)   | --  | --   | --      | --    | 1    | --     |
| Metal (8)  | --  | --   | --      | --    | --   | --     |
| Fur (9)    | --  | --   | --      | --    | --   | --     |
| Silk (10)  | --  | --   | --      | --    | --   | --     |
| Spice (11) | --  | --   | --      | --    | --   | --     |
| Gold (12)  | --  | --   | --      | --    | --   | --     |
| Ivory (12) | --  | --   | --      | --    | --   | --     |

#### Cards

## Sled Dog

### Kremlin

#### Turn 1, Cure through Health

#### Deadline Turn 1, Funreal Commission through Parade 3/28, Tuesday

#### Cure Phase

Nestor ages to 82.

#### Purge Phase

TCC declares 1 IP on Antonj Talksallott. Attempts to purge Boris Badenuff (dr = 4). Fails. Ages to 70.

#### Spy Investigation Phase

TI declares 1 IP on Iwan Manjak and opens investigations on Antonj Talksallott and Oleg Satin. Ages to 63.

#### Health Phase

Nestor Aparatchik (dr=3) dies

Antonj Talksallott (dr=16) remains healthy  
 Mikail Strychnin (dr=9) remains healthy  
 Iwan Manjak (dr=16) remains healthy  
 Igor Doberman (dr=1) falls ill

Boris Badenuff (dr=10) remains healthy  
 Oleg Satin (dr=16) remains healthy  
 Leonid Bungaloff (dr=7) remains healthy

### Politburo

| Office            | Politician             | Condition  | Influence |
|-------------------|------------------------|------------|-----------|
| Party Chief       |                        |            |           |
| KGB Head          | Antonj Talksallott (J) | 70, ?      | 1 (TCC)   |
| Foreign Minister  | Mikail Strychnin (T)   | 57         | 2 (TCC)   |
| Defense Minister  | Iwan Manjak (P)        | 63         | 1 (TI)    |
| Ideology Minister | Igor Doberman (L)      | 65, ++     |           |
| Industry Minister | Boris Badenuff (X)     | 53         |           |
| Economy Minister  | Oleg Satin (O)         | 62, ?      | 1 (TCC)   |
| Sport Minister    | Leonid Bungaloff (W)   | 54, strong |           |

**Candidates:** C, F, Q, U, V  
**People:** B, D, E, G, H, I, K, M, N, R, S, Y, Z  
**Siberia:** None (yet)  
**Kremlin Wall:** A

### Players

| Player          | Faction Name  |
|-----------------|---|
| Chris Geggus    | Lysenko Evolutionists                                     |
| Bill Scharf     | Trotskyite Internationalists                              |
| Dennis Cain     | Russian Olympic Drinking Team (RODT)                      |
| Bob Robles      | Byelorussians Against Much Byzantine Interference (BAMBI) |
| Mike Scott      | The California Connection                                 |
| Michael Longdin | 100% Stalinists   |

## Sirius

### Merchant of Venus

#### Gamestart

#### Deadline Bidding and Preference Lists 3/28, Tuesday

Players:

**Chris Geggus**  
**Dave Partridge**  
**Andy Lewis**  
**Dennis Cain**  
**Bob Robles**  
**Paul Bolduc**

Just a reminder of the rules. We are using the following variant rules: The Lost “?” Box (the asteroid in the Neutron Port system is now a ? box), the Own Species Bonus (you are not limited to one buy and one sell on your first turn after landing at your own species’ world), Customized Spaceships, the Agents, Bases, and 2nd Ships rule, and finally, the Quick Startup, which means that the goods you may want to buy may not be available in the early stages. I am making a slight modification to the Customized Spaceships optional rule. For the Niks, only one hold will be restricted for Transports instead of two, and two holds will be restricted for Freighters instead of three. Anybody who wants a more complete description of these rules, please contact me. Victory conditions will be a net worth of \$4000. Also, if a majority of players agree, we will use the combat rules, and if so the Variable Nova Balls and Mercenaries variant rules will also be used. Please vote along with your opening turn bid and race preference.

Well, that about covers it. Happy trading!

## Pedagoguery

Due to lack of time, the article on anomalous x-ray pulsars is deferred to next issue.

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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