

**Notes from Hades**

The saga continues.... I had though that things at work would slow down after our last deadline. Well, they did, but not as much as I would have liked. For instance, just last Monday, I learned that I had to be in Baltimore for a conference which started at 8:00 am the next day. So, I find myself on a plane bound for Baltimore that night at 10:30. Fortunately, the conference went well.

Last June, as I was driving home after work one afternoon, I heard a public service announcement on the radio. It was for Big Brothers/Big Sisters of Orange County. For those of you unfamiliar with the Big Brothers organization, it is dedicated to helping children from single parent families by providing a friend, companion, and role model for the child. Volunteering had been something that I had thought about doing off and on for many years, and since at that time, my schedule wasn't particularly busy, I decided to look into it. I discovered that the application process was rather extensive. First, you go to an orientation, which explains something about the program and what they are looking for. You get a copy of the application and sign up for your first interview at that time. The first interview is quite extensive. Basically, they go through your entire life story. After that, you take a battery of personality tests. One of them is a standardized test of around 350 questions where you mark down whether you agree or disagree with the statement. The second was similar, but was only 100 questions. The third was a rather intense sentence completion test. It had 100 questions, of which a typical one would look like: "When he met her, he". During this time, they also fingerprint you and obtain copies of your driving record. After the personality tests, you go through a second interview. This one is much less intense than the first. Basically, they are clarifying any questions that came up on the personality tests, as well as establishing what kinds of things you like to do so as to better match you. Finally, all of this information goes before their panel, which then makes the final decision. I was accepted to the program last August, and "matched" last September. My Little Brother is 13 years old. His father died when he was 8. We get along pretty well, and things have been progressing along. I'm very much enjoying it so far.

I will be on vacation during the last two weeks of December, but I will be home on about the middle of the last week, so this issue's deadline will be on **Thursday, December 27 at 5:00 pm Pacific Time.**

**Contents**

<b>Howling at the Moon</b>	Page 2
<b>"Doghouse"</b>	Page 2
<b>"Rude Dog"</b>	Page 3
<b>"The River"</b>	Page 5
<b>"Not Guilty"</b>	Page 5
<b>"Rabid Dog"</b>	Page 6
<b>"Mailman's Bane"</b>	Page 7
<b>"Dog Breath"</b>	Page 8
<b>"Fenris Wolf"</b>	Page 9
<b>"Mongrel"</b>	Page 10
<b>"Prairie Dog"</b>	Page 10
<b>"Canine"</b>	Page 11

<b>"Anubis"</b>	Page 13
<b>"Dog Food"</b>	Page 15
<b>Trivia Quiz</b>	Page 15
<b>Pedagoguery</b>	Page 15

**Flier Games**

<b>"Proteus"</b>	Midway Campaign	1100 Oct 26
<b>"Canis Major"</b>	Stellar Conquest	Turns 29, 30
<b>"Dingo"</b>	4000AD (Kevin Wilson GM)	Turns 1-4

**Game Openings**

**"Dog Biscuit" Slapshot** is a tongue-in-cheek card game about hockey. This will be run by Andy Lewis. Neither knowledge of hockey nor ownership of the game are required to play. Have Chris Hassler, Paul Bolduc, Sean Cousins, Caleb Cousins, Ward Narhi, Chris Geggus and Dave Anderson, need 1 more.

**"Dingo" 4000AD** guest GMed by Kevin Wilson. It will be run by flyer. Playing are: Andy Lewis, Ward Narhi, Stuart Schoenberger, and Brian Boulanger. Game has started!

**"Wolfpack" History of the World.** This game will also start up when the current one finishes. Preferences will be given to those not already in "Mongrel". Have Debbie Osborne, Kevin Kinsel, Sean Cousins, Caleb Cousins, need 2 more.

**Wish List**

**Outpost.** This game will start up as soon as the current one finishes. It will use the Expert Rules, which alter the sequence of play a bit. Anybody who signs up will be provided with the details of the differences. Have Andy Lewis, Dave Anderson, Dan Eisenhut, Andy York, and Sean Cousins, need 5 more.

**Die Macher** is a game of German elections. This one will begin after "Mailman's Bane" ends. Have Andy Lewis and Stuart Schoenberger, need 2 more.

**Siedler von Catan** is a German game of the year for 1995. It is a game of building settlements and roads on an island. Where your settlements are built determines what kind of resources you can receive. Trading with other players is the cheapest way to get you the other resources which you need. The island set-up changes each game. This game will be played as one complete turn per mailing. Ownership of the game is not required to play. Inquire to Andy Lewis for rules and sample map. Need 4.

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

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

**Chris Hassler a.k.a. Cerberus**  
**631 Candia Circle**  
**La Habra, CA 90631**  
**Phone: (714) 773-0940**  
**CompuServe: 70514,37**

Subscriptions cost \$1.00 per issue (\$1.50 overseas).

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

**Jason Wilke**

Here's the next edition of the Wilke Chronicle...

For the record, I tried to delete your name a few times if you're on more than one of my distribution lists, but if you read this and then read it again, please don't yell at me... it's just how my e-mail program is set up, 'kay? :-)

Well, I started classes now. This was my third week. Before I get to that, I just want to add a few notes for those of you that aren't yet jealous. I live three blocks from the Messplatz. That mean fairgrounds for those of you that don't speak the lingo. A few weeks ago, the fair came to town. This week, the circus arrived. I love Freiburg...

Where was I? Oh, yes... It started out rough. I started taking Chinese and a heavy Russian load. Then, a class was cancelled. There's no worse thing to do to a student than to cancel a class. I started rewriting my whole schedule. What a chore. Then, due to a miscommunication with my Russian professor, I thought I would have to take Russian as a block course. More rearranging.

Fortunately, I was able to replan everything during my trip to Munich. A couple of you have asked about that trip. Fear not. I'm gonna make that the next letter, combined with this weekend's upcoming trip to France. Nothing like a jaunt over the border for the day...

Anyway, that accomplished, I needed to get the a class approved. I e-mailed my advisor, and went back to my routine. I ended up attending 6 classes the first week. The second week, I only went back to 3. That's one thing I liked about preregistration in the States.

In my second week, the classes got down to business. I got dealt a few papers. Can't escape it anywhere <sic>! Things were going pretty well until I got an e-mail that the approval for my class was rejected. Bitchin'.

As luck would have it, there was still another similar class ... and in an open time spot on my schedule! Way cool! I'm still waiting on approval on that class, but at least everything is getting into a routine. I now have 6 classes.

I'm a German major for anyone that doesn't know why I'm here, so that's my jumping off point. I'm taking Literature of the Enlightenment (majorly tough) and Short Stories in the 20th century. I also have Business and Society in the Bundesrepublik Deutschland. My French minor will be finished up this semester. I'm taking a class on French poetry. It slightly reflects a class I took last year as far as the time period goes, but we didn't do much poetry. My Russian class is conversation. This is the stickler. I keep trying to translate into English instead of German... but I'm getting the hang of it. The other class (the one I need approval for) is RN 100. I hate religion and I hate it when someone tries to teach/preach it. You can't teach religion.

It's a personal thing relative to everybody's own beliefs and ideas. Try to tell that to the Jehovah's Witnesses back in Deltona. They don't take a hint, right mom? They think that by knocking on our door every two weeks, that they'll change what we believe. Any ol' way, I'll suffer through my class, I guess, then thumb my nose at Stetson. I can't get my degree without it. Serves me right for choosing a school close to home. I can't complain too much, though. The Brock students don't get credit for any non-German related classes. My French, for example, would be nullified. You win some, you lose some, I guess.

Anyway, the Business/Society class and the Short Story class are both specific classes for foreign students. It's cool cause there are people from Sweden, Japan, France, Italy, the US, Canada, and lots of places you don't even think about. The French class will be the easiest. Partially because I've had French for so long and partially because the professor once taught on an exchange program for professors at Stetson. That's Dr Rattunde. Very amiable. The otehr lit class is hard. I can suffer through it, though I'm trying to keep up with Germans in their own environment. Usually I sit next to someone cool, and he/she will explain what I don't understand.

What about the German language, you ask? Well, that's cool, too. They have something here called a Tandem. It's when two people get together, and trade off to help each other. We speak one hour of German, which helps me, and one hour of English (or in one case Spanish) which helps my Tandem partners. I can see a difference in my German. I called my pen pal last week near Berlin to wish him a happy birthday. We only spoke German (although he speaks fluent English after studying a year in the US) and I understood everything he said, and vice versa. I'm not sure which of us was more excited.

I've determined that the number of people in the converstaion is important, though. When I'm with 1 or 2 Germans and we're talking between us, I understand almost everything. In contrast, we had a building meeting (sort of like student government for the dorm) last week. That was tough. I understood parts. The main speaker had a really weird accent, which was bad enough, but since the majority of people in attendance were Germans, the rate of speech was much higher.

So, that's how my semester looks. My trip to Strasbourg this weekend should be fun. I'm also looking at a genealogical trip into French-Switzerland later this month and a few days in Paris in December. That should put the crowning touches on my already IMHO pretty good French (see I learned something from you, Kerry).

Don't forget to drink your milk,  
Jason

### Doghouse / MGN# O/B/8/ABC/3 End of Game Statements

#### *Game Summary*

Country	Start	1454			1455			1456			1457			1458			
		Spr	Sum	Fal													
Austria:	3	3	4	3	3	2	2	3	0	0	0	0	0	0	0	0	0
Florence:	3	3	3	2	2	2	2	2	3	3	3	3	2	2	0	0	0
France:	3	4	5	5	5	4	6	6	5	5	4	5	5	5	5	6	6
Milan:	3	3	3	3	4	4	4	3	3	3	5	5	3	3	3	0	0
Naples:	4	4	4	4	4	4	2	1	3	4	4	4	1	0	0	0	0
Papacy:	4	4	5	6	5	5	6	4	4	4	4	4	5	5	5	3	3
Turks:	3	3	3	5	5	6	8	10	8	7	7	7	9	9	8	7	7
Venice:	4	4	4	5	7	8	8	9	11	12	13	13	16	17	19	23	23

## The Players

AUSTRIA:	Bob Robles (out, Fall, 1456)	5th place	3
FLORENCE:	Ron Johnson (dropped, Summer 1456), Andy York (out, Summer 1458)	5th place	3
FRANCE:	Tim Broyles (dropped, Fall 1457), Jason Wilke	3rd place	7
MILAN:	Dean Cochran (resign Fall 1455), Bill Scharf (out, Fall 1458)	5th place	3
NAPLES:	Steve Koehler (out Spring 1458)	5th place	3
PAPACY:	Chris Hurley	4th place	6
TURKS:	Andy Lewis	2nd place	9
VENICE:	Dave Anderson	1ST PLACE	10

## Statements

**Jason Wilke (France):** Congrats, Dave!

Congrats on the win Dave, but we gave you this one on a silver platter!

**Bill Scharf (Milan):** My first standby game in Machiavelli, and it was a weird one! I had Austria in my face when I took over, while Venice was carefully taking out his home centers. Austria's motivation I never figured out, it didn't make sense.

Nobody opposed Venice, so he walked to a win. Venice is a huge powerhouse -- much more so than any one power in Diplomacy. What's the Venice win/loss record in SOB, Chris, isn't it a bigger winner than all the others put together?

As for the game end -- I guessed wrong. I figured the move for Milan was the obvious one, but I was afraid of bouncing with France over it, so I supported myself in. I figured Dave would see the obvious move and move to bounce me out of the less obvious option (a move to Cremona). Either Dave second guessed me, or I second guessed myself.

**Andy Lewis (Turks):** Congratulations to Venice on the win. Naples and I got involved in a struggle to the end which allowed Venice a little too much free rein in the east. I must say that I had fun in the game at least and with this being only my first game of Mac from game start I think that I did okay. Money certainly makes Mac a lot different from Dip. Sorry to the King of Naples for making this such a wargame.

**Chris Hassler (GM):** This game shows quite graphically what happens when Venice is unopposed. While Dave was able to capitalize on a few incidents to his advantage, the victory was more given to him than earned by him. To answer Bill's question, of the five Machiavelli games which have finished in S.O.B., three were won by Venice. Congragulations anyway.

## Rude Dog / MGN# O/B/8/CH/1 - Gunboat

### Spring 1457

### Deadline/Summer 1457 12/27 Thursday

*The Austrian Realm dies for lack of funds, leaving all in the hands of Venice. The Turks tighten the circle around Naples while France strengthens his Border Guard against Milan. The Pope continues his leisurely advance on Venice.*

### Spring 1456 Retreats

Austria A1 retreats OTB  
Milan A2 retreats to Pontremoli  
Milan A6 retreats to Fornova

### Builds

		Treas	Cost	Rem
<b>Aus</b>	<u>Maintains all, no new builds (insufficient funds)</u>	4	4	0
<b>Fra</b>	Maintains all, builds A5 Avignon	29	24	5
<b>Mil</b>	Maintains A1 Como, A4 Milan, A5 Pavia, A6 Fornova, builds A2 Cremona	18	18	0
<b>Nap</b>	Maintains all, no new builds	14	12	2
<b>Pap</b>	Maintains all, builds F3 Pisa, A5 Rome	44	24	20
<b>Tur</b>	Maintains all, build F5 Durazzo, F6 Tunis	24	21	3
<b>Ven</b>	Maintains A1 Hungary, A2 Trent, A3 Austria, A4 Carinthia, F1 Dalmatia, builds A5 Treviso, F2 (Elite Mercenary) Venice	46	27	19

### Orders

Austria( ): No units! Out!  
 France( ): A1 SAVOY supports A5  
           A2 SWISS supports A5  
           A3 GENOA holds  
           A4 (EM) MONTFERRAT to Pavia  
           A5 Avignon to TURIN  
           F1 EASTERN GULF OF LYON supports A3  
           F2 Sardinia to WESTERN TYRRHENIAN SEA  
 Milan( ): A1 Como to Tyrolea  
           A2 Cremona to BRESCIA  
           A4 Milan supports A1 (cut, DISLODGED, retreat Cremona, Bergamo, Piacenza, OTB)  
           A5 (EM) PAVIA supports A4 (cut)  
           A6 FORNOVA to Montferrat  
 Naples( ): A1 AQUILA supports A2  
           A2 NAPLES supports A1  
           F1 LOWER ADRIATIC to Durazzo (DISLODGED, retreat Palermo, Otranto, OTB)  
           G1 BARI converts to F2

Orders (cont.)

- Papacy( ):
- A1 Bologna to FERRARA
  - A2 MANTUA supports A1
  - A3 Ancona to SPOLETO
  - A4 PIOMBINO besieges (Autonomous garrison destroyed)
  - A5 Rome to PATRIMONY
  - F1 ROMAGNA to Upper Adriatic
  - F2 PADUA to Treviso
  - F3 PISA holds
- Turks( ):
- A2 Herzegovina to ALBANIA
  - F1 Gulf of Naples to CAPUA
  - F2 Palermo to EASTERN TYRRHENIAN SEA
  - F3 MESSINA supports F2
  - F4 Ionian Sea to OTRANTO
  - F5 DURAZZO to Lower Adriatic
  - F6 Tunis to WESTERN MEDITERRANIAN
- Venice( ):
- A1 Hungary to SLAVONIA
  - A2 TRENTO supports A4
  - A3 (EM) Austria to TYROLEA
  - A4 Carinthia to MILAN
  - A5 TREVISO to Padua
  - F1 DALMATIA to Upper Adriatic
  - F2 (EM) Venice to VENICE LAGOON

If you are in the game, a red check will appear next to the country you are playing.

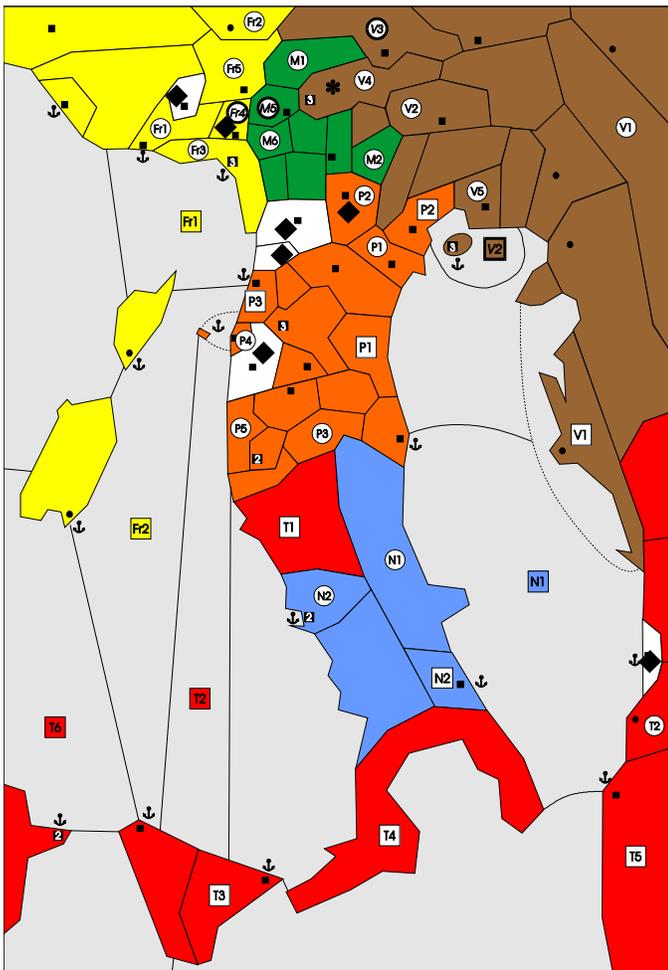
Notes

Venice has conquered Austria. He may now collect the Austrian variable income die roll and build in Austrian home cities. Please note also that the Neapolitan orders last turn were incorrect. The map was correct, however.

Press

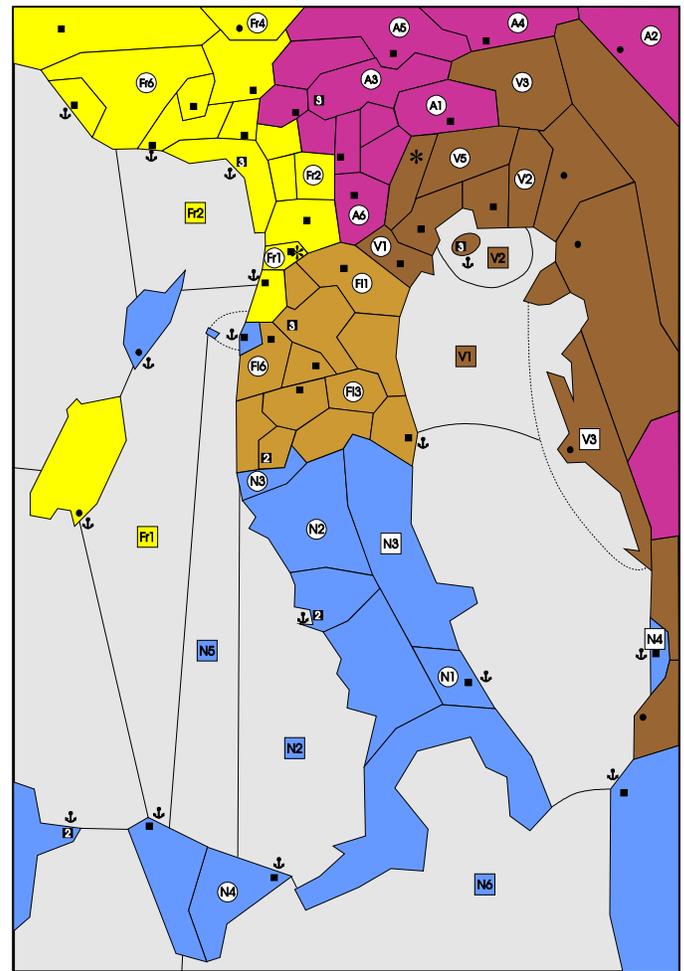
- Milan - France:** That wasn't very nice. This is why earlier peace attempts have failed. I'm not going to attack you, and you can keep Genoa if it'll keep the peace, but I will defend myself against you. Besieging Montferrat would be a nice gesture on your part.
- Milan - Pope:** For someone who calls me the Mouth, you sure have a lot to say.
- Milan - Turkey:** Being as you have more boats than you currently need against Naples, could you send a few north to help me. Hit Venice and keep him under control, hit the Pope and keep him under control, or move towards France and give him something to think about other than me!
- Pope - Milan:** Ok, you seem to have learned your lesson.
- Pope - Venice:** Note I did not build a fleet as per my proposed arms treaty.
- Venice - France:** Is peace a possibility after we finish off Milan?
- Venice - Milan:** Helping you out... FAST!!
- Venice - Papacy:** Hopefully the fleet balance (2 fleets to 2 fleets) meets your requirements. The removal of A ferrara was also a gesture of peace. Now can we get on with the business of conquering other worlds?
- Venice - Turkey:** We can stay at peace. Remember that you have unfinished business with Naples.

"Rude Dog"



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

"The River"



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

---

**The River / MGN# O/B/8/AD2/1**

**Spring 1460**

**Deadline/Summer 1460 12/27 Thursday**

*Florence in a state of chaos, as the head of state cannot be found, and at the same time Florence and Naples combine in the assault. Austria and Venice continue their war in the north, with plague a surprise Austrian ally.*

**Fall 1459 Retreats**

Florence F1 retreats OTB (NRR!)

**Expenditures**

France gives 5 ducats to Naples.

**Builds**

		<b>Treas</b>	<b>Cost</b>	<b>Rem</b>
<b>Aus</b>	Maintains all, builds A5 Tyrolea	33	21	12
<b>Flo</b>	NBR! Maintains all, no new builds	37	15	22
<b>Fra</b>	Maintains all, builds A4 Swiss, A5 Avignon, A6 Marseilles	37	24	13
<b>Nap</b>	Maintains all, builds A1 Bari, A2 Naples, A3 Palermo, G1 Messina	32	30	2
<b>Ven</b>	Maintains A1 Ferrara, A2 Friuli, A3 Carinthia, A4 Slavonia, A5 Vicenza, F1 Upper Adriatic, F2 Venice Lagoon, F3 Dalmatia, builds A6 Padua	45	27	18

**Orders**

Austria: A1 BRESCIA to TRENTO  
(Grib) A2 HUNGARY supports A4  
A3 TRENTO to MILAN  
A4 AUSTRIA supports A5  
A5 TYROLEA to Carinthia  
A6 MANTUA supports A7  
A7 Verona holds (DISLODGED, retreat Brescia, OTB)

Florence: NMR! A1 BOLOGNA holds  
(Scott?) A2 LUCCA holds (DISLODGED, retreat Pistoia, OTB)  
A3 URBINO holds  
A4 ANCONA holds  
A6 SIENNA holds

France: A1 PISA to LUCCA  
(Marcinonis) A2 PARMA supports A Pontremoli (nsu)  
A3 MODENA supports A1  
A4 SWISS holds

**Orders (cont.)**

A5 Avignon to TURIN  
A6 Marseilles to PROVENCE  
F1 WESTERN TYRRHENIAN SEA supports Naples A Messina to Pisa (nsu)  
F2 EASTERN GULF OF LYON supports A1

Naples: A1 BARI to Aquila  
(McConnell) A2 Naples to CAPUA  
A3 Palermo to TIVOLI  
F1 DURAZZO converts to G2  
F2 Messina to GULF OF NAPLES  
F3 AQUILA to Lower Adriatic  
F4 RAGUSA supports F3  
F5 EASTERN TYRRHENIAN SEA transports A3  
F6 Lower Adriatic to IONIAN SEA  
G1 MESSINA converts to A4

Venice: A1 FERRARA supports A6  
(Palumbo) A2 FRIULI supports A3  
A3 CARINTHIA supports A4 (cut)  
A4 SLAVONIA supports A3  
A5 VICENZA supports A6  
A6 Padua to VERONA  
F1 UPPER ADRIATIC to Lower Adriatic  
F2 VENICE LAGOON to Upper Adriatic  
F3 DALMATIA supports F1

**Summer 1460 Plague**

**Bad Year:** Slavonia (Venice A4 destroyed), Verona (Venice A6 destroyed), Turin (French A5 destroyed), Genoa, Naples, Ancona (Florentine A4 destroyed), Durazzo (Neapolitan G2 destroyed), Modena (French A3 destroyed), Perugia, Cremona, Venice, Florence

**Press**

**Austria - France:** Too bad you can't help.  
**Austria - Naples:** Any treachery will be appreciated!  
**Jason - Florence/Naples:** My, my, my! Aren't we just getting dot-hungry?

---

**Not Guilty / MGN# O/C1/6/ABCD2G/1**

**Fall 1501**

**Deadline/End of Game Statements 12/27 Thursday**

*Venice finishes off the game against no resistance from Austria. The Pope picks up a city to cement second place, while the Turk sits this one out.*

**Retreats**

Austrian A2 retreats OTB (NRR!)  
Austrian F2 retreats OTB (NRR!)

**Orders**

Austria: NMR! A1 Slavonia holds (DISLODGED, retreat Carinthia, Austria, Hungary)  
(Schoenberger) F1 MESSINA holds

Papacy: A1 PISA to LUCCA  
(Mattei) A2 Florence to URBINO  
A3 Piombino to SIENNA  
A4 PISTOIA to Modena (imp.)  
F1 Bologna to ROMAGNA

Turks: NMR! A1 NAPLES holds  
(Scott) F1 SALERNO holds  
F2 GULF OF NAPLES holds  
F3 OTRANTO holds

**Orders (cont.)**

F4 IONIAN SEA holds

- F5 LOWER ADRIATIC holds
- F6 BARI holds
- Venice: A1 Verona to FERRARA
- (Anderson) A2 Turin to TYROLEA
- A3 MILAN supports A2
- A4 Carniola to SLAVONIA (Rebellion liberated)
- A5 (EM) Avignon to SWISS
- A6 MARSEILLES converts to G1
- F1 UPPER ADRIATIC supports A1
- F2 CROATIA(SC) holds

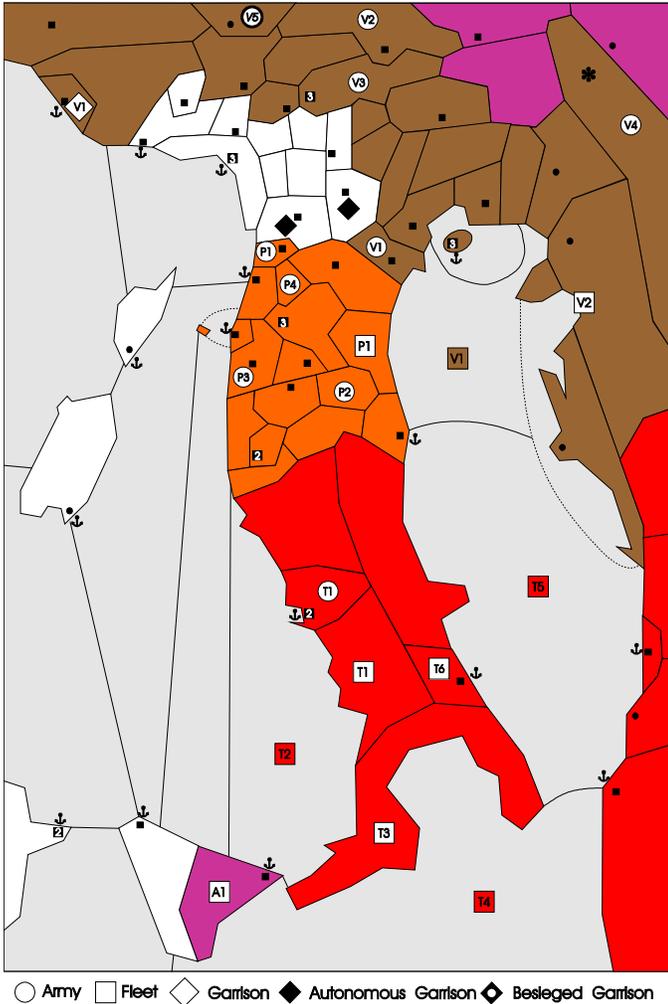
Press

**Pope - Venice:** I think there's space enough for both in North Italy.  
**Jason - GM:** That's it! Sock it to 'em! Get rid of those players! Assassinate 'em! Knock 'em out! Make 'em bankrupt! ... I love sitting on the sidelines!  
**Cerberus - Jason:** Yeah, ain't it great?

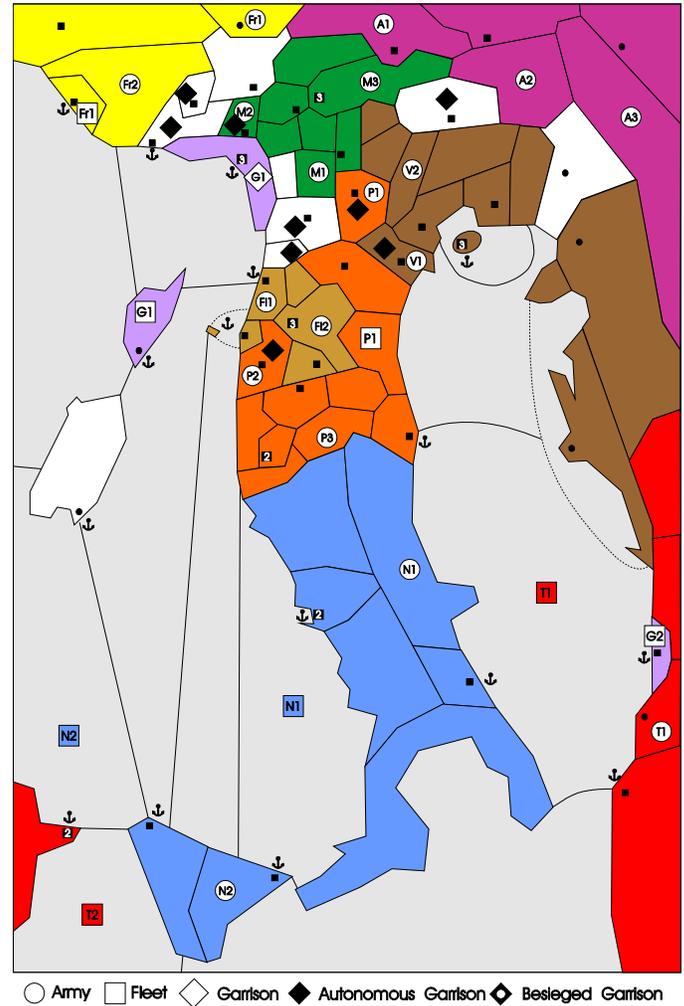
Notes

And with that, Venice has achieved victory: 15 cities and control of another country (France). Congratulations to Dave on the victory.

"Not Guilty"



"Rabid Dog"



**Rabid Dog / MGN# O/E1/9/ABC/1**

**Spring 1450**

**Deadline/Summer 1450 12/27 Thursday**

*Florence falls to Papal treachery while France and Milan back off from each other. The war in the south heats up with a Neapolitan army in the Balkans. Carinthia appears to be a popular place, since Austria, Milan, and Venice all want to go there, but lodgings were so booked up that none of them were able to make it.*

Orders (cont.)

Orders

- Austria: A1 TYROLEA supports A2
- (Koehler) A2 Austria to CARINTHIA
- A3 Hungary to SLAVONIA

- Florence: A1 Florence to PISA
- (Lewis) A2 Arezzo to FLORENCE
- F1 Pisa to PIOMBINO

Orders (cont.)

France: A1 SWISS smiles at its Tyrolean neighbors (hold)  
(Wilke) A2 AVIGNON to PROVENCE  
F1 MARSEILLES supports A2

Genoa: F1 Eastern Gulf of Lyon to CORSICA  
(Schoenberger) F2 RAGUSA holds (u)  
G1 GENOA holds (u)  
F Genoa to Eastern Gulf of Lyon (nsu)  
G Ragusa convert to F (nsu)

Milan: A1 Cremona to PARMA  
(Anderson) A2 Pavia to MONTFERRAT  
A3 MILAN holds

Naples: A1 Bari to AQUILA  
(Narhi) A2 MESSINA holds  
F1 Naples to GULF OF NAPLES  
F2 Palermo to WESTERN MEDITERRANEAN

Papacy: A1 Bologna to MANTUA  
(Rutherford) A2 Perugia to SIENNA  
A3 Rome to SPOLETO  
F1 Ancona to ROMAGNA

Turks: A1 ALBANIA to Ragusa  
(Wilson) F1 Durazzo to LOWER ADRIATIC  
F2 Tunis to BAY OF TUNIS

Venice: A1 Padua to FERRARA  
(Robles) A2 VERONA supports A1  
F1 Dalmatia to CROATIA (sc)  
G1 VENICE converts to F2

Spring 1450 Famine Losses

Autonomous garrison Turin.

Summer 1450 Plague

**Good Year:** Croatia (Venetian F1 destroyed), Bologna, Austria, Avignon, Venice (Venetian F2 destroyed), Piombino (Florentine F1 and autonomous garrison destroyed)

Press

**France - Austria/Milan:** Here's to a long peaceful relationship. Who's going to be Caesar, who's going to be Marc Anthony, and who shall be Crassus?

**France - Genoa:** Let's talk boats...

**France - Turkey:** Did I mention that I'm going to Sardinia after Christmas?

**Murad II (Sultan of the Ottomans) - Prince Stuart of Genoa:** I take your silence to mean my proposals are not acceptable. Therefore my actions.

**Murad II to the Pope:** In the eyes of Allah we are all brothers. A brother does not hold contempt for his brother. I bear no ill will toward you.

**Neapolitan:** This sure is a quiet group!

**Naples - Milan:** You can't insult me like that! I'm coming for you boy. Your ### is mine.

---

**Mailman's Bane**

**Turn 7 Conferences, Cabinet, and Coalitions**

**Deadline for Turn 7 Media Tokens through Campaign Results: 12/27 Thursday**

Conferences

SPD holds a Special Conference (500 DM) and gains 3 party bases in Bonn.

Cabinet

Grüne sends his Kanzler (3000 DM spent) to Neidersachsen, where it buys a media token from SPD (800 DM to SPD)

Coalitions

None possible.

Players

<u>CDU</u>	<u>Grüne</u>	<u>FDP</u>	<u>SPD</u>
<b>Player:</b> Bill Scharf	<b>Player:</b> Dave Anderson	<b>Player:</b> Sean Cousins	<b>Player:</b> Andy Lewis
<b>Campaign Days:</b> 11	<b>Campaign Days:</b> 11	<b>Campaign Days:</b> 11	<b>Campaign Days:</b> 15
<b>Media Tokens:</b> 3	<b>Media Tokens:</b> 1	<b>Media Tokens:</b> 3	<b>Media Tokens:</b> 2
<b>Conferences:</b> None	<b>Conferences:</b> Special	<b>Conferences:</b> None	<b>Conferences:</b> None
<b>Platform:</b> <u>Freugeutliche</u>	<b>Platform:</b> <u>Umweltshutz</u>	<b>Platform:</b> <u>Marktwirtschaft</u>	<b>Platform:</b> <u>Gewerkschaft</u>
<u>Grundordnung</u>	NATO JA	Atomkraft JA	Atomkraft JA
Atomkraft JA	Steuersenkung NEIN	Steuersenkung NEIN	NATO JA
35-Stunden-Woche NEIN	35-Stunden-Woche NEIN	35-Stunden-Woche NEIN	Steuersenkung NEIN
NATO JA	§218 JA	§218 JA	§218 JA
§218 NEIN			

Player order for turn 7 is: SPD, Grüne, CDU, FDP

Your Available Cash: \_\_\_\_\_

Your Available Ministers: \_\_\_\_\_



Press

**Going Out of Business Sale at IMPD:** Buy 2 industrial strength mining lasers at full price, get an 18-inch 2-topping pizza free. Limited delivery area, some restrictions apply.

Notes

Well, we finally have a winner. Contratulations to Andy York on his victory.

---

**"Fenris Wolf"**

**Epoch VII Russia, Manchu Dynasty, and the Netherlands**

**Deadline for Netherlands, France, Britain, the United States, and Germany: 12/27 Thursday**

**The Flintstones** (Geggus) **RUSSIA:** Plays Shipbuilding. Capital and army *North European Plain* (Two Hun armies withdraw to *Eastern Steppe*), army *Western Steppe* (vs. Seljuk Turks, R: 2, 1; S: 2; R: 5, 5; S: 5; R: 5, 3; S: 1; wins), *Turanian Plain* (vs. Timurid Emirates, R: 4, 4; T: 3; wins, Capital reduced to city), *Dneiper* (vs. Seljuk Turks, R: 5, 4; S: 6; loses), *Dneiper* (vs. Seljuk Turks, R: 5, 4; S: 5; R: 6, 3; S: 5; wins), *Baltic Seaboard* (vs. Seljuk Turks, R: 4, 4; S: 6; loses), *Baltic Seaboard* (vs. Seljuk Turks, R: 5, 3; S: 1; wins), fleet *Black Sea* (vs. Quantum Coyotes, F: 6, 1; Q: 3; wins), *North Sea* (vs. Olde Sea Dogge, F: 6, 5; O: 2; wins), army *Central Europe* (vs. Seljuk Turks, R: 6, 4; S: 1; wins, city eliminated), *Danubia* (vs. Seljuk Turks, R: 4, 3; S: 1; wins), *Lower Rhine* (vs. Seljuk Turks, R: 5, 2; S: 5; R: 6, 1; S: 6; R: 4, 4; S: 5; loses), *Lower Rhine* (vs. Seljuk Turks, R: 2, 2; S: 1; wins), fleet *Black Sea*. Points: Dominance in Northern Europe (8) and Eurasia (4), Presence in North America (3) and South America (2), three Capitals (6), two Seas (2), one city (1), and two Monuments (2) for 26 points.

**Wesley Crusher Returns** (Anderson) Plays Kingdom in the Highlands. Army, city, and fort in *Highlands* (Viking army retreats to *Albion*). **MANCHU DYNASTY:** Army and Capital *Manchurian Plain* (Mongol army retreats to *Mongolia*). Army *Korean Peninsula*, fleet *Sea of Japan* (vs. Purple People Eaters, W: 2, 2; P: 6; loses), *Sea of Japan* (vs. Purple People Eaters, W: 5, 4; P: 1; wins), army *Honshu*, *Hokkaido* (vs. Fujiwara, M: 6, 3; F: 3; wins, Capital

reduced to city), *Mongolia* (two Mongol armies eliminated), *Wei River* (Timurid Emirate army eliminated), *Szechuan* (vs. Mhugals, Ma: 6, 1; Mh: 5; wins), *Irrawaddy* (vs. Mhugals, Ma: 5, 1; Mh: 4, 3; wins), *Ganges Delta* (vs. Ming Dynasty, Ma: 2, 1; Mi: 6, 2; loses), *Ganges Delta* (vs. Ming Dynasty, Ma: 6, 2; Mi: 6, 4; Ma: 6, 2; Mi: 5, 5; wins). Points: Control of China (9) and Nippon (6), Presence in Eurasia (2), North America (3), India (3), Southeast Asia (2), Middle East (1), and Northern Europe (4), three Capitals (6), four cities (4), one Sea (1), and six Monuments (6) for 47 points.

**Olde Sea Dogge** (Cowles) **NETHERLANDS:** Plays Leader. Army and Capital in *Lower Rhine* (Russian army retreats to *Baltic Seaboard*). Army *Central Europe* (vs. Russians, N: 6, 5, 1; R: 1; wins), *Northern Gaul* (vs. Holy Roman Empire, N: 3, 1, 1; H: 6, 5; loses), *Northern Gaul* (vs. Holy Roman Empire, N: 2, 1, 1; H: 6, 1; loses), *Northern Gaul* (vs. Holy Roman Empire, N: 6, 5, 4; H: 4, 2; wins), *Western Gaul* (vs. Holy Roman Empire, N: 4, 4, 1; H: 1; wins), *Central Massif* (vs. Holy Roman Empire, N: 6, 3, 1; H: 1; wins), plays one short, no fleet build. Points: Dominance in Northern Europe (8), Southern Europe (4), and North America (6), Presence in Middle East (1), Sub-Saharan Africa (2), and South America (2), three Capitals (6), one Sea (1), and two Monuments (2) for 32 points.

FRANCE is absent.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Kinsel	Quantum Coyotes	54	133
Caleb Cousins	Purple People Eaters	58	150
Murray Cowles	Olde Sea Dogge	61	146
Andy Lewis	Hellfighters	62	114
Dave Anderson	Wesley Crusher Returns	69	181
Chris Geggus	The Flintstones	72	165

Final Positions

**Purple People Eaters** (C. Cousins) Fleet *Red Sea*. **ARABS:** City and army each in *Lower Tigris* and *Arabian Peninsula*, one army each in *Nile Delta*, *Libya*, *Nubia*, *Upper Tigris*, *Levant*, and *Southern Iberia*.

**The Flintstones** (Geggus) Fleet in *North Sea*, two fleets in *Black Sea*. **INCAS:** Army, Capital, and Monument in *Northern Andes*, army in *Guiana Highlands*. **AZTECS:** Army and Capital in *Mexican Valley*, army in *Pacific Seaboard*. **RUSSIANS:** Army and Capital in *North European Plain*, army, city, and Monument in *Turanian Plain*, two armies in *Baltic Seaboard*, army each in *Western Sreppa*, *Dneiper*, and *Danubia*.

**Olde Sea Dogge** (Cowles) Fleets in *Western Mediterranean* and *Atlantic Ocean*. **NORTH AMERICAN MIGRANTS:** One army each in *West Indies* and *Great Plains*. **BYZANTINES:** One army each in *Crete* and *Morea*. **SAFAVIDS:** Capital and Army in *Persian Salt Desert*. **PORTUGUESE:** Army, Capital, and Monument in *Western Iberia*, army and Monument in *Southern Appenines*, one army each in *Patagonia*, *Deep South*, *Ireland*, *South Africa*, and *Congo Basin*. **NETHERLANDS:** Army and Capital in *Lower Rhine*, armies each in *Central Europe*, *Northern Gaul*, *Western Gaul*, and *Central Massif*.

**Wesley Crusher Returns** (Anderson) Fleet in *Sea of Japan*. **MAYANS:** Army, Capital, and fort in *Central America*. **GUPTAS:** Capital and two armies in *Eastern Deccan*, one army in *Ceylon*. **CRUSADERS:** City, fort and army in

*Palestine*. **MONGOLS:** Army and monument in *Yangtse Kian*, army each in *Yellow River*, *Si-Kyang*, and *Mekong*. **TIMURID EMIRATES:** army, city, and Monument in *Chekiang*, army and Monument each in *Taurim Basin* and *Great Plain of China*. **SCOTTS:** Army, city, and fort in *Highlands*. **MANCHU DYNASTY:** Army and Capital in *Manchurian Plain*, army and city in *Hokkaido*, army and Monument each in *Wei River* and *Szechuan*, army each in *Korean Peninsula*, *Honshu*, *Mongolia*, *Irrawaddy*, and *Ganges Delta*.

**Quantum Coyotes** (Kinsel) Fleet *Eastern Mediterranean*. **ARYANS:** Army in *Hindu Kush*. **NILE KINGDOM:** Army, City, and Fort in *Upper Nile*. **KHMERS:** One army in *East Indies*. **HOLY ROMAN EMPIRE:** Army each in *Northern Appenines* and *Dalmatia*. **OTTOMAN TURKS:** Army, Monument, and Capital in *Western Anatolia*, army and Monument each in *Middle Tigris* and *Zagros*, army each in *Pindus*, *Balkans*, *Eastern Anatolia*, *Lower Indus*, and *Western Ghats*.

**Hellfighters** (Lewis) Fleets in the *Atlantic Ocean* and *Bay of Bengal*. **SYTHEANS:** Army in *Persian Plateau*. **CIVIL WAR:** One army in *Pyrenees*. **HUNS:** Three armies in *Eastern Steppes* and one army in *Caucuses*. **VIKINGS:** Two armies in *Albion*, army each in *Scandinavia*, *Shatts Plateau*, *Appalachia*. **SUB-SAHARAN MIGRANTS:** Army each in *Central Africa* and *Madagascar*. **MUGHALS:** Army, Capital, and Monument in *Ganges Valley*, army and

Monument in *Malayan Peninsula*, one army each in *Upper Indus*, *Western Deccan*, *Eastern Ghats*, *Sumatra*.

Epoch VII Empire

Your Empire is: \_\_\_\_\_

Your event cards are: \_\_\_\_\_

**"Mongrel"**

**Epoch I Babylonia, Shang Dynasty, and Aryans  
Deadline for Epoch II Empire Selection: 12/27 Friday**

**Horsemen of the Apocalypse** (Wilson) BABYLONIA: Army and Capital in *Middle Tigris* (Sumerian army retreats to *Lower Tigris*), army *Upper Tigris*, *Levant* (vs. Hittites, B: 6, 4; H: 1; wins), *Zagros* (vs. Hittites, B: 4, 1; H: 4, 4; B: 5, 4; H: 5, 2; B: 5, 3; H: 2, 1; wins). Builds Monument *Middle Tigris*. Points: Dominance in Middle East (4), one Capital (2), one Monument (1) for 7 points.

*Plain of China*, and *Chekiang*. Build Monument in *Yellow River*. Points: Dominance in China (2), one Capital (2), one Monument (1), for 4 points.

**Gamers' Lonely Hearts Club** (Anderson) ARYANS: Army each in *Turanian Plain*, *Hindu Kush*, *Persian Plateau*, *Zagros* (vs. Babylonians, A: 5, 3; B: 3; wins), and *Eastern Anatolia* (vs. Hittites, A: 6, 5; H: 5; wins, Capital reduced to city). Points: Presence in India (1) and Middle East (2), one city (1), one Monument (1) for 5 points.

**Hector** (Cowles) SHANG DYNASTY: Plays Civil Service. Army, fort, and Capital in *Yellow River*, armies in *Wei River*, *Taurim Basin*, *Great*

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Andy Lewis	Civs-R-Us	4	12
Kevin Wilson	Horsemen of the Apocalypse	4	7
Dan Eisenhut	The Dark Side	4	5
Murray Cowles	Hector	4	4
Chris Hurley	The Hoard	5	7
Dave Anderson	Gamers' Lonely Hearts Club	5	5

Press

**Civs-R-Us - Cerberus:** 7 of those 12 points came from the Hittites!  
**Cerberus - Civs:** Take 'em where you can get 'em. You still draw first and are in the lead.

**Hector.** SHANG DYNASTY: Army, Capital, Monument, and fort in *Yellow River*, armies each in *Wei River*, *Taurim Basin*, *Great Plain of China*, and *Chekiang*.

**Gamers' Lonely Hearts Club.** ARYANS: Army, city, and Monument in *Eastern Anatolia*, armies each in *Turanian Plain*, *Hindu Kush*, *Persian Plateau*, and *Zagros*.

Final Positions

SUMERIANS: Capital and 3 armies in *Lower Tigris*.  
**The Hoard.** Fleet *Red Sea*. EGYPT: One army each in *Arabian Peninsula*, *Nubia*, and *Upper Nile*.  
**Civs-R-Us.** Fleet *Eastern Mediterranean*. MINOANS: Army and Capital in *Crete*, army and city in *Nile Delta*, army *Libya*.  
**The Dark Side.** INDUS VALLEY: Two armies, fort, Monument, and Capital in *Lower Indus*, one army each in *Upper Indus*, *Western Deccan*, and *Eastern Ghats*.  
**Horsemen of the Apocalypse.** BABYLONIA: Capital, army, and Monument in *Middle Tigris*, armies each in *Upper Tigris* and *Levant*.

Notes

Thanks to Paul Bolduc for his unused standby orders.

Your event cards are: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Epoch II Empire Draw

Your Empire is: \_\_\_\_\_

**Prairie Dog**

**Turn 13**

**Deadline Turn 14: 12/27 Thursday**

Segment 1

Segment 2

**Andy:** Delay  
**John Henry:** Pass  
**Ronnie:** Delay  
**Laundry Boy:** Card B1 -- Advance, ahead (to H18), segment 1 of 1.

**Andy:** Card 9 -- Cock (C45), segment 1 of 3  
**John Henry:** Pass.  
**Ronnie:** Card 2 -- Run, ahead (to E16), segment 1 of 1  
**Laundry Boy:** Card 2 -- Run, ahead right (to H17), segment 1 of 1

# Prairie Dog

## Segment 3

- Andy:** Card 9 -- Cock (C45), segment 2 of 3  
**John Henry:** Pass  
**Ronnie:** Card (3) -- Turn left (to face D16), turn 1 of 1  
**Laundry Boy:** Card 1 -- Advance ahead (to G17), turn 1 of 2

## Segment 4

- Andy:** Card 9 -- Cock (C45), segment 3 of 3  
**John Henry:** Pass  
**Ronnie:** Card 1 -- Advance, ahead left (to E17), segment 1 of 2  
**Laundry Boy:** Card 1 -- Advance ahead (to G17), turn 2 of 2

## Segment 5

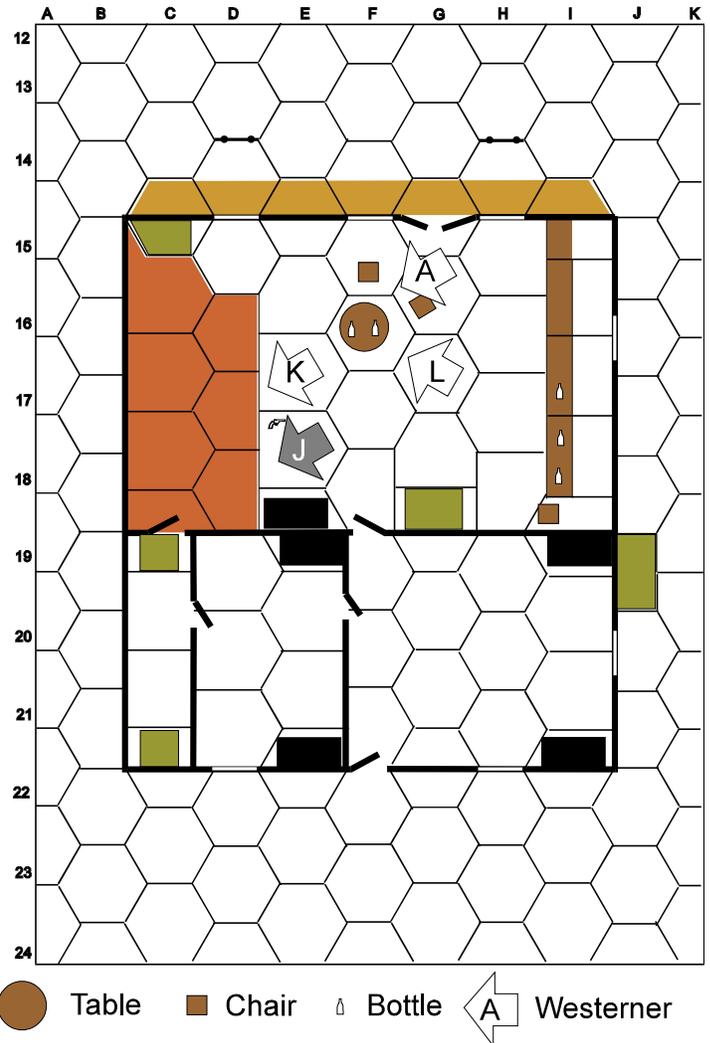
- Andy:** Pass  
**John Henry:** Pass  
**Ronnie:** Card 1 -- Advance, ahead left (to E17), segment 2 of 2  
**Laundry Boy:** Card (B4) -- Sidestep (Ronnie)

## End of Turn

- Andy** loses 1 delay point.  
**Ronnie** loses 1 delay point.

## Beginning of Turn 14

- Andy** LOSES AIM due to wounds.  
**John Henry** gains 2 delay points due to wounds.



## Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	G16 > F16	4, 6, 9	None	1	15	SERIOUS 1
B	Steve Koehler	John Henry (J)	E18 > D18	5, 6, 8, 9	Brawling +2	2	29	GUN ARM 1, SERIOUS 2, LEG 4, DOWN
C	James Pratt	Ronnie (K)	E17 > D17	5, 8	Brawling +2	1	13	
D	Paul Bolduc	Laundry Boy(L)	G17 > F17	1, 4, 5, 6, 7	Brawling +2	0	18	

## Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Andy	Knife	C45, cocked	Empty	Empty	C45: O O O O O
John Henry	C45, Knife	Empty	Empty	Chair	C45: O O O O O O
Ronnie	None	Knife	Empty	Empty	n/a
Laundry Boy	None	Bottle	Empty	Empty	n/a

## Press

**Ronnie - Laundry Boy:** Come and get me.

### Canine

Turn 4 Combat to Turn 5 Nexus  
 Deadline Turn 5 Nexus: 12/27 Thursday

Players

ATREIDES:	Debbie	BENE GESSERIT	Steve Koehler
	Osborne		
EMPEROR	Bill Scharf	FREMEN	Paul Bolduc
GUILD	Chris Hurley	HARKONNENS	Dave Anderson
LANSRAAD	Andy Lewis		

Notes

Thanks to Kevin Wilson for his unused standby orders.

Combat

Wind Pass North

	Fremen	Lansraad
Leader	Otheym (5)	Earl Viaconte (5)
Weapon	La, La, La	Maula Pistol
Defense	Shield	Shield
Dialed	2	0
Spice Spent	1	0
<b>Total</b>	<b>7</b>	<b>5</b>

The Fremen are victorious. 2 Lansraad and 1 Fedaykin tokens go to the tanks, and the Fremen discard La, La, La, and the Lansraad lose both cards.

Wind Pass North

	Fremen	Atreides
Leader	Otheym (5)	Gurney Halleck (4)
Weapon	None	None
Defense	Shield	None
Dialed	0	1½
Spice Spent	0	1
<b>Total</b>	<b>5</b>	<b>5½</b>

The Atreides are victorious. All remaining tokens go to the tanks and the Fremen loses his Shield.

Habbanya Ridge Sietch

	Fremen	Emperor
Leader	Jamis (2)	Captain Aramsham (5)
Weapon	None	Ellaca Drug
Defense	None	None
Dialed	2½	8
Spice Spent	0	8
<b>Total</b>	<b>2½</b>	<b>13</b>

The Captain betrays his Emperor! All of the Emperor's tokens go to the tanks, as does the traitor. The Ellaca Drug is lost. The Fremen gain 5 spice.

Spice Collection

- Atreides gain 2 spice (Arrakeen)
- Guild gains 1 spice (Tuek's Sietch)
- Lansraad gains 2 spice (Carthag)

**Turn 5**

Storm Movement

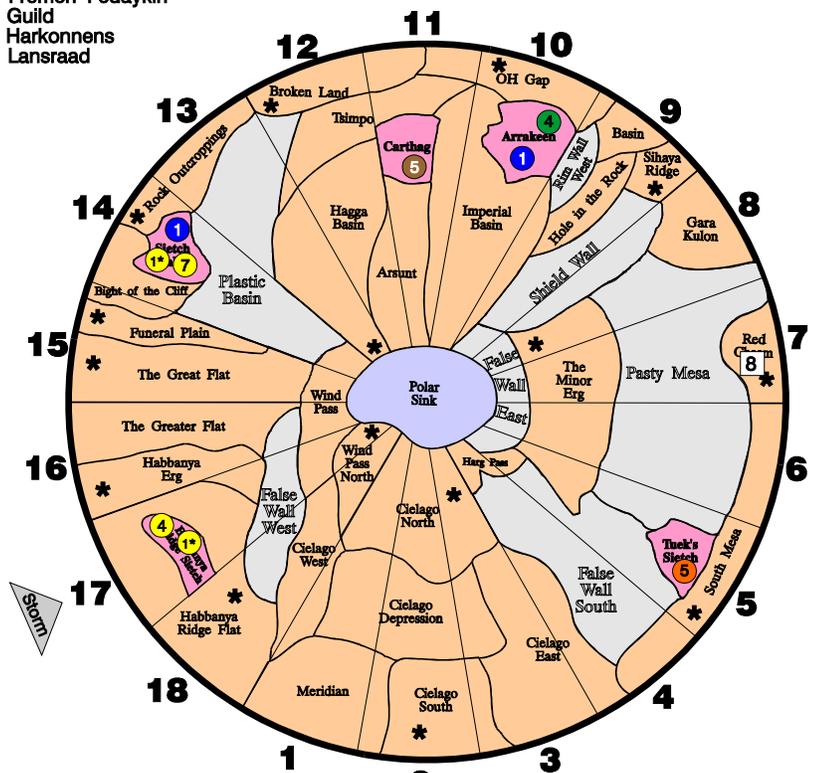
The storm moves 5 sectors to sector 17. 6 Atreides tokens in Rock Outcroppings are sent to the tanks. 6 spice in Wind Pass North are destroyed. Habbanya Ridge Sietch is in storm. Turn 6 storm movement: \_\_\_\_\_.

Spice Blow

Worm in Wind Pass North! Nexus occurs.

**Key**

- Tokens
- Spice
- Atreides
- Bene Gesserit
- Emperor
- Elite Sadaukar
- Fremen
- Fremen Fedaykin
- Guild
- Harkonnens
- Lansraad



Final Positions

- Atreides:** 4 tokens Arrakeen, 8 tokens in the tanks, 8 tokens off-planet
  - Bene Gesserit:** 1 token Arrakeen, 1 token Sietch Tabr, 13 tokens off-planet, 5 tokens in the tanks
  - Emperor:** 7 tokens (5 Elite Sadaukar) off-planet, 13 tokens and Captain Aramsham in the Tanks
  - Fremen:** 5 tokens (1 Fedaykin) in Habbanya Ridge Sietch, 8 tokens (1 Fedaykin) Sietch Tabr, 7 tokens (1 Fedaykin) and Stilgar in the tanks
  - Guild:** 5 tokens Tuek's Sietch, 15 tokens off-planet
  - Harkonnens:** 7 tokens off-planet, 13 tokens and Feyd-Rautha in the tanks
  - Lansraad:** 7 tokens off-planet, 5 tokens Carthag, 8 tokens in the tanks.
- Your spice: \_\_\_\_\_  
 Your cards: \_\_\_\_\_

## Anubis

### Turn 6 Planning through Outbound Naval Movement

#### Deadline Turn 6 Land Movement through Homebound Naval Movement: 12/27 Thursday

*Seas are calm for all. A new king ascends to the throne of France.*

#### Planning

- Dutch** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
- English** buy 2 soldiers (\$20) and maintains 4 ships (\$16) for \$36
- French** buy 6 soldiers (\$60) and maintain 5 ships (\$20) for \$80
- Portuguese** maintains 4 ships (\$16), buy 4 soldiers (\$40) for \$56
- Swedes** maintain 3 ships (\$12), buy 2 soldiers (\$20) for \$32.

#### Mining

**English** receive one gold bar at K. The mine is not depeted.

#### Discovery

- Dutch** prospector in Area L discovers nothing.
- French** prospectors in Area Y discover a mine.
- Portuguese** prospector in Area R discovers nothing.

#### Outbound Naval Movement

- Dutch:** To anchorage L. Dice: 3, 4, 4, 6. No losses.
- English:** To anchorage K. Dice: 5, 5, 6. No losses.
- French:** To anchorage Y. Dice: 2, 3, 4, 6, 5. No losses.
- Portuguese:** To anchorage U. Dice: 3, 3, 5, 5. No losses.
- Swedes:** To anchorage N. Dice: 2, 4, 4, 6. No losses

#### Initiative

English, Portuguese, Dutch, French, Swedes

#### Notes

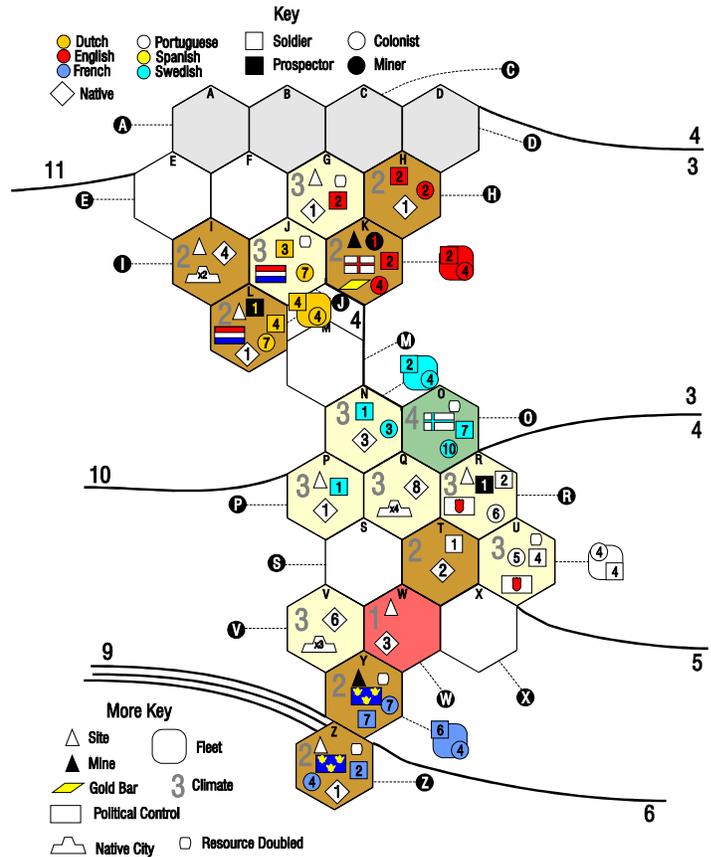
The measure to move back to one game turn per mailing succeeded, so starting with turn 7, we'll go with that. Also, since I have been unable to get ahold of Kevin Kinsel for his orders, and Kevin Wilson has agreed to take over the position, I have come up with a neutral set of French orders.

#### Press

- Swedes - Cerebus:** How about listing in the player summaries when and how many soldiers are due back in upcoming turns.
- Cerberus - Swedes:** OK, I'll list the soldiers like 12/3/2/0, where the first number is the number currently available, and the other numbers are those that will become available in one, two, and three turns.

#### Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dan Eisenhut	\$114	13/2/0/0	4	4
English	Sean Cousins	\$80	15/2/0/0	4	4
French	Kevin Wilson	\$61	7/1/2/0	5	4
Portuguese	Bill Scharf	\$72	13/1/0/0	4	4
Swedes	Andy Lewis	\$129	10/1/3/0	3	4



## Dog Food

### Turns 5 and 6

#### Deadline Turns 7 and 8: 12/27 Thursday

#### Turn 5

- 1st: Andy Lewis (Humans/Cash & Carrie) Rolls Used: 1 3 6**  
**R30 - Painfall(o)** (observes \_\_\_\_\_) - **B - Poisonport(o) - R - B - Y - B - R - B - Y.**
- 2nd: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization) Rolls Used: (3 \* 2) 1**  
**R - Jewel Port(o) - B - Jellybeast Landing(o) - Jellybeast Landing(s).**  
 Discovers Eepeeep (out of the cup pops Mulch Wine at 3, Demand for Wine at 4a, Demand for Perfume at 4b, and Megalith Paperweight at 9b).  
 Barter IOU and Fast Scout for Fast Clipper. Picks up Fare to Base.

- 3rd: Eddy Mattei (Niks/Beagle Boys Enterprise) Rolls Used: 3 4 5**  
**Galactic Base - Y - R - B - R - B - Y - Interstellar Biosphere**  
 Drops off Fare (out of the cup pops Demand for Genes at 2) for \$140.
- 4th: Chris Geggus (Qossuth/Rockville Emporium) Rolls Used: 1 \* 3**  
**Wet Landing(s).**  
 Sells Mulch Wine for \$60 (out of the cup pops Rock Videos at 4b), buys two Immortal Grease for \$100.

**5th: Dan Eisenhut (Dell/Naga Trading Corp) Rolls Used: 6 6**  
**Wet Landing(s) - Wet Landing(o) - R - B - R - B - Y - NC6 - R20 - Multi-Generation Ship.**

Discovers Zum (out of the cup pops Chiclé Liquor at 7a, Designer Genes at 9a, Psychotic Sculpture at 10, and Designer Genes at 9a). Sells Immortal Grease for \$100 (out of the cup pops Fare to 4a at Base).

**6th: Steve Koehler (Eepeeep/Basset Imports, Ltd.) Rolls Used: 2 \* 4**  
**Interstellar Biosphere.**  
 Buys Factory for \$200 and Finest Dust for \$50.

Turn 6

**1st: Andy Lewis (Humans/Cash & Carrie) Rolls Used: 1 2 4**  
**Y - R20 - Terror Station(o) (observes \_\_\_\_\_) - ? (It's the Relic Laser) - Titan's Tower(o) - ? (It's the Switch Switch Relic).**  
 Stops and picks up relic.

**2nd: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization) Rolls Used: (5 \* 2) 3 1**  
**Jellybeast Landing(s) - Jellybeast Landing(o) - A - Y - R - B - Y - R - A - Ice Station(o) - Ice Station(s).**

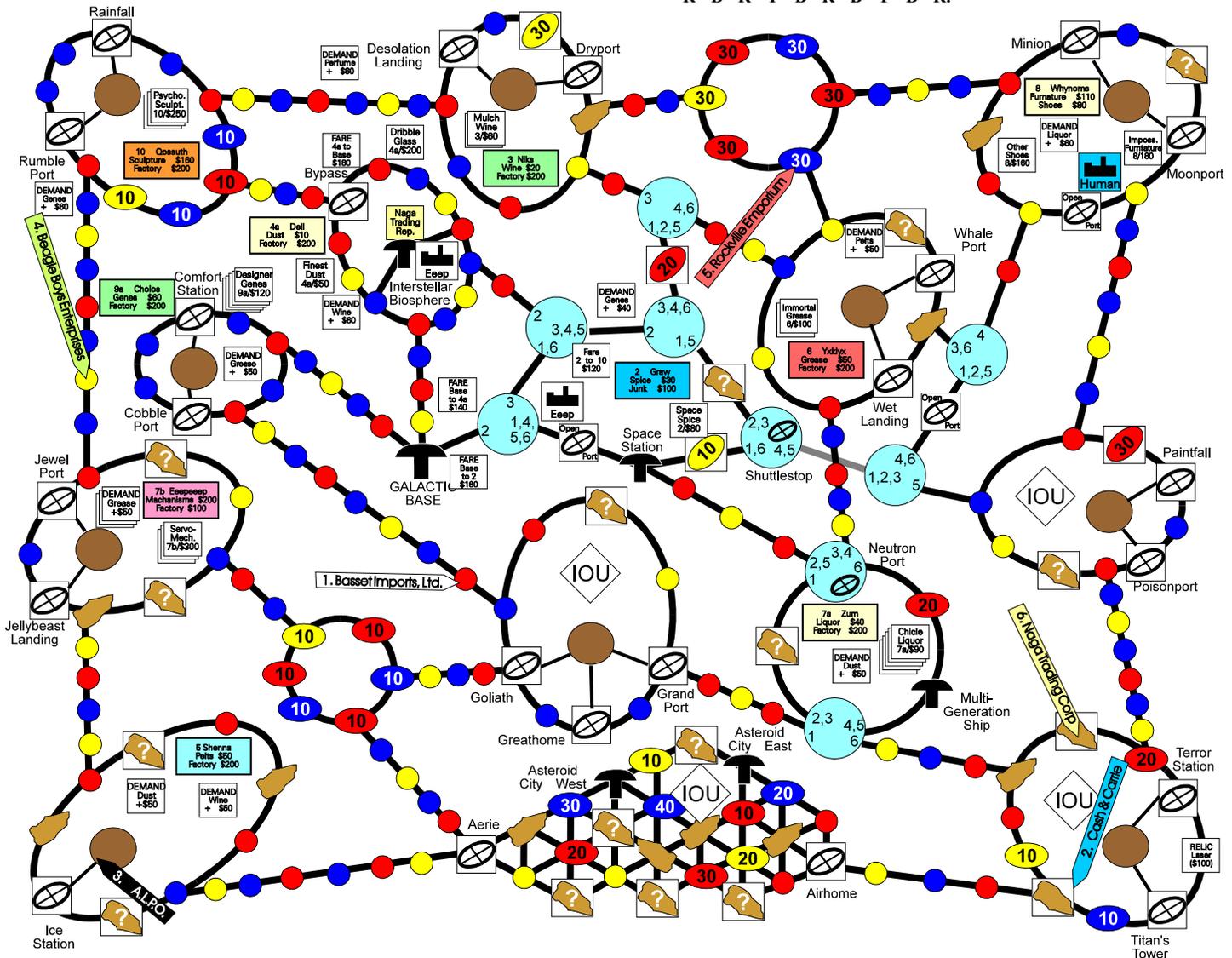
Discovers Shenna (out of the cup pops Fare from 4a to Base, Demand for Liquor at 8, Fare from Base to 2, and Designer Genes at 9a).

**3rd: Eddy Mattei (Niks/Beagle Boys Enterprise) Rolls Used: 5 5 6**  
**Interstellar Biosphere - B - Y - Bypass - R - B - Y - R10 - B10 - Y10 - R - B - Y - B - R - B - Y**

**4th: Chris Geggus (Qossuth/Rockville Emporium) Rolls Used: 2 \* 3**  
**Wet Landing(s) - Wet Landing(o) - (R) - Y - B - Y - B30.**

**5th: Dan Eisenhut (Dell/Naga Trading Corp) Rolls Used: 5 6**  
**Multi-Generation Ship - MC6 - Y - B - R - A - ? (It's the Air Foil Relic).**  
 Stops and picks up relic.

**6th: Steve Koehler (Eepeeep/Basset Imports, Ltd.) Rolls Used: 5 \* 4**  
**Interstellar Biosphere - B - R - B - R - Y - Galactic Base - R - B - Y - B - R - B - R - Y - B - R - B - Y - B - R.**



Goods and Demands in undiscovered cultures:

- 1a (Nillis): two Bionic Perfume
- 1b (Volois): three Voll Sil

- 4b (Humans): three Demand +\$40 for Space Spice, two Rock Videos, Demand +\$60 for Bionic Perfume

- 9b (Wollow): two Megalith Paperweight, Demand +\$70 for Impossible Furniture

Notes

Please keep in mind that drives take up half a hold. The only exceptions are all Qossuth ships and Dell Transports, which can place one equipment on the hull.

<p>1. Basset Imports, Ltd. \$70 Rocket Scout 7: 3 5 // 8: 4 6 (Use 1 * 4) Hold1 Hold2 Hull</p> <p>Finest Dust 4/\$50</p> <p>Finest Dust 4/\$50</p> <p>Graw \$200 Dell \$200</p>	<p>2. Cash &amp; Carrie \$80 Normal Scout 7: 1 6 6 // 8: 3 4 4 Hold1 Hold2 Hull</p> <p>Space Spice 2/\$80</p> <p>Space Spice 2/\$80</p> <p>Switch Switch (\$100)</p> <p>Wallow \$100</p>	<p>3. A.L.P.O. \$90 Fast Clipper 7: 1 3 5 // 8: 1 4 6 (Double one) Hold1 Hold2 Hull</p> <p>FARE 10 to Base \$150</p> <p>FARE 7b to Base \$110</p> <p>\$120</p> <p>\$50</p>	<p>4. Beagle Boys Enterprises \$225 Sports Scout 7: 2 4 5 6 // 8: 1 1 4 5 (Use 3) Hold1 Hold2 Hull</p> <p>Finest Dust 4a/\$50</p>	<p>5. Rockville Emporium \$100 Torch Scout 7: 5 // 8: 2 (Times 3) Hold1 Hold2 Hull</p> <p>Immortal Grease 6/\$100</p> <p>Immortal Grease 6/\$100</p> <p>Shield (\$60)</p> <p>Red (\$120)</p>	<p>6. Naga Trading Corp \$199 Scow Scout 7: 1 2 5 6 // 8: 2 2 3 6 (use 2) Hold1 Hold2 Hull</p> <p>FARE 6 to 4b \$120</p> <p>Air Foil (\$80)</p>
---	--	--	---	--	---

**Trivia Quiz**

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. Every 10 points earns you a free issue.

NOTE: Last issue, the points for correct answers were listed wrong. The only points earned were by Chris Geggus on question 3 (sorry, Chris, but notes are different from chords, so I can't give you question 1). The point total is correct in this issue.

And so, without further ado, the answers to last issues questions:

Q1. Who were the two generals in charge of the First and Second Russian Armies at the Battle of Tannenberg?

A1. Pavel von Rennenkampf commanded the First Russian Army, and Alexander Samsonov commanded the Second Russian Army.

Andy Lewis, Dave Anderson, and Chris Geggus each receive ½ point.

Q2. Describe the Schlieffen Plan.

A2. The Schlieffen Plan involved a quick advance on France through Belgium. The army would then pivot on its left flank, trapping the French army against the Rhine, eliminating it, and taking Paris. This would be combined with a holding action against Russia, and when France surrendered, the entire German army could then deal with Russia.

Andy Lewis, Dave Anderson, and Chris Geggus each receive ½ point.

Q3. Who planned the Gallipoli campaign?

A3. Winston Churchill.

Andy Lewis, Dave Anderson, Bill Scharf, and Chris Geggus each receive ½ point.

Q4. Which major power broke a treaty to join the war?

A4. Italy.

Andy Lewis, Dave Anderson, Bill Scharf, and Chris Geggus each receive ½ point.

Q5. During what month and year was the first recorded sinking of a submarine by depth charges?

A5. March of 1916.

No correct answers.

*Current Scores*

Andy Lewis	15	Chris Geggus	6½
Dan Eisenhower	5	Bill Scharf	4
Kevin Wilson	3½	Jeremy Gerson	3
Kevin Kinsel	2½	Dave Anderson	2
Paul Bolduc	1½	Steve Koehler	1½
Bob Robles	1	Caleb Cousins	½
Ward Narhi	½	Debbie Osborne	½

*New Questions*

**Topic: Star Trek**

1. What is Sulu's first name?
2. On what date was NCC-1701D commissioned?
3. How old was William Riker when he left his father?
4. Approximately how fast is Warp 9 in terms of the speed of light?
5. What is the maximum range of the transporter?

**Pedagogy**

Last time, I described the most common way in which stars convert hydrogen to helium. However, hotter stars use a different method: the CNO cycle.

The primary difference between the proton-proton chain and the CNO cycle is the presence of a catalyst, in this case a carbon-12 nucleus. What happens is this: First the carbon-12 nucleus collides with a proton, producing nitrogen-13 and a photon. Nitrogen-13 beta decays with a half-life of 870 seconds into carbon-13, a positron, and a neutrino. The carbon-13 nucleus then collides with another proton, producing nitrogen-14 and a photon. Nitrogen-14 is stable, it is what constitutes most of Earth's atmosphere. However, in the furiously hot world at the center of a star, it doesn't take long before the nucleus is struck by another proton, producing oxygen-15 and a photon. It only takes about 178 seconds for oxygen-15 to beta decay into nitrogen-15, a positron, and a neutrino, and in short order, the nitrogen-15 nucleus is struck by a photon. In this case, the result is carbon-12 and helium-4. Thus, in this case, the carbon is, in net, unaffected by the reaction.

This reaction has one major advantage over the proton-proton chain: It is not as strongly bottlenecked by the weak nuclear force. As you recall, the proton-proton chain is limited by the initial collision of two protons, and the need for them to stay together long enough for the weak force to change one of them into a neutron. In the CNO Cycle, however, the only reactions mediated by the weak force are the two beta decays, which operate on single nuclei, so the weak force has a better chance to act. This means that stars

just slightly hotter than our sun, the CNO Cycle tends to dominate over the proton-proton chain, despite the relative scarcity of heavier nuclei in the cores of stars.

What happens when the hydrogen in a star's core is exhausted? Well, unless the star is hot enough, nothing. Two helium nuclei can come together to form beryllium-8, but beryllium-8 will decay back into two helium-4 very quickly, in  $2.6 \times 10^{-16}$  seconds on average. However, if things get hot enough, there will be enough beryllium-8 around that there is a small, but finite chance that a third helium-4 nucleus will hit the beryllium-8, forming carbon-12. This is called the triple-alpha reaction and it generally occurs only when temperatures get as high as 100,000,000 K.

After carbon is formed, and if temperatures climb still higher, other reactions can begin. For example, if helium-4 combines with carbon-12, you get oxygen-16. Alternatively, if two carbon-12 nuclei combine, you get magnesium-24. As more and different elements are formed, the reactions get more varied and complex. However, one common theme remains. As the nuclei get larger, more energy is required to overcome the electrical repulsion of the protons, so higher temperatures are required to allow the reactions to proceed. In addition, each such reaction liberates less and less energy, until finally, iron-56 is produced.

How is it then, that elements heavier than iron are produced? Production of such elements requires the presence of free neutrons. Free

neutrons can be produced in a number of ways. For example, if helium-4 and carbon-13 were to collide, it would produce oxygen-16 and a neutron. Similarly, if two oxygen-16 nuclei collide, they produce silicon-31 and a neutron. Such free neutrons can be absorbed by heavy nuclei, which can then beta decay into other elements. There are two processes by which this happens. The first, called the s- or slow process, happens when the neutrons are added slowly, over a period of time, allowing the nucleus to decay before

new neutrons are added. The other process, called the r- or rapid process, occurs when there is a sudden flood of neutrons, such as during a supernova explosion. At such times, nuclei can be bombarded with large quantities of neutrons, producing some elements that cannot be produced by the s-process.

Next time, I will go into more detail about the end states of stars: white dwarves, neutron stars, and black holes.

### Addresses

David Anderson "Snoopy" 287 Florawood Waterford, MI 48327 (810) 683-3274	Brentwood, Essex CM13 3NJ UK 100431.70@compuserve.com	Rancho Santa Marguerita, CA 92688 74631.3142@compuserve.com (714) 589-5777	Ward Narhi "Dogbert" 2241 Front Street Cuyahoga Falls, OH 44221 r2wen@vm1.cc.uakron.edu (216) 923-0748	Jamaica, NY 11435-0510 Mike Scott 857 Greenpark Ave. Covina, CA 91724 (818) 967-6945
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 p.bolduc1@genie.geis.com (904) 863-9081	Dan Eisenhut "Naldo" CF Division USS Lake Erie (CG-70) FPO AP 96671-1190	Kevin Kinsel "El Coyote" 21561 Oakbrook Mission Viejo, CA 92692 kinsel@aol.com (714) 458-0819 (714) 830-2939	Debbie Osborne 170 Gale Blvd. #104 Melvindale, MI 48122	Phil Spera 2 Sibley Lane East Haven, CT 06512 Quillup@aol.com
Brian Boulanger CM Division USS Lake Erie (CG-70) FPO AP 96671-1190	Pete Gaughan 1236 Detroit Ave. #7 Concord, CA 94520-3651 gaughan@netcom.com (510) 825-2165	Steve Koehler "Devil Dog" 2906 Saint Field Place Charlotte, NC 28270 YXHY13C@Prodigy.com (704) 544-2849	Pete Palumbo 1013 Haral Pl. Cherry Hill, NJ 08034 (609) 427-9604 PalumboPJ@aol.com	Brendan Whyte Graduate Student, Geography Department 405 Hilgard Ave. UCLA Los Angeles, CA 900
Tom Butcher 17402 Matinal Rd. #5322 San Diego, CA 92127-1387	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY UK	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 a.lewis16@genie.geis.com (302) 644-1984	Thomas Pasko 73 Washington St. Bristol, CT 06010	Jason Wilke "Rock-it Man" Internationales Studentenwohnheim Hindenburg Str. 68 Zimmer #611 79102 Freiburg I Br, Germany wilkejas@mibm.ruf.uni- freiburg.de wilke@suvax1.stetson.edu
Ray Carpenter 195 Hartford Road #30C New Britain, CT 06053 yxhy13d@prodigy.com (203) 826-7194	Jeremy Gerson 2550 W. 225th Pl. Torrance, CA 90505	Michael Lowrey 6503 Four Winds Dr. Apt. D Charlotte, NC 28212-3749	James Pratt "Falcon" 939 Asbury St. San Jose, CA 95126 (408) 294-6446	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 76350.2203@compuserve.com (510) 254-6354
Dean Cochran "Fang" 9812 Luders Ave. Garden Grove, CA 92644 (714) 537-0453	Ken Goldstien "Dealer Dog" 7667 Kittyhawk Ave. Los Angeles, CA 90045-1733 (310) 641-2309	Ken Marcinonis 322 Sheri Brunswick, OH 44212 (216) 225-2984 KenMech@aol.com	Bob Rutherford "Chili Dog" 140 S. Morrissey Ave. #17 Santa Cruz, CA 95062 (408) 425-7536 rcubed@netcom.com	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Ray Grib "Ray-Bid Basset" 2424 Penton Ct. Deltona, FL 32725 (904) 789-7867	Edoardo Mattei Viale Sartorio, 95 00147 - Roma, Italia Ed.Mattei@agora.stm.it	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (818) 286-4428	Andrew York "Greyhound" P.O. Box 2307 Universal City, TX 78148- 1307 73210.3053@compuserve.com (210) 658-6066
Sean Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568	Tom Howell "Whippet" P.O. Box 1450 Port Townsend, WA 98368- 0036 off-the-shelf@pt.olympus.net (206) 379-9697	Lee McConnell 2023 Stancrest Rd. Dublin, OH 43016-9546 (614) 764-2089	Stuart Schoenberger Box 510	
Murray Cowles 6 Chafford Gardens West Horndun	Chris Hurley "Jackal" 8 Cascada			

### 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, lets get those people standing by. The current standby list is:

**Machiavelli (gunboat and regular):** Steve Koehler, Andy York, Bill Scharf, Bob Robles, Jason Wilke, Kevin Kinsel, Stuart Schoenberger **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson **New World:** Dan Eisenhut, Kevin Kinsel **Merchant of Venus:** Andy York, Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis **Die Macher:** Andy York **Outpost:** Andy York, Dave Anderson, Dan Eisenhut, Michael Lowrey **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson **Stellar Conquest:** Andy York, Paul Bolduc, Dean Cochran, Stuart Schoenberger **Gunslinger:** Paul Bolduc, Mike Scott

### Standby Calls

Bill Scharf for Florence in "The River"

Printed on recycled paper.