

Notes from Hades

Hello again. This issue of S.O.B. is brought to you by the letter Æ and the number π.

Andy Lewis starts up his second game in this zine, and I just might convince him to start a subzine. Suitable arm twisting is being applied.

Since "Mailman's Bane" and "Fenris Wolf" have now ended, I think I am ready to start another game. Any suggestions?

I don't have much else to say this time, so I will conclude by saying that this issue's deadline will be on **Thursday, March 7 at 5:00 pm Pacific Time.**

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"Proteus"	Midway Campaign	1100 Oct 27
"Canis Major"	Stellar Conquest	Turns 41, 42
"Dingo"	4000AD (Kevin Wilson GM)	Turns 1-4

Game Openings

"Mutt" Outpost. This game 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, Sean Cousins, Brian Boulanger, and Bill Scharf, need 3 more.

"Rin Tin Tin" 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. Have Caleb Cousins, Chris Hassler, Brendan Whyte, and Kevin Wilson. **Starts this issue.** Separate notification will go out to all players.

Wish List

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.

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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631 Candia Circle

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Phone: (714) 773-0940

CompuServe: 70514,37

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

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

Fall 1457

Deadline/Spring-Winter 1458 3/7 Thursday

The vice continues to close around Milan, despite the recapture of his capital. The Pope decides to see to the spiritual well-being of the local masses, while Naples outguesses the Turk. Venice starts a little Balkan creep.

Summer 1457 Retreats

Turkish F1 retreats to the Gulf of Naples

Orders

- France(): A1 Genoa to FORNOVA
 A2 SWISS supports A5
 A3 PONTREMOLI supports A1
 A4 (EM) MONTFERRAT besiege
 A5 TURIN supports A2
F1 WESTERN GULF OF LYON to Sardinia
F2 WESTERN TYRRHENIAN SEA to Sardinia

Orders (cont.)

- Milan(): A1 Como to Tyrolea (DISLODGED, retreat Pavia, OTB)
A2 BRESCIA to Trent
 A4 CREMONA supports A5
 A5 (EM) Pavia to MILAN
A6 FornoVA to Genoa (DISLODGED, retreat to Pavia, Piacenza, Parma, OTB)
- Naples(): A1 Capua to NAPLES
 A2 Naples to SALERNO
 F1 Lower Adriatic to RAGUSA
 F2 Bari to OTRANTO

Orders (cont.)

- Papacy(): A1 FERRARA holds
 A2 MANTUA besiege
 A3 Spoleto to ANCONA
 A4 PIOMBINO holds
 A5 Patrimony to SIENNA
 F1 Romagna to BOLOGNA
 F3 Pisa to LUCCA
- Turks(): A2 ALBANIA holds
 F1 GULF OF NAPLES holds
 F2 Eastern Tyrrhenian Sea to PALERMO
 F3 IONIAN SEA supports F4
 F4 Otranto to LOWER ADRIATIC
 F5 DURAZZO supports F4
 F6 WESTERN MEDITERRAEAN holds
- Venice(): A1 Croatia to BOSNIA
A2 TRENT supports A4 (cut)
A3 (EM) Tyrolea to Como
A4 Milan supports French A4 to Milan (nso, DISLODGED, retreat Tyrolea, Carinthia, Bergamo, Piacenza, OTB)
 A5 PADUA holds
 F1 UPPER ADRIATIC holds
 F2 VENICE LAGOON supports F1

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

Press

Naples - Turk: Swing your partner round and round...Tired of the Do-se-do?

Pope - Milan: Mouth monicker is because you are a demagogue. you'll say anything no matter how outrageous. Still, you have no reason to fear me.

Papacy - Austria: Had you retreated before the build you would have earned yourself a ducat. Why didn't you? I wrote provisional orders for a loan if you did the retreat but I am not going to throw ducats away to someone who isn't opportunistic. Duh!

Pope - Venice: I'll overlook your sneaky abidance of the 2-2 fleet ratio and let it go. Ok, Padua is yours, actually my orders last turn were to vacate it anyways. I'll pick up neutrals for a bit.

Pope - Milan: You need France to let up. Not much I can do for you at this point but I will leave you alone.

Pope - France: I'll leave you alone.

Venice - Papacy: No hostile action! My press from the last turn still stands.

Venice - France: Tell me what areas of Milan you want. Right now my goal is to send the double talking scum bag to oblivion. I tried to deal with him peacefully but he is not trustworthy (even by Dip standards).

Spring 1458 Income

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

Seas

- FRA: Western Gulf of Lyon, Western Tyrrhenian Sea (2)
 TUR: Gulf of Naples, Ionian Sea, Western Mediterranean, (4)
 Lower Adriatic
 VEN: Upper Adriatic, Venice Lagoon (2)

Provinces

- FRA: Avignon, Swiss, Provence, Marseilles, Corsica, (12)
 Sardinia, Turin, Savoy, Montferrat, Genoa, Fornova, Pontremoli
 MIL: Pavia, Milan, Piacenza, Cremona, Parma, Brescia (6)
 NAP: Capua, Naples, Salerno, Otranto, Aquila, Bari, Ragusa (7)
 PAP: Ancona, Urbino, Perugia, Rome, Spoleto, Tivoli, (18)
 Patrimony, Romagna, Bologna, Florence, Arezzo,
 Pistoia, Pisa, Piombino, Mantua, Lucca, Sienna, Ferrara
 TUR: Herzegovina, Albania, Durazzo, Tunis, Messina, (6)
 Palermo
 VEN: Bergamo, Verona, Vicenza, Padua, Treviso, Friuli, (19)
 Venice, Istria, Carniola, Trent, Carinthia, Dalmatia,
 Croatia, Bosnia, Tyrolea, Slavonia, Hungary, Austria,
 Como

Cities

- FRA: Avignon, Swiss, Marseilles, Corsica, Sardinia, Savoy, (10)
 Genoa(3), Turin
 MIL: Pavia, Milan(3), Cremona (5)
 NAP: Naples(2), Bari (3)
 PAP: Ancona, Ferrara, Rome(2), Florence(3), Arezzo, Pisa, (12)
 Bologna, Padua, Piombino
 TUR: Albania, Durazzo, Tunis(2), Messina, Palermo (6)
 VEN: Treviso, Venice(3), Carniola, Dalmatia, Croatia, (12)
 Tyrolea, Hungary, Padua, Austria, Trent

Totals

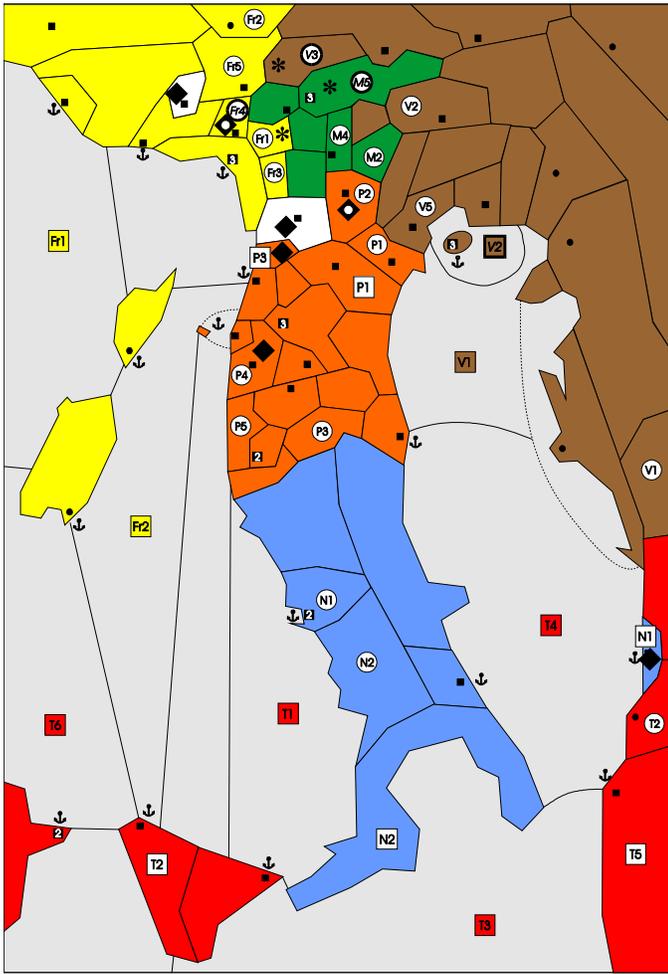
Coun	Var	Prov	Seas	City	Gross	Treas	Tot
FRA	7	12	2	10	31	5	36
MIL	4	6	0	5	14	0	14
NAP	3	7	0	3	13	2	15
PAP	10	18	0	12	40	20	60
TUR	4	6	4	6	20	3	23
VEN	11	19	2	12	44	13	57

Game Summary

Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	3	3	3	4	3	2	2	2	1
Flo:	2	3	2	0	0	0	0	0	0
Fra:	4	6	6	6	7	6	6	7	8
Mil:	3	3	3	4	5	6	4	4	3
Nap:	4	4	3	4	4	2	3	3	2
Pap:	4	5	5	6	6	6	7	7	8
Tur:	3	3	4	4	3	5	4	4	5
Ven:	4	5	5	5	5	6	7	8	8

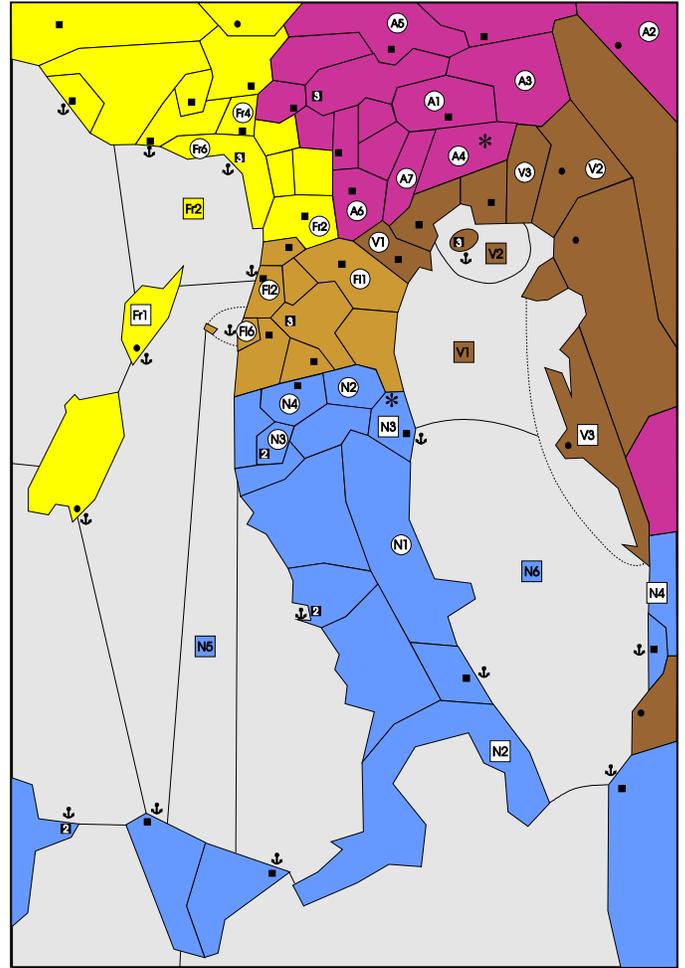
Coun	1457		
	Spr	Sum	Fal
Aus:	0	0	0
Flo:	0	0	0
Fra:	8	8	8
Mil:	2	2	3
Nap:	2	2	2
Pap:	10	9	9
Tur:	5	5	5
Ven:	10	11	10

"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

Fall 1460

Deadline/Spring-Winter 1461 3/7 Thursday

Austria continues to squeeze out Venice from the north while Naples inches up on him from the south. Meanwhile, Naples makes great gains against Florence without real opposition. Florence makes his strike against France, "persuading" a French army to defect.

Summer 1460 Retreats

Venice A3 retreats to Friuli

Expenditures

Florence spends 18 ducats to buy France A1

Florence spends 3 ducats to counterbribe Florentine A1

Orders

- Austria: A1 TRENT supports A4
 (Grib) A2 HUNGARY to Slavonia
 A3 Milan to CARINTHIA
 A4 Carinthia to VICENZA
 A5 TYROLEA supports A3
A6 MANTUA to Ferrara
A7 VERONA supports A4
- Florence: A1 BOLOGNA holds
 (Scott) A2 Lucca to PISA
 A3 Ancona holds (DISLODGED, retreat Romagna, Spoleto, OTB)
 A6 Sienna to PIOMBINO

Orders (cont.)

- France: A1 Lucca supports A6 to Pisa (nsu)
 (Marcionis) A2 MODENA supports A1 (nsu)
 A4 Turin to MONTFERRAT
 A6 Provence to GENOA
 F1 Western Tyrrhenian Sea to CORSICA
 F2 EASTERN GULF OF LYON transports A6
- Naples: A1 AQUILA supports F3
 (McConnell) A2 Spoleto to URBINO
 A3 ROME supports A4
 A4 Patrimony to PERUGIA
 F2 OTRANTO supports F6
 F3 Lower Adriatic to ANCONA
 F4 Ragusa to HERZEGOVINA
 F5 EASTERN TYRRHENIAN SEA holds
 F6 Ionian Sea to LOWER ADRIATIC

Orders (cont.)

- Venice: A1 FERRARA supports Florentine A1 (cut)
 (Palumbo) A2 CARNIOLA to Slavonia
A3 FRIULI to Carinthia
A5 Vicenza to Padua (DISLODGED, retreat Treviso, OTB)
 F1 UPPER ADRIATIC supports A1
F2 VENICE LAGOON to Padua
 F3 Herzegovina to DALMATIA

Press

- Austria - Venice:** Looks like it's business as usual, Godfather.
Austria - France: Whew!
Austria - Florence: It doesn't look good, pal.
Austria - Naples: It must be nice to have no enemies.
Florence - Austria: Hello Mr Grib, can you do something about France and let Venice do something about Naples?
France - Naples: I hope everything works like you said it would.
France - GM: And I don't want to hear about French treachery...
Cerberus - France: Well, how about Florentine treachery?

Spring 1461 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, Austria, Hungary, Como, Pavia, Milan, (16)
 Piacenza, Cremona, Bergamo, Brescia, Mantua,
 Verona, Trent, Bosnia, Vicenza, Carinthia
 FLO: Lucca, Pistoia, Bologna, Florence, Sienna, Arezzo, (8)
 Romagna, Piombino
 FRA: Avignon, Swiss, Provence, Marseilles, Turin, Saluzzo, (15)
 Savoy, Montferrat, Genoa, Fornova, Pontremoli, Parma,
 Modena, Corsica, Sardinia
 NAP: Patrimony, Tunis, Palermo, Messina, Capua, Aquila, (19)
 Naples, Salerno, Bari, Otranto, Durazzo, Ragusa, Rome,
 Tivoli, Perugia, *Spoletto*, Ancona, Urbino, Herzegovina
 VEN: Slavonia, Padua, Ferrara, Treviso, Friuli, Carniola, (11)
 Croatia, Istria, Dalmatia, Venice, Albania

Cities

- AUS: Tyrolea, Austria, Hungary, Pavia, Milan(3), Cremona, (10)
 Mantua, Trent
 FLO: Lucca, Bologna, Florence(3), Sienna, Arezzo, Piombino (8)
 FRA: Avignon, Swiss, Marseilles, Turin, Savoy, Saluzzo, (13)
 Montferrat, Genoa(3), Modena, Corsica, Sardinia
 NAP: Rome(2), Perugia, Tunis(2), Palermo, Messina, (13)
 Naples(2), Bari, Durazzo, Ragusa, Ancona
 VEN: Ferrara, Padua, Treviso, Carniola, Croatia, Venice(3), (10)
 Dalmatia, Albania

Seas

- FRA: Eastern Gulf of Lyon (1)
 NAP: Eastern Tyrrhenian Sea, Lower Adriatic (2)
 VEN: Upper Adriatic, Venice Lagoon (2)

Totals

Coun	Rolls	Var	Prov	Seas	City	Gross	Treas	Tot
AUS	5	4	16	0	10	30	12	42
FLO	2, 6, 1 ^P	9	8	0	8	25	1	26
FRA	1, 6 ^G	5	15	2	13	35	1	36
NAP	5	3	19	2	13	37	2	39
VEN	1, 3	5	11	2	10	28	18	46

Game Summary

Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	3	5	6	6	6	7	7	8	10
Flo:	3	3	3	4	5	5	6	5	3
Fra:	4	5	6	6	7	6	6	5	4
Mil:	3	2	1	0	0	0	0	0	0
Nap:	4	4	4	4	4	4	3	4	4
Pap:	4	3	4	4	4	2	1	2	3
Tur:	3	4	4	5	4	6	6	7	6
Ven:	4	5	5	7	7	9	9	11	12

Coun	1457			1458			1459		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	11	9	10	7	10	9	10	8	8
Flo:	5	7	7	7	8	8	9	9	8
Fra:	4	4	7	8	9	9	9	10	11
Mil:	0	0	0	0	0	0	0	0	0
Nap:	3	4	3	3	4	6	7	7	9
Pap:	2	1	1	1	1	1	0	0	0
Tur:	7	6	4	5	0	0	0	0	0
Ven:	9	11	10	12	9	10	10	10	8

Coun	1460		
	Spr	Sum	Fal
Aus:	8	8	8
Flo:	7	6	7
Fra:	12	12	11
Mil:	0	0	0
Nap:	0	10	10
Pap:	0	0	0
Tur:	0	0	0
Ven:	8	8	8

Rabid Dog / MGN# O/E/1/9/ABC/1**Fall 1450****Deadline/Spring-Winter 1451 3/7 Thursday**

France stabs at both Genoa and Milan, taking a city from each of them. Confusion between France and Milan allows Genoa to keep his capital, but similar confusion denies Sardinia to Genoa and Naples. Austria and the Pope tighten the noose around Venice, although an Austrian altercation with Genoa allows Venice to keep Dalmatia.

Orders

Austria: A1 TYROLEA holds
(Koehler) A2 Friuli to TREVISO
A3 CROATIA to Dalmatia

Florence: A1 Lucca to MODENA
(Lewis) A2 Pistoia to LUCCA

France: A1 Turin to PAVIA
(Wilke) A2 SAVOY to Genoa
F1 Western Gulf of Lyon to CORSICA

Genoa: F1 WESTERN TYRRHENIAN SEA to Sardinia
(Schoenberger) F2 HERZEGOVINA to Dalmatia
F3 GENOA holds (u)

Milan: A1 PONTREMOLI to Genoa
(Anderson) A2 MONTFERRAT besiege (autonomous garrison destroyed)
G1 MILAN converts to A3

Naples: A1 AQUILA holds
(Narhi) A2 Messina to PALERMO
F1 Gulf of Naples to EASTERN TYRRHENIAN SEA
F2 WESTERN MEDITERRANEAN to Sardinia

Papacy: A1 MANTUA besieges (autonomous garrison destroyed)
(Rutherford) A2 SIENNA besieges (autonomous garrison destroyed)
A3 Spoleto to URBINO
F1 Upper Adriatic to VENICE LAGOON

Turks: A1 RAGUSA to Albania
(Wilson) F1 LOWER ADRIATIC to Albania
F2 IONIAN SEA holds

Venice: A1 FERRARA besieges (autonomous garrison destroyed)
(Robles) A2 Verona to TRENTO

Notes

Note that Genoa can build in the Eastern Gulf of Lyon. Also, the map last turn showed the incorrect position of the Florentine units. The orders were correct.

Press

Austria - Venice: It seems that even when we begin a game on such good terms, circumstances beyond our control force us to become enemies. Please believe me when I tell you it is nothing personal and that prior to the plague, etc, I was with you.

France - Milan: At least Genoa apologised in the press for not writing...

France - GM: Can I submit standby orders for Naples? I promise to behave (a little).

France - Venice: Wait, oh wait, let ME come to help you! I just have to get past (or should I say through) Milan first.

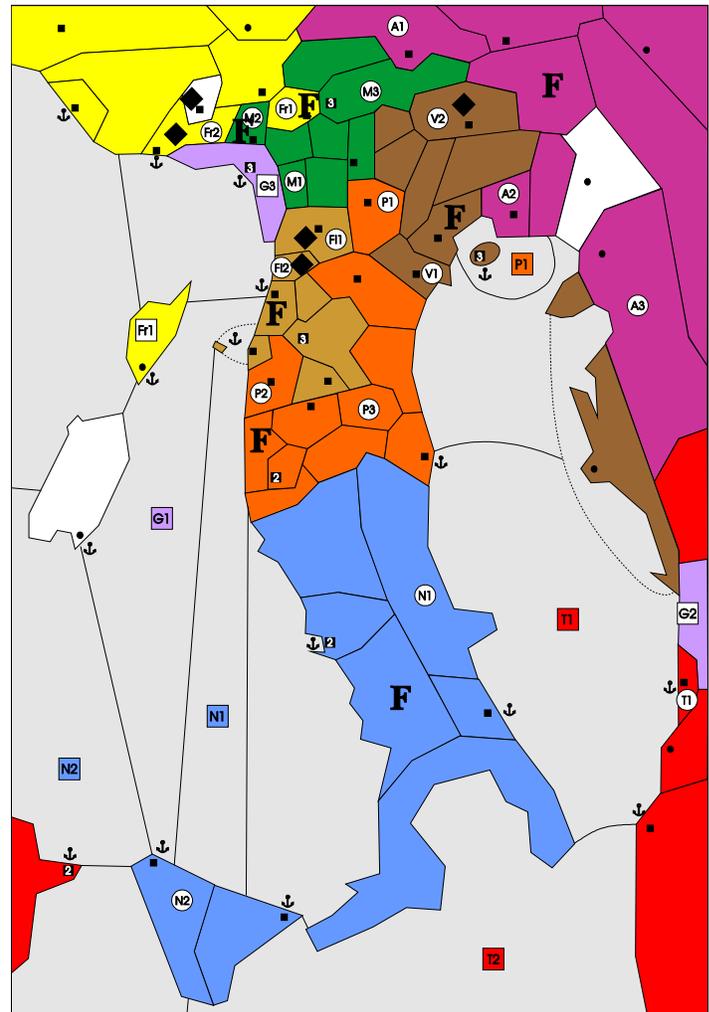
Naples - Genoa: I never heard back from you!

Naples - France: As per our plan. Sar for me, Cor for you. If not, you are a lying, backstabber and I envy your complete lack of morals.

Naples - Milan: I can't believe the audacity! You can't make those sort of demands and expect me to cave.

Pope - Naples: The Holy See welcomes the new King in peace.

"Rabid Dog"



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

Turkey - Genoa: Nothing personal, I even would like to avoid war, but when you said you planned to build in Ragusa, that I couldn't accept.

Turkey - Naples: Glad to see you are still with us. You are still with us aren't you? Ready to proceed?

Turkey - France, Milan: Who gets Genoa?

Venice - Milan: Hello? Anybody home?

Venice - Pope: Your Christian charity for the plague victims is heartwarming.

Venice - Austrian: Well...it was fun while it lasted.

Venice - Florence: Thanks for last turn's press. I'm enjoying this as much as I enjoy a high colonic!!! (and I feel about the same too).

Spring 1451 Famine

Good Year! Patrimony, Padua, Salerno, Carinthia, Montferrat, Pavia, Pisa

Spring 1451 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, Austria, Hungary, <u>Carinthia</u> , Slavonia, Croatia, Friuli, Treviso	(7)
FLO:	Modena, Lucca, <u>Pisa</u> , Pistoia, Piombino, Florence, Arezzo	(6)
FRA:	Avignon, Swiss, Provence, Marseilles, Turin, Savoy, Corsica, <u>Pavia</u>	(7)
GEN:	Genoa, Herzegovina	(2)
MIL:	<u>Montferrat</u> , Fornova, Pontremoli, Parma, Piacenza, Cremona, Milan, Como	(7)
NAP:	Capua, Aquila, Naples, <u>Salerno</u> , Bari, Otranto, Messina, Palermo	(7)
PAP:	Mantua, Bologna, Romagna, Ancona, Urbino, Spoleto, Perugia, Rome, Tivoli, <u>Patrimony</u> , Sienna	(10)
TUR:	Tunis, Durazzo, Albania, Ragusa, Bosnia	(5)
VEN:	Bergamo, Trent, Brescia, Verona, Vicenza, Ferrara, <u>Padua</u> , Venice, Istria, Dalmatia	(9)

Cities

AUS:	Tyrolea, Austria, Hungary, Croatia, Treviso	(5)
FLO:	<u>Pisa</u> , Florence(3), Arezzo	(4)
FRA:	Avignon, Swiss, Marseilles, Turin, <u>Pavia</u> , Corsica	(5)
GEN:	Genoa(3)	(3)
MIL:	<u>Montferrat</u> , Milan(3), Cremona	(4)
NAP:	Naples(2), Bari, Messina, Palermo	(5)
PAP:	Mantua, Bologna, Ancona, Perugia, Rome(2), Sienna	(7)
TUR:	Tunis(2), Durazzo, Albania, Ragusa	(5)
VEN:	Ferrara, <u>Padua</u> , Venice(3), Dalmatia	(5)

Seas

GEN:	Western Tyrrhenian Sea	(1)
NAP:	Western Mediterranean, Eastern Tyrrhenian Sea	(2)
PAP:	Venice Lagoon	(1)
TUR:	Ionian Sea, Lower Adriatic	(2)

Totals

Coun	Rolls	Var	Prov	Seas	City	Gross	Treas	Tot
AUS	6	4	7	0	5	16	0	16
FLO	1, 4	4	6	0	4	14	5	19
FRA	3	3	7	0	5	15	2	17
GEN	1, 4	4	2	1	3	10	5	15
MIL	2	3	7	0	4	14	3	17
NAP	5	3	7	2	5	17	3	20
PAP	6	6	10	1	7	24	5	29
TUR	6	6	5	2	5	18	2	20
VEN	1, 5	6	9	0	5	20	9	29

Game Summary

Coun	1450		
	Spr	Sum	Fal
Aus:	3	4	5
Flo:	4	4	4
Fra:	3	4	6
Gen:	3	2	1
Mil:	3	3	3
Nap:	4	4	4
Pap:	4	4	6
Tur:	3	4	4
Ven:	5	4	4

Mailman's BaneEnd of Game Statements

Sean Cousins (FDP): Congratulations Andy. I didn't honestly think I could lose after winning 2 of the first 3 elections. Actually, I'm not really sure how I managed it.

Thanks to all (especially Chris). I thoroughly enjoyed this.

Andy Lewis (SPD): I can't believe that I actually managed to pull it out. I get squeezed out of 2 or 3 election wins which kills on media in Bonn. I

thought it was a very tight hard fought game. Die Macher takes a while by mail but seems to translate pretty well.

Chris Hassler (GM): This was an interesting experiment. Overall, I think it went pretty well. The game translated pretty well to pbm, and there are ways it could be shortened (although at the cost of more conditional orders). It was fairly easy and enjoyable to run as well, always a plus in my book. Congratulations to Andy on the win.

"Fenris Wolf"End of Game Statements

Chris Geggus (The Flintstones): What a great showing for the Brits, even with my Romans. Now I know what it's like being kicked by four people when you're already down. Well done, Dave, but overall fairly close.

Caleb Cousins (Purple People Eaters): Congrats to Dave. He earned that win.

Andy Lewis (The Hellfighters): Almost, darn! Congratulations to Dave Anderson who I'm getting tired of saying it to. I did pretty well coming back from the position I took over for (Just found out on Jeopardy last week that it's now okay to end sentences with prepositions! Won't my high school English teacher have a cow). Good position over the last couple of turns really helped to set me up for the British. I can really see their make or break the game strength on the last turn. The key however is to be left with units in position to be able to

use their quick strike ability. The British with no starting position can't help even the best player too much.

Chris Hassler (GM): Overall, a good, close game. One minor error I made on the last turn was to neglect the four points the Caleb got for his presence in Northern Europe, which means that he edged out Andy for second place by one point! Sorry, Andy. Anyway, a good game, and congratulations to Dave. Incidentally, Dave's victory is one reason I don't agree with the policy of giving someone an empire in an area in which they are already strong, especially if that empire goes early. It gives that player too much of a chance to really consolidate in that region, and Dave was able to capitalize well on that opportunity.

"Mongrel"**Epoch II Assyria, Chou Dynasty, Vedic City States, and Greek City States****Deadline for Scytheans, Carthagina, and Persia: 3/7 Thursday**

Civs-R-Us (Lewis) ASSYRIA: Army and Capital in *Upper Tigris* (Babylonian army retreats to *Middle Tigris*). Army *Zagros* (vs. Aryans: As: 6, 1; Ar: 6, 3; As: 6, 2; Ar: 6, 3; As: 5, 3; Ar: 4, 2; wins), *Persian Salt Desert, Levant, Lower Indus* (vs. Indus Valley: A: 6, 4; I: 1+1; A: 2, 2; I: 5+1; loses), *Lower Indus* (vs. Indus Valley: A: 5, 4; I: 6+1; loses), *Hindu Kush* (vs. Aryans: As: 4, 2; Ar: 2; wins), *Upper Indus* (vs. Indus Valley: A: 6, 1; I: 4; wins). Builds Monument in *Upper Tigris*. Points: Dominance in Middle East (6), Presence in Southern Europe (2), North Africa (2), and India (2), two Capitals (4), one city (1), one Sea (1), one Monument (1) for 19 points.

Horsemen of the Apocalypse (Wilson) plays Sub-Saharan Migrants in *East Africa* and *Central Africa*. CHOU DYNASTY: Army and Capital in *Wei River* (Shang army retreats to *Yellow River*). Army *Tarim Basin* (vs. Shang: C: 6, 3; S: 5; wins), *Great Plain of China* (vs. Shang: C: 5, 3; S: 6; loses), *Great Plain of China* (vs. Shang: C: 6, 3; S: 2; wins), *Chekiang* (vs. Shang: C: 6, 5; S: 2; wins), *Wei River*. Builds Monument in *Wei*

River. Points: Dominance in China (4), Presence in Middle East (3), two Capitals (4) and two Monuments (2) for 13 points.

Hector (Cowles) PHOENICIA: Capital and army in *Levant* (Assyrian army retreats to *Upper Tigris*). Fleet *Eastern Mediterranean* (vs. Civ-R-Us; H: 6, 1; C: 3; wins), army *Crete* (vs. Minoans; P: 6, 5; M: 4, 2; wins, Capital reduced to city). VEDIC CITY STATES: Capital and army in *Upper Indus* (Assyrian army retreats to *Hindu Kush*). Army *Lower Indus* (vs. Indus Valley; V: 4, 3; I: 4+1; loses), *Lower Indus* (vs. Indus Valley; V: 4, 1; I: 2+1; wins, Capital reduced to city), *Western Deccan* (vs. Indus Valley; V: 6, 5; I: 4, 2; wins), *Eastern Ghats* (vs. Indus Valley; V: 5, 2; I: 3; wins), *Ceylon*. Builds Monument *Upper Indus*. Points: Dominance in India (4), Presence in Southern Europe (2), Middle East (3), and China (2), three Capitals (6), two cities (2), three Monuments (3), one Sea (1) for 23 points.

GREEK CITY STATES are absent.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Dan Eisenhut	The Dark Side	4	5
Chris Hurley	The Hoard	5	7
Dave Anderson	Gamers' Lonely Hearts Club	5	5
Murray Cowles	Hector	10	28
Kevin Wilson	Horsemen of the Apocalypse	10	20
Andy Lewis	Civs-R-Us	12	31

Final Positions

SUMERIANS: Capital and 3 armies in *Lower Tigris*.

The Hoard. Fleet *Red Sea*. EGYPT: One army each in *Nubia* and *Upper Nile*.

Civs-R-Us. MINOANS: Army and city in *Nile Delta*, army *Libya*. ASSYRIA: Two armies, Capital, and Monument in *Upper Tigris*, two armies in *Hindu Kush*, one army each in *Zagros* and *Persian Salt Desert*.

The Dark Side. No unit on the map.

Horsemen of the Apocalypse. BABYLONIA: Capital, two armies, and Monument in *Middle Tigris*. CHOU DYNASTY: Two armies, Monument, and Capital in *Wei River*, one army each in *Tarim Basin*, *Great Plain of China*, and *Chekiang*.

Hector. Fleet *Eastern Mediterranean*. SHANG DYNASTY: Two armies, Capital, Monument, and fort in *Yellow River*. PHOENICIANS: Army and Capital in *Levant*, army and city in *Crete*. VEDIC CITY STATES: Army,

Capital, and Monument in *Upper Indus*, army, city, and Monument in *Lower Indus*, one army each in *Western Deccan*, *Eastern Ghats*, and *Ceylon*.

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

Your event cards

are: _____

Epoch II Empire

Your Empire is: _____

"Wolfpack"**Epoch 1 Empire Selection****Deadline for All Epoch I Empires: 3/7 Thursday**

Moody Indignants keep

The Unnamed NMRs! Keeps

Pinky and the Brain keeps

Quantum Coyotes keeps

The Arachnids keeps

Dead Peoples keep

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Debbie Osborne	Moody Indignants	0	0
Brian Boulanger?	The Unnamed	0	0
Sean Cousins	Pinky and the Brain	0	0
Kevin Kinsel	Quantum Coyotes	0	0
Paul Bolduc	The Arachnids	0	0
Caleb Cousins	Dead Peoples	0	0

Notes

Will Chris Geggus please submit standby orders for The Unnamed!

Your event cards

are: _____

Initial Positions

SUMERIANS: Capital and 2 armies in *Lower Tigris*, 1 army each in *Middle Tigris* and *Zagros*.

Epoch I Empire

Your Empire is: _____

Prairie Dog

Turn 15

Deadline Turn 16: 3/7 Thursday

Segment 1

- Andy: Delay
- John Henry: Delay
- Ronnie: Card 12 -- Belt (at John Henry), segment 1 of 3
- Laundry Boy: Card B6 -- Hook (at Andy), segment 1 of 2.

Beginning of Turn 16

- Andy gains 1 delay point due to wounds.
- John Henry gains 4 delay points due to wounds and LOSES AIM.

Prairie Dog

Segment 2

- Andy: Delay
- John Henry: Delay
- Ronnie: Card 12 -- Belt (at John Henry), segment 2 of 3
- Laundry Boy: Card B6 -- Hook (at Andy), segment 2 of 2, BE becomes BODY, LIGHT 2 (LOSE AIM)

Segment 3

- Andy: Delay
- John Henry: Delay
- Ronnie: Card 12 -- Belt (at John Henry), segment 3 of 3, BE becomes CRIT, STUN 3 (11 delay points), SERIOUS 1
- Laundry Boy: Card B1 -- Advance (Ahead left) to F17, segment 1 of 1

Segment 4

- Andy: Delay
- John Henry: Delay
- Ronnie: Card 1 -- Advance (straight ahead) to D17, segment 1 of 2
- Laundry Boy: Card B4 -- Chop (at Ronnie), segment 1 of 2

Segment 5

- Andy: Delay
- John Henry: Delay
- Ronnie: Card 1 -- Advance (straight ahead) to D17, segment 2 of 2, draw 2 delay cards LOSE AIM, 2 delay points
- Laundry Boy: Card B4 -- Chop (at Ronnie), segment 2 of 2, BE becomes HEAD, STUN 1 (3 delay points)

End of Turn

- Andy loses 3 delay points.
- John Henry loses 8 delay points.
- Ronnie loses 3 delay points.

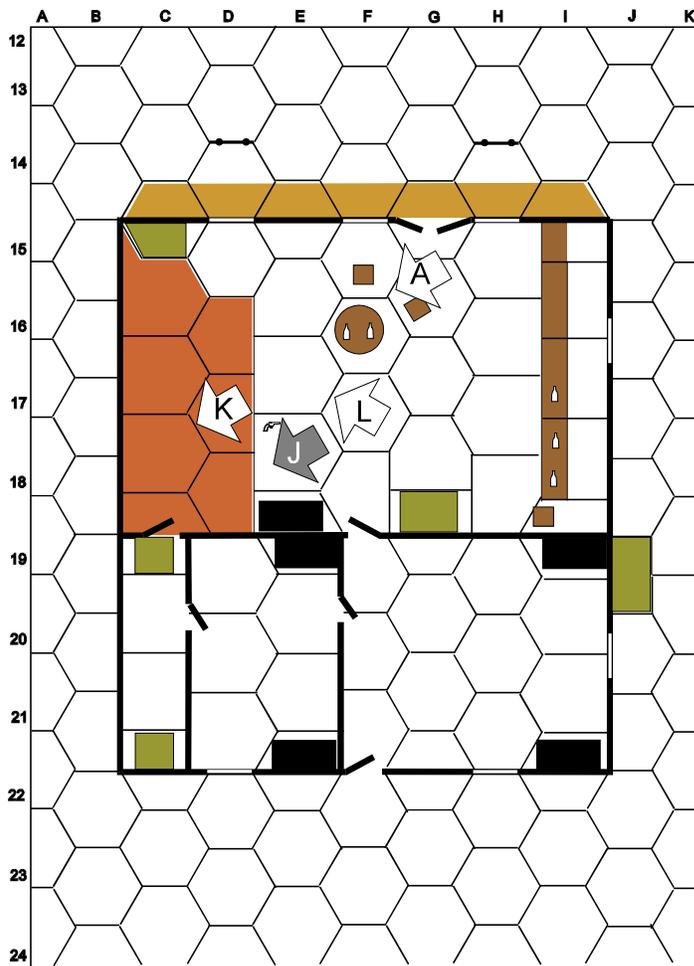


Table
 Chair
 Bottle
 A
 Westerner

S.O.B.
Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	G16 > F16	4, 6, 9	None	3	4	SERIOUS 1
B	Steve Koehler	John Henry (J)	E18 > D18	5, 6, 8, 9	Brawling +2	12	10	GUN ARM 1, SERIOUS 3, LEG 4, DOWN
C	Mike Scott	Ronnie (K)	D17 > C18	5, 8	Brawling +2	2	10	
D	Paul Bolduc	Laundry Boy(L)	F17 > E17	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	Empty	Empty	Empty	n/a

Canine

Turn 5 Bidding to Combat
Deadline Turn 5 Combat: 3/7 Thursday

Players

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

Minor Erg Atreides vs. Lansraad with Atreides as the aggressors. Winner faces Bene Gesserit with the Bene Gesserit as the aggressors. Available leaders: Atreides: all; Lansraad: all; Bene Gesserit: all.

Bidding

- CARD 1 () goes to the Guild for 5 spice.
- CARD 2 () goes to the Fremen for 3 spice.
- CARD 3 () goes to the Fremen for 3 spice.
- CARD 4 () goes to the Emperor for 2 spice.
- CARD 5 () goes to the Lansraad for 2 spice.
- CARD 6 () goes to the Atreides for 2 spice.

Revival and Movement

Revival

- Atreides revive 2 tokens
- Bene Gesserit revive 1 token
- Emperor revives 1 token
- Fremen revive 3 tokens (1 Fedaykin)
- Harkonnens revive 2 tokens
- Lansraad revive 3 tokens

Shipping

- Bene Gesserit ships 6 tokens to the Minor Erg (8)
- Emperor ships 1 token to Sietch Tabr (1 Bene Gesserit accompanies)
- Fremen ship 3 tokens (1 Fedaykin) to the Polar Sink
- Lansraad ship 2 tokens to Carthage (1 Bene Gesserit accompanies)
- Guild ships 3 tokens to Tuek's Sietch

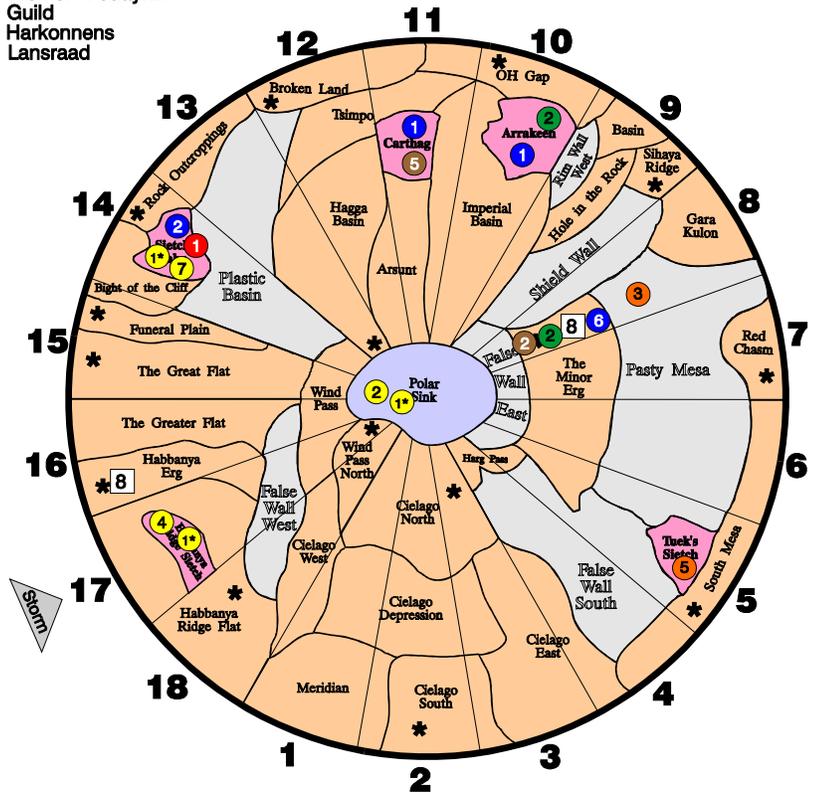
Movement

- Atreides move 2 tokens from Arrakeen to the Minor Erg (8)
- Lansraad move 2 tokens from Carthage to the Minor Erg (8)
- Guild moves 3 tokens from Tuek's Sietch to Pasty Mesa (8)

Combat

- Sietch Tabr** Fremen vs. Emperor. Fremen are the aggressors. Available leaders: Fremen: Chani, Otheym, Shadout Mapes, Jamis; Emperor: Count Fenring, Bashar, Caid, Burseg

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



Final Positions

Atreides: 2 tokens Arrakeen, 2 tokens Minor Erg (8), 6 tokens in the tanks, 10 tokens off-planet
Bene Gesserit: 1 token Arrakeen, 2 tokens Sietch Tabr, 1 token Carthag, 6 tokens Minor Erg (8), 6 tokens off-planet, 4 tokens in the tanks
Emperor: 1 token Sietch Tabr, 7 tokens (5 Elite Sadaukar) off-planet, 12 tokens and Captain Aramsham in the Tanks
Fremen: 5 tokens (1 Fedaykin) in Habbanya Ridge Sietch, 8 tokens (1 Fedaykin) Sietch Tabr, 3 tokens (1 Fedaykin) Polar Sink, 4 tokens and Stilgar in the tanks

Guild: 5 tokens Tuek's Sietch, 3 tokens Pasty Mesa (8), 12 tokens off-planet
Harkonnens: 9 tokens off-planet, 11 tokens and Feyd-Rautha in the tanks
Lansraad: 8 tokens off-planet, 5 tokens Carthag, 2 tokens Minor Erg (8), 5 tokens in the tanks.
 Your spice: _____
 Your cards: _____

Anubis

Turn 7

Deadline Turn 8: 3/7 Thursday

Big gains for the Dutch and Portuguese, as they each gain their third political control. The Swedes are set to stage into the Andes. The English run afoul of the natives while the other powers eliminate them.

Planning

Dutch maintain 4 ships (\$12) and buy 4 soldiers (\$40) for \$52.
English maintains 4 ships (\$12) and buys 4 soldiers (\$40) for \$52.
French maintains 5 ships (\$15) and buys 3 ships (\$36) and 8 soldiers (\$80) for \$131.
Portuguese maintain 4 ships (\$12) and buy 2 ships (\$24) and 8 soldiers (\$80) for \$116.
Swedes maintain 3 ships (\$9) and buy 2 ships (\$24) and 6 soldiers (\$60) for \$93.

Mining

English receive one gold bar at K.
French receive one gold bar at Y.

Discovery

Dutch prospector in L discovers nothing.
French prospector in Z discovers nothing.
Portuguese prospector in R discovers nothing.

Outbound Naval Movement

Dutch: To anchorage M. Dice: 2, 3, 5, 6. No losses.
English: To anchorage K. Dice: 3, 4, 6. No losses.
French: To anchorage Y. Dice: 1, 1, 2, 2, 4. 1 ship (with 1 soldier and 1 colonist), 2 soldiers, and 1 colonist.
Portuguese: To anchorage U. Dice: 1, 2, 3, 6. Loses 1 colonist. Drops off 4 soldiers and 3 colonists. Moves to anchorage R. Dice: 3. No losses.
Swedes: To anchorage N. Dice: 1, 2, 5, 5. No losses.

Initiative

Swedes, English, French, Portuguese, Dutch.

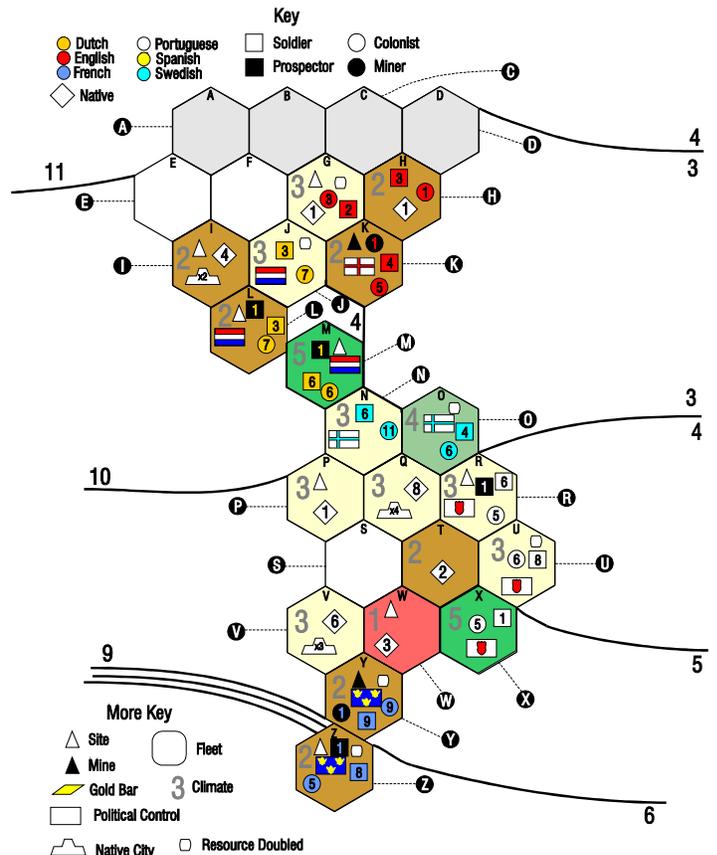
Land Movement

Swedes: Move 2 colonists from O to N, one soldier from N to O, one soldier from R to O, and 6 soldiers and four colonists from anchorage dot to N.
English: Move gold bar to anchorage dot, two soldiers and 3 colonists from K to G, one colonist from K to H, 4 soldiers and 4 colonists from anchorage dot to K.
French: Move gold bar to anchorage dot, four soldiers from Y to Z, and 2 colonists and 5 soldiers from anchorage dot to Y.

Portuguese: Move 5 colonists from U to X, four soldiers and 3 colonists from anchorage dot to U, and four soldiers from anchorage dot to R.
Dutch: Move 2 colonists and 3 soldiers from L to M, 2 colonists and 2 soldiers from J to L, and 4 soldiers and 4 colonists from anchorage dot to M. One soldier in M prospects.

Native Combat

Swedes: 2 soldiers and 3 natives are killed in area N.
English: None.
French: 1 native killed in area Z.
Portuguese: 3 soldiers and 2 natives killed in area X.
Dutch: 1 native killed in area M.



Native Uprisings

Climate is a 1. Uprisings in H (2 colonists killed) and G (0 colonists killed).

Survival

Climate is a 5. The English lose 1 soldier in H.

Political Control

The Dutch gain political control in Area M.

The Portuguese gain political control in Area X.

Homebound Naval Movement

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

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

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

Portuguese: Dice: 1, 2, 6, 6. No losses.

Dutch: Dice: 1, 1, 2, 6. No losses.

Income

Dutch: Political control: \$120, resources: \$54.

English: Political control: \$60, gold: \$40, resources: \$24

French: Political control: \$90, gold: \$40, resources: \$56

Portuguese: Political control: \$120, resources: \$44

Swedes: Political control: \$90, resources: \$46

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dan Eisenhut	\$376	11/2/0	4	4
English	Sean Cousins	\$266	12/3/0	4	4
French	Kevin Wilson	\$254	1/2/2	7	4
Portuguese	Bill Scharf	\$252	6/0/1	6	4
Swedes	Andy Lewis	\$304	5/3/5	5	4

Dog Food**Turns 9 and 10****Deadline Turns 11 and 12: 3/7 Thursday**Turn 9

1st: Dan Eisenhut (Dell/Naga Trading Corp) Rolls Used: 2 5

Terror Station(s).

Passes.

2nd: Steve Koehler (Eeepeep/Basset Imports, Ltd.) Rolls Used: 4 * 4

Multi-Generation Ship - R20 - NC4 - Y - B - R - B - R - Wet Landing(o) - A - NC4 - R - Y - Open Port

Sell Chicle Liquor for \$90 + \$60 Demand (from the cup: Immortal Grease at 6 and Finest Dust at 4a). Sell Chicle Liquor for \$90 (from the cup: Demand for Dust at 7b). Buy Impossible Furniture for \$110.

3rd: Andy Lewis (Humans/Cash & Carrie) Rolls Used: 2 5 6

Y10 - R - A - R - B - Y - NC5 - Multi-Generation Ship.

Sells Rock Videos for \$200 (from the cup: Space Spice at 2).

4th: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)

Rolls Used: (4 * 2) 4 1

Ice Station(s) - Ice Station(s) - A - R - Y - B - R - Y - A - ? (It's TeleGate 2) - B - R - B.

5th: Eddy Mattei? (Niks/Beagle Boys Enterprise) Rolls Used: 5 5 5

Ice Station(s).

NMR! Buys Shenna Factory for \$100. Buys Pet Monsters for \$80 (receives \$40 commission). Pick up Fare to Base.

6th: Chris Geggus (Qossuth/Rockville Emporium) Rolls Used: 2 * 3

Paintfall(o) - B - Poisonport(o) - Poisonport(s).

Discovers Nillis (from the cup: Demand for Grease at 9a, Melf Pelts at 5, Finest Dust at 4a, and Immortal Grease at 6). Sell Other Shoes for \$160 (from the cup: Demand for Wine at 5). Buys Poisonport for \$200.

Turn 10

1st: Dan Eisenhut (Dell/Naga Trading Corp) Rolls Used: 3 5

Terror Station(s) - Titan's Tower(s) - Titan's Tower(o) - B10 - A - R - B - Y - Airhome(p).

Drop off Fare for \$120 (from the cup: Bionic Perfume at 1a). Sell Voll Silk for \$220 (from the cup: Glorious Junk at 2). Barter Relic Laser for \$50 credit and with that and \$130 cash buys 2 Rock Videos. \$57 in commissions to Cash & Carrie.

Naga Trading Agent buys a Transport for \$240.

2nd: Steve Koehler (Eeepeep/Basset Imports, Ltd.) Rolls Used: 1 * 4

Open Port - Y - B - R - B

3rd: Andy Lewis (Humans/Cash & Carrie) Rolls Used: 2 4 6

Multi-Generation Ship.

Barter Scout for \$30 credit and with that and \$210 cash buys a Transport. Sells Primitive Art for \$160 (from the cup: Immortal Grease at 6). Buys 3 Chicle Liquor for \$120.

Cash & Carrie Rep. buys a Scout for \$60.

4th: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)

Rolls Used: (5 * 2) 3 3

B - Y10 - R10 - B10 - Y - B - R - Goliath(o) - Goliath(s).

Discovers Wollow (from the cup: Voll Silk at 1b, Melf Pelts at 5, Rock Videos at 4b, and Chicle Liquor at 7a). Barter IOU for one Megalith Paperweight.

5th: Eddy Mattei? (Niks/Beagle Boys Enterprise) Rolls Used: 3 5 6

Ice Station(s) - Ice Station(o) - A - R - Y - B - R - Y - A - Jellybease Landing(o) - B - Jewel Port(o) - Jewel Port(s).

NMR! Sell Pet Monsters for \$150 (from the cup: Mulch Wine at 3). Buys Servo-Mechanism for \$200.

6th: Chris Geggus (Qossuth/Rockville Emporium) Rolls Used: 1 * 3

Poisonport(s) - Poisonport(p).

Sells Impossible Furniture for \$180 (from the cup: Demand for Dust at 7a). Trades in IOU for \$80 credit plus \$20 cash to buy the Nillis Factory. Buys Gaurd Plants for \$60 (receives \$30 commission). Buys Bionic Perfume for \$80.

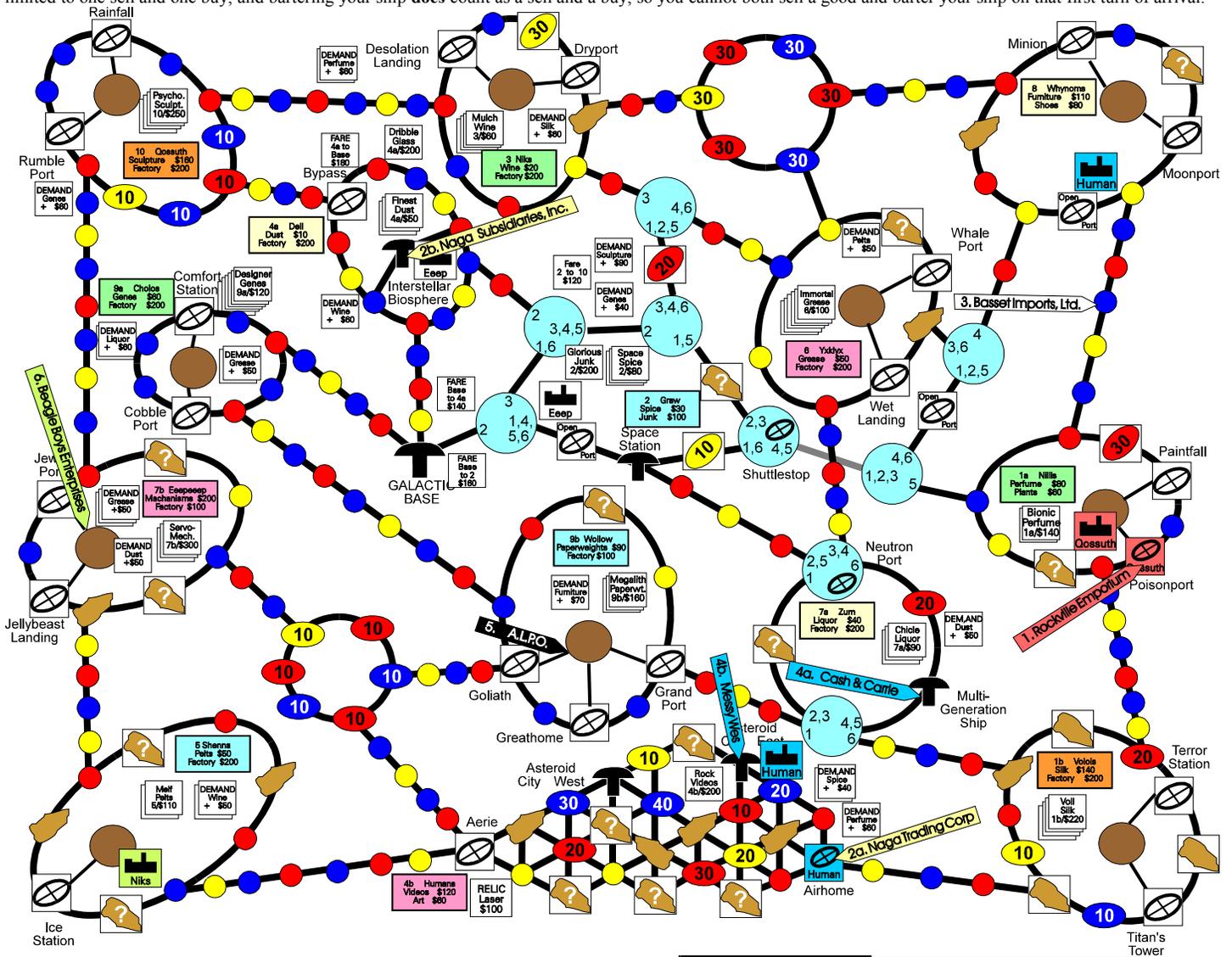
Press

Rockville Emporium - Basset Imports, Ltd.: Are we considering trying out the combat rules? If so, perhaps I'll join you.

Cerberus - Rockville Emporium: You're both free to try, if you don't expect me to help out.

Notes

Eddy Mattei has NMRed for Beagle Boys Enterprise. Since this is his second NMR this game, in an effort to prevent the position from becoming completely crippled, I have come up with some reasonable orders myself. If there is a serious objection, I can roll back those orders. **Will Andy York please submit standby orders for Beagle Boys Enterprise.** Also, I made a slight adjustment to a couple of peoples' orders in an effort to get them to comply with the rules. In particular, as I mentioned last turn, relics can only be bartered for credit, not cash, which must be used that turn or it is lost. Secondly, on the first turn you arrive at a city, you are limited to one sell and one buy; and bartering your ship **does** count as a sell and a buy, so you cannot both sell a good and barter your ship on that first turn of arrival.



<p>1. Rockville Emporium \$120 Torch Scout 11: 1 // 12: 5 (Times 3)</p> <table border="1"> <tr> <th>Hold1</th> <th>Hold2</th> <th>Hull</th> </tr> <tr> <td>Bionic Perfume 1a/\$140</td> <td>Guard Plants 1a/\$140</td> <td>Shield (\$60)</td> </tr> <tr> <td>Nills \$100</td> <td>Poisonport \$200</td> <td>Red Eye (\$120)</td> </tr> </table>	Hold1	Hold2	Hull	Bionic Perfume 1a/\$140	Guard Plants 1a/\$140	Shield (\$60)	Nills \$100	Poisonport \$200	Red Eye (\$120)	<p>2a. Naga Trading Corp \$139 Scow Scout 11: 1 2 5 6 // 12: 1 2 3 6 (Use 2)</p> <table border="1"> <tr> <th>Hold1</th> <th>Hold2</th> <th>Hull</th> </tr> <tr> <td>Rock Videos 4b/\$200</td> <td>Rock Videos 4b/\$200</td> <td>Air Foil (\$80)</td> </tr> </table>	Hold1	Hold2	Hull	Rock Videos 4b/\$200	Rock Videos 4b/\$200	Air Foil (\$80)	<p>2b. Naga Subsidiaries, Inc. \$60 Scow Transport 11: 5 5 6 6 // 12: 1 4 5 6 (Use 2)</p> <table border="1"> <tr> <th>Hold1</th> <th>Hold2</th> <th>Hold3</th> <th>Hull</th> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Hold1	Hold2	Hold3	Hull					<p>3. Basset Imports, Ltd. \$150 Rocket Scout 11: 2 6 // 12: 3 4 (Use 1 * 4)</p> <table border="1"> <tr> <th>Hold1</th> <th>Hold2</th> <th>Hull</th> </tr> <tr> <td>Imposs. Furniture 8/\$180</td> <td></td> <td>Laser (\$100)</td> </tr> <tr> <td>Graw \$200</td> <td>Dell \$200</td> <td></td> </tr> </table>	Hold1	Hold2	Hull	Imposs. Furniture 8/\$180		Laser (\$100)	Graw \$200	Dell \$200		<p>4a. Cash & Carry \$97 Normal Transport 11: 1 1 3 // 12: 4 6 6</p> <table border="1"> <tr> <th>Hold1</th> <th>Hold2</th> <th>Hold3</th> <th>Hull</th> </tr> <tr> <td>Chicle Liquor 7a/\$90</td> <td>Chicle Liquor 7a/\$90</td> <td>Chicle Liquor 7a/\$90</td> <td>Switch Switch (\$100)</td> </tr> <tr> <td>Whyonma \$100</td> <td>Airhome \$200</td> <td>Human \$100</td> <td></td> </tr> </table>	Hold1	Hold2	Hold3	Hull	Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90	Switch Switch (\$100)	Whyonma \$100	Airhome \$200	Human \$100	
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	<p>4b. Messy Wes \$60 Normal Scout 11: 3 6 6 // 12: 1 5 6</p> <table border="1"> <tr> <th>Hold1</th> <th>Hold2</th> <th>Hull</th> </tr> <tr> <td></td> <td></td> <td></td> </tr> </table>	Hold1	Hold2	Hull				<p>5. A.L.P.O. \$60 Fast Clipper 11: 5 6 6 // 12: 2 4 4 (Double one)</p> <table border="1"> <tr> <th>Hold1</th> <th>Hold2</th> <th>Hull</th> </tr> <tr> <td>FARE 10 to Base \$150</td> <td>Megalith Paperwt. 9b/\$160</td> <td></td> </tr> <tr> <td>FARE 7b to Base \$110</td> <td></td> <td></td> </tr> </table>	Hold1	Hold2	Hull	FARE 10 to Base \$150	Megalith Paperwt. 9b/\$160		FARE 7b to Base \$110			<p>6. Beagle Boys Enterprises \$135 Sports Scout 11: 1 1 1 3 // 12: 2 4 5 6 (Use 3)</p> <table border="1"> <tr> <th>Hold1</th> <th>Hold2</th> <th>Hull</th> </tr> <tr> <td>Servo-Mech. 7b/\$300</td> <td>FARE 5 to Base \$140</td> <td></td> </tr> </table>	Hold1	Hold2	Hull	Servo-Mech. 7b/\$300	FARE 5 to Base \$140																									
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“Dog Biscuit”**Turn 1****GM: Andy Lewis****Deadline for Turn 2 is March 5, Tuesday****Bolduc's Spiders** play Anderson's Chicken Littles

Bo Legs stops Moose (dr2) 0-0

Gay Blade is beaten by Frank N. Stick 0-1

Eric The Redline tiesup Swede Sixteen 0-1

Tex Hitter beats Chubby Checker 1-1

Snow Howe beats Boney Maloney 2-1

Guy Whiz (dr5) is stoned by King Netune

Spiders win! 2-1

Blendor's Barbarians

Send Frosty Todd to the minors and pick up P. Shooter 1

Narhi's Grape Nehis

NMR!

Anderson's Chicken Littles play Hansen Brothers

Swede Sixteen is beaten by Slash Gordon 0-1

Boney Maloney beats Slap Happy 1-1

King Netune and Stu Late stare each other down 1-1

Frank N. Stick is beaten by Iron Orr 1-2

Moose beats Fat Trick 2-2

Chubby Checker is beaten by Hi Stick

Hansen Brothers win! 3-2

Boulanger's French Breads

NMR!

Dynamo Spock plays Hansen Brothers

Jock Strappe is beaten by Hi Stick 0-1

Canada Post stops a weak shot by Slash Gordon (dr1) 0-1

Phantom of the Ice beats Slap Happy 1-1

Antoni Zamboni (dr4) five holes Stu Late 2-1

Headlock Holmes is beaten by Iron Orr 2-2

Cyclone Henri beats Fat Trick

Dynamo Spock wins! 3-2

Hansen Brothers play Anderson's Chicken Littles

Hi Stick beats Boney Maloney 1-0

Slap Happy is beaten by Swede Sixteen 1-1

Slash Gordon (dr3) is stopped by King Netune 1-1

Fat Trick is beaten by Frank N. Stick 1-2

Stu Late stopps Moose (dr1) 1-2

Iron Orr beats Chubby Checker

Game is a 2-2 tie!

Geggus' Clavers trade Chief Sitting Bench to Dynamo Spock for Phantom of the IceNotes

Will Sonya Nar please submit orders for both Narhi's Grape Nehis and Boulanger's French Breads (you will be the first substitute - pick which team you would like first if you have a choice), if any one else wants to be a stand-by please submit orders for a team, Carrie Lewis please submit order's for both teams

The Teams

Team	Manager	Record	Forwards	Defense	Goalie	Trades	Drafts	Games
Bolduc's Spiders	Paul Bolduc	1-0-0	F1: Guy Whiz 7 F2: Eric the Redline 5 F3: Snow Howe 3	D1: Tex Hitter 4 D2: Gay Blade 1	G: Bo Legs (2)	0	0	1
Blendor's Barbarians	Chris Hassler	0-0-0	F1: Bobby Howl 5 F2: P. Shooter 1 F3: Sir Stanley Kup 5	D1: Cheap Shot b2 D2: Jack the Tripper b3	G: Golden Gums (0)	0	1	0
Narhi's Grape Nehis	Ward Harhi	0-0-0	F1: Napoleon Bonapuck 4 F2: Superstar * F3: Captain Hook 2	D1: Cardinal Finner 5 D2: Hip Checker 1	G: Stonewall Jackson(6)	0	0	0
Anderson's Chicken Littles	Dave Anderson	0-1-1	F1: Frank N. Stick 5 F2: Chubby Checker 3 F3: Swede Sixteen 5	D1: Moose 3 D2: Boney Maloney 2	G: King Neptue (7)	0	0	1
Boulanger's French Breads	Brian Boulanger	0-0-0	F1: Chairman of the Boards 6 F2: Puck Rogers 7 F3: Rebel Rouser 3	D1: Tiny Tim ½ D2: Charge Kard 3	G: Crease Lightning(10)	0	0	0
Dynamo Spock	Caleb Cousins	1-0-0	F1: Chief Sitting Bench 2 F2: Cyclone Henri 6 F3: Jock Strappe 4	D1: Antoni Zamboni 7 D2: Headlock Holmes 5	G: Canada Post (5)	0	0	1
Hansen Brothers	Sean Cousins	1-1-1	F1: Slap Happy 1 F2: Fat Trick 2 F3: Slash Gordon 3	D1: Hi Stick 6 D2: Iron Orr 7	G: Stu Late (1)	0	0	1
C.J.'s Clavers	Chris Geggus	0-0-0	F1: Robin Hooker 4 F2: Billy the Skid 2 F3: Phantom of the Ice 6	D1: Captain Canuck 7 D2: El Boss b5	G: Masked Man (8)	1	0	0

Teams are listed in the order in which they will take their turns.

“Rin Tin Tin”**Gamestart****GM: Andy Lewis****Deadline for Turn 1 is January 30, Tuesday****House Rules**

1. Each mailing will be one turn. All Raw Material Production rolls for turn $i+1$ will be posted with turn i results. Trades can be agreed upon between players beforehand or open fishing trades can be written. For example, I will give two trees to anyone who offers me two sheep or one sheep and a brick. If there is a match, I'll make the trade, but trades will be made in player order. So if player 1 and player 2 offer the same trade player 1 will get it since his turn is first.

2. Write locations down using number/letter descriptors. Note I have added small number 1s next to one junction for the hexes which have two port junctions that don't have another true hex adjacent. Examples:

Build settlement at P1/W is a settlement at the left port junction on the wasteland tile.

Build settlement at P0/W is a settlement at the right port junction on the wasteland tile.

Build road at Y6/3 is a road between the pasture and farmland at the top of the board.

Build road at F6/3 is a road between the forest and farmland near the bottom of the board.

Build city at Y5/8/10 places a city down near the middle left side of the board.

Build city at G5/8/10 places a city down near the middle right side of the board.

3. Player order will be set throughout the game as Brendan, Caleb, Chris, Kevin. 1st mailing will only be the set-up. Please provide options to cover BOTH set-ups - remember the order is for set-up is Brendan, Caleb, Chris, Kevin, Kevin, Chris, Caleb, Brendan.

Trivia Quiz

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

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

Q1. What do the letters S.P.Q.R. stand for?

A1. Senatus Populus que Romanus, or The Senate and People of Rome.

Steve Koehler, Andy Lewis, Paul Bolduc, and Chris Geggus each receive $\frac{1}{2}$ point.

Q2. According to legend, on what date was Rome founded?

A2. 753 BC.

Steve Koehler, Andy Lewis, Paul Bolduc, and Chris Geggus each receive $\frac{1}{2}$ point.

Q3. Rome was dominated by what race until 509 B.C.?

A3. The Etruscans.

Steve Koehler, Andy Lewis, Paul Bolduc, Dave Anderson, and Chris Geggus each receive $\frac{1}{2}$ point.

Q4. Pyrrhus went to war with Rome to aid what city?

A4. Tarentum, a Greek colony on the “heel” of the Italian “boot.”

Steve Koehler, Bob Robles, and Paul Bolduc each receive $\frac{1}{2}$ point.

Q5. Carthage was a colony of what city?

A5. Tyre, or Phoenicia.

Steve Koehler, Andy Lewis, Paul Bolduc, Bob Robles, and Chris Geggus each receive $\frac{1}{2}$ point.

Current Scores

Andy Lewis	17	Chris Geggus	9½
Andy York	7	Dan Eisenhut	5
Paul Bolduc	4	Steve Koehler	4
Bill Scharf	4	Kevin Wilson	3½
Jeremy Gerson	3	Kevin Kinsel	2½
Caleb Cousins	2½	Dave Anderson	2½
Bob Robles	2	Ward Narhi	½
Debbie Osborne	½		

New Questions**Topic: Monty Python**

1. Who were the members of Monty Python?

2. How many seasons did Monty Python's Flying Circus run?

3. Which member of the group did not appear in the last season of Flying Circus?

4. What was Dinsdale Piranha afraid of?

5. How were King Arthur and his knights saved from the hideous Black Beast of Argh?

Pedagoguery

Very massive stars, which in this case means stars which start out with at least six times the mass of our sun, evolve in a very different way from those with less mass. First of all, the evolution of these stars is much faster. This is because, since they have greater mass, they must maintain a higher core temperature to balance their own gravitational contraction. This means that the lifetimes of these stars are measured in hundreds or tens of millions of years instead of billions of years like our sun.

In the initial stages of evolution, there are many similarities between low-mass and high-mass stars. In both cases, the core hydrogen is exhausted, so the core starts to collapse. Hydrogen burning continues in a shell around the core, and eventually, the helium in the core ignites. Unlike less massive stars, however, the ignition of helium does not occur under degenerate conditions, so no helium flash occurs. Soon thereafter, an inert carbon-oxygen core accumulates and starts to collapse.

Carbon burning is highly sensitive to temperature and releases a lot of energy, therefore it is important to know whether it ignites under degenerate

conditions. In stars of less than about 8 solar masses, the core is likely to be degenerate at the time of carbon ignition. Now, theories differ on what happens. Some think that the runaway carbon fusion could end up blowing the star apart. However, observation has so far failed to back up this theory, so it is now believed that a “carbon flash” occurs -- similar to the helium flash in less massive stars, but more violent.

Meanwhile, the outer layers of the star have expanded tremendously, because of the increased heat coming from the core. If the sun were such a star, it would reach out almost to Jupiter's orbit. The more massive the star, however, the faster the processes going on in the core, and the less time the outer layers have to respond to those changes. Also, unlike less massive stars, these stars tend not to get much brighter. Instead, while the core is collapsing, they get redder, and while the core is expanding in a new wave of fusion, they get bluer. However, the time delay between happenings in the core and the response of the outer layers means that the general trend is for the star to get redder and redder.

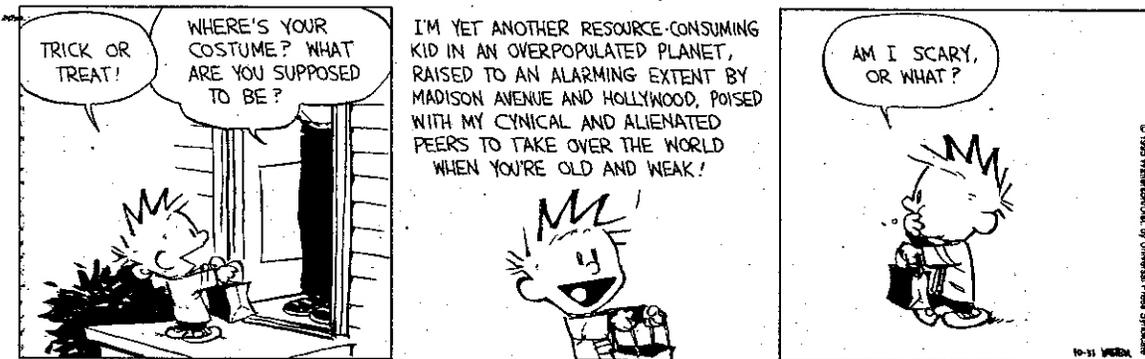
In the core, fusion continues on in wave after wave. Carbon and oxygen fuse into neon and magnesium, which in turn fuse into silicon. Silicon, in turn, fuses into iron. Iron, however, is special because it lies at the cusp: energy can be extracted by fusing lighter elements or fissioning heavier elements, but you can get no such energy from iron. So, eventually, you get an inert iron core surrounded by layers of fusing silicon, magnesium, carbon, helium, and hydrogen. When the core mass exceeds Chandrasekar's limit of 1.4 solar masses, electron degeneracy pressure can no longer hold the core up against its own self-gravity, so it begins to collapse. In collapsing, it heats up. Eventually, it reaches a temperature of several billion degrees Kelvin, a point at which a phenomenon called photodisintegration occurs. Photodisintegration means that since the core is producing huge numbers of highly energetic photons, the iron nuclei break apart into helium nuclei and energetic neutrons, absorbing energy in the process. This causes the collapse to accelerate, which causes the core to heat still further, and finally causes the helium nuclei to photodisintegrate into protons and neutrons. Eventually, the self collapse of the core reaches the point at which free electrons are absorbed by protons to become neutrons. Whether the core collapse stops at nuclear

density, producing a neutron star, or never stops at all, producing a black hole, depends on its mass. Accurate predictions of the mass limit required to get to the black hole stage would require a quantum theory of gravity, which we are currently lacking.

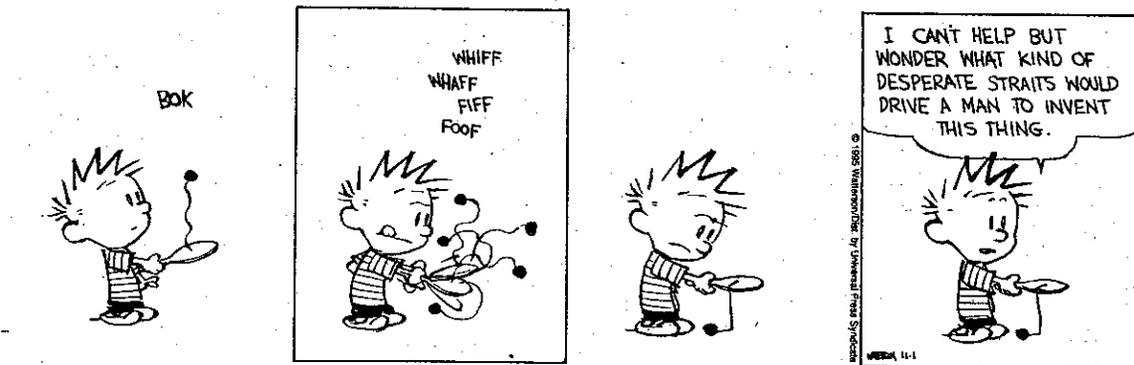
What happens to the outer layers of the star while this final, catastrophic collapse occurs? The answer is that it depends. As the core collapses, the outer fusion shells collapse with it. The increased surface gravity of the core causes the fusion shells to burn hotter. At this point, several things could happen. First of all, you could get runaway fusion reactions in the shell layers, resulting in an explosion. If the core collapse stops at nuclear densities, there will be a core rebound effect, where the core collapses slightly past nuclear density and bounces back, which could easily blow off the outer layers of the star. If the core becomes a black hole, the rest of the star could end up following it. In any case, the most likely event is the catastrophic destruction of the star: a supernova. Supernovae release tremendous amounts of energy; enough to outshine whole galaxies for as long as a year.

Next time, I will discuss the Theories of Relativity.

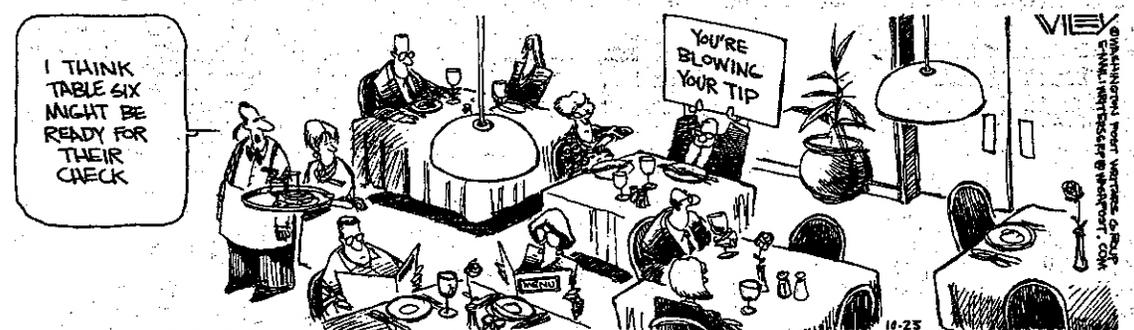
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Standbys

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, 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, Chris Geggus **Stellar Conquest:** Andy York, Paul Bolduc, Dean Cochran, Stuart Schoenberger **Gunslinger:** Paul Bolduc, Mike Scott

Standby Calls

Chris Geggus for the Unnamed in "Wolfpack"

Andy York for Beagle Boys Enterprise in "Dog Food"

Sonya Nar, Carrie Lewis, and anyone else who is interested for "Dog Biscuit"