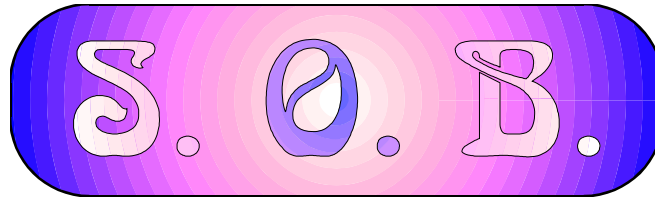


Number 34

June, 1996



Notes from Hades

I thought that April month was busy, but it was nothing compared to what May and June have been. First of all, I spent the first two weeks of June in Atlanta, working with our client there. Then, during this last week, they asked me to accompany them on some sales calls, to field the technical questions that came up. So, Wednesday morning, I flew out to Reno, and flew back that same evening. Fortunately, the second sales call was local, so it didn't involve getting on an airplane. In any event, it looks like the whole summer will be very busy, although will require less travel. It does mean that I will once again be unable to get away to Avaloncon. I would like to get there one of these days, if my schedule would ever cooperate. Oh well.

Kevin Wilson has asked me to pass along to those of you in "Dingo", his 4000AD game, that he is working on it. In his own words: "A series of problems and snafus have seriously delayed the game. Turn report for Game Turns 5-6 should go out soon. I had an NMR, standby confusion, then lost orders, then no printer ink (color), then file corruption and I think I've got it restored now, so hope to get it out soon. Thank everyone for their patience."

"The River" ends this issue. (That's another one you won't get back, Jason.) Congratulations to Ken Marcinonis for his victory. I will be opening up another Mach game to replace it.

This issue's deadline will be on **Thursday, July 25 at 5:00 pm Pacific Time**. Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

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Flier Games

"Proteus"	Midway Campaign	0500 Nov 11
"Canis Major"	Stellar Conquest	Turns 57, 58
"Dingo"	4000AD (Kevin Wilson GM)	Turns 7,8

Game Openings

Machiavelli guest GMed by Mike Scott. This will be the Struggle for Dominance, Part II scenario, run using the first edition rules (I believe). No optional rules in play. Have Jason Wilke, Ward Narhi, and Bob Robles, need 3 more.

"Old Space Dog" 2038 is an 18xx-style game based on asteroid mining. Have Chris Hurley, Sean Cousins, Bill Scharf, Andy Lewis, need 3 more.

"Chihuahua" New World is a game of colonial exploration and exploitation. Have Kevin Wilson, Bill Scharf, Andy Lewis, and Dan Eisenhut, need 3 more.

Wish List

Die Macher is a game of German elections. Have Andy Lewis, need 3 more.

Modern Art is a game of art trading. Have Andy Lewis, need 4 more.

SolarQuest is a Monopoly-style game where the real estate consists of various planets and moons in the solar system. Have Bill Scharf and Andy Lewis, need 4 more.

Dune. You know this one. Since Paul Bolduc was kind enough to supply me with the Ixians and Bene Tleilaxu, this can take up to 9 players. Please submit preference lists when you sign up. Have Kevin Wilson, Bill Scharf, Andy Lewis, and Ward Narhi.

Machiavelli (2nd Edition) Please let me know whether you want basic, advanced, or optional rules (and if optional rules, which optional rules) when you sign up. Need 8.

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

Fax: (714) 773-0940 (call first)

70514.37@compuserve.com

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

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

Ward Narhi

Please sign me up for Dune! It has been a long time since I played this game so I may need to ask a few rules question before we start. Would this be ok? I figure there is a bit of time before it fills up.

[I am always willing to answer questions about the games I run. Ask away.]

Murray Cowles

I attach copy of an email that I have recently forwarded to Ken Nied for his comments. Perhaps you could add yours also. Yours aye, Murray.

Hi Ken, I have recently written to The Battlefield, Wichita, just down the road from you. I have offered them for sale my collection of, mostly mint, WWW games and mags. I have told them that if they can make me an offer I will haul them across the Atlantic and mail them to them.

I wondered if you, or any of your mates, might know of any other game dealer that I could approach. There is only one item in the collection that is of any real value, so I am not looking for silly prices, and I am well aware that any dealer needs his 100% mark up, or more for some of them.

I look forward to your comments. Yours aye, Murray.

WWW magazines and games.

Issue	1	Battle of the Ring.	Mint
	4	No game	
	5	No game	
	7	Marston Moor.	No game
	10	Chinese Civil War.	Mint
	11	Simon de Montfort.	Mint
	12	Aces High.	Mint
	13	Forward to Richmond.	Mint
	14	Assault on Leningrad.	Rules and map. No counters.
	16	Carrier Strike.	Mint
	17	Napoleon at Austerlitz.	Mint
	18	Birth of a Nation.	Mint
	19	Sturm Nach Osten.	Mint
	20	Little Round Top.	Mint
	21	Siege at Peking.	Mint
	22	No Trumpets, No Drums.	Mint
	23	Decision at Kasserine.	Mint
	25	Never Call Retreat.	Mint
	26	Race to the Meuse.	Mint
	27	Peter the Great.	Mint. 2 copies.
	29	Lods.	Mint
	30	Stars and Bars.	Mint
	31	Clash of Steel.	Mint

Small box games. Marston Moor, Condor and Desert Rats. All mint.

Ziplock bag games. Drive on Damascus. 2 copies.

Little Round Top. 3 copies.

Dresden. 2 copies.

Napoleon at Austerlitz 3 copies. All mint.

Strategy and Tactics magazine. Issue 74. Ney Vs Wellington. Mint.

[Being very unfamiliar with WWW games, I really don't have a comment. If anyone else does, send them off to Murray, or to me and I'll forward them on to him.]

Pete Gaughan

Be warned: June 20 (your deadline) is Sally Ann Marie Gaughan Day! (Her first birthday.) She just started crawling this week, though she's been walking along the furniture for a month.

[Happy birthday to Sally Ann, belated though this may be by the time it gets to you.]

Sigourney Street

Enclosed is a check for a subscription to *S.O.B.* (What does that stand for, besides the obvious? Anything?) I want to play Machiavelli, but not right now.

[The title of this zine stands for the obvious, but in a rather more literal fashion than you probably anticipate. You see, it started out as a subzine in a zine called The D.O.G.S. of War, and is thus something like the son of that zine.]

[As for not wanting to play Mach just yet, that's fine. There is no requirement for subscribers to actually play in this zine, although it is encouraged.]

By the way, you and your zine were highly recommended by Ray Grib, of Deltona, FL. After receiving a single sample issue from you, I agree. I believe it will be a great place for me to start my Machiavelli nerd-ship.

[Well, thanks, both to you and to Ray. Ray is one of the people who I gained as a result of the two games I took over from Jason Wilke, the last of which ended this issue.]

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

Spring 1459

Deadline/Summer 1459 6/20 Thursday

Bad coordination tangles the French armies, but also preventing Milan from regaining Cremona. The French navy, however, suffers none of the problems of its landbound counterpart, and along with Naples, deal the Turks several defeats at sea. The Duke of Milan manages to escape the fall of his city, but must flee to England to escape the rampaging Venetians.

Fall 1458 Retreats

Milan A4 retreats to Mantua

Builds

		Treas	Cost	Rem
Fra	Maintains all, F4 (Citizen's Militia)	41	36	5
	Marseilles			
Mil	Maintains all (insufficient funds, A2	10	10	0
	Vicenza disbanded)			
Nap	Maintains A2 Salerno, F1 Otranto, F2	9	9	0
	Ionian Sea			
Pap	Maintains all, builds A5 Florence	82	21	61
Tur	Maintains all, builds F2 Tunis	16	12	4
Ven	Maintains all, builds A6 Austria, <u>A7</u>	66	33	33
	<u>Carniola (not a home center)</u>			

Orders

France():	A1 GENOA converts to G1
	<u>A2 AVIGNON to Provence</u>
	A3 Parma to FORNOVA
	<u>A4 (EM) Pavia to MONTFERRAT</u>
	<u>A5 CREMONA to Brescia</u>
	<u>A6 TURIN to Avignon</u>
	F1 Sardinia to WESTERN MEDITERRANEAN
	F2 WESTERN TYRRHENIAN SEA supports F1
	<u>F3 SAVOY to Provence(sc)</u>
	<u>F4 (CM) Marseilles to WESTERN GULF OF LYON</u>
Milan():	<u>A4 MANTUA to Cremona</u>
	<u>G1 (EM) Milan converts to A1 (DESTROYED) OUT!</u>
Naples():	A1 Salerno to NAPLES
	F1 Otranto to GULF OF NAPLES
	F2 IONIAN SEA supports F1

Orders (cont.)

- Papacy():
- A1 FERRARA holds
 - A2 MODENA besieges (autonomous garrison destroyed)
 - A3 ANCONA holds
 - A4 PISA holds
 - A5 Florence to URBINO
 - F1 BOLOGNA supports A1
 - F3 LUCCA supports A2
- Turks():
- F1 NAPLES converts to G1
 - F2 Tunis to BAY OF TUNIS
 - F4 MESSINA to Gulf of Naples
 - F6 Western Mediterranean to Western Gulf of Lyon
 - (DISLODGED, retreat Palermo, Tunis, OTB)
- Venice():
- A1 Durazzo to ALBANIA
 - A2 TRENT to Brescia
 - A3 (EM) Como supports A4
 - A4 MILAN besieges
 - A5 PADUA holds
 - A6 Austria to CARINTHIA
 - F1 UPPER ADRIATIC transports F Carniola to Dalmatia (nsu)
 - F2 (EM) VENICE LAGOON supports A5

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

Press

Naples - France: Thanks, any more where that came from?

Cerberus - Naples: Apparently.

Papal speech: The Pope stands for peace in Italy but do not underestimate our defensive strength. We will defend our lands most vociferously!

Pope-Venice: Of course our deal is still on. But I notice you are a bit untrusting.

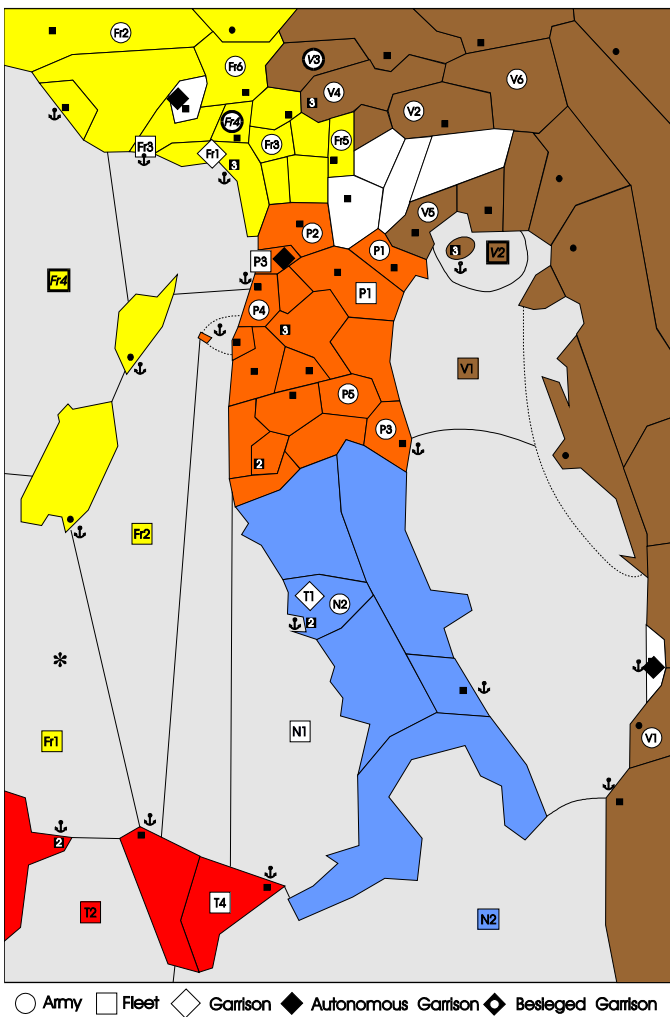
Pope-France: Hey, I'm with you, bud. And as to that Milan deal with Venice, why is he so unhappy about you getting the ducats and sending him half? Doesn't he trust you? Or does he have plans.....?

Venice - France: The Pope is just waiting for us to fight. Don't be a fool! Notice how he has gradually sent forces north toward you. Something is due to happen soon. Sharing Milan's \$\$ is worth considering

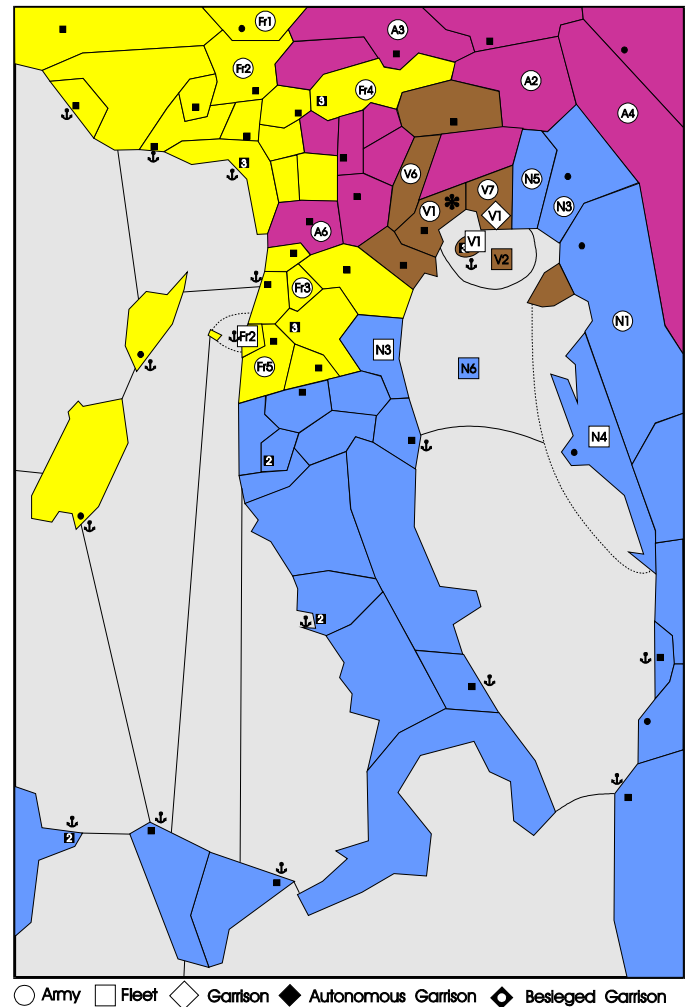
Venice - Pope: How about a loan?

Venice - Naples: I'll be glad to work with you. What do you suggest. Outside of depriving the heathen Turk of Ducats, I can't aid you militarily, yet.

"Rude Dog"



"The River"



The River / MGN# O/B/8/AD2/1**Spring 1462****Deadline/End of Game Statements 7/25 Thursday**

French money wins the day as the King's agents buy off his erstwhile ally's armies in Florence. Neapolitan ducats strike Austria and Venice, but accomplish little.

Retreats

Venice F1 retreats to OTB

Builds

		Treas	Cost	Rem
Aus	Maintains A1 Padua, A2 Carinthia, and A6 Mantua, <u>build Elite Mercenary A2 Austria and Elite Mercenary A4 Hungary (that option is not in use for this game, builds normal units)</u>	25	21	4
Fra	Maintains A4 Pavia, F2 Pisa, builds A1 Swiss, A2 Avignon	52	12	40
Nap	Maintains A1 Bosnia, A2 Florence, A3 Ancona, A4 Arezzo, F3 Romagna, F4 Dalmatia, F6 Upper Adriatic, no new builds	56	21	35
Ven	Maintains all, builds F1 Venice, G1 Treviso	26	21	5

Expenditures

France spends 18 ducats to buy Neapolitan A2 Florence
 France spends 18 ducats to buy Neapolitan A4 Arezzo
 France give 1 ducat to Naples
 Naples spends 18 ducats to buy Austrian A1 Padua
 Naples spends 18 ducats to buy Venetian A3 Friuli
 Venice spends 3 ducats to counterbribe A1 Ferrara

Orders

Austria: A1 Pauda holds (nsu)
 (Grib) A2 CARINTHIA supports A3
 A3 Austria to TYROLEA
 A4 Hungary to SLAVONIA
 A6 Mantua to MODENA
 France: A1 SWISS to Tyrolea
 (Marcinonis) A2 Avignon to TURIN
 A3 Florence to PISTOIA
 A4 Pavia to MILAN
 A5 Arezzo to SIENNA
 F2 Pisa to PIOMBINO

Orders (cont.)

Naples: A1 Bosnia to CROATIA
 (McConnell) A2 Florence holds (nsu)
 A3 Ancona to CARNIOLA
A4 Arezzo holds (nsu)
 A5 FRIULI supports A6
A6 Padua to Treviso (DISLOADED, retreat Vicenza, OTB)
 F3 ROMAGNA supports F6
 F4 DALMATIA supports A1
 F6 UPPER ADRIATIC transports A3
 Venice: A1 Ferrara to PADUA
 (Palumbo) A3 Friuli supports A1 (nsu)
 A6 Trent to VERONA
 A7 TREVISO supports A1
 F1 VENICE supports F2
 F2 VENICE LAGOON supports A1
 G1 TREVISO supports A7

Notes

France has just conquered Florence and that, combined with his 19 cities, earns him the victory! Congratulations to Ken. Also, thanks to Bob Robles and Ward Narhi for their unused standby orders.

Press

Austria - France: I should have castrated you instead of trusting you.
Austria - Venice: Thanks to the Frog, we're out.
Austria - Naples: Smart, your trained ape does the dirty work then you clean up.
France - Austria/Venice: Hello to the new Monarchs.
France - Naples: Looks like the plan worked!
ex-GM - GM: First you end one game, then you scare off all my players, eh? ;-)
Cerberus - ex-GM: Well, I tried, but they came back. I did end it though.
Naples - France: There is nothing better than loyal allies.
Cerberus - Naples: Indeed.
Venice - France and Austria: Just digging in....how many dots does Naples need?
Venice - All: Sorry about the NMR.

US & THEM By Wiley Miller and Susan Dewar

Rabid Dog / MGN# O/E1/9/ABC/1**Spring 1452****Deadline/Summer 1452 7/25 Thursday**

Venice gets his first plague free summer while Genoa becomes a philanthropist. Naples and the Turks display more of their "twisted relationship" and the Pope himself suffers the wrath of God. Milan feels the Austrian knife.

Fall 1451 Retreats

Milan A2 retreats to Fornova

Builds

		Treas	Cost	Rem
Aus	Maintains all, builds A2 (Elite Mercenary) Tyrolea and A3 Austria	20	15	5
Fra	Maintains all, builds F1 Marseilles, <u>A4 Avignon (insufficient funds)</u> , <u>A5 (Elite Mercenary) Swiss (insufficient funds, famine)</u>	17	17	0
Gen	Maintains none, no new builds	12	0	12
Mil	Maintains all, builds A4 Pavia	18	15	3
Nap	Maintains all, builds A3 Naples, F4 Messina, F5 Palermo	26	24	2
Pap	Maintains A2 Pisa, A3 Urbino, A4 Pistoia, F1 Ferrara, F2 Romagna, builds A1 (Elite Professional) Perugia, G1 Pisa	31	24	7
Tur	Maintains all, builds A3 Albania, F4 Durazzo	28	21	7
Ven	Maintains all, builds F2 Venice, A1 Padua, A3 Treviso	21	18	3

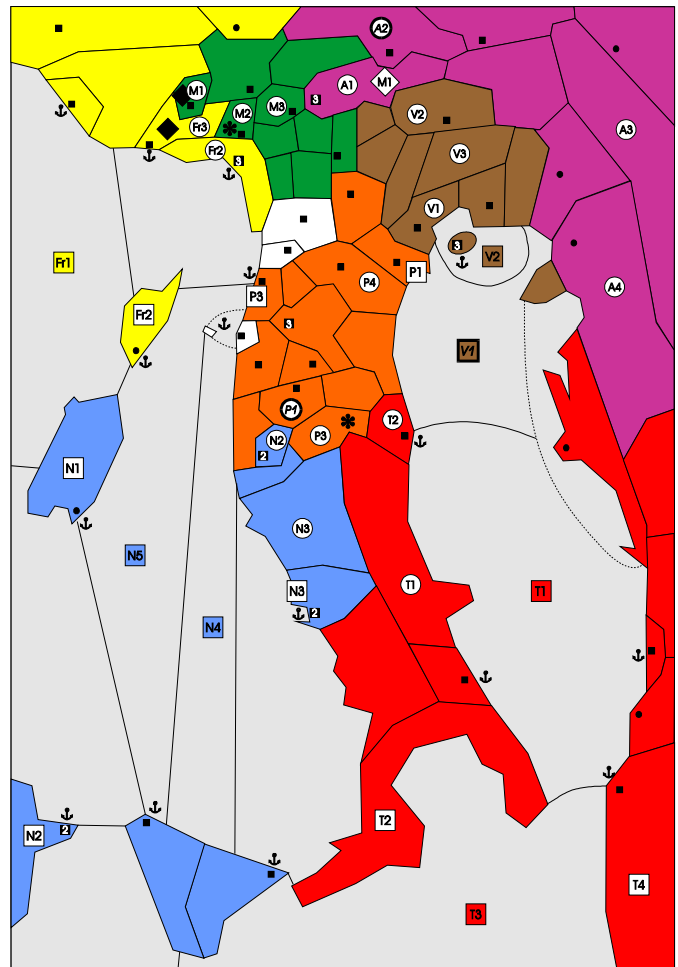
Expenditures

Genoa gives 12 ducats to France

Turks spend 3 ducats for famine relief in Aquila

Orders

Austria:	A1 Carinthia to MILAN
(Koehler)	A2 (EM) TYROLEA supports A1
	A3 Austria to SLAVONIA
	A4 CROATIA to DALMATIA
France:	<u>A1 Montferrat holds (DISLODGED, retreat Turin, OTB)</u>
(Wilke)	A2 Savoy to GENOA
	A3 Saluzzo to SAVOY
	F1 Marseilles to WESTERN GULF OF LYON
	F2 Western Gulf of Lyon to CORSICA
Genoa:	No units, <u>OUT!</u>
(Kinsel)	
Milan:	A1 Turin to SAVOY
(Anderson)	A2 Fornova to MONTFERRAT
	A3 Milan to COMO
	A4 PAVIA supports A2
	<u>G1 MILAN converts to A5</u>
Naples:	<u>A1 Spoleto supports A2 (cut, DISLODGED, retreat to Tivoli, OTB)</u>
(Narhi)	A2 ROME supports A1
	A3 Naples to CAPUA
	F1 SARDINIA supports F5
	F2 Bay of Tunis to TUNIS
	F3 Gulf of Naples to NAPLES
	F4 Messina to EASTERN TYRRHENIAN SEA
	F5 Palermo to WESTERN TYRRHENIAN SEA

"Rabid Dog"

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

Orders (cont.)

Papacy:	A1 (EP) PADUA supports A3
(Rutherford)	A2 Pisa to SIENNA
	A3 Urbino to SPOLETO
	A4 Pistoia to BOLOGNA
	<u>F1 FERRARA to Upper Adriatic</u>
	<u>F2 ROMAGNA to Ancona</u>
	G1 Pisa converts to F3
Turks:	A1 AQUILA supports A2
(Wilson)	<u>A2 ANCONA supports Neapolitan A1 (cut)</u>
	<u>A3 ALBANIA to Dalmatia</u>
	F1 LOWER ADRIATIC transports A3
	F2 OTRANTO supports F3
	F3 IONIAN SEA supports F2
	F4 DURAZZO supports F3
Venice:	<u>A1 PADUA to Ferrara</u>
(Robles)	A2 TRENT holds
	A3 Treviso to VICENZA
	<u>F1 (EM) Friuli to UPPER ADRIATIC</u>
	F2 Venice to VENICE LAGOON

Summer 1452 Plague

Bad Year: Romagna (Papal F2 eliminated), Hungary, Urbino, Piombino, Treviso, Como (Milanese A3 eliminated), Friuli, Sienna (Papal A2 eliminated), Albania (Turkish A3 eliminated), Modena, Parma, Brescia

Press

France - Genoa: Thanks, but why?

France - Austria: Say goodbye to Milan.

France - Naples: What was that about not building ships?

France - Venice: Did you learn about plague, or do you still need lessons?

France - all: Is anyone controlling Turkey's growth?

Naples - Pope: Venting? What else can I do when I have no allies, a backstabbing Turk, an unfriendly Genoa and France, a deluded Pope, an intransigent Milan, a mute Austrian, and an impotent Venetian?

Naples - Murad II: The janitors have spared Naples? I've heard Ancona is really filthy, why don't you head up there.

Naples Prophet: Hear me, oh princes of Italy. I foresee another of your number fading into oblivion. Ware the snailman.

Naples: Seeking a replacement for the retiring admiral, Naples recently interviewed a fine candidate. Unfortunately, the candidate was rejected when near the end of the interview he spontaneously broke out into song, "I'm strong to the finish cause I eat me spinach....".

Naples - Milan: Still making demands? Where did you learn diplomacy from, the Gingrich School of Tact?

Pope - Naples and Turkey: Whatever your twisted relationship might be, I'm sure it's good for at least 20 Hail Marys.

Pope - Genoa: Welcome and good luck, sucker...

Venice - Pope: Now I thought we had this territory thing all straightened out once and for all...

Venice - Austria: Sorry for the lack of communication. We ARE still friends, aren't we?

"Mongrel"**Epoch III Hsuing-Nu, Romans, and Sassanids****Deadline for Epoch IV Empire Selection: 7/25 Thursday**

Gamers' Lonely Hearts Club (Anderson) Plays Rebellion in *Pindus* (vs. Macedonians: R: 5, 4; M: 1; wins, Capital reduced to city). HSUING-NU. Army in *Mongolia, Great Plain of China* (vs. Chou Dynasty: H: 2, 2; C: 6, 5; loses), *Great Plain of China* (vs. Chou Dynasty: H: 6, 6; C: 3, 2; wins), *Wei River* (vs. Chou Dynasty: H: 6, 1; C: 6; H: 4, 1; C: 1; H: 6, 2; C: 5; wins, Capital reduced to city), *Yellow River* (vs. Shang Dynasty: H: 4, 3; S: 6+1; loses), *Yellow River* (vs. Shang Dynasty: H: 6, 3; S: 5+1; H: 3, 3; S: 1+1; wins, Capital reduced to city), *Chekiang* (vs. Civil War: H: 2, 1; C: 5; loses). Points: Dominance in China (6), Presences in Southern Europe (3) and Middle East (3), three Monuments (3), and four cities (4) for 19 points.

The Dark Side (Eisenhut) MAYANS: Army and Capital in *Central America*, army *Guiana Highlands*. ROMANS. Plays Weaponry. Army and Capital in *Southern Apennines*. Fleet *Western Mediterranean*, army *Northern Apennines*, *Central Massif*, *Pyrenees*, *Western Iberia*, *Western Gaul*, fleet *North Sea*, army *Dalmatia* (vs. Macedonians: R: 5+1, 2+1; M: 1; wins), *Pindus* (vs. Rebellion: Ro: 5+1, 3+1; Re: 2, 2; wins, city eliminated), *Balkans* (vs. Celts: R: 3+1, 2+1; C: 5, 1; loses), *Balkans* (vs. Celts: R: 2+1, 1+1; C: 3, 1; R: 6+1, 2+1; C: 6, 1; R: 5+1, 1+1; C: 6, 5; R: 5+1, 1+1; C: 3, 2; wins), *Morea* (vs. Macedonians: R: 3+1, 2+1; M: 5; loses), *Morea* (vs. Macedonians: R: 5+1, 1+1; M: 5; wins), *Central Europe* (vs. Macedonians: R: 4+1, 2+1; M: 6, 3; loses), *Central Europe* (vs. Macedonians: R: 3+1, 2+1; M: 6, 1; loses), *Central Europe* (vs. Macedonians: R: 6+1, 1+1; M: 4, 1; wins), *Albion* (vs. Celts: R: 6+1, 5+1;

C: 3; wins), *Shatts Plateau* (vs. Macedonians: R: 3+1, 2+1; M: 3, 3; wins, city eliminated), fleet *Eastern Mediterranean* (vs. The Hoard: D: 6+1, 4+1; H: 2; wins), army *Western Anatolia* (vs. Macedonians: R: 4+1, 3+1; M: 5, 3; R: 6+1, 4+1; M: 4, 2; wins), *Levant* (vs. Persia: R: 6+1, 2+1; P: 6, 5; wins), *Upper Tigris* (vs. Persia: R: 4+1, 3+1; P: 5; R: 3+1, 2+1; P: 3; wins), *Palestine* (vs. Persia: R: 6+1, 2; P: 5; wins), *Middle Tigris* (vs. Scythians: R: 3+1, 1+1; S: 3; wins, city eliminated). Builds Monument in *Southern Apennines*. Points: Control of Southern Europe (9), Dominance in Middle East (6) and Northern Europe (2), Presence in India (3) and North Africa (2), two Capitals (4), five Monuments (5), and three Seas (3) for 34 points.

Hector (Cowles) Plays North American Migrants in *West Indies* and *Great Plains*. SASSANIDS: Army and Capital *Zagros* (Persian army retreats to *Persian Plateau*), army *Persian Salt Desert* (vs. Persia: S: 2, 1; P: 5; loses), *Persian Salt Desert* (vs. Persia: S: 4, 4; P: 2; wins), *Persian Plateau* (vs. Persia: S: 4, 1; P: 2; S: 5, 2; P: 3; wins, Capital reduced to city), *Lower Indus* (vs. Maurya: S: 5, 4; M: 1; wins), *Upper Indus* (vs. Maurya: S: 5, 5; M: 5; S: 4, 1; M: 2; wins), *Middle Tigris* (vs. Romans: S: 4, 4; R: 2; wins), *Eastern Anatolia* (vs. Scythians: Sa: 4, 1; Sc: 5; loses), *Eastern Anatolia* (vs. Scythians: Sa: 6, 6; Sc: 3; wins). Builds Monument *Zagros*. Points: Dominance in India (6) and the Middle East (6), one Capital (2), one city (1), six Monuments (6) for 21 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Dave Anderson	Gamers' Lonely Hearts Club	18	39
Murray Cowles	Hector	19	49
Andy Lewis	Civs-R-US	20	48
Kevin Wilson	Horsemen of the Apocalypse	20	41
Chris Hurley	The Hoard	35	73
Dan Eisenhut	The Dark Side	37	52

Final Positions

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

The Hoard. Fleets *Red Sea* and *Black Sea*. EGYPT: One army each in *Nubia* and *Upper Nile*. PERSIA: Armies each in *Eastern Deccan* and *Nile Delta*. CIVIL WAR: Army *Chekiang*. MACEDONIA: Army each in *Baltic Seaboard*, *Danubia*, and *Libya*.

Civs-R-US. ASSYRIA: Two armies in *Hindu Kush*. CELTS: Army *Northern Gaul* and *Dneiper*.

The Dark Side. Fleets *Western Mediterranean*, *Eastern Mediterranean*, and *North Sea*. CIVIL WAR: Army *Ceylon*. CARTHAGINIA: Armies *Southern Iberia* and *Crete*. MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. ROMANS: Army, Capital, and Monument *Southern*

Apennines, army and Monument each in *Albion*, *Shatts Plateau*, and *Middle Tigris*, army each in *Western Iberia*, *Pyrenees*, *Central Massif*, *Western Gaul*, *Northern Apennines*, *Dalmatia*, *Central Europe*, *Pindus*, *Balkans*, *Morea*, *Western Anatolia*, *Levant*, and *Palsetine*.

Horsemen of the Apocalypse. CHOU DYNASTY: Army in *Tarim Basin*. MAURYA: Army, Capital, and Monument *Ganges Delta*, army *Ganges Valley*, *Irrawaddy*, and *Malayan Peninsula*.

Hector. VEDIC CITY STATES: One army each in *Western Deccan* and *Eastern Ghats*. NORTH AMERICAN MIGRANTS: Army each in *West Indies* and *Great Plains*. SASSANIDS: Army, Capital, and Monument in *Zagros*, army, city, and Monument in *Persian Plateau*, army and Monument each in *Eastern Anatolia*, *Upper Tigris*, *Lower Indus*, and *Upper Indus*, army *Persian Salt Desert*.

Gamers' Lonely Hearts Club. ARYANS: Two armies in *Turanian Plain*. SCYTHEANS: Army *Caucuses*. HSUING-NU: Army, city, and Monument

each in *Wei River* and *Yellow River*, army each in *Mongolia* and *Great Plain of China*.

Your event cards

are: _____

Epoch IV Empire Draw

Your Empire is: _____

"Wolfpack"

Epoch II Assyria, Chou Dynasty, Vedic City States, and Greek City States Deadline for Epoch II Scythians, Carthagina, and Persia: 7/25 Thursday

Quantum Coyotes: PHOENICIA: Capital and army *Levant* (Babylonian army retreats to *Upper Tigris*). Fleet *Western Mediterranean*. Army *Southern Iberia*. Builds Monument *Levant*. ASSYRIA: Army and Capital in *Upper Tigris* (Two Babylonian armies retreat to *Middle Tigris*). Army *Zagros* (vs. Babylonia: A: 6, 1; B: 6, 2; A: 5, 1; B: 5, 1; A: 5, 3; B: 2, 1; wins), *Persian Salt Desert* (vs. Aryans: As: 2, 1; Ar: 5; loses), *Persian Salt Desert* (vs. Aryans: As: 5, 5; Ar: 4; wins), *Lower Indus* (vs. Aryans: As: 5, 5; Ar: 5; As: 5, 3; Ar: 5; As: 2, 1; Ar: 1; wins, city eliminated), *Upper Indus* (vs. Aryans: As: 5, 3; Ar: 3; wins), allies in *Ganges Valley* and *Eastern Deccan*, army *Eastern Ghats*, *Ceylon*. Builds Monument *Upper Tigris*. Points: Dominance in Middle East (6) and India (4), Presence in Southern Europe (2), 3 Capitals (6), 3 Monuments (3), and 2 Seas (2) for 23 points.

The Arachnids plays Sub-Saharan Migrants in *Madagascar* and *Central Africa*. CHOU DYNASTY: Capital and army in *Wei River*, army *Yellow River* (vs. Shang Dynasty: C: 6, 4; S: 4; wins, Capital reduced to city), *Tarim Basin*

(vs. Aryans: C: 4, 3; A: 4; C: 6, 3; A: 3; wins), *Great Plain of China* (vs. Shang Dynasty: C: 2, 2; S: 2; C: 5, 4; S: 5; C: 5, 5; S: 5; C: 2, 2; S: 6; loses), *Great Plain of China* (vs. Shang Dynasty: C: 6, 3; S: 4; wins), *Chekiang* (vs. Shang Dynasty: C: 5, 1; S: 4; wins). Builds Monument *Wei River*. Points: Dominance in North Africa (4) and China (4), Presence in Middle East (3), 2 Capitals (4), 1 city (1), 2 Monuments (2), and 1 Sea (1) for 19 points.

Moody Indignants plays Kingdom in the Upper Nile (Egyptian army retreats to *Nubia*). VEDIC CITY STATES: Army and Capital in *Upper Indus* (Assyrian army retreats to *Lower Indus*), army *Ganges Valley* (vs. Assyrians: V: 5, 2; A: 4; wins), *Ganges Delta*, *Eastern Deccan* (vs. Assyrians: V: 6, 3; A: 2, 2; wins), *Malayan Peninsula*, *Sumatra*. Builds Monument in *Upper Indus*. Points: Dominance in India (4), Presences in North Africa (2) and Middle East (3), two Capitals (4), one city (1) and two Monuments (2) for 16 points.

GREEK CITY STATES are absent.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Sean Cousins	Pinky and the Brain	4	6
Chris Geggus	The Blunt Approach	4	8
Caleb Cousins	Dead Peoples	5	7
Debbie Osborne	Moody Indignats	10	23
Paul Bolduc	The Arachnids	11	29
Kevin Kinsel	Quantum Coyotes	12	28

Final Positions

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

The Arachnids: Fleet *Red Sea*. EGYPT: Army, Capital, and Monument in *Nile Delta*. Two armies in *Nubia*, one army each in *Palestine* and *Arabian Peninsula*. SUB-SAHARAN MIGRANTS: Army each in *Madagascar* and *Central Africa*. CHOU DYNASTY: Army, Capital, and Monument in *Wei River*, army and city in *Yellow River*, one army each in *Tarim Basin*, *Great Plain of China*, and *Chekiang*.

Quantum Coyotes: Fleet *Eastern Mediterranean* and *Western Mediterranean*. MINOANS: Army, Capital, and Fort in *Crete*. PHOENICIA: Army, Capital, and Monument in *Levant*, army *Southern Iberia*. ASSYRIA: Army, Capital, and Monument in *Upper Tigris*, two armies and a Monument in *Lower Indus*, one army each in *Zagros*, *Persian Salt Desert*, *Eastern Ghats*, and *Ceylon*.

Pinky and the Brain: One army each in *Western Deccan* and *Western Ghats*.

Moody Indignants: BABYLONIA: Army, Capital, and Monument in *Middle Tigris*, one army each in *Upper Tigris*, *Levant*, and *Zagros*. NILE KINGDOM: Army, city, and fort *Upper Nile*. VEDIC CITY STATES: Army, Capital, and Monument in *Upper Indus*, one army each in *Ganges Valley*, *Ganges Delta*, *Eastern Deccan*, *Malayan Peninsula*, and *Sumatra*.

The Blunt Approach: HITTITES: Army and Capital in *Eastern Anatolia*, armies each in *Western Anatolia* and *Balkans*. SHANG DYNASTY: Army *Si-Kyang*.

Dead Peoples: ARYANS: Armies each in *Turanian Plain*, *Hindu Kush*, and *Persian Plateau*.

Your event cards are: _____

Epoch II Empire

Your Empire is: _____

Mutt**Turn 2****Deadline, Turn 3: 7/25, Thursday****Commander Actions****Awl Mining Company** passes**Tribute to Troy** passes**Minos Entrepreneurs** opens the bidding for a Data Library at 15 and gets it (Or4, Or5, Wa6)**Heavenly Bodies Development Company** buys one population factor (Or3, Or3, Or4).**Bellpick 7** opens the bidding on a Nodule at 25 and gets it (Or3, Wa6, Wa8, Wa8)**Fangland** buys 2 water factories (Or2, Or3, Or4, Or5, Or5, Wa5, Wa7, Wa9). Population moved over from the ore factories to man them.**BarterTown II** opens the bidding on a Warehouse at 26 and gets it (Or3, Or4, Wa9, Wa10)**The Outhouse** NMRs!**The Players**

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF	Wa, DL	5
2	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF	DL	5
3	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF	No	5
4	Tribute to Troy	Dan Eisenhut	OrF, OrF, WaF	No	5
5	Awl Mining Company	Andy Lewis	OrF, OrF, WaF	No	5
6	BarterTown II	Andy York	OrF, OrF, WaF, WaF	Wa	4
7	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF		3
8	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF		3

Available Upgrades

New Arrivals: Heavy Equipment, two Warehouses

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	0	3
Warehouses (Wa)	25	2	1
Heavy Equipment (HE)	30	4	1
Nodules (No)	25	2	0

Notes**Will Michael Lowrey please submit standby orders for The Outhouse!**

Also, Kevin Kinsel is now the Fangland player of record.

Production Cards

In the Warehouse: _____

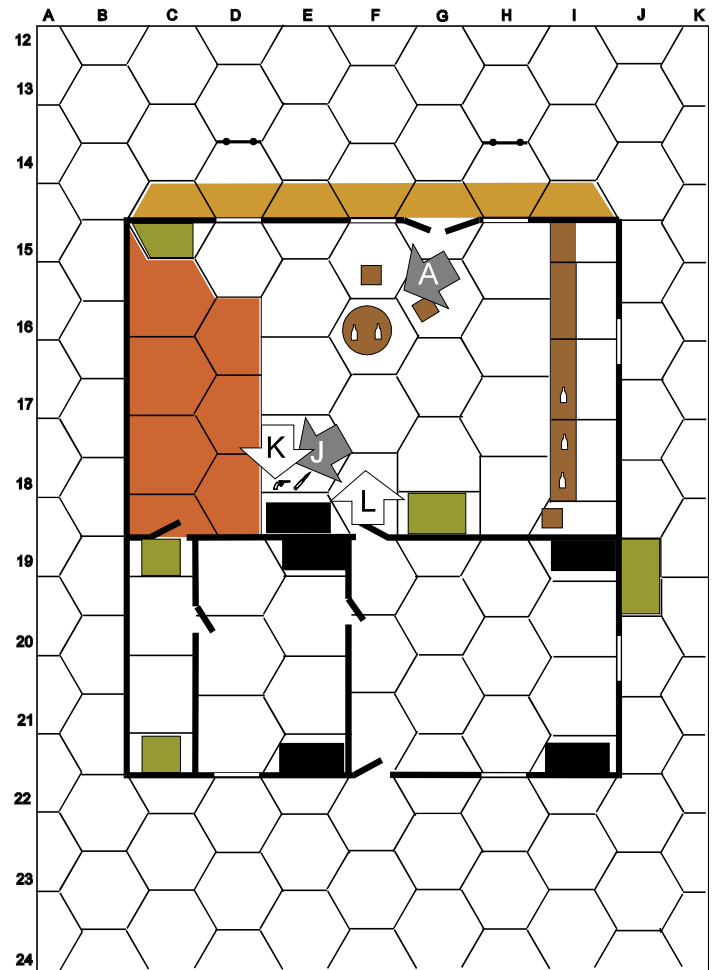
New Cards: _____

Prairie Dog**Turn 19****Deadline Turn 20: 7/25 Thursday****Segment 1****John Henry:** Delay**Ronnie:** Delay**Laundry Boy:** Card B4 -- Chop (at Ronnie), segment 1 of 2.**Segment 2****John Henry:** Delay**Ronnie:** Delay**Laundry Boy:** Card B4 -- Chop (at Ronnie), segment 2 of 2, hit BODY -- LIGHT 2 (3 delay points).**Segment 3****John Henry:** Delay**Ronnie:** Card 9 -- Draw & Cock (C45 from John Henry's holster to gun hand), segment 1 of 3**Laundry Boy:** Card 12 -- Belt (Ronnie), segment 1 of 3**Segment 4****John Henry:** Delay**Ronnie:** Card 9 -- Draw & Cock (C45 from John Henry's holster to gun hand), segment 2 of 3**Laundry Boy:** Card 12 -- Belt (Ronnie), segment 2 of 3

Segment 5**John Henry:** Pass**Ronnie:** Card 9 -- Draw & Cock (C45 from John Henry's holster to gun hand), segment 3 of 3, drops knife**Laundry Boy:** Card 12 -- Belt (Ronnie), segment 3 of 3, hit BE becomes CRIT -- LIGHT 3 (1 delay point, LOSE AIM, LOSE AIM), LOSE AIMEnd of Turn**John Henry** loses 2 delay points.**Ronnie** loses 2 delay points.Beginning of Turn 20**John Henry** gains 2 delay points due to wounds.**"And We Won't Come Back 'Til it's Over Over There"**

As the U.S. Army pressed eastward across France in the late summer and early fall of 1944, it was crossing country familiar to many of the older men, "retreads" who had been with John J. Pershing in "the war to end all wars." And thereby hang some tales.

- The commanding officer of an infantry regiment was poring over a map with his staff when he chanced to note some familiar names. Turning to his operations officer he said, "Major, any chance we can go around that town? Back in '18 I made some pretty tall promises to a young lady there and I'd rather not run into her just now."
- A wartime cartoon showed a youngish GI with glasses, a rather pointy nose, and a cowlick being greeted in a small French village by a crowd of locals, many of whom had glasses, a rather pointy nose, and a cowlick. The caption reads "My Daddy told me about this place."
- A pillbox in Lorraine was taken by American troops twice, once in each world war. On one of the walls is written a doughboy's name and a date in late 1918. Just under it appears the same name, with a date in late 1944. Beneath that is scrawled "This is the last time I want to be in this damned bunker."

Prairie Dog

● Table ■ Chair ♪ Bottle ← A Westerner

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	G16 > F16	4, 6, 9	None	N/A	0	SERIOUS 1, UNCONSCIOUS
B	Steve Koehler	John Henry (J)	E18 > D18	5, 6, 8, 9	Brawling +2	4	2	GUN ARM 1, SERIOUS 3, LEG 4, DOWN
C	Mike Scott	Ronnie (K)	E18 > E19	5, 8	Brawling +2	1	6	
D	Paul Bolduc	Laundry Boy(L)	F18 > 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	Knife	Empty	Empty	Chair	n/a
Ronnie	None	C45, cocked	Empty	Empty	C45: O O O O O O
Laundry Boy	None	Empty	Empty	Empty	n/a

Canine

Turn End of Game Statements

Bill Scharf (Emperor): Good job, Paul! I've seen the Fremmen win more than any other power -- their rapid replacement ability and combat bonus and maneuverability are a lethal combination. I tried to knock him back a bit early in the game but he was allied with the Harkonnens and my leader turned traitor. Half my units down the drain!

The Harkonnen/Fremmen alliance was a bit odd. I didn't see what Dave Anderson (Harkonnens) got out of it.

Well, I'll do better next time. Dune works very well by mail --it's a great game!

Dave Anderson (Harkonnens): After the treachery of the Lansraad, I had no real chance.

Andy Lewis (Lansraad): Nice win Paul. It helps when everyone else is off-planet. We off-planet people blew it by not forming up against you.

Paul Bolduc (Fremmen): What? I got away with it? Just goes to show what perseverance and the right ally will do for you. The Fremmen cause would've been squashed at the Turn 4 Battle of Habbanya Ridge Sietch but for the Imperial traitor in Baronial pay. Many thanks to Dave Anderson for the alliance, although with his not being on planet, I can't fathom what he thought he'd gain from it. And thanks to Chris for a smooth adjudication.

Chris Hassler (GM): Dune is one of my favorite games to GM. Aside from the fact that it tends to be easy to do, you never know what is going to happen next. Overall, I thought the players did well, although there were a couple of lapses. The Bene Gesserit forgot to submit a prediction, and the Lansraad neglected to exorcise their power in the later turns, but those are minor things. One of the best things is that we ended up with 6 out of the 7 original players -- not bad at all.

Dog Food

Turns 17 and 18

Deadline Turns 19 and 20: 7/25 Thursday

Turn 17

1st: Andy Lewis (Humans)

Messy Wes Rolls Used: 2 3 5

A - Whaleport(p).

Gives Jump Start to Cash & Carrie, sells 2 Mulch Wine (from the cup: Chicle Liquor at 7a and Rock Videos at 4b) for \$120. Buys Yxklyx factory for \$200. Buys Shining Slime for \$100. Receives \$50 in factory commissions and \$42 in port commissions.

Cash & Carrie Rolls Used: 4 6 6

Whaleport(p).

Buys 3 Immortal Grease for \$150. Gains \$15 in port commissions.

2nd: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)

Rolls Used: (5 * 2) 2 1

Rainfall(s) - Rainfall(p)

Sell Designer Genes for \$120 plus \$120 demand (from the cup: Designer Genes at 9a and Melf Pelts at 5). Buys 2 Psychotic Sculpture for \$320.

Gains \$56 in port commissions.

3rd: Andy York (Niks/Beagle Boys Enterprise) Rolls Used: 5 5 6

Wet Landing(o) - Wet Landing(s).

Sell Living Toys for \$180 (from the cup: Fare to Base at 10). Buy Immortal Grease for \$50.

4th: Chris Geggus (Qossuth)

Rockville Emporium Rolls Used: 6 * 3

Galactic Base - NC6 - Open Port.

Sells Psychotic Sculpture for \$250 plus \$90 demand (from the cup: Mulch Wine at 3 and Demand for Dust at 7a). Buys 2 Space Spice for \$60.

Rock Mart Rolls Used: 4 * 2

Galactic Base - Y - R - B - R - B - Y - R - Bypass(p).

Buy 5 Finest Dust for \$50 and one Yellow Drive for \$80. Naga Trading Corp. gains \$13 in port commissions.

5th: Dan Eisenhut (Dell)

Naga Trading Corp Rolls Used: 2 4

Jellybeast Landing(s) - Jellybeast Landing(o) - B - Jewelport(p).

Sell 2 Melf Pelts for \$220 (from the cup: Melf Pelts at 5 and Fare to 5 from 9b). Buys 2 Servo-Mechanisms for \$400. Gains \$62 in port commissions.

Naga Subsidiaries, Inc. Rolls Used: 6 6

Bypass(p) - R - B - Y - R10 - B10 - Y10 - R - Rumbleport(o) -

Rumbleport(s).

Pays \$30 in penalties. Buys Rumbleport for \$200.

6th: Steve Koehler (Eeepeeep/Basset Imports, Ltd.) Rolls Used: 5 * 4

Airhome(p) - Y - B - R - A - Y10 - R - A - R - B - Y - NC5 - Multi-Generation Ship.

Sell Rock Video for \$200 (from the cup: Chicle Liquor at 7a). Barter Scout for \$30. Use credit plus \$210 cash to buy a Transport.

Turn 18

1st: Andy Lewis (Humans)

Cash & Carrie Rolls Used: 2 3 3

Whaleport(p) - JumpStart to TeleGate 2 - A - Jellybeast Landing(o) - B - Jewel Port(p).

Sells Immortal Grease for \$100 plus \$150 demand (from the cup: Demand for Dust at 7b and Servo-Mechanisms at 7b). Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Immortal Grease at 6 and Demand for Grease at 7b). Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Immortal Grease at 6 and Demand for Grease at 7b). Buys Servo-Mechanisms for \$200 and Pedigreed Bolts for \$100. Beagle Boys Enterprises gain \$50 in factory commissions and Naga Trading Corp gains \$95 in port commissions.

Messy Wes Rolls Used: 1 4 4

Whaleport(p) - A - NC4 - R - Y - Open Port.

Sells Shining Slime for \$200 (from the cup: Shining Slime at 6). Buys 2 Impossible Furniture for \$220.

2nd: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)

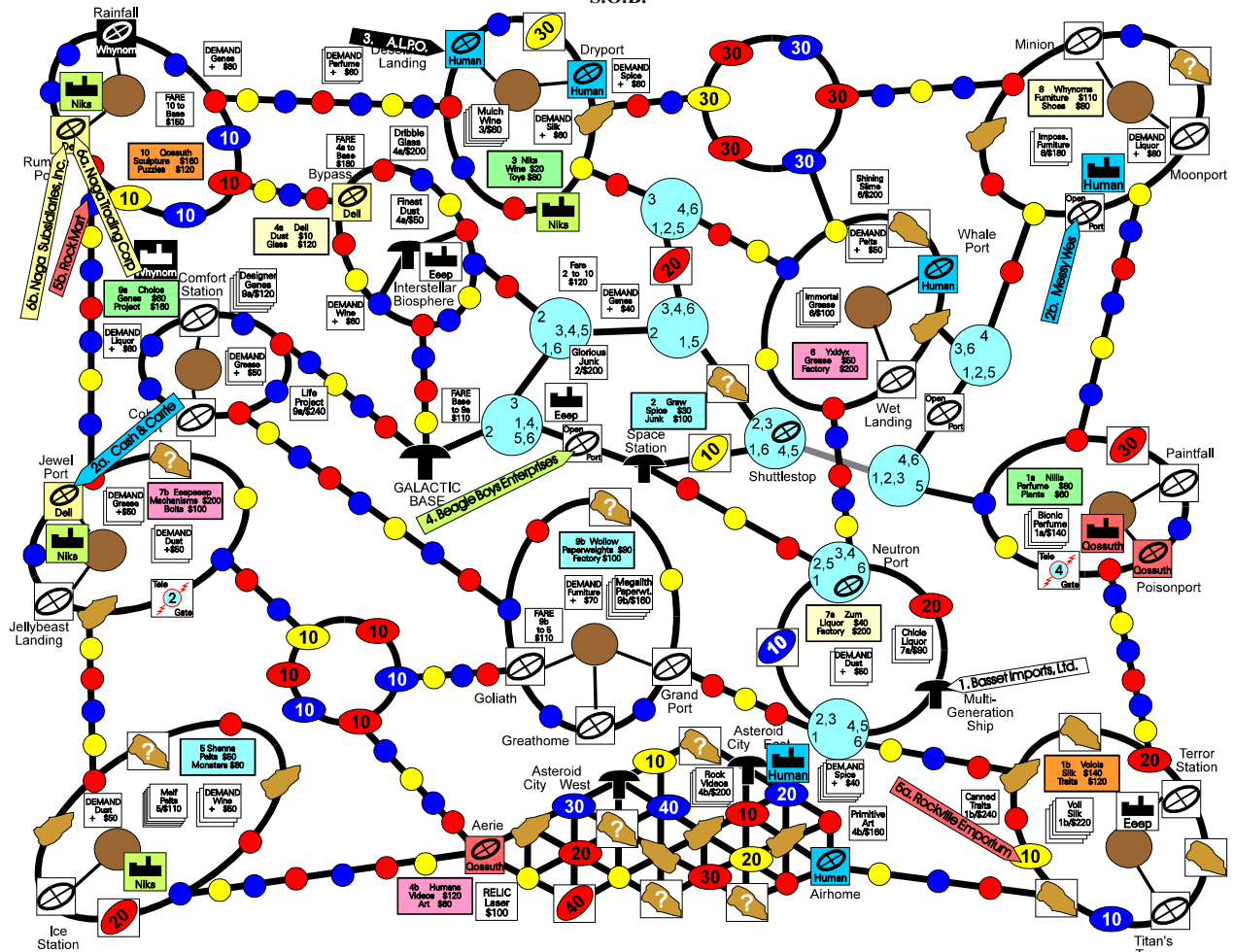
Rolls Used: (6 * 2) 4 1

Rainfall(p) - B - R - Y - B - R - B - Y - B - R - B - R - Y - A - Dryport(p).

Sells 2 Psychotic Sculptures for \$500 (from the cup: Demand for Spice at 4b and Melf Pelts at 5). Buys 2 Mulch Wine for \$40. Cash & Carrie gains \$54 in port commissions.

3rd: Andy York (Niks/Beagle Boys Enterprise) Rolls Used: 4 4 5

Wet Landing(s) - Wet Landing(o) - R - B - R - B - Y - NC5 - R - Y - R - Space Station - Open Port.



lower

1. Basset Imports, Ltd. <div>Rocket Transport</div> <div>19: 3 6 // 20: 2 4 (Use 1 * 4)</div> <div> <div>Hold1</div> <div>Hold2</div> <div>Hold3</div> <div>Hull</div> </div> <div> <div>Chicle Liquor 7a/\$90</div> <div>Chicle Liquor 7a/\$90</div> <div>Chicle Liquor 7a/\$90</div> <div>Shield (\$60)</div> </div> <div> <div>Graw \$200</div> <div>Dell \$200</div> <div>Voliole \$200</div> </div>	2a. Cash & Carrie <div>Normal Transport</div> <div>19: 2 3 4 // 20: 1 1 3</div> <div> <div>Hold1</div> <div>Hold2</div> <div>Hold3</div> <div>Hull</div> </div> <div> <div>Servo-Mech. 7b/\$300</div> <div>Pedigree Bolts. 7b/\$200</div> <div>Switch (\$100)</div> <div>Shield (\$60)</div> </div> <div> <div>Whynom \$100</div> <div>Airhome \$200</div> <div>Human \$100</div> </div> <div> <div>Dryport \$200</div> <div>Whaleport \$200</div> <div>Jump Start (\$120)</div> </div> <div>Desolation Landing \$200</div>	2b. Messy Wes <div>Normal Scout</div> <div>19: 2 2 5 // 20: 1 2 3</div> <div> <div>Hold1</div> <div>Hold2</div> <div>Hull</div> </div> <div> <div>Imposs. Furn. 8/\$180</div> <div>Imposs. Furn. 8/\$180</div> <div>Shield (\$60)</div> </div>	3. A.L.P.O. <div>Fast Clipper</div> <div>19: 2 2 4 // 20: 3 4 4 (Double one)</div> <div> <div>Hold1</div> <div>Hold2</div> <div>Hull</div> </div> <div> <div>Mulch Wine 3/\$60</div> <div>Mulch Wine 3/\$60</div> <div>Shield (\$60)</div> </div> <div> <div>Cholos \$200</div> <div>Rainfall \$200</div> </div>	4. Beagle Boys Enterprises <div>Sports Scout</div> <div>19: 2 3 3 5 // 20: 1 4 4 5 (Use 3)</div> <div> <div>Hold1</div> <div>Hold2</div> <div>Hull</div> </div> <div> <div>Immortal Grease 6/\$100</div> <div>FARE 5 to Base \$140</div> <div>Shield (\$60)</div> </div> <div> <div>Shenna \$100</div> <div>Eeep \$100</div> <div>Qossuth \$200</div> </div> <div>Niks \$200</div>
5a. Rockville Emporium <div>Torch Scout</div> <div>19: 2 // 20: 5 (Times 3)</div> <div> <div>Hold1</div> <div>Hold2</div> <div>Hull</div> </div> <div> <div>Space Spice 2/\$80</div> <div>Space Spice 2/\$80</div> <div>Shield (\$60)</div> </div> <div> <div>Nillie \$100</div> <div>Poisonport \$200</div> <div>Red (\$120)</div> </div> <div> <div>Aerie \$200</div> </div>	5b. Rock Mart <div>Torch Freight</div> <div>19: 2 // 20: 2 (Times 2)</div> <div> <div>Hold1</div> <div>Hold2</div> <div>Hold3</div> <div>Hull</div> </div> <div> <div>Finest Dust 4a/\$50</div> <div>Finest Dust 4a/\$50</div> <div>Finest Dust 4a/\$50</div> <div>Yellow (\$60)</div> </div> <div> <div>Hold4</div> <div>Hold5</div> </div> <div> <div>Finest Dust 4a/\$50</div> <div>Finest Dust 4a/\$50</div> </div>	6a. Naga Trading Corp <div>Scow Scout</div> <div>19: 1 2 3 5 // 20: 1 2 6 6 (Use 2)</div> <div> <div>Hold1</div> <div>Hold2</div> <div>Hull</div> </div> <div> <div>Servo-Mech. 7b/\$300</div> <div>Servo-Mech. 7b/\$300</div> <div>Air Foil (\$80)</div> </div> <div> <div>Bypass \$200</div> <div>Jewelpport \$200</div> <div>Rumbleport \$200</div> </div>	6b. Naga Subsidiaries, Inc. <div>Scow Transport</div> <div>19: 2 3 3 3 // 20: 1 3 3 6 (Use 2)</div> <div> <div>Hold1</div> <div>Hold2</div> <div>Hold3</div> <div>Hull</div> </div> <div> <div>Psycho. Sculpt. 10/\$250</div> </div>	

4th: Chris Geggus (Qossuth)

Rockville Emporium Rolls Used: 5 * 3

Open Port - Space Station - Y10 - NC5 - NC5 - B - Y - TeleGate 4 - (R) - B - Y - B - (R) - B - Y - (R20) - A - A - (R) - Y10.

Rock Mart Rolls Used: 3 * 2

Bypass(p) - R - B - (Y) - R10 - B10 - (Y10) - R - B.

Pays \$20 in penalties.

5th: Dan Eisenhut (Dell)

Naga Trading Corp Rolls Used: 4 4

Jewelpport(p) - R - B - Y - B - R - B - Y - B.

Naga Subsidiaries, Inc. Rolls Used: 4 6

Rumbleport(s) - Rumbleport(p).

Buys Psychotic Sculpture for \$160. Gains \$16 in port commissions.

6th: Steve Koehler (Eeepeee/Basset Imports, Ltd.) Rolls Used: 5 * 4

Multi-Generation Ship.

Sell Rock Videos for \$200 (from the cup: Rock Videos at 4b). Buy 3 Chiclé Liquor for \$120.

In the Doghouse with Marmaduke

The other games which I saw at the Gathering of Friends which are must adds for my collection are Stock Car Championship Racing, Formula Motor Racing, Really Nasty Horse Race, Ave Caesar. Unfortunately, only the first game is available in the states and the last game is an out-of-print Ravensburger game; the middle two are British. The Stock Car game has everyone use an identical deck of cards to run a race. There is passing, blocking, pitting, and all the other neat stuff of NASCAR racing. The key is no one has the ability to cause someone else harm. Each person needs to work with his hand of cards and the random numbers which come up to the best of their ability. The Motor Racing game seemed, I never got to play it, a shorter version like Stock Car except cards are dealt from one deck and there are cards which allow players to directly affect other players like blowing engines. Once this one was brought out by someone it got a lot of play. The Really Nasty Horse Race is a very visual game that is supposedly a lot of fun. I never got the chance to play but Carrie played and said we needed to get it because my non-gaming brothers and sisters would enjoy it. It was the first prize off the table and a lot of bribing was offered for it. The last game is a Chariot race game which has two tracks which vary in width from 4 across to one lane wide. Each player again using identical decks but with only three choices at a time it can get dicey especially when the chariot in front uses a 2 to move from one one lane wide space to another. You have to have an opening to pass and you have to use exact count to move otherwise you wait in place. A nice fast game for up to 4. If anyone sees one around I'm interested in purchasing it.

Phantoms of the Ice rules differences from Slapshot: Trades and drafting are the same except there are no restrictions on the number of each which can be performed. Tiny Tim still scores on goalies but does NOT knock out

bruisers; a new player Rumpelstickskin does however. The big difference is in who you can play and how you play games. You can not play the same team a second time until you've played every team once. This occurs at the twice and above levels as well. Goalies always stop shots unless it's from another goalie where high goalie scores. The play of the game is very different in that you don't order your cards ahead of time. You get to choose which card to play from your hand as each matchup is revealed. This allows players to receive information as the game plays to adjust the finish order of each match. In addition, no game can end in a tie; there is always sudden death. The rest is the same except for one optional way to play. This way has everybody always having the same team. The deck is divided into 6 ten player teams with 6 additional players which are 5 bruisers and a very good scorer. These individual players are dealt out to the 6 teams. Each team then plays the entire season which just these players. After each game, 3 of the players (mandatory inclusion of any bruised players) must be set aside to rest for one game. In effect, after the first game which team will have 8 players available to pick 6 from and you still must keep the 3 offense, 2 defense, 1 goalie mix or forfeit the next game. Sounds like an interesting twist. Avaloncon: Just one quick note before Chris shoots me. As Chris Geggus mentioned last issue AHcon is a great chance to put faces to names. If you are going, please stop by and say hi to me. I'm the GM for Across 5 Aprils so will be downstairs in the Valley Room from about 9:30 am till whenever my wife's Stocks and Bonds starts which I think is 9 pm. Otherwise I'll be at all the late nite sporting events - Pro Golf, Decathelon, Slapshot.

Stand-bys:

Dog Biscuit: Rich Goranson

Rin Tin Tin: Ward Narhi, Paul Bolduc

"Dog Biscuit"

Turn 5

GM: Andy Lewis

Deadline for Turn 6 is July 21, Sunday

Well the vote was defeated 3-1 to change player order. Paul brought up a good point about losing turns with that system. So although Paul raised some other good alternatives I'm going to stick with what we started and what the rules say. Maybe next game the guys at the bottom from this game will get better selections.

Things are started to heat up as two teams reach 3 wins and we have some distance between first and last!

Results

Bolduc's Spiders Trade Ian Jury to Narhi's Nordic Bunwamers for Napoleon Bonapuck

Blendor's Barbarians play Bolduc's Spiders

Bobby Howl makes Snow Howe quake 1-0

Bo Legs giggles at Tex Hitter {dr1} 1-0

Jack the Tripper shuns the church of Le Sainte {replaced by Jake Skate [2]} 1-1

General Icinghower is outflanked by Guy Whiz 1-2

Cheap Shot takes out the traitor Moby Stick {replaced by Trapper John [4], Goalies Shuffled} 1-2

Doc Holiday on Ice stares over Napoleon Bonapuck 1-2

Spiders win! 1-2 but at a high cost

Narhi's Nordic Bunwarmers play Anderson's Chicken Littles

Ian Jury can't find Crease Lightning 0-0

Ice Capone takes out Boney Maloney [replaced by Le Goon {b0}, Defensemen Shuffled] 1-0

Cardinal Finner blesses Chubby Checker 2-0

Superstar out distances Fast Eddy 3-0

Stonewall Jackson takes a stand against Kroz Czech 3-0

Jock Strappe ties up Old Man Winters 3-0

Bunwamers win! 3-0

Anderson's Chicken Littles Send Chubby Checker to the minors and promote Swede Sixteen {5}

Ms. Nar's Aquanuts play Anderson's Chicken Littles

King Neptune corals Fast Eddy 0-0

Puck Rogers fires up Kroz Czech 1-0

Chairman of the Board turns Swede Sixteen down 2-0

Sir Stanley Kup is rusted by Crease Lightning 2-0

Tiny Tim shoots, SCORES (his 2nd) and gets Le Goon kicked out [replaced by

Moose {3}] 3-0

Charge Card is abused again by Old Man Winters 3-1

Aquanuts win! 3-1

Dynamo Sporck Trade Captain Hook to Ms. Nar's Aquanuts for Puck Rogers

Hansen Brothers Trade Fat Trick to Blendor's Barbarians for General Icinghower

C.J.'s Cleavers play Blendor's Barbarians

Robin Hooker nixes Fat Trick 1-0

Iron Orr {dr3} is stoned by Bo Legs 1-0

Billy the Skid [replaced by P. Shooter {1}] is wiped out by Cheap Shot 1-0

Bulldog Brown out snarls Bobby Howl {dr2} 1-0

Phantom of the Ice out dances Doc Holiday on Ice 2-0

El Bos [replaced by Boney Maloney {2}] and Jack The Tripper [replaced by Gay Blade {1}] leave blood all over the ice 3-0
Cleavers win! 3-0

Bunwarmers select Cardinal Finner as their captain. {What about the goal scoring machine Tiny Tim?}

Blendor's Barbarians - Spiders: I'll play you to teach you to trade with me {Players went down but he got the big W!}

C. J.'s Cleavers on the Cleavers-Barbarians game: Watch the blood flow

Press

The Teams

Team	Manager	Record	Forwards	Defenseemen	Goalie	Trades	Drafts	Games
Bolduc's Spiders	Paul Bolduc	2-1-1	F1: Guy Whiz 7 F2: Napoleon Bonapuck 4 F3: Snow Howe 3	D1: Tex Hitter 4 D2: Jake Skate 2	G: Stonewall Jackson(4)	2	1	2
Blendor's Barbarians	Chris Hassler	0-5-0	F1: Bobby Howl 5 F2: Fat Trick 2 F3: Doc Holiday on Ice 4	D1: Cheap Shot b2 D2: Gay Blade 1	G: Bo Legs (2)	0	3	2
Narhi's Nordic Bunwarmers	Ward Narhi	1-1-0	F1: Ian Jury 1 F2: Superstar * F3: Jock Strappe 4	D1: Cardinal Finner 5 D2: Ice Capone b4	G: Stonewall Jackson(6)	1	1	2
Anderson's Chicken Littles	Dave Anderson	3-8-1	F1: Old Man Winters 4 F2: Swede Sixteen 5 F3: Fast Eddy 6	D1: Kroz Czech 4 D2: Moose 3	G: Crease Lightning(10)	1	1	2
Ms. Nar's Aquanuts	Sonja Nar	3-0-0	F1: Chairman of the Boards 6 F2: Captain Hook 2 F3: Sir Stanley Kup 5	D1: Tiny Tim ½ D2: Charge Kard 3	G: King Neptune (7)	1	0	3
Dynamo Sporck	Caleb Cousins	2-0-0	F1: Ivan Fazov 2 F2: Cyclone Henri 6 F3: Puck Rogers 7	D1: Antoni Zamboni 7 D2: Friar Puck 6	G: Canada Post (5)	2	1	2
Hansen Brothers	Sean Cousins	3-2-1	F1: Puk Luk 3 F2: General Icinghower 3 F3: Slash Gordon 7	D1: Hi Stick 6 D2: Headlock Holmes 5	G: Stu Late (1)	1	1	3
C.J.'s Cleavers	Chris Geggus	2-0-1	F1: Robin Hooker 4 F2: P. Shooter 1 F3: Phantom of the Ice 6	D1: Iron Orr 7 D2: Boney Maloney 2	G: Bulldog Brown (3)	2	0	3

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

"Rin Tin Tin"

Turn 3

GM: Andy Lewis

Deadline for Turn 4 is July 21, Sunday

Chris' player-turn

Production: Brick(Brendan), Wool(Brendan, Kevin)

Trades: None (Didn't have 4 Grain yet)

Actions: None

Kevin's player-turn

Production: Ore(Brendan), Grain(Brendan, Chris)

Trades: None

Actions: None

Turn 2

Please note that there is a correction in the map from last time. Chris built a road at O6/I1 but it was O6/P11 not O6/H11.

The question was raised if there is a limit on natural resources. Yes, there is. There are 19 cards per type. "If there is ever a turn where there is not enough Raw Materials Cards of a given type to give out to all players that have earned them, then no one receives any cards of that type."

Brendan's player-turn

Production: Ore(Brendan), Grain(Brendan, Chris)

Trades: Trade 4 Wool for 1 Lumber

Actions: Build settlement at M4/P11/sea

Caleb's player-turn

Production: Ore(Brendan), Grain(Brendan, Chris)

Trades: None

Actions: None

Cards at End of Turn 2

	Grain	Brick	Wool	Lumber	Ore
Brendan	2	3	1	--	3
Caleb	1	--	--	2	--
Chris	4	--	2	--	--
Kevin	1	--	2	1	--

Turn 3 Production Die Rolls

Brendan's player-turn: 7 <The Robber moves for the first time. This means Brendan must give back 4 raw material cards (= of 9 rounded down). Then he can move the Robber to any hex and take one card from a player with a settlement or city on the hex (Write conditionals).>

Caleb's player-turn: 5

Chris' player-turn: 10

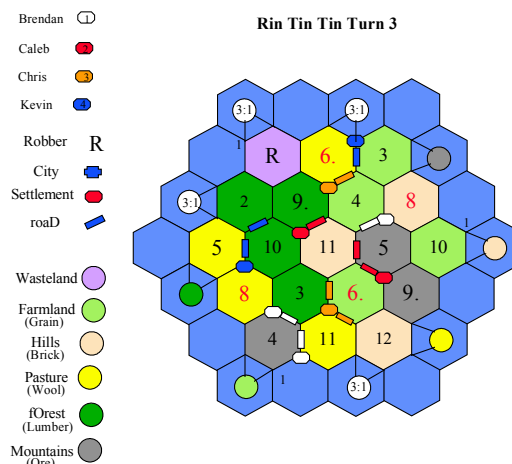
Kevin's player-turn: 4

Press

Brendan-Schwartenburg-Gotha-Darmstadt-Baden-Baden-Baden-Baden

to GM: Should I send a check for those die rolls to you or do you want cash?

<I would just have liked more varied rolls>



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.

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

Q1. Of all the generals of all nationalities serving in World War II, only five were also generals in World War I. Who were they?

A1. Pietro Badoglio (Italy), Bernard Freytag (New Zealand), Douglas MacArthur (United States), Carl Gustaf Emil von Mannerheim (Finland), and Gerd von Rundstedt (Germany).

Nobody got all five. In fact, the only one that anybody guessed correctly was MacArthur, so I will give ½ point to each of those: Paul Bolduc, Bill Scharf, and Dave Anderson.

Q2. Approximately how many people died in World War II? (Note this includes military and civilian casualties.)

A2. Approximately 100 million.

No correct answers.

Q3. In preparation for war, Britain gained a world-wide monopoly on a resource considered vital to the war effort. What was the commodity?

A3. Tea.

No correct answers.

Q4. What was a *kaiten*?

A4. The *kaiten* was part of the Japanese Divine Wind Special Attack Corps, popularly known as the Kamikazes. It was essentially a manned torpedo.

Chris Geggus receives 2 points.

Q5. In 1940, the Germans, through superior training and tactics, were able to defeat a foe who not only outnumbered them, but also possessed an edge in

weapons technology. Only one other modern nation has been able to duplicate that feat. Who?

A5. The answer I was looking for was Israel. However, since I failed to indicate that I was looking for a victory in conventional, not guerrilla, warfare, I will also accept Viet Nam (and Afghanistan, if anyone had chosen that one).

Paul Bolduc, Dan Eisenhut, and Chris Geggus each receive ½ point.

Current Scores

Andy Lewis	19½	Chris Geggus	19½
Paul Bolduc	13	Steve Koehler	7½
Andy York	7	Dan Eisenhut	5½
Rich Goranson	4½	Bill Scharf	4½
Kevin Wilson	3½	Dave Anderson	3½
Kevin Kinsel	2½	Caleb Cousins	2½
Ward Narhi	2½	Bob Robles	2½
Berry Renken	2	Debbie Osborne	1

New Questions

Topic: World War II

1. What was the most widely manufactured aircraft of World War II?
2. Who coined the term *blitzkrieg*?
3. What disease caused the most casualties (military and civilian) in World War II?
4. Of all the material sent by Lend Lease to Russia in 1941 and 1942, four things were deemed by the Russian generals to be the most useful. What were they?
5. What country was the first to have paratrooper units?

Pedagogy

The equations of General Relativity allow for some strange phenomena. Some of these actually allow us to travel in time or to effectively travel faster than the speed of light. This is accomplished through space warps.

Now, space warps are actually very common. Every mass creates one. However, most of them are very weak, not nearly strong enough to amount to anything. You would need a space warp like that created by a black hole to allow some of the strange effects to manifest themselves. For instance, the Schwarzschild solution to the General Relativity equations describe the interior of a black hole, and allow for a universe on the other side. There are a number of problems associated with using black holes for travel. First of all, there is the event horizon, which means that you can get into the wormhole, but you can't get out -- into either universe. Secondly, there is the little matter of the collapsing star blocking the throat of the wormhole. It is

mathematically impossible to get around it, so you will inevitably crash into it. Obviously, not a safe mode of travel.

One of the main reasons for this difficulty is the fact that not all dimensions are created equal. While time is a dimension like the three spatial dimensions, it behaves in a very different manner. Physicists classify dimensions as either "time-like" or "space-like." In a space-like dimension, it is possible to halt, or even reverse your direction of travel. That is not true in a time-like dimension. There, you can slow down your travel speed, but you cannot stop or reverse it. At the event horizon of a black hole, the radial space dimension becomes time-like; i.e. you cannot stop your fall toward the center. Likewise, time becomes a space-like dimension; at the event horizon, time stops.

The solution is somewhat different if the collapsing star has an electric charge, however. Then, it actually has *two* event horizons. The outer event horizon acts just like the standard event horizon. Once you pass through the inner event horizon, however, time and space assume their normal roles, so it is possible to assume an orbit around the collapsing star, and even exit back through the event horizons and into the universe -- a different universe than the one you originally left. There are still problems associated with the use of such a space warp, however, in that you will still have to deal with tidal forces strong enough to tear molecules apart.

Another type of space warp is called the Kerr Ringwarp. It is based on the Kerr solution of the General Relativity equations, which describe a rotating mass. In this case, if you have a rapidly spinning black hole in the shape of a torus (kind of like a donut), the space warp will extend across the center of the torus, allowing you to approach it without nasty tidal effects. Passing through the center of the torus allows you to enter a hyperuniverse with very different spacetime properties than our own. For example, mass in the hyperuniverse is negative, and therefore repels rather than attracts. You can then leave this hyperuniverse by passing through the ringwarp again. Of course, there is a problem with this approach (I never claimed any of these things were easy, just possible) -- for the ringwarp to be opened large enough for two-way travel, the ring has to be rotating at the speed of light. If, however, the ring is charged, it can rotate at slightly less than the speed of light and still achieve the desired effect. It is currently unknown whether all ringwarps would open into the same hyperuniverse, and whether the distances between their openings in that universe would be any shorter than they are in normal space. If they are, it would be possible to use ringwarps for faster-than-light travel, without ever passing the speed of light.

There is a fundamental difficulty in using singularities to generate space warps. Most physicists who study these things believe that such space warps would be very unstable. In fact, the disturbance caused by a spaceship using one could well be enough to cause it to distort or collapse -- with possibly fatal consequences to travelers. While it may be possible to dampen such disturbances, it is certainly well beyond our current technology.

It is an axiom of relativity, where space and time are on more-or-less equal footing, that faster than light travel is the operational equivalent of time travel. Take for example the Kerr Ringwarp. Once you enter the hyperuniverse, once again, space and time change places. If you were to travel close to the ring, in the direction of its rotation, you would be traveling ahead in time. Likewise, if you were to travel opposite its rotation, you would be traveling backwards in time. You wouldn't notice these effects until you traveled back into the normal universe, however.

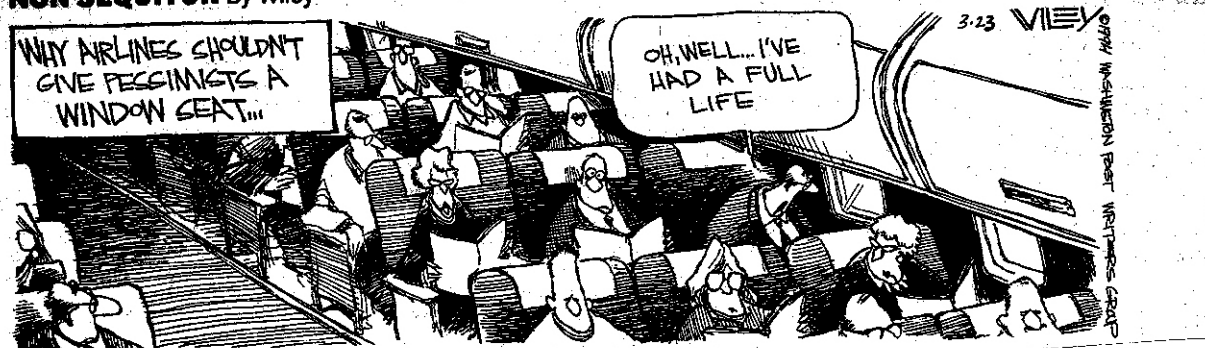
Another possible relativistic time machine involves a large spinning cylinder. The cylinder must be extremely dense, but need not be a singularity. It must be rotating at least half of the speed of light. The paper that describes the cylinder (written by Tipler) assumes that the cylinder is infinitely long, but this just means that we can assume it's long enough that near the center the difference in the gravitational effects is negligible. What happens is that if you circle close to the cylinder, you travel in time; forward if you circle in the same direction as the cylinder's rotation, backwards if you circle opposite. Note that this effect is limited: You cannot go backwards to a time before the cylinder was built and spun up, this allows us to avoid some rather annoying time paradoxes.

Next time, I will discuss antimatter, and some of its practical applications.

B.C. By Johnny Hart



NON SEQUITUR By Wiley



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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, Bill Scharf, Bob Robles, Jason Wilke, Kevin Kinsel, Mike Scott, Dave Anderson, Ward Narhi **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson, Ward Narhi **New World:** Dan Eisenhut, Kevin Kinsel **Merchant of Venus:** Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis, Bob Robles **Die Macher:** None **Outpost:** Dave Anderson, Dan Eisenhut, Michael Lowrey **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Dave Anderson **Stellar Conquest:** Paul Bolduc **Gunslinger:** Paul Bolduc, Mike Scott **2038:** None

Standby Calls

Micheal Lowrey for the The Outhouse in "Mutt"