

## Notes from Hades

It has been quite a hectic month. The wedding is approaching rapidly, and the closer it comes, the more it seems needs to be done. In addition to that, during Labor Day weekend, my fiancée Celeste completed moving into my house. Her cats came with her, and have actually settled in remarkably well. Then, on Monday, I was planning on taking advantage of the day off to get some early work done on the zine. I had actually completed a game, when my monitor suddenly went haywire. There was a pop and a puff of smoke and it went dead. It was less than three months old. It took me a couple of days to find the receipt, but when I did, it was no trouble to get it replaced. In any event, my schedule was completely screwed up by then. Murphy strikes again.

We have two games ending this issue. First of all, Mongrel finished up, with Andy Lewis pulling off a victory by a decent margin. In Chihuahua, Bill Scharf managed to sneak in with a surprise victory while everyone else was fighting each other. Congratulations to both of them.

I now finally have enough people to start the SolarQuest game, but it, like Die Macher, is going to be put off until next issue.

This issue's deadline will be on **Tuesday, October 14 at 5:00 p.m. Pacific Time.** Because Merchant of Venus is so time consuming to run, I am setting an earlier deadline for it. The deadline for Dogged will be Saturday, October 10 at 5:00 p.m. 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

Sirius	Stellar Conquest	Turns 29, 30
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## Game Openings

**Sun Dog** SolarQuest is a Monopoly-style game where the real estate consists of various planets and moons in the solar system. Have Bill Scharf, Dennis Cain, Andy Lewis, Kevin Wilson, Pitt Crandlemire, and Brad Martin. **This game will start next issue.**

**Lupine** Die Macher is a game of German elections. Have Andy Lewis, Brad Martin, Caleb Cousins, and Pitt Crandlemire. **This game will start next issue.**

**Dogpaddle** History of the World. Have Andy Lewis, Joe Carl, Brad Martin, Ward Narhi, and Dennis Cain. Need 1 more.

## Wish List

None currently.

**In general, game ownership is recommended, but not required.**

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

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

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## Howling at the Moon

### The S.O.B. Letter Column

## Brendan Whyte

Your printer seems to have lost a couple of lines of your reply to my letter. What an interesting comment on the Australians. But may I offer an explanation. To stuff as a verb means several things. First, literally, to fill completely or even overmuch, as in to stuff envelopes, or to stuff oneself at a meal. Thus the envelopes are stuffed, or I am stuffed. Second, to tire completely. I was stuffed after running so far. Third, to break or wreck. He stuffed his knee carrying such a heavy load. Why are you throwing the computer out? It's stuffed. There is a much courser 4th definition too, known mainly to Australians, and very much a slang term, to fuck or have intercourse with. He stuffs sheep, for example. For you to say stuff = fuck is very ambiguous because fucked also means broken, or tired out. I was fucked after the race differs in meaning depending on context. Knackered is another term

meaning broken or tired. I was knackered by/after the race, or It's knackered, biff it out. All are active and passive verbs. He is fucked/stuffed/knackered and he stuffed/fucked/knackered the car last night. I had forgotten about the Australian definition of stuffed until you mentioned it. It recalls several filthy boundary-rider jokes I once knew!

Ever stuffed any envelopes yourself? ;-)

*[I am familiar with the first definition. I have never encountered the second or third definitions, however. I was only able to coax it out of the Australian representative after much effort, and the conversation never went beyond the fourth definition.]*

Strange these cultural differences. I was flat hunting in LA in 95 and no one knew what a flat was, except on a car. Apartment to me is a home for the elderly or rich in a high-rise, multi-unit situation. Flat can imply this for the elderly, but

also any house, even a single unit dwelling, shared between renters, which is the most common form in NZ. High-rise apartments in the central city are for yuppies and people who hate trees/fruit and birds. Also, in LA, people advertised wooden floors. This lowered the place in my mind, as only really scungy places or poor people don't have carpet. Wooden floors are cold, noisy and painful to lie on. And they show the dirt and dust more. I couldn't understand how people could charge so much for an uncarpeted place! Also, rents were per month in LA, As incomes seemed to be quoted. We do it by the week, and 3 weeks notice is required to leave a place or a job. I guess if rents are quoted monthly, then 4 weeks/30days notice is required? No one in LA had clotheslines either, despite a glorious climate; people all used electric dryers. Is this because clothes get filthy with all the pollution? We have rotary lines here in nearly all gardens. A few people have collapsible lines that pull out and hook onto the garage or a pole. Others have lines along their balconies. I guess in apartments with no garden, a dryer is necessary, but many places had coin op ones too. Washing machines and dryers are standard here in houses, but not coin op!

Shedule-skedule, I recognise both and didn't associate either with any one culture. But I found Americans had NO idea of other forms of English, but Aussies and NZers, and Brits too knew your forms and ours. I guess it comes from your cultural imperialism outside the US and insular culture inside :-)

[Probably.]

Have you compared "One foot in The Grave" to "Cosby" or "Men Behaving Badly" to the American version? Has "Bottom" ever been shown in the US? I suspect Americans would not understand or would be offended by

the Brit versions, which ARE superior. It's interesting how the US takes foreign culture and Americanises it for internal consumption: 3 Men and a Baby, Britcomedy, Hercules, and now the Odyssey(sp?).

[In all honesty, I watch very little television, so I haven't even watched the American versions of the shows you mentioned. In general, I find most sit coms to be insipid and the characters so stupid that I can't relate to them. I am a big fan of Monty Python, however, and I am willing to believe that some of the British programming is superior in quality to American. The American networks seem to think that they have to program for the least common denominator.]

Certainly English is inconsistent, but I'm so glad it don't have unnatural gender or cases like German and Russian. I love Indonesian for its simplicity in verbs. Chinese is simple grammatically but writing and speaking is very hard, and it doesn't import words making it harder. Confrontasi = confrontation in Indonesian, and Germanic and Romance languages have given many words to English and v.v. Why not Chinese?

Any comments?

[I have to agree with your comments regarding gender in a language such as German or Russian. I took two years of Russian in college, and while I did enjoy it, attributing gender to all of the nouns and adjectives was annoying. On the other hand, the fact that the spelling was entirely phonetic was a definite plus. As for Chinese, I think their character set is going to be a definite hindrance to the use of the language in the modern, computerized world. The structure of it seems to be one that tries to restrict literacy to a select few, rather than making it available in general.]

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

### **Spring 1456**

### **Deadline/Summer 1456 10/14 Tuesday**

*Austria regains a piece of his new homeland while France is struck with paralysis. The Pope regains his entire homeland, while the Turks begin their assault on France and Naples completes his conquest of Genoa.*

#### **Fall 1455 Retreats**

Austria A4 retreats to Brescia.  
Venice A5 retreats to Pontremoli  
Venice A6 retreats to Friuli

#### **Builds**

		<b>Treas</b>	<b>Cost</b>	<b>Rem</b>
<b>Aus</b>	NBR! Maintains all, no new builds	20	15	5
<b>Fra</b>	NBR! Maintains all, no new builds	12	12	1
<b>Nap</b>	Maintains all, builds A3 Messina, F1 Palermo	58	21	37
<b>Pap</b>	Maintains all, no new builds	43	36	7
<b>Tur</b>	Maintains A1, A2, F1, F3, F4, builds A3 Durazzo	34	18	16
<b>Ven</b>	Maintains all, builds A1 (Elite Mercenary) Padua	31	27	4

#### **Orders**

Austria: A2 (EM) Modena to MANTUA  
(Koehler) A4 Brescia to CREMONA  
A5 Turin to PAVIA  
G1 MILAN converts to A1  
France: NMR! A1 BERGAMO holds  
(Wilke?) A2 AUSTRIA holds  
A3 TYROLEA holds  
A4 MILAN holds

#### **Orders (cont.)**

Naples: A1 SWISS holds (u)  
(Narhi) A2 GENOA holds  
A3 Messina to RAGUSA  
A Turin to Provence (nsu)  
F1 Palermo to WESTERN TYRRHENIAN SEA  
F3 IONIAN SEA transports A3  
F6 EASTERN GULF OF LYON supports F1  
F7 Gulf of Naples to CAPUA  
Papacy: A1 (EP) Piombino to PISA  
(Scharf) A2 FLORENCE supports A6  
A3 PISTOIA supports A6  
A4 Spoleto to ANCONA  
A5 URBINO supports A4  
A6 (EM) Lucca to BOLOGNA  
A7 (EM) ROMAGNA supports A6  
Turks: A1 Slavonia to HUNGARY  
(Wilson) A2 Carniola to CARINTHIA  
A3 Durazzo to ALBANIA  
F1 ISTRIA supports F4  
F3 LOWER ADRIATIC transports Naples A3 to Ragusa  
F4 DALMATIA supports F3

### Orders (cont.)

Venice: A1 (EM) Padua to VERONA  
 (Robles) A2 Bologna holds (u, DISLODGED, retreat Modena, Ferrara, OTB)  
 A3 Mantua supports A2 (cut, DISLODGED, retreat Brescia, Ferrara, OTB)  
 A4 (EM) Cremona to PARMA  
 A5 PONTREMOLI supports A4  
 A6 FRIULI supports Turkish A2 to Carinthia  
 F1 (EM) UPPER ADRIATIC supports A2  
 F2 VENICE LAGOON supports F1

### Famine Losses

Autonomous garrison in Saluzzo dies due to famine.

### Summer 1455 Plague

**BAD YEAR.** Savoy (autonomous garrison destroyed), Friuli (Venice A6 destroyed), Rome, Marseilles, Pavia (Austrian A5 destroyed), Slavonia, Verona (Venetian A1 destroyed), Turin, Genoa (Neapolitan A2 destroyed), Ancona (Papal A4 destroyed)

### Notes

Naples has now conquered Genoa. He may build in Genoa, Ragusa, and Corsica, and gains the Genoese variable income die roll. Also, **will Joe Carl please submit standby orders for France.**

### Press

**Naples – Pope:** Fear not a NT alliance against you. We merely have peace and goodwill towards all. We would be happy to include you in that arrangement. Did you enjoy the shipment of ice cream recently arriving in Rome?

**Naples – Turkey:** I hope you did what you said you would do.

**The Prophet of Naples foresees:** The pope recaptures Bologna and exacts a terrible vengeance on those who opened the city gate to the Venetian.

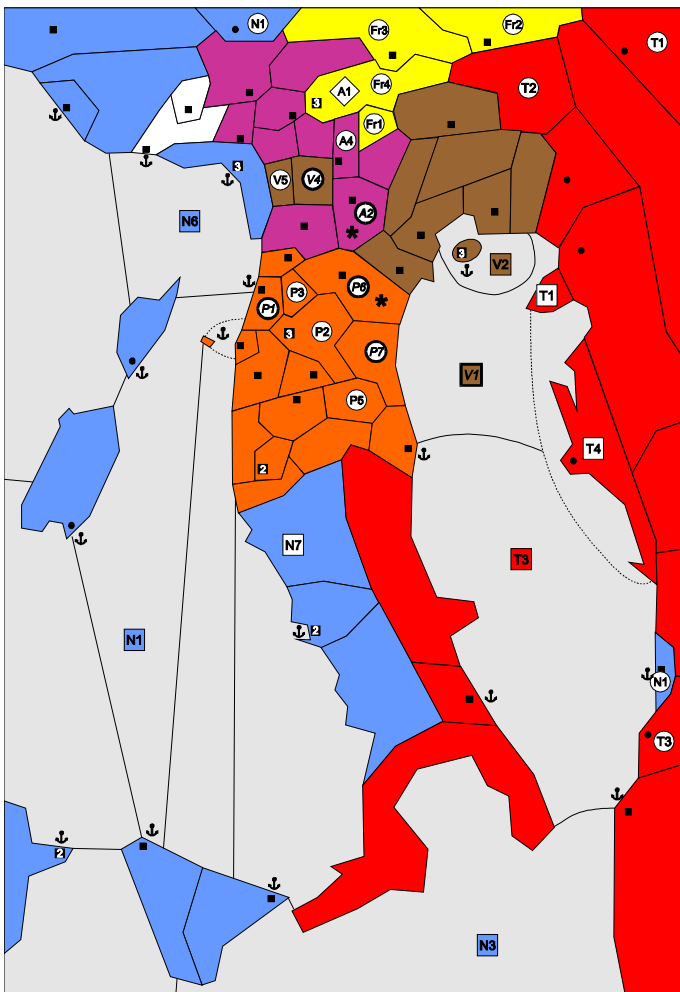
**Papacy – Turkey:** Um, Ancona .... Have you changed your mind? I sincerely hope you haven't.

**Venice – Pope:** Hmm, the new Pope doesn't realize who crossed whose soil.

**Venice – Naples:** Genoa is yours (obviously).

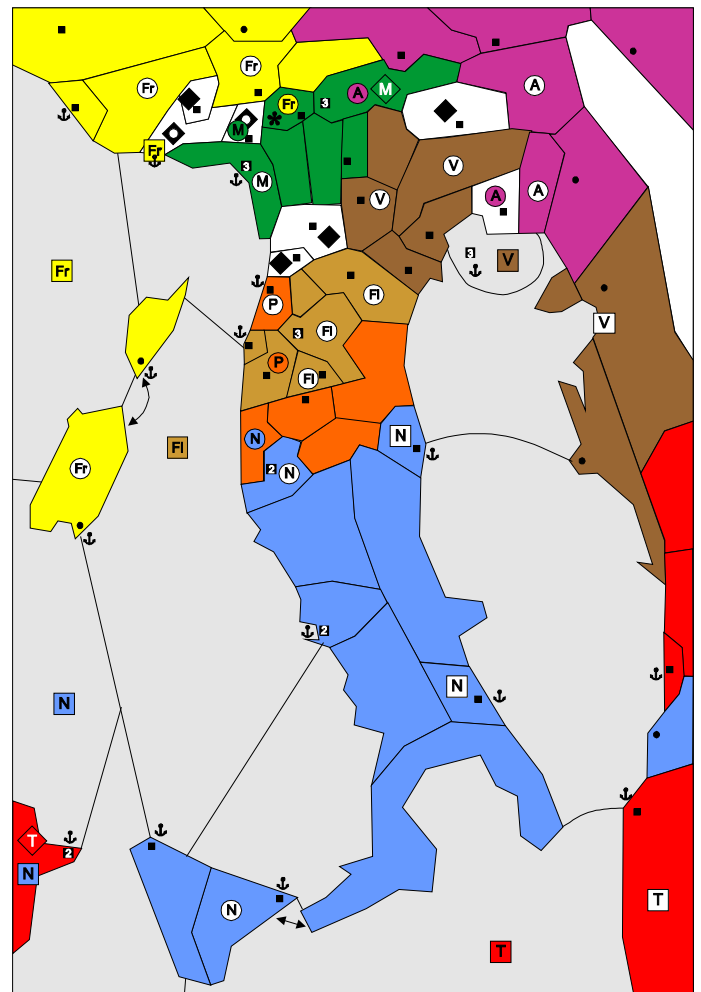
**Venice – FrAustria:** Yes, yes, ..I'll help out.

"Rabid Dog"



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

"Fleabag"



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

**Fleabag/MGN# B2/B/8/1**  
**Summer 1456**  
**Deadline/Fall 1456 10/14 Tuesday**

*Austria joins France in the war against Milan and Naples adds the Pope to his list of enemies. The Pope takes advantage of Florentine unrest to take Sienna. The Turks and Venice are beat back.*

**Spring 1456 Retreats**

Milan A Milan retreats to garrison  
 Turkish F Tunis retreats to garrison

**Orders**

Austria: A TREVISIO besieges (Venetian garrison destroyed)  
 (Renken) A FRIULI to Verona  
 A CARINTHIA supports A Milan  
 A MILAN besiege  
 Florence: NMR! A AREZZO holds  
 (Wilke?) A BOLOGNA holds  
 A FLORENCE holds  
 F TYRRHENIAN SEA holds  
 France: A Como to PAVIA  
 (Grib) A TURIN supports A Como to Pavia  
 A PROVENCE supports A Turin  
 A SARDINIA holds  
 F GULF OF LIONS supports A Sardinia  
 F SAVOY besieges  
 Milan: A MONTFERRAT besieges  
 (Schoenberger) A Pavia supports G Milan convert (cut, DISLODGED, retreat Parma, Fornova, garrison, OTB)  
 A GENOA supports A Montferrat  
G MILAN convert to A  
 Naples: A Rome to PATRIMONY  
 (Lewis) A Capua to ROME  
 A Messina to PALERMO  
F WESTERN MEDITERRANEAN to Tyrrhenian Sea  
 F ANCONA supports F Bari to Lower Adriatic  
 F TUNIS besiege

**F BARI to Lower Adriatic**

Papacy: A Perugia to SIENNA  
 (York) A PISA supports A Perugia to Sienna  
 Turks: F DURAZZO to Lower Adriatic  
 (Street) F IONIAN SEA supports F Durazzo to Lower Adriatic  
 G TUNIS holds  
 Venice: A MANTUA besieges (autonomous garrison destroyed)  
 (S. Cousins) A VERONA supports G Treviso convert to A (cut)  
 F Upper Adriatic to VENICE  
F CROATIA to Carinthia (imp.)  
G Treviso converts to A (DESTROYED)

**Notes**

**Will Kevin Kinsel please submit standby orders for Florence!**

**Press**

**France – Florence:** That fleet better not be doing what I think it's gonna do.  
**France – Austria:** Italians must hate outsiders.  
**France – Milan:** Austria picks his fanis with good taste, and not slovenly slime.  
**France – Naples:** Your destiny is up the boot, that's where the builds are.  
**France – Turkey:** You need help, son.  
**Milan – Papacy:** Still kicking, good for you!  
**Milan – Austria:** I told you once and I won't write again.  
**Milan – Venice:** It's time to move.  
**Milan – Naples:** Nice position.  
**Milan – Turkey:** Could be better.  
**Milan – France:** Had you been an up front guy, it would have been better.  
**Milan – GM:** Going down for the second time!  
**Turkey – Milan:** You want one of my invisible fleets? Take the one in Tunis!

**Howl / MGN# O/C2/6/ABC/1**  
**Fall 1515**  
**Deadline/Winter-Spring 1516 October 11**  
**GM: Mike Scott**

AUSTRIA; REIN KOOY      FRANCE; PASQUALE GIOVINE  
 MILAN; WARD NARHI      PAPACY; LEE McCONNELL  
 TURKS; KEN MARCINONIS      VENICE; JASON WILKE  
 AND THE GMING BY THE CALIFORNIA CONNECTION; MIKE SCOTT

PHASE DESIGNATIONS PER OPTIONAL RULE SEQUENCE OF PLAY:

RETREAT FROM LAST CAMPAIGN: THE FRENCH A TYROLEA RETREATS TO SWISS.

CAMPAIGN EIGHT - FALL 1515;  
 PHASE E; NEGOCIATION: DONE.  
 PHASE F; DUCAT BORROWING & LOANS; NONE REPORTED.  
 PHASE G; ORDER WRITING, COMPLETE.  
 PHASE H; DUCAT EXPENDITURES; NONE.  
 PHASE J; MOVEMENT; lower case orders italized do not succeed.  
 AUSTRIA: A COMO - TYROLEA, A TYROLEA - AUSTRIA.

FRANCE: *a swiss - turin, a turin - pavia*, A SAVOY S F EGofL - GENOA, F EGofL - GENOA, F CORSICA - EGofL, F W GofL S F CORSICA - EGofL.  
 MILAN: A PAVIA S A MILAN, A MILAN S A PAVIA, *g genoa c to a genoa*, A FERRARA S PAPACY A BOLOGNA.  
 PAPACY: A AQUILA - ANCONA, A PISTOLIA - FLORENCE, F ANCONA - ROMAGNA, A BOLOGNA S MILAN A FERRARA.  
 TURKEY: A OTRANTO - DALMATIA, A AUSTRIA - HUNGARY, F PIOMBINO B(2) AUTO-G, F E TYR S F PIOMBINO, F BAY OF TUNIS HOLD, F LADR T A OTRANTO - DALMATIA.  
 VENICE: NMR's, ALL UNITS HOLD IN PLACE: F V LAG, A SLAVONIA, A PADUA, A MANTUA, F UADR.  
 RETREATS; NONE - BY GOOD LUCK ONLY..... THE AUTO-G PIOMBINO IS ELIMINATED BY TURKEY'S SEIGE.

A QUICK RECAP HERE OF TREASURY LEVELS: AUSTRIA HAS 2d, FRANCE HAS 14d, MILAN HAS 15d, AND THE POPE, TURKEY, AND VENICE HAVE -0-.

CAMPAIGN TEN - WINTER 1515, & SPRING 1516;  
PHASE A; FAMINE UNIT PLACEMENT; DIE ROLL 7 = GOOD YEAR ROW ONLY; DIE ROLL 5 = FRIULI, BOLOGNA, SALERNO, VERONA, AUSTRIA, MILAN, SIENNA, DURAZZO.  
PHASE B; MILITARY UNIT ADJUSTMENT AND INCOME PHASE:

CONTROLLED CITIES:  
AUSTRIA: AUSTRIA, TYROLEA & PISA.  
FRANCE: AVIGNON, SWISS, MARSEILLE, SAVOY, SALUZZO, TURIN, MONTEFERRAT, COSICA, & SARDINA.  
MILAN: MILAN 3, PAVIA, CREMONA, FERRARA, MODENA, & GENOA 3.  
PAPACY: ROME 2, ANCONA, PERUGIA, BOLOGNA, NAPLES 2, & FLORENCE 3.  
TURKEY: DURAZZO, ALBANIA, HUNGARY, BARI, MESSINA, PALERMO, DALMATIA, PIOMBINO, & TUNIS 2.  
VENICE: VENICE 3, PADUA, TREVISO, TRENT, CARNIOLA, MANTUA, & CROATIA.

CONTROLLED PROVINCES:  
AUSTRIA: AUSTRIA, PISA, TYROLEA, & COMO.  
FRANCE: PROVENCE, AVIGNON, SWISS, MARSEILLE, SAVOY, SALUZZO, TURIN, GENOA, MONTEFERRAT, COSICA, & SARDINA.  
MILAN: PONTREMOLI, PARMAMILAN, MILAN, PAVIA, CREMONA, FERRARA, & MODENA.  
PAPACY: ROME, ANCONA, PERUGIA, SPOLETO, BOLOGNA, NAPLES, AQUILA, CAPUA, TIVOLI, PATRIMONA, URBINO, FLORENCE, PISTOIA, & ROMAGNA.  
TURKEY: DURAZZO, ALBANIA, HUNGARY, BARI, MESSINA, PALERMO, TUNIS, OTRANTO, SALERNO, BOSNIA, PIOMBINO, DALMATIA, & HERZEGOVINA.

VENICE: PADUA, FRIULI, TREVISO, TRENT, CARNIOLA, CROATIA, SAVONIA, VICENZA, VERONA, BRESCIA, BERGAMO, ISTRIA, & CARNTHIA.  
SEA'S; AUSTRIA -0-, FRANCE 2, MILAN -0-, PAPACY -0-, TURKEY 3, VENICE 2.

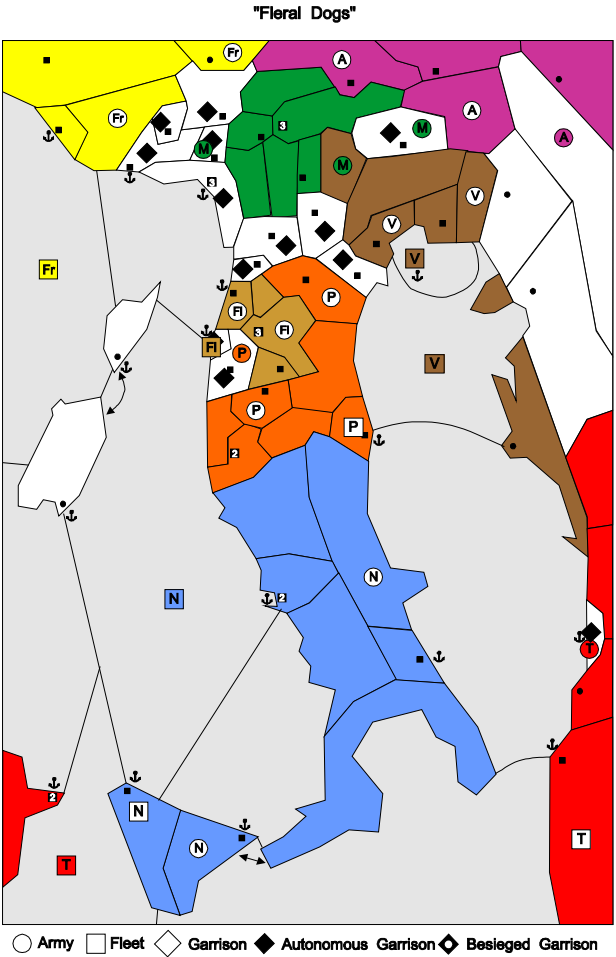
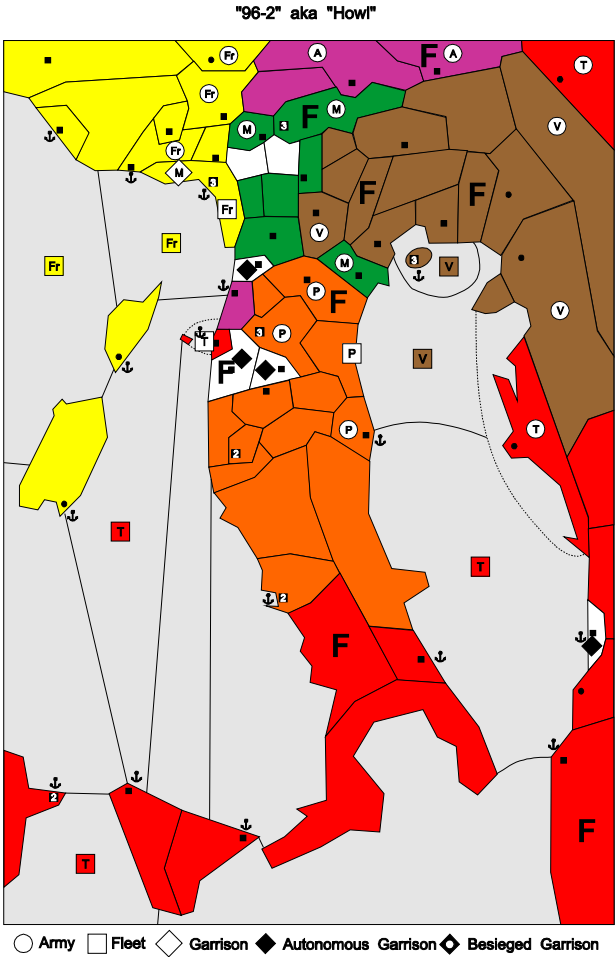
	Start	cit y	prv	sea	var	fam	subtot	units	Total
AUS	2d	3	4	0	2+1	<2>	10	??	??
FRA	14d	9	11	2	4	-0-	40	??	??
MIL	15d	10	7	-0-	3	<4>	31	??	??
PAP	-0-	10	14	-0-	3+4 +3	<2>	32	??	??
TUR	-0-	10	13	3	4	<2>	28	??	??
VE N	-0-	9	13	2	4+2	<2>	28	??	??

PAPACY GOT THE FLORENCE VARIABLE INCOME D.R., AND THE NAPLES D.R. THIS TURN.

PHASE C; FAMINE REMOVALS: NONE THIS TURN.  
PHASE D; PLAGUE PHASE: NONE THIS TURN.  
PHASE E; NEGOCIATION: OK, YOU ARE AGAIN INTO THIS PHASE.....

As of now, the FOLLOWING ARE THE ONLY Auto-garrison's in their original locations; RAGUSA, SIENNA, AREZZO, & LUCCA.

PRESS: NONE.



**Feral Dogs/MGN# A2/A/8/1 - Gunboat****Spring 1454****Deadline/Summer 1454 10/14 Tuesday**

*Milan opens with a strong anti-Venice stance while the Pontiff pontificates about his peaceful intent while striking out in all directions. Naples and the Turks bump heads in the Ionian and Florence rotates counter-clockwise. Finally, France carefully edges out of his corner.*

**Orders (cont.)****Orders**

Austria ( ): A Tyrolea supports A Austria - Carinthia

A Austria to CARINTHIA

A Hungary to SLAVONIA

Florence ( ): A Arezzo to FLORENCE

A Florence to PISA

F Pisa to PIOMBINO

France ( ): A Swiss holds

A Avignon to PROVENCE

F Marseilles to GULF OF LIONS

Milan ( ): A Milan to TRENT

A Pavia to MONTFERRAT

A Cremona to BERGAMO

Naples ( ): A Bari to AQUILA

A MESSINA to Palermo

F PALERMO to Ionian Sea

F Naples to TYRRHENIAN SEA

Papacy ( ): A BOLOGNA to Ferrara

A Perugia to SIENNA

A Rome to PERUGIA

F ANCONA supports Turkish F Durazzo to Lower Adriatic (nso)

Turks ( ): A Albania to RAGUSA

F DURAZZO to Ionian Sea

F Tunis to CENTRAL MEDITERRANEAN

Venice ( ): A PADUA to Ferrara

A Treviso to FRIULI

F Dalmatia to UPPER ADRIATIC

G VENICE converts to Fleet

**Press**

**Nap – Turk:** I'm prepared to let you keep Tun as long as your fleet remains in port, and the IS remains free of your units.

**Papacy – All:** Being the center of our religious heritage, I think we should all agree to be kind to one another and simply work to bringing the faith to our neighbors. I for one am going to be peaceful to who ever is peaceful to me.

**Papacy – Turks and Venice:** I have supported Turkey into the Lower Adriatic as a sign of good faith on my part. It shares the Adriatic equitable with Venice, I do this mainly because I don't think the Adriatic should be Venice's private swimming pool. That is the extent of my support so long as we remain peaceful to one another. I will attempt to maintain proper balance in the Adriatic and wish nothing more.

**Papacy – Venice:** I hope we can have a peaceful border and share things equitable. My only intent in the probable bounce in FER was to make sure you couldn't walk into Bol in the fall. You can have FER in the Fall term as I move up to MOD. So long as you do not amass a large force arrayed against me, I will look favorably upon you and your goals. Equitable and fair share is my motto.

**Papacy – Florence:** I have no gripe with you unless you feel compelled to attack me, then of course I will not spare the rod. You can see that I have am just trying to take my fair share of the neutrals. I hope you do the same.

**Papacy – Naples:** If you ever have trouble, don't hesitate to ask me for support.

**Mongrel****Epoch VII Britain, United States, and Germany****Deadline for End of Game Statements: 10/14 Tuesday**

**Horsemen of the Apocalypse** (Wilson) plays Disaster in *Tarim Basin* (Monument destroyed). **BRITAIN:** Plays Fanaticism. Army and Capital *Albion* (Russian army retreats to *Northern Gaul*), fleet *North Sea* (vs. Civs-R-U: H: 6, 5; C: 1; wins), army *Northern Gaul* (vs. Russia: B: 3, 2; R: 6; loses), *Northern Gaul* (vs. Russia: B: 5, 4; R: 4; B: 3, 1; R: 4; loses), *Northern Gaul* (vs. Russia: B: 4, 1; R: 3; wins), *Western Gaul* (vs. France: B: 4, 1; F: 2; wins, Capital reduced to city), *Lower Rhine* (vs. Netherlands: B: 5, 3; N: 6; loses), *Lower Rhine* (vs. Netherlands: B: 5, 3; N: 2; wins, Capital reduced to city), *Central Europe* (vs. Russia: B: 6, 3; R: 2; B: 3, 2; R: 3; wins), fleet *Indian Ocean*, army *Pyrenees* (vs. Netherlands: B: 6, 3; N: 4, 2; wins), *Southern Apennines* (vs. Franks: B: 6, 1; F: 4+1, 1+1; wins, city eliminated), *Shatts Plateau* (vs. France: B: 6, 1; F: 5, 4; wins), *Congo Basin* (vs. France: B: 4, 1; F: 6, 5; loses), *Congo Basin* (vs. France: B: 5, 1; F: 5, 4; wins), *South Africa* (vs. France: B: 4, 2; F: 4; wins), *Zagros* (vs. France: B: 6, 2; F: 6, 3; wins), *Persian Salt Desert* (vs. France: B: 5, 3; F: 5; wins, city eliminated), *Persian Plateau* (vs. Sassanids: B: 4, 3; S: 1; wins, city eliminated), *Lower Indus* (vs. Timurid Emirates: B: 3, 3; T: 2; BL: 6, 1; T: 6; wins). Builds Monuments in *Lower Rhine* and *South Africa*. Points: Dominance in Northern Europe (8), Presence in North Africa (1), Middle East (1), India (3), Southern Europe (2), Southeast Asia (2), South America (2), and sub-Saharan Africa (2), 1 Capital (2), 2 cities (2), 2 Seas (2), and 13 Monuments (13) for 40 points.

**Gamers' Lonely Hearts Club** (Anderson) **UNITED STATES.** Plays Population Explosion and Jihad. Army and Capital *Appalachia* (Netherlands army eliminated), *Deep South* (vs. Portugal: U: 5, 5, 2; P: 5; wins), *Pacific Seaboard* (vs. Aztecs: U: 6, 4, 2; A: 3, 3; wins), *Great Plains* (vs. Migrants: U: 3, 1, 1; M: 6; loses), *Great Plains* (vs. Migrants: U: 6, 3; M: 2; wins), *Great Lakes* (vs. Portugal: U: 5, 5; P: 3; wins), *Mexican Valley* (vs. Portugal: U: 6, 5; P: 3, 2; wins, city eliminated), fleet *Caribbean*, army *West Indies* (vs. Migrants: U: 5, 3; M: 1; wins), *Guiana Highlands* (vs. Spain: U: 5, 1; S: 5, 5; wins), *Northern Andes* (vs. Incas: U: 6, 3; I: 5+1, 1+1; wins, Capital reduced to city), *Southern Andes* (vs. Portugal: U: 6, 2; P: 3; wins). Builds Monument *Appalachia*. Points: Control in North America (9), Dominance in South America (4), Presence in Middle East (1), China (3), India (3), and Eurasia (2), 2 Capitals (4), 3 cities (3), 2 Seas (2), and 5 Monuments (5) for 36 points.

**Hector** (Cowles) **GERMANY:** Army and Capital in *Baltic Seaboard* (2 Holy Roman Empire armies are destroyed), fleet *Atlantic Ocean*, fleet *North Sea* (vs. Horsemen of the Apocalypse: He: 5, 3; Ho: 4; wins), army *Central Europe* (vs. Britain: G: 6, 1; B: 1; wins), *Northern Gaul* (vs. Britain: G: 5, 2; B: 4, 1; wins), *Western Gaul* (vs. Britain: G: 5, 2; B: 3; wins, city eliminated), *Albion* (vs. Britain: G: 4, 4; B: 1; wins, Capital reduced to city), fleet *Atlantic Ocean*, army *Appalachia* (vs. United States: G: 4, 3; U: 6, 5; loses), *Appalachia* (vs. United States: G: 5, 2; U: 6, 1; loses), *Appalachia* (vs. United States: G: 4, 4; U: 4, 4; G: 2, 1; U: 6, 5; loses). Builds Monument in *Baltic Seaboard*. Points: Dominance in Northern Europe (8) and Southeast Asia (4), Presence in Middle

East (1), China (3), and India (3), 1 Capital (2), 2 cities (2), 2 Seas (2), and 9 Monuments (9) for 34 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Andy Lewis	Civs-R-Us (Green)	63	202
Murray Cowles	Hector (Blue)	58	190
Dan Eisenhut	The Dark Side (Black)	71	172
Dennis Cain	The Horde (Purple)	74	169
Kevin Wilson	Horsemen of the Apocalypse (Red)	73	148
Dave Anderson	Gamers' Lonely Hearts Club (Orange)	74	144

Congratulations to Andy Lewis on his victory!

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

**The Horde.** Fleets *Sea of Japan, Atlantic Ocean, Pacific Ocean, and Indian Ocean*. EGYPT: Army and fort *Upper Nile*, army *Nubia*. FRANKS: Army, fort, and city *Balkans*, armies each *Northern Apennines* and *Dalmatia*. JAPAN: Army and Capital *Honshu*, armies *Hokkaido, Korean Peninsula, and Great Plain of China*. FRANCE: Army and city *Western Iberia*, armies *Brasil, East Africa, Australia, and New Guinea*.

**Civs-R-Us.** Fleets *Red Sea, Atlantic Ocean, and Indian Ocean*. ASSYRIA: Army *Hindu Kush*. ARABS: Army and city in *Arabian Peninsula*, army and Monument in *Upper Tigris*, army *Libya, Nile Delta, Levant, Western Deccan, and Western Ghats*. VIKINGS: Army *Scandinavia*. CRUSADERS: Two armies, city, and fort *Palestine*. TIMURID EMIRATES: Army, Capital, and Monument *Turanian Plain*, armies *Tarim Basin, Western Steppe, and Dneipr*. NETHERLANDS: Armies *Ceylon and Madagascar*.

**The Dark Side.** Fleets *Eastern Mediterranean, Black Sea, and Atlantic Ocean*. CARTHAGINIA: Army *Crete*. ROMANS: Army and Monument *Middle Tigris*, army each in *Pindus and Morea*. REBELLION: Army in *Ireland*. BYZANTINES: Army in *Danubia*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. PORTUGAL: Army *Patagonia*. RUSSIA: Army, Capital, and Monument *North European Plain*, armies *Highlands and Central Massif*.

**Horsemen of the Apocalypse.** Fleets *Atlantic Ocean, Bay of Bengal, Indian Ocean, and Western Mediterranean*. GUPTAS: Army *Sumatra*. SPAIN:

Army and Monument *Southern Iberia*. BRITAIN: Army, city, and Monument *Lower Rhine*, army and Monument *Pyrenees, Southern Apennines, Shatts Plateau, South Africa, Zagros, Persian Plateau, Persian Salt Desert, and Lower Indus*, army *Congo Basin*.

**Hector.** Fleets *South China Sea, North Sea, and Atlantic Ocean*. SASSANIDS: Army and Monument *Eastern Anatolia*. T'ANG DYNASTY: Two armies *Irrawaddy, army Mekong*. CHOLA: Army and Monument *Upper Indus, army Eastern Deccan*. MING DYNASTY: Army, city, and Fort *Chekiang*, army and Monument *Wei River, Yellow River, and Malayan Peninsula*, army *Great Plain of China and East Indies*. GERMANY: Army, Capital, and Monument *Baltic Seaboard*, army, city, and Monument *Albion*, army and Monument *Central Europe, Northern Gaul, and Western Gaul*.

**Gamers' Lonely Hearts Club.** Fleets *Bay of Bengal and Caribbean Sea*. SCYTHERANS: Army *Caucuses*. REBELLION: Three armies and city in *Central America*. HUNS: Two armies *Western Anatolia*. MONGOLS: Two armies and Monument in *Yangtse Kian*, army each *Mongolia, Manchurian Plain, Szechwan, and Si-kiang*. MUGHALS: Army and Capital in *Ganges Valley*, army, city, and Monument *Eastern Ghats*, army and city *Ganges Delta*. UNITED STATES: Army, Capital, and Monument *Appalachia*, army, city, and Monument *Northern Andes*, armies *Deep South, Great Lakes, Great Plains, Pacific Seaboard, Mexican Valley, West Indies, Guiana Highlands, and Southern Andes*.

Wolfpack

Epoch VI Empire Selection, Ming Dynasty, and Timurid Emirates

Deadline for Epoch VI Incas & Aztecs, Ottoman Turks, Portugal, Spain, and Mughals: 10/14 Tuesday

**Dead Peoples** give to the Arachnids.

**Pinky and the Brain** keep.

**The Arachnids** give to the Blunt Approach.

**The PMS'ing Indignants** keep.

**The Blunt Approach** gives to the Quantum Coyotes.

**Quantum Coyotes** give to the Dead Peoples.

**The Arachnids** (Bolduc) MING DYNASTY: Army and Capital *Chekiang* (Mongol army retreats to *Great Plain of China*), army *Great Plain of China* (vs. Mongols: Mi: 5, 2; Mo: 1; Mi: 6, 4; Mo: 1; wins), *Wei River* (vs. Mongols: Mi: 3, 1; Mo: 5; loses), *Wei River* (vs. Mongols: Mi: 6, 1; Mo: 6; Mi: 4, 4; Mo: 4; Mi: 5, 4; Mo: 1; wins), *Tarim Basin* (vs. Mongols: Mi: 6, 4; Mo: 3; wins), *Turanian Plain* (vs. Huns: M: 4, 3; H: 4; M: 2, 1; H: 4; loses), *Turanian Plain* (vs. Huns: M: 5, 4; H: 2; wins), *Hindu Kush* (vs. Sassanids: M: 4, 3; S: 4, 3; M: 6, 4; S: 3, 1; wins), fleet *Sea of Japan* (vs. Quantum Coyotes: A: 6, 3; Q: 5; wins), army *Hokkaido*. Builds Monument *Chekiang*. Points: Dominance in China (6), Presence in North Africa (2),

Middle East (2), India (3), Southeast Asia (2), Eurasia (1), Sub-Saharan Africa (1), and Nippon (1), 1 Capital (2), 1 city (1), 2 Seas (2), and 5 Monuments (5) for 28 points.

**PMS'ing Indignants** (Crandlemire) SAFAVIDS: Army and Capital *Persian Salt Desert* (Persian army eliminated), army *Persian Plateau* (vs. Huns: S: 5, 5; H: 6; loses), *Persian Plateau* (vs. Huns: S: 5, 2; H: 2; wins). TIMURID EMIRATES: Army and Capital *Turanian Plain* (Ming army retreats to *Tarim Basin*), army *Tarim Basin* (vs. Ming: T: 6, 4; M: 5, 3; T: 3, 1; M: 6, 4; loses), *Tarim Basin* (vs. Ming: T: 5, 3; M: 5, 4; T: 6, 1; M: 1, 1; wins), *Wei River* (vs. Ming: T: 4, 3; M: 6, 2; loses), *Wei River* (vs. Ming: T: 5, 2, M: 6, 3; loses), *Wei River* (vs. Ming: T: 6, 4; M: 5, 1; wins), *Great Plain of China* (vs. Ming: T: 6, 5; M: 2; wins), *Yangtse Kian* (vs. Sung: T: 4, 3; S: 1; wins). Plays Engineering to build forts in *Turanian Plain* and *Tarim Basin*. Points: Dominance in China (6), Presence in North Africa (2), Middle East (2), India (3), Southern Europe (2), Northern Europe (2), Southeast Asia (2), Eurasia (1), and North America (1), 3 Capitals (6), 2 cities (2), 2 Seas (2), and 7 Monuments (7) for 38 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Caleb Cousins	Dead Peoples (Green)	41	93
Sean Cousins	Pinky and the Brain (Red)	42	110
Chris Geggus	The Blunt Approach (Orange)	52	119
Kevin Kinsel	Quantum Coyotes (Black)	54	104
Pitt Crandlemire	PMS'ing Indignants (Purple)	55	127
Paul Bolduc	The Arachnids (Blue)	56	140

Final Positions

**The Arachnids:** Fleets *South China Sea* and *Sea of Japan*. SUB-SAHARAN MIGRANTS: Army each in *Madagascar* and *Central Africa*. T'ANG DYNASTY: Army *East Indies*. SUNG DYNASTY: Army *Si-kiang*. CRUSADERS: Army, city, and fort *Palestine*, army and Monument *Nile Delta*. MING DYNASTY: Army, Capital, and Monument *Chekiang*, armies *Hokkaido* and *Hindu Kush*.

**Quantum Coyotes:** ASSYRIA: Army and Fort *Ceylon*. SCOTS: Army, city, and fort in *Highlands*. HUNS: Army *Western Steppe*. MONGOLS: Army, city, and Monument *Central Europe*, army and city *Szechwan*, army and fort *Dalmatia*, armies *Mongolia*, *Yellow River*, *Korean Peninsula*, *Eastern Steppe*, *North European Plain*, *Baltic Seaboard*, *Danubia*, and *Northern Apennines*.

**Pinky and the Brain:** Two fleets *Bay of Bengal*. INDUS VALLEY: One army in *Western Ghats*. ARAGON: Army, city, and fort *Southern Iberia*. GUPTAS: Army, Capital, and Monument *Eastern Deccan*, army and Monument *Upper Indus* and *Lower Indus*, two armies *Western Deccans*. CHOLA: Army and Capital *Eastern Ghats*, armies *Ganges Delta* and *Irrawaddy*.

**PMS'ing Indignants:** Fleets *Red Sea*, *North Sea*, and *Atlantic Ocean*. NILE KINGDOM: Three armies, city, and Fort *Upper Nile*. VEDIC CITY STATES: Two armies in *Ganges Valley*, army *Sumatra*. ARABS: Army, Capital, and Monument *Arabian Peninsula*, army and Monument *Levant*, army *Nubia*. VIKINGS: Army and city *Northern Gaul*, army and Monument *Albion*, armies

*Central Massif*, *Scandinavia*, and *West Indies*. SAFAVIDS: Army and Capital *Persian Salt Desert*, army and Monument *Persian Plateau*. TIMURID EMIRATES: Army, Capital, and fort *Turanian Plain*, army, Monument, and fort *Tarim Basin*, army and Monument *Wei River* and *Yangtse Kian*, army *Great Plain of China*.

**The Blunt Approach:** Fleet *Eastern Mediterranean*. ROMANS: Two armies *Pyrenees*, army *Western Iberia*, *Morea*, and *Crete*. KHMERS: Army and Capital in *Mekong*. MALAYAN KINGDOM: Army, city, and fort *Malayan Peninsula*. HOLY ROMAN EMPIRE: Army and Monument *Southern Apennines*, *Middle Tigris*, *Upper Tigris*, and *Eastern Anatolia*, armies *Dneipr*, *Caucuses*, and *Zagros*.

**Dead Peoples:** Fleet *Western Mediterranean*. MAYANS: Two armies and Capital *Central America*. SASSANIDS: Army *Western Anatolia* and *Balkans*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. GOTHs: Army and Monument *Pindus*, army *Western Gaul*. FRANKS: Armies *Lower Rhine*, *Shatts Plateau*, and *Libya*.

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

Epoch V Empire

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

Mutt**Turn 14**

**Deadline, Turn 15: 10/14, Tuesday**

Commander Actions

**BarterTown II** opens the bidding on Robots at 50 and gets it (Or1, Wa5, MTi). Buys 1 robot (Or3, Wa7)

**Awl Mining Company** opens the bidding on an Orbital Lab at 50 and it goes to the Outhouse for 63 (Ti8, Ti11, MTi). Buys 2 titanium factories (Or2, Wa7, Ti7, MTi) and 1 population (Or4, Wa7)

**Bellpick 7** buys 2 robots (Or4, Wa8, Wa8)

**Fangland** buys a new chemicals factory for 60 (Wa7, Wa9, Wa9, Re13, NC22) and a population factor (Wa10)

**Tribute to Troy** opens the bidding on Space Station for 120 and gets it (Or3, Wa8, MWa, Re12, Re14, Mi16, Mi18, Mi19). Moves population from an ore factory to man it.

**The Outhouse** passes.

**Heavenly Bodies Development Company** opens the bidding on Ecoplants at 30 and gets it (MWa). Buys 2 population factors (Re11)

**Minos Entrepreneurs** opens the bidding on a Laboratory at 80 and gets it (MWa, MWa, DL discounts). Buys population factor (Ti10).

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown II	Andy York	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	Wa, HE, Ec, 2Ou, Ro	37
2	Tribute to Troy	Mike Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF, ReF	No, Wa, OL, La, Ro, <b>SS</b>	34
3	Awl Mining Company	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF	No, HE, Ec, Ou	31
4	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF, TiF, NCF, NCF, NCF	No, 2DL, 2Sc, Ou	28
5	Bellpick 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, ReF	No, HE, Wa, Ro, La	27
6	Heavenly Bodies Development Company	Kevin Wilson	OrF, OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	DL, No, HE, 2Sc, Ec	24
7	The Outhouse	Sean Cousins	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF	HE, Wa, Ec, Ro, OL	23
8	Minos Entrepreneurs	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, ReF	Wa, 2DL, Ou, La	21



### Available Upgrades

New Arrivals: Space Station, Moon Base, Laboratory, Space Station, Orbital Lab

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	0	1
Orbital Labs (OL)	50	1	2
Robots (Ro)	50	1	0
Laboratory (La)	80	2	0
Ecoplants (Ec)	30	1	0
Outpost (Ou)	100	0	0
Space Station (SS)	120	2	3
Planetary Cruiser (PC)	160	0	6
Moon Base (MB)	200	1	5

### Production Cards

In the Warehouse: \_\_\_\_\_  
New Cards: \_\_\_\_\_  
Tribute to Troy, Fangland, Bellpick 7, HDBC, and Minos Entrepreneurs took Mega water cards.  
BarterTown II, Bellpick 7, The Outhouse, and Awl Mining Company took Mega titanium cards.

## Chihuahua

### Turn 8

### End of Game Statements due: 10/14 Tuesday

#### Planning

**Dutch** buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.  
**English** buy 10 soldiers (\$100) and 3 ships (\$36) and maintains 4 ships (\$16) for \$152.  
**French** buy 7 soldiers (\$70) and maintains 6 ships (\$24) for \$94.  
**Portuguese** buy 8 soldiers (\$80) and 2 ships (\$24) and maintains 4 ships (\$16) for \$120.  
**Spanish** buy 6 soldiers (\$60) and maintains 5 ships (\$20) for \$80.  
**Swedes** buy 2 soldiers (\$20) and maintains 3 ships (\$12) for \$32.

#### Outbound Naval Movement

**Dutch** move to anchorage U. Dice: 1, 2, 6, 6. No losses.  
**English** move to anchorage C. Dice: 1, 1, 2, 5. Loses 2 colonists and 2 soldiers.  
**French** move to anchorage C. Dice: 1, 2, 3, 4. Loses 1 colonist.  
**Portuguese** move to anchorage O. Dice: 2, 2, 5. No losses. Drops off 8 soldiers. Moves to anchorage N. Dice: 2, 6. No losses.  
**Spanish** move to anchorage Y. Dice: 1, 2, 4, 6, 6. Loses 1 soldier.  
**Swedes** move to anchorage O. Dice: 3, 4, 6. No losses.

#### Mining

The French mine one gold bar in C.  
The Portuguese mine one gold bar in N.  
The Spanish mine one gold bar in Y.

#### Discovery

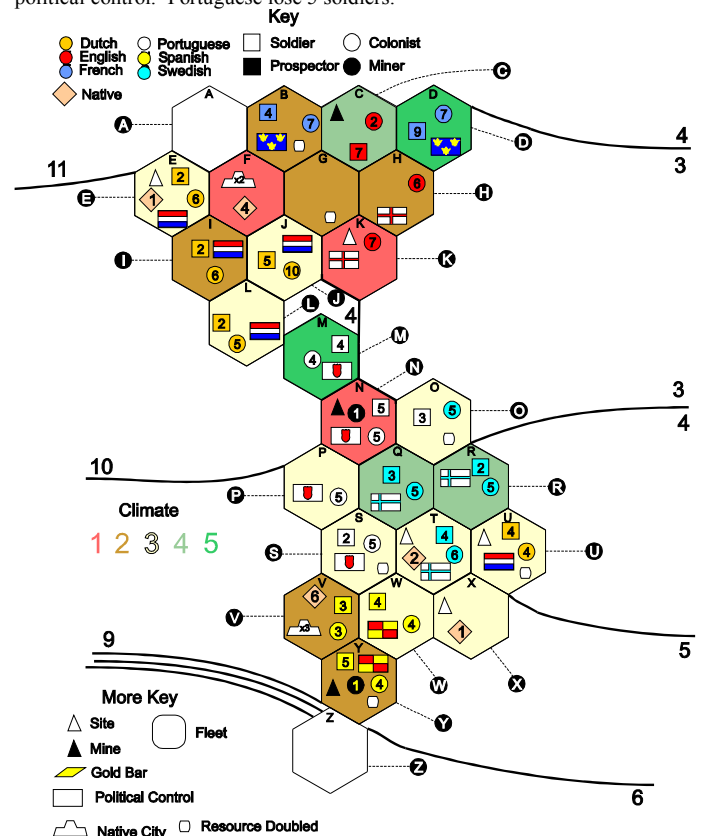
None

#### Land Movement

**Spanish** moves 4 soldiers and 4 colonists from Y to V (It's a climate 2 area with 6 natives and the x3 city), 1 soldier from Y to W, 5 soldiers and 4 colonists from anchorage dot to Y (1 colonist mines).  
**French** moves 1 gold bar from C to ships, 6 soldiers and 3 colonists from C to D, 1 soldier C to B, 6 soldiers and 4 colonists anchorage dot to C.  
**Dutch** moves 1 gold bar J to anchorage dot, 2 soldiers and 1 colonist from L to J, 2 soldiers and 4 colonists from J to I, 3 soldiers and 6 colonists from I to E, 4 soldiers and 4 colonists from anchorage dot to U (It's a resource rich climate 3 area with 1 site and 2 natives).  
**English** moves 2 soldiers from G to C, 4 colonists from D to H, 3 colonists from H to K, 3 soldiers from D to C, and 2 colonists and 8 soldiers from anchorage dot to C.

#### Combat

**English:** English attack French in C. French loses 6 soldiers, political control, 6 colonists, and 1 miner. English lose 4 soldiers.  
**Portuguese:** Portuguese attack the Swedes in O. Swedes lose 2 soldiers and political control. Portuguese lose 5 soldiers.



Native Combat**Spanish:** None.**French:** None.**Dutch:** 2 natives and 1 soldier killed in E and 2 natives in U.**English:** None.**Portuguese:** 3 soldiers and 1 native killed in S.**Swedes:** None.Native Uprisings

Climate is a 6. Uprising in V, 1 colonist killed.

Survival

Climate is a 5.

**Dutch** no losses.**French** no losses.**English** no losses.**Spanish** lose 1 soldier in V.**Swedes** no losses**Portuguese** no losses.Political Control**Dutch** gain political control in areas E and U.**French** gain political control in area D.**Portuguese** gain political control in area S.**Swedes** gain political control in area T.Homebound Naval Movement**Spanish:** Dice: 1, 2, 2, 5, 6. No losses.**French:** Dice: 2, 3, 4, 5. No losses.**Dutch:** Move to J. Dice: 1, 3, 6. No losses. Pick up gold bar. Dice: 1, 1, 2, 6. No losses.**English:** Dice: 1, 4, 5, 6. No losses.**Portuguese:** Dice: 1, 2, 3, 6. No losses.**Swedes:** Dice: 2, 3, 5. No losses.Income**Dutch:** Political Control: \$240, resources: \$105, gold: \$40.**English:** Political Control: \$120, resources: \$45.**French:** Political Control: \$120, resources: \$63, gold: \$40.**Portuguese:** Political Control: \$200, resources: \$72, gold: \$40.**Spanish:** Political Control: \$120, resources: \$45, gold: \$40.**Swedes:** Political Control: \$160, resources: \$78.Press**Swedes – GM:** I need to pay more attention to the rules. How about drawing better initiative markers!?**Cerberus – Swedes:** Too late.**English – French:** Someone ha to stop you, and the Swedes are too far away.**English – Swedes:** You're next!**English – Portuguese & Spanish:** Get the Swedes you lily-livered land lubbers!**English – Dutch:** Help my heroics!Notes

Congratulations to Bill on his surprise victory!

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$665	8	4	4
English	Brendan Whyte	\$329	5	7	4
French	Kevin Wilson	\$575	2	6	4
Portuguese	Dennis Cain	\$543	1	6	4
Spanish	Pitt Crandlemire	\$333	9	5	4
Swedish	Andy Lewis	\$677	13	3	4

Rock Hound

## Operations Round 3.1

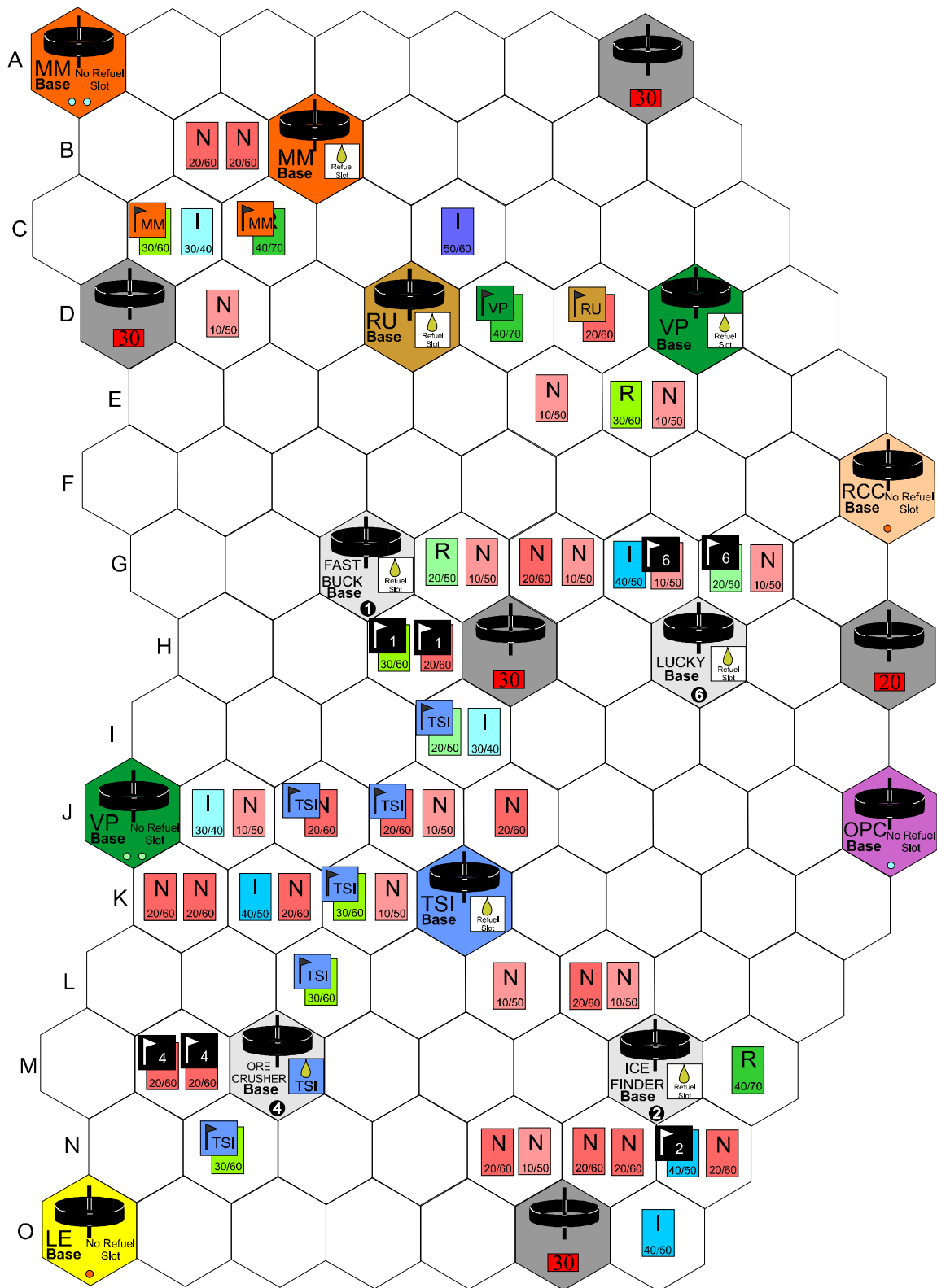
## Operations Round 3.2 due: 10/14 Tuesday

## Operations Round 3.1

Actions**Fast Buck Scout** (5/1) moves G4 – G5 and explores (N10/50, N20/60) – G6 and picks up I40 – H6 and delivers. Tug (3/2) moves H3 and picks up R60 – I4 and picks up I30 – H4 and delivers. Gains \$10 in exploration bonuses and \$130 in deliveries. Earnings are split. Buys a claim at H3 (N60) for \$60.**Ice Finder Scout** (5/1) moves M8 and explores (N10/50 becomes R40/70) – N7 and picks up I50 – O7 – O6 and deliver. Gains \$10 in exploration bonuses and \$60 in deliveries. Earnings are split. Buys a Tug (4/3) for \$200.**Ore Crusher Tug** (3/2) moves M2 and picks up N60 and N60 – M3 and delivers. Gains \$140 in deliveries. Earnings are retained. Buys Tug (4/3) for \$200.**Lucky Tug** (3/2) moves G7 and picks up N10 and R50 – H6 and delivers. Gains \$60 in deliveries. Earnings are retained. Buys a claim on G6 N5.**TSI Scout** (6/2) moves K3 and picks up R60 – L3 and explores (R30/60) – M3 – N2 and picks up R60 – M3 and refuel – L2 – K1 – J1 and delivers for \$160. Scout (5/1) moves K3 – J2 and picks up N60 – K2 – L2 – M3 and refuel – N2 – O2 – O1 and deliver for \$70. Tug (3/2) moves J4 and picks up N60 – I4 – H4 and delivers with transshipment point for \$90. Tug (3/2) moves to J4 – I4 and

picks up R50 – H4 and delivers with transshipment point for \$80. Gains \$10 in exploration fees and \$400 in deliveries. Full dividends paid: \$40 to Errol's Outfit, \$40 to ANUS, \$160 to BORG Mining, and \$80 to TSI. Stock price increases to \$138. Buys at claim at L3 (R60) for \$60.

**RU** has no ships. Stock price drops to \$68. Buys 2 Tug (4/3) for \$400 and one Scout (6/2) for \$175. Places claim on D6 (N60) for free.**MM Tug** (3/2) moves C3 and picks up R70 – C2 and picks up I30 – D1 and deliver for \$110. Tug (4/3) moves B2 and explores (N20/60, N20/60) – C2 and picks up R30 – D1 and deliver with transshipment point for \$60. Gains \$10 for exploration and \$170 for deliveries. Pays full dividends: \$34 to Due Unto Others and \$136 to MM. Stock price increases to \$34. Buys a claim on C2 (R60) for \$60.**VP Scout** (5/1) moves E6 and explores (N10/50, N20/60 becomes N10/50, R30/60) – E5 – D5 and pick up R70 – D4 and deliver for \$90. Gains \$10 exploration. Half dividends are paid: \$5 to Carved in Stone, \$85 to VP. Stock price increases to \$23. Buys Tug (4/3) for \$200.



## Operations Round 3.2

Fast Buck receives \$15.

Errol's Outfit receives \$15

ANUS receives \$30

Blue Sky Mining receives \$15

TSI receives \$10.

Players

Player Name	Player Faction Name	Cash	Assets
Sean Cousins	Due Unto Others	\$194	Fast Buck, President's Share MM
Bill Scharf	Errol's Outfit	\$207	Ore Crusher, Robot Smelters, 1 share TSI
Dennis Cain	Carved in Stone	\$75	Ice Finder, President's Share VP
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$120	Lucky, Asteroid Export Company, 1 share TSI
Caleb Cousins	BORG Mining Collective	\$165	President's Share TSI, 2 shares TSI, 1 share RU
Andy Lewis	Blue Sky Mining	\$67	Tunnel Systems, Vacuum Associates, President's Share RU, 3 shares RU

Players are listed in the order of their turns in the next Stock Round.

Private Companies

Company	Owner	Income	Special
0: Planetary Imports	TSI	\$10/turn	None
7: Tunnel Systems	Blue Sky Mining	\$5/turn	Free Base
8: Vacuum Associates	Blue Sky Mining	\$10/turn	Free Fueling Station
9: Robot Smelters	Errol's Outfit	\$15/turn	Free Claim
11: Asteroid Export Co.	ANUS	\$30/turn	Can form Asteroid League

Independent Companies

Name	Operator	Treasury	Claims	Ships
Fast Buck	Due Unto Others	\$57	0	Scout (5/1), Tug (3/2)
Ice Finder	Carved in Stone	\$0	1	Scout (5/1), Tug (4/3)
Ore Crusher	Errol's Outfit	\$35	0	Tug (3/2), Tug (4/3)
Lucky	ANUS	\$110	0	Tug (3/2)

Corporations

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies/ Pilots
TSI	BORG Mining Collective	\$425	Scout (5/1), Tug (3/2), Tug (3/2), Scout (6/2)	1	2	4	Planetary Imports
RU	Blue Sky Mining	\$195	Tug (4/3), Tug (4/3), Scout (6/2)	1	1	11	None
MM	Due Unto Others	\$118	Tug (3/2), Tug (4/3)	3	3	4	Torch
VP	Carved in Stone	\$65	Scout (5/1), Tug (4/3)	3	4	4	Drill Hound

Available Stock

President's Certificates	Stock Market	Public Corps.	Growth Corps.
Lunar Enterprises (LE)	2 shares TSI	3 shares TSI (\$100), 4 shares RU (\$77)	8 shares Mars Mining (\$67), 8 shares Venus Prospectors (\$67)

**Cash in the Bank:** \$8217

**Available Ships:** 2, Scout 6/2, \$175; Tug 4/3, \$200

**Notes**

Remember that if a corporation has a pilot and multiple ships, the pilot can only fly one of those ships, so include which one in your orders. If no indication is given, the pilot will fly the first ship flown.

**Running Dogs**  
**Turn 3 Combat to Turn 4 Bidding**  
**Turn 4 Bidding and Movement due: 10/14 Tuesday**

Players

ATREIDES	Ward Narhi	BENE GESSERIT	Kevin Wilson
BENE TLEILAXU	Sean Cousins	EMPEROR	Andy Lewis
FREMEN	Dennis Cain	GUILD	Brad Martin
HARKONNENS	Steve Koehler	IXIANS	Bill Scharf
LANSRAAD	Stuart Tucker	GAME MASTER	Chris Hassler

Addendum

I mistakenly allowed the Bene Gesserit to move 2 areas last turn, rather than the one to which they are entitled. Therefore, the 2 Bene Gesserit tokens are back in the Imperial Basin, not in Arrakeen. In addition, I correctly noted that there was a spice blow in Cielago North, but the map was marked at Red Chasm. The map was incorrect.

Combat

	Emperor	Guild
Leader	Cheap Hero(0)	Master Bewt (3)
Offense	None	None
Defense	Shield	Snooper
Dial	½	3
Spice	0	3
<b>Total</b>	½	6

Guild wins! One Emperor token and 3 Guild tokens go to the tanks. Cheap Hero and Shield discarded.

Tuek's Sietch

	Ixians	Guild
Leader	Colonel (3)	Guild Representative (1)
Offense	None	None
Defense	Snooper	Jubba Cloak
Dial	7½	2½
Spice	5	0
<b>Total</b>	10½	3½

Ixians win! Ten Ixian and 5 Guild tokens go to the tanks. Jubba Cloak is discarded.

Spice Collection

**Atreides** collect 2 spice (Arrakeen)

**Harkonnens** collect 2 spice (Carthag)

**Ixians** collect 11 spice (10 technology sales, 1 Tuek's Sietch)

**Lansraad** collect 4 spice (Sihaya Ridge)

**Turn 4**

Storm Movement

Storm moves 4 sectors to sector 6. 8 spice Cielago North destroyed. (Turn 5 storm movement: \_\_\_\_\_.)

Spice Blow

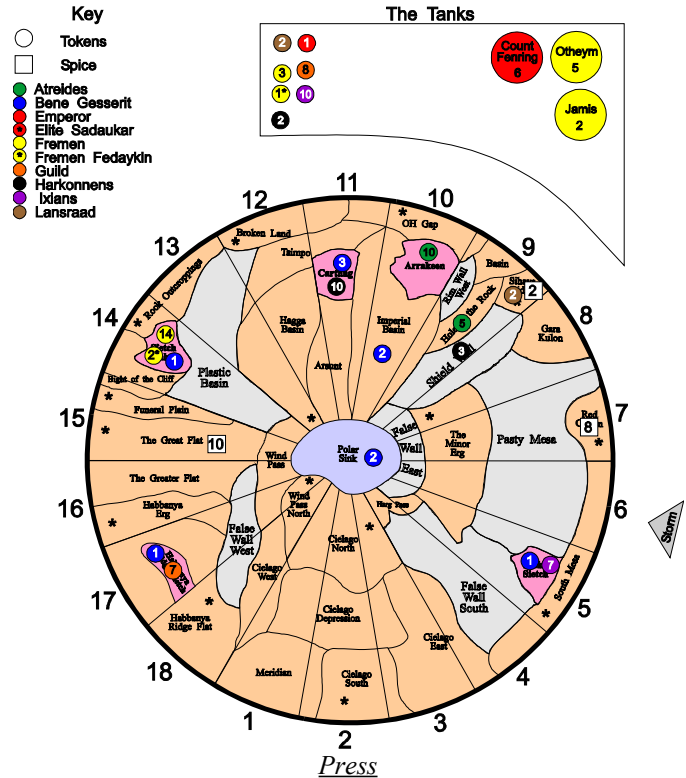
8 spice Red Chasm                      10 spice The Great Flat  
(Turn 5 spice blow: \_\_\_\_\_).

Bidding

CHOAM Charity Recipients: Bene Gesserit and Fremen.

7 cards up for bid. Eligible Bidders: Atreides, Bene Gesserit, Bene Tleilaxu, Emperor, Fremen, Guild, Ixians.

Cards: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



**Atreides – Ixians:** Is there a holy convergence in Tuek's sietch that we missed? Invite us next time, sheesh!

**Guild – Ixians:** If you had just asked....I would have given you Tuek's Sietch and we could have avoided all this bloodshed.

Final Positions

**Atreides:** 10 Arrakeen, 5 tokens Hole in the Rock, 5 tokens off-planet

**Bene Gesserit:** 1 token Sietch Tabr, 3 tokens Carthag, 1 token Tuek's Sietch, 2 tokens Polar Sink, 2 tokens Arrakeen, 1 token Habbanya Ridge Sietch, 10 tokens off-planet

**Bene Tleilaxu:** No traitors, No traps

**Emperor:** 19 tokens (5 Elite Sadaukar) off-planet, 1 token and Count Fenring in the tanks

**Fremen:** 16 tokens (2 Fedaykin) Sietch Tabr, 4 tokens (1 Fedaykin) Otheym, and Jamis in the tanks

**Guild:** 8 tokens in the tanks, 7 tokens Habbanya Ridge Sietch, 5 tokens off-planet

**Harkonnens:** 10 tokens Carthag, 3 tokens Shield Wall, 2 tokens in the tanks, 5 tokens off-planet

**Ixians:** 7 tokens Tuek's Sietch, 10 tokens in the tanks, 3 tokens off-planet

**Lansraad:** 2 tokens in the tanks, 2 tokens Sihaya Ridge, 16 tokens off-planet

Your cards: \_\_\_\_\_

Your spice: \_\_\_\_\_

**Hair of the Dog****Turn 7****Turn 8 due: 10/14 Tuesday**Players

Order	Player Name	Player Faction Name	Cash
1	Pitt Crandlemire	Jerner Sayqua Fine Art Gallery	
2	Andy Lewis	Fool's Gallery	
3	Caleb Cousins	Idiot Collectors	
4	Sean Cousins	Arts Gratia Artis	
5	Chris Geggus	Papillon	

**Round 4.1****Jerner Sayqua Fine Art Gallery** offers Lite Metal \$ for \$29,000 and Fool's Gallery buys it.**Fool's Gallery** offers Krypto ⚡ and =. It goes to Idiot Collectors for \$101,000.**Idiot Collectors** offers a Krypto \$ for \$50,000. Papillon accepts the offer.**Arts Gratia Artis** Offers Lite Metal ⚡. It goes to Fool's Gallery for \$21,000.**Papillon** offers Christin P. ⚡. He buys it himself for \$16,000.**Purchases**

Player Faction Name	Lite Metal	Yoko	Christin P	Karl Gitter	Krypto
Papillon	0	0	1	0	1
Jerner Sayqua Fine Art Gallery	0	0	0	0	0
Fool's Gallery	2	0	0	0	0
Idiot Collectors	0	0	0	0	2
Arts Gratia Artis	0	0	0	0	0

**Paintings**

Round	Lite Metal	Yoko	Christin P	Karl Gitter	Krypto
1		\$10,000		\$20,000	\$30,000
2			\$10,000	\$30,000	\$20,000
3	\$10,000	\$20,000		\$30,000	
4					

Cards

Lite Metal: \_\_\_\_\_ Yoko: \_\_\_\_\_ Christin P.: \_\_\_\_\_ Karl Gitter: \_\_\_\_\_ Krypto: \_\_\_\_\_

**Dogged****Turn 8.6 to 10.6****Turns 11.1 to 13.1 due: 10/10 Saturday**Turn 8**Andy Lewis (Eeepeeeep/Cash & Carrie) Rolls Used: 6 \* 4****B30 – Y – B – Y – R – B – R – B – Y – NC6 – R20 – Multi-Generation Ship – NC6 – Y – B – R – A – R – Y10 – R20 – B10 – Titan's Tower (o) – A**

Picks up Yellow Drive.

Turn 9**Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 4 5 5****Interstellar Biosphere – B – R – B – R – Y – Galactic Base – NC5 – B10 – Space Station.**

Sells Rock Video for \$200 (from the cup: Voll Silk at 1b).

**Debbie Osborne? (Niks/Far Away Places Trading Co.) Rolls Used: 2 4 5****Asteroid City West – B30 – A – Aerie – R – B – Y – B – R10 – B10 – Y – B.****Chris Geggus (Dell/Cool Runnings) Rolls Used: 2 5 6****Grand Port(s) – Grand Port(o) – R – Y – R – NC2 – B30 – NC2 – R – Y – R – Space Station.**

Buys 1 Immortal Grease for \$50.

**Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (6 \* 2) 4****A – Paintfall(o) – B – Poisinport(o) – R – B – Y – B – R – B – Y – R20 – Terror Station(o) – Terror Station(s).**

Sells Space Spice for \$80 (from the cup: Fare to 4b at 6).

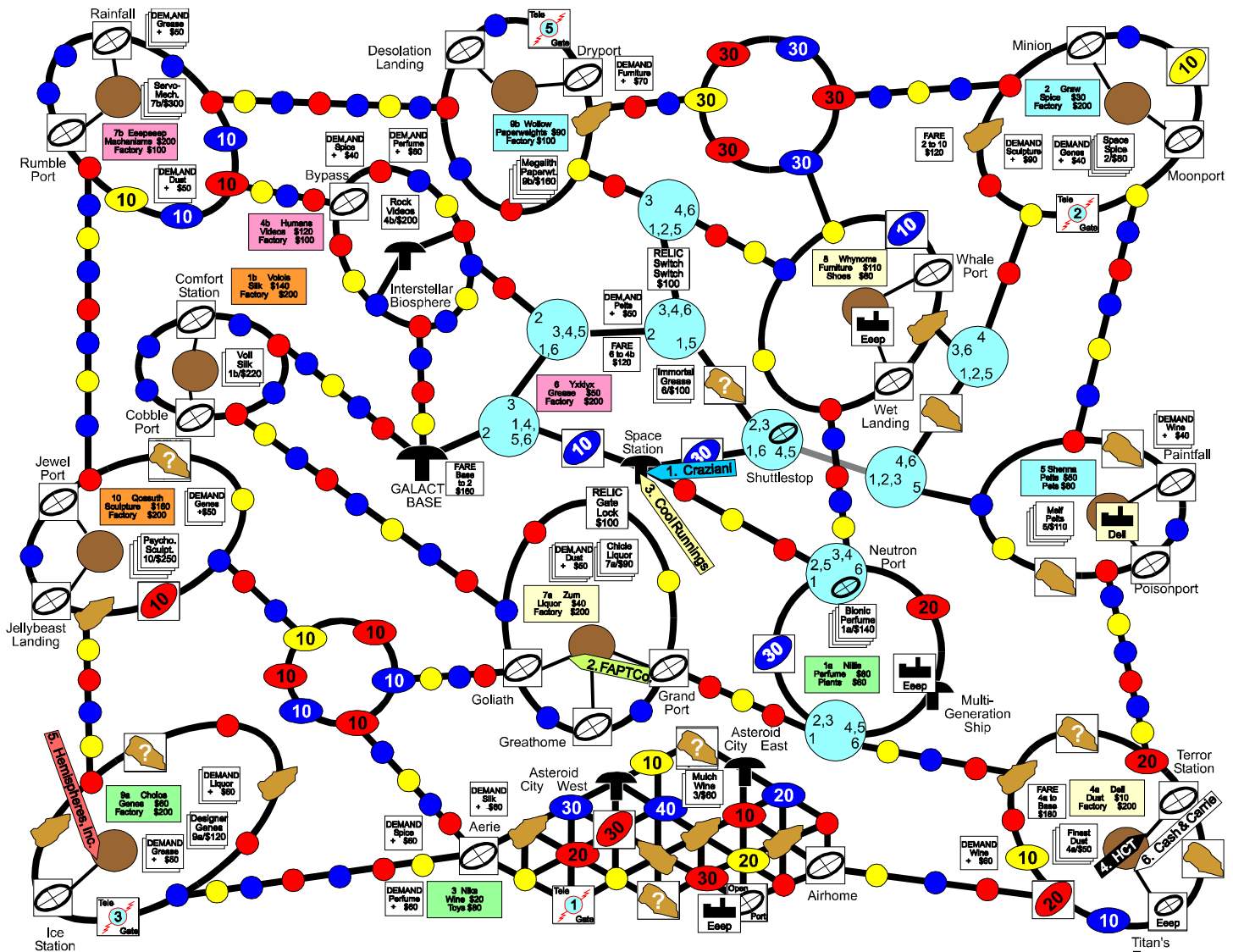
**Dennis Cain (Qossuth/Hemispheres, Inc.) Rolls Used: 5 \* 4****Galactic Base – Y – (R) – B – (R) – B – Y – (R) – Bypass – (R) – B – Y – (R10) – B10 – Y10 – (R) – B – Y – B – (R) – B – Y – B – (R) – Jewel Port(o) – B – Jellybeast Landing(o) – Jellybeast Landing (s).**

Sells Megalith Paperweight for \$160 (from the cup: Bionic Perfume at 1a). Buys Agent for \$60.

Andy Lewis (Eeep/eeep/Cash & Carrie) Rolls Used: 5 \* 4

A – Titan's Tower(o) – B10 – R20 – R – B – (Y) – Airhome – R – ? (It's an Open Port).

Sells Bionic Perfume for \$140 plus \$120 demand (from the cup: Demand for Pelts at 6 and Demand for Wine at 4a). Sells Guard Plants for \$140 (from the cup: Megalith Paperweight at 9b). Buys Niks factory for \$200, Mulch Wine for \$20, and Living Toys for \$80 (gains \$40 commission).



<b>1. Crazianni Consortium \$538</b> Normal Scout 11: 1 1 5/12: 2 3 6/13: 5 5 6 Hold1 Hold2 Hull Immortal Grease 6/\$100 Immortal Grease 6/\$100 Mulligan Gear \$120 6 \$100 Air Foil (\$80)	<b>2. Far Away Places Trading Co. \$350</b> Sports Scout 11: 4 4 5 6/12: 2 4 5 5 5 (Use 3) Hold1 Hold2 Hull Fare 10 to Base \$150 10 \$120 9a \$90 3 \$80	<b>3. Cool Runnings \$160</b> Scow Clipper 11: 1 2 3 6/12: 1 2 4 4 (Use 3) Hold1 Hold2 Hull Childe Liquor 7b/\$90 Immortal Grease 6/\$100 Shield (\$60) 7a \$80 4a \$80 Shenna \$100	<b>4. Horse Cents Traders \$230</b> Fast Scout 11: 1 3 // 12: 2 4 (Double one) Hold1 Hold2 Hull Finest Dust 4a/\$50 Finest Dust 4a/\$50 Relic Shield (\$60)	<b>5. Hemispheres, Inc. \$399</b> Torch Clipper 11: 3 // 12: 3 (Times 4) Hold1 Hold2 Hull Agent (\$60) Designer Genes 9a/\$120 Red Tide (\$120) FARE to 4a \$140	<b>6. Cash &amp; Carrie \$59</b> Rocket Scout 11: 3 6/12: 1 5 (Use 1 * 4) Hold1 Hold2 Hull Living Toys 3/\$180 Mulch Wine 3/\$60 7a \$100 Shield (\$60) Whynoms \$100 Niks \$200 Titan's Tower \$200 Yellow Drive (\$80)
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Turn 10

Pitt Crandlemire (Humans/Crazianni Consortium) Rolls Used: 3 3 5

Space Station.

Sells Rock Videos for \$200 (from the cup: Finest Dust at 4a). Buys 2 Immortal Grease for \$100.

Debbie Osborne? (Niks/Far Away Places Trading Co.) Rolls Used: 3 4 5

B – R – Goliath(o) – Goliath(s).

Chris Geggus (Dell/Cool Runnings) Rolls Used: 2 2 3

Space Station – B10 – NC3 – NC3 – NC3 – A – NC3 – R.

Bob Robles (Whynoms/Horse Cents Traders) Rolls Used: (6 \* 2) 3

Terror Station(s).

Sells Space Spice for \$80 (from the cup: Demand for Wine at). Buys 2 Finest Dust for \$20.

**Dennis Cain (Qossuth/Hemispheres, Inc.) Rolls Used: 3 \* 3**

**Andy Lewis (Eeepeeeep/Cash & Carrie) Rolls Used: 5 \* 4**

**Jellybeast Landing(s) – Jellybeast Landing(o) – A – Y – (R) – B – Y – (R)  
– A – Ice Station(o) – Ice Station(s).**

**Open Port – R – Airhome – (Y) – B – R – R20 – B10 – Titan's Tower(o) –  
Titan's Tower(s).**

Deliver fare for \$110 (from the cup: Chicle Liquor at 7a). Buys Designer  
Genes for \$60.

Buys Titan's Tower port for \$200.

### Notes

**Will Paul Bolduc please submit standby orders for Far Away Places Trading Co.**

## Astro

**1961**

**1962 Orders due: 10/14 Tuesday**

### 1961

#### Event Card Resolution

**Oceania** accepts the government order.

**LAMPLIGHTER** ignores the minor problem.

#### Saved Cards

**Andorra** Astronaut cost reduced to 1MB each.

**Oceania** Fortunate accident, capsule.

**GRAB** Fortunate accident, satellite or probe.

**Republic of Texas** Fortunate accident, rocket.

#### Purchase Hardware

**Andorra:** Buys Interplanetary Satellite program (2) for 24MB, 1 lunar probe (3) for 6MB, and a second launch site for 30MB.

**KOTGO:** Buys 1 one-stage rocket (A) for 3MB, 1 one-person capsule (a) for 2MB, 1 liquid fuel strap-on (D) for 3MB, and the Two-Person Capsule (b) program for 24MB.

**Oceania:** Buys 1 astronaut (The Lone Ranger) for 2MB, the Docking Module program (4) for 18MB, the Liquid Fuel Strap-on program (D) for 12MB, and One-Person Module program (e) for 42MB.

**GRAB:** Buys 7 two-stage rockets (B) for 42MB, 1 one-person capsule (1) for 1MB, and 3 interplanetary satellites (2) for 6MB.

**Republic of Texas:** Buys Two-Stage Rocket program (B) for 60MB.

**LAMPLIGHTER:** Buys Interplanetary Satellite program (2) for 24MB, 2 one-stage rockets for 6MB, 1 kicker for 3MB, and 1 astronaut (Lux Redux) for 2MB.

#### Conduct Research and Development

**Andorra:** 3: 7 dice (2, 3, 3, 3, 4, 4, 4) +23% to Max R&D. 28MB spent. B: 8 dice (1, 1, 2, 2, 3, 4, 4, 6) +23%. 32MB spent. a: 8 dice (2, 2, 2, 3, 4, 5, 6, 6) +30%. 8MB spent. EVA: 8 dice (1, 1, 1, 2, 2, 3, 3, 5) +18%. 8MB spent.

**KOTGO:** D: 8 dice (2, 3, 4, 4, 4, 5, 6) +32%. 16 MB spent. b: 8 dice (1, 2, 2, 3, 3, 3, 4, 5) +23%. 16MB spent. B: 8 dice (1, 1, 3, 5, 5, 5, 6, 6) +32%. 32MB spent. 2: 4 dice (2, 3, 3, 4) +12%. 12MB spent.

**Oceania:** F: 8 dice (1, 2, 2, 3, 4, 5, 6, 6) +29%. 8MB spent. D: 8 dice (1, 1, 1, 2, 2, 2, 4, 5) +18%. 16MB spent. e: 2 dice (1, 6) +7%. 8MB spent.

**GRAB:** B: 8 dice (1, 2, 2, 3, 3, 4, 5, 5) +25%. 32MB spent. 2: 8 dice (1, 1, 1, 2, 2, 4, 5, 6) +22% to Max R&D. 24 MB spent. EVA: 1 die (1) +1%. 1MB spent.

**Republic of Texas:** F: 8 dice (1, 1, 2, 3, 4, 4, 5, 5) +25%. 8MB spent. B: 4 dice (1, 1, 4, 5) +11%. 16MB spent. EVA: 4 dice (2, 4, 5, 5) +16% to Max R&D. 4MB spent.

**LAMPLIGHTER:** b: 8 dice (1, 1, 1, 4, 4, 4, 5, 6) +26%. 16MB spent. a: 8 dice (2, 2, 3, 4, 4, 6, 6, 6) +33%. 8MB spent. F: 8 dice (3, 3, 3, 5, 5, 5, 6, 6) +35%. 8MB spent.

#### Declare Future Missions

**Andorra:** Two launches announced for 1962. They are \_\_\_\_\_.

**KOTGO:** One launch announced for 1962. It is \_\_\_\_\_.

**Oceania:** One launch announced for 1962. It is \_\_\_\_\_.

**GRAB:** Two launches announced for 1962. They are \_\_\_\_\_.

**Republic of Texas:** Three launches announced for 1961. They are \_\_\_\_\_.

**LAMPLIGHTER:** Two launches announced for 1961. They are \_\_\_\_\_.

#### Rushing

**KOTGO** rushes by 3 months (-3MB, -6% to all safety factors).

Launch order: KOTGO, LAMPLIGHTER, Republic of Texas, GRAB, Oceania

#### Missions

**KOTGO** launches a Manned Orbital with Spacewalk mission with J. Jagr. Liftoff: 07%<83%, Earth Orbital Burn: 61%<76%, Earth Orbital Activities: 92%>76%, instrumentation failure, minor problem, backup systems take over, no effect, Spacewalk: 77%<92%, Earth De-orbital Burn: 49%<76%, Re-entry: 38%<76%, Recovery: 31%<76%. Success! +1% to a and A, +8MB to budget, J. Jagr to 10%.

**LAMPLIGHTER** launches a Manned Orbital with Docking mission with Biluxi Bob. Liftoff: 67%<82%, Earth Orbital Burn: 16%<40%, Earth Orbital Activities: 46%>40%, minor engine problem, ground control scrubs mission, Earth De-orbital Burn: 63%>40%, premature burnout, craft is stranded in orbit. Mission failure, rescue may be attempted. +1% to A and D, -10MB to budget.



**LAMPLIGHTER** launches a Manned Orbital with Spacewalk/ Rescue mission with Linda Luxious. Liftoff: 30%<83%, Earth Orbital Burn: 21%<68%, Earth Orbital Activities: 61%<68%, Spacewalk: 13%<78%, Docking Module Power On: 70%<91%, Docking: 04%<42%, Earth De-orbital Burn: 75%>68%, burn is A-OK, Re-entry: 12%<68%, Recovery: 06%<68%. Success in both missions! +1% to A, E, a, b, l, and EVA suits, +15% to docking, +30MB to budget, Biluxi Bob and Linda Luxious each go to 10% experience.

**Republic of Texas** launches an Orbital Satellite mission. Liftoff: 37%<88%, Earth Orbital Burn: 81%<97%, Earth Orbital Activities: 57%<97%. Success! +1% to l and A, +2MB to budget.

**Republic of Texas** launches a Manned Orbital with Spacewalk mission with LBJ. Liftoff: 18%<89%, Earth Orbital Burn: 86%>82%, engine nozzle out of control, computers gain control but ground control scrubs mission, Re-entry: 48%<82%, Recovery: 65%<82%. Mission failure, LBJ to 10%, +1% to a and A, -10MB to budget.

**Republic of Texas** launches a Manned Orbital with Spacewalk mission with Bush. Liftoff: 76%<90%, Earth Orbital Burn: 74%<83%, Earth Orbital Activities: 05%<83%, Spacewalk: 28%<98%, Earth De-orbital Burn: 51%<83%, Re-entry: 38%<82%, Recovery: 75%<82%. Mission success, Bush to 10%, +1% to a and A, +5MB to budget.

**GRAB** launches an Orbital Satellite. Liftoff: 15%<88%, Earth Orbital Burn: 55%<97%, Earth Orbital Activities: 88%<97%. Success! +1% to l and A, +2MB to budget.

**GRAB** launches a Manned Orbital with Spacewalk mission with Dak Broadbent. Liftoff: 82%<89%, Earth Orbital Burn: 62%<81%, Earth Orbital Activities: 33%<81%, Spacewalk: 61%<97%, Earth De-orbital Burn: 22%<81%, Reentry: 58%<81%, Recovery: 37%<81%. Success! +1% to a, EVA, and A, +5MB to budget, Dak Broadbent to 30%.

**Oceania** launches a Manned Lunar Pass with The Phantom and The Lone Ranger. Mission scrubbed due to lack of hardware. -68MB to budget due to failure to fulfill government order.

### Players

Player Name	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
Country	Andorra	Luxembourg, Aerotechnica Moon Program - Lifting Into Golden Heights Through Ether Reaches	Kingdom of the Great One	Oceania	Government Resource Acquisition Bureau	Republic of Texas
Budget (1961)	136	84	113	106	106	91
Cash	0	28	2	0	0	3
1-Orbital Satellite	3 / 96%	1 / 95%	0 / 96%		1 / 98%	2 / 98%
2-Interplanetary Satellite	1 / 45%		1 / 88%		4 / 90%	
3-Lunar Probe	2 / 85%					
4-Docking Module		1 / 60%	1 / 45%	1 / 45%		1 / 45%
A-One Stage Rocket	4 / 86%	0 / 88%	1 / 90%		0 / 90%	10 / 91%
B-Two Stage Rocket	3 / 75%		1 / 65%	0 / 91%	8 / 86%	1 / 36%
C-Three Stage Rocket						
D-Liquid Fuel Strap-ons		2 / 87%	2 / 85%	1 / 48%		
F-Kicker		1 / 84%		1 / 73%		1 / 71%
G-"Mega" Stage Rocket						
EVA Suits	48%	82%	98%	98%	98%	98%
a-One Person Capsule	1 / 40%	1 / 44%	1 / 83%		1 / 82%	7 / 84%
b-Two Person Capsule		0 / 72%	1 / 43%	0 / 86%		
c-Three Person Capsule						
d-Two Person Module						
e-One Person Module				1 / 17%		
f-Three Person Minishuttle						
h-Four Person Cap/Module						
Photo Recon	65%	65%	65%	65%	65%	65%
Launch Facilities	2	2	1	1	2	3
Astronauts	Dino (10%)	Linda Luxious, Biluxi Bob (10%), Mary Mullux, Lux Redux (0%)	P. Kariya (20%), J. Jagr (10%)	The Phantom (10%), The Lone Ranger (0%)	Dak Broadbent (30%), Tom Corbett, Creideiki (20%), Buck Rodgers (10%), Flash Gordon (0%)	Houston, Blaha, LBJ, Bush (10%), Austin, Travis, Cisneros (0%)

1962Draw Event Cards**Andorra:** Rocket fuel explosion. Only one launch may be attempted next turn. -10MB to budget.**GRAB:** Engineering error. Next mission has a 50% chance of exploding on the pad. -3MB to budget.**KOTGO:** R&D bonus. +1 to each die rolled. -3MB to budget.**LAMPLIGHTER:** Budget cut do to increased social programs. -50MB to budget.**Republic of Texas:** Scientific breakthrough. 6 free R&D dice on most advanced capsule (already at Max R&D). +5MB to budget.**Oceania:** Anti-space activists cause budget reduction. -14MB to budget.Final Positions

	Dave Anderson	Pitt Crandlemire	Andy Lewis	Brad Martin	Bill Scharf	Andy York
<b>1962 Budget</b>	141	102	103	68	106	98
<b>1963 Budget</b>	131	52	100	54	103	103
<b>Cash</b>	141	130	105	68	106	101

**In the Doghouse**  
**with Marmaduke**

Avaloncon was awesome again. For anyone who likes playing tournaments and hasn't attended start making plans for next year. This is the ultimate fun. I enjoy the people as much as the gaming and there's plenty to do. I again brought a whole box of games for free gaming and only had the time to play one short card game pit of the box. With this being the case for a second year in row, most of the free games stay at home next year. This year also had more families around with women playing some as well. I know some other families are already planning to attend next year.

Personally, I got to play in 10 tournaments and Carrie got in her usual number of 5 tournaments. She made the final four of March Madness of a double 128 team tournament. This was a great accomplishment especially since she learned the game by playing three women's 1997 final four games the weekend before Avaloncon. I picked up the plaque for Mustangs to keep my streak of one plaque a year for now five years in a row alive. The GM threatened to move the tournament back to its normal time slot so I couldn't play again (this was the first year without a conflict with A5A); of course, he was just joking. Danny was a trooper sleeping through most games, but even when he was awake, he was good and our opponents were vary nice about him being there. One of my opponents even rolled dice for me during Paydirt while I feed Danny. The understanding was better than I expected - I know some of this had to be because Danny didn't do any real whaling during a game (We would have resigned from the game if he had).

OTP Update: Well Mark was unable to attend Avaloncon. I recently received a new set of rules to try and will get to it shortly. The rules continue to be streamlined. The set-ups for 1861 and 1862 are now included with the rules so the wide variety of scenarios is beginning to take shape. My understanding is that the game will be submitted to AH in Sept or Oct so it could be out in early '98.

Titan Arena was a real hit at Avaloncon. It's a fast little betting card game. Comments about Princess Ryan's where mixed. I played the demo version of Atlantic Storm which should be out late '97 or early '98. This is a great little game about attacking/protecting convoys in World War II. This should be on a lot of people's want list. Ben Knight has done a really fun and different type of game.

I have the minimum number for Stock Car Racing now, but don't have the time to get it started this month, so I will start it next month. If you're interested, sign up now.

Standby Calls:

Hootch: Paul Bolduc for Ward Narhi

Benji: Chris Geggus for Ian Willey

On with the games....

Game Openings:

Stock Car Racing (No ownership required): Have Pitt Crandlemire, Dave McCrumb, Dennis Cain, Brad Martin.

Stand-bys:

Seidler: Ward Narhi, Paul Bolduc, Ian Willey, Caleb Cousins, Chris Geggus, Kevin Wilson

AOR: Kevin Wilson

Wembley:

**Rin Tin Tin****Turn 15.4 to 16.4****GM: Andy Lewis****Deadline for Turn 17.1 to 18.1 is October 9, Friday**Turn 15*Kevin's player-turn*

Production: Caleb (Brick)

Trades: 3W for 1B

Actions: Build Road at W/O9

Turn 16*Brendan's player-turn*

Production: Wool (Kevin[2]), Ore (Brendan[2], Caleb)

Trades: 4O for 2G

Actions: None

### Caleb's player-turn

Production: Grain (Caleb, Chris H), Wool (Chris H, Kevin)

Trades: None

Actions: Build road at M9/Sea

### Chris H.'s player-turn

Production: Lumber (Kevin, Caleb)

Trades: Play Monopoly Card to collect all brick, which is 3 from Brendan.

Actions: Build settlement at P11/H12/3:1 Port

### Kevin's player-turn

Production: Wool (Kevin[2]), Ore (Brendan[2], Caleb)

Trades: 3W for 1B

Actions: Build settlement at P8/Sea/Sea

### Cards at End of Turn 16

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Brendan	2	--	2	--	2	K (x2), U(12)	6
Caleb	1	--	--	1	5	--	5
Chris	--	2	1	2	--	K (x2)	3
Kevin	--	--	3	--	--	U(12), U(3)	5

Longest Trade Route: Caleb

Largest Knight Force: No one.

### Turn 17 Production Die Rolls

Brendan's player-turn: 9

Caleb's player-turn: 9

Chris H.'s player-turn: 2

Kevin's player-turn: 9

### Turn 18 Production Die Rolls

Brendan's player-turn: 7

Brendan

Caleb

Chris H

Kevin

Robber

City

Settlement

road

Wasteland

Farmland (Grain)

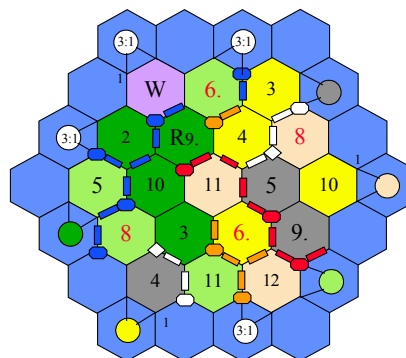
Hills (Brick)

Pasture (Wool)

Forest (Lumber)

Mountains (Ore)

### Rin Tin Tin End of Player-Turn 16.4



## Hootch

### Turn 5.3 to 6.3

GM: Andy Lewis

Deadline for Turn 6.4 to 7.4 is October 9, Friday

### Turn 5

#### Sean's player-turn

Production: Wool (Chris G), Ore (Pitt)

Trades: None

Actions: None

#### Pitt's player-turn

Production: Grain (Sean), Ore (Ward)

Trades: None

Actions: Build road at W/F9

Ward

Chris G.

Sean

Pitt

Robber

City

Settlement

road

Wasteland

Farmland (Grain)

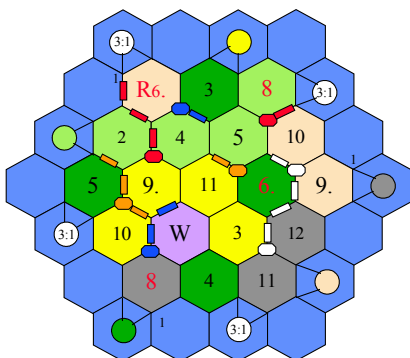
Hills (Brick)

Pasture (Wool)

Forest (Lumber)

Mountains (Ore)

### Hootch End of Player-Turn 6.3



### Turn 6

#### Ward's player-turn

NMR - No standby used this month since only action possible is buy a card

Production: Wool (Chris G, Pitt)

Trades: None

Actions: None

#### Chris G's player-turn

Production: Lumber (Pitt), Grain (Ward)

Trades: None

Actions: None

#### Sean's player-turn

Production: Lumber (Ward, Sean)

Trades: None

Actions: None (Didn't have the wool to build a settlement)

### Cards After 6.3

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Ward	4	3	1	1	3	--	2
Chris	1	--	2	--	--	--	2
Sean	4	1	--	1	--	--	2
Pitt	1	--	2	2	1	U(17,2)	2

Longest Trade Route: No one.

Largest Knight Force: No one.

### Open Trade Offers

Ward: None

Sean: Will give 2G for 1L

Chris: Will give 1G or 1W for 1B

Pitt: Will Give 1O for 1B & 1L, 2B, or 2L

### Turn 6 Production Die Rolls

Pitt's player-turn: 5

### Turn 7 Production Die Rolls

Ward's player-turn: 8

Chris's player-turn: 7

Sean's player-turn: 5

Pitt's player-turn: 10

**Benji**

**Turn 2.2 to 2.3**

**GM: Andy Lewis**

**Deadline for Turns 2.4 to 3.4 is October 9, Friday**

Turn 2

*Caleb's player-turn*

Production: Brick (Brad), Lumber (Brad, Ian)

Trades: None

Actions: Build roads at F5/M12 and O6/M12

*Brad's player-turn*

Production: Lumber (Caleb), Brick (Bill, Caleb)

Trades: None

Actions: Build road at M2/M4 and settlement at M2/M4/H9.

*Ian's player-turn*

NMR - Because of the Holiday weekend and a trip of mine, there wasn't time to find a standby, so I will hold the game here. Any orders submitted will be used next month unless changed. A second NMR will cause replacement by a standby

Cards After Turn 2.3

	Grain	Brick	Wool	Lumber	Ore	Development	VP
Bill	--	1	--	--	--	--	2
Caleb	1	1	--	3	--	--	2
Brad	--	--	--	1	--	--	3
Ian	1	1	2	4	--	--	2

Longest Trade Route: No one.

Largest Knight Force: No one.

Open Trade Offers

Bill: None

Caleb: Will give 2L for 1W

Brad: None

Ian: None

Bill



Caleb



Brad



Ian



Robber



City



Settlement



road



Wasteland



Farmland (Grain)



Hills (Brick)



Pasture (Wool)



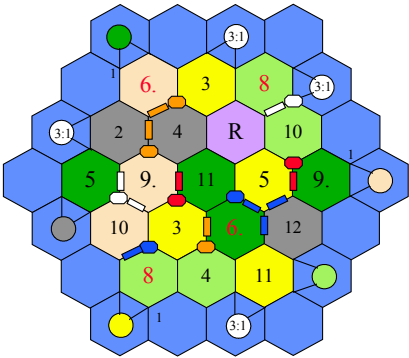
Forest (Lumber)



Mountains (Ore)



**Benji End of Player-Turn 2.3**



Turn 2 Production Die Rolls

Ian's player-turn: 7

Turn 2 Production Die Rolls

Bill's player-turn: 5

Caleb's player-turn: 7

Brad's player-turn: 9

Ian's player-turn: 4

**Lassie**

**Turn 3**

**GM: Andy Lewis**

**Deadline for Turn 4 is October 9, Friday**

Round 1, Group C

Leyton Orient 1-0 at Rochdale 3-1

Rochdale wins 4-1

£35,000 per

Sheffield United 2-1 at Tottenham Hotspur 1-2

It's a 3-3 draw

£175,000 per

Tottenham Hotspur 1-1 at Sheffield United 1-0

Tottenham wins 2-1 and survives the scare

£165,000 per

Oxford United wanted a goalkeeper but there are none available until at least next round when some teams lose.

Oxford United 1-1 at Swansea City 0-3

Swansea City wins 3-2

£65,000 per

Birmingham City 0-1 at Liverpool 2-3

Liverpool wins 5-1

£235,000 per

Round 1, Group D

The teams are Bury, Ipswich Town, Leeds United, Manchester United, Millwall, Norwich City, Plymouth Argyle (open for bid), Scunthorpe United.

Star Players Available

Goalkeepers (£250,000) - 0

Central Defenders (£400,000) - 2

Midfielders (£600,000) - 3

Strikers (£750,000) - 2

Note: Below an '\*' before a team name means they've already played this round.

Brad Martin (£515,000 - 0 Glory Points)

\*Nottingham Forest(goalkeeper)

Millwall

\*Swansea City

Sean Cousins (£790,000 - 0 Glory Points)

\*Tottenham Hotspur  
Ipswich Town  
\*Derby County(goalkeeper)  
\*Rochdale

Bill Scharf (£560,000 - 0 Glory Points)

\*Liverpool  
\*Arsenal(goalkeeper)  
Leeds United  
Norwich County

Chris Geggus (£920,000 - 0 Glory Points)

\*Bradford City  
\*Blackpool  
\*Rotherham United  
Scunthorpe United

Michael Geggus (£705,000 - 2 Glory Points)

\*Newcastle United(goalkeeper, central defender)  
\*Aston Villa  
Manchester United  
Bury

Un-owned will be up for bid when they play

Plymouth Argyle

Press

Chris Geggus commented that no player has ever collected more than 3 or 4 points in a game so the winner is the person who wins the tourney. I played two solitaire games recently. One player in each of those games had high points 10/12 without winning the tourney. In fact the 12 was without a semi final team. This matches my playing experience which says it takes several glory points besides winning the tourney to win the game. In my opinion, it's a matter of luck of match-ups, money spent of star players, and good die rolling. We'll see in this tourney especially since Michael already has 2 glory points.

**Scooby**

**Turn 1, Phase 7 and Turn 2 Phases 1-3**

**GM: Andy Lewis**

**Deadline for Turn 2 Phases 4-6 is October 9, Friday**

Player	Country	Cards	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Sean Cousins	Barcelona (5)	1, 13, 20	10	9	\$62	1	7	None	I
Caleb Cousins	Venice (2)	18, 14, 29	0	14	\$39	3	5	2	None
Pitt Crandlemire	Genoa (4)	24, 19, 3	10	12	\$27	2	4	2	None
Paul Bolduc	Paris (6)	11	10	15	\$32	4	5	None	I
Dennis Cain	Hamburg (1)	16, 11	0	23	\$20	6	3	2	None
Bill Scharf	London (3)	20, 26	0	20	\$51	55	4	2	None

Commodity Log

Commodity	Sean	Caleb	Pitt	Paul	Dennis	Bill
Stone (2)	--	1	2	1	1	--
Wool (3)	2	--	--	--	--	3
Timber (4)	--	1	--	1	1	--
Grain (5)	1	1	--	1	--	1
Cloth (6)	--	2	1	--	1	--
Wine (7)	2	--	1	1	--	--
Metal (8)	1	--	--	1	--	--
Fur (9)	--	--	--	--	--	--
Silk (10)	1	--	--	--	--	--
Spice (11)	--	--	--	--	--	--
Gold (12)	--	--	--	--	--	--
Ivory (12)	--	--	--	--	--	--

Phase 7 Buy Tokens

London buys 20 tokens  
Hamburg buys 23 tokens  
Venice buys 14 tokens  
Paris buys 15 tokens  
Barcelona buys 9 tokens  
Genoa buys 12 tokens

**Turn 2**

Phase 1 Buy Removal of Surplus/Shortage

None

Phase 2 Buy Card

None

Phase 3 Play Cards

Barcelona plays Dionysus Exiguus (20 off N) who is protected from Patronage

Genoa plays Wool (Barcelona gains \$8, London gains \$18)

Venice plays Rebellion in Lyons

Paris plays Walter the Penniless (Protection \$10, 20 off R) and Metal (Barcelona gains \$6 and Paris gains \$6)

London plays Rashid ad Din (No protection, 10 off N, 10 off R)

Hamburg plays Revolutionary Uprisings (Barcelona and Paris gain 1 misery)



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 earn you a free issue. Research is allowed. Free issues are credited as they are earned. Players may submit a list of questions (answers must be included.) If used, five points are awarded. In addition, if no correct answers are received for a question, the supplier of the question receives two points.

And so, without further ado, the answers to last issue’s questions:

Q1. Who was the only President elected to Congress following his Presidency?

A1. John Quincy Adams.

Pitt Crandlemire, Brendan Whyte, Paul Bolduc, Dennis Cain, Kevin Kinsel, and Bill Scharf each receive ½ point.

Q2. Who was the first cabinet secretary to go to jail for actions taken while in office?

A2. Albert Fall, for the Teapot Dome Scandal under the Harding administration. It involved the illegal sale of oil leases in California.

Pitt Crandlemire, Brendan Whyte, and Dennis Cain each receive ½ point.

Q3. Alger Hiss was tried and convicted for what crime?

A3. Perjury. The statute of limitations had run out on his espionage.

Pitt Crandlemire, Berry Renken, Brendan Whyte, and Andy York each receive ½ point.

Q4. What was the first act of Congress overturned by the Supreme Court?

A4. The Judiciary Act of 1789, which was overturned in the case of Marbury vs. Madison in 1802.

Pitt Crandlemire, Brendan Whyte, Andy York, and Dennis Cain each receive ½ point.

Q5. What “politician” is credited with proclaiming “If nominated I will not run, if elected I will not serve”?

A5. William Tecumseh Sherman.

Pitt Crandlemire and Andy York each receive 1 point.

Free issue is awarded to Andy York and Dennis Cain.

*Current Scores*

Chris Geggus	34½	Andy Lewis	28½
Pitt Crandlemire	25½	Paul Bolduc	25
Andy York	20	Bill Scharf	16
Steve Koehler	15½	Dan Eisenhut	13½
Brendan Whyte	13½	Berry Renken	11½
Bob Robles	11	Caleb Cousins	11
Dennis Cain	11	Dave Anderson	9
Ward Narhi	7½	Sean Cousins	5
Brad Martin	5	Tom Howell	4½
Kevin Kinsel	4½	Debbie Osborne	4
Kevin Wilson	3½	Dave McCrumb	2½
Joe Carl	1½	Sigourney Street	½

*New Questions*

**Topic: Beer**

1. How is the term “honeymoon” related to beer?
2. Where does the term “mind your Ps and Qs” come from?
3. What is the origin of the term “rule of thumb”?
4. Where does the term “berserk” come from?
5. What is the origin of the term “wet your whistle”?

**Pedagoguery**

Our next stop in the tour of the solar system is Mercury. Named for the messenger of the gods, it is the swiftest of the planets, due of course to its proximity to the sun. It also has a number of peculiar characteristics.

Mercury was once thought to be tidally locked to the sun, in much the same way the Moon is with Earth, always presenting the same face to us. However, later information found that while Mercury’s year is just under 88 Earth days, Mercury’s day is only about 59. In fact, Mercury’s day is exactly two-thirds its year. This, combined with its highly elliptical orbit, produces some strange effects. First of all, there are two “hot poles” on Mercury. These are the points at which the sun is directly overhead at perihelion, or the point at which the planet is closest to the sun. Because of its orbital eccentricity and its proximity to the sun, Mercury receives 2 ½ times as much energy at perihelion than at aphelion. So, at the hot pole, noontime temperatures can exceed 350 degrees Celsius, or over 660 degrees Fahrenheit. At night, temperatures plummet to –183 degrees C, or –305 degrees F. But the weirdest aspect is what a day would be like. If you were standing at a hot pole, sunrise would be at aphelion, that point at which Mercury is furthest from the sun. As the day progressed, the disk of the sun would get noticeably larger. As the sun approached zenith, it would appear to pass zenith, slow down, and reverse direction for 8 days until it resumed its original direction of motion. This is because Mercury’s motion in its orbit is greater than its rotational speed at that point. If you were 90 degrees away from the hot pole, the sun would rise in the east at perihelion, then briefly sink back into the east before rising a second time, passing zenith, and setting in the west. Then, after it set, it would again briefly rise in the west and then set again, not to rise for another 88 days.

Mercury is the second densest of the planets, falling behind only Earth. This tells us that it has a significant iron core, which composes about 60% of the mass

of the planet. Despite this, its small size means it only has 38% of the surface gravity of Earth.

Only one spacecraft has ever visited Mercury. That was Mariner 10. Mariner 10 was launched in November 1973, and after making close passes of the Moon and Venus, made three passes by Mercury before contact was lost. In those three passes it only managed to map 35% of the surface of Mercury. What it did see was a surface very much like that of our Moon. Heavily cratered, but with few of the smooth plains of our Moon. There are also several impressive escarpments, though to be relics of Mercury’s condensation over the years. If its interior were at one time molten, even its proximity to the sun would not have stopped the molten rock from cooling solidifying. That solidification process would have caused the planet to shrink slightly, causing cracking in the surface and potentially pushing up the escarpments.

Mariner also found a weak magnetic field around Mercury. Despite the fact that Mercury has an iron core, scientists were unsure whether Mercury rotated fast enough to produce a magnetic field. It does, and Mercury’s magnetic field is about 1% as strong as Earth’s. It is strong enough to deflect the solar wind, but not strong enough to produce radiation belts like Earth.

Mercury has no atmosphere to speak of. What little it has is composed mainly of helium, telling us that it probably came from solar wind particles captured in Mercury’s magnetic field.

Mercury is visible from Earth only as a morning or evening star, and that only just before sunrise or after sunset. Through a telescope, it is not very interesting, because it is too far away to show distinct phases like Venus.

Next stop, Venus.

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## Standbys

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

**Machiavelli (gunboat and regular):** Steve Koehler, Bill Scharf, Bob Robles, Jason Wilke, Kevin Kinsel, Mike Scott, Dave Anderson, Ward Narhi, Pitt Crandlemire, Berry Renken (1995 only), Paul Bolduc, Joe Carl **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson, Ward Narhi, Pitt Crandlemire **New World:** Dan Eisenhut, Pitt Crandlemire **Merchant of Venus:** Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis, Bob Robles **Die Macher:** Dave Anderson **Outpost:** Dave Anderson, Dan Eisenhut, Michael Lowrey **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Dave Anderson, Pitt Crandlemire, Joe Carl **Stellar Conquest:** Paul Bolduc, Dave Anderson **2038:** Pitt Crandlemire **Liftoff!:** None **Modern Art:** None

## Standby Calls

Joe Carl for France in Rabid Dog, Kevin Kinsel for Florence in Fleabag, Paul Bolduc for Niks in Dogged and Ward Narhi in Hootch, Chris Geggus for Ian Willey in Benji

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