

**Notes from Hades**

**A**s many of you have already heard, Avalon Hill is being purchased by Hasbro. In a perfect world, it would be a good thing for the game industry, because Avalon Hill would finally have the market clout and financing to produce some spectacular games and get them out to the public. Unfortunately, the world we live in is far from perfect. Hasbro's purchase has all the earmarks of a corporate raid. Already, it has been announced that nearly all of the staff at Avalon Hill have been given the boot. Hasbro has no plans to continue publishing *The General*. Indeed, they seem to want only the existing inventory and the rights to some of the better sellers.

The big concern I have is whether Hasbro will get nasty about copyright enforcement. In the extreme case, this means that publishers will either have to pay licensing fees, or drop all Avalon Hill games from their repertoire. Given the number of zines out there that run only Diplomacy, it could be the death of the hobby – even email. If this were to happen, I would have to cease running Machiavelli, History of the World, Dune, New World, and Age of Renaissance. I could continue on under those circumstances, but the scope of things would be drastically reduced. Hopefully, it won't come to that. I don't know how vicious Hasbro will get over this. We can only wait and see.

I do apologize for the lateness of this issue, but with a number of factors, including Avaloncon, the selling of Avalon Hill, and slow standbys, Andy Lewis was unable to get his subzine done this issue. I tried to wait as long as I could, but with my parents being in town this week (the week after my normal deadline) it limited my time to work on the zine.

This issue's deadline will be on **Tuesday, September 22 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.

	<u>Contents</u>	
<b>Howling at the Moon</b>	Letter Column	Page 1
<b>Rabid Dog</b>	Machiavelli	Page 2
<b>Fleabag</b>	Machiavelli	Page 3
<b>Feral Dogs</b>	Machiavelli	Page 4
<b>Citizen Dog</b>	Machiavelli	Page 6
<b>Dogpaddle</b>	History of the World	Page 7
<b>Rock Hound</b>	2038	Page 7

Contents (cont.)

	<u>Running Dogs</u>	
	Page 10	Dune
<b>Lupine</b>	Die Macher	Page 11
<b>Sun Dog</b>	SolarQuest	Page 12
<b>Pooch</b>	New World	Page 14
<b>Dogstar</b>	OUTPOST GAMESTART	Page 15
<b>Kennel Club</b>	AGE OF RENAISSANCE GAMESTART	Page 16
<b>Dog Pound</b>	LIFTOFF! GAMESTART	Page 16
<b>In the Doghouse</b>	Subzine	Page 17
<b>Trivia Quiz</b>		Page 17
<b>Pedagogy</b>		Page 18

Game Openings

**None at this time.**

Wish List

**New World** is a game of colonization and exploitation of the Americas. This one will start after Pooch ends. Have Brad Martin, Bob Robles, and Kevin Wilson, need 3 more.

**Silverton** is a game of rail building and mining in Colorado. Game ownership is not required. Need 6.

**Machiavelli** will start when the next game ends. 1995 edition, rules decided by majority vote. Have Ward Narhi, Jason Wilke, and Bob Robles, need up to 5 more.

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

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

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

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Subscriptions cost \$1.50 per issue (\$2.25 overseas).

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

**Andy York**

How are things for you? I'm writing this on a laptop at a friend's cabin complex on Lake LBJ near Austin. I decided to get away from the computer (so to speak), the Email and the phone. It has been a wonderful weekend, though a tad toasty - at least there is plenty of shade.

In any case, the latest SOB looks fine as always. I'm sorry I was late with orders for the Dune game; but I hope that I've filled the bill this time. If I made stupid or obscure orders for it, or the Die Macher game, please let me know and I'll review the rules to get a better handle on them.

As always, I enjoyed the Pedagogy column. Will you be adding a special edition for the recent discoveries about the moons of Jupiter? The topic is always something that I enjoy reading about. What is your next subject after Pluto is done? *[I hadn't planned on doing another column about the Jovian moons in the immediate future, but perhaps sometime in the future. After I*

*finish with Pluto, I will probably cover the Oort Cloud, and then move on to some of the more recent discoveries, such as supermassive galaxies and gamma ray bursters.]*

BTW, you might find this interesting. On Friday we had a large delivery of used tapes. These are the types of tapes used to back up computer data. We had been told that there were 3000 8mm tapes usable for some of our AIX machines. However, the actual delivery included a dozen shapes, sizes and varieties. I don't know how many we will use - after all, we don't know where they've been and to trust critical back-ups to used (and/or abused) back-up tapes is not prudent.

In any case, the tapes come from the Texas Superconducting SuperCollider. They had been put up during the auctions and no one had bid on them. So, some guy paid 'x' amount for them and donated them to the State in return for a tax write-off. Now, we have a bunch of potentially

unusable tapes. But, in the end, no one was hurt so I guess it is OK. I did ask

the boss of my boss if we could try to restore from the tapes to see what was there. All I got was an icy stare, so that was a stillborn idea.

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

### Endgame Statements

#### Game Summary

Country	Start	1450			1451			1452			1453			1454		
		Spr	Sum	Fal												
Austria:	3	3	4	5	6	5	5	5	5	6	6	9	10	11	9	6
Florence:	3	4	4	4	4	4	0	0	0	0	0	0	0	0	0	0
France:	3	3	4	6	5	4	4	6	6	7	7	6	4	3	4	4
Genoa:	3	3	2	1	2	2	2	0	0	0	0	0	0	0	0	0
Milan:	3	3	3	3	3	4	4	4	4	2	2	0	0	0	0	0
Naples:	4	4	4	4	3	4	5	6	7	8	8	6	7	8	8	10
Papacy:	4	4	4	6	7	8	6	8	6	4	4	6	8	7	8	7
Turks:	3	3	4	4	5	6	7	6	6	6	6	6	6	6	6	7
Venice:	4	5	4	4	3	5	4	4	5	7	7	8	7	7	7	8

Country	1455			1456			1457			1458		
	Spr	Sum	Fal									
Austria:	5	5	5	7	4	4	5	5	6	6	6	6
Florence:	0	0	0	0	0	0	0	0	0	0	0	0
France:	3	3	3	2	2	5	4	4	2	2	1	1
Genoa:	0	0	0	0	0	0	0	0	0	0	0	0
Milan:	0	0	0	0	0	0	0	0	0	0	0	0
Naples:	10	10	10	11	13	12	12	13	16	16	20	24
Papacy:	8	8	8	10	10	10	11	11	12	12	12	8
Turks:	7	7	8	7	0	0	0	0	0	0	0	0
Venice:	9	9	8	5	7	6	5	6	6	6	5	5

#### The Players

AUSTRIA:	Steve Koehler	3 <sup>rd</sup> place	8
FLORENCE:	Andy Lewis (out, Fall 1451)	6 <sup>th</sup> place	2.5
FRANCE:	Jason Wilke	5 <sup>th</sup> place	5
GENOA:	Stuart Schoenberger (drop, Summer 1451), Kevin Kinsel (out, Spring 1452)	6 <sup>th</sup> place	2.5
MILAN:	Dave Anderson (out, Summer 1453)	6 <sup>th</sup> place	2.5
NAPLES:	Ward Narhi	1 <sup>st</sup> PLACE	10
PAPACY:	Bob Rutherford (resign, Summer 1455), Bill Scharf	2 <sup>nd</sup> place	9
TURKS:	Kevin Wilson (out, Summer 1456)	6 <sup>th</sup> place	2.5
VENICE:	Bob Robles	4 <sup>th</sup> place	7

#### Statements

**Steve Koehler (Austria):** An interesting game. We threw Chris a curveball by having me lose my home centers and gain Milan on the same turn. I liked his interpretation!

Congrats to Ward. Ward, where have you been?

Jason, it was fun.

**Jason Wilke (France):** I lived!!!! I can't believe I lived ...not a bad trick we pulled switchin' countries like that ... and I survived anyway. Heheheeh.

**Ward Narhi (Naples):** Hey, do I get a Gold star for winning two straight Mach games in SOB?

The game started with Turkey and I cutting a deal to trade Bari for Tunis. We figured that he could concentrate in the east while I take on the west. There were some tense moments but we were able to effect the trade. This deal proved prosperous to both of us as we ruled the southern half of the board for quite some time.

I recall Kevin (Turkey) wanted me to join him against the Pope but I had larger concerns against Genoa and France, both seemed to cozy up to each other when I could not afford it. I did make an abortive move against a peaceful Pope but retreated rapidly as he was rich and I could not afford to fight him and his threat of only defending against my units was effective. But I had to cover my bases with Turkey as he felt I had abandoned him somewhat to the Pope so I kept in close communication with him. The Pope accepted my apologies and went about his business, happy to not have me attacking him.

Meanwhile, in the Med, Genoa abdicated to France and I faced a formidable opponent on the seas. For some odd reason Jason (France) seemed intent on getting a unit to Ragusa to obtain the Genoan variable income. I realized that I was the only one in position to make those conquests and lied to him saying I would help him.

France fell rapidly due to my lies and his foolish attacks on others in the north. With nobody to question my supremacy of the seas I went into my next

plan. Reduce forces and start saving money at a phenomenal rate. My only competitor at this point was the Pope but I feel he spent too much money on special units he did not use to their fullest ability. Anyway, I like the threat of bribing better.

While piddling around saving money my good friend Turkey allowed me into Ragusa so I received the Genoan income. Thanks, Kevin! I repaid him by stabbing him soon thereafter when I saw the chance to take him out in one turn.

From that point on, the rest of the game was just ensuring that the rest of the players did not gang up on me. I did my best to continue bad feelings between countries. Only if the Pope and Venice buried the hatchet could I be stopped and they never did so I coasted to victory.

Turkey: We worked VERY well together and I valued your advice. Just watch out for that stab!

Venice: I considered you my second best ally in the game and look forward to future games where we can work more closely together. You did a great job fending off the Pope for as long as you did. Well done!

Pope: The original player was superb, playing his position near perfection and really had me scared. Fortunately NMRs and other events around me favoured my position. Thanks to Scharf for filling in and continuing the strong Papal style.

Austria: Glad we were able to team up on France. He lied to me too often so I was always pro-Austria in your struggle against him.

Prophet: I got all my guesses right except the last one.

**Bill Scharf (Papacy):** I entered this game as a standby. My takeover position was pretty good, but I was between the two largest players on the board (Venice & Naples). Granted they were only marginally bigger but they had all game long to work out agreements and form strategies; strategies that didn't include me.

If I could get them fighting that would have been ideal. I continually shafted Venice in the press, saying how unreliable an ally he was, etc. (to deter Naples from forming an alliance with him), but I suspect Naples and Venice knew each other too well for this to work. Indeed, they never fought the entire game. They didn't ally either, though, which was something.

I basically left Naples alone, telling him I was no long range threat to his plans – and indeed, I was helping him by tying up Venetian forces. I also told him if I went down he'd have an even larger Venetian as a neighbor, and nobody wants that.

I negated the Venetian threat by attacking him immediately and continually.

The result of this was, surprisingly enough, success and growth at the expense of Venice, and Naples consolidating his position on the board. I actually grew enough to still take second when the Neapolitan stab came, which surprised me quite a bit...

I'm curious about why Naples waited as long as he did to attack me. I can't believe my lame press and letters held him off. As for Venice, sorry Bob, but at

least Naples was leaving me alone, we had enough space to do that...asking you to vacate our frontier seemed unreasonable even to me...now if our frontier was mutually vacant when I first came aboard, it might have gone different.

Congrats to Ward on his win.

**Kevin Wilson (Turks):** First, congratulations to Ward. He earned the win like you are supposed to earn a win. With good tactics, better strategy and great diplomacy. He was the one who proposed our initial swap of Tunis for Bari/Aquila. I don't think then he was planning the stab and looking at the swap as taking one of my home centers right off the bat. I believe that came later. However, I'm looking forward to see if he comments on it. I should have considered the risk posed in being reduced to 2 home cities, but didn't. Instead I concentrated on the ducat value of the swap and the peaceful front it would give me in the seas. That would permit me to advance north, up the Adriatic, which I did.

I didn't see the threat posed by Ward's forces when he was sitting near my home cities. To that point our alliance had worked well and I let myself become complacent. Ward wanted to take Ragusa to complete the conquest of Genoa, and I helped him. It also put him into position to bribe a unit and then support himself into my last cities, knocking me out. It was the later I didn't see. When the knife finally came, it came on target and effective.

While I was having all the fun in the southeast, the rest of the board was just as active. All the city swapping up north was interesting to see and probably helped keep everyone, including myself, distracted until Naples was too big to stop. After Florence was out, then Genoa, followed by Milan and me, it was all over. It was just a manner of time.

It was a fun game. I'm looking forward to the next one.

**Bob Robles (Venice):** A fine game and my congratulations to Ward for a well executed march to supremacy. Unfortunately, the Pope and I got bogged down in a stab/counterstab conflict (Bill's whining aside) and we couldn't seem to rise above our squabbling. It was fun watching the Austrians and French conflict from the sidelines.

**Chris Hassler (GM):** This was quite an interesting game. The action was lively throughout, and the players remained committed. Only one player NMRed out, and one resigned neatly, even finding his own replacement. If you have to quit a game that's the way to do it! The game of musical countries up in the north was unique. I am not aware of any other game that had an event like that. It almost seemed choreographed, but it definitely added to the entertainment value of the game. Overall, the level of play was quite good, and on the part of Ward, it was exceptional. It was a hard fought game and a well deserved victory. Congratulations, Ward.

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## **Fleabag/MGN# B2/B/8/1**

### **Summer 1459**

### **Deadline/Fall 1459 9/22 Tuesday**

*The Pope, Naples, and Florence continue to be pressed in on all sides by the massive alliance of Austria, France, and the Turks.*

#### **Spring 1459 Retreats**

Papal A Piombino retreats to garrison

#### **Orders**

Austria: A Carinthia to TYROLEA  
(Renken) A Slavonia to CARINTHIA  
A CROATIA to Urbino  
A Carniola to FRIULI  
A Milan to PAVIA  
A Verona to MANTUA  
A Friuli to VERONA  
A FERRARA to Bologna

A TREVISO holds  
A PADUA holds  
Florence: A SIENNA supports A Pisa to Florence  
(Wilke) A PISA to FLORENCE  
France: A LUCCA besieges (garrison destroyed)  
(Grib) A MODENA besieges (garrison destroyed)  
A PIOMBINO besieges  
A Patrimony to PERUGIA  
A Turin to MONTFERRAT  
A Provence to CORSICA  
A MARSEILLES converts to G

Turkey – World: Uh, Happy Summer, everybody!

- F Tyrrhenian Sea to CAPUA
- F Ligurian Sea to TYRRHENIAN SEA
- F Genoa to LIGURIAN SEA
- F GULF OF LIONS transports A Provence to Corsica
- F WESTERN MEDITERRANEAN supports F Ligurian Sea to Tyrrhenian Sea
- F Tunis to CENTRAL MEDITERRANEAN

Naples: A Florence holds (DISLODGED, retreat Pistoia, garrison, OTB)

- (Lewis) A AREZZO holds
- F BOLOGNA holds

F Naples holds (DISLODGED, retreat garrison, OTB)

Papacy: G PIOMBINO holds

(York)

Turks: A Herzegovina to DALMATIA

(Street) F Salerno to NAPLES

F GULF OF NAPLES supports F Salerno to Naples

F Ionian Sea to LOWER ADRIATIC

F Upper Adriatic to URBINO

F ANCONA supports F Upper Adriatic to Urbino

F Palermo to MESSINA

Venice: F VENICE holds

(CD)

Press

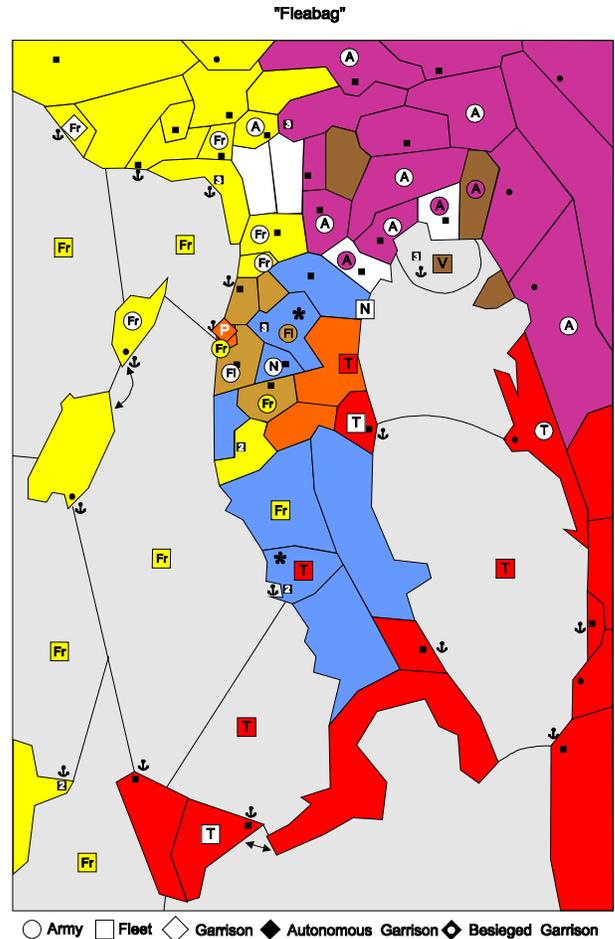
**Austria – France:** No worries, just making sure you don't accidentally get to 15 dots! This 15-dot rule can end this game in a way we don't want it to.

**Cerberus – Austria:** No it can't, since this game is being played to ultimate victory conditions, 23 cities.

**France – Austria:** How do you want to win this one?

**France – Turkey:** My moves should let you annihilate F Naples.

**France – Florence:** Hey Flo, what's going on?



**Feral Dogs/MGN# A2/A/8/1 - Gunboat**

**Spring 1457**

**Deadline/Summer 1457 9/22 Tuesday**

*Out of the ashes of his country, a new duke rises to take control of Milan, just in time to halt the Venetian invasion in its tracks. France repositions his forces, while Austria extends an invitation to France and the Turks to attack Venice. Florence exits Bologna and avoids the application of overwhelming force by Venice and the Pope. Finally, Naples manages to trap and sink a Turkish fleet.*

Fall 1456 Retreats

Austria retreats A Carniola to Slavonia

Naples retreats F Western Mediterranean to Sardinia

Builds

		Treas	Cost	Rem.
<b>Aus</b>	Maintains all, builds A Hungary	17	12	5
<b>Flo</b>	Maintains all, no new builds	28	12	16
<b>Fra</b>	Maintains all, builds F Marseilles, A Avignon	30	18	12
<b>Mil</b>	Maintains all, builds G Pavia	29	6	23
<b>Nap</b>	Maintains all, builds F Bari	22	21	1
<b>Pap</b>	Maintains all, no new builds	25	18	7
<b>Tur</b>	Maintains all, builds A Albania	22	21	1
<b>Ven</b>	Maintains all, builds A Padua, A Treviso	30	30	0

Expenditures

Milan buys Venetian A Milan for 21 ducats.

Orders

- Austria  A SLAVONIA supports A Austria (cut)
- A HUNGARY supports A Slavonia
- A AUSTRIA supports French A Tyrolea to Carinthia (nso)
- A BOSNIA supports Turkish A Herzegovina to Dalmatia (nso)
- Florence  A Sienna supports A Pistoia to Pisa (cut, DISLODGED, retreat garrison, Piombino, OTB)
- A Pistoia to PISA
- A Bologna to LUCCA
- F Corsica to LIGURIAN SEA
- France  A SWISS to TYROLEA
- A Tyrolea to COMO
- A Provence to SALUZZO
- A Avignon to TURIN
- F Marseilles to GULF OF LIONS
- F Ligurian Sea to GENOA
- Milan  A PAVIA to PARMA

A MILAN supports A Pavia to Parma  
G PAVIA converts to A

Naples

A OTRANTO holds  
A MESSINA supports F Palermo  
F NAPLES to GULF OF NAPLES  
F PALERMO supports F Lower Adriatic to Ionian Sea  
F SARDINIA to Tyrrhenian Sea  
F Lower Adriatic to IONIAN SEA  
F BARI to Lower Adriatic

Papacy

A FLORENCE supports A Urbino to Bologna  
A AREZZO supports A Florence  
A PERUGIA supports A Patrimony to Sienna  
A Patrimony to SIENNA  
A Urbino to BOLOGNA  
F FERRARA supports A Urbino to Bologna

Turks

A ALBANIA to Durazzo  
A Herzegovina to RAGUSA  
F CENTRAL MEDITERRANEAN supports F Piombino to Tyrrhenian Sea  
F WESTERN MEDITERRANEAN supports F Piombino to Tyrrhenian Sea  
F PIOMBINO to TYRRHENIAN SEA  
F Ionian Sea supports F Durazzo to Lower Adriatic (cut,  
DESTROYED!)  
F DURAZZO to Lower Adriatic

Venice

A Padua to ANCONA  
A MODENA supports Papal A Urbino to Bologna  
A MANTUA supports Papal A Urbino to Bologna  
A Milan supports A Cremona to Parma (nsu)  
A TRENTO supports A Carinthia  
A CREMONA to Parma  
A CARNIOLA to Slavonia  
A CARINTHIA supports A Carniola to Slavonia  
F UPPER ADRIATIC transports A Padua to Ancona  
F DALMATIA holds  
F CROATIA holds

## Notes

A volunteer has stepped forward to take over the position of Milan.

## Press

**Austria – Venice:** I do not mind that you betrayed me and steal all my sc's...but spare me your precocious "press" items!

**France – Venice:** Congrats on the win...no one can stop you now. Can you understand now why Venice needs to be stomped on by everyone else? With little or no effort your income is twice everyone else's.

**France – Austria:** A second of inattention and its all over. Been nice knowing you.

**Milan – France:** I think that you ought to make peace with Austria and begin to combat Venice: he is going to win. If I shall be in Milan, I shall support you against Carinthia, otherwise I ask for your support to take Milan from Pavia.

**Milan – Austria:** I think that you ought to make peace with France and begin to combat Venice together.

**Milan – all:** I think that is better to stop fire each other and see what it makes together to avoid that Venice have 15 cities this year.

**Naples – Florence:** How about an alliance against the Turk? I will support you to TS next turn.

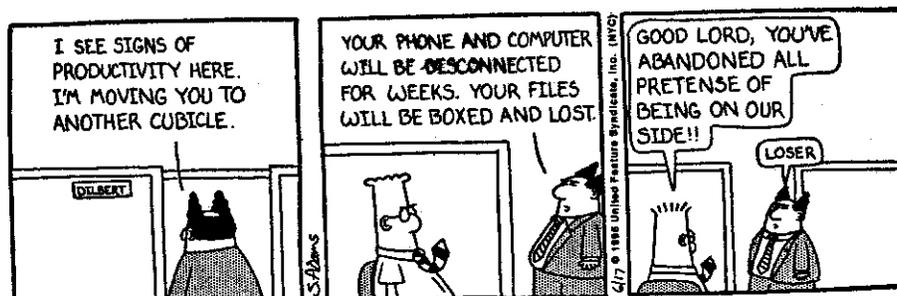
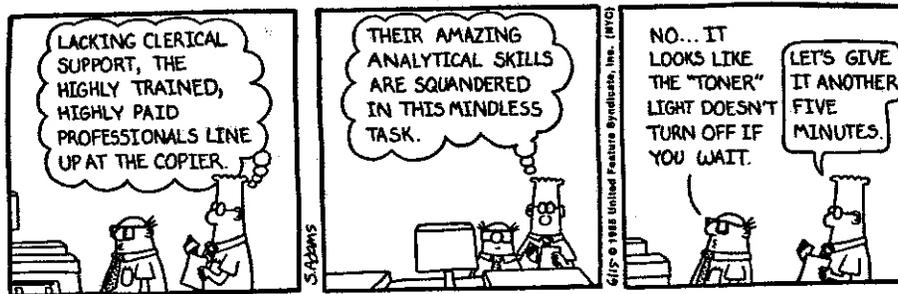
**Naples – France:** OK, you have analyzed the game status - now what are you going to do to change things?

**Papacy – Venice:** You are looking monstrous!! Rest assured I appreciate the aid you have given me, and I will be your friend for a very long time. I'm going to besiege Bologna should Florence decide to garrison up there

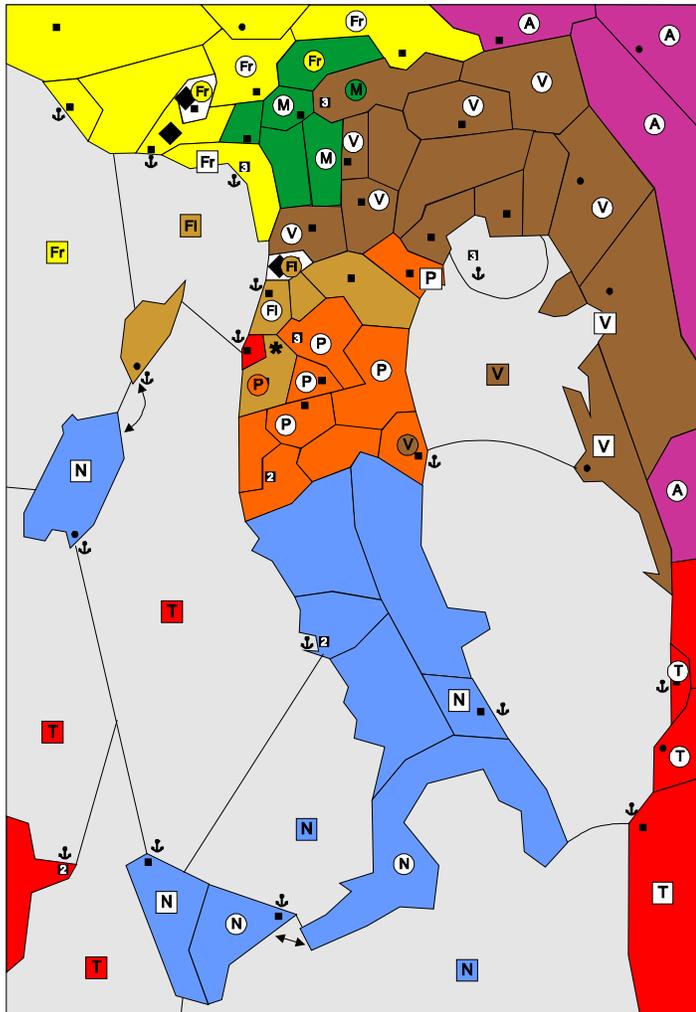
**Papacy – Turkey:** If there is any way I can help you just let me know.

**Venice – Pope:** Well done, I hope you are in Bologna now with an army! Don't worry about my convoy to Ancona, if it succeeded then the army will move on toward Naples.

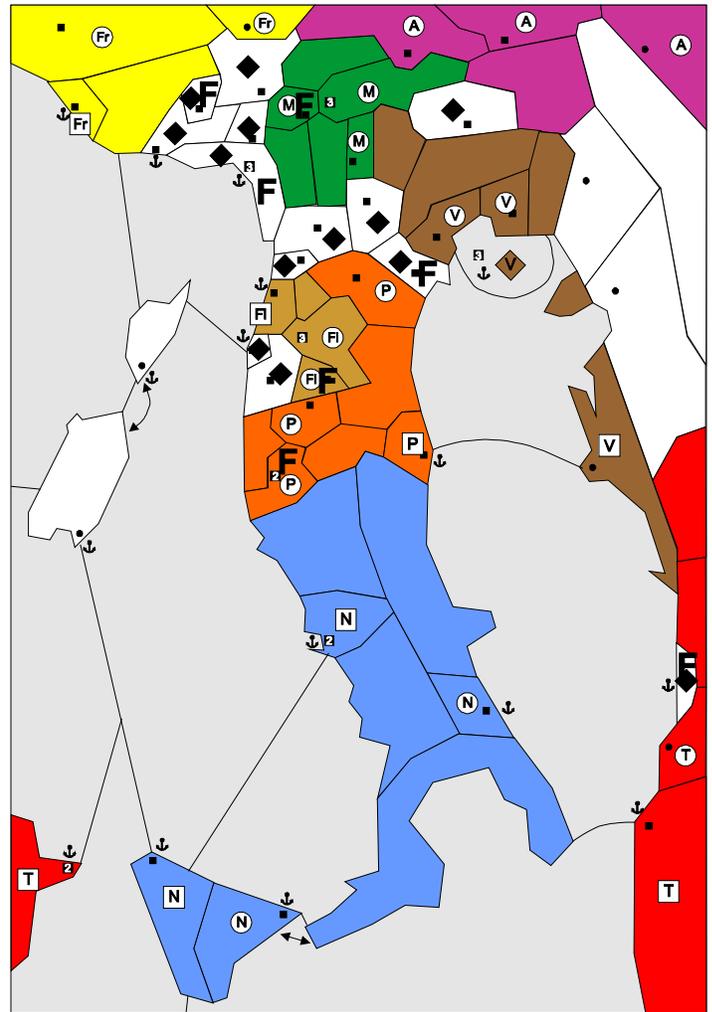
**Venice – France:** Yes Venice has huge expanding power in this scenario, I'm taking it easy and I'm not going for a solo and still my country grows fast as hell. Luckily our GM set a victory criterion of 23 cities, which is easy to avoid. Consider though that normally Venice's starting size will trigger antagonism against it while here it doesn't, and my fun is in trying to keep some friendly neighbors!



"Feral Dogs"



Citizen Dog



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

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

**Citizen Dog**

**Gamestart**

**Deadline for Spring 1454: 9/22 Tuesday**

The Players

AUSTRIA	Bob Robles	FLORENCE	Kevin Wilson
FRANCE	Mike Scott	MILAN	Pasquale Giovine
NAPLES	Lee McConnell	PAPACY	Brad Martin
TURKS	Jason Wilke	VENICE	Ray Grib
GAME MASTER	Chris Hassler	"Cerberus"	

The Positions

- Austria: A Tyrolea, A Austria, A Hungary, Treasury: 1 ducat
- Florence: A Florence, A Arezzo, F Pisa, Treasury: 6 ducats
- France: A Swiss, A Avignon, F Marseilles, Treasury: 2 ducats
- Milan: A Cremona, A Pavia, A Milan, Treasury: 6 ducats
- Naples: A Bari, A Messina, F Naples, F Palermo, Treasury: 4 ducats
- Papacy: A Bologna, A Perugia, A Rome, F Ancona, Treasury: 4 ducats
- Turks: A Albania, F Durazzo, F Tunis, Treasury: 4 ducats
- Venice: A Padua, A Treviso, G Venice, F Dalmatia, Treasury: 9 ducats
- Autonomous Garrisons: Turin, Savoy, Saluzzo, Montferrat, Genoa, Lucca, Mantua, Trent, Piombino, Sienna, Ragusa, Ferrara, Modena

Notes

Here's how the voting went. Advanced rules passed 6 to 1 with 1 abstention. As for the optional rules, Famine, Plague, Special Military Units, and Conquest won with clear majorities while Strategic Movement and the Moneylenders were defeated. Finally, press was 2 votes for black, 2 votes for gray, 3 votes for white and 1 abstention, so we have white press. We will be playing to ultimate victory conditions: 23 cities captured is a victory.

Spring 1454 Famine

**Poor Year – Row Only:** Ferrara, Rome, Pavia, Arezzo, Saluzzo, Albania, Genoa

**Dogpaddle**

**Epoch III Celts and Macedonians**

**Deadline for Epoch III Macedonians, Mauryans, and Han Dynasty: 8/4 Tuesday**

Epoch III

**The Triffids** (Geggus) CELTS. Army *Central Europe, Northern Gaul, Albion, Central Massif* (vs. Carthagina: Ce: 2, 2; Ca: 5; loses), *Central Massif* (vs. Carthagina: Ce: 5, 5; Ca: 1; wins), *Pyrenees* (vs. Carthagina with Surprise Attack: Ce: 6, 2; Ca: 1; wins), *Dneipr, Caucasus* (vs. Scytheans: C: 3, 2; S: 4; loses). Builds Monument *Central Europe*. Points: Dominance in Southern

Europe (6) and Northern Europe (2), one city (1), and one Monument (1) for 10 points.

**Snoopy's Blanket Chasers** (Anderson) NMRs! **Since Dave has also allowed his subscription to expire, would Dan Eisenhut please take over the position!**

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Brad Martin	The Zircon Utopia (Blue)	10	28
Dan Eisenhut	Snoopy's Blanket Chasers (Orange)	12	24
Joe Carl	The Go Masters (Black)	12	15
Andy Lewis	Gaming Through the Ages (Purple)	13	21
Dennis Cain	Impending Ascension (Red)	19	30
Chris Geggus	The Triffids (Green)	21	41

Final Positions

**Snoopy's Blanket Chasers:** SCYTHEANS: Army and Monument *Eastern Anatolia*, armies *Caucasus* and *Western Anatolia*.

**Impending Ascension:** Fleets *Eastern Mediterranean* and *Black Sea*. REBELLION: Army, city, and Monument *Wei River*. PERSIANS: Army, Capital, and Monument *Persian Plateau*, army and city *Morea*, army and Monument *Upper Tigris*, armies *Hindu Kush, Upper Indus, Lower Indus, Ganges Valley, Zagros, Levant, Palestine, and Nile Delta*.

**The Zircon Utopia:** INDUS VALLEY: Armies *Western Deccan, Eastern Ghats, and Ceylon*. CIVIL WAR: Armies *Arabian Peninsula* and *Nubia*. CHOU DYNASTY: Army and city *Yellow River*, armies *Tarim Basin, Yangtse Kian, and Chekiang*.

**The Go Masters:** ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*.

**The Triffids:** GREEK CITY STATES: Army, city, and fort *Crete*, armies *Morea* and *Balkans*. CELTS: Army and Monument *Central Europe*, armies *Northern Gaul, Albion, Central Massif, Pyrenees, and Dneipr*.

**Gaming Through the Ages:** Fleet *Western Mediterranean*. ARYANS: Two armies *Turanian Plain*, army *Persian Salt Desert*. CARTHAGINIA: Army and Capital *Shatts Plateau*, armies *Libya, Southern Iberia, Western Iberia, and Northern Appenines*. NILE KINGDOM: Army, city, and fort *Upper Nile*.

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

Epoch III Empire

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

**Rock Hound**

**Stock Round 6**

**Operations Round 6.1 due: 9/22 Tuesday**

Stock Round 6

ANUS buys 1 share of AL for \$125.

**BORG Mining Collective** Sells 4 shares of MM for \$608. Presidency of MM passes to Due Unto Others. MM share price drops to \$136. Buys 1 share of AL for \$125.

**Blue Sky Mining** buys 1 share of AL for \$125.

**Due Unto Others** NMRs.

**Errol's Outfit** buys 1 share of AL for \$125.

**Carved in Stone** buys 1 share of AL for \$125.

ANUS buys 1 share LE for \$67.

**BORG Mining Collective** Buys 1 share of RCC for \$88, which floats the company.

**Blue Sky Mining** sells 1 share OPC for \$69 (stock price drops to \$60). Buys 1 share MM for \$136.

**Due Unto Others** NMRs.

**Errol's Outfit** passes.

**Carved in Stone** passes.

ANUS passes.

**BORG Mining Collective** passes.

**Blue Sky Mining** sells 1 share VP for \$122 and buys 1 share of MM for \$136, assuming the presidency.

**Due Unto Others** NMRs.

**Errol's Outfit** passes.

**Carved in Stone** passes.

**S.O.B.**

ANUS passes.

**BORG Mining Collective** passes.

**Blue Sky Mining** buys 1 share of MM for \$136.

**Due Unto Others** NMRs.

**Errol's Outfit** passes.

**Carved in Stone** passes.

All pass.

RU share price increases to \$206, AL to \$171

Operations Round 6.1

TSI receives \$10

RU receives \$15

AL receives \$15

**Errol's Outfit** receives \$15

Players

Player Name	Player Faction Name	Cash	Assets
Sean Cousins	Due Unto Others	\$585	3 shares MM, 1 share TSI, 1 share RU, 2 shares VP, 3 shares LE, 1 share AL
Bill Scharf	Errol's Outfit	\$720	Robot Smelters, 3 shares TSI, 1 share MM, President's Share OPC, 2 shares OPC, 2 shares AL
Dennis Cain	Carved in Stone	\$562	President's Share VP, 4 shares VP, 1 share RU, 3 shares OPC, 2 shares AL
Bob Robles	Asteroid New Utilization Syndicate (ANUS)	\$117	President's Share LE, 1 share TSI, 1 share VP, 4 shares LE, President's Share AL, 1 share AL
Caleb Cousins	BORG Mining Collective	\$1127	President's Share TSI, 2 shares TSI, 2 shares RU, President's Share RCC, 3 shares RCC, 1 share AL
Andy Lewis	Blue Sky Mining	\$631	President's Share RU, 4 shares RU, 1 share TSI, President's Share MM, 3 shares MM, 1 share AL

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	RU	\$5/turn	Free Base
8: Vacuum Associates	RU	\$10/turn	Free Fueling Station
9: Robot Smelters	Errol's Outfit	\$15/turn	Free Claim

Corporations

Name	President	Treasury	Ships	Bases	Fueling Stations	Claims	Private Companies/ Pilots
TSI	BORG Mining Collective	\$1045	Scout (6/2), Scout (7/3), Tug (5/4)	1	2	4	Planetary Imports
RU	Blue Sky Mining	\$570	Tug (4/3), Tug (4/3), Scout (6/2)	1	1	6	Vacuum Associates, Tunnel Systems
AL	ANUS	\$1167	Tug (4/3), Tug (4/3), Tug (6/5)	3	3	7	Fast Buck, Ice Finder, Ore Crusher
MM	BORG Mining Collective	\$28	Tug (4/3)	1	1	2	Torch
VP	Carved in Stone	\$586	Tug (4/3), Tug (4/3), Tug (5/4)	2	1	1	Drill Hound
RCC	BORG Mining Collective	\$880					
OPC	Errol's Outfit	\$480	Tug (5/4), Scout (7/3)	2	3	6	
LE	ANUS	\$132	Scout (6/2), Tug (5/4), Tug (6/5)	1	1	3	Lucky

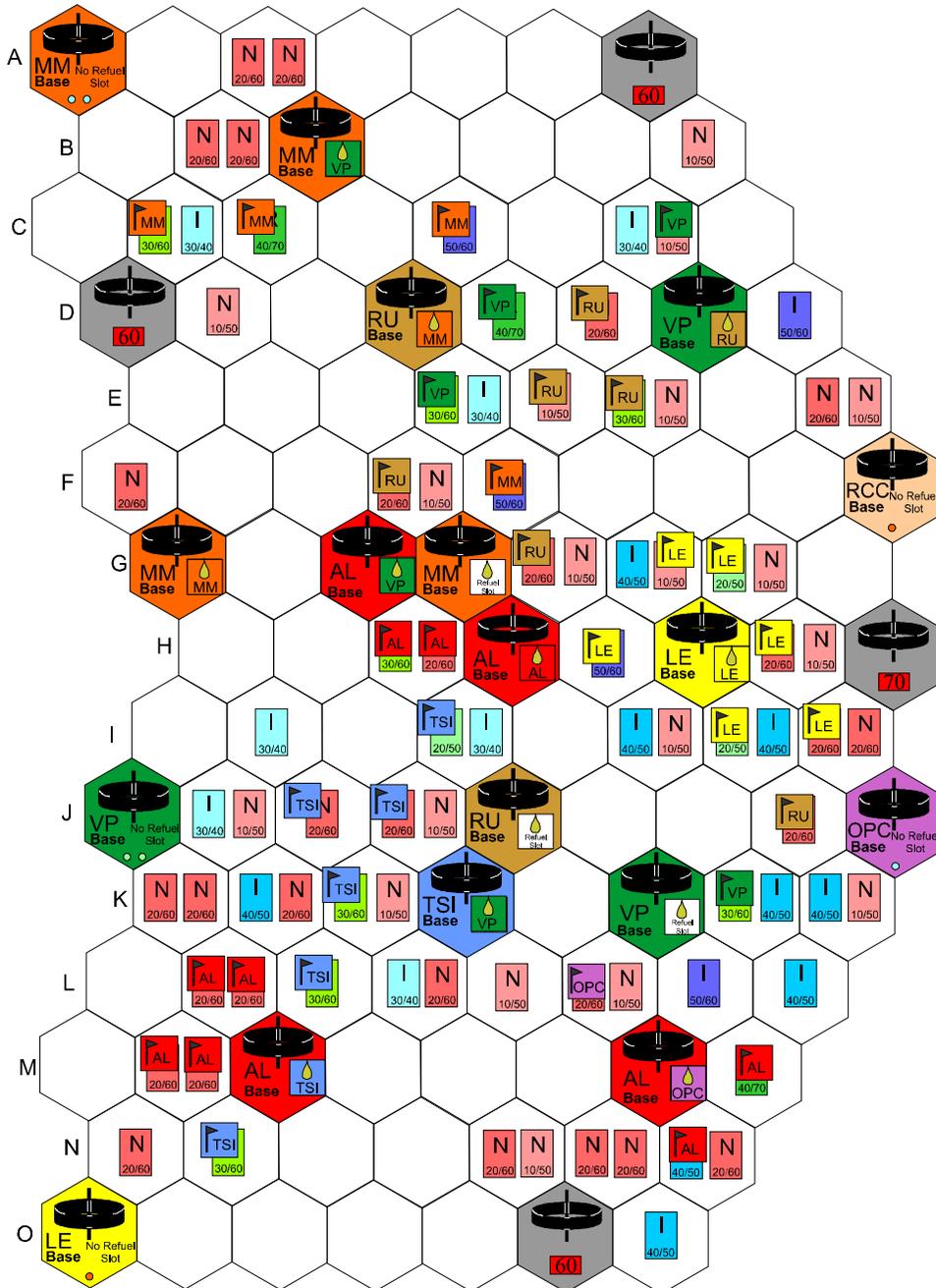
Available Stock

Stock Market	Public Corps.	Growth Corps.
1 share MM, 1 share OPC, 1 share VP	2 shares Outer Planet Consortium (\$88), 5 shares Ring Construction Corporation (\$88)	1 share Lunar Enterprises (\$67)

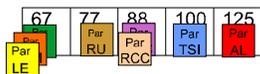
Cash in the Bank: \$1420

Available Ships: (Phase IV ships) 3, Scout 8/4, \$400; Tug 6/5, \$450





71	80	90	101	113	126	140	155	171	188	206	225	245	266	288	311	335	360	386	413	441	470	500
62	70	79	89	100	112	125	139	154	170	187	205	224	244	265	287	310	334	359	385	412	440	469
54	61	69	78	88	99	111	124	138	153	169	186	204	223	243	264							
46	53	60	68	77	87	98	110	123	137	152	168	185										
36	45	52	59	67	76	86	97	109	122	136												
24	35	44	51	58	66	75	85	96														
10	23	34	43	50	57	65																



## Running Dogs

### Turn 7 Bidding to Combat

**Turn 7 Combat due: 9/22 Tuesday**

#### Players

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

Commissioner (2), Representative (1); Fremem: Stilgar (7), Chani (6), Shadout Mapes (3)

#### Notes

Paul Bolduc is now the player of record for the Atreides. Andy York is now the player of record for the Bene Tleilaxu. Also, a word of explanation about the Lansraad/Bene Gesserit move in Habbanya Ridge Flat. The order of precedence for allies moving into the same area is 1) shipping, 2) shortest distance from start to end areas, 3) largest force. In the case above, since neither was shipping directly there, and both were moving only one area, the Lansraad had the right of way since they were moving five tokens and the Bene Gesserit were moving two.

#### Bidding

- CARD 1 ( ) goes to the Guild for 3 spice.
- CARD 2 ( ) goes to the Ixians for 3 spice.
- CARD 3 ( ) goes to the Bene Tleilaxu for 3 spice.
- CARD 4 ( ) goes to the Fremem for 3 spice.
- CARD 5 ( ) goes to the Atreides for 4 spice.
- CARD 6 ( ) goes to the Harkonnens for 5 spice (extra card: )

#### Revival and Movement

The Lansraad orders the Atreides to hold in place. Bene Gesserit coexist everywhere except Carthag, Tuek's Sietch, and Habbanya Ridge Flat. They use their Lansraad alliance power to restrict the Funeral Plain. The Emperor uses his Lansraad alliance power to restrict access to Imperial Basin. The Emperor also gives 10 spice to the Bene Gesserit.

#### Revival

- Emperor** revives 1 token
- Fremem** revives 3 tokens
- Guild** revives 3 tokens (4 spice paid)
- Harkonnens** revive 3 tokens (2 spice paid)
- Ixians** revive 3 tokens (2 spice paid), 1<sup>st</sup> Lieutenant, 2<sup>nd</sup> Lieutenant
- Lansraad** revives 1 token

#### Shipping

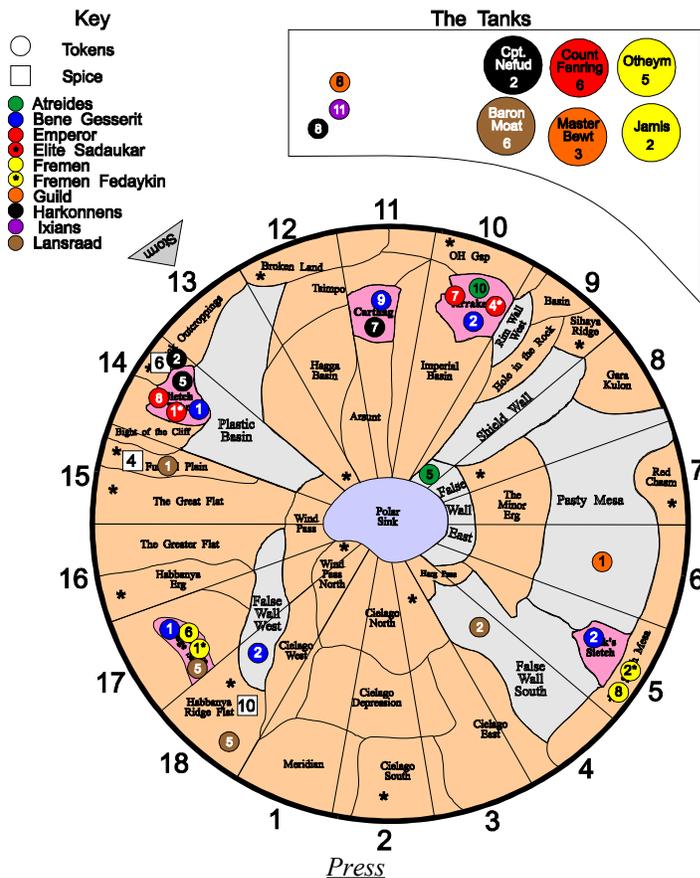
- Bene Gesserit** ship 6 tokens to Carthag
- Emperor** ships 11 tokens (4 elite Sadaukar) to Arrakeen
- Guild** ships 1 token to Pasty Mesa (sector 6)
- Harkonnens** ship 5 tokens to Sietch Tabr
- Lansraad** ship 10 tokens to Habbanya Ridge Sietch

#### Movement

- Bene Gesserit** move 2 tokens False Wall West to Habbanya Ridge Flat (Lansraad move takes precedence)
- Harkonnens** move 2 tokens Sietch Tabr to Rock Outcroppings (14)
- Lansraad** moves 5 tokens Habbanya Ridge Sietch to Habbanya Ridge Flat (18)

#### Combat

**Arrakeen** Emperor vs. Atreides. Atreides are the aggressors. Available leaders: Emperor: Captain Aramsham (5), Burseg (3), Caid (3), Bashar (2); Atreides: All. **Sietch Tabr** Harkonnens vs. Emperor. Emperor is the aggressor. Available leaders: Harkonnens: Feyd-Rautha (6), Beast Rabban (4), Piter DeVries (3), Umman Kudu (1); Emperor: Captain Aramsham (5), Burseg (3), Caid (3), Bashar (2). **Carthag** Bene Gesserit vs. Harkonnens. Harkonnens are the aggressors. Available Leaders: Bene Gesserit: All; Harkonnens: Feyd-Rautha (6), Beast Rabban (4), Piter DeVries (3), Umman Kudu (1). **Habbanya Ridge Sietch** Lansraad vs. Fremem. Fremem are the aggressors. Available Leaders: Lansraad: Earl Viaconte (5), Administrator (3),



**Fremem – Harkonnens:** Glad you took that so well. I had a couple cards to flush, also.

**Atreides – All:** For 1S I'll let any faction but B know if one card they're about to bid on is worthless or not.

#### Final Positions

- Atreides:** 10 Arrakeen, 5 tokens False Wall East (9), 5 tokens off-planet
- Bene Gesserit:** 1 token Sietch Tabr, 9 tokens Carthag, 2 tokens Tuek's Sietch, 2 tokens Arrakeen, 1 token Habbanya Ridge Sietch, 2 tokens False Wall West (18), 3 tokens off-planet
- Bene Tleilaxu:** No traitors, no traps
- Emperor:** 9 tokens (1 Elite Sadaukar) Sietch Tabr, 11 tokens (4 Elite Sadaukar) Arrakeen, Count Fenring in the tanks
- Fremem:** 7 tokens (1 Fedaykin) Habbanya Ridge Sietch, 10 tokens (2 Fedaykin) South Mesa (5), 3 tokens Southern Hemisphere, Otheym, and Jamis in the tanks

**Guild:** 1 token Pasty Mesa (6), 8 tokens and Master Bewt in the tanks, 11 tokens off-planet  
**Harkonnens:** 7 tokens Carthag, 8 tokens and Captain Nefud in the tanks, 3 tokens Sietch Tabr, 2 tokens Rock Outcroppings (14)  
**Ixians:** 11 tokens in the tanks, 9 tokens off-planet

**Lansraad:** 1 token Funeral Plain, 2 tokens False Wall South, 5 tokens Habbanya Ridge Sietch, 5 tokens Habbanya Ridge Flat (18), 7 tokens off-planet, Baron Moat in the tanks  
 Your cards: \_\_\_\_\_  
 Your spice: \_\_\_\_\_

## Lupine

### Turn 2 Opinion Polls and Campaign Results Turn 3 Conferences, Cabinet, and Coalitions due: 9/22 Tuesday

#### Opinion Polls

##### Rheinland-Pfalz

No bids.

##### Neidersachsen

**FDP** wins the bid at 600DM and buys 1.  
 Turns FDP +2 and SPD -1.

##### Saarland

**FDP** wins the bid at 100DM. Turns FDP +2 and SPD -1.

##### Bremen

**FDP** wins the bid at 100DM. Turns FDP +2 and CDU -2.

#### Campaign Results

##### Bremen

No activity

##### Saarland

No activity

##### Neidersachsen

**SPD** turns in 6 campaign days for 36 vote share.

##### Rheinland-Pfalz

**CDU** has no campaign days.

**Grüne** turns in 6 campaign days for 12 vote share.

**FDP** has no campaign days.

**SPD** turns in 7 campaign days for 56 vote share, reaching the 50 maximum.

#### Election Results

**CDU** has (4+2) \* 6 = 36 votes in Bonn

**Grüne** has (5+1) \* 17 = 102 votes in Bonn.

**FDP** has (0+3) \* 0 = 0 votes in Bonn.

**SPD** has (9+4) \* 50 = 650 votes in Bonn.

SPD triumphs over the CDU/Grüne coalition with an overall majority. He moves Atomkraft JA and 35-Stunden-Woche JA into Bonn along with 1 media token.

CDU gains 0 party bases, Grüne gains 0 party bases, FDP gains 3 party bases, and SPD gains 3 party bases.

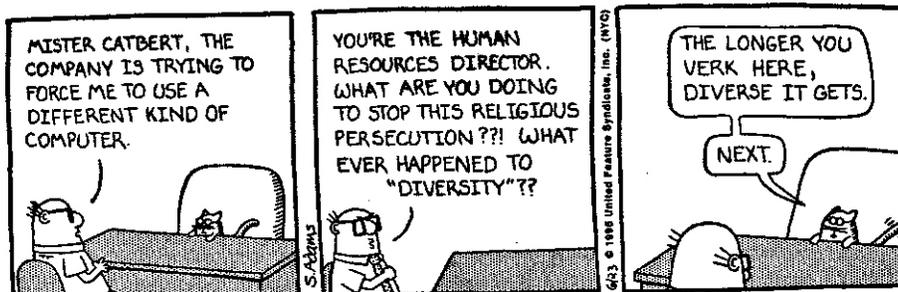
CDU gains 1500 DM, Grüne gains 1700 DM, FDP gains 1200DM, and SPD gains 8000 DM, including Pankow.

#### Notes

Caleb Cousins has NMRed. **Will Bill Scharf please submit standby orders for CDU!**

#### The Parties

<u>CDU</u>	<u>Grüne</u>	<u>FPD</u>	<u>SPD</u>
<b>Player:</b> Caleb Cousins?	<b>Player:</b> Brad Martin	<b>Player:</b> Andy York	<b>Player:</b> Andy Lewis
<b>Campaign Days:</b> 5	<b>Campaign Days:</b> 9	<b>Campaign Days:</b> 11	<b>Campaign Days:</b> 15
<b>Media:</b> 4	<b>Media:</b> 3	<b>Media:</b> 1	<b>Media:</b> 2
<b>Conferences:</b> 2 Special	<b>Conferences:</b> 2 Special	<b>Conferences:</b> Special	<b>Conferences:</b> 2 Special
<b>Platform:</b> <u>Freugeutliche</u>	Regular	Regular	Regular
<u>Grundordnung</u>	<b>Platform:</b> <u>Umweltshutz</u>	<b>Platform:</b> <u>Marktwirtschaft</u>	<b>Platform:</b> <u>Gewerkschaft</u>
Atomkraft NEIN	§218 JA	35-Stunden-Woche JA	35-Stunden-Woche JA
NATO NEIN	Atomkraft NEIN	NATO NEIN	NATO JA
Steuersenkung JA	Steuersenkung JA	Steuersenkung NEIN	§218 NEIN
Gewerkschaft	Gewerkschaft	Atomkraft JA	Atomkraft JA



**S.O.B.**  
*The Provinces*

Neidersachsen

	CDU	Grüne	FDP	SPD
Campaign Days	0	6	0	0
Vote Share	1	5	0	49
Media Tokens	0	2	0	2
Trend	0	0	+1	+1

**Issues:** NATO JA  
35-Stunden Woche JA  
§218 NEIN  
Steuersenkung NEIN

**Mandate Range:** 6-11

Saarland

	CDU	Grüne	FDP	SPD
Campaign Days	10	0	0	0
Vote Share	5	5	0	0
Media Tokens	1	0	0	0
Trend	+2	0	+1	-1

**Issues:** NATO NEIN  
Atomkraft NEIN  
Gewerkschaft

**Mandate Range:** 4-9

Available Issues

Steuersenkung JA	Steuersenkung JA
Atomkraft NEIN	§218 JA
Umweltschutz	Umweltshutz
Atomkraft NEIN	Steuersenkung JA
Steuersenkung JA	Gewerkschaft
Freugeutliche Grundordnung	§218 NEIN
NATO NEIN	§218 JA

Order for turn 3 is: SPD, Grüne, CDU, FDP

Your cash: \_\_\_\_\_

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

Bremen

	CDU	Grüne	FDP	SPD
Campaign Days	0	0	4	0
Vote Share	0	0	0	0
Media Tokens	0	0	3	0
Trend	-2	0	+2	0

**Issues:** Marktwirtschaft  
35-Stunden-Woche NEIN

**Mandate Range:** 1-6

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	0	0	0	0
Vote Share	0	0	0	0
Media Tokens	0	0	0	0
Trend	0	0	0	0

**Issues:** Freugeutliche Grundordnung

**Mandate Range:** 2-7

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	1	1
Party Bases	11	6	12	10
Votes	134	156	700	720

**Issues:** Atomkraft JA (x2), Steuersenkung NEIN, 35-Stunden-Woche JA

**Sun Dog**

Turns 13.2 to 15.2

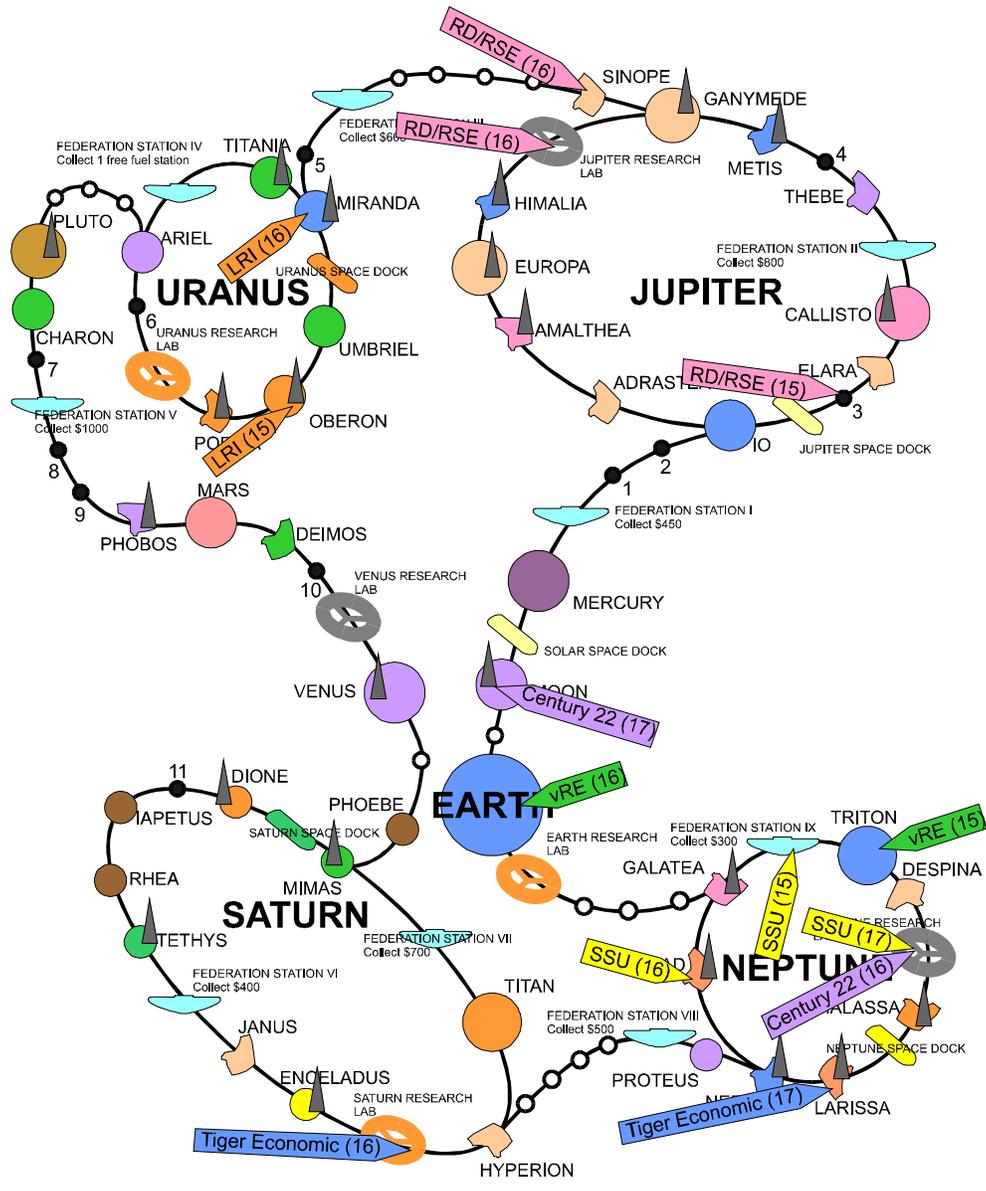
Turns 15.3 to 17.3 due: 9/22 Tuesday

Turn 13

	Starting Location	Die Roll	Ending Location	Notes
Century 22	Federation Station VII	4, 5	Janus	Declines to purchase
SSU	Neptune Space Dock	1, 2	Despina	Declines to purchase
vRE	Saturn Space Dock	1, 5	Federation Station VI	Gains \$400, buys 2 fuel stations
LRI	Uranus Space Dock	2, 2	Uranus Research Lab	Gains \$100, buys Uranus Research Lab for \$425
RD/RSE	Galatea	2, 2	Earth Research Lab	4 fuel used, gains \$100, pays \$575 in rent to LRI

Turn 14

	Starting Location	Die Roll	Ending Location	Notes
TE	Saturn Space Dock	4, 4; 4, 5	Nereid	Gains \$100, bypasses Enceladus, buys Nereid for \$230, places fuel station, and refuels
Century 22	Janus	4, 5	Proteus	9 fuel used, buys for \$240
SSU	Despina	1, 4	Nereid	5 fuel used, pays \$165 in rent to TE
vRE	Federation Station VI	3, 6	Federation Station VIII	Gains \$500
LRI	Uranus Research Lab	1, 4	Miranda	Pays \$130 to Tiger Economic
RD/RSE	Earth Research Lab	1, 1	Earth	May bypass Earth, gains \$100, gains \$1000, refuels to full.



Turn 15

	Starting Location	Die Roll	Ending Location	Notes
TE	Nereid	1, 6	Federation Station IX	7 fuel used, gains \$300, buys 1 fuel station for \$500
Century 22	Proteus	1, 3	Proteus	Red Shift: Win dispute with the player of your choice. Takes Venus from vRE

The Players (After Turn 15.2)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda, Nereid, Triton	3	18	2820
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Proteus, Venus	2	9	750
Solar Solutions, Unlimited (Yellow)	Kevin Wilson	Enceladus, Neptune Space Dock	0	20	385
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Charon, Diemos, Mimas, Tethys, Saturn Space Dock	3	25	2430
Lunar Rendezvous, Inc. (Orange)	Andy Lewis	Portia, Dione, Saturn Research Lab, Thalassa, Naiad, Larissa, Earth Research Lab, Uranus Space Dock, Uranus Research Lab	1	25	1080
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea	1	25	1625

Turn 15

	Starting Location	Die Roll	Ending Location	Notes
SSU	Despina	3, 4	Federation Station IX	7 fuel used, gains \$300, may purchase fuel stations
vRE	Federation Station VIII	2, 6	Triton	Owes \$225 in rent to TE
LRI	Miranda	1, 2	Oberon	3 fuel used, buys Oberon for \$300, places fuel station, refuels
RD/RSE	Earth	5, 5	Blank Dot 3?	10 fuel used, gains \$100, may bypass blank dot

Turn 16

	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station IX	1, 1; 1, 3	Saturn Research Lab	2 fuel used, gains \$100, bypasses Naiad, Red Shift: Advance to Saturn Research Lab, 1 fuel used, gains \$500 for passing Earth, owes \$300 in rent to LRI
Century 22	Proteus	2, 3	Neptune Research Lab	5 fuel used, declines to purchase
SSU	Federation Station IX	1, 1	Naiad?	2 fuel used, gains \$100, may bypass Naiad
vRE	Triton	3, 4	Earth	7 fuel used, gains \$1000, refuels to full
LRI	Oberon	2, 5	Miranda	7 fuel used, owes \$130 to Tiger Economic
RD/RSE	Blank Dot 3?	3, 5	Jupiter Research Lab or Sinope?	May choose either Jupiter Research Lab or Sinope as destination

Turn 17

	Starting Location	Die Roll	Ending Location	Notes
TE	Saturn Research Lab	4, 5	Larissa	9 fuel used, owes \$240 in rent to LRI
Century 22	Neptune Research Lab	5, 6	Moon	Gains \$500 for passing Earth, buys Moon for \$335, places fuel station, refuels
SSU	Naiad?	2, 3	Neptune Research Lab?	5 fuel used, may purchase for \$450

PoochTurn 5**Turn 6 due: 9/22 Tuesday**Planning

**Dutch** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

**English** maintain 4 ships (\$16), buy 1 ship (\$12) and 5 soldiers (\$50) for \$78.

**French** maintains 1 ship (\$4), buys 3 ships (\$36) and 4 soldiers (\$40) for \$80.

**Portuguese** maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

**Spanish** maintains 2 ships (\$8), buys 2 ships (\$24), and 4 soldiers (\$40) for \$72.

**Swedes** maintains 2 ships (\$8), buys 1 ship (\$12) and 2 soldiers (\$20) for \$40.

Outbound Naval Movement

**Dutch** move to J. Dice: 1, 3, 4, 5. Loses 1 soldier.

**English** move to X. Dice: 1, 1, 3, 5, 6. Loses 1 ship with 1 soldier.

**French** move to R. Dice: 2, 2, 4, 4. No losses. Drops off 4 soldiers. Move to N. Dice: 2, 3, 6. No losses.

**Portuguese** move to H. Dice: 1, 6, 6. Loses 1 soldier. Drops off 3 soldiers and 4 colonists. Moves to O. Dice: 5. No losses.

**Spanish** move to W. Dice: 1, 2, 2, 2, 5. Loses 1 soldier and 1 colonist.

**Swedes** move to D. Dice: 2, 3, 5. No losses.

Discovery

Swedes discover a mine in C.

Mining

**French** mine one bar in N. **Portuguese** mine one bar in O. Mine in O depletes.

Land Movement

**French** moves 1 gold bar from N to fleet, 4 soldiers from anchorage dot to R, and 4 colonists from anchorage dot to N.

**Spanish** move 3 soldiers and 3 colonists from anchorage dot to W. It is a resource rich climate 5 area with 1 native.

**Dutch** move 1 soldier and 1 colonist from J to G, 4 soldiers from I to E, 1 soldier and 2 colonists from J to I, and 3 soldiers and 4 colonists from anchorage dot to J. E is a climate 2 area with one site, a x2 city and 4 natives.

**English** move 3 soldiers and 2 colonists from X to U and 4 soldiers and 4 colonists from anchorage dot to X.

**Swedes** move 4 colonists from D to C and 2 soldiers and 4 colonists from anchorage dot to D. One colonist mines in C.

**Portuguese** moves 2 gold bars from O to fleet, 4 soldiers and 4 colonists from H to G, 3 soldiers and 4 colonists from the anchorage dot to H.

Native Combat

**French** kill 2 natives and lose 3 soldiers in R. **Spanish** kill 1 native and lose 2 soldiers in W. **Dutch** kill 2 natives and lose 2 soldiers in E. **English** kill 1 native in X, pillage city.

Native Uprisings

Climate is a 2. Uprising in C, 0 colonists killed.

Survival

Climate is a 4. **French** lose 1 soldier each in N and R. **Spanish** lose 1 soldier in M. **Dutch** lose 1 soldier in E. **Swedes** lose 1 soldier in C. **Portuguese** lose 1 soldier each in G and O.

Political Control

**Dutch** lose political control of G. **Swedes** gain political control of C.

Homebound Naval Movement

**French:** Dice: 1, 1, 3, 6. All 4 ships sink, including 1 gold bar!

**Spanish:** Dice: 1, 2, 5, 5, 5. No losses.

**Dutch:** Dice: 2, 2, 3, 6. No losses.

**English:** Dice: 1, 1, 2, 3, 4. 1 ship lost.

**Swedes:** Dice: 4, 5, 6. No losses.

**Portuguese:** Dice: 3, 6, 6. No losses.

Income

**French:** Political Control: \$60, resources: \$22.

**Spanish:** Political Control: \$90, resources: \$48.

**Dutch:** Political Control: \$90, resources: \$48.

**English:** Political Control: \$90, resources: \$36.

**Swedes:** Political Control: \$90, resources: \$20.

**Portuguese:** Political Control: \$90, gold: \$80, resources: \$32.

Turn 4 Initiative

French, Spanish, Dutch, English, Swedes, Portuguese

Press

**Dutch – English:** Go pillage that city! I'll stay over here on the moral high ground.

**Dutch – Portuguese:** I know you're up to something...but what?

**Dutch – France:** Red land means a quick death...those mines aren't worth it...I learned that the hard way.

**English – Dutch:** Three politically controlled areas already! If our neighbors don't pay attention, you'll win this again.

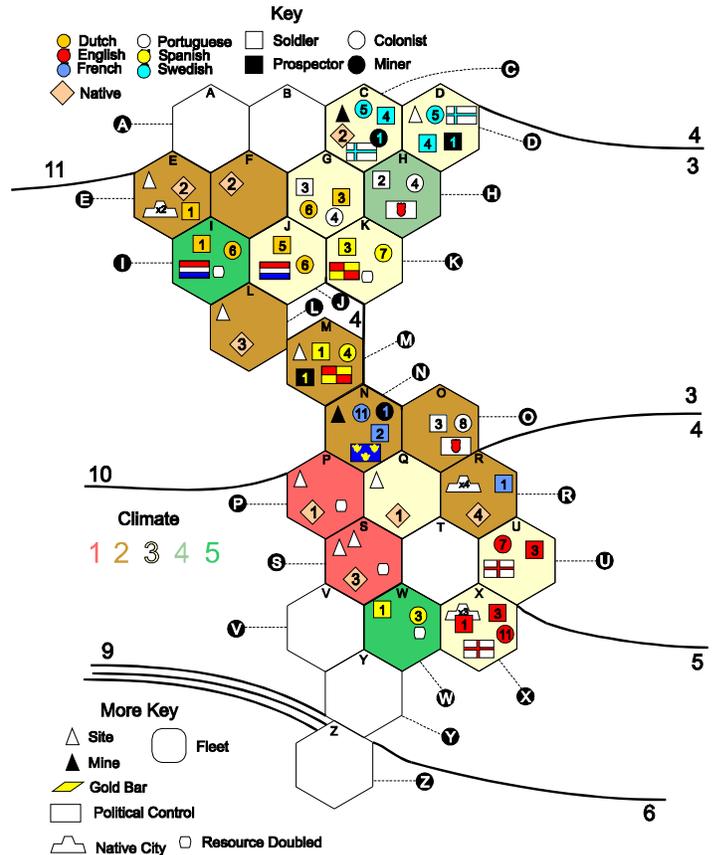
**English – French:** How do you expect to sack a city with that paltry force? Looks like we'll have to show you how it's done!

**Spanish – Portuguese:** Geez, couldn't wait until I got out of H, huh?

**Spain – Dutch:** OK by me if we stay out of each other's way. Let's see how much we can trust each other in this game.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bill Scharf	\$218	8	4	4
English	Dennis Cain	\$134	9	4	4
French	Dan Eisenhut	\$98	11	0	4
Portuguese	Andy Lewis	\$236	8	4	4
Spanish	Bob Robles	\$219	12	4	4
Swedish	Kevin Wilson	\$125	11	3	4



**Dogstar**

**Gamestart**

Turn 1 due: 9/22 Tuesday

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	BS	Bill Scharf	OrF, OrF, WaF		3
2	DC	Dennis Cain	OrF, OrF, WaF		3
3	AY	Andy York	OrF, OrF, WaF		3
4	DE	Dan Eisenhut	OrF, OrF, WaF		3
5	AL	Andy Lewis	OrF, OrF, WaF		3
6	BM	Brad Martin	OrF, OrF, WaF		3
7	ML	Michael Lowrey	OrF, OrF, WaF		3
8	PC	Pitt Crandlemire	OrF, OrF, WaF		3
9	KW	Kevin Wilson	OrF, OrF, WaF		3

Notes

Player aids and house rules have been included with all of your zines. Please look them over. Remember that this is the Expert Game and since we have 9 players instead of 8, some things are different from the last game of Outpost I ran. First of all, there are 6 of every upgrade card available. Phase II (which is when Scientists, Orbital Labs, Robots, Ecoplants, Laboratories, and Outposts become available) starts as usual when someone reaches 10 victory points. Phase III (which is when Space Stations, Planetary Cruisers, and Moon Bases become available) starts when someone reaches 35 victory points. As usual, the game ends when someone reaches 75 victory points. Finally, please come up with a name for your outpost or you will be assigned one which you may not find as acceptable....

Available Upgrades

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

In the warehouse: \_\_\_\_\_

New cards: \_\_\_\_\_

**Kennel Club**

**Gamestart**

**Initial Bids due: 9/22 Tuesday**

*The Players*

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Brad Martin		0		\$40		0		
Caleb Cousins		0		\$40		0		
Steve Koehler		0		\$40		0		
Murray Cowles		0		\$40		0		
Dennis Cain		0		\$40		0		
Martin Burgdorf		0		\$40		0		

*Commodity Log*

Commodity	Brad	Caleb	Steve	Murray	Dennis	Martin
Stone (2)	--	--	--	--	--	--
Wool (3)	--	--	--	--	--	--
Timber (4)	--	--	--	--	--	--
Grain (5)	--	--	--	--	--	--
Cloth (6)	--	--	--	--	--	--
Wine (7)	--	--	--	--	--	--
Metal (8)	--	--	--	--	--	--
Fur (9)	--	--	--	--	--	--
Silk (10)	--	--	--	--	--	--
Spice (11)	--	--	--	--	--	--
Gold (12)	--	--	--	--	--	--
Ivory (12)	--	--	--	--	--	--

*Notes*

Maps and house rules have been included with all of your zines. Please look them over.

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

**Dog Pound**

**Gamestart**

**1956 Orders due: 9/22 Tuesday**

*Players*

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	?	?	?	?	?
Budget	60	60	60	60	60
Cash	60	60	60	60	60
1-Orbital Satellite					
2-Interplanetary Satellite					
3-Lunar Probe					
4-Docking Module					
A-One Stage Rocket					
B-Two Stage Rocket					
C-Three Stage Rocket					
D-Liquid Fuel Strap-ons					
F-Kicker					
G-"Mega" Stage Rocket					
EVA Suits					
a-One Person Capsule					
b-Two Person Capsule					
c-Three Person Capsule					
d-Two Person Module					
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon					

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
2 <sup>nd</sup> Launch Facility					
3 <sup>rd</sup> Launch Facility					
Astronauts					

## 1956

### Draw Event Cards

**Dennis Cain:** R&D Bonus: +1 to each R&D die rolled this year. +3MB to budget.

**Brad Martin:** Test Failure: -15% on most advanced capsule (N/A). +10MB to budget.

**Andy York:** Astronaut Fails Physical: Random astronaut may not go on mission this year (not applicable). -2MB to budget.

**Bill Scharf:** Production Delay: No capsules or 4-person cap/modules this turn. +5MB to budget.

**Chris Geggus:** Program Setback: -10% to most advanced capsule and most advanced module (not applicable). +3MB to budget.

### Final Positions

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	?	?	?	?	?
1957 Budget	63	63	70	65	58
Cash	60	60	60	60	60

## In the Doghouse with Marmaduke

*Andy was unable to provide his subzine this issue. It will be back next issue.*

### 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 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. There were two Americans waiting at the entrance to the British Museum. One of them was the father of the other one's son. How can this be so?

A1. They were husband and wife.

Chris Geggus, Dan Eisenhut, Bob Robles, Dennis Cain, Joe Carl, Paul Bolduc, and Steve Koehler each receive ½ point.

Q2. Three women dressed in swimsuits were standing together. Two were sad and one was happy. But the sad women were smiling and the happy one was crying. Why should this be so?

A2. It was the final of the Miss World Beauty Contest. The winner always cries. The disappointed runners-up smile because everyone is watching them and they are expected to look happy and radiant.

Dan Eisenhut, Dennis Cain, Joe Carl, Paul Bolduc, Andy York, and Steve Koehler each receive ½ point.

Q3. A man in a restaurant complained to the waiter that there was a fly in his cup of coffee. The waiter took the cup away and promised to bring a fresh cup of coffee. He returned a few moments later. The man tasted the coffee and complained that this was his original coffee with the fly removed. He was correct, but how did he know?

A3. He had sweetened the original cup of coffee with sugar. He therefore knew when he tasted the coffee that it was the same cup.

Chris Geggus, Dan Eisenhut, Bob Robles, Joe Carl, Paul Bolduc, Andy York, and Steve Koehler each receive ½ point.

Q4. A man stands in front of a painting and says the following. "Brothers and sisters I have none, but this man's father is my father's son." (The question should have been finished out with "How is the man in the painting related to the one in front of it?" but most of you figured that out.)

A4. It is the man's son in the painting. "My father's son" must be the man himself (since he had no brothers or sisters). Therefore, "this man's father is my father's son" becomes "this man's father is me". So, the man in the picture is his son.

Chris Geggus, Dennis Cain, Joe Carl, Paul Bolduc, and Steve Koehler each receive ½ point.

Q5. A ship passed through the Panama Canal from west to east. That is to say, it entered at the west end of the canal and left at the east end. However, immediately after it left the canal it entered the Pacific Ocean. It did not double back through the canal, nor did it travel backwards. How could this be so?

A5. Remarkable as it may seem, the west end of the Panama Canal is in the Caribbean and the east end is in the Pacific. The Isthmus snakes around at that point and the canal runs from north-west (the Caribbean) to south-east (the Pacific). If you still do not believe it, then look it up in an atlas.

Dan Eisenhut, Dennis Cain, Joe Carl, Paul Bolduc, and Steve Koehler each receive ½ point.

### Current Scores

Pitt Crandlemire	46½	Chris Geggus	42½
Andy York	36½	Andy Lewis	31½
Paul Bolduc	28	Dennis Cain	24½
Brendan Whyte	24	Steve Koehler	24
Bill Scharf	20	Berry Renken	18
Dan Eisenhut	19	Caleb Cousins	15½
Brad Martin	13½	Bob Robles	14
Ward Narhi	11½	Joe Carl	11½
Tom Howell	8½	Sean Cousins	5
Debbie Osborne	4	Kevin Wilson	3½
Sigourney Street	½		

Joe Carl receives a free issue! Also, Chris Geggus received a free issue last time, but I forgot to mention it.

### New Questions

#### **Topic: Brain Teasers**

1. At a family reunion, it was found that the following relationships existed between the people present: Father, Mother, Son, Daughter, Uncle, Aunt, Brother, Sister, Cousin, Nephew, Niece. However, there were only four people there. How could this be so?

2. Mr. and Mrs. Jones were young and active people. Their next-door neighbor, Mrs. Jackson, was a 93-year-old invalid. One day, they asked her into their house to do something that neither of them could do. There was no skill that she had that one of them did not have, so why did they need her help?

3. John and David were brothers. John married Jane. David married Diana. The strange thing was, John and Diana shared the same wedding anniversary. David's wedding anniversary was one month before this date and Jane's was one month after it. None of them had ever divorced or remarried. What was going on?

4. What is it that the man who makes it does not need; the man who buys it does not use himself, and the person who uses it does so without knowing?

5. A man pushing his car stopped outside a hotel. As soon as he got there, he knew he was bankrupt. Why?

## Pedagoguery

Seen through a telescope, there are few sights grander than Saturn. With its bright rings, Saturn stands out among the planets, primarily because of its rings, but there are many outstanding features about this planet and its system of satellites.

Saturn itself is about the same diameter as Jupiter, but is only about one third as great, making it the least dense planet in the solar system. In fact, its density is even less than that of water, meaning that if you could find an ocean large enough, Saturn would float. Structurally, Saturn is very similar to Jupiter. Like Jupiter, Saturn has a rocky core, probably about 20 times the mass of the Earth. Surrounding that core is a layer of metallic hydrogen, the source of Saturn's strong magnetic field. Outside this layer is a layer of liquid hydrogen and helium. One of the sources of internal heating of Saturn is the fact that a constant rain of helium falls out of this layer into deeper layers. Since this denser material loses gravitational energy, the energy is conserved in the form of heat.

Saturn's cloud tops are much more tranquil than Jupiter's. That is not to say that Saturn does not have its storms. On the contrary, both Voyager probes noticed many different storms in Saturn's atmosphere. However, there was nothing to compare with Jupiter's Great Red Spot, and most of the storms were short-lived phenomena.

Saturn has a very rapid rotation rate; its day consists of just over 10 hours. This causes a noticeable oblateness in Saturn – its equatorial diameter is significantly greater than its polar diameter. This means that Saturn's gravitational pull is about one third stronger at the poles than at the equator.

Before Voyager, Saturn was believed to have three rings – designated A, B, and C from the furthest to the closest to Saturn. Now, we know that Saturn has many rings, and the structures that we see are composed of hundreds of little ringlets. The rings themselves are composed of millions of small particles, ranging in size from a few centimeters to a few meters in diameter, probably composed of rock and ice. The ice part accounts for the high reflectivity, and hence brightness, of the rings. The total mass of the rings is no more than that of Saturn's moon Mimas, one of Saturn's smaller moons. The rings may have been formed when a Mimas-sized moon got too close to Saturn and was broken apart by tidal stresses.

The A ring, the outermost of those we see from Earth, is about 14,500 km (9,000 mi.) across. It is a little dimmer than the B ring, but easily visible in a telescope. The A ring is separated from the B ring by the Cassini Division, which is 4,200 km (2,600 mi.) across and formed by an orbital resonance with Saturn's moon Enceladus. Because of the resonance, the particles in that orbit would tend to get systematically pulled away into higher orbits. However, Voyager showed us that the Cassini Division is not empty, but contains several very faint ringlets.

The B ring is the biggest and brightest of the three visible from Earth. It is 26,000 km (16,000 mi.) across. Voyager observed many strange phenomena around the B ring, not the least of which were dark spokes that stretched across the ring and puzzled scientists for a time. Normally a structure like that couldn't exist, because the inner portions of the spoke would be orbiting faster than the outer portions, causing the spoke to become a spiral, which would wind tighter and tighter as time went on. However, it is believed that the spokes are composed of very fine dust, suspended above the plane of the rings by Saturn's magnetic field.

The C ring is the innermost ring visible from Earth, and its discovery is a relatively recent one. This is because the C ring is very faint compared to the A and B rings. It is usually most visible when silhouetted against the disk of Saturn. It is fairly wide, 17,500 km (10,500 mi.) in diameter, and translucent.

Outside the A ring is the strandlike F ring, discovered by Voyager. The F ring is a single ringlet off the edge of the A ring. It is puzzling because when Voyager 1 saw the ring, it appeared to be braided. In other words, it appeared to consist of two or three strands that were wrapped around each other but still distinct. When Voyager 2 made its pass a couple of years later, the ring appeared normal. We still have no explanation for this behavior.

Saturn has a large collection of moons, from the very small to the immense. Saturn is also the only planet where we know of moons sharing orbits. The innermost few of Saturn's moons are very small, and serve a sort of shepherding function with regard to the moons. The gravitational action of the moon orbiting just outside the ring keeps the ring edge sharp. Moons such as Pan, Atlas, Prometheus, Pandora, Janus, and Epimetheus all serve that function, albeit with different rings. Prometheus and Pandora are also co-orbital. That is, they share nearly the same orbit, and they do this complex dance when they meet. The inner moon approaches the outer moon in their orbits, but instead of colliding, the gravity of the inner moon, since it is coming up behind the outer moon, pulls energy from the outer moon's orbit. This causes the outer moon to drop into a lower orbit, which in turn causes it to speed up. Likewise, the gravitational effect of the outer moon on the inner moon boosts the inner moon into a higher orbit. Thus, instead of colliding, the moons change places.

The innermost of the larger Saturnian moons is Mimas. When Mimas was first seen by Voyager, comparisons were immediately made with the Death Star. This is because of a large crater that was visible on the surface, fully one-third the diameter of the moon itself and 10 km (6 mi.) deep. It is estimated that the impact nearly blew Mimas apart, and it may have cracked the moon apart, but the moon was able to hold itself together with gravity, but just barely.

Enceladus is the next moon out. Tidal stresses on Enceladus make it behave in a manner kind of a cross between Europa and Io. It is an icy body, and there are probably reservoirs of liquid underneath its icy crust, but it also has geysers.

Tethys is the next one out. Tethys is unremarkable except for a huge chasm that spans its surface. Called Ithaca Chasma, it is a 100 km (60 mi.) deep trench that runs nearly pole to pole. Tethys also shares its orbit with two tiny moonlets, Telesto and Calypso.

Dione is the next moon out. It has many strange dark and light patches on its surface and it also shares its orbit with another tiny moon, Helene.

Rhea is the second largest of Saturn's moons. Highly cratered, Rhea is also high in ice and therefore relatively bright. Rhea has many overlapping craters on its surface, as well as areas indicating new ice formation.

Titan is an enigma. We have never seen its surface, because of its thick atmosphere. By far the largest of the Saturnian moons, it rivals Ganymede in size. Its thick atmosphere is composed of methane, ammonia, and complex hydrocarbons, thus resembling smog. It is thought that there could be oceans of liquid methane on the surface, but verification of that will have to wait until the arrival of the Cassini probe to Saturn in 2004.

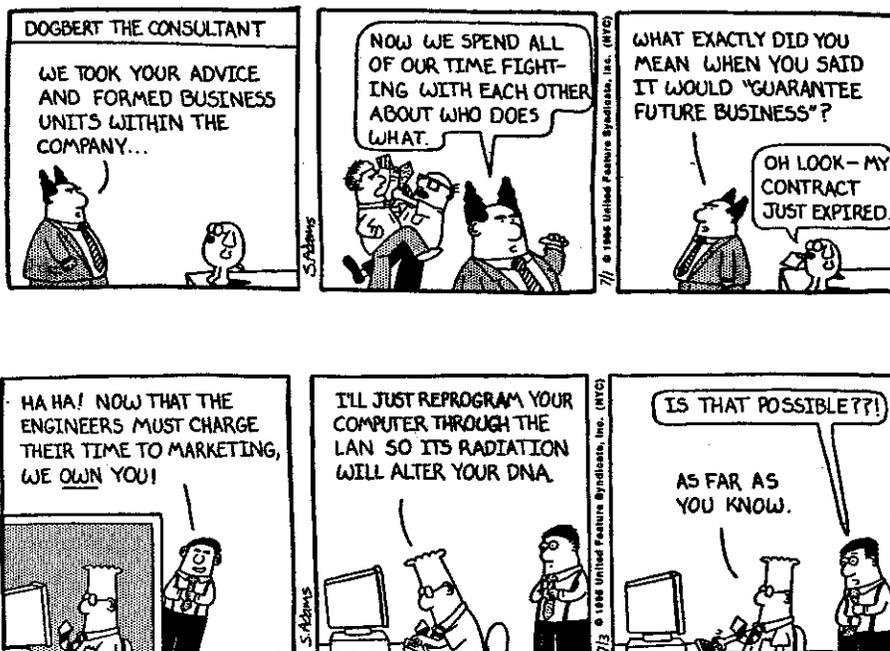
Hyperion is the only body in the solar system with a chaotic orbit. It is shaped something like a hamburger patty, and it tumbles as it orbits, probably contributing to the chaotic orbit. Enceladus is a two-faced moon. The hemisphere that leads in its orbit is dark, the trailing hemisphere, bright. It is believed that it is sweeping up this dark matter in its orbit, possibly carbon compounds that have escaped from Titan's atmosphere. Finally, we come to Phoebe, a small, unremarkable rock.

Next issue, we move on to Uranus.

## Machiavelli House Rules

1. The 1995 edition rules will be used, unless otherwise specified.
2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.
4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.
5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.
6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.
7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.
8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
9. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.
10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
11. Phone orders will be accepted but written orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.
12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.
13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.
14. Treasuries are open to inspection only during income calculation and the Winter campaign.
15. Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. A fleet in either province may still transport an army in the other, however.
16. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.
17. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.
18. A unit is not considered adjacent to a garrison unless it is in the same province as the garrison.
19. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.
20. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province.
21. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.
22. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.
23. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.

**Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.**



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## Standbys

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

**Machiavelli (gunboat and regular):** Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Dave Anderson, Ward Narhi, Pitt Crandlemire, Berry Renken (1995 only), Paul Bolduc, Joe Carl, Kevin Wilson, Pasquale Giovine, Andy York **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson, Ward Narhi, Pitt Crandlemire, Andy York **New World:** Dan Eisenhut, Pitt Crandlemire, Kevin Wilson, Andy York, Bill Scharf **Merchant of Venus:** Paul Bolduc, Dan Eisenhut, Debbie Osborne, Carrie Lewis, Bob Robles, Kevin Wilson, Andy York **Die Macher:** Dave Anderson, Andy York **Outpost:** Dave Anderson, Dan Eisenhut, Michael Lowrey, Kevin Wilson, Andy York **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson, Chris Geggus, Dave Anderson, Pitt Crandlemire, Joe Carl, Andy York **Stellar Conquest:** Paul Bolduc, Dave Anderson, Kevin Wilson, Andy York **2038:** Pitt Crandlemire, Andy York **Liftoff!:** Dennis Cain, Andy York **SolarQuest:** Andy York

## Standby Calls

Dan Eisenhut for the Snoopy's Blanket Chasers in Dogpaddle and Bill Scharf for the CDU in Lupine