Notes from Hades

Theses last few weeks have been very hectic. First, the move. Due to pressure from our buyers, we had about 7 hours to move all of our stuff. With a bunch of our friends, we managed to accomplish this feat with but minutes to spare. Then it was a matter of moving everything to at least approximately where it needed to be. By the end of that day, we were all exhausted. Celeste and I spent the next few days unpacking and painting selected rooms. The house is starting to get to where we want it, and we love it so far. The next big thing is the landscaping.

After dealing with the move, there was vacation. Late July is not the most optimal time to go to Virginia, but we really didn't have much choice. Celeste's niece was getting married then, so we made a vacation of it. We stayed most of the time in her aunt's house in Martinsburg, West Virginia, and we managed to enjoy ourselves despite the heat and humidity. We saw a number of Civil War battlefields, including Antietam, Gettysburg, Manassas, Mechanicsville, and Gains Mill. Seeing the battlefields gives you a real appreciation of what the soldiers went through, especially since all of those battles were fought during the summer in similar weather to what we encountered. We also saw Monticello, Thomas Jefferson's estate, and Mount Vernon, George Washington's estate. Overall, it was a very enjoyable trip, but I don't feel the need to go back there in the summer anymore.

Before I left, I received a sample of a new (to me) zine called Fintlewoodlewix, published by Karl Muller. It has a nice mix of chat, reading material, and games. Most of the games are Dip and Dip variants, but it looks good overall. If you are interested, Karl's address is on the back page.

This issue's deadline to **Tuesday, August 31 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.

Game Openings

None at this time.

Wish List

Dune. This game will start when the current Dune game ends. We will use the three variant powers (Bene Tleilaxu, Ixians, and Lansraad). Have Steve Koehler and Bill Scharf. Will take up to 7 more.

Gunboat Machiavelli. This game will start when Feral Dogs ends. Scenario and specific rules to be determined at game start by player vote, as usual. Need up to 8.

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.

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

Kevin Wilson

I still haven't bought my telescope so I'm looking forward to your next column to see if you shed any more light. I'm leaning toward a Schmidt-Cassegrain. I've found a mail order shop in OK that has Celestron S-C, 5" f/10 for about $800 with an equatorial mount, tripod and drive. The also carry Meade's which are about the same price for a 8", but they don't come with the nicer mounts.

[Schmidt-Cassegrains are good, multi-purpose telescopes that are hard to go wrong with. Both Celestron and Meade are very good companies. You might want to consider the Meade ETX telescope. They recently came out with a 120mm (about 4.75 inches) model, and the nice thing about it is that you can get an optional computer control for it for about $150. The computer control comes with a built-in go-to capability and a database of about 14,000 objects ranging from common Messier and NGC catalog objects to planets and Earth orbiting satellites. Something to consider.]

There is a star/planet in the sky now, rising in the southwest, that is much brighter than the others in the sky. What is it? I'm guessing it is Venus, assuming I'm learning to look at Star Charts from Sky & Telescope magazine. Which leads to another question. I've been thinking of subbing to a magazine for the hobbyist. I bought issues of Sky & Telescope and Astronomy. Do you recommend one over the other? Each runs about $30 or $40 per year. It seems S&T is more friendly to the amateur but Astronomy has better articles.

[You are correct that Venus is the planet you saw, but at the time of this writing, Venus is passing in front of the Sun and will be visible as a morning star by mid August. As for the magazines, I much prefer Sky & Telescope. The articles just seem to be more intelligently written to me. That, combined with the fact that the subscription cost is slightly less and the magazine runs more pages, I believe it is an overall better value.]

If I sent you the information I have on the Meade/Celestron telescopes, would you be willing to provide some input? I'm not really looking for a recommendation (unless you want to) just some pluses and minuses of each.

[No problem. I would be glad to help out.]

Ward Narhi

Just to catch up a little. Elissa and I had a good time in England. Went to Warwick, Stratford, Chester, Manchester, York, Cambridge and London. Kind of a big circle tour there. The beer was good, the cider an additional plus. Didn't make it to Eden Camp just ran out of time, unfortunately. The weather was good the first week but I was at my conference in Chester. Everything turned out much more expensive than we had anticipated. Will have to return when we have more money. Saw Warwick castle, which was quite nice. Yorkminster, Westminster. Missed the Tower of London - too expensive! Went on a ghost tour of York and the Jack the Ripper tour of London. Very cheesy but fun nonetheless.

[Warwick Castle is one of the places that was on our list but we didn't get to go to due to lack of time. Have to hit it next time.]

Upon our return we made an offer on a house which was accepted. Moving by end of July across town a bit. First house so there was a lot to learn. Looking forward to doing all that fixit stuff I previously never had an interest in. Ah, I guess I am just getting older.

[Congratulations. Buying your first home is always exciting..]

Bob Robles

Book review: "The Shipping News", E. Annie Proulx. A fine novel about the possibility of recovering from the missteps of life. A journalist's cheating wife dies and he takes his 2 daughters and his aunt to the ancestral home of Newfoundland. Colorful characters and great reading.

Feral Dogs
Advanced Game, no Optional Rules, Black Press, Ultimate Victory, Gunboat
Spring 1460
Deadline/Summer 1460 8/31 Tuesday

Florence is on his last legs and will probably soon be no more. Naples suffers a setback, but may have French help on the way as the French fleet is mobilizing. Venice continues to spar with Milan, Austria, and the Pope.

Fall 1459 Retreats

Florence retreats A Lucca to garrison

Builds

		Treas	Cost	Rem
Aus	Maintains all, no new builds	10	9	1
Flo	Maintains all, no new builds	18	6	12
Fra	Maintains all, builds F Marseilles, A Avignon	34	27	7
Mil	Maintains all, builds A Cremona	22	21	1
Nap	Maintains F Tyrrhenian Sea, F Gulf of Naples, F Ionian Sea, A Bari, builds A Messina	17	15	2
Pap	Maintains all, builds A Perugia	27	21	6
Tur	Maintains all, builds F Tunis, F Durazzo, A Albania	25	24	1
Ven	Maintains all except F Dalmatia, builds G Padua, A Treviso	41	39	2

Orders

Austria ❏
    A Austria supports A Slavonia
    A Slavonia supports Milan A Milan to Carinthia (cut, nso)
    A Hungary supports A Slavonia

Florence ❏
    G Lucca converts to A
    G Piombino converts to A

France ❏
    A Avignon to Provence
    A Lucca besiege
    A Genoa converts to G
    A Tyrolea to Carinthia
    A Turin to Tyrolea
    A Pisa supports A Lucca
    F Marseilles to Gulf of Lions
    F Ligurian Sea to Corsica
    F Gulf of Lions to Sardinia

Milan ❏
    A Trent besieges
    A Milan supports A Trent (cut)
    A Bergamo supports A Trent
    A Mantua supports Papal A Florence to Bologna (nso)
    A Cremona supports A Mantua
    A Modena supports A Mantua
    A Parma supports A Modena

Order (cont.)

Naples ❏
    A Messina to Otranto
    A Bari supports F Gulf of Naples to Salerno
    F Tyrrhenian Sea to Naples (Dislodged, retreat Ligurian Sea, Patrimony, Palermo, OTB)
    F Ionian Sea to Gulf of Naples
    F Gulf of Naples to Salerno

Papacy ❏
    A Perugia to Spoleto
    A Spoleto to Aquila
    A Urbino to Bologna
    A Florence supports A Urbino to Bologna
    A Sienna supports A Piombino
    A Piombino besiege

Turks ❏
    A Albania to Durazzo
    A Bosnia holds
    F Tunis to Central Mediterranean
    F Durazzo to Ionian Sea
    F Western Mediterranean supports F Tunis to Central Mediterranean
    F Naples supports F Capua to Tyrrhenian Sea
    F Otranto supports F Durazzo to Ionian Sea (cut)
    F Capua to Tyrrhenian Sea

Venice ❏
    A Bologna to Urbino
    A Ferrara to Bologna
    A Croatia to Slavonia
    A Carinthia to Milan
    A Carniola supports A Croatia to Slavonia
    A Verona to Trent
    A Padua to Verona
    A Ancona supports A Bologna to Urbino
    A Treviso supports A Padua to Verona
    F Upper Adriatic supports A Ferrara to Bologna
    F Lower Adriatic supports A Ancona
    G Trent supports A Verona to Trent
    G Padua converts to A

France – Milan: I've converted an army to garrison to demilitarize our common border.....anything else I can do? Feel free to ask.

France – Naples: I hope you didn't maintain fleet Corsica.....that would greatly improve relations.

Milan – France: If Trent is occupied, I besieged it, and shall continue to do in Summer; in Fall I ask for your support of my A Mil - Cari, if you or Austria will not ask to be supported there.

In the south what are your intention with the Pope?

Milan – Austria: If Trent is occupied, I besieged it, and shall continue to do in Summer; in Fall I ask for your support of my A Mil - Cari, if you or France will not ask to be supported there. Next year I shall leave it Carinthia to you.
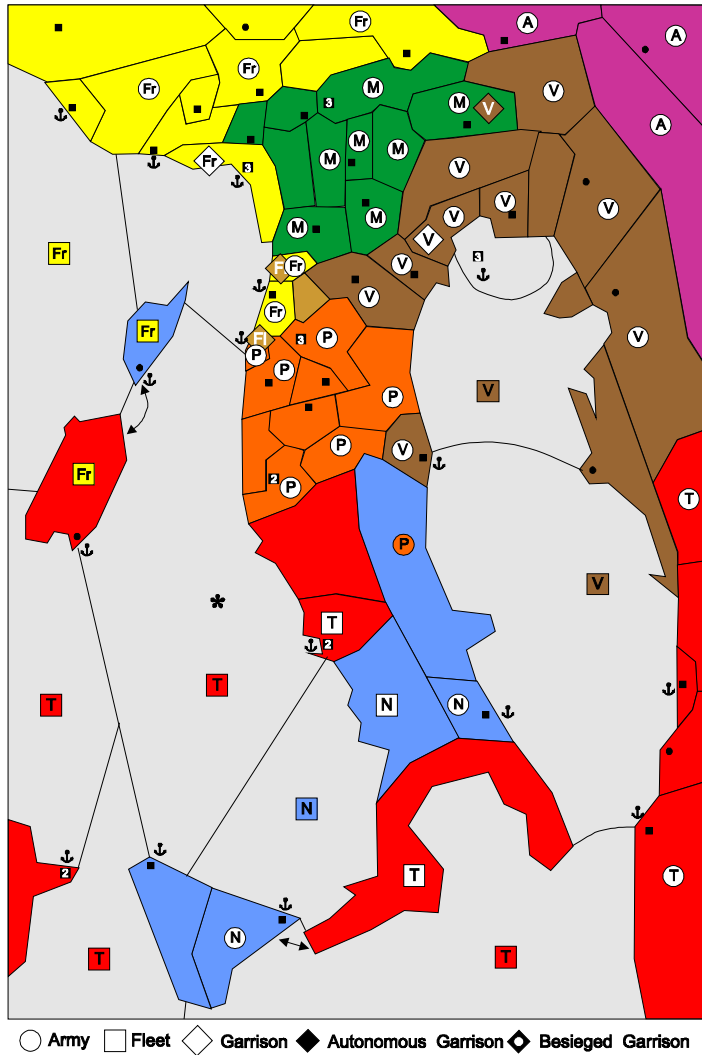
Milan – Papacy: I hope that you would support me in Ferrara, when you will take Bologna with my help.

Pope – Venice: Maybe we have a misunderstanding. I thought you were stabbing me when you took Ancona. I'll agree that I may have misinterpreted you movement. Can we work out a deal or not?

Pope – All: Seems to me like the real competition is between Venice and France. Based on the honorable conduct of France and the unwillingness of Venice to work out deal with anyone else, you all know where my loyalty lies.

Pope – Austria: Have a ducat.

"Feral Dogs"

Citizen Dog

○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◈ Besieged Garrison
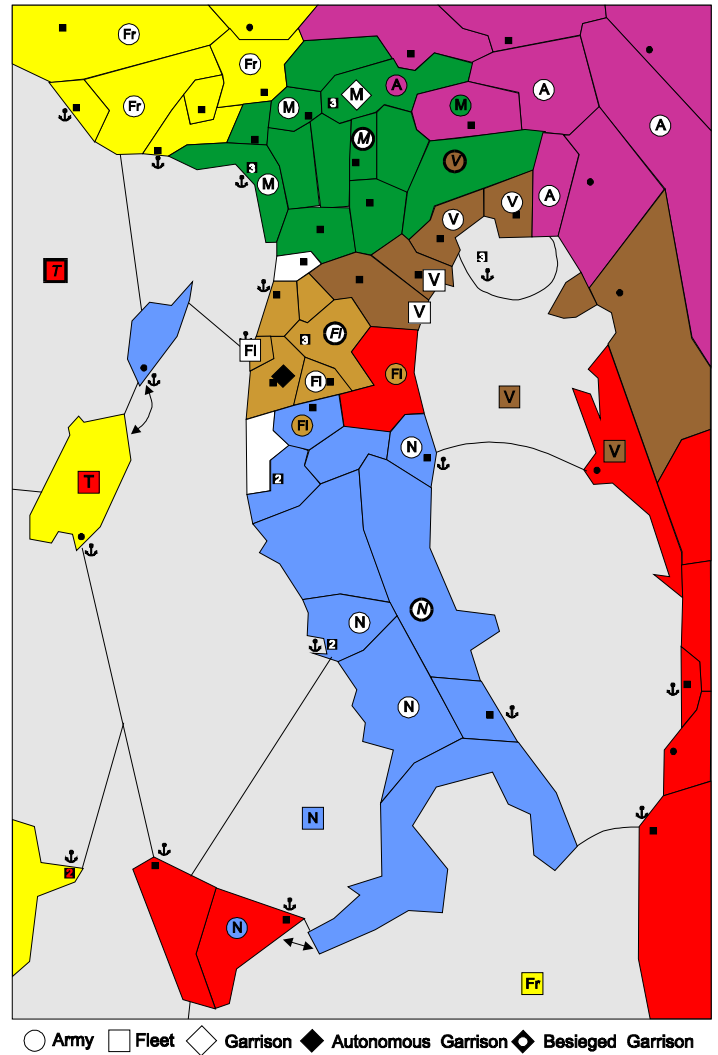
Citizen Dog
Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory
Summer 1456
Deadline for Fall 1456: 7/27 Tuesday

The Turks strike northward, and France turns from Milan to meet the challenge. Milan is meanwhile locked in a death struggle with Venice and Austria while Florence and Naples consolidate their positions.

Note

Due to a significant delay in the May issue getting to Pasquale, and a misunderstanding in his orders, I have decided to readjudicate this turn using the conditional orders Pasquale meant, rather than what I understood him to mean. The following is the readjusted turn.

Spring 1456 Retreats

Milan retreats A Milan to garrison

Expenditures

Milan spends 12 ducats to disband Austrian A Trent

Orders

AUSTRIA	A CARINTHIA supports A Milan
(Robles)	A Trent to Bergamo (nsu)
	A MILAN supports A Trent to Bergamo (cut)
	A FRIULI supports Venetian A Verona
	A Carniola to SLAVONIA
FLORENCE	A (EM) FLORENCE to Bologna
(Wilson)	A AREZZO supports A Urbino
	F Pisa to PIOMBINO
	A URBINO supports A Florence to Bologna
	A PERUGIA supports A Urbino
FRANCE	A Savoy to PROVENCE
(Scott)	A Como to TURIN
	A Turin to AVIGNON
	F Gulf of Naples to IONIAN SEA
MILAN	A (EM) Mantua to CREMONA
(Giovine)	A Bergamo to TRENT

	A Montferrat to GENOA
	A Fornova to PAVIA
	G MILAN convert to A
NAPLES	A (EM) Ancona to AQUILA
(McConnell)	A Otranto to MESSINA
	A Aquila to NAPLES
	A Bari to SALERNO
	A Spoleto to ANCONA
	F Naples to GULF OF NAPLES
TURKS	F Tyrrhenian Sea to SARDINIA
(Wilke)	F (EM) Western Mediterranean to GULF OF LIONS
VENICE	A (EM) VERONA supports Austrian A Trent to Bergamo
(Grib)	A Treviso to PADUA
	F FERRARA supports F Bologna
	F BOLOGNA supports F Ferrara (cut)
	F UPPER ADRIATIC supports F Bologna
	F DALMATIA holds (u)
	G TREVISO converts to A

Notes

A proposal to Concede to Venice has been made. Please vote with your next orders. As always, NVR = no, NMR = yes. Ray Grib has resubscribed and so remains the Doge of Venice.

New Tricks
Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory
Fall 1253
Deadline for Winter-Spring 1254: 8/31 Tuesday

Genoa is forced to contend with both Avignon and Genoa as invaders, but pays back a somnolent Avignon with an invasion of Marseilles. Meanwhile, Aragon and the Pope continue to crowd Avignon out of the peninsula. Florence and the Pope appear to have come to an agreement, while Venice quietly gathers up nearby neutral areas.

Orders

ARAGON	A Otranto to SALERNO
(Whyte)	F Tunis to Tyrrhenian Sea (imp.)
	F Ionian Sea to GULF OF NAPLES
AVIGNON	NMR! A Savoy holds
(Wilke?)	F Corsica holds
	F Naples holds
FLORENCE	A SIENNA besieges (garrison destroyed)
(Robles)	A Arezzo to FLORENCE
	A Florence to PISTOIA
GENOA	A MONTFERRAT to Genoa
(Scott)	F LIGURIAN SEA to Genoa
	F Provence to MARSEILLES
MILAN	A Turin to MONTFERRAT
(Street)	A Parma to MODENA
PAPACY	A Ancona to AQUILA
(Narhi)	A Perugia to AREZZO
	F Lower Adriatic to BARI
VENICE	A Bologna besieges (garrison destroyed)
(Reynolds)	A Treviso besieges (garrison destroyed)
	F Upper Adriatic to CROATIA

Notes

Will Steve Koehler please submit standby orders for Avignon! Also, Venice has been mistakenly noted as Ray Grib in this game. That power has been played by Phil Reynolds from the beginning.

Press

Milan – All: Veni, vidi, sorti.

Papacy – Avignon: Sorry, time to dogpile on the weak. And you talking to Florence made me nervous and no response from my email. Hey, I tend to ally with people who talk with me.

Venice – All: If only the rest of the game were this easy for me. Sigh....

Spring 1254 Famine

Good Year – No famine!

Spring 1254 Income

Provinces and cities that are <u>underlined</u> do not produce income while those that are *in italics* could change hands depending on retreats.

Provinces

ARA	Sardinia, Tunis, Palermo, Messina, Salerno	(5)
AVI	Avignon, Savoy, Corsica, Naples	(4)
FLO	Pisa, Pistoia, Piombino, Sienna, Florence	(5)
GEN	Marseilles, Montferrat, Genoa	(3)
MIL	Turin, Pavia, Milan, Cremona, Modena	(5)
PAP	Arezzo, Perugia, Patrimony, Rome, Ancona, Aquila, Bari	(7)
VEN	Bologna, Ferrara, Padua, Treviso, Croatia	(5)

Seas

ARA	Gulf of Naples	(1)
GEN	Ligurian Sea	(1)
VEN	Venice	(1)

Cities

ARA	Sardinia, Tunis (2), Palermo, Messina	(5)

|	Avignon, Savoy, Corsica, Naples (2)	(5)
AVI	Avignon, Savoy, Corsica, Naples (2)	(5)
FLO	Pisa, Piombino, Sienna, Florence (3)	(6)
GEN	Marseilles, Montferrat, Genoa (3)	(5)
MIL	Pavia, Milan (3), Cremona, Modena	(6)
PAP	Arezzo, Perugia, Rome (2), Ancona, Bari	(6)
VEN	Bologna, Ferrara, Padua, Treviso, Croatia, Venice (3)	(8)

New Tricks

Totals

Variable income die roll was 1.

	Var.	Prov.	Seas	Cities	Gross	Treasury	Total
ARA	1	5	1	5	12	6	18
AVI	1	4	0	5	10	8	18
FLO	1	5	0	6	12	4	16
GEN	1	3	1	3	8	6	14
MIL	2	5	0	6	13	0	13
PAP	2	7	0	6	15	4	19
VEN	2	5	1	8	16	6	22

Game Summary

	1253	1254
Aragon	3	4
Avignon	4	4
Florence	3	4
Genoa	3	3
Milan	3	4
Papacy	3	5
Venice	3	6

○ Army   ☐ Fleet   ◇ Garrison   ◆ Autonomous Garrison   ◈ Besieged Garrison
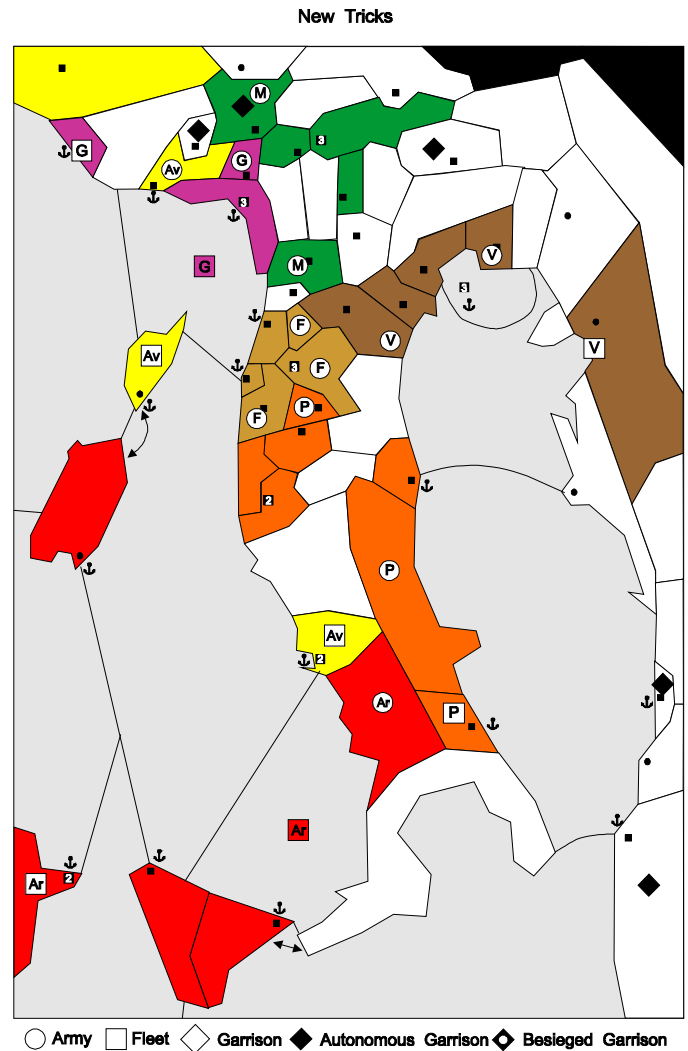
Dogpaddle
Epoch VI Empire Selection and Ming Dynasty
Deadline for Epoch VI Timurid Emirates, Incas and Aztecs, and Ottoman Turks: 8/31 Tuesday
Epoch VI Empire Selection

The Go Masters (Carl) keeps.

Gaming Through the Ages (Lewis) gives to Snoopy's Blanket Chasers

Snoopy's Blanket Chasers (Eisenhut) gives to The Zircon Utopia

The Triffids (Geggus) keeps

The Zircon Utopia (Martin) gives to Gaming Through the Ages

Impending Ascension (Cain) keeps

Epoch VI

The Go Masters (Carl) plays Disaster (Volcano) on the *Persian Plateau* (Monument destroyed). MING DYNASTY. Plays Siegecraft. Army and Capital in *Chekiang* (Mongol army retreats to *Yangtse Kian*), fleet *South China Sea*, army *Si-Kyang* (vs. Mongols: Mi: 5, 3; Mo: 6; loses), *Si-Kyang* (vs. Mongols: Mi: 6, 1; Mo: 1; wins), *Great Plain of China* (vs. Mongols: Mi: 6, 1; Mo: 6; Mi: 6, 1; Mo: 3; wins), *Wei River* (vs. Sung Dynasty: M: 3, 1; S: 5; loses), *Wei River* (vs. Sung Dynasty: M: 3, 2; S: 4; loses), *Wei River* (vs. Sung

Dynasty: M: 6, 2; S: 2; wins), *Szechuan* (vs. Sung Dynasty: M: 3, 2; S: 4; loses), *Szechuan* (vs. Sung Dynasty: M: 4, 1; S: 4; M: 4, 3; S: 4; M: 4, 4; S: 5; loses). Points: Dominance in China (6), Presence in Middle East (2), India (3), Southern Europe (2), Northern Europe (2), Eurasia (1), North America (1), and South America (2), 2 Capitals (4), 1 city (1), 1 Sea (1), and 2 Monuments (2) for 27 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Andy Lewis	Gaming Through the Ages (Purple)	44	114
Dan Eisenhut	Snoopy's Blanket Chasers (Orange)	47	102
Chris Geggus	The Triffids (Green)	49	102
Brad Martin	The Zircon Utopia (Blue)	49	100
Joe Carl	The Go Masters (Black)	53	108
Dennis Cain	Impending Ascension (Red)	56	108

Final Positions

Snoopy's Blanket Chasers: Fleets *North Sea* and *Atlantic Ocean*. MACEDONIA: Army and city *Shatts Plateau*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. T'ANG DYNASTY: Armies *Yellow River* and *East Indies*. VIKINGS: Armies *Scandinavia* and *West Indies*.

Impending Ascension: Fleet *Red Sea*. MAURYA: Three armies and fort *Irrawaddy*, army *Sumatra*. ARABS: Army and Monument *Eastern Anatolia* and *Pindus*, armies *Western Anatolia, Balkans, Nile Delta, Nubia,* and *Libya*. JEWS: Army, city, and fort *Palestine*. SUNG DYNASTY: Army, city, and Monument *Yangtse Kian*, army *Tarim Basin*.

The Zircon Utopia: Two Fleets *Bay of Bengal*, fleet *Eastern Mediterranean*. INDUS VALLEY: Two armies *Ceylon*. ROMANS: Army *Morea*. CHOLA: Army and Monument *Zagros* and *Upper Tigris*, armies *Western Ghats, Lower Indus,* and *Persian Salt Desert*.

The Go Masters: Fleet *South China Sea*. ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*. MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. GOTHS: Armies *Southern Appenines* and *Central Massif*. SELJUK TURKS: Army and Monument *Upper Indus*, armies *Lower Rhine, Danubia, Dneipr, Western Steppe, Turanian Plain*,
and *Hindu Kush*. MING DYNASTY: Army and Capital *Chekiang*, army and Monument *Wei River*, armies *Great Plain of China* and *Si-Kyang*.

The Triffids: Fleet *Sea of Japan*. GREEK CITY STATES: Army, city, and fort *Crete*. CELTS: Armies *Northern Gaul, Albion,* and *Pyrenees*. HIGHLAND KINGDOM: Army, city, and fort in *Highlands*. GUPTAS: Army, Capital, and Monument *Eastern Deccan*. MONGOLS: Army, city, and Monument *Eastern Ghats* and *Mekong*, two armies and Monument *Yangtse Kian*, army and Monument *Central Europe,* and *Ganges Delta*, army and city *Honshu*, armies *Baltic Seaboard, North European Plain, Eastern Steppe, Mongolia, Manchurian Plain, Malayan Peninsula, Ganges Valley*, and *Western Deccan*.

Gaming Through the Ages: Fleet *Western Mediterranean*. CARTHAGINIA: Armies *Southern Iberia* and *Western Iberia*. NILE KINGDOM: Army, city, and fort *Upper Nile*. HUNS: Army *Persian Plateau*. CRUSADERS: Army, city, and Monument *Arabian Plateau*, army and Monument *Levant*. HOLY ROMAN EMPIRE: Armies *Dalmatia* and *Northern Apennines*.

Your event cards are: _____

_____

Epoch VI Empire

Your Empire is: _____

Running Dogs
Turn 10 Combat to Spice Collection
End of Game Statements due: 8/31 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

Combat
Arrakeen

The Bene Gesserit Voice the Harkonnens not to play a projectile weapon. The Harkonnens use a Truthtrance card to ask the Emperor if they are playing a poison defense. The answer is no.

	Emperor	Harkonnens
Leader	Bashar (2)	Feyd-Rautha (6)
Offense	Baliset	Gom Jabbar
Defense	Trip to Gamont	Shield
Dial	6	1
Spice	6	1
Total	**6**	**7**

The Bashar is killed and Harkonnens win. Baliset and Trip to Gamont are discarded. 1 Harkonnen and 7 Emperor tokens go to the tanks along with the Bashar (2 spice to the Harkonnens). Harkonnens capture the Captain Aramsham. Bene Tleilaxu attack the Feyd-Rautha with no card, which is not defended against. No result.

Carthag

The Ixians play Cone of Silence on the Bene Gesserit, preventing them from using the Voice for the rest of the combat round. The Ixians use a Truthtrance card to ask the Emperor if they are playing a projectile defense. The answer is no.

	Ixians	Emperor
Leader	2nd Lieutenant (1)	None
Offense	Crysknife	None
Defense	Shield	None
Dial	3	5
Spice	3	3
Total	**4**	**5**

The Emperor wins despite having no available leaders. Crysknife and Shield are discarded. 4 Ixians and 3 Emperor (2 Elite Sadaukar) tokens go to the tanks.

Tuek's Sietch

	Fremen	Guild
Leader	Shadout Mapes (3)	Cheap Hero (0)
Offense	Lasegun	Kull Wahad
Defense	None	None
Dial	2	1
Spice	2	1
Total	**5**	**1**

Fremen win. Kull Wahad is discarded. 1 Guild and 2 Fremen tokens go to the tanks.

Habbanya Erg

	Lansraad	Fremen
Leader	Representative (1)	Chani (6)
Offense	None	Ellaca Drug
Defense	None	None
Dial	4	0
Spice	4	0
Total	**4**	**6**

Fremen win. Ellaca Drug is discarded. 5 Lansraad tokens and the Lansraad Representative go to the tanks (1 spice to the Fremen).

Spice Collection

Emperor receives 2 spice (Carthag)

Fremen receive 15 spice (10 Ixian alliance, 4 Habbanya Erg, 1 Tuek's Sietch)

Harkonnens receives 2 spice (Arrakeen)

Ixians receive 10 spice

Lansraad receives 2 spice (Red Chasm)

The Bene Tleilaxu retain their 35 spice and thus win the game! Congratulations to Andy York on his victory.
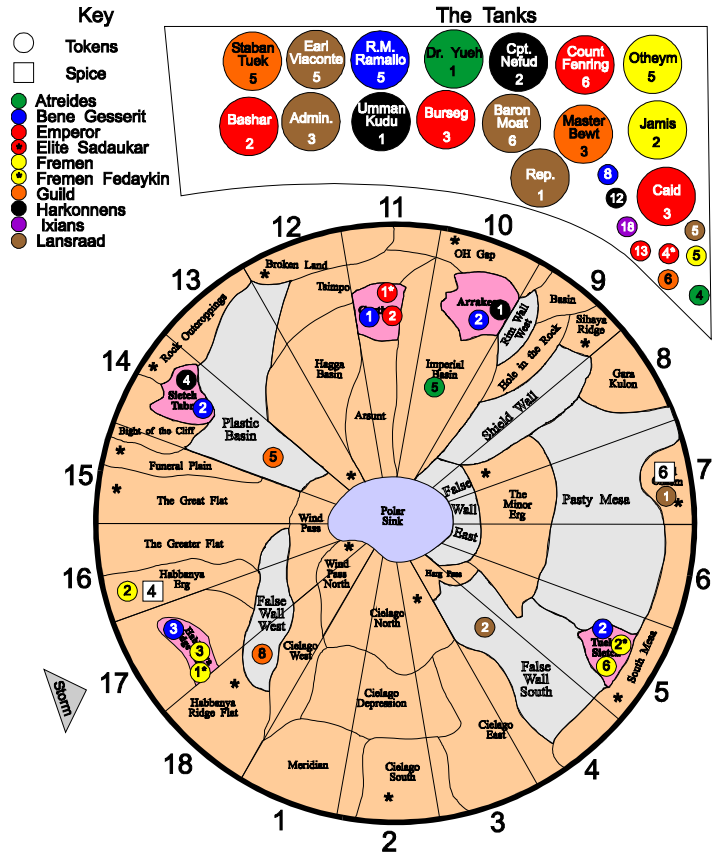
Lupine
Turn 5 Opinion Polls and Campaign Results
Turn 6 Conferences, Cabinet, and Coalition due: 8/31 Tuesday

Errata

The issue change in Bremen last turn was incorrect, SPD did not have the ability to make it (my fault). Therefore, no issues were changed in that province.

Opinion Polls

Bremen

SPD wins the bid at 900DM and buys 1, but does not publish it.

Hamburg

SPD wins the bid at 100DM and buys 1. Turns CDU +1 and FDP –2.

Schleswig-Holstein

SPD wins the bid at 400DM and buys 1. Turns SPD +2 and CDU-2

Campaign Results

Schleswig-Holstein

No actions

Hamburg

SPD turns in 2 campaign days for 16 (to maximum 50)

Bremen

FDP turns in 4 campaign days for 32 vote share.
Grüne turns in 4 campaign days for 2 vote share.
CDU turns in 1 campaign day for 1 vote share.
SPD turns in 8 campaign days for 32 vote share.

Campaign Results

FDP has (6 + 4) * 50 = 500 votes
Grüne has (1 + 0) * 2 = 2 votes
CDU has (1 + 2) * 1 = 3 votes
SPD has (5 + 2) * 40 = 280 votes

FDP wins with an overall majority. He moves NATO NEIN, 35-Stunden-Woche JA, Steuersenkung NEIN, and 1 media token to Bonn.

FDP gains 4 party bases, **Grüne** gains 0, **CDU** gains 3, and **SPD** gains 4.

FDP gains 8100DM, **Grüne** gains 1300DM, **CDU** gains 2300DM, and **SPD** gains 5700DM, including Pankow.

<div align="center">

S.O.B.
The Parties

</div>

CDU	Grüne	FDP	SPD
Player: Caleb Cousins	**Player:** Brad Martin	**Player:** Andy York	**Player:** Andy Lewis
Campaign Days: 3	**Campaign Days:** 4	**Campaign Days:** 4	**Campaign Days:** 10
Media: 0	**Media:** 2	**Media:** 2	**Media:** 1
Conferences: None	**Conferences:** Special	**Conferences:** Regular	**Conferences:** Special
Platform: Freugeutliche Grundordnung	Regular	**Platform**: Marktwirtschaft	Regular
§218 NEIN	**Platform**: Umweltshutz	35-Stunden-Woche JA	**Platform**: Gewerkschaft
NATO NEIN	§218 JA	NATO NEIN	35-Stunden-Woche JA
Steuersenkung JA	Atomkraft NEIN	Steuersenkung NEIN	Steuersenkung NEIN
35-Stunden Woche JA	Steuersenkung JA	Atomkraft JA	§218 NEIN
	Gewerkschaft		Atomkraft JA

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The Provinces

</div>

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	8	3	5	0
Vote Share	0	0	6	50
Media Tokens	3	0	0	2
Trend	-1	0	0	+2

Issues: **§218 NEIN (x2)**
Steuersenkung NEIN
Atomkraft JA
35-Stunden-Woche NEIN

Mandate Range: 2-7

Schleswig-Holstein

	CDU	Grüne	FDP	SPD
Campaign Days	4	8	4	5
Vote Share	0	8	11	0
Media Tokens	1	3	1	0
Trend	-2	0	-1	+2

Issues: §218 JA
Atomkraft NEIN
NATO NEIN

Mandate Range: 5-10

FDP Parteiboss

Available Issues

Steuersenkung JA	Marktwirtschaft
Atomkraft JA	35-Stunden-Woche NEIN
Umweltschutz	Umweltshutz
Atomkraft NEIN	Steuersenkung JA
Steuersenkung JA	35-Stunden-Woche NEIN
Freugeutliche Grundordnung	§218 JA
35-Stunden-Woche JA	§218 JA
Gewerkschaft	Atomkraft JA
NATO JA	NATO NEIN
Steuersenkung NEIN	Steuersenkung JA
Freugeutliche Grundordnung	Marktwirtschaft

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	1	0	2	2
Party Bases	20	11	31	26
Votes	793	447	1240	1826

Issues: Atomkraft JA, 35-Stunden-Woche JA (x3), §218 NEIN, NATO NEIN, Steuersenkung NEIN

Order for turn 6 is: SPD, FDP, Grüne, CDU

Your cash: _____

Available Ministers:

_____

_____

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Sun Dog
Turns 33.1 to 35.1
Turns 35.2 to 37.2 due: 8/31 Tuesday
Turn 33

</div>

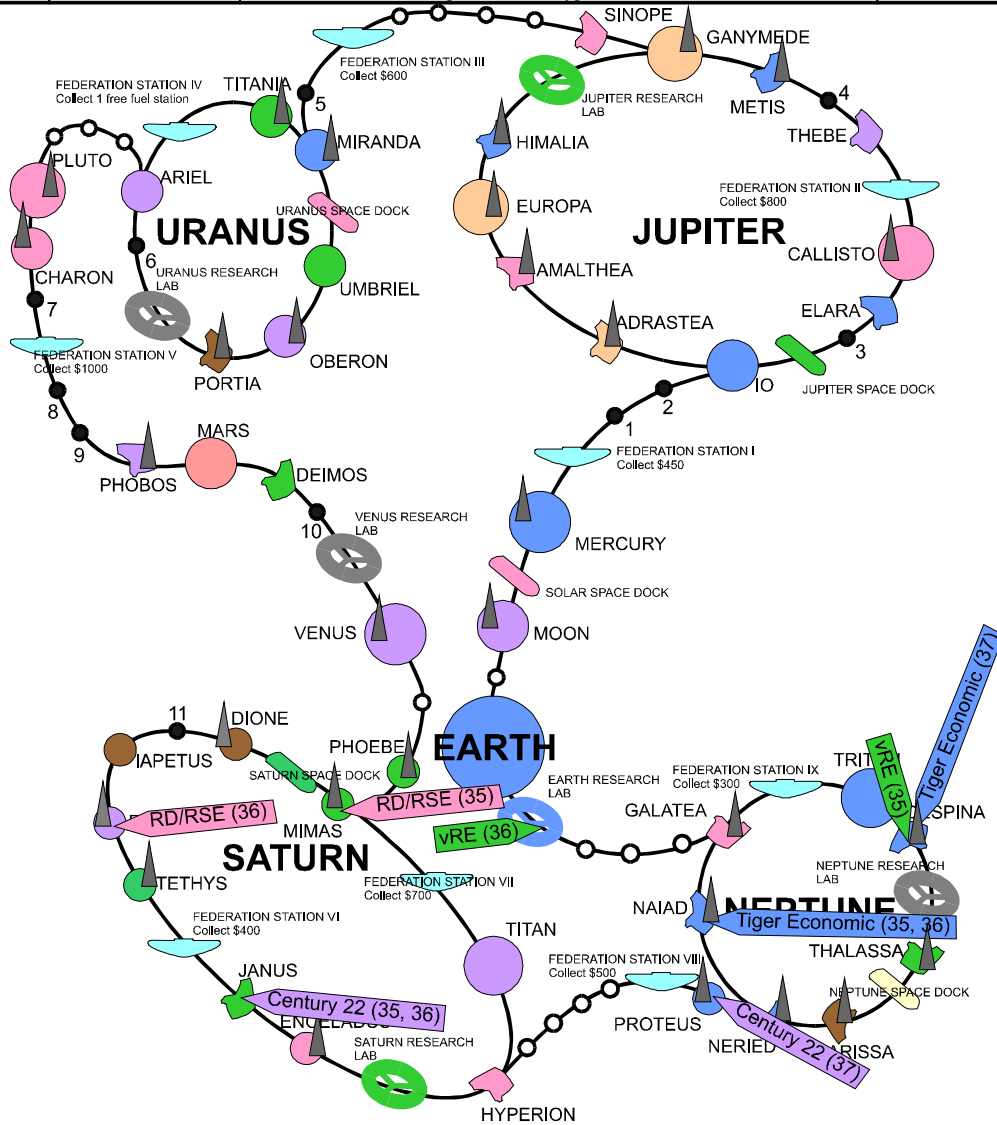| Company	Starting Location	Die Roll	Ending Location	Notes
TE	Phoebe	4, 4	Federation Station VI	$100 gained, 8 fuel used, $400 gained, does not purchase fuel stations.
Century 22	Federation Station VI	1, 4	Titan	Buys Titan for $350
vRE	Saturn Research Lab	3, 5	Nereid	Pays $265 to Tiger Economic
RD/RSE	Blank Dot 10	2, 5	Dione	Does not have enough money to purchase.

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Turn 34

</div>

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Federation Station VI	4, 6	Proteus	$105 rent paid to Century 22. Buys Proteus from Century 22 for $240, places fuel station and refuels to full
Century 22	Titan	3, 4	Rhea	7 fuel used, buys Rhea for $300, places a fuel station, and refuels to full
vRE	Nereid	1, 2	Thalassa	3 fuel used, buys for $670, and refuels to full
RD/RSE	Dione	3, 5	Hyperion	8 fuel used, buys for $220

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Proteus	4, 6	Naiad	10 fuel used, buys Naiad for $655, refuels to full

The Players (After Turn 35.1)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda, Nereid, Triton, Earth Research Lab, Mercury, Elara, Proteus, Naiad	3	25	2545
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Titan, Rhea	1	25	1105
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Diemos, Mimas, Tethys, Saturn Space Dock, Jupiter Research Lab, Jupiter Space Dock, Phoebe, Janus, Saturn Research Lab, Thalassa	4	25	935
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea, Sinope, Charon, Enceladus, Solar Space Dock, Pluto, Uranus Space Dock, Hyperion	0	17	85

Turn 33

Company	Starting Location	Die Roll	Ending Location	Notes
Century 22	Rhea	1, 2	Janus	3 fuel used, pays $270 to vRE
vRE	Thalassa	1, 1	Despina?	2 fuel used, gains $100, may bypass Despina, if not, owes $365 to TE
RD/RSE	Hyperion	1, 2	Mimas	3 fuel used, owes $300 to vRE, must sell off something to pay

Turn 36

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Naiad	4, 6	Naiad	10 fuel used, refuels to full
Century 22	Janus	1, 3	Janus	Win dispute with the Federation League. May take any unowned property. Pays $270 to vRE.
vRE	Despina?	1, 6	Earth Research Lab?	7 fuel used, owes $150 to TE
RD/RSE	Mimas	2, 3	Rhea	5 fuel used, owes $175 to Century 22, must sell off something to pay

Turn 37

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Naiad	2, 4	Despina	6 fuel used, refuels to full
Century 22	Janus	4, 5	Proteus	9 fuel used, pays $735 to TE

Dogstar
Turn 9
Turn 10 due: 8/31 Tuesday

Heavenly Bodies Development Company III (Wilson) opens the bidding for Robots at 50 and it goes to Basset Base Beta for 59 (Wa6, Wa7, Ti7, Ti7, Ti9, Ti10, Ti13). Opens the bidding on the second Robots at 50 and gets it for 57 (Or3, Wa5, Wa7, Re9, Re17, Mi16)

The Mystery Machine (Lewis) opens the bidding on an Orbital Lab at 50 and gets it for 55 (Or1, Or1, Wa5, Wa5, Wa6, Wa10, Wa9, Ti8, Ti10)

2112 Corporation (Cain) opens the bidding on an Ecoplants at 30 and gets it for 49 (MWa, Ti9, Ti10)

Australis (Martin) buys a titanium factory (Wa4, Wa7, Ti8, Ti11) and a population factor (Wa9, Ti7)

ID (Scharf) buys a titanium factory (MWa) and 2 population factors (Or1, Or3, Ti8, Ti8)

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) opens the bidding on an Orbital Lab at 50 and gets it for 56 (Or2, Or4, Wa6, Wa6, Wa10, MWa)

Basset Base Beta (Koehler) Passes

BarterTown III (York) opens the bidding on Scientists at 41 and Dark Matter Mining Corp. gets it for 47 (Or3, Wa4, MWa, DL discount). Opens the bidding on Scientists at 41 and gets it (Wa7, Wa8, Ti12, Mi14)

Dark Matter Mining Corp. (Eisenhut) buys a water factory (Wa5, Wa7, Wa8) and moves a population factor from the ore factory to man it.

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	HBDC3	Kevin Wilson	**OrF, OrF, WaF, WaF, WaF**	4DL, 2Sc, OL, Ro	19
2	2112 Corporation	Dennis Cain	OrF, OrF, **WaF, WaF, WaF, WaF, TiF**	DL, HE, 2Ec	18
3	The Mystery Machine	Andy Lewis	**OrF, OrF, WaF, WaF, WaF, TiF, TiF**	HE, No, Wa, OL	16
4	ID	Bill Scharf	OrF, **OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF**	HE, No, Wa	15
5	Basset Base Beta	Steve Koehler	OrF, OrF, **WaF, TiF, TiF, TiF, TiF**	HE, Wa, Ro	14
6	Australis	Brad Martin	OrF, OrF, **WaF, WaF, WaF, TiF, TiF, TiF, TiF**	No, HE	14
7	COLOSSUS	Michael Lowrey	**OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF**	No, Wa, OL	14
8	BarterTown III	Andy York	OrF, OrF, WaF, **WaF, WaF, WaF, TiF**	HE, OL, Sc	11
9	DMMC	Dan Eisenhut	OrF, OrF, **WaF, WaF, WaF, WaF, WaF**	Wa, DL, Sc	9

Available Upgrades

New Arrivals: Nodule, Robots, Laboratory, Laboratory, Robots, Scientists, Orbital Lab

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouses (Wa)	25	1	0
Nodules (No)	25	1	1
Scientists (Sc)	40	1	1
Orbital Labs (OL)	50	1	1
Robots (Ro)	50	2	2
Laboratory (La)	80	2	4
Ecoplants (Ec)	30	0	4
Outpost (Ou)	100	1	5

In the warehouse: _____

_____

New cards: _____

2112 Corporation, ID, and COLOSSUS all take Mega Water cards. Australis takes a Mega Titanium card

Kennel Club

Turn 4 Phases 4 – 6
Turn 4, Phase 7, Turn 5 Phases 1 – 3 due: 8/31 Tuesday

Phase 4 – Purchase or Pass

Hamburg (Martin) buys The Heavens (A) for $30, Overland East (R) for $40, Urban Ascendancy (V) for $20, $10 for 1 misery relief , and $3 for stabilization.

Venice (Cain) buys The Heavens (A) for $30, Printed Word (O) for $50, Seaworthy Vessels (S) for $60, and Urban Ascendancy for $20, misery reduction to 80, lack of stabilization increases misery back to 90.

London (Cowles) buys Holy Indulgence (F) for $40 (misery increases to 150) and stabilization for $1.

Genoa (C. Cousins) buys The Heavens (A) for $30, Holy Indulgence (F) for $40 (misery increases to 125), and stabilization for $6.

Barcelona (Koehler) buys Nationalism (W) using Charlemange for $30, Seaworthy Vessels (S) for $80, Holy Indulgence (F) for $40 (misery increases to 100), Wind/Watermill (J) for $30, pays stabilization for $3. Misery relief credits reduce misery to 90.

Paris (Burgdorf) buys ship upgrade for $10, Holy Indulgence (F) for $40 (misery increases to 125), Caravan (I) for $20, Urban Ascendancy (V) for $20, and stabilization for $3.

Phase 5 – Expansion

Hamburg (Martin) none.

Venice (Cain) expands to Bessel (5, vs. Genoa, DR = 6, 3, 1, wins), Kiev (1).

London (Cowles) expands to Grenada (4, vs. Barcelona, DR = 1, 3, 3, loses), Edinburgh (4, vs. Barcelona, DR = 6, 2, 4, wins), Wales (1), Armagh (1), and Shetland (1).

Genoa (C. Cousins) expands to Montpelier (5, vs. Paris, DR = 4, 4, 3, wins), Tunis (6, vs. Venice, DR = 6, 3, 6, wins), Bari (1), and Durazzo (1).

Barcelona (Koehler) expands to Iceland (4, vs. London, DR = 2, 1, 2, loses), Iceland (4, vs. London, DR = 6, 1, 6, wins), Tripoli, (4, vs. Genoa, DR = 3, 6, 2, wins), Cairo (6, vs. Genoa, DR = 1, 2, 6, loses), buys a card (3, _____), Crete (6, vs. Genoa, DR = 3, 2, 2, loses), Palma (1), Barca (1), and Jerusalem (1).

Paris (Burgdorf) expands to Tarsus (2, vs. Venice, DR = 4, 2, 5, loses), Tarsus (2, vs. Venice, DR = 1, 5, 6, loses), Tarsus (2, vs. Venice, DR = 2, 3, 2, wins), Stettin (2, vs. Hamburg, DR = 5, 3, 3, loses), Stettin (2, vs. Hamburg, DR = 3, 1, 2, loses), Stettin (2, vs. Hamburg, DR = 2, 3, 6, loses), Salzburg (2, vs. Hamburg, DR = 6, 5, 6, loses), Salzburg (2, vs. Hamburg, DR = 3, 2, 6, loses), Salzburg (2, vs. Hamburg, DR = 3, 6, 3, wins), Copenhagen (2, vs. Hamburg, DR = 2, 4, 1, wins), Aleppo (6, vs. Venice, DR = 4, 2, 2, loses), Aleppo (6, vs. Venice, DR = 2, 4, 2, loses), Levant (1), Jerusalem (2, vs. Barcelona, DR = 4, 1, 4, loses).

Genoa gets the bonus card (_____)

Phase 6 – Income

Hamburg (Martin) gains $63

Venice (Cain) gains $111

London (Cowles) gains $51

Genoa (C. Cousins) gains $87

Barcelona (Koehler) gains $87

Paris (Burgdorf) gains $81

Shortage of Cloth (Venice gains Religeous Strife), Surplus of Wine (Genoa loses $2)

Turn 5, Phase 1 – Card Draw

Your card: _____

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	90	6	$111	2	16	10	A, F, I, N, O, R, S, V
Steve Koehler	Barcelona	90	30	$87	5	12	10	A, E, F, I, J, N, S, W
Brad Martin	Hamburg	125	0	$66	1	8	4	A, E, F, I, N, R, V
Martin Burgdorf	Paris	125	35	$89	6	11	6	E, F, I, N, V
Caleb Cousins	Genoa	125	13	$89	4	12	6	A, E, F, I, N
Murray Cowles	London	150	11	$82	3	6	4	A, E, F, I, N, V

Players are listed in reverse tie breaking order

Commodity Log

Commodity	Brad	Caleb	Steve	Murray	Dennis	Martin
Stone (2)	2	3	--	--	--	3
Wool (3)	--	--	4	3	2	--
Timber (4)	2	--	1	1	2	1
Grain (5)	1	1	1	1	1	1
Cloth (6)	--	2	--	--	3	2
Wine (7)	--	2	1	--	1	1
Metal (8)	1	--	1	1	1	2

Commodity	Brad	Caleb	Steve	Murray	Dennis	Martin
Fur (9)	1	--	--	--	3	--
Silk (10)	--	1	1	--	2	--
Spice (11)	--	1	--	--	1	1
Gold (12)	1	1	--	--	--	--
Ivory (12)	--	1	3	--	--	--

Shortage, *Surplus*

Your Cards: _____

_____

_____

Dog Pound
1963
1964 Orders due: 7/27 Tuesday
1963

Event Card Resolution

SLEEP: Spends the 24MB to avoid the penalty.

Held Event Cards

AL: Computer breakthrough

Australia: Fortunate accident, capsule

RMR: Fortunate accident, rocket, Government Order – place man on moon by 1966

Purchase Hardware

AL: Buys Lunar Probe Program for 30MB, 2 two-stage rockets for 24MB, 2 docking modules for 4MB, and 2 one-person capsules for 4MB.

RMR: Buys Two-Person Module Program for 30MB, 2 docking modules for 4MB, 1 three-stage rocket for 18MB, and 3 astronauts (Red Herring, Red Letterday, Red Wine) for 6MB.

Australia: Buys Two-Person Module Program for 30MB, Liquid Fuel Strap-ons for 12MB, and 1 one-person capsule for 2MB.

SLEEP: Buys 1 docking module for 2MB, 2 two-stage rockets for 24MB, 1 one-person capsule for 2MB, 2 orbital satellites for 2MB, 2 astronauts (Gummo and Zeppo) for 4MB, and the Kicker Program for 12MB.

Republic of Texas: Buys 1 two-stage rocket and 1 interplanetary satellite.

Conduct Research and Development

AL: 3: 8 dice: 1, 1, 2, 3, 4, 5, 5, 6 = +27%. 32MB spent. b: 8 dice: 1, 2, 2, 2, 2, 2, 5, 6 = +22%. 16MB spent.

RMR: C: 8 dice: 1, 2, 3, 3, 3, 5, 6, 6 = +29%. 48MB spent. d. 8 dice: 4, 4, 5, 5, 5, 5, 6, 6 = +40%. 16MB spent.

Australia: B: 4 dice: 2, 4, 5, 5 = +16% to Max R&D. 16MB spent. F: 8 dice: 1, 1, 1, 1, 2, 3, 4, 6 = +19%. 8MB spent. b: 8 dice: 1, 2, 5, 5, 6, 6, 6, 6 = +37%. 16MB spent. D: 8 dice: 1, 1, 2, 3, 4, 6, 6, 6 = +29%. 16MB spent. d: 5 dice: 3, 4, 5, 5, 6 = +23%. 10MB spent.

SLEEP: EVA Suits. 8 dice: 1, 2, 2, 2, 3, 3, 3, 5 = +21%. 8MB spent. b. 8 dice: 1, 2, 3, 4, 5, 6, 6, 6 = +33% to Max R&D. 16MB spent. d: 5 dice: 1, 1, 1, 3, 5 = +11%. 10MB spent. F: 8 dice: 1, 1, 2, 4, 5, 5, 6, 6 = +30%. 8MB spent.

Republic of Texas: b: 8 dice: 1, 1, 2, 2, 4, 5, 5, 6 = +26% - 14% = +12%. 16MB spent. 2: 8 dice: 1, 3, 3, 3, 3, 4, 5, 6 = +28% - 15% = +13%. 24MB spent. B: 8 dice: 1, 2, 2, 2, 2, 4, 4, 5 = +22% - 15% = +7%. 32MB spent.

Declare Future Missions

Republic of Texas, Australia, and AL each declare 3 missions. SLEEP declares 2 missions. RMR declares 1 mission. Your mission(s) is (are): _____

_____

_____

Missions

Rushing. SLEEP rushes both of his launches by 1 month each. 2MB spent, -2% each on all safety checks for each launch. Launch order: SLEEP, SLEEP, Republic of Texas, Republic of Texas, Republic of Texas, Australia, Australia, RMR, AL, AL, AL

AL Mars Flyby in progress. Mars Orbital Burn: 97%<98%, Mars Orbital Activities: 29%<98%. Mission success. +8MB to budget.

AL Venus Flyby in progress. Venus Orbital Burn: 35%<98%, Venus Orbital Activities: 91%<98%. Mission success. +8MB to budget.

SLEEP launches a Docking Module. Launch: 47%<86%, Earth Orbital Burn: 46%<94%, Earth Orbital Activities: 71%<94%. Mission success. +1 to A and 1.

SLEEP launches a Manned Orbital with Docking and Spacewalk (Groucho). Launch: 27%<88%, Earth Orbital Burn: 15%<80%, Earth Orbital Activities: 19%<80%, Docking Module Power On: 14%<95%, Docking: 69%>43%, Groucho saves!, EVA: 33%<84%, Earth De-orbital Burn: 78%<80%, Re-entry: 59%<80%, Recovery: 43%<80%. Mission success. +1 to B, a, EVA Suits, and 1, +15% to docking, +10% to Groucho, +6MB to budget.

Republic of Texas launches a Manned Orbital with Docking and Spacewalk (Simmons). Liftoff: 63%<87%, Earth Orbital Burn: 88%>86%, engine burn failure, craft out of control, Re-entry: automatic failure, heat shield fails, craft burns up. Catastrophic failure. +1% to D, -10MB to budget.

Republic of Texas launches a Manned Orbital with Docking and Spacewalk (Camden). Liftoff: 11%<88%, Earth Orbital Burn: 20%<40%, Earth Orbital Activities: 87%>40%, instrumentation failure, minor problem, Docking Module Power On: 62%<98%, Docking: 60%<95%, EVA: 29%<98%, Earth De-Orbital Burn: 71%>40%, burn is good, Re-entry: 31%<40%, Recovery: 82%<40%, touchdown is off target, but crew is found OK. Mission success. +1% to D and a, +5% to docking, +10% to Camden, +6MB to budget.

Republic of Texas launches a Manned Orbital with Docking and Spacewalk (Fealy). Liftoff: 12%<95%, Earth Orbital Burn: 07%<41%, Earth Orbital Activities: 56%>41%, food and waste problem, water recycling slightly polluted, crew sick, mission aborted, Earth De-orbital Burn: 41%=41%, Re-entry: 36%<41%, Recovery: 29%<41%. Mission failure. +1% to A and a, +10% to Fealy, -10MB to budget.

Australia launches a Manned Orbital with Docking and Spacewalk (True Blue). Liftoff: 03%<93%, Earth Orbital Burn: 59%<82%, Earth Orbital Activities: 32%<82%, Docking Module Power On: 35%<96%, Docking: 80%>60%, EVA: 75%<96%, Earth De-orbital Burn: 23%<82%, Re-entry: 76%<82%, Recovery: 77%<82%. Mission partial success. +1 to B, 1, EVA, and a, +5% to docking, +10% to True Blue, +3MB to budget.

Australia launches a Manned Orbital with Docking and Spacewalk (Waltzing Matilda). Liftoff: 94%>82%, minor fire on pad, extinguished by ground crews, crew escapes successfully but launch cancelled. Mission failure. +1% to A, +10% to Waltzing Matilda, -10MB to budget.

RMR launches a Manned Orbital (Red Grange, Red Sonja, Red Schoendiest). Liftoff: 67%<88%, Earth Orbital Burn: 43%<80%, Earth Orbital Activities: 42%<80%, Earth De-Orbtial Burn: 97%>80%, burn is good, Re-entry: 51%<80%, Recovery: 62%<80%. Mission success. +1% to C and c, +10% to each astronaut, +34MB to budget.

AL launches a Manned Orbital with Docking (Slayton). Liftoff: 03%<93%, Earth Orbital Burn: 10%<83%, Earth Orbital Activities: 22%<83%, Docking Module Power On: 69%<98%, Docking: 91%>45%, Earth De-orbital Burn: 26%<83%, Re-entry: 42%<83%, Recovery: 75%<83%. Mission partial success. +1% to B and a, +5% to docking, +10% to Slayton, +3MB to budget.

AL launches a Manned Orbital with Docking (Grissom). Liftoff: 42%<91%, Earth Orbital Burn: 13%<84%, Earth Orbital Activities: 25%<84%, Docking Module Power On: 03%<98%, Docking: 78%>50%, Earth De-orbital Burn: 32%<84%, Re-entry: 23%<84%, Recovery: 31%<84%. Mission partial success. +1% to A and a, +5% to docking, +10% to Grissom, +3MB to budget.

AL launches a Manned Orbital with Docking (Shepard). Liftoff: 32%<94%, Earth Orbital Burn: 56%<85%, Earth Orbital Activities: 07%<85%, Docking Module Power On: 48%<98%, Docking: 63%>55%, Earth De-orbital Burn: 43%<85%, Re-entry: 78%<85%, Recovery: 01%<85%. Mission partial success. +1% to B and a, +5% to docking, +10% to Shepard, +3MB to budget.

Players

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
Budget (1964)	111	99	101	116	95
Cash	11	49	10	0	2
1-Orbital Satellite	1 / 98%	2 / 98%	2 / 98%	0 / 98%	0 / 98%
2-Interplanetary Satellite		0 / 91%	3 / 84%	1 / 98%	2 / 73%
3-Lunar Probe		0 / 64%	0 / 86%	1 / 77%	
4-Docking Module	2 / 75%	1 / 60%	1 / 65%	1 / 60%	1 / 100%
A-One Stage Rocket	0 / 96%	0 / 89%	1 / 83%	1 / 92%	0 / 96%
B-Two Stage Rocket		2 / 91%	1 / 94%	1 / 95%	2 / 56%
C-Three Stage Rocket	1 / 89%				
D-Liquid Fuel Strap-ons			1 / 59%		1 / 89%
F-Kicker		1 / 54%	4 / 44%		
G-"Mega" Stage Rocket					
EVA Suits	98%	87%	97%	98%	98%
a-One Person Capsule	0 / 83%	0 / 83%	0 / 83%	0 / 86%	0 / 42%
b-Two Person Capsule		3 / 85%	2 / 69%	1 / 56%	2 / 78%
c-Three Person Capsule	0 / 81%				
d-Two Person Module	1 / 50%	1 / 21%	1 / 33%		
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	70%	70%	70%	65%
Launch Facilities	3	2	3	3	3
Astronauts	6	5	5	3	8

Astronauts are

Australia: True Blue (50%), Waltzing Matilda (20%), Barry MacKenzie, Dame Edna

RMR: Red Grange (50%), Red Sonja (30%), Red Schoendiest (10%), Red Herring, Red Letterday, Red Wine

SLEEP: Groucho (30%), Harpo, Chico, Gummo, Zeppo

AL: Deke Slayton, Alan Shepard (20%), Gus Grissom (10%)

Republic of Texas: Camden (20%), Green, Moon, Fealy, Milbourn (10%), McDowell, Lochley, Cox

1965
Draw Event Cards

RMR: Corporate Investment. Gains 9MB cash. +1MB to budget.

AL: Government Order. Next planned launch must be an orbital satellite. +10MB to budget if accepted, -20MB if declined.

SLEEP: R&D Bonus. +1 to each die rolled this year. −7MB to budget.

Replublic of Texas: R&D Bonus. +1 to each R&D die roll this year. +3MB to budget.

Australia: Military Support. Gain 3 astronauts with 20% experience each. +7MB to budget.

Final Positions

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
1965 Budget	148	106	84	146	88
Cash	9	34	1	6	7
1966 Budget	149	99	91	156 or 126	91

RMR is Red Moon Rising

AL is the Alliance for the Development and Exploration of Time and Space for the Advancement and Betterment of All Mankind.

SLEEP is Some Launches Establish Extreme Parameters

Coyote
Turn 3
Turn 4 Orders due: 8/31 Tuesday

Planning

Dutch maintains 4 ships ($16), buys 4 soldiers ($40) for $56.

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

French maintains 4 ships ($16), buys 4 soldiers ($40) for $56.

Portuguese maintains 4 ships ($16), buys 4 soldiers ($40) for $56.

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

Swedes maintain 4 ships ($12), buy 4 soldiers ($40) for $56.

Outbound Naval Movement

Dutch Move to O. Dice: 1, 4, 6. Loses 1 ship containing 1 soldier and 1 colonist.

English Move to Y. Dice: 1, 1, 5, 5, 6. Loses 1 ship containing 1 soldier and 1 colonist.

French Move to D. Dice: 2, 3, 4. No losses, drops off 2 soldiers and 2 colonists. Move to H. Dice: 6. No losses.

Portuguese Move to U. Dice: 2, 2, 5, 6. No losses.

Spanish Move to L. Dice: 2, 3, 5, 6. No losses.

Swedes Move to H. Dice: 1, 1, 6. Loses 1 ship containing 1 soldier and 1 colonist.

Mining

Portuguese mine 1 gold bar in R.

Exploration

No new mines found.

Land Movement

Swedes move 1 colonist from G to H, 1 colonist from K to H, 3 soldiers and 3 colonists from anchorage dot to H. Soldier in K prospects.

Spanish moves 4 colonists and 4 soldiers from anchroage dot into area L.

Portuguese move gold from R to anchorage dot. Move 5 soldiers from R to U (It's a climate 5 area with 1 native). Move 4 soldiers and 4 colonists from anchorage dot to U.

French move 2 soldiers and 2 colonists from anchroage dot to H and 2 soldiers and 2 colonists from anchroage dot to D (It's a climate 3 area with 1 site and 3 natives).

Dutch moves 1 soldier and 3 colonists from N to Q (It's a climate 2 area with 1 site), moves 1 colonist from N to O, moves 3 colonists and 3 soldiers from anchorage dot to O. 2 soldiers in O prospect.

English moves 3 soldiers and 4 colonists from W to S (It's resource rich climate 3 area with 2 natives), moves 3 soldiers and 3 colonists from anchorage dot to Y (It's a climate 3 area with 3 natives).

Native Combat

Spanish: 4 natives and 6 soldiers killed in area L. **Portuguese**: 1 native and 2 soldiers killed in area U. **English:** 3 soldiers killed in area S.

Native Uprisings

Climate is a 5. Uprisings in L (0 colonist killed) and S (2 colonist killed).

Survival

Climate is a 2. **French** lose 2 colonists and 2 soldiers in C, 1 colonist and 1 soldier each in D and H. **Swedes** lose 1 soldier and 1 colonist in H and 1 prospector in K. **Spanish** lose 1 colonist in I and 1 colonist and 1 soldier in L. **English** lose 1 colonist in M, 2 colonists in S, and 1 colonist and 1 soldier in Y. **Dutch** lose 1 colonist and 1 soldier in O, and 2 colonists and 1 soldier in Q. **Portuguese** lose 1 colonist in R and 1 soldier in U.
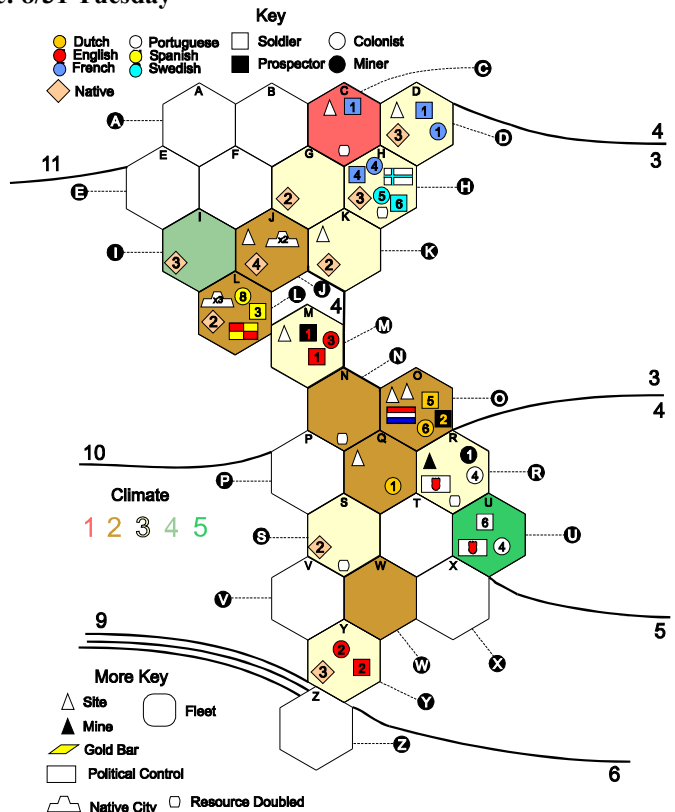
Political Control

Swedes gain political control of H. **Portuguese** gain political control of U. **Dutch** lose political control of N. **English** lose political control of M and W.

Homebound Naval Movement

Swedes: Dice: 2, 5, 6. No losses.

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

Portuguese: Move to R. Dice: 2. No losses, pick up gold. Dice: 3, 5, 5, 6. No losses.

French: Dice: 1, 4, 6. No losses.

Dutch: Dice: 1, 1, 1. 2 ships lost.

English: Dice: 4, 5, 5, 6, 6. No losses.

Income

Swedes: Political control: $40, resources: $10.

Spanish: Political control: $40, resources: $8.

Portuguese: Political control: $60, gold: $40, resources: $12.

French: Political control: $20, resources: $9.

Dutch: Political control: $40, resources: $7.

English: Political control: $20, resources: $5.

Turn 4 Initiative

English, Portuguese, Dutch, Swedes, Spanish, French

Players

	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bob Robles	$91	12	1	4
English	Brad Martin	$82	13	3	4
French	Martin Burgdorf	$48	13	4	4
Portuguese	Brendan Whyte	$158	13	4	4
Spanish	Kevin Wilson	$48	13	4	4
Swedish	Andy Lewis	$59	13	3	4

Sweedes – French: Sorry if we clash this turn. Without an email address I couldn't discuss plans with you - I'm not a snail mail letter writer.

Cerberus – Sweedes: That's my fault. I have his email address, it's just never made it onto the address list. It is there now.

Dirty Dogs
Turn 3
Turn 3 Influence Declaration Orders due: 8/31 Tuesday

Cure Phase

PURGE declares 1 IP on Q, 10 on X, 8 on T, and 1 on B.

SODS declares 8 IP on X, and 8 on T.

STORK declares 10 IP on X, and 8 on T.

TCC declares 10 IP on T.

Boris Badenuff goes to the Sanatorium. Nestor Aparatschik ages to 88, Igor Doberman ages to 76, Mikail Strychnin ages to 59, Karel Krakemheads ages to 76, and Tigran Zenjarplan ages to 61.

Purge

The Trotskyite Internationalists play 2 IP on B. Lech attempts to purge Boris Badenuff. Die roll = 16+3, success. Lech then attempts to purge Mikail Strychnin. Die roll = 4, failure. Ages to

Spy Investigation

Mikail brings Tigran Zenjarplan to trial. The Reform Expansionists play 1 IP on Q and play the Alibi (5) card, making the trial an automatic aquittal. Mikail ages to 62. He then closes the investigation on himself. He ages to 63.

Health

Nestor Aparatschik (dr = 9) falls ill.

Igor Doberman (dr = 9) dies.

Mikail Strychnin (dr = 13) remains sick.

Lech Schukrutoff (dr = 12) gets sick.

Karel Krakemheads (dr = 4) dies.

Tigran Zenjarplan (dr = 18) is fine.

Alexi Goferbrok (dr = 15) is fine

Funeral Commission

No activity.

Replacement

Nestor Aparatschik moves Mikail Strychnin to KGB head and promotes Alexi Goferbrok to Defense Minister. Nestor ages to 89. Lech Schukurtoff is promoted to Foreign Minster by age.

Anatol Mischif is promoted to Ideology Minister.

Antonj Talksalott is promoted to Industry Minister.

Eduard Boremtodev is promoted to Sport Minister

Boris Karrienko, Oleg Satin, and Iwan Manjak are lifted from the ranks of the people into the candidate positions.

Rehabilitation

STORK plays 1 IP on I and rehabilitates G. Anatol ages to 73.

Parade

TCC plays Visit the Sanatorium (8) on Nestor. (dr = 7 + 2). Fails. Nestor attempts to wave (dr = 13), fails and ages to 91.

Press

TI – SODS: I am not a bad commie I am a good commie. All who witnessed my purges of imperialist capitalist dogs knows that. Perhaps, comrade, you are a counter-revolutionary as well? If so, I would advise you to take care. These are dangerous times.

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	91 ? ++	1 (SODS)
KGB Head	Mikail Strychnin (T)	63 +	8 (PURGE), 8 (SODS), 8 (STORK), 10 (TCC)
Foreign	Lech Schukrutoff (B)	79 +	1 (PURGE), 2 (TI)
Defense	Alexei Goferbrok (C)	74, strength position	
Ideology	Anatol Mischif (I)	73	1 (STORK)
Industry	Antonj Talksalott (J)	67	
Economy	Tigran Zenjarplan (Q)	61 ?	1 (PURGE)
Sport	Eduard Boremtodev (K)	66, weakness position	

Candidates: M, N, O, P, S

People: G, N, O, P, R, U, V, W, Y, Z

Siberia: F, X (53 ++)

Kremlin Wall: H, D, L, E

Your cards: _____

_____

_____

Your undeclared influence: _____

_____

Players

Player	Faction Name
Chris Geggus	Reform Expansionists
Brad Martin	Party Urging Rigorous Government Efficiencies
Ward Narhi	Socialist Team of Reformed Tyranny
Phil Reynolds	Society of Old Depraved Socialists
Bill Scharf	Trotskyite Internationalists
Mike Scott	The California Connection

SODS have one wave.

Doggin' It
Turn 1, Phases IV-VII, Turn 2, Phases I-III
Turn 2, Phases IV-VII, Turn 3, Phases I-III due: 7/27 Tuesday

Turn 1
Construction and Operation

Red (Scharf) pays $1200 for claim #4, $600 for track, and $300 to operate claim #4 (1 gold).

Green (Whyte) pays $300 for claim #56, $800 for track, and $150 to operate claim #56 (3 coal).

Brown (Carl) pays $700 for track.

Gray (Cain) pays $500 for claim #11, $700 for track, and $250 to operate claim #11 (1 silver). Delivers 1 silver to Salt Lake City for $2000.

Gold (Bolduc) pays $500 for track.

Blue (Martin) pays $400 for claim #66, $1000 for track, and $200 to operate claim #66 (4 coal).

Turn 2

Move Prospectors and Surveyors

Red (Scharf) Surveys Junction C to Fairplay and does not prospect.

Green (Whyte) NMR! Surveys Colorado Springs to Pueblo and Prospects Passenger Line 2.

Brown (Carl) Prospects Passenger Line 6 (impossible, does not have track along entire route) and does not survey.

Gray (Cain) Surveys Heber City to GG (non-snow route) prospects Lake City (no such claim).

Gold (Bolduc) Surveys Provo to Junction HH and Prospects Passenger Line #3.

Blue (Martin) Surveys Taos to Junction K and Prospects #28 (no such claim).

Dispute Resolution

No disputes

Notes

Open standby call for Green. Please contact me if you are interested.

Press

Joe Carl – Brad Martin: Can we make a deal bout your claim in Trinidad? I'll have the track through there before you and can make money for both of us sooner rather then later. Sell me the claim and I'll split the first haul with you. You get something for nothing, and I get something.

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	$3900	S+1, P
Brendan Whyte	Green	Denver	$4750	S, P+1
Joe Carl	Brown	Pueblo	$5300	S+1, P
Dennis Cain	Gray	Salt Lake City	$6550	S, P+1
Paul Bolduc	Gold	Salt Lake City	$5500	S+1, P
Brad Martin	Blue	Santa Fe	$6000	S, P+1

Owned Claims

#	City	Owner	Goods	Type	Operation
4	Leadville	Red	1	Gold	$300

#	City	Owner	Goods	Type	Operation
56	Aspen	Green	3	Coal	$150
11	Heber City	Gray	0	Silver	$250
66	Trinidad	Blue	4	Coal	$200

Owned Passenger Lines

#	Type	Route	Payoff	Owner	Notes
5	A	Salt Lake City – Provo	$100	Gold	$250 to open
2	A	Denver – Colorado Springs	$250	Green	$450 to open

Available Claims

#	City	Type	Claim	Operation
9	Silverton	Gold	$800	$250
42	Vallecitos	Lumber	$300	$150
8	Fairplay	Gold	$500	$250
45	Scofield	Coal	$200	$150
39	Lumberton	Lumber	$800	$250
67	Trinidad	Coal	$300	$150

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
9	B	Denver – Grand Jct.	$1350	D x $75	Discard when 15 is taken. Good for $1350 toward card 14 or 15
3	A	Denver – Pueblo	$400	D x $75	
6	A	Pueblo – Santa Fe	$600	D x $50	
4	A	Denver – Leadville	$1350	D x $100	Discard after 4 Leadville depletions
1	A	Denver – Boulder	$100	D x $75	
8	B	Denver – Aspen	$650	D x $50	

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. In 1996, which country's army became the last in the world to disband its carrier pigeon service?

A1. Switzerland's. Its army owned 7,000 pigeons and had another 23,000 privately owned birds on standby in case of a national emergency. The pigeon service was disbanded in the hopes of saving money and instituting a more modern communications system.

Chris Geggus receives 2 points.

Q2. What is the meaning of the Comanche phrase posah-tai-vo, the term Indian code-talkers in the Army Signal Corps used on the battlefield during World War II to refer to Adolf Hitler?

A2. Crazy White Man

No correct answers, Joe Carl receives 2 points.

Q3. In what village was Leonardo da Vinci born?

A3. Vinci, in what is now Italy.

Steve Koehler, Brendan Whyte, and Andy York each receive ½ point.

Q4. What type of aircraft was used to drop bombs in the first German air raids on London in 1915?

A4. A zepplin

Steve Koehler, Brendan Whyte, Kevin Wilson, and Andy York each receive ½ point.

Q5. What cape is at the southermonst point of Africa?

A5. Cape Agulhas. It is about 100 miles southeast of the Cape of Good Hope, which many people mistakenly believe is the answer. The cape was named agulhas, Portuguese for "needles," for its many saw-edged reefs and sunken rocks. Chris Geggus, Kevin Wilson, and Andy York each receive ½ point.

Current Scores

Chris Geggus	59½	Andy York	45½
Caleb Cousins	41½	Paul Bolduc	33½
Dennis Cain	33½	Andy Lewis	31½
Brendan Whyte	31½	Steve Koehler	27½
Joe Carl	27½	Bill Scharf	24
Dan Eisenhut	19½	Berry Renken	19
Ward Narhi	17½	Brad Martin	16
Bob Robles	15	Tom Howell	11½
Sean Cousins	7	Kevin Wilson	4½
Sigourney Street	½		

New Questions

Topic: Brain Teasers

1. A man and his wife went on vacation. Two months later, the man called the police to report the location of a body near the place where he had been on holiday. The police thanked the man and then asked him why it had taken him two months to report the body. What was the reason?

2. When Gertrude entered the plane she caused her own death and the deaths of 200 people. Yet she was never blamed or criticized for her actions. What happened?

3. In 1996, the British government was faced with the task of slaughtering many thousands of healthy cattle in order to allay fears over the disease BSE, or mad cow disease. What proposal did the government of Cambodia make to help solve the problem?

4. In what place would you find Julius Caesar, the biblical Rachel, King David, Pallas Athena, King Charlemagne, Alexander the Great, Queen Elizabeth I of England, and Sir Lancelot all together?

5. John was color-blind. Because of this affliction, he landed an important job. What was it?

Pedagoguery

Telescopes come in a wide variety of styles, and care should be taken in selecting the one right for you. In this issue, I will present a small primer on the different types of telescopes out there, and some of the advantages and disadvantages of each.

Before I launch into the subject, let me digress into the subject of optics and define a few terms. When discussing telescopes, there are certain terms you will encounter that you should understand. The aperture of a telescope is the diameter of the objective. The objective is the main light-gathering element of the telescope. The objective is a lens in the case of refractors and a mirror in the case of reflectors.

Another key concept is the focal length of the objective. This is the distance that the objective takes to bring light into focus. This figure is especially important because it tells you the magnification you will get with any particular eyepiece. To get the magnification factor, simply divide the focal length of the eyepiece into the focal length of the objective. For example, using a telescope with a 1000mm focal length with an eyepiece with a 25mm focal length will give you a magnification factor of 40 (1000/25).

The focal length and the aperture size combine to give you another important figure – the focal ratio. Those of you familiar with photography are familiar with the concept of an f-stop. The f-stop is simply a measure of the current focal ratio of the camera. The focal ratio is the ratio between the focal length and the aperture. Most telescopes operate at focal ratios of between f/3 and f/12. If a telescope has a low focal ratio, it will generally have a wider field of view, but will also have lower magnifications than high focal ratio telescopes. In addition, when using a telescope in astrophotography, higher focal ratios translate to longer exposure times.

As I stated in last issue's Pedegogeury, there are three factors to consider when selecting a telescope: Type, aperture, and mount. There are three basic types of telescopes: refractors, reflectors, and catadioptrics.

Refractors use a lens as the objective. This is the type that Galileo used to observe the mountains on the moon and the moons of Jupiter. Optical systems based on lenses have one inherent problem – chromatic aberration. This stems from the fact that a lens will bend light of different wavelengths by different amounts. So, if the red light is in focus, the blue light is out of focus and vice versa. Modern refractors use lens systems to overcome this defect and apochromatic telescopes give clear, sharp images with little or no chromatic aberration. Refractors are usually the cleanest optical systems around. They have unparalleled image contrast. This is due to the fact that in nearly all reflectors, a secondary mirror lies in the light path. This obstruction cuts down on the overall amount of light that reaches the primary, and thus reduces image contrast. Refractors have no such obstruction. The big disadvantage of refractors is cost. A refractor will generally cost anywhere from 50% to 150% more than a reflector of comparable aperture. Most refractors have smaller apertures than reflectors. Refractors commonly on the market range from about 60mm (about 2 1/3 inches) up to about 8 inches in aperture, with 3 to 6 inches being the average. Refractors also tend to be a bit bulky, since the light path is strait. So, if you have a refractor with a 1000mm focal length, the overall length of the telescope is more than a meter long. This means that when looking at objects in varying places in the sky, you could have to assume some rather awkward positions to get to the eyepiece. Refractors tend to range between a few hundred dollars to $3000 to $4000.

Reflectors are those that use mirrors to gather light rather than lenses. The most common type of reflector is the Newtonian. Newtonians have a parabolic mirror at the base, a flat, angled mirror near the top of the tube, and the eyepiece off to the side near the top of the tube. Reflectors do not have the problem of chromatic aberration that refractors have. Instead, the common type of optical defect for reflectors is called coma distortion, an inherent defect in parabolic reflectors. The effect is that objects toward the outer edge of the field of view are distorted, looking a little like comets heading toward the center. Spherical mirrors are even worse. With a spherical mirror, the focus depends on the distance from the center of the mirror. The end result is that the entire field of view could not be focused at the same time. Grinding the mirror with a long focal length can minimize coma distortion, so it is rarely a major problem in modern telescopes. There are many advantages to reflectors. The primary one is cost. For a given aperture, a Newtonian reflector is nearly always your least expensive alternative. Newtonian reflectors are also the easiest type of telescope to make yourself, a low-cost alternative to purchasing one. Some of the drawbacks of Newtonians are that they tend to be a bit bulky, especially for the larger apertures. In addition, Newtonians require more frequent realignments of the components, particularly after they have been moved. Newtonians come in a wide range of apertures, from 3- or 4-inch telescopes up to 24- or 36-inch monsters. They can cost as little as a couple hundred dollars up to a several thousand.

Catadioptric telescopes are kind of a hybrid. The most common type is called s Schmidt-Cassegrain. They have a spherical mirror as the objective. At the front of the tube you have a specially curved corrector lens, which corrects for the distortion introduced by the spherical objective. Mounted in the center of the corrector plate is the secondary mirror, a convex hyperboloid. This reflects the light back through a hole in the center of the objective to the eyepiece behind. The fact that the secondary mirror is convex means that it effectively increases the focal length of the primary mirror. Catadioptrics have the advantage of portability. Usually the tube is very compact compared to a Newtonian or refractor of a similar focal length. This is because the light path is folded back on itself. Catadioptric telescopes are most frequently found in an 8-inch size. There are a few available at the low end, in the 3- to 5-inch range, and a few more in the 10- to 16-inch range. Cost-wise, catadioptric telescopes are about midway between reflectors and refractors. The smaller ones can cost a few hundred dollars while the larger ones can cost over $14,000. Typically, you are talking between $1,000 and $3,000.

Next time, I will continue the discussion about telescopes by discussing the various mounting options.

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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, Ward Narhi, Berry Renken (1995 only), Paul Bolduc, Joe Carl, Kevin Wilson, Pasquale Giovine, Andy York, Phil Reynolds, Jason Wilke **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York **New World:** Kevin Wilson, Andy York, Bill Scharf **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Kevin Wilson, Andy York **Die Macher:** Andy York, Phil Reynolds **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Phil Reynolds **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Joe Carl, Andy York, Phil Reynolds **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Phil Reynolds **2038:** Andy York **Liftoff!:** Dennis Cain, Andy York, Phil Reynolds **SolarQuest:** Andy York, Phil Reynolds **Age of Renaissance:** Bob Robles, Phil Reynolds **Kremlin:** Kevin Wilson, Joe Carl, Andy York **Silverton:** None

Standby Calls

Phil Reynolds for Venice in Citizen Dog