

Notes from Hades

I hope the holidays treated you all well. We enjoyed a nice, quiet time at home. Well, at least as quiet as is possible with two nine-month-olds. The boys had a good time with Christmas. They enjoyed everything: the tree, the presents, the wrapping paper, and even the boxes the presents came in. It was fun watching everything through their eyes, even though they really didn't get the concept of the gifts. Next year, I'm sure they will be much more into it, but the first time is always special.

The Liftoff! Mars Landing Variant is ready! I have uploaded it to my website (the link is on the main page). It is in the form of an Adobe document, so you'll need Acrobat Reader to read it, but Acrobat Reader is available for free as a download. I urge everyone who is at all interested in it to take a look and let me know what you think. I am very interested in your feedback.

Hyena ends this issue, with a victory by Andy Lewis. Chris Geggus was a very close second. Congratulations to Andy on a very hard fought game.

The next deadline is **Tuesday, February 18 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. **Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

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Game Openings

Shepherd. Machiavelli. Scenario and specific rules to be determined at game start by player vote, as usual. Have Cary Nichols, Bob Robles, Pasquale Giovine, Forest Cole, and Mike Scott. Need up to 3 more.

Dogwood. History of the World. This will start when Dogface ends. Have Dave Anderson, Forest Cole, Kevin Wilson, Andy Lewis, and Dennis Cain, need 1 more.

Retriever. Outpost. This will start when Wolfbane ends or when I get 10 players, whichever comes first. Have Eric Brosius, Andy York, Andy Lewis, Dave Partridge, Scott Hutchens, Bill Scharf, Kevin Wilson, and Michael Lowrey, will take up to 2 more.

Wish List

Seafarers of Catan. We will be playing the Oceans scenario. Have Kevin Wilson and Dave Partridge, will take up to 4 more.

New World. This game will start after Doggerel ends. Have Andy York and Dennis Cain, need up to 4 more.

Age of Renaissance. This game will start after Dog Show ends. Need up to 6.

Merchant of Venus. This game will start after Hyena ends. Need up to 6.

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:

Chris Hassler a.k.a. Cerberus

2000 S. Armour Court

La Habra, CA 90631

Phone: (562) 690-7827, Fax: (562) 690-7827

chassler@adelphia.net

On the Web at: <http://home.adelphia.net/~chassler>

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

Chris Geggus

Good luck with the Cricket.]

A Happy New Year to you and the family. I guess the boys were a little too young this year to really enjoy Christmas, but next year! My boys still revel in it, but maybe it's just the presents. I received a lot of cricket gear myself, as I've agreed to take it up again (after 8 years) so that I can play with Michael. He was last year's Under 13 captain and this year has moved up to the men's teams. If I'm going to drive him to matches I might as well play rather than watch. He will do a couple of years in the third team and/or the Sunday social side and then if he is good enough he will move up to the first or second league team and that's when he says good-bye to me! Teresa reckons one maybe two matches and that will be it for me, on the grounds of eyesight, unfitness, overweight, bad knees, etc. etc. She's thoughtful like that.

[The boys enjoyed Christmas, as well as the wrapping paper and the boxes their presents came in. They were fascinated by the tree, but overall, they really didn't get the concept. I'm sure next year will be different.

Dennis Cain

The local gaming group had a gaming day the Saturday after Thanksgiving. Four of us tried out the new Sid Meier Civilization boardgame. After a 4-hour session, we had barely made it to the industrial age. I was playing North America and came in third, due mostly to having a coal monopoly early. South America started a war and finished last. Europe and Asia were trading partners the entire game, with Europe winning due to an abundance of tech chits early. IMO the game does follow the computer version, but there is too much randomness in the chit draws, starting positions, and critical resource rolls.

Information about the game can be found at www.boardgamegeek.com and www.eaglegames.net.

Bob Robles

Book reviews: First, The Final Act: The Roads to Waterloo by Gregor Dallas. This book examines the Congress of Vienna following the first abdication of Napoleon in 1814. He reviews the personalities involved, the countries and kings who they represented (or misrepresented), and the social milieu in which the men arose and operated. Metternich, Castlereagh, Talleyrand, Wellington, the Emperors of Russia, Prussia, and Austria are all there; negotiating, scheming, and womanizing. Lurking in the background is Napoleon. His escape from Elba, the

Hundred Days as well as the Battle of Waterloo are briefly covered and put in the context of the Congress. An interesting look at the period following Napoleon leading to the Concert of Europe. Second, Blood Music by Greg Bear. A short sci-fi story looking at recombinant DNA technology, quantum theory (I think), and an interesting twist on a plague unwittingly unleashed on earth. Well written and riveting (well, maybe not, but you'll want to finish it as fast as possible). Both books recommended.

Off the Leash

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat
Miller Number 2001Fpw10
Summer 1458**

Deadline for Fall 1458: 2/18 Tuesday

France and Florence spend most of their time putting down those pesky rebellions, while Austria and Milan play musical provinces. Venice destroys a Turkish fleet, as Naples tries to come to the Turks' rescue.

Spring 1458 Retreats

France A Tyrolea retreats to garrison

Outstanding Debt

None

Orders

AUSTRIA ☐: A Tyrolea to CARINTHIA, A AUSTRIA supports A Tyrolea to Carinthia, A Trent to Milan (DISLODGED, retreat Bergamo, garrison, OTB), A SLAVONIA supports A Carniola to Croatia, A Carniola to CROATIA

FLORENCE ☐: A LUCCA holds (Rebellion suppressed), A Arezzo to FLORENCE

FRANCE ☐: A TURIN holds (Rebellion suppressed), A PAVIA supports A Turin, A MONTFERRAT holds (Rebellion suppressed), F Marseilles to GULF OF LIONS, F SAVOY holds (Rebellion suppressed), F CORSICA holds (Rebellion suppressed), G TYROLEA convert to A

MILAN ☐: A CREMONA supports A Milan, A MILAN supports A Carinthia to Trent, A Carinthia to TRENT

NAPLES ☐: A Patrimony to ROME, A Perugia to URBINO, A Naples to AQUILA, A Messina to OTRANTO, F BARI supports F Otranto to Lower Adriatic, F Otranto to LOWER ADRIATIC, F IONIAN SEA supports F Otranto to Lower Adriatic (cut), F MESSINA supports F Tyrrhenian Sea, F TYRRHENIAN SEA supports F Messina

TURKS ☐: A BOSNIA supports Austrian A Carniola to Croatia, F Albania to Durazzo (DESTROYED), F CENTRAL MEDITERRANEAN to Ionian Sea, F Sardinia to WESTERN MEDITERRANEAN

VENICE ☐: A BOLOGNA supports A Mantua, A MANTUA supports A Bologna, A Treviso to VERONA, A FRIULI supports A Treviso to Verona, F Croatia to DALMATIA, F Venice to UPPER ADRIATIC, F Lower Adriatic to ALBANIA, F Herzegovina to RAGUSA, F DURAZZO supports F Lower Adriatic to Albania

Your ducat total:

Press

Austria – France: Live, lovely yellow ally!

Austria – Milan: Die, evil green swab!

France – Austria: You should decide if we are ally or not, otherwise we continue to exchange our provinces or cities without any utility for us. Rebellions will be removed from myself, I need not your support, thank you. You should think to conquer Milan and Cremona as soon as possible, instead.

France – Milan: Parbleu, you are again completely in the game.

France – Naples: I hope also in cooperation with Austria.

France – Turkey: Dear friend, it seems that Venice wish to conquer all your provinces. I hope that Naples would support you and Austria want to cooperate with me in the North.

Milan – France: I hope you can see that Austria is a greater threat to EVERYONE else in the game than myself. Just leave me alone and let's remove this troublemaker from the board.

Milan – Venice: Can I be your toady? I just need a little help with the bothersome Austrians who've invaded our Italian lands.

Milan – Venice: A little help? Please?

Turks – Austria: Come on down!

Turks – Florence: Are you with us?

Turks – France: Thank you my friend.

Turks – Milan: No offense, but would you please die so Venice can be dealt with?

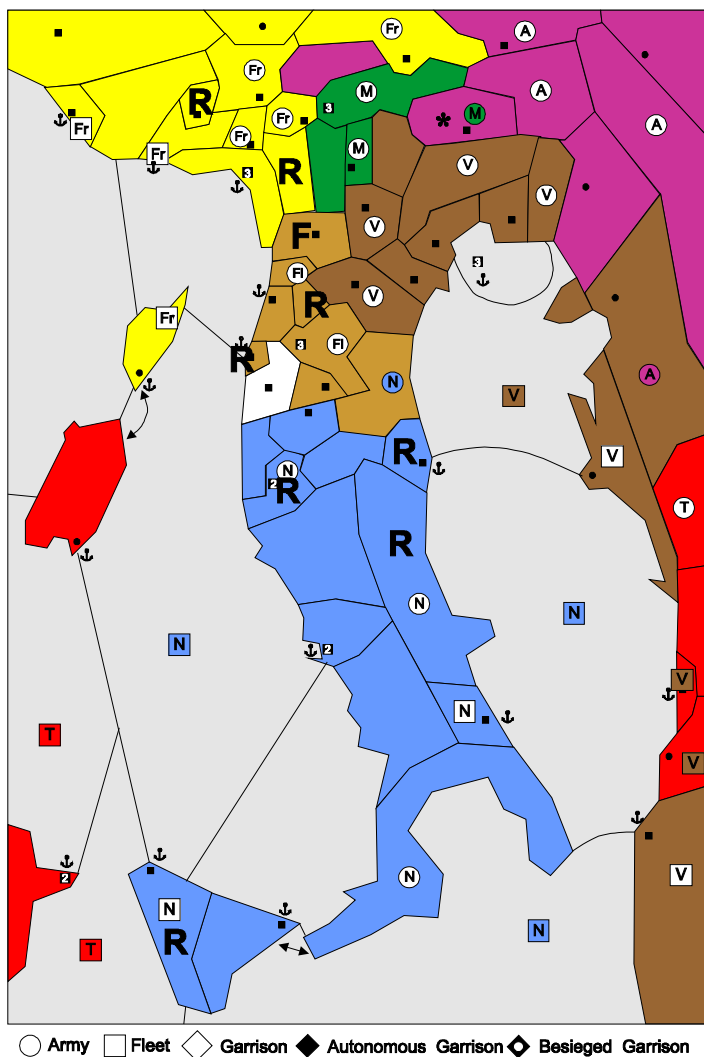
Turks – Naples: Support me into Durazzo, I'll support you into the Adriatic, together we can push back Venice. France, Austria, and Florence will hit him from the north and thus the Doge will be contained.

Turks – Venice: Worry about yourself, not me.

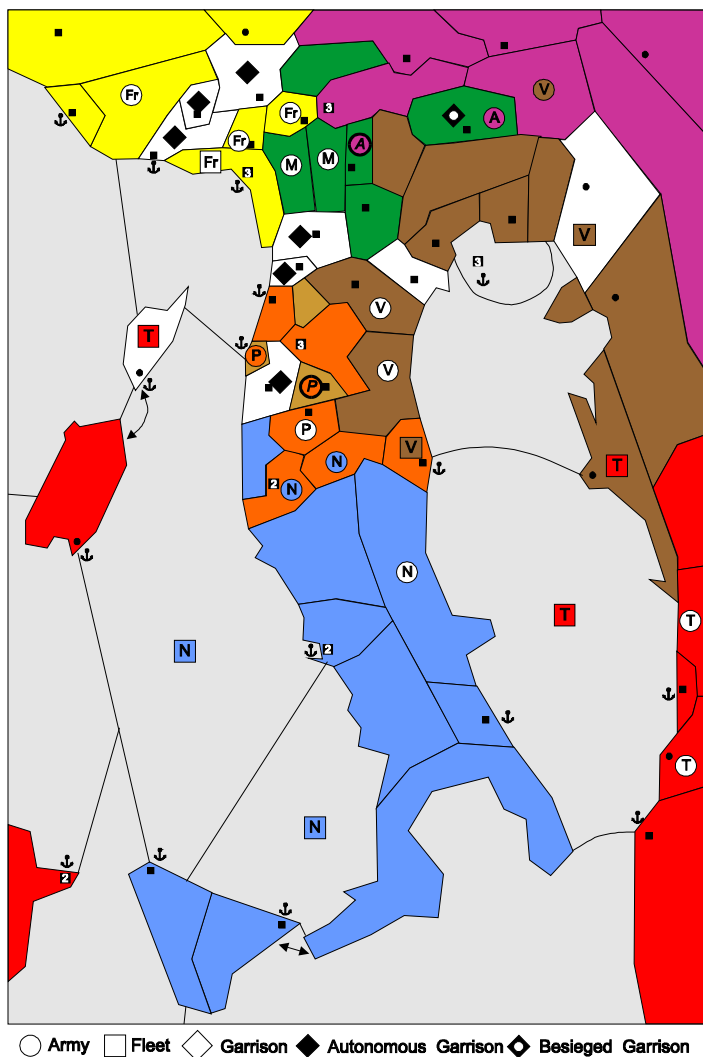
Venice – France: I have spent my money so I am not a threat anymore. I propose that you go after Austria. I will keep him busy in the south, since he seems to want to come after me, and you can gain all the north from him. The only thing I ask for is that I get Carniola.

Venice – Turkey: Remember that I did not attack you. You attacked me despite my requests for peace. You see now the consequences of your actions.

Off the Leash



Wild Dog

**Wild Dog**

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Black Press, Ultimate Victory

Miller Number 2002Fpw10

Summer 1455

Deadline for Fall 1455 2/18, Tuesday

With most of the Austrian armed forces destroyed by plague, Venice sees an opportunity and launches an invasion. The Turks, based on a perceived hostility on the part of Venice, launches a pre-emptive invasion. The Pope continues his invasion of Florence, while Naples consolidates his invasion of the Papacy. Austria gets financing from the moneylenders to continue his invasion of Milan. France just consolidates neutrals.

Spring 1455 Retreats

Austria A Milan retreats to Tyrolea

Papal A Rome retreats to Perugia

Summer 1455 Plague

Bad year – Row and Column. Ragusa, Bosnia, Slavonia (Austrian A eliminated), Croatia, Bari, Tyrolea (Austria A eliminated), Marseilles, Carinthia (Austrian A eliminated), Ferrara, Milan (Milan A eliminated), Florence (Papal A eliminated), Otranto, Corsica

Expenditures

Austria borrows 17 ducats for 2 years (26 ducats due Summer 1457) and spends 21 ducats to buy Milanese Elite Mercenary army Cremona.

Outstanding Debt

Fall 1455: 6 ducats due from France

Summer 1456: 38 ducats due from the Pope

Fall 1456: 12 ducats due from Austria, 30 ducats due from Florence, 23 ducats due from Milan.

Summer 1457: 26 ducats due from Austria

Orders

AUSTRIA (Wilson):	A TRENT besieges, A (EM) CREMONA holds
FLORENCE (Biehl):	No units
FRANCE (Partridge):	A PROVENCE holds, A PAVIA holds, A MONTFERRAT besieges (garrison destroyed), F GENOA besieges (garrison destroyed)
MILAN (Robles):	A FORNOVA to PAVIA, A Mantua to PARMA, A (EM) Cremona supports A Milan (nsu)
NAPLES (Scharf):	A ROME supports A Spoleto, A SPOLETO supports Turkish F Lower Adriatic to Ancona (nso), A Naples to AQUILA, F Capua to TYRRHENIAN SEA, F Tyrrhenian Sea to GULF OF NAPLES

Orders (cont.)

PAPACY (Carl): A Pisa to PIOMBINO, A (EM) AREZZO to Florence, A PERUGIA to Arezzo

TURKS (Narhi): A HERZEGOVINA to Croatia (imp.), A ALBANIA to Herzegovina, F Durazzo to LOWER ADRIATIC, F Lower Adriatic to DALMATIA, F Sardinia to CORSICA

VENICE (Whyte): A URBINO to Florence, A BOLOGNA supports A Urbino to Florence, A Verona to CARINTHIA, F ANCONA holds, F Upper Adriatic to CARNIOLA

Your ducat total:

Press

Austria – Milan: I don't think you quite understood that the option I offered last season wasn't negotiable. Your note this season suggested you felt otherwise. Well, now you see that it wasn't.

Milan – Austria: It's enough to drive one to drink!

Milan – Venice: Tis a flesh wound...

Papacy – Venice: A lot of black press seems to be generated with your name on the byline. I'm gonna ignore it and if you go your way and leave me alone then we can work together.

Rome: Lawyers for the Papacy entered an anti-trust suit today against their southern neighbors. "It is obvious that Chairman Bill and his ward are attempting to make NT dominate government in the world through unfair practices, including refusal to reveal their tactical plans, domination of the shipping infrastructure and the unrestricted use of espionage. We request the court break up the company into two separate parts, to require that communications with their troops be made open and to disband the Blue Scream of Death squads."

Turkey – Naples: I am glad you have kept the agreements of your predecessor. You will note that Naples grows mighty because of your friendship.

Turkey – Venice: Last turn you told Austria that you were interested in the south. At the same time, you refrained from talking to me. I took that as you were interested in attacking me. If that was not true, I apologize for attacking you and hope to make amends.

Warg

Miller Number 2002Ets33

3019-2-I

Deadline for 3019-2-II 2/18, Tuesday

Gondor looks to be hard pressed, as Umbar and Saruman join Mordor in acting against him. The Elves join with the Dwarves and Rohan in maneuvering into a strong position against Mordor in the north.

Builds

Dwarves	Builds A Erebor, A Blue Mountains
Elves	Build A Grey Havens, A Imladris, A Elven Kings Hall
Gondor	Builds A Dol Amroth, F Pelagir
Mordor	Builds A Gundabad, A Dul Guldur, A Minas Morgul
Rohan	Builds A Eastfold, A Helm's Deep
Saruman	Builds A Isengard, A Dunland
Umbar	Builds A Harad

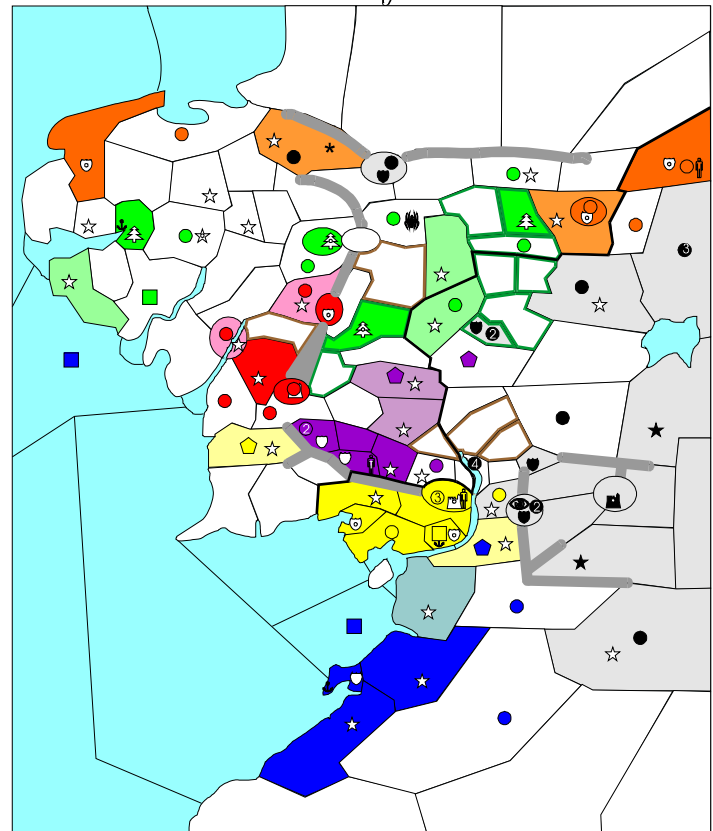
Orders

DWARVES (Reynolds): A Blue Mountains to FOROCHEL, Dain leads A IRON HILLS supports A Esgaroth to Carnen (cut), A Esgaroth to CARNEN, A Carn Dum supports A Blue Mountains to Forochel (cut, DISLOADED, retreat Angmar, Ettenmoors, North Downs, OTB), A EREBOR to Esgaroth

ELVES (Koehler): A Carrock to OLD FOREST ROAD, A ANDUIN supports Rohan C Wold to Brownlands, A BEORN'S MARCHES to Framsburg Gap (frozen), A Grey Havens to SHIRE, A Imladris to RHUADUR, A Elven Kings Hall to EOTHED, F Harlindon to SARN FORD, R ()

GANDALF (Bolduc): R (),
R (),
Fe (),
Aragorn (),
Gandalf ()

GONDOR (York): A Lossernach to MINAS TIRITH merge 2A MINAS TIRITH holds : 3A MINAS TIRITH, A South Ithilien to OSGILIATH, C DRUWAITH IAU to Enedwaith to Dunland, A Dol Amroth to DOR-EN-ERNIL, F PELAGIR to Ethir Anduin, R (), Faramir
MINAS TIRITH leads 2A Minas Tirith

Warg

☆ Supply Center	⬛ Garrisoned Double Fortress	⬛ Sauron	⬛ Dwarves
○ Fortress	○ Army	⬛ Gandalf	⬛ Elves
⬛ Garrisoned Fortress	⬛ Fleet	⬛ Fellowship	⬛ Gandalf
⬛ Elvish Fortress	⬛ Cavalry	⬛ Nazgul	⬛ Gondor
⬛ Garrisoned Elvish Fortress	⬛ Ranger	⬛ Lord of the Nazgul	⬛ Mordor
⬛ Double Fortress	⬛ Saruman	⬛ Other Personality Units	⬛ Rohan
		⬛ The One Ring	⬛ Saruman
			⬛ Umbar

Orders (cont.)

MORDOR (Anderson): 2A Osgiliath to CAER ANDROS merge 2A North Ithilien to CAER ANDROS : 4A CAER ANDROS, Lord of the Nazgul (_____), 3A NORTH RHUN to Iron Hills, A RIVER RUNNING to Esgaroth, A KHAND holds, A Forodwaith to CARN DUM, A GUNDABAD supports A Forodwaith to Carn Dum, 2A MINAS MORGUL supports Umbar A Poros to South Ithilien (nso), Sauron leads 2A MINAS MORGUL supports Umbar A Poros to South Ithilien (nso), 2A DUL GULDUR to Brownlands, A Udun to DAGORLAND, Nazgul BEORN's MARCHES freezes Elvish A Beorn's Marches

ROHAN (Scharf): C WOLD to Brownlands to Mountains of Mirkwood, C East Emnet to Eryn Muil to BROWNLANDS, 2A HELM's DEEP holds, A Eastfold to ANORIEN, Theoden DUNHARROW holds, Eowyn (_____)

SARUMAN (Robles): A GAP OF ROHAN to Druwaith Iaur, A ISENGARD hold, A Dunland to ENEDWAITH, A THARBAD supports A Dunland to Enedwaith, A HOLLIN holds, Saruman (_____)

S.O.B.

UMBAR (Nichols): F Southern Sea to WESTERN SEA, F SOUTHERN BAY to Ethir Anduin, A Poros supports C South Gondor to South Ithilien, A Harad to HARADWAITH, C South Gondor to SOUTH ITHILIEN

Alignment

Good: Dwarves, Elves, Gandalf, Gondor, Rohan

Neutral: Saruman, Umbar

Evil: Mordor

Press

Saruman – Umbar: How about an alliance against pesky Gondor fellow Neutral?

Sauron – Aragorn: You running around with the elves, again. I don't care what they tell you will not get to ride on Santa's sleigh, period!!!!

Sauron – Witch King: You have a new job for you, we have got work to do.

Sauron – Umbar: I am supporting your army Poros to S. Ith. , Call me. 1-555-666-Void. [work number]. Home phone- 1-248 -473-7482., between 7-10pm est. or 4-7 pst.

Sauron – Umbar: Hopefully I guessed right and there is one less Gondor army between us.

Hyena

Turns 29.1 to 30.4

Deadline for End of Game Statements: 2/18 Tuesday

Turn 29

1st: Dennis Cain (Dell/Delivering Extremely Large Loads) Rolls Used: 2 5 6

B – Y – B – TeleGate 2 – Ice Station (p).

Agent buys a Transport for \$240 (Leveraging Ludicrously Excessive Deals). The shield and yellow drive are loaded onto the transport. Buys 2 Finest Dust for \$20 and loads them onto the transport. Clipper picks up Fare to Base. Receives \$26 in port commissions.

2nd: Chris Geggus (Whynoms)

Guerriere Rolls Used: 2 4 5 5

Aerie – (Y) – (R20) – (Y) – A – (R30) – (Y20) – (R) – Airhome – (Y) – B – (R) – Open Port – (Y10) – (R) – A – A – (R20) – (Y) – B – (R) – B – (Y) – B – (R) – Poisonport (o) – Poisonport (s).
Buys Poisonport for \$200.

Nostromo Rolls Used: 3 6 6

Whale Port (p) – A – Wet Landing (o) – (R) – B – (R) – B – (Y) – NC6 – (R20) – Multi-Generation Ship – NC6 – (Y) – B – (R) – A – A – (R20) – (Y) – B – (R) – B – (Y) – B – (R) – Poisonport (p).

Sells Immortal Grease for \$100 plus \$150 demand (from the cup: Immortal Grease at 6 and Designer Genes at 9a). Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Demand for Wine at 4a and Living Toys at 3). Buys 2 Servo-Mechanisms for \$400. Gains \$85 in port commissions.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 4 6

Moonport (s) – Moonport (p) – (Y) – B – R – B – (Y) – B – R – Open Port – Paintfall (o) – Paintfall (s).

4th: Andy Lewis (Eeepeeep/Go for the Money Time) Rolls Used: 6

B30 – R30 – Y30 – B – R – A – Dryport (o) – Dryport (s).

Barter's shield for \$30 credit plus \$170 cash, buys Dryport.

Turn 30

1st: Dennis Cain (Dell)

Leveraging Ludicrously Excessive Deals Rolls Used: 6 6

Ice Station (p) – A – R – ? (It's the Gate Lock relic) – R – A – R – B – (Y) – B – R – B – R – (Y) – Aerie.

Sells Finest Dust for \$50 plus \$100 demand (from the cup: Melf Pelts at 5 and Demand for Sculpture at 2). Sells Finest Dust for \$50 plus \$50 demand (from the cup: Mulch Wine at 3 and Demand for Genes at 10). Buys 2 Chicle Liquor for \$80. Gains \$33 in port commissions.

(Delivering Extremely Large Loads) Rolls Used: 3 6 6

Ice Station (p) – TeleGate 2 – TeleGate 6 – NC6.

2nd: Chris Geggus (Whynoms)

Nostromo Rolls Used: 5 6 6

Poison Port (p) – B – Paintfall (o) – Open Port – (R) – B – (Y) – B – (R) – B – (Y) – Moonport (p).

Sells Servo-Mechanisms for \$300 (from the cup: Demand for Dust at 7a). Sells Servo-Mechanisms for \$300 (from the cup: Chicle Liquor at 7a). Gains \$60 in port commissions.

Guerriere Rolls Used: 3 4 4 4

Poison Port (s) – Poison Port (p) – B – Paintfall (o) – Open Port – (R) – B – (Y) – B – (R) – B – (Y) – Moonport (p).

Sells Chicle Liquor for \$90 plus \$60 demand (from the cup: Servo-Mechanism at 7b and Barter's Red Drive for \$60 credit, Yellow Drive for \$40 credit, Air Foil for \$40 credit, and the Clipper for \$60 credit. Trades in credit to buy Minion for \$160, and an Impossible Furniture for \$40 credit and \$70 cash. Gains \$62 in port commissions.

3rd: Bob Robles (Humans/Humungous, Ugly, Moronic Association of Neanderthals) Rolls Used: 1 2 4

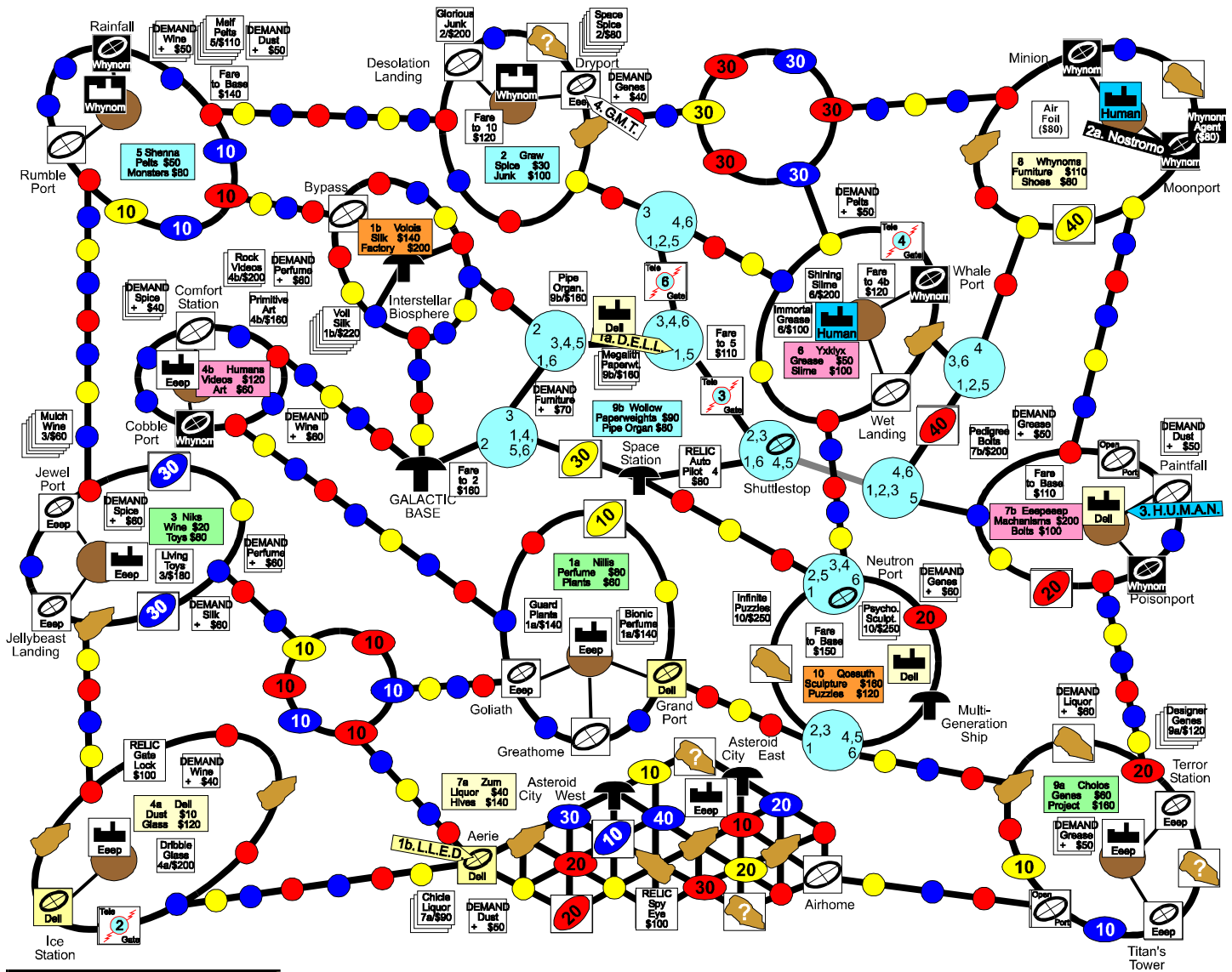
Paintfall (s).

Buys Servo-Mechanism for \$200.

4th: Andy Lewis (Eeepeeep/Go for the Money Time) Rolls Used: 4

Dryport (o) – Dryport (p).

Sells Designer Genes for \$120 plus \$80 demand (from the cup: Voll Silk at 1b and Mulch Wine at 3). Sells Psychotic Sculpture for \$250 plus \$90 demand (from the cup: Bionic Perfume at 1a and Demand for Wine at 5). Gains \$54 in port commissions.



1a. D.E.L.L. Scow Clipper \$311			
Hold1	Hold2	Hull	
		Fare to Base \$140	
Eeep \$100	Wallow \$100	Grandport \$200	
Ice Station \$200	Aerie \$200	Qossuth \$200	

1b. L.L.E.D. Scow Transport			
Hold1	Hold2	Hold3	Hull
Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90		Yellow Drive (\$80)
			Shield (\$60)

2. Nostromo Fast Transport \$1372			
Hold1	Hold2	Hold3	Hull
Imposs. Furniture 8/\$160		Yellow Drive (\$80)	
		Red (\$120)	
Shenna \$100	Graw \$200	Moonport \$200	Cobble Port \$200
Rainfall \$200	Whale Port \$200	Poisonport \$200	Minion \$200

3. H.U.M.A.N. Normal Transport \$150			
Hold1	Hold2	Hold3	Hull
Imposs. Furniture 8/\$180	Imposs. Furniture 8/\$180	Servo-Mech. 7b/\$300	Switch Switch (\$100)
Whynom \$100	Ykdyx \$200		Yellow Drive (\$80)

4. Go for the Money Time \$930 Rocket Scout			
Hold1	Hold2	Hull	
Humana \$100	Zum \$200	Chola \$200	Goliath \$200
Nills \$100	Jellybeast Landing \$200	Niks \$200	
Jewelport \$200	Dell \$200	Titan's Tower \$200	
Terror Station \$200	Dryport \$200		

Notes

With that, Andy gains a total \$3130 net worth and the victory. Chris Geggus was a close second with \$2872, followed by Dennis Cain with \$1311, and Bob Robles with \$450. Congratulations to Andy on his victory.

Dog Show**Turn 7, Phases 4 through 6****Deadline for Turn 7, Phase 7 and Turn 8, Phases 1 through 3: 1/7 Tuesday****Phase 3 – Play Cards**

London chooses to lose 9 tokens

Phase 4 – Purchase or Pass

London buys Printed Word (O, \$40 cash, \$10 discounts from Communications, \$10 credit from Industrial Research), Patronage (E, \$10 cash, \$20 credit, Misery increases to 100), Human Body (B, \$10 cash, \$40 credit from Sciences, \$10 credit from Industrial Research, Misery drops to 90), Interest and Profit (L, \$40 cash, \$30 credit from Commerce, \$10 credit from Industrial Research), \$10 for a ship upgrade. Fails to pay for stabilization, so Misery increases to 100. Misery reduction credits reduce Misery to 80.

Paris buys Improved Agriculture (K, \$30 cash, \$20 discounts, Misery drops to 100), and stabilization for \$15. Misery reduction lowers Misery to 80.

Venice buys Patronage (E, \$10 plus \$20 credit, Misery to 80), and stabilization for \$10. Misery reduction lowers Misery to 70.

Barcelona buys Wind/Watermill (J, \$30 cash, \$10 credit) and stabilization for \$3. Misery reduction lowers Misery to 90.

Genoa passes

Phase 5 – Expansion

Paris, Venice, Barcelona, and London gain 2 tokens each and Genoa loses 8 tokens due to Holy Indulgence.

Paris expands to St. Malo (1), Bourges (3), Cologne (3), Dijon (2), Strassbourg (2), Nuremberg (2), Prague (1), Basel (2), Budapest (2), Milan (6, vs. Genoa, dr = 3, 6, 4; wins), buys a card (3, _____), Paris (1)

Venice expands to Fez (4, vs. Barcelona, Cathedral loss), Fez (4, vs. Barcelona, dr = 2, 1, 6; loses), Algiers (4, vs. Barcelona, dr = 4, 1, 5; wins), Smyrna (5, vs. Genoa, dr = 3, 2, 6; wins), buys a card (6, _____), Tarsus (1), Cyprus (7, vs. London, dr = 4, 6, 1; wins), St. Gali (1), Oran (1).

Barcelona expands to Sicily (6, vs. Genoa, Cathedral win), St. Malo (6, vs. Paris, dr = 5, 4, 2; wins), Paris (6, vs. Paris, Cathedral win), Bourges (10, vs. Paris, dr = 2, 1, 5; loses), West Africa (4, vs. London, dr = 5, 5, 5; wins), Amsterdam (1), Barca (2, vs. Genoa, dr = 4, 1, 2; wins).

Genoa expands to Milan (6, vs. Paris, dr = 6, 3, 3; wins), St. Gali (1, vs. Venice, dr = 3, 4, 3; wins), Nuremberg (8, vs. Paris, dr = 6, 3, 5; wins), Cologne (10, vs. Paris, dr = 6, 3, 1; wins), Salzburg (1), Vienna (1)

London expands to North America (6), Kaffa (1), Kamishin (1), Gallipoli (1), Wales (1), and Cornwall (1)

Paris gains _____

Phase 6 – Collect Income

Interest and Profit: Genoa gains \$45 and London gains \$8

Paris gains \$50

Venice gains \$80

Barcelona gains \$100

Genoa gains \$55

London gains \$100

London Misery drops to 70 due to New World.

Surplus of Cloth (Genoa loses \$3), Surplus of Fur (London loses \$3)

Turn 8, Phase 1 – Draw Cards

Your card is _____

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Caleb Cousins	Paris	80		\$85		7	10	A, B, E, F, I, J, K, N, O, R, S, V, W
Ward Narhi	Genoa	100		\$142		8	6	I, J, K, L
Paul Bolduc	Venice	70		\$103		13	8	A, E, F, I, N, R, V, W
Bob Robles	Barcelona	90		\$138		17	10	A, F, H, I, J, N, S, V, W
Dennis Cain	London	70		\$113		17	3-O	A, B, C, E, F, I, J, K, L, N, O, R, S, T, U, V, X

Players are listed in tie breaking order.

Cards

Your cards are: _____

Commodity Log

Commodity	Ward	Bob	Paul	Caleb	Dennis
Stone (2)	2	3	1	--	--
Wool (3)	--	2	3	--	3
Timber (4)	--	2	2	--	1
Grain (5)	--	2	1	1	3

Commodity	Ward	Bob	Paul	Caleb	Dennis
Cloth (6)	3	--	2	2	1
Wine (7)	--	3	2	1	--
Metal (8)	1	2	--	--	3
Fur (9)	--	--	--	1	3
Silk (10)	--	2	1	--	1
Spice (11)	--	--	1	1	3
Gold (12)	1	--	--	1	3
Ivory (12)	1	2	--	--	1

Surplus, Shortage

Doggerel**Turn 9****Turn 10 due: 2/18 Tuesday**Planning**Dutch** maintain 4 ships (\$16) and buys 3 soldiers (\$30) for \$46.**English** maintains 4 ships (\$16), buys 2 ships (\$20), and 8 soldiers (\$80) for \$116.**French** maintains 4 ships (\$16), buys 3 ships (\$30), and 7 soldiers (\$70) for \$116.**Portuguese** maintain 4 ships (\$16), buys 2 ships (\$20) and 8 soldiers (\$80) for \$116.**Spanish** maintains 3 ships (\$12), buys 4 ships (\$40), and 10 soldiers (\$100) for \$152Outbound Naval Movement**Dutch** move to O. Dice: 1, 5, 6. Loses one ship containing one soldier and one colonist.**English** move to O. Dice: 2, 3, 6. No losses.**French** move to J. Dice: 2, 6, 6. No losses.**Portuguese** move to R. Dice: 2, 3, 4, 4. No losses.**Spanish** move to Y. Dice: 1, 2, 2, 6. Loses 1 soldier. Drops off 2 colonists and 4 soldiers. Move to Z. Dice: 3, 4. No losses. Drops off 1 colonist and 3 soldiers. Move to V. Dice: 2, 2, 3, 5. No losses.Mining

Dutch mine 1 gold in O and Q. French mine 1 gold in L and loot 3 gold in F.

Portuguese mine 1 gold in R.

Discovery

None.

Land Movement**Spanish** move 3 soldiers and 3 colonists from Y to W (it's a climate 5 area with one site and no natives), move 2 colonists and 4 soldiers from anchorage dot to Y, 1 colonist and 3 soldiers from anchorage dot to Z, and 1 colonist and 2 soldiers from fleet to V.**Portuguese** moves 1 gold from R to fleet, 5 soldiers from R to T, 8 soldiers and 4 colonists from fleet to R.**French** move 3 gold bars from J to fleet, 1 gold from L to J, 3 gold from F to J, 4 colonists from F to E (it's a climate 2 area with 2 sites and 2 natives), 2 colonists from J to F, 4 colonists and 5 soldiers from J to I, and 4 colonists and 7 soldiers from fleet to J.**Dutch** move gold from O to fleet, 4 soldiers and 5 colonists from O to N, 3 soldiers from O to Q, 3 soldiers and 1 colonist from Q to T, 1 soldier and 1 gold from Q to O, and 2 colonists and 2 soldiers from fleet to O.**English** move 4 colonists and 8 soldiers from fleet to O.Combat**Portuguese** attack the Dutch in T. Portuguese lose 4 soldiers, Dutch lose 1.Native Combat**Dutch:** 4 soldiers and 2 natives killed in N and 1 soldier and 2 natives killed in T.Native Uprisings

Climate is a 5. Uprising in E (1 colonist killed).

Survival

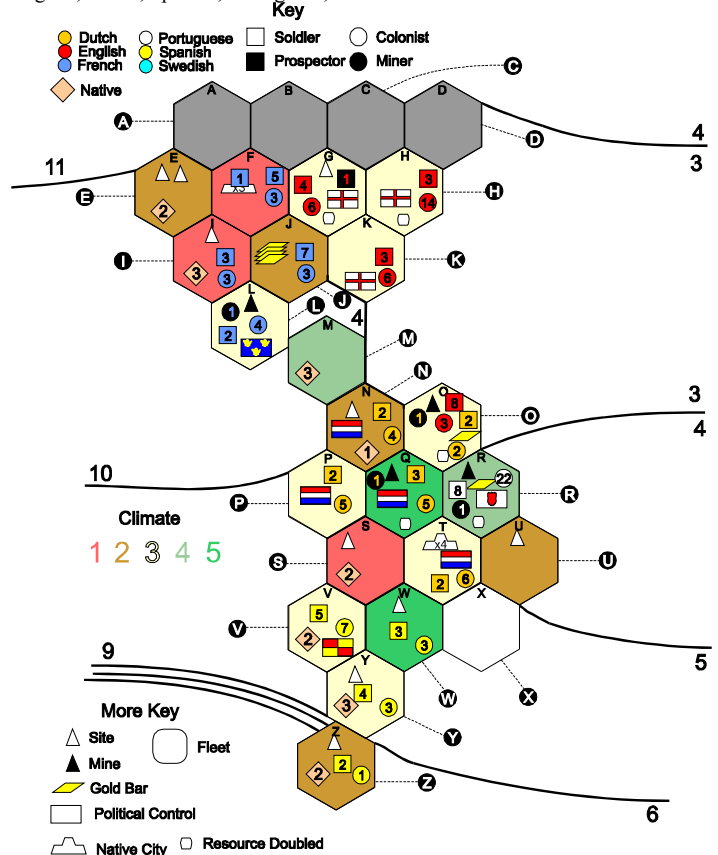
Climate is a 3.

French lose 3 colonists in E, 1 colonist and 1 soldier in F, 1 colonist and 2 soldiers in I, 1 colonist in J, and 1 soldier in L. **English** lose 1 soldier each in G, H, and K, and 1 colonist in O. **Dutch** lose 1 colonist and 1 soldier in N, and 1 soldier each in O, P and T. **Portuguese** lose 1 soldier in T. **Spanish** lose 1 soldier each in V and Y, and 1 soldier and 1 colonist in Z.Political Control

French lose political control of F and J, Dutch lose political control of O but gain political control of N, and Spanish lose political control of Y.

Homebound Naval Movement**Spanish:** Dice: 1, 1, 1, 5, 5, 6, 6, 6. No losses.**Portuguese:** Dice: 1, 2, 5, 6. 1 ship lost.**French:** Dice: 2, 3, 4, 5. No losses.**Dutch:** Dice: 2, 3, 5. No losses.**English:** Dice: 3, 4, 5. No losses.Income**Spanish:** Political Control: \$80, resources: \$42.**Portuguese:** Political Control: \$80, gold: \$40, resources: \$132.**French:** Political Control: \$80, gold: \$120, resources: \$39.**Dutch:** Political Control: \$200, gold: \$40, resources: \$87.**English:** Political Control: \$160, resources: \$156.Turn 10 Initiative

English, Dutch, Spanish, Portuguese, French

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Andy York	\$1027	8	3	3
English	Andy Lewis	\$1188	3	6	4
French	Kevin Wilson	\$692	2	7	4
Portuguese	Bob Robles	\$480	7	5	4
Spanish	Cary Nichols	\$152	8	7	4

Watchdog**1963****1964 due: 2/18 Tuesday****Event Card Resolution/Held Event Cards****Skyliners** rejects government order.**Republic of Texas.** Fortunate accident (capsule).**Purchase Hardware****Masters of Time and Space** buys the One Person Module program for 42MB, 2 one stage rockets for 6MB, 2 two stage rockets for 24MB, 1 one person capsule for 2MB, a third launch site for 30MB, and 2 astronauts (Astro and Buck Rodgers) for 4MB.**Republic of Texas** buys the Lunar Probe program for 30MB, the Kicker program for 12MB, one two stage rocket for 12MB, 2 one stage rockets for 6MB, and 1 docking module for 2MB.**Skyliners** buys 2 two person capsules for 12MB, 1 lunar probe for 6MB, and 3 two stage rockets for 36MB.**Texas Combine** buys 3 one stage rockets for 9MB, 3 one person capsules for 6MB, and the Two Person Capsule program for 24MB.**Conduct Research****Masters of Time and Space** F: 8 dice (2, 2, 2, 3, 3, 4, 4, 5) = 25% - 16% = +9%. 8MB spent. e: 7 dice (3, 3, 3, 4, 4, 4, 5) = 26% - 14% = +12%. 28MB spent.**Republic of Texas** EVA: 4 dice (2, 4, 6, 6) = +18% to Max R&D. 4MB spent. b: 8 dice (1, 1, 4, 4, 4, 4, 5, 6) = +29%. 16MB spent. F: 2 dice (4, 6) = +10%. 2MB spent. 3: 6 dice (2, 3, 3, 4, 4, 6) = +22%. 24MB spent.**Skyliners** None.**Texas Combine** a: 8 dice (1, 1, 3, 3, 4, 5, 5, 6) = 28% + 8% = +36%. 8MB spent. b: 6 dice (2, 2, 3, 3, 4, 6) = 20% + 6% = +26%. 12MB spent.**Declare Future Missions****Masters of Time and Space** declare 3 launches, **Republic of Texas** declares 3 launches, **Skyliners** declare 3 launches, and **Texas Combine** declares 3 launches.

Your launches are: _____

Missions

No rushing. Launch order is Texas Combine, Texas Combine, Texas Combine, Skyliners, Skyliners, Skyliners, Republic of Texas, Republic of Texas, Republic of Texas, MOTAS, MOTAS, MOTAS.

Texas Combine launches a Manned Orbital (King). Liftoff: (41%<92%), Earth Orbital Burn: (19%<73%), Earth Orbital Activities: (72%<73%), Earth De-Orbital Burn: (55%<73%), Re-entry: (27%<73%), Recovery: (49%<73%). Mission success. +1% to A and a, +4MB to budget, King to 40%.**Texas Combine** launches a Manned Orbital (Flagg). Liftoff: (91%<93%), Earth Orbital Burn: (06%<74%), Earth Orbital Activities (14%<74%), Earth De-Orbital Burn: (60%<74%), Re-entry: (34%<74%), Recovery (46%<74%). Mission success. +1% to A and a, +4MB to budget, Flagg to 20%.**Texas Combine** launches a Manned Orbital (Roland). Liftoff (65%<94%), Earth Orbital Burn (08%<75%), Earth Orbital Activities (23%<75%), Earth De-Orbital Burn (67%<75%), Re-entry (56%<75%), Recovery (16%<75%). Mission success. +1% to A and a, +4MB to budget, Roland to 20%.**Skyliners** launches a Lunar Probe. (-3% to all safety factors since a Lunar Flyby has not been successful.) Liftoff: 32%<91%, Earth Orbital Burn: 09%<66%, Earth Mission Burn: 13%<66%, Lunar Orbital Burn: 06%<66%, Lunar De-orbital Burn: 100%>66%. Mission failure. +1% to B and 3, -6MB to budget.**Skyliners** launches a Manned Lunar Pass (Sgetti, Crackers). (-6% to all safety factors since neither a Lunar Flyby nor a Lunar Probe Landing have been successful.) Liftoff: 80%<89%, Earth Orbital Burn: 73%>67%, engine burn failure, craft fails to make orbit, Re-entry: 25%<70%, Recovery: 08%<70%. Mission failure. +1% to B and D, Sgetti to 50% and Crackers to 30%, -10MB to budget.**Skyliners** launches a Manned Lunar Orbital (Chedr, Chili). (-9% to all safety factors since none of the Lunar Flyby, Lunar Probe Landing, and Manned Lunar Pass missions have been successful.) Liftoff: 75%<87%, Earth Orbital Burn: 34%<65%, Earth Mission burn: 65%=65%, In-Route Activities: 82%>67%, engine problem, engine throttle causes explosion, all aboard are dead. Catastrophic mission failure. +1% to B and D, b to 20%, -10MB to budget.**Republic of Texas** launches a Lunar Satellite Flyby. Liftoff: (62%<90%), Earth Orbital Burn (79%<90%), Earth Mission Burn (13%<90%), Lunar Orbital Burn (51%<90%). Mission success. +1% to B and 2, +5% to Photoreconnaissance, +6MB to budget.**Republic of Texas** launches a Mars Flyby. Liftoff: (63%<91%), Earth Orbital Burn (49%<91%), Earth Mission Burn (88%<91%). Mission resumes next turn. +1% to B and 2.**Republic of Texas** launches a Venus Flyby. Liftoff: (93%>92%). Mission failure. +1% B, -3MB to budget.**Masters of Time and Space** launches a Manned Orbital with Docking (Tom Corbett). Liftoff: 11%<91%, Earth Orbital Burn: 75%<83%, Earth Orbital Activities: 28%<83%, Docking Module Power On: 64%<98%, Docking: 48%<65%, Earth De-Orbital Burn: 55%<83%, Re-entry: 36%<83%, Recovery: 60%<83%. Mission success. +1% to B and a, +15% to docking, Tom Corbett to 50%, +5MB to budget.**Masters of Time and Space** launches a Manned Orbital with Docking (Roger Manning). Liftoff: 54%<92%, Earth Orbital Burn: 56%<84%, Earth Orbital Activities: 91%>84%, Manning saves, Docking Module Power On: 22%<98%, Docking: 100%>80%, Earth De-orbital Burn: 58%<84%, Re-entry: 32%<84%, Recovery: 14%<84%. Partial mission success. +1% to A and a, +5% to docking, Manning to 40%, +2MB to budget.**Masters of Time and Space** launches a Lunar Satellite Flyby. Liftoff: 69%<92%, Earth Orbital Burn: 48%<90%, Earth Mission Burn: 82%<90%, Lunar Orbital Burn: 02%<90%, Lunar Orbital Activities: 26%<90%. Mission success. +1% to B and 2, +5% to Photo Recon, +6MB to budget.

Players

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Skyliners	Texas Combine	Masters of Time and Space	Republic of Texas
1963 Budget	54	48	140	106
Cash	1	14	5	2
1-Orbital Satellite	0 / 91%	4 / 97%	0 / 98%	0 / 98%
2-Interplanetary Satellite	0 / 65%		0 / 91%	0 / 92%
3-Lunar Probe	0 / 70%			1 / 74%
4-Docking Module	1 / 98%	1 / 50%	0 / 85%	1 / 95%
A-One Stage Rocket	0 / 88%	0 / 95%	1 / 93%	2 / 98%
B-Two Stage Rocket	0 / 97%	4 / 92%	1 / 93%	1 / 93%
C-Three Stage Rocket				
D-Liquid Fuel Strap-ons	4 / 70%		1 / 69%	
F-Kicker	2 / 75%		1 / 75%	1 / 35%
G-“Mega” Stage Rocket				
EVA Suits	46%	98%	91%	98%
a-One Person Capsule	0 / 81%	0 / 76%	1 / 85%	3 / 86%
b-Two Person Capsule	0 / 20%	1 / 36%	1 / 61%	1 / 72%
c-Three Person Capsule				
d-Two Person Module				
e-One Person Module	1 / 38%		1 / 22%	
f-Three Person Minishuttle				
h-Four Person Cap/Module				
Photo Recon	65%	65%	70%	65%
Launch Facilities	3	3	3	3
Astronauts	3	6	4	5

Astronauts are: **Skyliners:** Sgetti (50%), Crackers (30%), Carne (0%); **Republic of Texas:** Travis, Houston (30%); Crockett, Bowie, and Navarro (0%). **Texas Combine:** Torrance, King, (40%); Redmon, (30%); Flagg, Roland, (20%). **MOTAS:** Tom Corbett (50%), Roger Manning (40%), Astro, Buck Rodgers (0%).

1964Draw Event Cards

Bill Scharf: Counter-espionage. Lower safety factor of one program of an opponent to be the same as yours. Choose opponent and program. +1MB to budget.

Andy York: Defection. -1 to all R&D die rolls this year, select one opponent to receive +1% to all R&D die rolls this year. +1MB to budget.

Cary Nichols: Scientific Breakthrough. Gain 6 free R&D dice on program of choice. +10MB to budget.

Joe Carl: Influenza. Sgetti and Crackers out of action for next launch. +25MB to budget.

Final Positions

Player Name	Joe Carl	Cary Nichols	Bill Scharf	Andy York
Country	Skyliners	Texas Combine	Masters of Time and Space	Republic of Texas
1964 Budget	17	80	143	119
Cash	1	3	1	0
1965 Budget	42	90	144	120

Pavlov**Turn 4 Nexus to Bidding****Turn 4 Bidding, Revival, and Movement due: 2/18 Tuesday**Players

ATREIDES:	Cary Nichols	BENE GESSERIT	Bob Robles	BENE TLEILAXU	Paul Bolduc	EMPEROR	Bill Scharf
FREMEN	Steve Koehler	GUILD	Kevin Wilson	HARKONNENS	Ward Narhi	GAME MASTER	Chris Hassler

Turn 4Nexus

The Harkonnend-Guild alliance is renewed.

Atreides play Karama card to prevent the Fremmen from controlling the Worm.

Five Fremmen tokens (3 Fedaykin) are sent to the tanks.

Spice Blow

6 spice in Hagga Basin

Worm in Sihaya Ridge (3 Atreides tokens to the tanks)

10 spice in South Mesa

(Turn 5 spice blow: _____)

Bidding

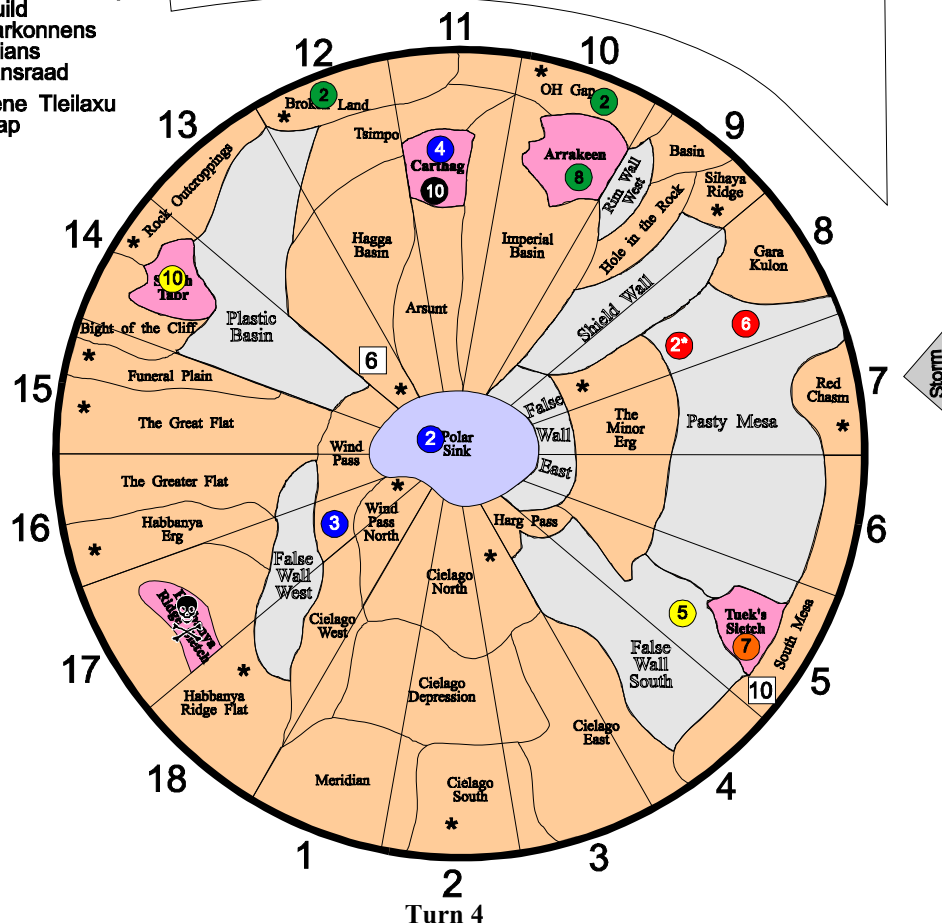
Bene Tleilaxu and Bene Gesserit collect CHOAM Charity.

Six cards up for bid. Eligible bidders are: Atreides (3 cards), Bene Gesserit (3 cards), Bene Tleilaxu (3 cards), Fremen (3 cards), Guild (2 cards), and Harkonnens (6 cards).

Cards are: _____



The Tanks



Positions

Atreides: 8 tokens Arrakeen, 2 tokens Broken Land (12), 2 tokens OH Gap (10), 3 tokens in the tanks, 5 tokens off-planet

Bene Gesserit: 4 tokens Carthag, 3 tokens Wind Pass (17), 2 tokens Polar Sink, 11 tokens off-planet

Bene Tleilaxu: Traps: _____ in Habbanya Ridge Sietch

Emperor: 8 tokens (2 Elite Sadaukar) Pasty Mesa (9), 12 tokens (3 Elite Sadaukar) off-planet

Fremen: 10 tokens Sietch Taur, 5 tokens False Wall South (5), 5 tokens (3 Fedaykin) in the tanks

Guild: 7 tokens Tuck's Sietch, 1 token in the Tanks, 12 tokens off-planet

Harkonnens: 10 tokens Carthag, 10 tokens off-planet

Your Spice: _____

Your Intrigue cards: _____

Your traitor(s): _____

Dogface

Epoch III Celts, Macedonians, Muaryans, and Han Dynasty Epoch III Hsuing-nu, Romans, and Sassanids due: 2/18 Tuesday

Royal Manticoran Historical Society plays Rebellion in *Persian Plateau* (vs. Persians; R: 4, 1; P: 1; wins, Capital reduced to city). Plays Kingdom in Southern Iberia (Army, city, and fort in *Southern Iberia*). CELTS. Army *Central Europe, Northern Gaul, Albion, Albion, Albion, Baltic Seaboard, Scandinavia, Scandinavia*. Builds Monument *Albion*. Points: Dominance in Northern Europe (2), Presence in North Africa (2), Middle East (3), India (3), and Southern Europe (3), 3 cities (3), and 3 Monuments (3) for 19 points.

MACEDONIANS are absent.

Dogs and Deities plays Rebellion in *Crete* (vs. Greeks; R: 5, 3; G: 5; R: 4, 3; G: 4; R: 6, 6; G: 6; R: 3, 2; G: 6; loses). MAURYANS. Army and Capital *Ganges Delta* (Chou army retreats to *Irrawaddy*), army *Ganges Valley* (vs. Persia; M: 5, 3; P: 4; wins), *Upper Indus* (vs. Persia; M: 6, 4; P: 2; wins, city eliminated), *Hindu Kush* (vs. Persia; M: 5, 1; P: 3, 1; wins), *Persian Plateau* (vs. Rebellion; M: 6, 3; R: 4; wins, city eliminated), *Eastern Deccan* (vs. Persia; M: 6, 1; P: 5, 2; wins), *Eastern Ghats* (vs. Persia; M: 5, 3; P: 3; wins), *Malayan Peninsula* (vs. Persia; M: 6, 1; P: 6, 2; M: 3, 3; P: 5, 5; loses), *Malayan Peninsula* (vs. Persia; M: 6, 3; P: 5, 1; wins, fleet *Bay of Bengal* unsupported), fleet *Bay of Bengal*. Builds Monument *Ganges Delta*. Points: Dominance in India (6), Presence in Middle East (3), China (3), and Southeast Asia (2), 1 Capital (2), 1 city (1), 5 Monuments (5), and 1 Sea (1) for 23 points.

APA plays Plague in *Yellow River* (one Shang army eliminated in *Yellow River*). Plays Mayans. Army and Capital *Central America*, army *Guiana Highlands*. HAN DYNASTY. Army and Capital *Great Plain of China* (Shang army retreats to *Yellow River*), army *Yellow River* (vs. Shang; H: 2, 1; S: 3; loses), *Yellow River* (vs. Shang; H: 6, 1; S: 4; H: 4, 2; S: 2; wins, Capital reduced to city), *Chekiang, Yangtse Kian*, fleet *Sea of Japan, South China Sea*, army *Wei River* (vs. Chou; automatic victory, Capital reduced to city), *Tarim Basin* (vs. Aryans; H: 6, 4; A: 1; wins), *Szechuan* (vs. Chou; automatic victory), *Mekong, East Indies*. Builds Monument *Great Plain of China*. Points: Control of China (9), Dominance in Southeast Asia (2), Presence in North Africa (2), 2 Capitals (4), 3 cities (3), 2 Seas (2), and 2 Monuments (2) for 24 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Paul Bolduc	Arachnids (blue)	11	19
Cary Nichols	Common Cause (black)	13	28
Dennis Cain	The Legacy Project (red)	19	33
Kevin Wilson	Royal Manticoran Historical Society (purple)	20	45
Andy Lewis	Dogs and Deities (DAD) (orange)	21	43
Chris Geggus	APA (green)	22	46

Final Positions

Royal Manticoran Historical Society. INDUS VALLEY: Armies *Western Deccan, Western Ghats*, and *Ceylon*. CIVIL WAR: Armies *Libya* and *Nubia*. ASSYRIA: Army, city, and Monument *Middle Tigris*, army *Western Anatolia*. IBERIAN KINGDOM: Army, city, and fort *Southern Iberia*. CELTS: Three armies and Monument *Albion*, two armies *Scandinavia*, armies *Baltic Seaboard, Central Europe*, and *Northern Gaul*.

The Legacy Project. Fleet *Eastern Mediterranean*. BABYLONIA: Army and city *Lower Tigris*, army *Persian Salt Desert*. PERSIA: Army, city, and Monument *Upper Tigris*, and *Levant*, army and city *Morea*, army *Zagros*.

Dogs and Dieties. Fleet *Bay of Bengal*. ARYANS: Army *Turanian Plain*. VEDIC CITY STATES: Army, city, and Monument *Lower Indus*. MAURYANS: Army, Capital, and Monument *Ganges Delta*, army and Monument *Upper Indus* and *Persian Plateau*, armies *Ganges Valley, Hindu Kush, Eastern Deccan, Eastern Ghats*, and *Malayan Peninsula*.

APA. Fleets *Sea of Japan* and *South China Sea*. MINOANS: Army *Shatts Plateau*. NILE KINGDOM: Army, city, fort *Upper Nile*. CHOU DYNASTY: Two armies *Irrawaddy*, army *Si-Kyang*. MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. HAN DYNASTY: Army, Capital, and Monument *Great Plain of China*, army and city *Yellow River* and *Wei River*, army and Monument *Tarim Basin*, armies *Chekiang, Yangtse Kian, Szechuan, Mekong*, and *East Indies*.

Common Cause. Fleets *Western Mediterranean* (2), *Black Sea* (2), and *Red Sea*. EGYPT: Army and Capital *Nile Delta*, armies *Arabian Peninsula*, and *Palestine*. GREEK CITY STATES: Army and city *Crete*, armies *Pindus, Balkans*, and *Dalmatia*.

Arachnids. SCYTHERANS: Army and Monument *Eastern Anatolia*, army *Caucuses*.

Event Cards

Epoch III Empire

Your Event Cards are: _____

Wolfbane**Turn 7****Turn 8 due: 2/18 Tuesday**Commander Actions

Planets 'R Us buys a water factory (Wa6, Wa6, Wa8) and a population factor (Wa10)

Discovery Project opens the bidding on a Warehouse at 25 and gets it (Or1, Or4, Wa7, Wa8, HE discount).

Minas Ithil buys a titanium factory (Or2, Wa7, Wa9, Ti12) and moves a population factor over from an ore factory to man it. Opens the bidding on a Warehouse at 25 and gets it (Or2, Or5, Wa6, Wa7, HE discount).

2114 Corporation buys a water factory (Wa5, Wa8, Wa8) and a population factor (Or2, Wa8)

OCEAN buys a titanium factory (Or1, Wa7, Wa7, Wa7, Wa8) and moves a population factor from an ore factory to man it.

Bartertown buys a titanium factory (Or3, Or3, Or3, Wa6, Wa7, Wa8) and moves a population factor from an ore factory to man it.

HBDC IX buys a water factory (Or3, Or4, Or4, Wa9) and a population factor (Or2, Wa8)

Dogs in Space buys 2 population factors (Wa5, Wa6, Wa9)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Minas Ithil	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TiF, TiF	HE, 2Wa	10
2	Discovery Project	Cary Nichols	OrF, OrF, WaF, WaF, WaF	2Wa, No, HE	10
3	Planets 'R Us	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF, WaF	No, DL	10
4	2114 Corporation	Dennis Cain	OrF, OrF, WaF, WaF, WaF, WaF	No, DL	9
5	OCEAN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF	No, HE	9
6	Bartertown	Andy York	OrF, OrF, WaF, WaF, TiF	HE, No	8
7	HBDC IX	Kevin Wilson	OrF, OrF, WaF, WaF, WaF	2DL, Wa	8
8	Dogs in Space	Andy Lewis	OrF, OrF, WaF, WaF, WaF	DL, HE	7

Available Upgrades

New Arrivals: Laboratory, Laboratory, Robots, Orbital Lab, Outpost, Robots, Laboratory, Robots.

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	0	5
Orbital Lab (OL)	50	1	4
Robots (Ro)	50	3	2
Laboratory (La)	80	3	2
Ecoplants (Ec)	30	0	5
Outpost (Ou)	100	1	4

Income**Guard Dog**

Influence Allocation and Turn 1 Cure Phase through Health Phase
Turn 1 Funeral Commission through Parade Phase due: 2/18 Tuesday

Cure Phase

Nestor ages to 82, Tigran ages to 61, Karel ages to 73, Iwan ages to 62, and Antonj ages to 68.

Anatol Mischif (dr = 4) gets sick.

Purge Phase

MLI declares 5 IP on Q, LVC declares 6 IP on Q. UNCLE plays Resistance Against Afghan Involvement. First purge attempt must be against Juri Nikotin with a +3. Die roll = 10+3. Success. Purge attempt versus Karel Krakemheds. Die roll = 18 + 2 (weak). Success. Tigran ages to 63.

Spy Investigation Phase

UNCLE declares 10 IP on Ulan Putschnik. Opens investigations on Nestor Aparatschik and Tigran Zenjarplan. Ulan ages to 54.

Health Phase

Nestor Aparatschik (dr = 5) dies.

Tigran Zenjarplan (dr = 5) gets sick.

Ulan Putschnik (dr = 7) is fine.

Iwan Manjak (dr = 16) is fine.

Antonj Talksaltot (dr = 7) gets sick.

Politburo

Office	Politician	Condition	Influence
Party Chief			
KGB Head	Tigran Zenjarplan (Q)	63, ?, +, weak	6 (LVC) , 5 (MLI)
Foreign			
Defense	Ulan Putschnik (Y)	54	10 (UNCLE)
Ideology			
Industry	Iwan Manjak (P)	62, weak	
Economy	Antonj Talksaltot (J)	68, +, weak	
Sport	Anatol Mischif (I)	68	

Politicians listed in **bold** are in the sanatorium. Influence in **bold** indicates controlling faction.

Candidates: B, C, D, O, T

People: F, G, H, K, L, M, N, S, U, V, W, X, Z

Siberia: E (73), R

Kremlin Wall: A

Players

Andy Lewis	Trotskyite Internationalists
Pasquale Giovine	Marxist-Lenninists Integralists
Mike Scot	The California Connection
Ward Narhi	Underground Neo-Communist Liberation Effort
Bob Robles	Hard Line Stalinists
Chris Geggus	Lubianka Visitors Club

Intrigue CardsUndeclared Influence**Dogged****Turn 1, Phases I-III****Turn 1, Phases IV-VI and Turn 2, Phases I-III due: 2/18 Tuesday**Move Prospectors and Surveyors

Red (Scharf) Surveys Denver to Colorado Springs and Prospects #85.

Green (Nichols) Surveys Denver to Colorado Springs and Prospects #32.

Orange (Narhi) Surveys El Paso to Deming and Prospects #98.

Blue (Bolduc) Surveys Salt Lake City to Provo and Prospects #37.

Purple (Carl) Surveys Pueblo to Walsenburg and Prospects #89.

Dispute Resolution

No disputes. Red pays \$260, Green pays \$260, Orange pays \$400, Blue pays \$160, and Purple pays \$200.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnell
Bill Scharf	Red	Denver	\$1740	9		P, S+1
Cary Nichols	Green	Denver	\$1740	9		P+1, S
Ward Narhi	Orange	El Paso	\$1600	9		P+1, S
Paul Bolduc	Blue	Salt Lake City	\$1840	9		P+1, S
Joe Carl	Purple	Pueblo	\$1800	9		P+1, S

Purchased Claims

#	City	Owner	Type	Goods	Operation
85	Canon City	Red	Coal	N	\$30
32	Fairplay	Green	Gold	N	\$50
98	Pinos Altos	Orange	Gold	N	\$60
37	Eureka	Blue	Silver	N	\$40
89	Walsenburg	Purple	Coal	N	\$30

Available Claims

#	City	Type	Claim	Operation
80	Aspen	Coal	\$60	\$30
43	Leadville	Silver	\$200	\$50
114	McGaffey	Lumber	\$40	\$30
109	Pinos Altos	Copper	\$80	\$20
48	Ouray	Silver	\$60	\$40
107	Santa Rita	Copper	\$100	\$50
38	Aspen	Silver	\$100	\$40
65	El Vado	Lumber	\$100	\$30

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
5	A	Denver – Pueblo	\$80	\$165	
3	A	Denver – Colorado Springs	\$50	\$105	

#	Type	Route	Payoff	Cost	Notes
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
2	A	Salt Lake City – Provo	\$20	\$50	
7	A	Pueblo – Santa Fe	\$120	\$280	
1	A	Denver – Boulder	\$20	\$45	
6	A	Santa Fe – Albuquerque	\$90	\$180	
4	A	El Paso – Deming	\$60	\$135	

Available Trains

Type	# Available	Cost
9	1	\$80
15	6	\$120

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Notes

Just as a reminder, due next time are: Operating claims for turn 1 and delivery (if possible), whether you will purchase a new train or snowplow, whether you will hire an additional surveyor or prospector (cost: \$400), and surveying and prospecting for turn 2. This will be true for all turns from here on out.

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. How hot is the earth at its core?

A1 Temperatures at the earth's core reach up to 8,500 degrees Fahrenheit.

Scott Hutchens, Kevin Wilson, Andy York, and Joe Carl each receive ½ point.

Q2. What is the hardest substance in the human body?

A2. Tooth enamel is the hardest substance in the human body.

Cary Nichols, Scott Hutchens, Kevin Wilson, Andy Lewis, Chris Geggus, Bob Robles, Joe Carl, and Caleb Cousins each receive $\frac{1}{2}$ point.

Q3. The orbit of which planet in our solar system is nearest to a circle?

A3. Venus has the most spherical orbit in our solar system.

Scott Hutchens, Kevin Wilson, Andy York, and Joe Carl each receive $\frac{1}{2}$ point.

Q4. What is the lowest perfect number?

A4. A perfect number equals the sum of its divisors other than itself. The lowest perfect number is six. ($1+2+3=6$)

Scott Hutchens, Kevin Wilson, Andy Lewis, Paul Bolduc, Joe Carl, Caleb Cousins, and Brendan Whyte each receive $\frac{1}{2}$ point.

Q5. Which muscle in the human body has the longest name?

A5. The musculus accessorius ad ilio-coastalem, at 38 letters, just beats out the levator labii superioris alaeque nasi, at 37 letters, both including spaces

Andy York and Paul Bolduc each receive 1 point.

Current Scores

Chris Geggus	87½	Andy York	82½	Caleb Cousins	67½
Paul Bolduc	67½	Joe Carl	67½	Bill Scharf	65
Dennis Cain	58	Brendan Whyte	52	Andy Lewis	45½
Bob Robles	35	Ward Narhi	33½	Steve Koehler	31½
Tom Howell	28½	Kevin Wilson	23½	Brad Martin	16
Cary Nichols	15	Sean Cousins	7	Scott Hutchens	4

Cary Nichols is awarded a free issue.

New Questions

Topic: Miscellaneous Trivia brought to you by Cary Nichols

1. What is the largest volcano in our solar system?
2. OSS, the first U.S. espionage agency, was succeeded in what year by the CIA?
3. In what year was H. M. Stanley's search for Dr. Livingstone successful?
4. Livingstone died in an African village. Where is he buried?
5. What is the process of nuclear division in a cell by which the chromosome count is reduced to half its original number?

Pedagoguery

Whenever a long-established scientific theory is proved wrong, it is always the conditions at the extremes of the theory that it fails to account for properly. Generally, such theories are actually very good approximations for the true physics, but go awry when certain aspects of things are pushed to the extreme limits. One example of this is Newtonian dynamics. Newtonian dynamics was replaced by Special Relativity in 1905, yet it is still taught in schools. That is because it still does a very good job of describing how objects behave under most circumstances, and is much easier to understand than Special Relativity. Relativity only takes over when the speed at which an object travels starts to approach a significant fraction of the speed of light. This is where simple Newtonian dynamics starts to go wrong and where Einstein's incredible insights showed how to put it right.

Another example is Newtonian gravity. It still does a very good job of describing the gravitation force despite being replaced by General Relativity. General Relativity extends and replaces Newtonian gravity in many areas, but it only becomes significant when gravitational forces or acceleration becomes very high. It is precisely that sort of adjustment to Newtonian gravity that some scientists are proposing as an alternative to the existence of dark matter.

The evidence that has been gathered to support the existence of dark matter relies on dynamical studies of large concentrations of matter – galaxy-sized or larger. In these studies, it has been demonstrated that the outer regions move faster than can be accounted for if the matter we see is all there is. But what if that conjecture is based on faulty physics? Proponents of a theory called Modified Newtonian Dynamics, or MOND, speculate that a modification of the Newtonian force-acceleration relationship can account for this apparent discrepancy without resorting to the need for more unseen mass.

The basic relationship between force and acceleration in Newtonian dynamics is stated as force equals mass times acceleration. This holds true for the range of accelerations with which we are familiar. However, the acceleration of our solar system with respect to the center of the Galaxy is tremendously smaller. Typically, our solar system feels an acceleration of about 10^{-10} meters per second squared toward the center of the Galaxy. By comparison, the space shuttle in orbit feels an acceleration of about 10 meters per second squared to ward the center of the Earth. This is the basis of MOND.

MOND predicts that there is a new physical constant, termed a_0 , which modifies the basic force-acceleration relationship. When the acceleration is much greater than a_0 , force remains proportional to acceleration. However, when a_0 is

large compared to the acceleration, force is proportional to acceleration *squared*. The result is that the amount of mass required to induce a very small acceleration is much smaller than expected.

How well does MOND work? Well, first of all, a value of a_0 must be selected to fit the data. When that is done, it predicts very well the rotational profiles of galaxies. It works well for nearly all dynamical systems. The one place that it does not appear to work is for the cores of galaxy clusters. There is apparently still a need for excess mass in those systems even with MOND. Overall, though, observations are in excellent agreement with MOND.

There are three main problems with MOND, however. The first is the fact that galaxy cluster cores still don't fit. They can be made to fit if you postulate a moderate amount of unseen matter, say in the form of cool white dwarves or warm gas. However, it is somewhat disquieting that you must invoke dark matter, even if in a very ordinary form, to rescue a theory designed to eliminate dark matter.

The second problem is that MOND is a modification of Newtonian dynamics. It must still be made to fit with General Relativity before it can be truly used to describe our universe. Its proponents have so far been unable to find a version that works with General Relativity. Now, the equations of General Relativity are notoriously difficult, and this may be part of the problem, but it is also possible that MOND cannot be made to fit into General Relativity, and until it is, many scientists will regard it as an interesting curiosity. Related to this issue is the fact that there appears to be no theoretical physical basis for MOND other than to fit the observations without dark matter. That, combined with the fact that the theory cannot be tested in a laboratory, because it is the total acceleration with respect to an absolute reference frame that determines whether the theory applies. So any effect MOND may have if tested in the solar system would be totally swamped by the acceleration of the Sun.

The third problem is that dark matter theories have scored some amazing successes of late. In models with the right mix of cold and hot dark matter, the overall structure of the universe is predicted with great accuracy. Scientists are reluctant to throw out a theory that has proven so successful in favor of an unproven one with less basis in the basic physics. MOND, is not a crackpot idea, however, and it does deserve some serious study. Who knows, it may turn out to be at least partially right.

Next time, I will discuss stellar collisions.

Addresses

Dave Anderson 20832 Tuck Rd., Site 32 Farmington Hills, MI 48336 (248) 473-7482 andersond4@michigan.gov	Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 fax (217) 224-8393 dbears@adams.net	Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net (360) 928-9698	Ward Narhi 521 Moreley Akron, OH 44320 ward.narhi@santoprene.com (330) 835-4013	Mike Scott 16603 Colonial Dr. Fontana, CA 92336 mikesmag2@juno.com (909) 357-6030
John Biehl 8809 Delwood Dr. Delta, B.C., Canada V4C 4A1 jeen@telus.net	Joe Carl 302 38 th St. NW Canton, OH 44709 Jcarl@neo.rr.com	Scott Hutchens zenus@bellatlantic.net	Cary Nichols 756532-938 South FM1673 Snyder, TX 79549-8812	Brendan Whyte Geography Department University of Melbourne Parkville 3052, Australia b.whyte@pgrad.unimelb.edu.au
John Boardman 234 E. 16 th St. Brooklyn, NY 11226-5302	Forest Cole simply4est@yahoo.com Simply4est@aol.com	Mathews, NC 28105 sdh@Prodigy.net (704) 544-2849	Dave Partridge 15 Woodland Drive Brookline NH, 03033 rebhuhn@rocketmail.com	Kevin Wilson 373 Gateford Dr. Ballwin, MO 63021 ckevinw@aol.com (314) 391-9865
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568 caleb_cousins@umit.maine.edu	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 ALewis161@hom.com (302) 644-1984	Phil Reynolds 2896 Oak St. Sarasota, FL 34237 preyno@yahoo.com	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 wandrew@compuserve.com
Eric Brosius ebrosius@attbi.com	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK Chris@geggus99.freemove.co.uk	Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215 Mlowrey@charlotte.infi.net (704) 569-4269	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 Rlroble5@cs.com (510) 254-6354	
Tom Butcher 674 Roanoke Ave. Coyahoga Falls, OH 44221-1242 ChikakoB@msn.net	Pasquale Giovine Via Ulisse Dini, 18 I-56126 Pisa, Italia giovine@unirc.it	Brad Martin 2/14 Joseph Street Maylands 6051 Western Australia Australia Westfront@hotmail.com	Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428 bear-hugs@sbcglobal.net	

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, Paul Bolduc, Joe Carl, Pasquale Giovine, Andy York, Cary Nichols
Dune: Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf
New World: Andy York, Bill Scharf, Cary Nichols
Merchant of Venus: Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols
Outpost: Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf
History of the World: Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Phil Reynolds, Cary Nichols
Stellar Conquest: Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols
Liftoff!: Dennis Cain, Andy York, Cary Nichols, Bill Scharf
Age of Renaissance: Bob Robles, Michael Lowrey, Cary Nichols
Kremlin: Joe Carl, Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf
Silverton: Cary Nichols, Bill Scharf
Settlers of Catan: Michael Lowrey, Chris Geggus, Cary Nichols

Standby Calls

None this issue.