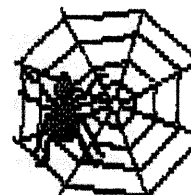


9 May 07

BORIS THE SPIDER

A Journal of Duplicitous Doings,
Raw Power, and Naked Greed
"Oh, what a tangled web we weave
When first we practice to deceive!"
--Sir Walter Scott--



VOLUME IX, #5

(#261)

Four Games Finish!

Congratulations to Jason Bargender (*SOURCE OF THE NILE*), Chuck Hanna ("Ra"), Mark Frueh ("Frisian") and Rick Copeland (*SETTLERS OF CATAN*) for winning their respective games.

We begin *MERCHANT OF VENUS*, *SILVERTON*, *1870*, and, after a short time to organize and sign up others, *RAIL BARON*. See Reference 1 for house rules/systems for the first three. See Reference 2 for a free computer version of *RAIL BARON* that we might be able to use.

IMMEDIATE GAME OPENINGS:

"Boris XVIII": Standby orders for Germany needed

RAIL BARON: Need 1 to 3 more.

WIZARD'S QUEST: Need 1 to 3 more.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "I learned very early in life never to take counsel of my fears."
--George S. Patton

NEW ON THE WEBSITE: "His Silver Cup" and *JUNTA* have been transferred to the Finished folder. The Hall of Fame file has been updated. Several more games from early volumes have been added to the finished section of the game transcripts.

PICTURE OF THE MONTH: The fourth reason I'm glad I didn't get cast for another of the six male roles in "Sordid Lives".

BOOS & KUDOS

The Madame Bolduc Press Excellence Award and free issue go this month to Sultan Ali Jack has his press in "Boris XVIII".

This month's Ms Nar Super-Sudsy Bomb is lobbed at Tim Haffey for NMR.

REFERENCE:

1. <http://hometown.aol.com/prbolduc/boris/hrules/index.html>
2. <http://www.railgamefans.com/rbp/rbp.htm>

PERSONAL COMMUNICATION HERE (maybe):

BORIS THE SPIDER

c/o 203 Devon Ct

FWB, FL 32547-3110

<http://hometown.aol.com/prbolduc/boris/borishome.htm>

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FIRST CLASS MAIL

Deadline for most games is 1800 CDT 1 Jun 07



Kaiser Silent!!

Spring 1910

XVIII
2005F

CLIFFHANGER: Kaiser Tim remains *incommunicado*, so the German military hangs on the brink of collapse. *Der Vaterland* is occupied, the Turks continue to charge from the east and the Italians complete the pincer from the south and west. The Brits and the Russians seem content to hunker down on the periphery and await the outcome of the clash in the center. The Italians have quietly reinforced their vulnerable southern flank in preparation for the long-expected Turkish naval push.

TROOP MOVEMENT

Turkish A StP retreats to LVN. Germany is NDR. GM removes F SKA and A GAS. Italy builds F NAP. Russia tears F NWG. Turkey builds A CON & A SMY.

ENGLAND (Anderson): F Edi-Nth, F Yor-Lon, F Cly H.

GERMANY (Haffey): NMR! A Hol H(u), A Bur H(u), A Par H(u), F Den H(u);

ITALY (Copeland): F Eng S A Bre-Pic, F Spa(sc) S F Mar, F Mid-Bre, A Tri S A Tri, A Bre-Pic, F Ion H, F Mar S F Spa(sc), [A Mun-Bur], A Tri S A Tri, F Nap S F Ion;

RUSSIA (R. Fisher): A Nwy S F Fin-Swe, F Fin-Swe, A StP takes out all the trash left by the departing Turks (H);

TURKEY (Shacklett): A Ber-Kie, A Kie-Ruh, F Gre S F Aeg, A Sil-Ber, F Aeg S F Gre, A War-Mos, A Vie-Boh, A Lvn S A War-Mos, F Sev-Bla, A Bud-Vie, A Ser-Bud, A Rum-Ukr, A Con-Bul, A Smy-Con.

Orders in brackets fail; amb = ambiguous, NBR = no build received, NMR = no move received, NRR = no retreat received, nso = not so ordered, nsu = no such unit, otb = off the board, otm = on the move, r-??? = retreats somewhere.

Due next are orders for Fall 1910 and Press. Ms Nar loves Press. See website for transcript and current map.

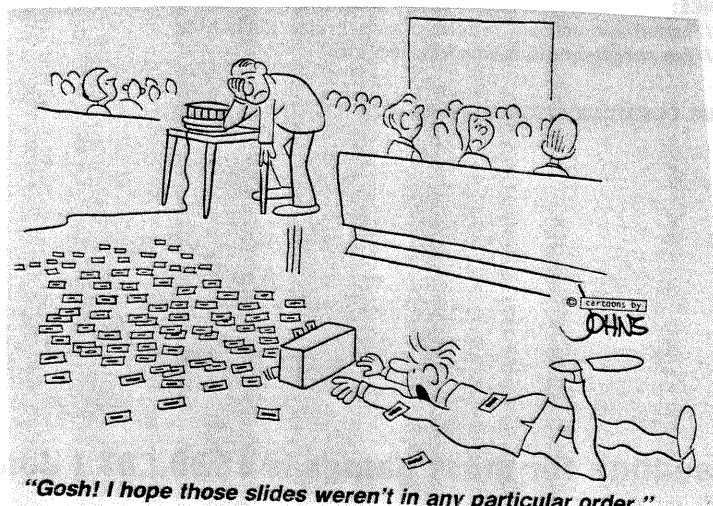
EMBASSY BEAT

From the Caliph and Sultan of Turkey to His Excellency the Tsar of Russia. I'm Soooo sorry!! That pesky daughter needed some pretty bows for a dress and Saint Petersburg has such lovely little shops.

The Army that accompanied her was just for her protection.

They left Saint Petersburg now and you can have your little town back to play with.

His Most Excellent Caliph and Sultan Jack, One time holder of the King's drool cup and Defender of InstantBull



2



DUNE

Turn 2d/3a
No Weather!



The Board:

ATREIDES (Anderson): 7T @ Arrakeen 5T @ South Mesa; 7R, 6S, KH(0/7), 5L, 3C

BENE GESSERIT (Martin): 2T @ Carthag, Tuek's Sletch; 1T @ Habbanya Ridge Sletch, S Mesa; 1S, 15R, 5L, 4C

EMPEROR (Fisher): 8R, 3*R, 14S, 4L, 2C

FREMEN (Barrett): 3T @ Sletch Tabr, 7T @ Habbanya Ridge Sletch, 7T, 3* @ Great Flat; 5L, 2S, 2C

GUILD (K Wilson): 10T @ Tuek's Sletch, 5T @ Pasty Mesa(s8); 5R, 20S, 5L, 3C

HARKONNEN (Nichols): 10T Carthag, 1T Great Flat; 7R, 0S, 5L, 6C

Storm: @ Sector 3

Spice Blows: The Great Flat (10), South Mesa (10)

Tanks: A: 1T. E: Cald, 2*, 7T. H: 2T.

TURN 2 (cont)

2.5 Combat:

The Great Flat: F (7T, 3*@) vs H (1T). H plays Cheap Heroine, Chaumas, 0S, and dials 1/2. F plays 2S (for 2*), Jubba Cloak, Shadout Mapes and dials 7. Mapes is killed, but F wins 7:0.5. All but Fremmen 3T to tanks. F collects 3S for Mapes water.

2.6 Spice Collection:

The Great Flat: F collects 6S.

South Mesa: A collects 10S.

Turn 3:

3.1 Storm: A plays "Weather Control" to hold the Storm in place. Perplexed, the Fremmen see that the Storm will travel __ sectors next time.

3.2 Spice: Red Chasm(8) and Hagga Basin(6).

3.3 Bidding: B & H get 2S charity. There are 5 cards available. A forsees the cards by type

The Board:

ATREIDES (Anderson): 7T @ Arrakeen 5T @ South Mesa; 7R, 16S, KH(0/7), 5L, 2C

BENE GESSERIT (Martin): 2T @ Carthag, Tuek's Sletch; 1T @ Habbanya Ridge Sletch, S Mesa; 1S, 15R, 5L, 4C

EMPEROR (Fisher): 8R, 3*R, 14S, 4L, 2C

FREMEN (Barrett): 3T @ Sletch Tabr, 7T @ Habbanya Ridge Sletch, 3T @ Great Flat; 4L, 9S, 1C

GUILD (K Wilson): 10T @ Tuek's Sletch, 5T @ Pasty Mesa(s8); 5R, 20S, 5L, 3C

HARKONNEN (Nichols): 10T Carthag, 7R, 0S, 5L, 4C

Storm: @ Sector 3

Spice Blows: The Great Flat (4), Red Chasm(8), Hagga Basin(6)

Tanks: A: 1T. E: Cald, 2*, 7T. H: 3T, F: Mapes, 3*, 4T.

Due next time are orders for Bidding, Revival and Movement, and, if there is no combat, Spice Collection, Storm, and Spice Blow phases.

LEGEND: * = starred token, (@) = aggressor, A = Atreides, B = Bene Gesserit, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, KH = Kwitzach Haderach, L = leaders, S = spice, s# = sector #, T = token.

3

KINGMAKER

"King of Pain"
TURNS 26-27

KoP

The Cast:

THE MAD HUNGARIANS (Dowrey): Fitzalan [30], Warden of the Northern Marches [150], Flemish Crossbowmen [20], Scottish Mercs [50], Stanley [50], Earl of Richmond [40], Marshal of England [100] *Le Lucas*, Bouchier [10], Event cards (1), Crown Cards (5).

THE CALIFORNIA CONNECTION (Scott): Pole [30], Chancellor of England [50], Scrope [10], Earl of Wiltshire [30], Chancellor of Cornwall [150], Swansea [20], Leicester [20], Holland [20], Duke of York [30], Courtenay [30], Admiral of England [50], Lancaster [20], Event cards (6), Crown Cards (5).

KNIGHTS OF THE PRIVY POT (Deb Anderson): Mowbray [50], Treasurer of England [50], Hastings [10], Bishop of Carlisle [30], Cromwell [10], Earl of Kent [30], Constable of London [250], Percy [100], Lieutenant of Ireland [250], Archbishop of York [30], Bishop of Durham [30], Northampton [20] *Le Nicholas*, Carisbrooke, Calais, Newcastle. Event cards (4), Crown Cards (7).

THE STAFFORDSHIRE QUARTERSTAFFS (Shacklett): Stafford [30], Chamberlain of Chester [250], Nottingham [20], Neville [50], Audley [10], Saxons [10], Roos [20], Herbert [10], Talbot [30], Event cards (5), Crown Cards (3).

WESTERN FRONT (Martin): Howard [10], Duke of Exeter [20], Warden of the Cinque Ports [50], Archbishop of Canterbury, Bristol [30], Coventry [20], *Le Swan*, Clifford [10], Earl of Worcester [30], Captain of Calais [350], Bishop of Lincoln, *Le Michael*, Flemish Crossbowmen [20], Burgundian Crossbowmen [30], Event cards (5), Crown Cards (0).

TURN 26 (cont): Herbert and Cromwell accompany Percy and the King to the Hunt and then to Ravenser.

MOVEMENT:

MH: Bouchier stays at Beaumaris. Stanley moves Thetford-Lynn to join Courtenay. Fitzalan sails with the TCC boats to Beaumaris. Fitzalan and Bouchier join Duke of York and Holland in sieging Beaumaris.

TCC: *Le Christopher* & *Le Margarete* load Fitzalan, Holland, and the Duke of York, and sail S30-S24-Beaumaris.

KPP: Mowbray Framlingham-Bury-Royston-Iq-Fothering Hay-Jk, Percy & co Ravenser-Kingston-Np-Ml-Lincoln-Grantham

SG: All the nobles, troops, wenchs, etc. at Fg go Gk-Gj-Fe-Fd-Gg

WF: Clifford & Howard St.Davids-Hb-Cardigan. Clifford takes Edmund II of March under his protection then moves Hb-Milford Haven. *Le Swan* & *Le Trinity* S13-Milford Haven.

COMBAT: TCC (50) and MH (160) begin seige of Beaumaris (200).

CROWN CARDS: MH will get the next card.

TURN 27

EVENT CARDS: (Reshuffled due to Embassy last turn)

MH: #127. Treachery. Lose 2 Crown cards (100 French Foot & 20 Scots Archers).

TCC: #54. Revolt in Wales. Mowbray to Denbigh, Fitzalan to Chirk, Chancellor of Lancaster (n/a) to Conway, Chamberlain of Chester (Stafford) to Rhuddlan.

KPP: #21. Parliament may be summoned by the Chancellor.

SG: #109. Mutiny on *Le Rose* (n/a)

WF: #29. Storms at Sea (n/a).

NOBLES: Audley, Herbert, Neville, Roos, Talbot @ Gg?; Bouchier, Duke of York, Holland @ Beaumaris?; Clifford & Howard in Milford Haven. Courtney & Stanley @ Lynn. Pole, Scrope in Preston; Fitzalan @ Chirk; Mowbray @ Denbigh; Percy, Cromwell & Hastings in Grantham; Stafford in Rhuddlan.

SHIPS: *Le Christopher*, *Le Margarete*, *Le Lucas* @ Beaumaris, *Le Michael* interned @ Carisbrooke; *Le Nicholas* @ Chichester, *Le George* @ Rye, *Le Swan* & *Le Trinity* @ Milford Haven.

HEIRS: Reds: King Henry at Ravenser w/ Grantham, Margaret & Edward of Wales in besieged Beaumaris; Artie & Pretender (20) w/ Fitzalan in Chirk. Whites: Richard of York at Beaumaris w/ Holland, George @ Rhuddlan w/ Stafford; Edmund II of March @ Milford Haven. Richard of Gloucester, Edmund of Rutland (RIP).



KREMLIN

Aparatatschik Fails to Wave



The Cast: (not in Table order)

Dave Anderson, Decaying, Licentious Antiquarians (DLA): 3 cards

Doug Kent, Whining Kremlin Pigs (WKP): 3 cards

Brad Martin, Western Front (WF): 3 cards

Cary Nichols, Re-Education Deployment Society (REDS): 3 cards

Mike Scott, The California Connection (TCC): 3 cards

Paul Barrett, Politburo Bureaucrats (PB): 3 cards

Politburo

Party Chief:	Aparatschik (A)	82++	DLA (7), WKP(3)
KGB Head:	Palavrian (G)	70+	
Foreign Minister:	Nogoodnik (V)	55+	
Defense Minister:	Schrutukov (B)	76w+	
Ideology Chief:	Bungaloff (W)	54	REDS(1)
Industry Minister:	Boremtudev (K)	66	
Economy Minister:	Nikotin (R)	59	
Sport Minister:	Putshnik (Y)	52	
Candidates:	NOTUZ		
	People: CDEFHIJLMPQX		

1.6 REPLACEMENT PHASE: Aparatschik declines to promote, shuffle, or demote. With no openings, no one else can promote.

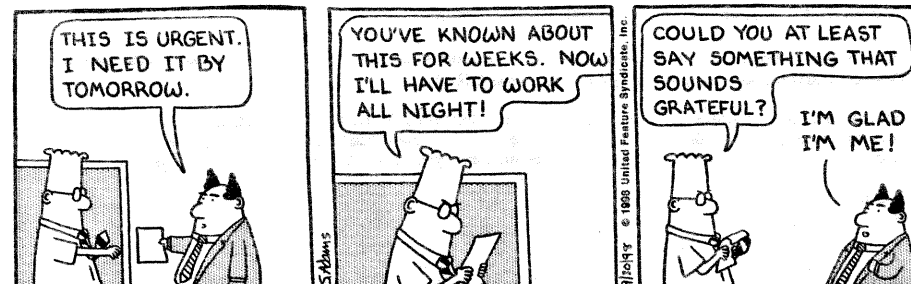
1.7 REHABILITATION PHASE: No one in Siberia.

1.8 PARADE PHASE: Aparatschik ages 2 SP to 84 and [12] doesn't wave.

Politburo

Party Chief:	Aparatschik (A)	84++	DLA (7), WKP(3)
KGB Head:	Palavrian (G)	70+	
Foreign Minister:	Nogoodnik (V)	55+	
Defense Minister:	Schrutukov (B)	76w+	
Ideology Chief:	Bungaloff (W)	54	REDS(1)
Industry Minister:	Boremtudev (K)	66	
Economy Minister:	Nikotin (R)	59	
Sport Minister:	Putshnik (Y)	52	
Candidates:	NOTUZ		
	People: CDEFHIJLMPQX		

Due next time are your orders for Year 2, Cure through Health phases.





BRITANNIA "Frisian" Turn XVI



The Cast: Nations in Italics are extinct, in parentheses are not yet in play.

A (Hanna): *Romans*, *R-Bs*, *Norsemen*, *Norwegians*

B (Anderson): *Welsh*, *Jutes*, *Normans*

C (Butitta): *Brigantes*, *Caledonians*, *Danes*

D (Boyum/Wilson): *Picts*, *Irish*, *Angles*

E (Frueh): *Belgae*, *Scots*, *Saxons*, *Dubliners*

TURN XVI

Board:

Welsh (B, 2.5): 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent, Gwynedd, Powys.

Brigantes (C, 0): 2A @ Galloway, Strathclyde.

Picts (D, 2.5): 2A @ Alban, Dunedin, Moray; 1A @ Mar.

Norsemen (A, 1): 2A @ Caithness; 1A @ Dalriada, Orkneys, Skye.

Dubliners (E, 1): 2A @ Downlands.

Norwegians (A): 4A @ North; Harald, 1A @ Cumbria; 3A @ Lothian; 2A @ March; 1A @ Cheshire.

Saxons (E, 1.5): 3A @ Kent, Sussex; 1A @ Lindsey, Suffolk.

Angles (D, 1): 2A @ Bernicia; 1A @ Pennines.

Normans (B): 3A, 2C @ Channel; William, 2C @ Essex; 1A @ Avalon, Hwicce, S Mercia, Wessex.

SCORE: C(90.5), A(72), E(69.5), B(58), D(55)

Welsh (2.5): Grow 4.5 pp. Add 1A @ Clywd & Powys. 2A Clywd to Cheshire (5,4:6 -1 Norwegian, 1 Welsh), 1A Powys to Clwyd.

Brigante (0): Grow 1.5 pp. hold.

Picts (2.5): Grow 2.5 pp. Add 1A @ Mar. Hold.

Norsemen (1): Grow 2 pp. Add 1A @ Dalraida. 1A Caithness-Skye, 1A Skye-Hebrides, 1A Dalraida-Strathclyde (1.5:3 -1 Norseman)

Dubliners (1): Grow 0.5 pp. 1A Downlands-S Mercia (6:5 -1 Dubliner, Norman).

Norwegians: 1A North-York, 3A North-York-Bernicia (5,4,4:3,1; 6,5,4:6 -2 Angles, -1 Norwegian), 1A March-N Mercia, Harald Cumbria-Pennines, 2A Lothian-Pennines (4+1,3:3; 3+1,1:2; 2+1,1:2; 4+1,3:3; 6+1,4:5 -1 Angle, 1 Norwegian). Angles extinct.

Saxons (E, 1.5): Grow 4 pp. Add 1A @ Suffolk. 1A Suffolk-Essex, 1A Suffolk-South Mercia, 1A Lindsey-Suffolk, 2A Kent-Essex, 2A Sussex-Essex (3,3,2,2,2:2+1,2+1; 5,5,3,3,2:4+1,4+1; 5,2,1,5+1,5+1; 5:1+1,1+1; 4,3+1,2+1 -5 Saxons).

Normans: 2A Channel-Sussex (5,4:6 -1 Norman, Saxon), 1C Channel-Sussex-Essex-S. Mercia (3:3; 3:1; 1:2; 3:6 -C), 1A Channel-Kent (1:6 -Norman), 1C Channel-Sussex-Essex-Suffolk, 1C Essex to Suffolk (5,3:3 -Saxon), Willie, 1C Essex-Suffolk-Lindsey.

Normans to Saxons: We will make a memorial Saxon shore fort out of all the dead bodies here in Essex. 8 armies lost in a single area. That was BRUTAL.

Normans to Norwegians: It would have been a interesting Turn 17. I am hiding in the swamp. and you are hiding in the rocks. Shall we declare as in the ages past instead of Danelaw. How about Norlaw??? You get the York, Cheshire line and everything north of it. I get everything south of that.

TURN XVII

A: Norsemen (4), Norwegians (6)

B: Welsh (9), Normans (6)

C: Brigantes (6)

D: Picts (11)

E: Saxons (2), Dubliners (0,5).

SCORE: C(93), A(82), E(75.5), B(73), D(66)

Frueh as Red is the winner.

Board:

Welsh (B, 1): 1A @ Clwyd, Cheshire, Cornwall, Devon, Dyfed, Gwent, Gwynedd, Powys.

Brigantes (C, 1.5): 2A @ Galloway, Strathclyde.

Picts (D, 2): 2A @ Alban, Dunedin, Mar, Moray.

Norsemen (A, 0): 1A @ Caithness, Dalriada, Orkneys, Skye.

Dubliners (E, 1.5): 1A @ Downlands.

Norwegians (A): Harald, 1A @ Pennines; 2A @ Bernicia; 1A @ Cumbria, Lothian, March, N Mercia.

Saxons (E, 2.5): 1A @ Kent, S Mercia.

Normans (B): William, 1C @ Lindsey; 2C @ Suffolk, 1A @ Avalon, Hwicce, Sussex, Wessex.

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, _#_ = attack by/against cav/legion

Game transcript and final map can found on the website.

Anderson (B): Welsh and Jutes vs a Saxon war machine cannot make a dent. The Welsh and Jutes had to bide their time during the Roman occupation until I broke out to the Downlands and was hoping to form some of bulwark to fight the oncoming Saxon hordes and the persistent Irish threat. The Romans decided to crush the bulwark in Hwicce. When the Irish invaded the Welsh could not roll a 5 or 6 and only when I had 4-2 odds then the dice rolled ok. My Jutes never had a chance, and with no help coming from the Angles. The handwriting was on the wall fairly soon afterward. Unless the Danes pull south instead their other usual areas. The Saxons can crush anything in the south and north and with all the fertile plains of the south, the Saxons could grow 3 armies with out flinching. While the Welsh could grow only 1 and a half per turn. The Dubliners then come in and clean up what the Saxons could not finish off. The Norwegians of course then put the coup de grace on the Angles and once again the Saxons are untouched. Although I had much fun with Willie and the boys finally crunching the Saxons down to size it was way too little way too late. Congrats on Mark Frueh winning the game. I enjoyed the variant. Thanks to Paul for running it and everyone for playing it.

--"Gawain" (continued from p 9)

Welsh (1.5): 2A @ Powys, Clwyd, Devon, Dyfed, Gwynedd; 1A @ Cornwall, Gwent.

Brigantes (1): 2A @ Dalriada, Lothian; 1A @ Dunedin, Strathclyde.

Picts (0): 3A @ Alban; 2A @ Mar, Skye; 1A @ Moray.

Caledonians (1.5): 2A @ Orkneys; 1A @ Caithness, Hebrides.

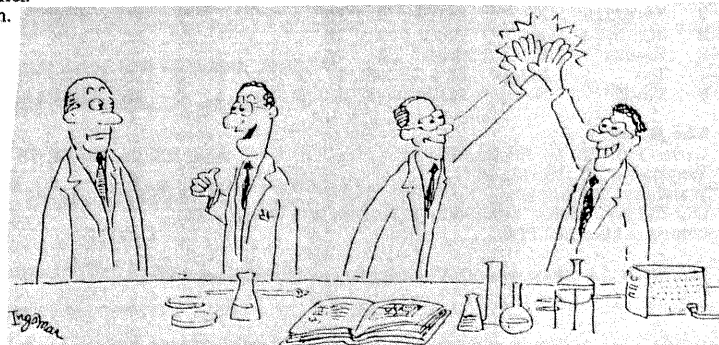
Irish: 3R @ Atlantic.

Scots: 1R @ Irish.

Jutes: 2R @ Channel.

Saxons: 3R @ Channel.

Angles: 2R @ Frisian.



"They just had a breakthrough."



BLACKBEARD

Turns 142-145



THE CAST:

1. (Barrett) Tew: Sloop
2. (Zodda) Davis, Sloop
3. (Bargender) Vane**, Sloop
4. (Martin) Rackham, Schooner.

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cum	Unr	NW	H1	H2	Hostage	Attk
2	Davis	Sloop	P24	+3	6	14	5	2	674	--	--	--	NP
4	Rackham	Scnr	C231	+3	5	4	2	7	0	200	--	--	B
4	Rhett*	KC	M22	5	8								
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	DD18	3	15								
2	Matthews	KC	Box1	2	16								
2	Rogers	KC	Box1	2	16								
1	Tew	Sloop	P24	+3	4	2	2	7	0	10	--	--	S
3	Vane**	Sloop	M22	+3	5	0	0	4	0	45	300	2(14,15)--	

The Board:

Guvs: Pro: 35, 46, 53, 31, 41
 Merchants: 32, 32, 46, 46, 13
 Warships: B9-4 @ J24
 Out-of-Play Pirates: Teach (#3), Portugese (#1), Taylor (#3)
 Letters of Marque: PFB

Anti: 23, 24, 54, 64, 13

Destroyed Port: 14, 32

Turn	Player	Action	Draw
142	4	Vane elects to escape (+5N)	35
143	3	Vane anchors in Port Royale. Move B9-4 warship J24-N26	65 34
144	2	HD attacks S7 6+3+3-7 = 5 < DR ¹² = 8 = merchant escapes to cup 25	
145	2	HD attacks P5 6+3+3-5 = 7 > DR ¹² = 6 = captured +3N, 165d, Hostage = 2+5+0 = no, declare D&R Draw merchant @ 45	56, 42 *A, 45 23
146	1		

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cum	Unr	NW	H1	H2	Hostage	Attk
2	Davis	Sloop	P24d&r	+3	6	17	5	2	674	165	--	--	NP
4	Rackham	Scnr	C231	+3	5	4	2	7	0	200	--	--	B
4	Rhett*	KC	M22	5	8								
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	DD18	3	15								
2	Matthews	KC	Box1	2	16								
2	Rogers	KC	Box1	2	16								
1	Tew	Sloop	P24	+3	4	2	2	7	0	10	--	--	S
3	Vane**	Sloop	M22a	+3	5	5	0	4	0	45	300	2(14,15)--	

The Board:

Guvs: Pro: 35, 46, 53, 31, 41
 Merchants: 46, 46, 13, 45
 Warships: B9-4 @ N26
 Out-of-Play Pirates: Teach (#3), Portugese (#1), Taylor (#3)
 Letters of Marque: PFB

Anti: 23, 24, 54, 64, 13

Destroyed Port: 14, 32

LEGEND: * = minor wound, ** = crippling wound, a = anchored,



BRITANNIA

"Gawain"

Turns II-III



The Cast

Copeland: Purple
 Zieske: Green

Anderson: Red
 Martin: Blue

TURN II

The Board:

Romans: 2L,F @ Cheshire, Lindsey, N Mercia, Norfolk, Peninnes, York; 1L,F @ Bernicia, Cumbria, March; F @ Avalon, Downlands, Essex, Hwicce, Kent, S Mercia, Suffolk, Sussex, Wessex.
Welsh (1.5): 3A @ Powys; 2A @ Devon; 1A @ Clwyd, Cornwall, Dyfed, Gwent, Gwynedd.
Brigantes (2.5): 3A @ Lothian; 1A @ Strathclyde.
Picts (1.5): 3A @ Dunedin; 1A @ Alban, Dalriada, Moray, Skye.
Caledonians (1.5): 1A @ Caithness, Hebrides, Orkneys.

BRIGANTES (2.5): Grow 2 pp. Add 1A @ Strathclyde. 3A Lothian-Strathclyde-Dalraida [6,6,4:4 -1 Pict]. 1A Strathclyde-Lothian. Romans score 3 VP.

Brigantes to Picts-I hope you can just run away, I won't stay long.
 Brigantes to Romans- Thanks to the greatest emperor in the world!!!! We have made a new salad and named it in your honor. We picted it fresh today.

PICTS (1.5): Grow 2.5 pp. Add 1A @ Skye. 2A Dunedin-Alban, 1A Dunedin-Mar.

CALEDONIANS (1.5): Grow 1.5 pp. Add 1A @ Orkneys. Hold.

Score: Purple 26, Red 3, Blue 1, Green 0.

TURN III

Romans: 4L,F @ Peninnes; 2L,F @ Bernicia, Galloway; 1L,F @ Avalon, Cheshire, Cumbria, March, Wessex; F @ Downlands, Essex, Hwicce, Kent, Lindsey, N Mercia, Norfolk, S Mercia, Suffolk, Sussex, York.
Welsh (1.5): 3A @ Powys; 2A @ Devon; 1A @ Clwyd, Cornwall, Dyfed, Gwent, Gwynedd.
Brigantes (1.5): 3A @ Dalriada; 1A @ Lothian, Strathclyde.
Picts (1): 3A @ Alban; 2A @ Skye; 1A @ Mar, Moray.
Caledonians (0): 2A @ Orkneys; 1A @ Caithness, Hebrides.
Irish: 1R @ Atlantic.

ROMANS: 1L Galloway-Cumbria, 1L Bernicia-York, 1L Pennines-Cheshire, 1L Pennines-Cheshire-March, 1L Pennines-Cheshire-March-Hwicce.

WELSH: Grow 4.5 pts. Add 1A @ Devon. 2A Devon-Avalon 2,2,3,5 -1 Welsh, 1 Welsh r-Devon) 1A Gwent-Dyfed,

BRIGANTES (1.5): Grow 2.5 pp. Add 1A @ Lothian. 1A Dalraida-Dunedin. Romans score 3 VP.

PICTS (1): Grow 2 pp. Add 1A @ Mar. Hold

CALEDONIANS (1.5): Grow 1.5 pp. Hold.

IRISH: Hold.

Irish to World: Ok, every along the coast is nothing but Legions or Forts or Rocks. Uhhh...no thanks.
 Until the Welsh can do something...anything to break the Roman hold then we will float our boats out here.

Score: Purple 29, Red 3, Blue 1, Green 0.

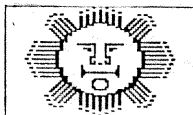
TURN IV

Romans: 2L,F @ Cheshire, Hwicce, March; 1L,F @ Avalon, Bernicia, Cumbria, Galloway, Peninnes, Wessex, York; F @ Downlands, Essex, Kent, Lindsey, N Mercia, Norfolk, S Mercia, Suffolk, Sussex.

--continued on p 7



1830-READING OR 9b-Game End



PLAYER STATUS:

Bailey: \$5013, 6* C&O, 6* Erie, 1 NYC, 1 B&O, 3 Reading, 4 PA (10+9)
 Zieske: \$4804, 5* B&O, 6* B&M, 5* CP, 2 NYNH&H, 2 NYC, 1 C&O, 1 Erie (14+5)
 Frueh: \$5592, 6* NYNH&H, 6* Reading, 3 B&M, 1 NYC, 1 B&O, 1 C&O, 5 CP, 2 Erie (15+7)
 Hanna: \$5867, 6* PA, 6* NYC, 3 B&O, 2 NYNH&H, 1 Erie, 1 B&M, 1 Reading, 2 C&O (14+6)

CORPORATION STATUS

Corp	Prez	Price	Pool	Cash	Trains	Tokens
NYNH&HMF	A350	0	\$1	56	G19N, F22	
NYC	CH	A300	0	\$81	5D	E19, F16, 2
B&M	PZ	B260	0	\$0	5D	E23, F22
C&O	CB	B200	0	\$0	DD	F6, F16, H16
B&O	PZ	A160	0	\$0	66	I15, H18E, 1
Reading MF	B142	0	\$9	D-		H14, H10
CP	PZ	B70	0	\$27	D-	A19, E23, 2
Erie	CB	C65	0	\$130	D-	E11W, 2
PA	CH	D60	0	\$345	DD	H12, H16, H10, E19

The Bank is busted.

Available Trains: D...

Available Tiles:

Yellow: 7(0), 8(1), 9(2), 57(3)
 Green: 16(1), 18(1), 19(1), 20(1), 23(3), 24(1), 25(1), 28(1)
 Brown: 40(1)

OR 9b

Corp	Title Lay	Token	Earn	Dv? Trains	Price	Notes
NYNH&H	--/--	--	\$370	Y 56	A350	
NYC	--/--	--	\$810	Y 5D	A325	
B&M	--/--	--	\$760	Y 5D	B280	
C&O	--/--	--	\$910	Y DD	B220	
B&O	--/--	--	\$490	Y 66	A180	
Reading	#28(e)/C7	--	\$660	Y D	B160	
CP	--/--	--	\$590	Y D	B76	
Erie	--/--	--	\$540	Y D	C70	
PA	--/--	--	\$1120	Y DD	D66	

OR 9c

Corp	Title Lay	Token	Earn	Dv? Trains	Price	Notes
NYNH&H	--/--	--	\$370	Y 56	A350	
NYC	--/--	--	\$810	Y 5D	A350b	
B&M	--/--	--	\$760	Y 5D	B300	
C&O	--/--	--	\$910	Y DD	B240	
B&O	--/--	--	\$490	Y 66	A200	
Reading	--/--	--	\$660	Y D	B180	
CP	--/--	--	\$590	Y D	B82	
Erie	--/--	--	\$540	Y D	C76	
PA	--/--	--	\$1120	Y DD	D71	

PLAYER STATUS:

Bailey: \$8305, 6* C&O, 6* Erie, 1 NYC, 1 B&O, 3 Reading, 4 PA
 Zieske: \$7558, 5* B&O, 6* B&M, 5* CP, 2 NYNH&H, 2 NYC, 1 C&O, 1 Erie
 Frueh: \$8532, 6* NYNH&H, 6* Reading, 3 B&M, 1 NYC, 1 B&O, 1 C&O, 5 CP, 2 Erie
 Hanna: \$9381, 6* PA, 6* NYC, 3 B&O, 2 NYNH&H, 1 Erie, 1 B&M, 1 Reading, 2 C&O

CORPORATION STATUS

Corp	Prez	Price	Pool	Cash	Trains	Tokens
NYNH&HMF	A350a	0	\$1	56	G19N, F22	

NYC	CH	A350b	0	\$81	5D	E19, F16, 2
B&M	PZ	B300	0	\$0	5D	E23, F22
C&O	CB	B240	0	\$0	DD	F6, F16, H16
B&O	PZ	A200	0	\$0	66	I15, H18E, 1
Reading MF	B180	0	\$9	D-		H14, H10
CP	PZ	B82	0	\$27	D-	A19, E23, 2
Erie	CB	C76	0	\$130	D-	E11W, 2
PA	CH	D71	0	\$345	DD	H12, H16, H10, E19

The Bank is busted; the game is over.

RECKONING:

Player	Cash	Stocks	Total	Place
Bailey	\$8305	3270	\$11,575	4
Zieske	\$7558	4926	\$12,484	3
Frueh	\$8532	5432	\$13,964	2
Hanna	\$9381	4862	\$14,243	1



"Bret Maverick" We Begin

The Cast:

Chris Bailey: \$420.
 Chuck Hanna: \$420
 Paul Zieske: \$420
 Paul Bolduc: \$420
 Mark Frueh: \$420

Available Privates:

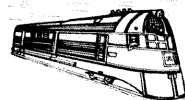
\$20	Great River Shipping Co
\$40	Mississippi River Bridge Co
\$50	Southern Cattle Co
\$80	Gulf Shipping Co
\$140	SLSF RR
\$160	Missouri-Kansas-Texas RR

The Bank has \$9900.

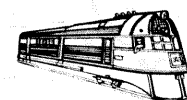
Available Trains: 22222233333344445555666888, 10, 10, 12, ...

Available Tiles:

Yellow: 1(1), 2(1), 3(3), 4(6), 5(2), 6(2), 7(9), 8(22), 9(23), 55(1), 56(1), 57(5), 58(4), 69(1)



RAIL BARON Still Shy a Quorum



Here's the deal. We have three signed up (Fisher, York, Bailey) and I would like at least one more. It could be me -- Ms Nar even toyed with the idea for a second. Since there are so many dice rolls, we ought to use an on-line die roller. ACTS works well, so I'll need all interested to register on ACTS (its free, see Reference 1) and e-mail me the e-address and name you registered under. I'll set up the game, roll for table order, and then home towns.

We also need to establish what edition boards (some have a dot between Baltimore and Philly, some don't) and payoffs tables we're using. Majority rules, although we could all agree to use the free, easier to use table from the RAIL BARON site (Reference 2).

I'd like to make one addition to the normal rules. We'll also use the Home Swapping option as described at Reference 3. This prevents someone starting in, say, Salt Lake City with a destination of Miami from having his game ruined immediately by finding the ACL and SAL bought before he can reach St Louis.

1. <http://acts.warhorsesim.com>
2. <http://www.railgamefans.com/rgf/files/uspay.pdf>



MERCHANT OF VENUS

"Graw"
Traders Assemble



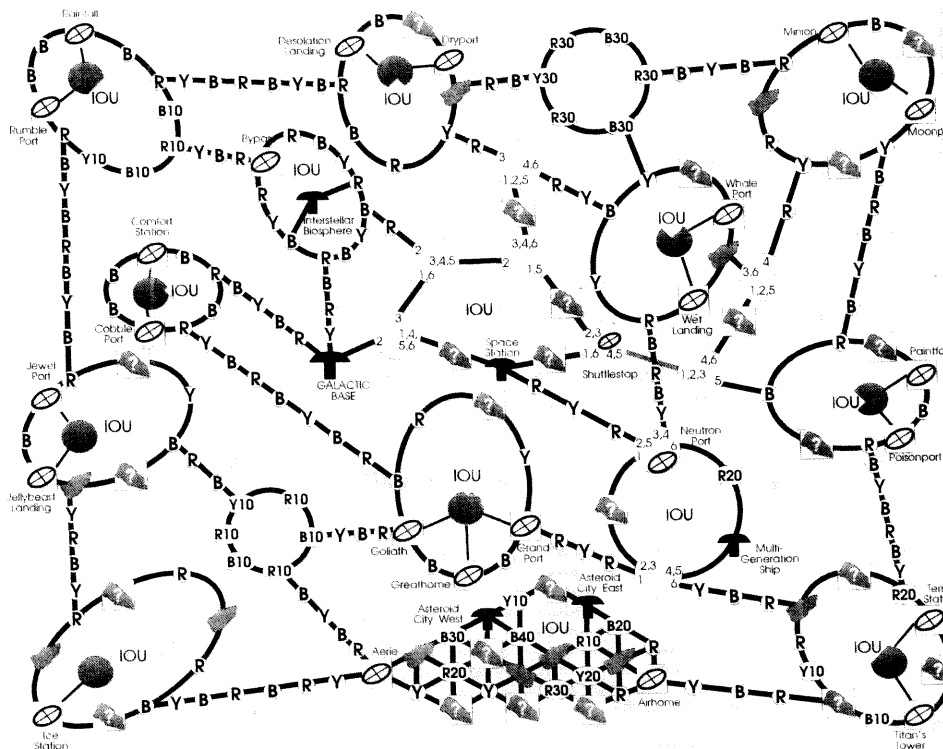
The Cast:

Paul Barrett: Eepeeep, \$80
Debbie Anderson: Wynow, \$80
Ron Fisher: Gossuth, \$80
Bob Dowrey: Nik, \$80

Turn 1.1-2.1 Dice rolls:

Eepeeep: 3,3,4 Wynow: 2,4,6 Gossuth: 1,1,4 Nik: 2,3,5 Eepeeep: 1,2,3

Due next time: Your orders for Turn 1 (and for Barrett, Turn 2.1 as well). Consider giving your trader and his/her/its ship a name.



SILVERTON

We Begin



The CAST:

#1: Denver, Cary Nichols, \$10000, S+2,S,P,P
#2: Denver, Wayne Morrison, \$10,000, S+1,S,P+1,P
#3: El Paso, Debbie Anderson, \$10,000, S+1,S,P+1,P
#4: SLC, Paul Zieske, \$10000, S,S,P+2,P

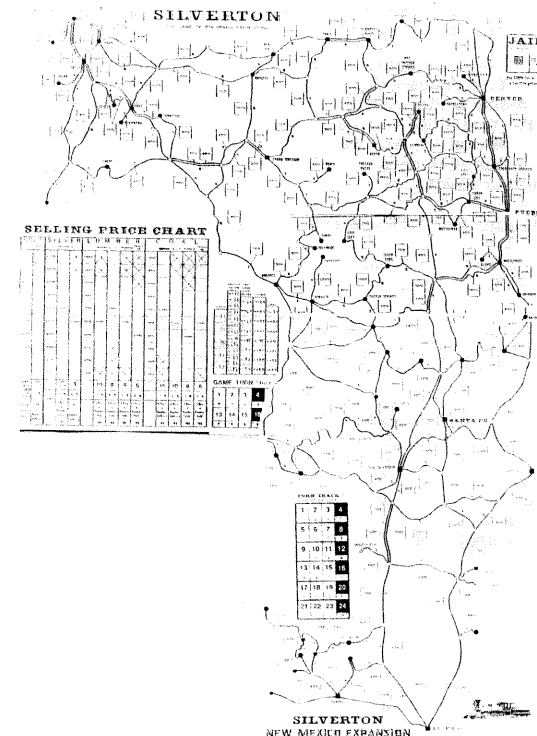
OK, unless unanimously voted down, we're playing the Two Wolf version with the New Mexico Expansion, basic game, \$50,000 cash wins. There is a special rule that allows placing surveyors so that one extends the other's build. This can only be done on a non-snow turn and to be successful a dice roll greater than the distance of the second segment must be made.

AVAILABLE CLAIMS:

10 Heber City (Ag) \$400/\$200
18 Leadville (Ag) \$500/\$200
43 Coalville (C) \$300/\$150
65 Walsenburg (C) \$300/\$150
A1-A6, A19-A20

14 Aspen (Ag) \$500/\$200
42 Vallecitos (L) \$300/\$150
51 Rangely (C) \$400/\$100
104 South Fork (Ag) \$500/\$250

Due next time are your votes for the 24-turn game, advanced game, and your surveyor and prospector orders.





PUERTO RICO

Turns 4-6



The Cast:

John Butitta Andy York Brad Martin Bill Salvatore Ron Fisher

Turn 4 (concluded)

Butitta chooses **Captain** (+1d) and ships 1 indigo (1+1 VP). York ships 3 indigo (3 VP). Martin ships 1 indigo (1 VP). Salvatore ships 1 corn (1 VP). Fisher ships 1 corn for (1 VP). 6-ship sails. York chooses **Mayor** and places colonists on S Sugar, Sugar, and Indigo. Martin places colonist on L Sugar Mill and Indigo. Salvatore removes a colonist from Corn and places colonists on S Sugar, Tobacco, and Sugar. Fisher places colonist on S Market. Butitta place colonist on Sugar. Colony ship gets 9.

Martin chooses **Trader** (+1d). No one can sell. Craftsman and both Prospectors gain 1d.

Turn 5

Governor Fisher chooses **Bulder** and builds Office (2d, 3cr). Butitta builds not. York can't build. Martin builds Hacienda (1d, 1 cr). Salvatore builds S Indigo (1d).

Butitta chooses **Settler** and takes Quarry(x). York takes Indigo. Martin takes Sugar. Salvatore takes Tobacco. Fisher takes Indigo(x). Indigo & Tobacco are discarded and six new plantations revealed.

York chooses **Mayor** and places two on L Indigo and one on Indigo. Martin places on Hacienda & L Indigo. Salvatore places on S Indigo & Indigo. Fisher places on Office and Coffee. Butitta places on San Juan. Colony ship reloads 6 colonists.

Martin chooses **Craftsman** (+1d) and produces 2+1 indigo & 1 sugar. Salvatore produces 1 indigo, 1 sugar, and 1 tobacco. Fisher produces 1 corn. Butitta produces 2 corn. York produces 4 indigo & 1 sugar.

Salvatore chooses **Trader** and sells tobacco (3+2d). Fisher sells 1 corn (0+1d). Trading House is closed, returns 2 corn, 1 indigo, 1 tobacco to stock. Captain and both Prospectors receive 1d.

Turn 6

Governor Butitta chooses **Prospector** (+3d).

York chooses **Captain** (+1d) and ships 4 indigo on 6-ship (4+1 VP). Martin ships 2 indigo (2 VP) -- 6-ship is full. Salvatore ships 1 sugar on 8-ship (1 VP). Fisher can't ship. Butitta ships 2 corn (2 VP). York ships 1 sugar (1 VP). Martin ships 1 sugar (1 VP). Ship sails returning 6 indigo to stock.

Martin chooses **Prospector** (+3d).

Salvatore chooses **Bulder** and builds a Factory (6d, 1 cr). Fisher builds L indigo (1d, 2cr).

Butitta builds

Butitta: Gov. Prospector. S Indigo (x), Hospice(x), Indigo(x), 2xCorn(x), Sugar(x), Quarry(x). 5d, 4 VP, SJ(1).

York: Captain. S Indigo (x), L Indigo(XXX), S Sugar(x). 4xIndigo(x), Sugar(x). 0d, 10 VP.

Martin: Prospector. S Indigo (x), L Sugar(x), L Indigo(x), Hacienda(x). 2xIndigo(x), Quarry(x), Sugar(x), Sugar(x). 4d, 4 VP, 1 Indigo.

Salvatore: Bulder. S Market(x), Tobacco St(x), S Sugar(x), S Indigo(x), Factory(x), Corn(x), Tobacco(x), Sugar(x), Indigo(x), Tobacco(x). 2d, 2 VP, 1 indigo.

Fisher: S Market(x), Hospice(x), Office(x), L Indigo(x), Corn(x), Coffee(x), 2xQuarry(x), Indigo(x). 0d, 3 VP.

AVAILABLE BUILDINGS: All but S Market, Hospice, S Indigo, L Indigo.

AVAILABLE PLANTATIONS: Quarry(x4), Coffee(x2), Sugar(x2), Tobacco(x2)

AVAILABLE ROLES: Craftsman, Mayor, Settler, Trader

COLONY SHIP: 6

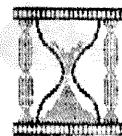
SHIPS: 6-ship, 7-ship (5 corn), 8-ship (3 sugar)

STOCK: 99 VP, 53 colonists, 9 coffee, 6 corn, 9 indigo, 8 sugar, 9 tobacco

TRADING HOUSE: empty

COQUITO

I was going to include here a simple recipe for the yummy Puerto Rican rum drink for which this game is named, but, as usual, I can't find the recipe when I need it. Maybe next time.



HISTORY OF THE WORLD

KOKKAS



The Cast:

Dave Anderson: Orange
Cary Nichols: Azure

Kevin Wilson: Green
Rudy Zodda: Purple

Laird Khaoz: Ebony
Wayne Morrison: Red

Optionals: Preservation of Culture, Fortresses, Persistence of Culture, and US Navy are in play.

The Board:

AI: Cau, Dnl, NEP, Tur, WSt; **AII:** Mon, Sze, Wei(2,C), Yan, Yel(c,PM).

EI: Zag.

GII: Lin(c,RM), UIn(C); **GVI:** Lev(C), Sha.

OI: Cre(C, Religion), Lib; **OII:** Lev, LT(c,f), MT(c), Nub, Nil(c,GM), Pal(2);

OV: EAn(C).

PI: Che, GPC, Tar(2); **PII:** Mor(C).

RI: EGH, Hin, PPI, WDe.

WI: PSD(2)

Fleets: EMS(G)

Vacant: UTI(c,OM)

<GREEK CITY STATES (P): Play "Civil War" in Yel (6,5:5 -AII,c +1PI), Wei (4,1:3; 6,1:6; 2,1:4 -AII,1PI) and Sze (6,6:6; 4,3:4; 4,2:1 -1AII +1PI). Play 1A.C @ Mor, 2F @ EMS(3,3:3; 4,3:5; 4,3:3 -PF,GF), 1A @ Cre (5,1:4 -1OI,C, +c, Religion moves to Mor), Pin, 2A @ Nil (6,6:6,3 3,1:6,5; 6,2:4,3 -1PII,1OII,c), Lev (5,4:6,5; 1,1:6,1 -2PII). Score: 6 + Religion(1) + C(1x2) + c(1) + M(1x2 +1) + S(1) + N Afr(P=2) + China(D=4) + S Eur(D=4) = 24.

<SCYTHIANS (F): Play 1A @ Cau (1AI r-WSt), 1A, "Treachery", EM @ EAn (-1OV,C +c), 1A Zag (-1EI), UTI (-c), Lev(3,3:2 -1GVI,C +c), WAn, Bal. Score: 5 + c(2) + M(1x2 +1) + Mid E(D=6) + S Eur(P=2) = 18.

<ARTHAGINIA: No show.

<PERSIA (R): 1A.C.RM @ PPI (1RI r-Hin), 1A @ Zag (3,2:3; 6,6:3 -1EII), 2A @ PSD (5,2:5; 5,2:6; 5,3:2; 4,3:4; 4,2:1 -1RII,2WI), Lin (3,1:4; 5,4:4 -1RII,1GII,c); 1A @ UIn (6,5:2 -1GII,C +c); 2A @ EAn (2,2:6; 6,4:5 -1RII,1EII,c); 1F @ Bla; 1A @ GaV, GaD, Mal, Lev (6,4:6; 4,2:4; 3,1:3; 6,1:6; 6,5:6; 6,4:1 -1EII,c) WAn (4,2:4; 2,1:5 -1RII). Add RM @ UIn. Score: 8 + C (1x2) + c(1) + M(3x2 +1) + S(1) + Mid E(D=6) + India(D=4) = 29.

Score (VP/SP): G(24/11), E(18/11), A(9/11), O(39/12), P(24/13), R(29/19).

The Board:

AI: Dnl, NEP, Tur, WSt(2); **AII:** Mon, Wei(C), Yan.

EII: Bal, Cau, UTI(OM), WAn.

GII: ; **GVI:** Sha.

OI: Lib; **OII:** Lev, LT(c,f), MT(c), Nub, Pal(2);

PI: Che, GPC, Sze, Tar(2), Yel(PM); **PII:** Cre(c), Mor(C, Religion), Nil(GM), Pin.

RI: EGH, Hin(2), WDe; **RII:** EAn(EM), GaD, GaV, Lev, Lin(RM), Mal, PPI(C,RM), PSD, UIn(c,RM), Zag.

Fleets: Bla(R), EMS(P)

EPOCH III.

Green passes to Ebony. Ebony passes to Azure. Azure passes to Orange. Orange passes to Green. Purple passes to Red. Red must pass to Purple.

<ELTS: No show.

<MAKEDONIA (A): Play 1A.C @ Pin (1PII r-Mor), ...



Settlers of Catan

Turns 13.4-14.2



Source of the Nile

Turn 60

It's Over!



The Cast

Andy York (Red)
Mike Scott (Purple)

Rick Copeland (Blue)
Deb Anderson (Gold)

13.4 (A): Roll = 12. C collects 2 sheep and S collects 1 sheep. Build City b2,c2,c3 [-ggooo, +1 VP].

Anderson to York: Do you want a sheep for lumber??? I am trying to steal longest road from Copeland.

14.1 (Y): Roll = 9. Y & S collect 1 grain from c4. C collects 3 grain from f3. Trade 1 lumber to A for 1 sheep. Buy a card (-gos) _____.

14.2 (C): Roll = 4. Y collects 2 lumber @ d2. C collects 2 lumber and S 1 lumber @ d5. C trades 3 sheep for one brick, builds road at e4/e5 and upgrade settlement at e3/e4/f3 to a city. (-ggooo, +1 VP, wins).

Assets: (the Robber is at e4)

	brick	grain	lumber	ore sheep	Knights	cards	VP	other
Y	0	2	3	1 2	0	3	3	—
C	0	2	1	1 0	0	0	10	Road(7)
S	1	1	5	1 1	2	2	4	—
A	1	2	1	3 0	0	0	6	—

Y: Settlements: b3/c3/c4, c2/d2/d3, d2/e1/e2

Roads: c2/d3, c3/c4, d2/d3, d3/e2, c3/d3, b3/c4, d2/e2, c3/d4, b4/c4

C: City: d5/e4/e5

Settlement: e3/e4/f3, f3/f4/g3, e5/f4/f5, f2/f3/g2, f1/f2/g1

Roads: d5/e5, e4/f3, f3/f4, e4/f4, e5/f4, f3/g3, f3/g2, f2/g2, f2/g1, e4/c4

S: Settlements: c4/c5/d5, d3/d4/e3, e2/e3/f2, c5/c6/d6

Roads: c5/d5, e3/d4, d3/e3, e2/e3/d4/e4, c5/d6, e2/f2, e2/f1, d5/d6

A: City: d6/e5/e6, b2/c2/c3

Settlements: a1/a2/b2, b1/c1/c2

Roads: b2/c2, d6/e6, c1/c2, b1/b2, a1/b2, c1/d2, a2/b2, a2/b3

SCOTT: Congratulations Rick sure didn't let the rest of us even get close did you? Thanks to you too Paul, and the others who did trade sometimes...

YORK: Thanks for running the game! It's certainly been educational....for my first attempt at Settlers.

COPELAND: Thanks to all of you who traded with me. I got some nice rolls in the beginning of the game which were hard for you all to overcome. But when playing Settlers I still have not figured out how to make a plan and stick to it. For instance, this time I thought the ORE locations would be critical, but I ended up with only two cities, not five, so that assumption was wrong. In other games I thought BRICK and LUMBER to be the most important to get one off to a good start. I had plenty this time, but then seemed critically short of SHEEP! Guess I was just lucky this time. I need to play a lot more to really gain an understanding of Settlers. Anyone up for another game?

Turn 60

Basam Amami (Jason) publishes Z10 (3 vp), AA8 (4 vp), AA9 (3 vp), AA10 (3 vp), BB7 (4 vp), BB9 (3 vp), and the Forest Elephant Shrew (2 vp) for a total of 22, adding that to 56 already earned yields 78 for the win!

Vp totals:

Jason Bargender (78),
Andy York (12)

Dave & Debbie Anderson (54)
Brad Martin (11)

Don Chinnery (30)

GM (AB): Thanks to all of our finishing players; great display of tenacity. And special thanks to Paul for hosting the game and to Brad for joining mid-stream (so to speak).

D&D Anderson: Congrats to Jason Bargender on navigating the wild and unknown continent of Africa.

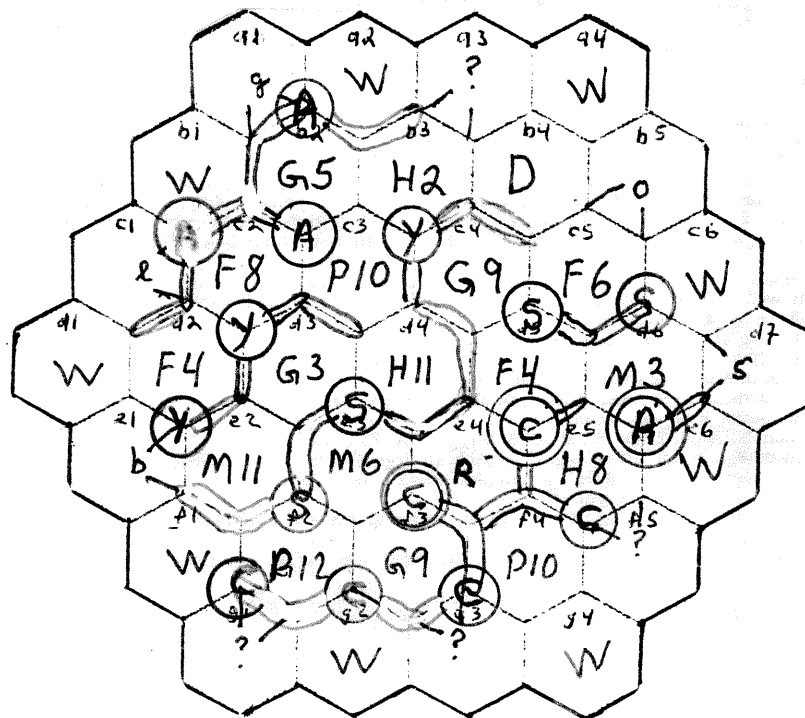
This was Debbie and my first game at it and we did remarkably well for not knowing anything about the game even though we probably screwed up on numerous occasions and only played the game once in 20 years!!!

We tried the Nile first and got lost in the swamps.

We tried our "Marching to Mombasa" medley and ran out of rations.

We tried going the other way on a trek to the northwest and got lost even with the guide and unless you get Free Tickets to somewhere or have a very long line of accomplishments to finance you then it could take a while to get back to the dark continent.

At least we survived. Huzzah!!



ON DECK

1835: Hanna, Zieske

AGE OF RENAISSANCE: Copeland

ATTIKA: Barrett

BALKAN WARS: K Wilson, Dave A

CIRCUS MAXIMUS: Nichols, Zieske, Fryling (need 1 to 7 more)

COLONIAL DIP: Burgdorf, Copeland, Nichols, Dave A (need 3 more)

DIPLOMACY: K Wilson, Copeland, Nichols, Fryling (need 3 more)

EVO: Barrett

GUNSLINGER: Scott, Fowble, R Fisher; need 4 or 5 more

LIFT-OFF: York, Dave Anderson

MACHIAVELLI: Nichols, Dave A, Scott, Barrett (need 0-4 more)

MAGIC REALM: Butitta, Deb A (need 4-8 more)

RUSSIAN CIVIL WAR: Scott, Martin

SAMURAI (AH): Copeland

OTHER POSSIBILITIES: 1829 (N OR S), 1830, 1856, 1870, 4000 AD*, AIR BARON, BRITANNIA II, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, GODSFIRE, HISTORY OF THE WORLD II, KAMAKURA, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMURAI, STELLAR CONQUEST, TITAN, WIZARD'S QUEST

*Guest GM

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The Bottom Line

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