



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 VII, #13

(#196)

8 Jan 02

RCW Ends!

Congratulations to Mike Fisher for a convincing, but overdue win in RUSSIAN CIVIL WAR. This means we have two or three pages to fill. Announcing "Ac Paet Woes G'Od Cynling" our fourth AGE OF RENAISSANCE game. We have room for one more (two if TJ bows out), so players are asked to confirm a place, at which time we'll deal you your Initial card. See Reference 1 for house rules and Reference 2 for some optional rules. We will play with the instant "Master Art" option. As for the second page, it's either DUNE or TITAN, whichever fills first (or maybe both if we can keep "Peleus" to a page). See References 3 & 4 for those house rules.

Got to play the new Hasbro version of HISTORY OF THE WORLD just before year's end. It's much the same game, but, see p 7 for some differences.

Boris will be on the road and presumably offline the week before the deadline, so get those errata and orders in quickly.

STANDBY ALERT! The following position is available: AIR BARON: ARA.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "Leadership in today's world requires far more than a large stock of gunboats and a hard fist at the conference table." ---Hubert H. Humphrey

Major Curtis ("Boris XV", France) will be off-line from late Dec to early Feb as he returns stateside from Saudi Arabia. He'll be moving to the Tidewater, VA area so might make Prezcon.

Ron Fisher has a new e-mail address.

The 2002 BPA pbem AGE OF RENAISSANCE tournament begins 1 Mar. See Reference 2 for details.

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award goes to Sven Vasseur for his MACHIAVELLI press.

This month's Ms Nar Super-Sudsy Bomb is lobbed at Ward Narhi for late orders.

REFERENCES:

1. http://hometown/aol.com/prbolduc/boris/hrules/AcR_hr.html
2. <http://www.geocities.com/aorlg/aorbpas2002/2002home.htm>
3. <http://hometown/aol.com/prbolduc/boris/hrules/DUNE.html>
4. <http://hometown/aol.com/prbolduc/boris/hrules/Titan.html>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CST 1 Feb 02



ENGLAND EXPANDS!!

XIV

2000C

FALL 1909

Draw vote falls: 1 Aye, 1 Nay, 2 NMR= Aye.

MIRKWOOD: England continues to grow at the expense of the Infidel. The remainder of the front remains stable. Further advances seem unlikely unless internecine fighting breaks out within the alliances.

TROOP MOVEMENTS:

French A PIE retreats to MAR. Turkish A Mos retreats to UKR and F ION to GRE.

AUSTRIA (Boyum): A Ven S A Tus, A Tus S F Nap-Rom, F Nap-Rom, (A Vie-Tri), A Rom-Apu, F Ion-Nap, (A Pie-Mar), (A Tri-Pie);

ENGLAND (Shacklett): (A War-Ukr), F Kie S F Ber, F Ber S F Kie, F Hol S A Edi-Bel, (F Bal-Pru), F Nrg-NAT, A Lvn-War, A Mos Hiu), F Nth C A Edi-Bel, (A Pru-Sil), A Edi-Bel, (F Den S F HolImp);

FRANCE (Kanne): A Bur S ENG A Edi-Bel, F Tun S F Tyn, (A Mar S A Bur), (F Tyn S AUS F Nap-IonInso), F Lyo S F Tyn, A Par S A Bur;

TURKEY (Fisher): A Mun S A Ruh-Bur, (A Ruh-Bur), A Ukr H, F Aeg H, F Gre-Ion, A Sev S A Ukr, (A Boh-Sil), A Ser-Rum.

Orders in brackets fail, dup = duplicate order, imp = impossible, NMR = no move received, NRR = no retreat received, NVR = no vote received, nso = not so ordered, nsp = no such place, nsu = no such unit, otb = off the board, r-??? = unit must retreat to ???, u = unordered.

SUPPLY CHART

AUS: Bud Tri Vie Ser Nap Ven Gre Rom	(8) Even
ENG: Edi Lon Lpl Den Nwy StP Swe Kie Ber Hol Bel War +Mos	(13) Build 1
FRA: Bre Mar Par Por Spa Tun	(6) Even
TUR: Ank Con Smy Bul Rum Sev Mun -Mos	(7) Tear 1

Due next time are your builds/tears, and orders for Spring 1910.

BORIS WORLD PRESS REVIEW

Playground Daily News: WANTED: News correspondents from the warring powers. Reports on morale, alliance solidarity, warcrimes accusations against the foe, all gleefully welcomed. Send all to Ms Nar, FWB, FL, USA.

Letters from the front: *London Times:* Dear brother Broad, your brother John wishes you happy holidays. I spent mine freezing my buns off on the steppes of Russia. Miles and miles of miles and miles, no booze except this vodka stuff, and very few women. Now they say we have to go after some nut in the something-stan region. I tell you, I'm going to tear him apart, keeping me from my sweet Helga in Warsaw. But, I'll be back that way. Those Turks have over stepped themselves. Fell right into the trap that cunning Frenchy thought up. I guess those fleets will get a chance to throw some rounds at the Turks. Good shooting. Have to write later, my ink is freezing. --John Oakum



RUSSIA EVISCERATED!!

Yet Stabs Turks!

Fall 1905

XV

2001B

MINAS MORGUL: Russian resistance is crystallizing around BUD but Tsar Chad could soon be without a home center, yet he's stabbed an important ally rather than protecting SEV from the French raider. The English have been pushed to the northern tip of their island fortress and await the French *coup d' grace*. Italy, it seems, is the key to the situation. Head east to finish off the rump Russians or the Turks and leave her back open to a French stab or to regroup, build two fleets and head west, inviting a new Russian steamroller and/or resurgence of Islam

TROOP MOVEMENTS:

English A YOR retreats to EDI.

ENGLAND (Boym): A Edi H.

FRANCE (Curtis): A Mos-Sev, A Yor S F Iri-Lpl, [F Nth-Edi], [F Tyn S ITA F Ion]otm, F Iri-Lpl, A Pie H, A Bur H;

GERMANY (Copeland): A Sil S A Pru-War, [A Mun S FRE A Pie-Tri]nso, F Ska-Nwy, F Nwy-StPinc, F Bal-Den, A Lvn S A Pru-War, F Bar S F Nwy-StPinc, A Pru-War, A Kie-Ruh;

ITALY (Anderson): A Alb S F Ion-Gre, [A Vie-Tri]r-???, [F Tun-Tyn], [A Ven-Tri], F Ion-Gre;

RUSSIA (Wertz): A Ser S F Rum-Bul, F Rum-Bullec, A Bud S A Tri-Vie, A Tri-Vie, [A War H]r-???

TURKEY (K. Wilson): [A Bul-Ser]d, [F Gre S F Aeg-Ion]r-???, F Aeg-Ion, [A Con-Bul], A Smy-Arm.

Orders in brackets fail, Imp = impossible, NMR = no move received, NRR = no retreat received, NVR = no vote received, nso = not so ordered, nsp = no such place, nsu = no such unit, otb = off the board, r-??? = unit must retreat to ???, u = unordered, uno = unit not owned.

Italian A VIE must retreat otb or to BOH or GAL. Russian A WAR must retreat otb or to GAL, MOS, or UKR. Turkish F GRE must retreat otb or to AEG. If both Italian A VIE and Russian A WAR are ordered to retreat to GAL, both die instead.

SUPPLY CENTERS:

ENG: -Lpl +Edi

FRA: Bre Mar Par Por Spa Lon Mos? +Lpl +Sev

GER: Ber Kie Mun Bel Den Hol -Edi Nwy Swe +StP +War

ITA: Nap Rom Ven Tun Tri +Gre

RUS: -Sev -StP -War Bud Rum Vie Ser +Bul +Mos?

TUR: Ank Con Smy -Bul -Gre

(1) Even

(9/8) Build 2/1 *

(10) Even

(6) Build 1 **

(5/6) Even/Build 1 ***

(3) Tear 1 ****

* Build 1 if Russian A WAR retreats to MOS.

** Build 2 if Italian A VIE retreats otb.

*** But will be unable to build due to lack of an empty home center.

**** Even if Turkish F GRE retreats otb.

Due next time are orders for retreats, builds/tears and for Spring 1906 and Press. Ms Nar craves Press!

EMBASSY BEAT

Ger-Fra: My friend, do not fear the I/T coalition. You and I could NMR for 3 full turns before they could cooperate long enough to kill the Russians.

Ger - I/T: Gentlemen, no disrespect intended. Fact is, I have been watching your play for some time now. You two don't even wait long enough for the other to even turn his back before you stab each other. Nice to have something in a Diplomacy game that I can count on.



MACHIAVELLI

AUSTRIA ROUTED!!

Summer 1524



ERRATA: Papacy ordered A Man S A Bol, A Ste-Per. Venice ordered F Cro-Dal.

RAGNOCITTA: With Austria all but gone, the question on the minds of the masses is "Who's the next chump?" Surely not the Turk due to his naval supremacy. Probably not France and Venice due to their corner locations. This leaves Florence and the undermanned, already beset, Papal States. Place your bets, *signore*.

TROOP MOVEMENTS

AUSTRIA (Anderson, 2d): (F UA-LA)r-???, (A Aus-Tyr)r-???, A Ist-Cro;

FLORENCE (Hassler, 0d): F TS H, F LS S A For-Gen, A Luc B, A Par H, F Cor S F TS, A Mod B, A For-Gen;

FRANCE (McConnell, 3d): A Swi-Tyr, A Pav S A Como, A Tyr-Aus, A Como S A Pav, A Mon H, A Tur S A Swi-Tyr, A Pro S A Salz-Sav, A Salz-Sav;

PAPACY (Nash), 13d): A Man S A Bol, A Ste-Per, A Spo-Rom, (A Aqu-Bar)r-???, A Bol S A Man;

TURKEY (Scott, 8d): A Nap S A Bari-Aqu, (F Otr-LA), A Bari-Aqu, F Mes H, F Pal H, F GoN-IS.

VENICE (Vasseur, 3d): A Ber-Ver, F Dal-UA, A Mil S A Cre, A Cre B, A Car-Sla, A Carin S FRE A Tyr-Aus, A Fer S A Ver-Pad, A Ver-Pad, F Ven S F Dal-UA

AUTONOMOUS: Cre(d), Luc(b), Mod(b), Mon

Orders in brackets fail; b = besieged, d = destroyed, imp = impossible, nlc = no longer controlled, nsu = no such unit, ntb = nothing to besetge, otb = off the board, r-??? = must retreat to ???, u = unordered.

Austrian A AUS must retreat otb, to G, or to HUN. Austrian F UA must retreat otb or to ANC, CAR, DAL, FRI, IST, or URB. Papal A AQU must retreat otb or to ANC, CAP, or SALE. If both Austrian UA and Papal A AQU retreat to ANC, both die instead.

Due next time are orders for retreats, Fall 1524, and Press. Ms Nar craves Press.

EMBASSY BEAT

Austria - The Grand Hall was deserted. No more dreams of conquest. No more balls celebrating military victories. The glittering crystal goblets toasting another piece of Italy under Austrian control was even sold. The last gamble had failed. Austria would soon be under foreign dominion. The Emperor thought, the only thought he could--it's all Phil's fault. It was going to be this way from the beginning, but having EVERY power on the board against is just overwhelming.

Milan to World- I gambled and lost. Anyone for a game of Battle of the Bulge? I will play Germany.

CLASSIFIEDS

Svenotti almost run towards the Duke's office. That was a miscalculation indeed. How could he be so wrong? He had counted and counted, but still not been able to come up to more than 19 ducats for Austria. It must have been some secret donator (the Pope?) that gave them so many ducats. Or did the besieged cities have hidden treasures that made up for the loss of sales?

Svenotti was puzzled and a bit scared as he now would face the Duke's anger when he had realised it was Svenotti's miscalculations that was very much the reason for the awkward situation with the Austrian fleet in the soft spot of Venice - Upper Adriatic... But fortunately the Duke's focus was at the fleet that Austria had managed to bribe.

- This means war, Svenotti. But how could my faithful take bribes? Have we not given them enough? What have they lacked? I don't understand. Have the officers not had a long weekend off with full payment? And the men, didn't they enjoy their new games of Scrabble? Ungrateful bastards!

- Yes, and Austrian money that won't be of any value soon...
Of course Svenotti knew that a big bit of the reason for the treason was unhappiness with the Duke as the ruler, but he didn't think now was the best opportunity for uttering that, so instead he said:

- But let the remaining Austrian units know what you are talking about, dear Duke. Show no mercy and you'll see that the rest of your men will be faithful to you.

The Duke seemed satisfied with the analysis. Probably he had come up with the same recipe.

- OK, let's throw everything we have against Austria and show him what we think about those filthy methods of his. And send a message to the Papacy and suggest that it was all a mistake, moving all those units against him. I'll buy a letter of indulgence to cover up for my recent moves if he so craves. Hrm, seems like the wrath of God came earlier than expected. Shouldn't play with superior powers...

Svenotti nodded in agreement. The Duke always had been a bit of a jumping-on-horses ruler. Maybe he wouldn't come to think about the thorough economical analysis Svenotti had made for as long as he thought about the men taking bribes...

CIRCUS MAXIMUS

Rick Copeland: I know you all just let the new guy win so's you could play me again and take all my sesterces (loot). Anyway, thanks for all the help. Especially to those of you who wrecked in the first turn. Made my job lots easier.

Actually, I was extremely lucky to have rolled such a fast team. Since I have never played Circus by mail, and it has been years since my last game, my only plan was to relearn the rules as I went along and try to stay out of everybody's way. I was mostly successful, except for that foul driver Lingus, who lashed Indy's eye right out of his head. That will teach me to write my orders more carefully! Lingus was a very tenacious player. Also, I'm very glad the game ended before the Blue Maximus got to try his axe on my horses. I don't think I will fare nearly so well in the rematch. Thank you all for the game.



KINGMAKER

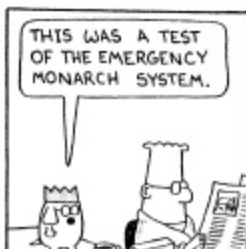
No Report Received!

KM 00-1

1-06-02

THE FACTIONS:

- A: Phil Reynolds' The Knights Who Say "Neel!" B: Lee McConnell's Blue Falcon
C: Don Chinnery's Angevin D: Dave Anderson's Blue Meanies
E: David Kurtz's Black Adders F: Flint Webb's Chancellor of the Mighty Horde
GMing By Mike Scott The California Connection.





BRITANNIA

"Egbert"

Turn V



The Cast:

Blue: Kevin Wilson Green: Dave Anderson Purple: Chuck Hanna Red: Peter Boyum

TURN V

Board

Romans: 1L,F @ Alban, Bernicia, Cheshire, Dunedin, Essex, Hwicce, Kent, Lothian, Norfolk, S

Mercia, Suffolk, York; F @ Dalraida, March, Pennines.

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

Brigantes (2.5): 2A @ Galloway; 1A @ Cumbria, 1L @ ???.

Picts (0.5): 2A @ Mar, Moray, Skye.

Caledonians (0): 2A @ Caithness, Hebrides; 1A @ Orkneys.

Irish: 4R @ Atlantic

Scots: 1R @ Irish

Jutes: 2A @ Sussex, 2R Channel

Saxons: 2A @ Wessex, 1A @ Avalon, 3R Channel.

Angles: 5R @ Frisian

SCOTS: Purple 31, Red 5, Blue 3, Green 2

Romans: 1L Alban-Skye (6:5.5; 2:2; 3:1; 2:1; 6,4 -1 Pict, +F, 1 Pict r-Moray).

Welsh (1.5): Grow 5 pp. Add 1A @ Clwyd & Powys. 1A Clwyd-March, 1A Powys-March (4,2:3; 3,2:6; 3:6 -2 Welsh).

Brigantes (2.5): Romans deny growth. Add L @ Cumbria. Hold.

Picts (0.5): Overpopulated. Grow 1 pp. 2A Moray-Alban (6,6:6 -F, -1 Pict +3 BVP).

Caledonians (0): Grow 1.5 pp. All Hold.

Irish: Hold.

Scots: Hold.

Jutes: Grow 1 pp. 2A Channel-Sussex.

Jutes to free people of this land - Kill the Roman like the Picts do, unlike the Welsh who can't even destroy a Roman fort!!

Board

Romans: 1L,F @ Bernicia, Cheshire, Dunedin, Essex, Hwicce, Kent, Lothian, Norfolk, S Mercia, Suffolk, Skye, York; F @ Dalraida, March, Pennines.

Welsh (0.5): 2A @ Devon, Downlands; 1A @ Clwyd, Cornwall, Dyfed, Gwent, Gwynedd, Powys.

Brigantes (2.5): 2A @ Galloway; 1A,L @ Cumbria.

Picts (1.5): 2A @ Mar; 1A @ Alban, Moray.

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

Irish: 4R @ Atlantic

Scots: 1R @ Irish

Jutes: 4A @ Sussex

Saxons: 3R @ Channel; 2A @ Wessex; 1A @ Avalon.

Angles: 5R @ Frisian

SCOTS: Purple 31, Green 18.5, Blue 11, Red 10

Due next are orders for the rest of Turn 5 and Turn 6 to the Irish.

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 legion



RUSSIAN CIVIL WAR REDS PREVAIL! TURNS 15.B.1-.6



TURN 15.B.1 TRADES: None.

TURN 15.B.2 COMBAT:

VITE: 1Po6 vs. Rodzyanko: 6-1 = AUTO DE (+1 RVP.)

TVER: Vatzetis (Trotsky) & Sablin (Stalin, Berzin, Antonov) vs. Wrangel (2W2, Yudenich): 1-1 (1 =DE, +8 RVP). Game Over.

THE BOARD:

A (Scott): None.

B (J Bargender): Smirnov (Peterson, Yezorov, Frunze, Slavin) & Veroshilov (1R2, Kidvidze, 1R3, Budyenny) @ Kiev. (16 RVP)

C (Copeland): None.

D (M Fisher): Zinoviev (Lenin, 1R2), 1Po6 @ Vite. (7 VP)

E (A Bargender): Kamenev (Syttin, Sorokin) & Bonch-B (1R3, Tukachevsky, Gall), 4Ba2, Bogomoletz @ Liv. (11 VP)

F (K Wilson): Vatzetis (Trotsky), Sablin (Stalin, Berzin, Antonov) @ Tver. (9 VP)

FINAL VP CHART:

A: 3 + 0 = 3 RVP

B: 6 + 16 = 19 RVP

C: 6 + 0 = 6 RVP

D: 55 + 7 = 62 RVP

E: 13 + 11 = 24 RVP

F: 18 + 9 = 27 RVP

Mike Fisher wins with a convincing 62 RVP. Due next, post-game comments.

LEGEND: AM = Assassination Marker, J = Joins, L = leader, PM = Politburo Marker, R = Red unit, RVP = Red Victory Point, W = White unit, WVP = White Victory Point

NEW HotW Differences

Boats: No longer are there Sea points; boats are ephemeral, but if you draw one of the "Reallocation" Lesser event cards, you can convert a boat you don't expect to use to a Coin.

Cards: The nine former suites of event cards have been turned into two suites of Greater and Lesser Events. You are dealt _ of the Greater and _ of the Lesser. I got two Minor Empires and three "Migrant" cards -- including a new "Australian Migrants" card..

Coins: Are an elegant way of having not to include more figures in the game than the max empire. If you earn a coin from a card, (Allies, Civil Servant, etc) that usually earns you a replacement for a lost unit (you gotta lose one to use it) or a fort (which we think are nastier).

DICE ROLLS: Ties are now mutual death (moves the game along). Beach Invasions give the defender 3-dice in defense

EMPIRES: The lowest on the VP track chooses first, etc,

FORTS: Since there can be only army in a land, forts both give +1 to the defense roll and die before the army does.

Map: There are new resource centers in SAp & Kor. Add New Zealand as part of Australia (no crossing arrow). Split the Atlantic to North Atlantic, and Atlantic. Split the Pacific Ocean into Eastern Pacific and Western Pacific.

Scoring: Presence is at least one army in the area. Dominance is now two lands in the area and no faction larger. Control is now three lands in the area with no faction larger.



LIQUOR IS QUICKER

OR 6.3 & SR 7



Questions & Corrections: NYNH is at D 82, Kerry had to sell 1 share for B&O's diesel, PRR stock price is G 45y (not G 50y?) - "7" means GM is guessing, C&O was on stock ledge at D 130 when Don sold a share - so stock value is D 130. Tile #23 in G3 should be in the (nw) direction - curving to F4.

Standings: [Cert. Limit = 13] *Prez

Paul Zieske - 6-PRR*, 6-Erie*, 3-B&O, 1-C&O, 1-NYC, 1-NYNH: \$359 [11]

Chuck Hanna - 6-C&O*, 1-B&O, 4-PRR, 3-CPR, 3-Erie: \$423 [12]

Kerry Watson - 6-B&O*, 1-B&M: \$84 [6] Priority Card

Don Chinnery - 5-B&M*, 5-NYC*, 1-NYNH, 1-C&O: \$155 [10]

Rick Copeland - 6-NYNH*, 6-CPR*, 1-B&M, 1-C&O, 1-Erie: \$309 [13]

Corporate Standings:

Company	Price	Par	I.O.	Pool	Trains	Treasury	Tokens
Erie	A 180	\$100	--	0	5	\$ 181	E11(e),D14
C&O	D 130	\$ 90	--	1	6	\$ 52	F6,H4
B&O	C 111	\$100	--	0	D	\$ 0	I15,H16,H18(se)
B&M	D 110	\$ 67	--	3	6	\$ 154	E23,F22
CPR	B 100	\$100	--	1	D	\$ 0	A19, E19
NYC	C 90	\$100	2	2	D	\$ 0	E19
NYNH	D 82	\$ 71	--	2	5	\$ 45	G19(n),F22
PRR	G 45y	\$ 67	--	0	5,D	\$ 261	H12,H18(w),H16

Operating Round #6.3

Erie: Lay tile #7 in D8(ne), run train - D10-E11n-D14-E11s-F10 for \$180, payout \$18/share dividends! +\$108 PZ, +\$54 CH & \$18 RC, stock rises to A 200, buy "5" train from PRR for \$1, treasury = \$181-\$1 = \$180.

C&O: No tile lay, run train - F2-H4-H10-J14-I15 for \$230, payout \$23/share dividends! +\$138 CH, +\$23 to DC, PZ, RC & C&O, stock moves to C 155, treasury = \$52+\$23 = \$75.

B&O: Upgrade G3 w/tile #47(se), run diesel - H18w-G17-G19-H18se-I19-H16-I15-J14-H10-H4-F2 for \$470, payout \$47/share dividends! +\$282 KW, +\$141 PZ & +\$47 CH, stock moves to C 125, treasury = \$ 0.

B&M: No tile, run train - E19-G19-F20-F22-E23-B24 for \$250, payout \$25/share dividends! +\$125 DC, +75 B&M, +\$25 KW & RC, stock moves to D 120, treasury = \$229+\$75 = \$304.

CPR: Lay tile #8 in C11(e), run diesel - D10nc-C15-B16-A19-B20-E19-G19-F20-F22 for \$300, payout \$30/share dividends! +\$180 RC, +\$90 CH +\$30 CPR, stock moves to B 112, treasury = \$30.

NYC: No tile, run diesel - A19-B20-E19-G19-F20-F22 for \$210, payout \$21/share dividends! +\$105 DC, +\$42 NYC & +\$21 PZ, stock moves to C 100, treasury = \$42.

NYNH: No tile, run train - E19-G19-F20-F22-E23 for \$220, payout \$22/share dividends! +\$132 RC, +\$44 NYNH, +\$22 PZ & DC, Stock moves to D 90, treasury = \$45+\$44 = \$89.

PRR: Lay tile #57 in F4(ne) for \$80, place token in H10 for \$100, run diesel - H18se-G19-G17-H18w-H16-H12-H10-H4-F2 for \$380, payout dividends! +\$228 PZ & +\$152 CH, Stock moves to G 54y, treasury = \$261+\$1-\$80-\$100 = \$82.

Stock Round #7:

KW - Buy NYC share from pool for \$100 [Has \$291 left]
 DC - Buy B&M share from pool for \$120 [Has \$310 left]
 RC - Pass (cert. Limit)
 PZ - Buy CPR share from pool for \$112 [Has \$790 left] CPR sold-out
 CH - Sell 3-Erie shares for \$600 and Buy NYC share from to for \$100 [Has \$1404 left] Erie drops to D 130
 KW - Buy B&M share from pool for \$120 [Has \$171 left]
 DC - Buy NYC share from to for \$100 [Has \$210 left]
 RC - Pass
 PZ - Buy NYC share from pool for \$100 [Has \$690 left] NYC sold-out
 CH - Buy B&M share from pool for \$120 [Has \$1284 left] B&M sold-out
 KW - Buy Erie share from pool for \$130 [Has \$41 left]
 DC - Buy C&O share from pool for \$155 [Has \$155 left] C&O sold-out
 RC - Pass
 PZ - Pass (Cert. Limit)
 CH - Buy NYNH from pool for \$90 [Has \$1194 left]
 KW, DC, RC & PZ - Pass
 CH - Buy NYNH from pool for \$90 [Has \$1104 left] NYNH sold-out
 Everyone passes - priority card goes to Kerry Watson, all but Erie stock values rise up one level.

Standings: (Cert. Limit = 13) *Pres

Paul Zleske - 6-PRR*, 6-Erie*, 3-B&O, 1-C&O, 2-NYC, 1-NYNH, 1-CPR: \$690 [13]
 Chuck Hanna - 6-C&O*, 1-B&O, 4-PRR, 3-CPR, 1-NYC, 1-B&M, 2-NYNH: \$1104 [13]
 Kerry Watson - 6-B&O*, 2-B&M, 1-NYC, 1-Erie: \$41 [9] Priority Card
 Don Chinnery - 6-B&M*, 6-NYC*, 1-NYNH, 2-C&O: \$310 [13]
 Rick Copeland - 6-NYNH*, 6-CPR*, 1-B&M, 1-C&O, 1-Erie: \$687 [13]

Corporate Standings:

Company	Price	Pool	Trains	Treasury	Tokens
C&O	B 180	0	6	\$ 75	F6, H4
B&O	B 142	0	D	\$ 0	115, H16, H18(se)
B&M	C 140	0	6	\$ 304	E23, F22
CPR	A 126	0	D	\$ 30	A19, E19
Erie	D 130	2	5.5	\$ 180	E11(e), D14
NYC	B 112	0	D	\$ 42	E19
NYNH	C 100	0	5	\$ 89	G19(n), F22
PRR	F 58y	0	D	82	H12, H18(w), H16, H10

Bank has approximately \$8,366 in reserves.

Due next time are operating rounds #7.1 & #7.2 - conditional tile orders are encouraged.

Available tiles:

Yellow: #3(2), #4(1), #7(2), #9(2), #55(1), #56(1), #57(4), #58(1) & #69(1)
 Green: #14(1), #16(1), #18(1), #19(1), #20(1), #23(3), #24(3), #25(1), #27(1), #28(1), #59(2)
 Brown: #40(1), #41(1), #42(1), #43(1), #44(1), #45(2), #46(2), #66(1), #68(1), #70(1)

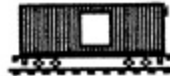
Mapboard:

A19: (CPR); B16: #14(ne), B18: #8(ne), B20: #58(sw); C11: #8(e), C13: #9(e), C19: #42(ne), C23: #9(ne)
 D8: #8(ne), D10: #64(se), D12: #8(sw), D14: (Erie), D16: #9(w), D18: #39(ne), D20: #29(sw), D22: #7(e)
 E11: #67(e)(Erie-e), E13: #8(ne), E19: #63(NYC, CPR), E23: #61(ne)(B&M); F6: (C&O), F10: #58(ne),
 F18: #43(ne), F20: #11(sw), F22: #15(w)(B&M, NYNH); G3: #47(se), G5: #9(ne), G9: #8(se), G17: #2(sw),
 G19: #62(sw)(NYNH-n); H4: #63(C&O), H6: #9(w), H8: #9(w), H10: #15(w), H12(PRR), H14: #26(e),
 H16: #63(PRR, B&O), H18: #65(ne)(PRR-w, B&O-se); I3: #9(sw), I13: #8(ne), I15: #61(sw)(B&O),
 I17: #41(w); J14: #14(se).

MAP on Page 13!



SILVERTON



Two Depletions!
Turns 18b/19a

Errata: Haasler has #66. #34 has 5L. #62 has 2C. #43 & #96 are depleted. Chinnery delivered 7C from #47, not 4C from #34, so +\$900 and the SCL C drops to \$200. Since #62 was already in play, Chinnery drew #52 and may accept/buy it next time. Fisher has B10 and should've collected \$750 last time.

Zieske declines #60. Hanna buys #63 (-\$300).

PLAYER STATUS

#1 (Haasler): \$36,775, S+2, P, A2, A3, A1, #7(6.5 Au, D), #64(3C), #66, C13, A6
#2 (Farrow): \$14,850, S, P+2, A4, B7, C15, B12
#3 (Zieske): \$53,975, S+1, P+1, A20, #76(0.25 Au, D), B22, #91(11 L), #93(3 L, D)
#4 (Chinnery): \$27,125, S, P+2, #43(2 C, D), A5, #47, #106, B11, #34(5 L)
#5 (M. Fisher): \$19,500, S+1, P+1, #58(5 C), #25(1 Ag, D), #61(7 C), #62(2 C), B10, #40
#6 (Hanna): \$33,475, S+2, P, A19, #90, #96(3 C, D), B21, #89(4 L), #68 (3 C), #38(2 L), #63

AVAILABLE CLAIMS:

#13: Eureka (Ag: \$300/\$200)	#33: Boulder (L: \$200/\$100)
#54: Bowie (C: \$400/\$200)	#59: Durango (C: \$400/\$100)
#60: Durango (C: \$300/\$100)	#62: Canon City (C: \$200/\$100)
#65: Walsenburg (C: \$300/\$150)	#97: York Canyon (C: \$500/\$150)
#105: Dillon (Cu: \$500/\$200)	#107: Hot Sulphur Springs (L: \$200/\$100)
#108: Steamboat Springs (C: \$400/\$250)	B8, C14a, C16a, C17-18, C24

The Deck

TURN 18b/19a

#1: Operate A1 (+\$100), A2 (+\$250), A3 (+\$400), #64 (-\$250: 6 = 3 C), #66(-\$200: 8 = 3 C), C13 (+\$2100), A6 (+\$600). Deliver 9 C to Denver (+\$6300) from #64 & #66. / Prospect #107 (-\$200). Dismantle Craig, Elk Springs (+\$250).
#2: Operate A4 (+\$1350), B7 (+\$600), C15 (+\$4000), B12 (\$1250). Deliver not. / Prospect C18 (-\$6150). Survey to Denver-Pueblo (-\$500).
#3: Operate A20 (+\$300), B22 (+\$700), #91 (-\$200: 12 = 3 L). Deliver 6 L from #91 to Santa Fe, and 8 L to El Paso (+\$4800+6400). / Prospect Deck (#31), survey to Cloudcroft (-\$1000)
#4: Operate A5 (+\$100), #47 (-\$100: 7 = 3 C), #106 (-\$400: 6 = 1 Cu), B11 (+\$700), #34 (-\$200: 3 = D). Deliver 1 Cu from #106 & 3 C from #47 (+\$1400+600) to SLC. / Prospect Deck (#55). Survey Monticello-Dolores (-\$700).
#5: Operate #58 (-\$150: 5 = 2 C), B10 (+\$750), #61 (-\$150: 9 = 3 C), #62 (-\$100: 12 = 4 C), #40 (-\$200: 4 = 3 L). Deliver 3 L from #40 to Pueblo and 7 C from #58 to Denver (\$3000+\$4900). / Prospect Deck (#95). Survey Salida-Buena Vista (-\$300).
#6: Operate A19 (+\$450), #89 (-\$150: 4 = D), B21 (+\$1100), #68 (-\$200: 8 = 3 C), #38 (-\$150: 11 = 3 L), #63 (-\$300: 4 = 4 C). Deliver 3 C from #96 & 5 C from #68 to EP (+\$5600). / Prospect #97 (-\$500). Survey Walsenburg-Alamo (-\$300).

THE MARKETS (TURN 19)

Au: 2 + (0x4) = 2 -> +1	\$5000L	Ag: 8 + (0x2) - 5 = 3 -> +2	\$4000
Cu: 6 + 1 = 7 -> -1	\$1200	Den L: 8 + 0 - 5 = 3 -> +2	\$1000
SLC L: 7 + 0 - 5 = 2 -> +2	\$1500	Pueb L: 5 + 3 - 5 = 3 -> +2	\$1000
SF L: 10 + 6 - 5 = 11 -> -3	\$400	EP L: 3 + 8 - 5 = 6 -> nc	\$800
Den C: 3 + (16/2) - 5 = 6 -> nc	\$700	SLC C: 9 + (3/2) - 5 = 6 -> nc	\$200
Pueb C: 10 + 0 - 5 = 5 -> +1	\$400	SF C: 6 + 0 - 5 = 1 -> +3	\$600
EP C: 10 + 8 - 5 = 13 -> -3	\$400		

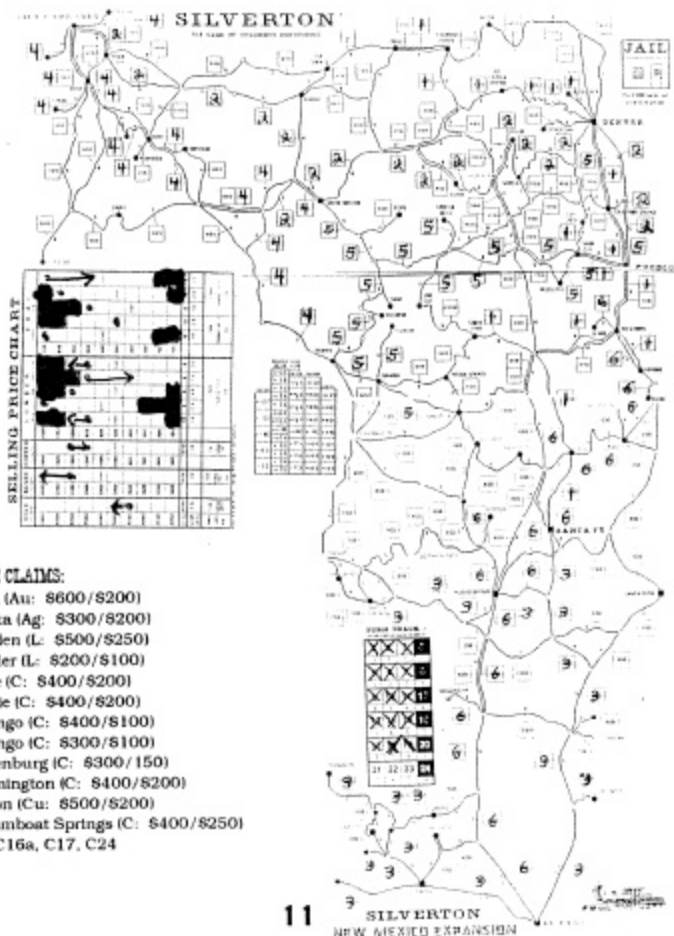
PLAYER STATUS

#1 (Hassler): \$46,125, S+2, P, A2, A3, A1, #7(6.5 Au, D), #64, #66, C13, A6, #107
 #2 (Farrow): \$15,400, S, P+2, A4, B7, C15, B12, C18
 #3 (Zieske): \$64,975, S+1, P+1, A20, #76(0.25 Au, D), B22, #91, #93(3 L, D), #31?
 #4 (Chinnery): \$28,525, S, P+2, #43(2 C, D), A5, #47, #106, B11, #34(5 L, D), #3?, #55?
 #5 (M. Fisher): \$26,550, S+1, P+1, #58, #25(1 Ag, D), #61(10 C), #62(6 C), B10, #40, #95?
 #6 (Hanna): \$39,025, S+2, P, A19, #90, B21, #89(4 L), #68 (1 C), #38(5 L), #63 (4C), #97

DEPLETIONS: 1-2, 4, 7-8, 10-12, 15-16, 18, 24-26, 29, 32, 34, 37, 43-45, 49-50, 53, 57, 70-74, 76, 79-81, 83-88, 93, 96, 100, 102, 104, 89

Claims in **bold** are "virgin". "u" = upper, "L" = lower, "m" = mid, underlined depletions Leadville

Due next are orders for Turns 19b/20a. Turn 20 is SNOW. Game runs to Turn 24.





PELEMS EPOCH N



THE CAST

Anderson: Red
Kanne: Azure

Morrison: Ebony
K. Wilson: Green

M. Fisher: Yellow
McCabe: Orange

BOARD:

AI: Nub; **AIII:** Mon(2), Tar(PM), Tur.

EI: CAnt(C), Mex, Palic, f; **EII:** Bal, Dan; **EIII:** Cre, Lib, Mor(EM), Nil(AM), Pin(C), WAN.

GI: UNic, f; **GII:** Alb, Cau(2), Dni, NEu(2); **GIII:** EDe, EGh, WGh.

OI: Sst, Yel(2,C,OM); **OII:** Che, Sze, Wei (C,OM), Yan; **OIII:** CEu(GM), Dai(2).

RI: Dec, Win; **RII:** UT(c); **RIII:** EAn(GM), Hin, MT(c). PPIRM, Zag(C,YM).

YI: Cey(3), WDe(2); **YII:** Mal(2), Sum; **YIII:** CMa, GaD(c,GM), GaV, Irr, Lev, Lin(YM), PSD(2), Pyr.

SAP(C,YM), Sha, Sib, UIn(YM), Wlb, WGa.

Ships: Blat(E), EMS(Y), Red(A), WMS(Y)

SCORE (S/P/VP): O(18/35), A(20/34), G(21/61), R(28/45), E(28/50), Y(35/56).

Orange holds, Azure holds, Green holds, Red passes to Yellow, Ebony holds, and Yellow must pass to Red.

GPTAS: No show.

GOTHS (E): Play "Barbarians" @ Alps: CEu (5,1:2 -IOII), CMa (6,2:2 -IYIII), Dai (2,2:1; 5,2:2 -2OIII), NGa (6,5:2; 6,3:3 -2GII). Play "Disaster by Mts" @ Zag (-YM, -C, +c). Play 1A @ Dan (1BII r-Bal), 1A @ CEu, NGa, CMa, NAp, SAP (6,4:3 -IYIII,C +c, Pyr (5,4:2, -IYIII, Sib (4,3:4; 6,4:5 -IYIII, +BM), Sha (6,2:6,6; 6,5:4,2 -IYIII). VP: 50 + C(2x2) + c(2) + M(2x2 +3) + S(1) + Mid E (P=3) + N Afr(D=4) + S Eur(D=6) + N Eur(D=2) = 79.

HUNS (Q): Play "Civil War" & 1GIII @ Mor (5,5:1 -IEII, -C +c), Pin (4,3:1 -IEII), Nil (2,2:3 -1GIII). Play 1A @ WSt, Dni (-1GII), 3A @ CEu (2,1:6,4; 4,2:6,3; 5,2:2,2 -2GIV, -IEIV), Tur (5,3:5; 6,6:4 -1AIII), PPI (6,4:2,1 -IRIII), 1A,GM @ Zag (6,2:3 -IRIII,c), 2A @ EAn (5,1:6; 6,1:3 -IGIV, -IEIV), 1A @ Hin (6,2:3 -IRIII), UIn (4,3:4; 6,2:5 -IPIII), 2A @ Lin (6,1:6; 1,1:2; 3,2:4 -2GIV). VP = 61 + c(2) + M(3x2 +3) + Mid E(D=6) + N Afr(P=2) + India(P=3) + S Eur(P=3) + N Eur(P=2) = 86.

BYZANTINES (X): Play "Disaster By Sea" @ GaD (-YM,c) & "Ship Building". Play 1A,RM @ Bal (-2EII), 1F @ Bla (6,4:5 -IEI, 2F @ EMS (5,4:5; 1,1:3; 6,5:6; 6,1:4 -IRF, -IYF @ EMS & WMS), 1F @ WMS, 3A Pin (3,2:5,2; 6,3:6,3; 3,2:5,5; 5,4:4,3 -2RIV,c,1GIII), 1A @ Mor (5,2:4,1 -1GIII), WAN (6,5:1 -IEIII), SAP (6,4:2,1 -IEIV,c), 2A @ CMa (4,4:5,2; 4,4:4,1; 5,1:4,3 -1RIV,IEIV), 1A @ NGa (6,5:4 -IEIV). VP = 45 + C(1x2) + c(2) + M(2) + S(3) + Mid E(P=3) + S Eur(D=6) + N Eur(P=2) = 65.

Red to Ebony--Lets see according to the scoreboard i am in 4th place right now and i didn't get the Arabs and you hit me with a disaster, am i missing something here???

TANG DYNASTY (Q): Play 1A,C @ Yan (1OII r-Chel, 1A @ Sst(-1OI), 1F @ SCS, 1A @ Ein, Mek, 2A @ Irr (3,1:5; 6,4:2 -IOIV, -IYIII), "Treachery" & 1A @ GaD (-IYIII), EDe (4,3:3,1 -1GIII), EGh (3,1:3; 5,1:6; 5,4:2 -IOIV, -1GIII). VP = 35 + C(3x2) + M(2x2) + S(1) + China (D=6) + India(P=3) + SE Asia(D=4) = 59.

ARABS (A): Play "Siegecraft" and "Jihad", 1A,C,AM @ Ara, 1F @ Red, Nil (6,5,6,2:6 -IEIII), Lib (6,5,2,2:6 -IEIII), Sha (4,5,4,3:1 -IEIV), 3A @ Sib (3,5,2,2:5,2; 4,5,4:5,4; 6,3:3,2 -2AIV, -IEIV), 1A @ Wlb (6,1:6; 5,3:2 -IYIII), 3A @ UNi (3,2:6,5; 5,1:6,3; 6,4:5,3 -2AIV, -I, -c, -1GII), 2A @ Pal (2,1:3;

6,1:5 -1AIV, -c, -f, -1EI, Lev (6,2:6; 6,1:5 -1YIII), 3A @ EAn (3,1:6,2; 3,1:6,6; 3,3:5,3 -3AIV). VP = 34 + C(1x2) + M(2x2 + 1) + S(1) + Mid E(P=3) + N Afr(C=6) + China(P=3) + S Eur(P=3) = 57.

ANGLO-SAXONS (YM): Play 1A @ BSb, 1F @ Nth, 1A @ Ire.

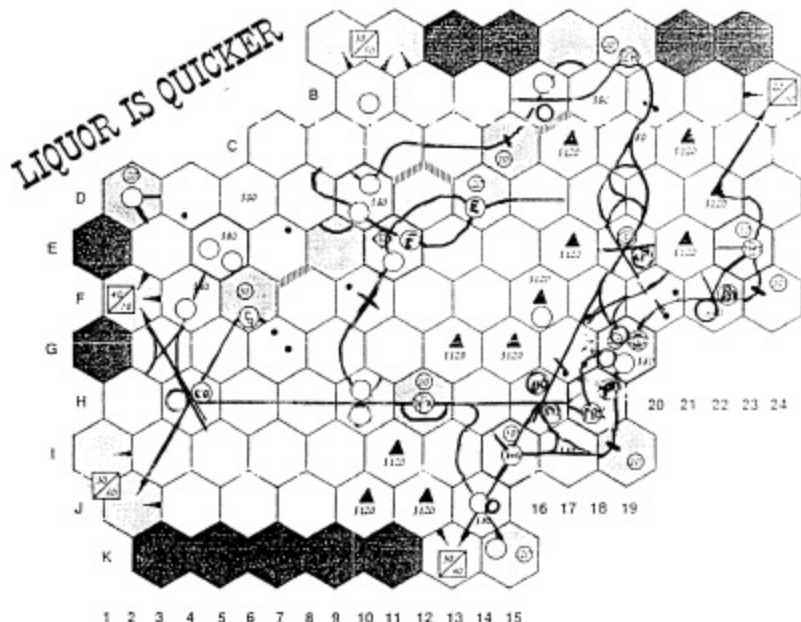
KHMERs (Y): Play "Kingdom", 1YII.c.f @ Gol; 1A,C @ Mek (1OIV r-Irr), 1F @ SCS (3,2:2 -1OF), 1A @ SiK (6,2:2,2 -1OIV), 2A @ Yan (5,3:5; 3,3:4; 3,2:3; 1,1:5 -2YIV), Wel. VP = 40 + C(1x2) + c(1) + M(1x2) + S(2) + Mid E(P=3) + China(P=3) + India(D=6) + N Eur(D=4) + SE Asia(D=4) = 68.

SCORE (SP/VP): O(29/59), G(35/86), E(38/79), A(39/57), Y(40/68), R(40/65).

BOARD:

AI: Nub; **AIII:** Mon(2), Tar(PM); **AIV:** Ara(C,AM), Lib, Lev, Nil(AM), Pal, Sha, Sib(BM), UNi, Wtb.
EI: Cam(C), Mex; **EIII:** Cre; **EIV:** Dan, Dal, EAn(GM), Pyr.
GII: Alb, Cau(2); **GIII:** WGH; **GIV:** CEu(GM), Dni, Hin, PP(RM), Tur, Uln(YM), WSt, Zag(GM)
OI: Yel(2,C,OM); **OII:** Che(2), Sze, Wel (C,OM); **OIV:** EDe, EGh, Ein, GaD, GaV, Irr(2), SiK, Yan(CI).
RI: Dee, Wtr; **RII:** UT(ck); **RIII:** MT(ck); **RIV:** Bal(CI, CMa, Mor(EM), NGa, Pin, SAp(YM), Wan.
YI: Cey(3), WDe(2); **YII:** BSb, Gol(c,f), Ire, Mal(2), Sum; **YIII:** Lin(YM), PSD(2), WGa; **YIV:** Mek(C).
Ships: Bla(R), EMS(R), Nth(Y), Red(2A), SCS(Y), WMS(R)

DUE NEXT TIME: Your hold/pass orders for Epoch V and orders for Franks through Chola. Order is as given on the score line. You drew _____.





AIR BARON

HL Makes a Move!

TURN 17



ERRATA: CAE didn't have a loan. FA has a jumbo in BOS.

THE CAST

Flamingo Airlines (Farrow): BOS(J), PHL(J), BUF, PVD, SJU, SYR, YUL (**JFK**); SLC, MCI, OMA (**DIA**); RNO; \$1, 160 MS, \$20L.

Hoffa Domain (Nichols): CLE, DAY (DTW); BHM, BNA, CVG, GIG(w/SST), JAX (ATL); BWI, LHR, ORF, PIT (DCA); \$40, 100 MS.

Air Rage Airways (vacant): ANC, PDX, HKG, SEA(J), SIN(SST), SMF (SFO); RDU, MSP, CMH, STL, \$22, 40 MS.

Chickadee Air Express (Butitta): AUS, BOG, MSY, SAT (**HOU**); CUN, LIT, MEM, OKC, TUL (**DFW**); MKE, ABQ, \$37, 120 MS, \$20L, ifw.

Air Disaster (Wordelmann): \$46, HNL(J), LAS, MEX, SAN (**LAX**); ELP, TUS (PHX); 120 MS, GC(6)

Hindenburg Lines (Copeland): MCO, PBI, TPA, NAS, PTY (**MIA**); CLT, \$39, 60 MS, 3J(u), ifw

TURN 17: AD collects \$6 for Government Contract.

AD (ofw) draws LAS (AD +\$7), CUN (CAE ifw). Takes ABQ (-\$4: 11+1:7+3; +20 MS)

ARA **NMR** (ofw) draws ATL (HD +\$10, HL ifw) & TUL (CAE ifw). No action.

HL (ifw) draws DFW (CAE ifw) & DAY (HD +\$2). Takes w/J JAX (-\$2: 12+4:5+1), BHM (-\$2:

7+4:7+1), BNA (-\$6: 11+4:7+1), fails to take CVG (-\$8: 7+3:10+1), +50 MS; HD loses +50 MS.

CAE pays \$2 interest, (ifw) draws PHX (AD +\$10) & SYR (FA +\$2). Takes MSP (-\$16: 8+2:8), fails to take IND (-\$4: 3+2:6).

HD (ifw) draws MEX (AD +\$20) & SJU (FA +\$6). Attacks RDU (-\$8: 8+2:9+1, fails).

FA pays \$2 interest, (ofw) draws SIN (ARA +\$20) & HNL (AD +\$16). Does nothing.

AIRLINE STATUS

Flamingo Airlines (Farrow): BOS(J), PHL(J), BUF, PVD, SJU, SYR, YUL (**JFK**); SLC, MCI, OMA (**DIA**); RNO; \$7, 160 MS, \$20L.

Hoffa Domain (Nichols): CLE, DAY (DTW); CVG, GIG(w/SST); BWI, LHR, ORF, PIT (DCA); \$44, 50 MS, ifw.

Air Rage Airways (vacant): ANC, PDX, HKG, SEA(J), SIN(SST), SMF (SFO); RDU, CMH, STL, \$42, 40 MS.

Chickadee Air Express (Butitta): AUS, BOG, MSY, SAT (**HOU**); CUN, LIT, MEM, OKC, TUL (**DFW**); MKE, MSP, \$15, 120 MS, \$20L, ifw.

Air Disaster (Wordelmann): HNL(J), LAS, MEX, SAN (**LAX**); ABQ, ELP, TUS (**PHX**); \$95, 140 MS, GC(6)

Hindenburg Lines (Copeland): MCO, PBI, TPA, NAS, PTY (**MIA**); BHM(J), BNA(J), JAX(J) (ATL); CLT, \$21, 110 MS, ifw

TURN 18:

Air Line Order & Chit Draws: CAE (PHX, PBI), HL (TUL, DAY), HD (MIA, BWI), FA (RDU, ANC), ARA (OKC, MCI), AD (HNL, CUN).

Due next time are your orders for Turn 18.

LEGEND:

GC = government contract, ifw = in fare wars, J = jumbo jet, L = loan, MS = market share, ofw = out of fare wars, u = undeployed. Hubs in **bold** are controlled.

M Fisher: Settlement at d3/e2/e3, road at d3/e2.

Kanne: Settlement at b3/c3/c4, road at b3/c4.

Copeland: Settlement at d5/e4/e5, road at d5/e4.

Deb A: Settlement at c4/d4/d5, road at c4/d5.

Deb A: Settlement at c5/d5/d6, road d5/d6.

Copeland: Settlement at e3/f2/f3, road at e3/f3.

Kanne: Settlement at b4/c4/c5, road at b4/c5.

M Fisher: Settlement at e4/f3/f4, road at e4/f4.

Inventory/Summary Robber at c2.

Player	Br	Gr	Lum	Ore	Wool	VP	Cards	Knights	Other
Fisher	1	2	1	0	2	2	0	0	
Kanne	1	2	0	2	1	2	0	0	
Copeland	1	3	2	0	1	2	0	0	
Deb A	0	1	2	2	1	2	0	0	

Die Rolls Turn 1.1 to 2.1:

M Fisher: 9

Kanne: 7

Copeland: 6

Deb A: 8

Fisher: 5

LEGEND:

? generic 3:1 port

dice number

H/b hill hex/brick special port

D desert hex

F/l forest hex/lumber special port

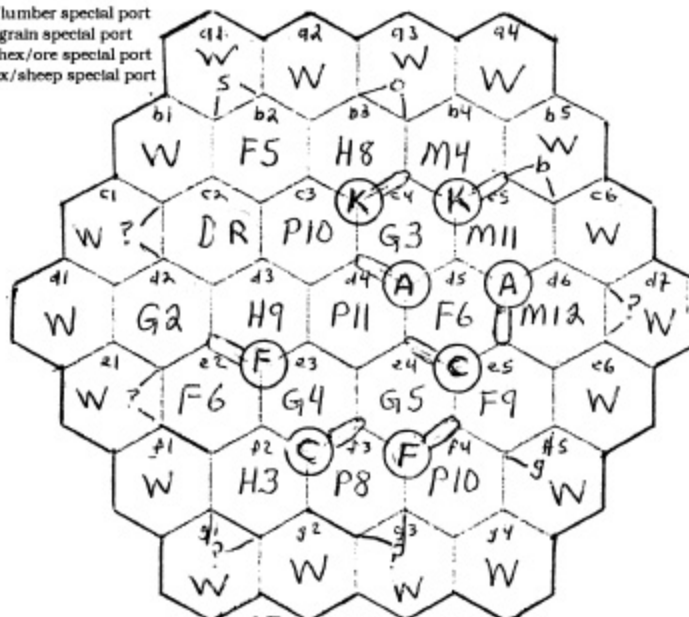
G/g grain hex/grain special port

M/o mountain hex/ore special port

P/s pasture hex/sheep special port

R robber

W water tile





Source of the Nile

We Begin!



Player: Dan Farrow **Explorer name:** Juan san Pista **Specialty:** Missionary
Advantage: Survival - able to hunt even if unarmed, adds one to die roll (but not those of his askaris) when hunting.
Disadvantage: Directional Sense: Subtract one from die roll when determining whether he becomes lost.
Default native policy: 5 approach in an open and friendly manner.
 2 canoes, 16 bearers, 1 guide, 5 askaris, 4 muskets, 100 gifts, 100 rations
 Start in Laurencio Marques.

Player: Jason Bargender **Explorer name:** pending **Specialty:** Zoologist
Advantage: diplomacy - Rolls an extra die when determining number of gifts needed to impress chief in negotiations. When trading with natives, rolls an extra die for the price of each item. Gets the most favorable of the die rolls in each case.
Disadvantage: health - Adds one to die roll when starving or sick to test for sickness, recovery, or death.
Default native policy: pending
 5 askaris, 1 bearer, 1 guide, 8 ride mounts, 2 pack mounts, 60 rations, 15 gifts, 4 muskets
 Start in Durban

Player: Ron Fisher **Explorer name:** MR Pilkington **Specialty:** Botanist
Advantage: Directional Sense - add one to die roll in determining whether he becomes lost. Cannot be used in conjunction with any additions for the skill of a guide.
Disadvantage: Survival - If explorer has no guide or askari to show him what to hunt he cannot do it alone. Subtract one from hunting die roll for results of his own hunting when he does not have askari or guide.
Default native policy: #5 (when able #6)
 Canoe #1: MR Pilkington, 100 food, 8 Bearers, 2 Askaries, 19 gifts, 1 Musket,
 Canoe #2: 8 Bearers, 91 food, 2 Askaries, 30 Gift, 5 Muskets
 Start in Brass

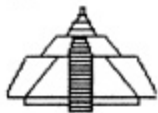
Player: Andrew York **Explorer name:** pending **Specialty:** Doctor
Advantage: Physique - Can carry one extra ration, musket, or gift rather than the normal load of 10. When riding horse or camel the explorer's larger size reduces its payload by two rations, gifts, or muskets.
Disadvantage: Diplomacy - Rolls an extra die as for "advantage" but uses the least favorable result in each case, e.g. rolls three dice when negotiating and multiplies the number of gifts by the smallest of the die rolls.
Default native policy: pending
 2 Canoes, 16 Bearers, 1 Guide, 6 Askaris, 3 Muskets, 40 Gifts, 140 Rations
 Start in Luanda.

Player: Don Chinnery **Explorer name:** Denys Finch-Hatton **Specialty:** Explorer
Advantage: Physique - Can carry one extra ration, musket, or gift rather than the normal load of 10. When riding horse or camel the explorer's larger size reduces its payload by two rations, gifts, or muskets.
Disadvantage: Leadership - Irritates (or fails to inspire) his men. Whenever any disaster card causes harm to the expedition, roll 1 die; on a roll of 1 his men will interpret this as a sign of impending doom and begin to desert.
Default native policy: Policy 6 if applicable ELSE 5
 2 Canoes, 16 Bearers, 1 guide, 6 Askaris, 4 Muskets, 50 Gifts, 125 Rations
 Start in Quillmane



ADVANCED CIVILIZATION

POOBAH SPECIALS



Advanced Civilization is a very difficult play-by-mail game to run. It would seem that it shouldn't be that much more difficult than other games. The fact that trade cards are secret isn't all that much more difficult than other games. I think the main problem is that there are a lot of decisions that require some interpretation. Calamities are always a delaying factor. When I wrote the house rules I tried to minimize the decisions to be made by players other than the player with the calamity card, but still there were conflicts that required input from one or more faction. My rules for purchase of trade cards also complicated things, though on balance I think they add a lot to the game. Most often when I needed to redo the trade cards it was because I missed a city someone had somewhere.

When I wrote the house rules I had two basic goals. I wanted to encourage trading so the game would not be delayed too much, and I wanted to minimize the amount of interactions required with calamities.

On the first goal I think the house rules worked well. Minimizing calamity affects to only one calamity picked by the player from among the calamities they had in their hand meant that the worst calamities could usually be avoided. But I think I went overboard, eliminating the leveling affects of the more severe calamities. A better approach is either to allow 2 calamities picked by the player or one calamity picked randomly. Because PBM games do lack the ability to "look the opponent in the eye" something needs to be done to encourage trade or the game will just drone on while players repeatedly miss civilization card goals while they work on getting enough trade cards on their own.

The purchase of trade cards other than just gold, I think worked well and I think could even be used in face-to-face play. The goal was to keep the game moving by putting more trade cards in circulation. It certainly accomplished that, and the players that took advantage of the rule the most did the best. But it also serves to minimize the ability of card counters to avoid non-tradable calamities, which will add an interesting dynamic to the game where players could use the rule to force a leading player to draw particular calamities such as Civil War.

I don't think I was very successful with minimizing the interaction with players during the calamity phase. You almost need to break up the turn into three segments rather than two. I don't know what the answer to this problem is. Splitting the turn into 3 phases would lengthen the game far too much. Eliminating calamities would eliminate the leveling affects of calamities. I think the answer is to continue to work at eliminating the interactions required so the only interaction required should be from the player holding the calamity. That will require some automatic way of determining how the calamities go into affect - which city is reduced, what is the split between casualties taken by cities and which by tokens, etc. Perhaps a last built/first eliminated system should be used to determine calamity affects.

I did have problems keeping interest in the game and having to find new players to take over. I think that is an inherent problem with any games with a lot of players. But it is also a problem with the game itself. It is very unlikely that a player to come back from behind. Calamities can do a lot to level the playing field, but they did not do so in this game - probably largely due to the house rule of only one calamity per faction, but is a systematic problem of the game as well. Certainly the Advanced Civilization rules are much better in this respect than the original Civilization rules, but still it is very hard to come back from behind.

I enjoyed running the game and I thank all the players for allowing me to test out some rule ideas. But I'm not eager to run another game soon.

Flint Webb
Grand High Pubah

ON DECK



1830: Chinnery
1835: Chinnery, R Fisher, Butitta, Hanna, Zieske, Copeland
1856: Chinnery, Butitta, Hanna, Frueh, Zieske, Copeland
AGE OF RENAISSANCE: Hanna, Klausutis, Copeland, Deb A, Frueh
BRITANNIA: Dave A, Hanna, Butitta
CIRCUS MAXIMUS: Narhi, R Fisher, Kanne
DIPLOMACY: Curtis, Morrison, Fowble, Dave A
DOWN WITH THE KING: Copeland, Dave A, Fowble, Deb A
DUNE: Dave A, R Fisher, K Wilson, Butitta; need 2-5 more
GUNSLINGER: Scott, Fowble; need 3 more
HISTORY OF THE WORLD: Khaos
JUNTA: Copeland, Dave A, Hanna, Narhi
KREMLIN: Goz
MAGIC REALM: Butitta, Deb A, Chinnery
MERCHANT OF VENUS: R Fisher, Deb A, Chinnery
MONSTERS RAVAGE AMERICA: Butitta, TJ Klausutis(?)
REPUBLIC OF ROME: Copeland, (Webb), Narhi
SETTLERS of CATAN: Chinnery, Goz
TITAN: Khaos, A & J Bargender, (Webb); need 1 or 2 more
WIZARD'S QUEST: A&J Bargender, Farrow, R Fisher, Deb A

OTHER POSSIBILITIES: 1829 (N OR S), 1870, AFTER THE HOLOCAUST (*GM Fowble), CIRCUS IMPERIUM, GLADIATOR, GODSFIRE, KAMAKURA, PLANET MINERS.

* Offered by guest GM, when space is available.

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 1 FEB 02

The Bottom Line

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STELLAR CONQUEST

William T. Riker: Due are Turn 31 combat and movement orders for Turn 32. Please expedite your orders. I'd like to finish "Willie" soon. Coming when "Willie" reaches Turn 36.

"Kurzon Dax". We have at four applicants, others apply soonest.

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