



# 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. #17

(#200)

6 May 02

## ANDERSON WINS "PELEUS"!

Eking out a narrow 2 pt victory, Dave Anderson, undoubtedly ably assisted by wife Debbie, has won his first game of HISTORY OF THE WORLD here in *Boris*. Mike Fisher was the 2nd place finisher. "Atrous" will replace it in these pages.

Yes, we've made it to Issue 200. Only 525 or so behind John Boardman's *Graustark*.

As there seems to be no demand for a rematch in AIR BARON, our fourth game of KREMLIN begins on p 16.

### STANDBY ALERT!

MACHIAVELLI (p 4): Papal States

HISTORY OF THE WORLD (p 14): Can take 1 more, but it's bidding!

### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** "You don't have to be invincible. You just do the best you can, and keep the Faith." --Capt Dylan Hunt

Mike Scott has moved slightly -- see p 19 for new address and phone number.

Don't forget DixieCon (includes 2002 DIPCon) to be held in Chapel Hill, NC 24-26 May. E-mail David Hood at [David\\_Hood@w3link.com](mailto:David_Hood@w3link.com) or [dhood@phd-law.com](mailto:dhood@phd-law.com) for details.

### BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes to Dave Anderson for his limerick in "Egbert", even though the meter is horribly wrong on that last line.

This month's Ms Nar Super-Sunday Bomb is lobbed at Ward Narhl for yet another NMR.

**PERSONAL COMMUNICATION HERE (maybe):**

**Deadline for most games is 1800 CDT 7 JUN 02**



THEY SPEAK!!

SUMMER 1911

XIV

2000C

English A MOS retreats to STP.

**ENGLAND** (Shacklett): Endgame Press: As told by John Oakum.  
Dear Brother Tall,

Well, it was a long haul on this one. Started out with a lot of messages between the aristocrats and uppity-ups that run the governments but it came down to us foot sloggers and swabbies doing the dirty work again. Had to help those poor Scandinavians right away but then the Germans got kinda upset and we had to lay into them some. Of course, by then weren't hearing much of anything from the governments talking to each other and with hardly any press, didn't know what was going on. Now it was okay when the Frogs helped out with the Germans some, but then they go and help that new Kaiser Morrison which scared the heck out of us. We've ran up against that canny old fox before and even one fleet could'a done us real harm.

Luckily the Balkan states were tangled up with the Turks, Austrians, and Russians so they kept out of our way. Kinda glad they did so while that old Russian bear was being naited by them, we got to slip into his backyard. (Got to stay away from that fermented potato stuff-it has a wallop). Well, the Frogs helped squeeze the Italians and when the Austrians and Turks came barreling through Germany they helped stomp them so we could regroup.

Lord One-eyed figures he made a few miscalls on the orders and waited to long to start getting armies into the mainland. If you ask me, he should have stabbed some more backs early so we could have plundered some more cities. Anyway, it was a good fight. I'm glad we didn't have to go into Austria though. After Germany and Warsaw I think the Austrians make their sausages a little too small and the beer a little too weak for my tastes ( and those Turks don't even drink-who would want to go there).

Well, see you at the pub until the next scuffle.

Your Brother, John Oakum.

**FRANCE** (Kannek): No matter the "phhttt" from Ms. Nar, this was a good draw for me. The game had setteled into two camps with little hope of new alliances so I was happy to see it end. My alliance with Lord One Eyed (Jack Shacklett) was a good solid one from beginning to end. He had been beat up pretty bad in a previous game and I was counting on him wanting to get some good alliance play going that he stuck with it all the way to end was lucky for me as he was the one player that could have logically continued the game going for the solo.

In the game I never really got out of first gear, there were a couple of times that if things had gone diferently I may have had a chance to do something more than hold onto my homeland; but they didn't and so I sat and waited it out. Hopefully in a future game there will be more opportunities and diplomacy will make them happen. Thanks to all for a good game; I'll be back in the Fall if a game starts then or I'll look at picking up an orphan position at that time.

**TURKEY** (Fisher): Hey-I thought Jack played well enough to win, but if I'd gotten better cooperation out of my allies earlier I think we'd have had a chance to pull it off. But except for getting Moscow back it didn't look real promising for the good guys.



## FLEETS MASS IN NORTH!! End of Honeymoon?

Spring 1907

**XV**  
2001B

**ERRATA:** Turkey has F NAP, not APU.

**MINAS MORGUL:** It looks like the Franco-German alliance may be *finis*. Both are positioning fleets aggressively around NTH. France could "liberate" partially Francophone BEL, but could also be driven out of NTH (a game of JUTLAND anyone?). On the other hand, it could be a mutually arranged defensive line. Italy is hanging tough, destroying that rogue French army, while the Russians are just hanging. The Turks must decide whether 'tis better to mop up the Russkies and l-ties or join the Huns against *La Belle France*.

### TROOP MOVEMENTS:

**FRANCE** (Curtis): [A Ser-Tri](d), A Edi H, F Nth S F Cly-Nrg, F Rom-Tyn, F Cly-Nrg, [A Ven S A Ser-Tri], A Bur S A Par-Pic, A Pic-Tus, A Mar-Pic, A Par-Pic, F Bre-Eng;

**GERMANY** (Copeland): [A Vie-Gal], [A Tri-Ven], F Den H, F StP(nc)-Nwy, F Hol-Bel, [A Mos-War], F Nwy-Ska, A Ukr-Sev, A Mun S A Kie-Ruh, [A Sil-War], A Ber-Kie, A Kie-Ruh;

**ITALY** (Anderson): A Alb S A Tri-Ser, A Bud S A Tri-Ser, A Tri-Ser;

**RUSSIA** (Wertz): A Rum H, A Gal H;

**TURKEY** (K. Wilson): F Aeg S A Bul-Gre, F Nap-Ion, A Bul-Gre, A Con-Bul, F Smy-Con.

Orders in brackets fall, 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, oth = off the board, r-??? = unit must retreat to ???, u = unordered, uno = unit not owned.

Due next time are orders for retreats and for Fall 1907 and Press. Ms Nar craves Press!

### EMBASSY BEAT

FRANCE: To the winds of war what will this year bring. Surely the Italian and Russia aggressors shall die this year. The German-Franco peace loving people will settle all disputes once and for all. Pay heed Turkey. Peace is the way to go.

Germany to all--Death to all who oppose the great Franco-Prussian alliance!



## SIDES SET Orders due in June

**XVI**  
2002?

### TROOP DISPOSITION:

**AUSTRIA** (R Fisher): A Bud, A Vie, F Tri;

**ENGLAND** (Morrison): A Lpl, F Edi, F Lon;

**FRANCE** (Curtis): A Mar, A Par, F Bre;

**GERMANY** (Anderson): A Ber, A Mun, F Kie;

**ITALY** (K Wilson): A Rom, A Ven, F Nap;

**RUSSIA** (Fowble): A Mos, A War, F Sev, F StP(nc);

**TURKEY** (Nichols): F Ank, A Con, A Smy;



# MACHIAVELLI

Pope NMRs Again!!

Fall 1525



**ERRATA:** 'Twas F SAV-PRO, not A SAV. TUR does indeed now border SAV so A Tur S A Salz-Sav succeeds and thus so does A Salz-Sav. Florentine [A Luc-Sav] failed.

**RAGNOCITTA:** The Cardinals are rushing to Rome to be on hand for the next Papal Election. Also on the agenda is the Turkish incursion into Southern Italy and their steady march northward. The French are hunkering down, expecting further attacks by Florence and Venice.

## TROOP MOVEMENTS

**AUSTRIA** (Anderson, 11d): [A Dal-Cro];

**FLORENCE** (Cole, 18d): [F TS-GoL], [F LS S F TS-GoL], A Luc-Mod, [A Par-Pav], [F Sar S F TS-GoL], [A For-Mon], A Gen H, F Plo H;

**FRANCE** (McConnell, 0d): A Tyr S A Aus, A Pav S A Mon, A Aus S A Tyr, A Como S A Pav, [A Mon S A Sav-G], A Tur S A Sav-G, A Sav = G, [F GoL S A Cor-Sar], [A Pro-LS], [A Cor-Sar];

**PAPACY** (Narhi, 17d): A Man H(u), A Spo H(u), [A Cap H(u,d)], A Urb H(u), A Rom H(u);

**TURKEY** (Scott, 16d): A Nap-Cap, F Mes-GoN, G Anc S F LA-Anc, F Pal-TS, F LA-Anc, F Tun-WM, A Aqu S A Nap-Cap, [A Her S VEN F UA-Dal]nso;

**VENICE** (Vasseur, 4d): A Carin S A Mil, F UA-Fer, A Mil H, A Cre S A Mil, A Hun-Aus, A Sla S A Hun-Aus, A Ist-Cro, [A Pad-Fer], [F Car S A Ist-Cro]imp.

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

**Status:** (Home provinces in caps) Variable income roll was 6.

**AUS:** 11+9d, -AGU -CAP -CARIN SAL -Pav(c) -Sla -Cro +Ist +Dal. No home cities, so cannot build.

**FLO:** 18+34d, ARE FLO PISA PIS -Cor Gen Plo For Luc Par Mod Sar

**FRA:** 0+31d, AVI MAR SALZ SWI PRO Sav Pav Tur Tyr Mon Como Aus -Mil +Cor

**PAP:** 17+20d, BOL PER URB SPO PAT Man ROM Ste

**TUR:** 16+37d, ALB DUR TUN HER BOS Rag Otr Bar Nap Anc Mes Pal +Aqu +Cap

**VEN:** 4+33d, PAD TRE VEN DAL BER VER FRI Fer Trent Car Cre Hun Mil +Ist +Sla

Due next time are orders for Spring 1526, and Press. Ms Nar craves Press.

## EMBASSY BEAT

To Chris from Sven: My best wishes. Thank you for a good game.

To Forest from Sven: Welcome. Hope we can have a continued successful cooperation.

The French just wanted Corsica so they could start growing a Napoleon early...



AoR

## Ac Pæt Wæs Gōd Cyning

Turns 1.7-2.3

AoR

## THE CAST: (In Tie Break Order)

London (McCabe): 856, 4C, 3K, 0M, Gal-2

Paris (Frueh): 851, 6C, 3K, 0M

Genoa (Copeland): 849, 4C, 4K, 0M, Gal-2

Hamburg (Debbie A): 847, 5C, 3K, 0M,

Venice (Hanna): 851, 5C, 3K, 0M, Gal-2

Barcelona (Butitta): 863, 6C, 5K, 0M, Gal-2

## ADVANCES

1

1

There is a shortage of Silk and a surplus of Spice.

## 1.7: Token Bid

Venice bids 10t. H bids 11t. L bids 12t. B,G&amp;P bid 14t. V ignores the surplus and shortage.

## 2.3: Card Play Phase

V (10t) plays "Dionysus Exiguus" (1st leader) and "St. Benedict" with no protection.

H (11t) plays no cards.

L (12t) plays no cards.

P (14t) plays "Timber" (P,H&amp;V +\$3).

G (14t) plays no cards.

B (14t) plays "Stone" (V +\$4, B,H&amp;P +\$1). "Rashed al Din" with no protection.

## THE CAST: (In Turn 2 Order)

Venice (Hanna): 844, 5C, 1K, 0M, Gal-2, 10t

Hamburg (Debbie A): 851, 5C, 3K, 0M, 11t

London (McCabe): 844, 4C, 3K, 0M, Gal-2, 12t

Paris (Frueh): 841, 6C, 2K, 0M, 14t

Genoa (Copeland): 835, 4C, 4K, 0M, Gal-2, 14t

Barcelona (Butitta): 850, 6C, 3K, 0M, Gal-2, 14t

## ADVANCES

1

1

## THE BOARD:

B: C @ BAR, Basq, Gra, Mon, Tol, Val; 1T @ Tou

G: C @ Flo, GEN, Lyo, Mar; 1t @ Nap.

H: C @ Col, HAM, Lub, Nur, Pra; 1t @ Ste

L: C @ Edi, LON, Por, Yor

P: C @ Basl, Bor, Bru, Dij, PAR, Str

V: C @ Bel, Dub, Mil, VEN, Vie; 2t @ Rom; 1t @ Salz, StG

Due next time are Turns 2.4 (Purchase) through 2.5 (Expansion).

Your cards (Karte) are:

**LEGEND:** c = white circle, C = colored circle, K = cartis, M = misery level, t = white token. T = colored token



# BRITANNIA

"Egbert"

Turns VI & VII



## The Cast:

Blue: Kevin Wilson

Green: Dave Anderson

Purple: Chuck Hanna

Red: Peter Boyum

## Board

**R-Bs:** 2A @ Dalraida, Dunedin, Pennines, York.

**Welsh (2.5):** 2A @ Devon, Powys; 1A @ Clwyd, Cornwall, Dyfed, Gwent, Gwynedd.

**Brigantes (2.5):** 2A @ Cumbria, Galloway.

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

**Caledonians (0):** 2A @ Hebrides, Skye; 1A @ Catthness.

**Irish:** 2A @ Cheshire, Hwicce; 1A March

**Scots:** 2A @ Orkneys; 2R @ Irish.

**Saxons (1.5):** 3A, Hengist @ Wessex; 1A @ Avalon, Downlands, Essex, Kent, Lindsey, S Mercia, Suffolk, Sussex.

**Angles:** 3A @ North; 2R @ Frisian

Score: Purple 53, Green 18.5, Blue 14, Red 10

## TURN VI

Welsh to Saxons--To the exterminator of nations--What did we do to you??? we just hanging around our rocks, and then we see this Saxon hoard coming.....

Extinct Jute Nation to Hengist--Traitor to your people. We should have had you as our leader. You were in history, a Jute & now you are a exterminator of your own people. The Danes will remember this....The Welsh are going to hide in their rocks!!!

The mighty Hengist, Saxon Overlord, sends this e-mail to the vanquished Jutes. I beseech the Green Commander to stay in Wales and the northern reaches of the empire and we will be at peace. I further implore the Right Angles (please don't be obtuse) to take northern England as your own. I also believe Arthur would be happy in the North. I hope for the sake of peace and the warm fuzzy feeling that goes along with it that we can all live in harmony. The Saxons want to live in a small portion of southern England without all the bickering that can sometimes cause difficulties. I would be content to tend my garden away from the unpleasantness of war.

**Angles:** 1A North-York, 2A North-Bernicia, 2R Frisian-York (5.5, 2.6, 5, -2 RB, -2R). +2 BVP.

Score: Purple 53, Green 18.5, Blue 16, Red 10

## TURN VII

**R-Bs:** Grow 2 pp. Place Arthur, 1C @ Dalraida, 1C @ Dunedin. Arthur, 1C, 1A Dalraida-Alban, 1C, 1A Dunedin-Alban (3+1, 1+1, 4+1, 3+1, 4, 2 2 Pict r-Mar).

**Welsh (2.5):** Grow 4.5 pp, add 1A @ Powys & Clwyd. 1A Powys-Clwyd, 1A Devon-Gwent, 2A Clwyd-Cheshire (5, 3.6, 6 -1 Irish, -2 Welsh).

Welsh to World:

There was once a woman called Ms. Nar  
who I only knew from a far  
but she could throw meaner dice  
than ten thousand mice  
and thats why many a welshman go to a bar.

**Brigantes (2.5):** Grow 1.5 pp. Add L, 1A @ Galloway, 2A, L @ Galloway-Strathclyde.

---Continued on p 14



## LIQUOR IS QUICKER

Some Speak



**ZIESKE:** Thanks to all for an enjoyable game. It's not often that I get to track 4- and 5-trains for Diesels.

**FRUEH (GM):** No comments were received by the players, however I do wish to congratulate each player on a well played game. *Liquor Is Quicker* was a game where the positions were very close until the "6" trains came out. Once the initial diesel was purchased, the game took on a new dimension - the bankruptcy danger was averted (good stock and money holdings) - the game progressed to who could develop a great diesel run and for how long. Paul Zieske manipulated the PRR stock like a Rail Baron Professional - using it in the brown and yellow zones to help generate cash and track for the Erie. Chuck Hanna made a smart mean move of dumping the Erie in order to temporarily raise his money total - but Paul was able to recover and then easily overtake for the 1st place finish. Thanks to all for participating and be kind to me in 1856 as I hardly know the game.

**BORIS:** A word to the wise (or at least to the Internet Incapable). A quick check of the Boris Hall of Fame at <http://hometown.aol.com/prboduoboris/HoF.html> shows that Mark has won two of the three 1856 games here.



## AIR BARON

Some Speak!

POSTGAME WRAP-UP



### THE CAST

**Hoffa Domain (Nichols):** Well done, Bill! Air Disaster rules the skies.

**FAA (GM):** Since nobody else submitted any input, I guess it's up to me to grade the pbm system. I'll give it a "B+" since it worked pretty well. I think the pre-buy idea worked and sped up the game a turn or two. I frankly didn't anticipate the game running 20 turns -- and it could have been much longer if ARA had remained active or if CAE's dice hadn't stunk (losing with a +4 drml) on Turn 19 or if AD had gone last on Turn 20. The system still needs some tinkering as a lucrative tactic not available in face-to-face play (and possibly unnoticed by the players this time) needs to be excised.

--"Egbert" continued from p 14

### Board

**R-Ba:** 2C, 2A, Artie @ Alban; 2A @ Penrithes; 1A @ Dairalda.

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

**Brigantes (2.5):** 1A @ Cumbria, Galloway.

**Picts (1):** 2A @ Mar, Moray.

**Caledonians (1.5):** 2A @ Hebrides, Skye.

**Irish (0):** 2A @ Cheshire, Hwicce, March.

**Scots (0.5):** 2A @ Strathclyde; 1A, Fergus @ Dunedin; 1A @ Caithness, Orkneys.

**Saxons (1.5):** 2A Avalon, Essex, Lindsey, Norfolk, S Mercia, Sussex, Wessex; 1A @ Downlands, Kent, Suffolk.

**Angles:** 8A @ North; 2A @ Bernicia; 1A @ York.

**Legend:** A = infantry army, C = cavalry army, F = fort, L = leader, PP = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, \* = in melee, A = attack by/against cavalry

## Down with the King

## Set-Up

Turns 1/2



**VOTE:** Only Normal Game passes.

### The Cast:

D&D Anderson: Sir Jeffrey (#23), 2 IP, 10 PP, 11 cards.  
A. Bargender: Sir James (#22), 2 IP, 10 PP, 11 cards.  
Copeland: Marquise Margaret (#56), 2 IP, 10 PP, 11 cards.  
Fowble: Sir Robert (#16), 2 IP, 10 PP, 11 cards.  
York: Baroness Mary (#64), 2 IP, 10 PP, 11 cards.

### The Cabinet:

Monarch: King George (60 Support)	Consort: Queen Catherine
Navy: Lord Arthur (#36)	High Minister: Duke Henry (#43)
State: Earl Duncan (#34)	Army: Lord Mortimer (#35)
Trade: Duke Marley (#44)	Justice: Earl Maxwell (#32)
Epallin: Sir Donald (#21)	Besyzan: Sir Michael (#15)
Sandarkan: Sir Guy (#12)	Cronos: Sir Drew (#11)
City States: Sir Richard (#14)	Treasury: Duke Roland (#42)

### Turn 1.5:

James: Draws #52, Gain 1 IP. Recruits #52 (Sheriff), then plays Henchman card on him. Doesn't counsel.  
Mary: Draws #42, Extra Activity. Recruits Duke Roland (#42). Play Henchman card on him. Roll on Literary Pursuits Table (9 = Good Poetic Skill, + 1 PP, +2 dm). Doesn't counsel.  
Jeffrey: Draws #11, Gout. Loses turn and 1 IP. Can't counsel.  
Robert: Draws #35, Intrigue. Recruit Lord Mortimer and play Henchman card on him. Can't counsel.  
Margaret: Draws #55, Favor (+1 IP). Roll on Business Speculation Table (-3 IP: 6 = Poor Investment lose all IP -1 dm). Recruit Philip as a FARC and use FAVOR chit to roll on the Royal favor table (6+5 = 11, RC is pleased. +2 IP.) Can't counsel.

### Press:

In the name of all True Patriots of Fandonia, Sir Robert calls upon all Citizens to Support the One True Monarch of Fandonia.

### The Cast:

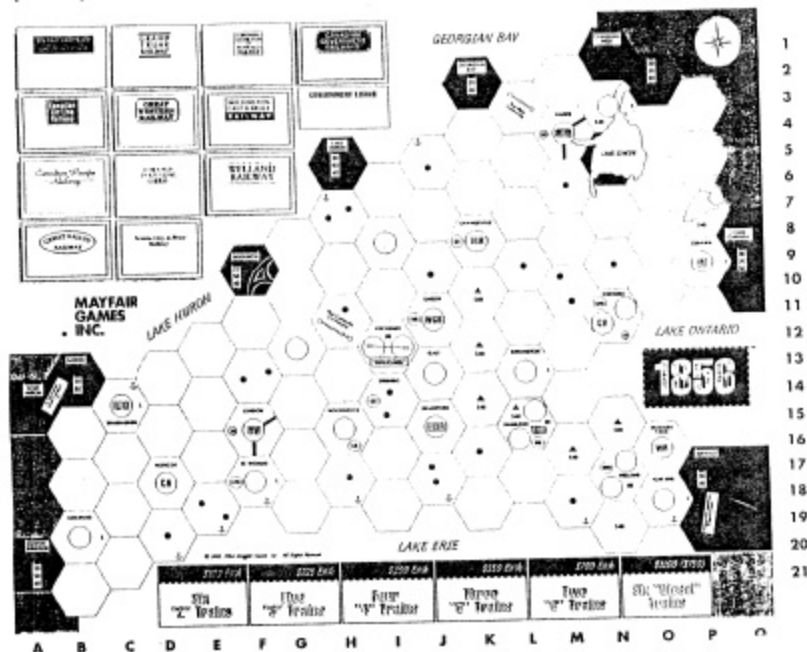
D&D Anderson: Sir Jeffrey (#23), 1 IP, 10 PP, 12 cards.  
A. Bargender: Sir James (#22), 2 IP, 10/7 PP, 11 cards, #52(H).  
Copeland: Marquise Margaret (#56), 2 IP, 10/2 PP, 11 cards, Philip.  
Fowble: Sir Robert (#16), 2 IP, 10/2 PP, 11 cards, #35(H).  
York: Baroness Mary (#64), 2 IP, 11/4 PP, 11 cards; #42(H)

### Turn 2:

1. Player order is:
2. Office: N/A
3. Political Problems: Treason & Conspiracy Trials (6 no). Monarch's support is 50.
4. Crown Event: (7 reroll 6) = Foreign War (4 War with Cronos & Besyzan)

You've drawn #\_\_ Loyalty, \_\_ Opportunity, \_\_ Event card.







# SILVERTON

5 Depletions!  
Turns 22b/23a



**ERRATA:** #41 has 2L.

Zieske buys #78 (-\$500).

## PLAYER STATUS

#1 (Hassler): 899,975, S+2, P, A2, A3, A1, #64, #66(3 C), C13, A6, #33(3 L), #31(2 L)  
#2 (Farrow): 828,875, S, P+2, A4, B7, C15, C18, C17  
#3 (Zieske): 873,275, S+1, P+1, A20, B22, #91(3 L), #98(4 C), #78  
#4 (Chlainery): 839,175, S, P+2, A5, #47(1 C), #106(1 Cu), #41(2 L), #95  
#5 (M. Fisher): 846,300, S+1, P+1, #58, #61(2 C), #62(10 C, D), #3(1 Au), #105  
#6 (Hanna): 850,425, S+2, P, A19, #90, B21, #68, #63 (5 C), #97(8 C), #65(3 C)

## AVAILABLE CLAIMS:

#5: Leadville (Au): \$500/\$100	#13: Eureka (Ag): \$300/\$200
#52: Craig (C): \$400/\$100	#54: Bowie (C): \$400/\$200
#55: Bowie (C): \$400/\$200	#59: Durango (C): \$400/\$100
#60: Durango (C): \$300/\$100	#108: Steamboat Springs (C): \$400/\$250
B8, C14a, C16a, C24	The Deck

## TURN 22b/23a

#1: Operate A1 (+\$100), A2 (+\$250), A3 (+\$400), A6 (+\$600), C13 (+\$2100), #64(-\$250: 9 = 4 C), #66 (-\$200: 8 = 3 C), #33 (-\$100: 4 = D), #31 (-\$250: 6 = 2 L). Deliver 3L from #33 and 4 L from 31 to Denver (+\$7000). / Prospect not. Survey not.  
#2: Operate A4 (+\$1350), B7 (+\$600), C15 (+\$4000), C18 (+\$3000), C17 (+\$3000). Deliver not. / Prospect not. Survey not.  
#3: Operate A20 (+\$300), B22 (+\$700), #91 (-\$200: 5 = 1 L), #98 (-\$100: 4 = 1 C), #78 (-\$200: 4 = 1 Ag). Deliver 1 Ag from #78 and 4 L from #91 to EP (+\$4000+\$4000). / Prospect Deck (#6). Survey Gaffey-Lee Ranch West (-\$900).  
#4: Operate A5 (+\$100), #47 (-\$100: 7 = 3 C), #106 (-\$400: 10 = 2 Cu), #41 (-\$150: 3 = D), #95 (-\$400: 3 = 6 = 3 C). Deliver 3 C from #95 & 4 C from #47 (+\$3500) to SLC. / Prospect #60 (-\$300). Survey not.  
#5: Operate #58 (-\$150: 4 = D), #61 (-\$150: 6 = 3 C), #3 (-\$200: 4 = D), #105 (-\$200: 6 = 3 = 3 Cu). Deliver 3 C from #61 to Denver (\$1200). / Prospect #5 (-\$500). Survey Leadville-Dillon (-\$1000).  
#6: Operate A19 (+\$450), B21 (+\$1100), #68 (-\$200: 5 = 3 C), #63 (-\$150: 5 = 2 C), #97 (-\$150: 9 = 4 C), #65 (-\$150: 5 = D). Deliver 3 C from #65 & 5 C from #63 to EP (+\$5600). / Prospect Deck (#17). Survey not.

## THE MARKETS (TURN 22)

Au: 2 + (0x4) = 2 -> +1	\$4500	Ag: 9 + (1x2) = 6 = 5 -> +1	\$4000
Cu: 6 + 0 = 6 -> -1	\$800	Den L: 3 + 7 = 6 = 4 -> +1	\$1000
SLC L: 3 + 0 = 6 = 3 -> +3	\$1500	Pueb L: 9 + 0 = 6 = 3 -> +2	\$1000
SF L: 12 + 0 = 6 = 6 -> nc	\$800	EP L: 7 + 4 = 6 = 5 -> +1	\$1000
Den C: 4 + (3/2) = 6 = -0.5 -> +3	\$700	SLC C: 4 + (7/2) = 6 = 0.5 -> +3	\$500
Pueb C: 3 + 0 = 6 = 3 -> +3	\$400	SF C: 8 + 0 = 6 = 2 -> +2	\$600
EP C: 6 + 8 = 6 = 8 -> nc	\$700		

## PLAYER STATUS

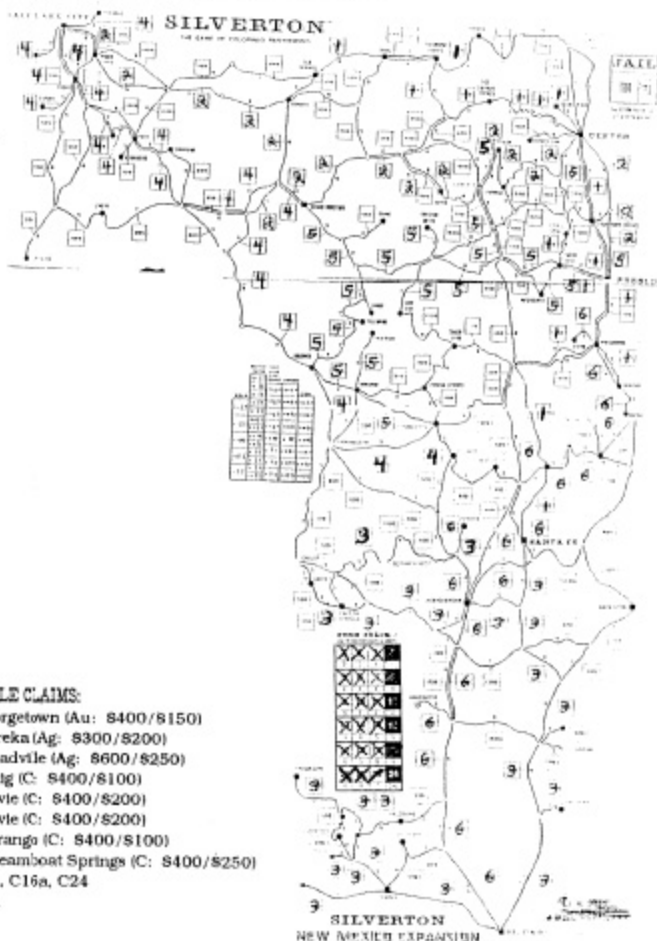
#1 (Hassler): \$109,625, S+2, P, A2, A3, A1, #64, #66(6 C), C13, A6, #31  
#2 (Farrow): \$40,825, S, P+2, A4, B7, C15, C18, C17

#3 (Zieske): \$80,875, S+1, P+1, A20, B22, #91, #98(5 C), #78(1 Ag), #67  
 #4 (Chinnery): \$41,425, S, P+2, A5, #47, #106(3 C), #41(1 L), #95, #60  
 #5 (M. Fishert): \$45,300, S+1, P+1, #61(2 C), #62(10 C, D), #3(1 Au, D), #105, #5  
 #6 (Hanna): \$56,925, S+2, P, A19, #90, B21, #68(3 C), #63(7 C), #97(7 C), #177

**DEPLETIONS:** 1-3, 4, 7-8, 10-12, 15-16, 18, 24-26, 29, 32-34, 37, 38, 40, 41, 43-46, 49-50, 53, 57, 58, 62, 65, 70-74, 76, 79-81, 83-89, 93, 96, 100, 102-104, 107, B9-B12

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

Due next are orders for Turns 23b/24a. Turn 24 is SNOW.





# PELEUS

## EPOCH VII CONTINUED

### ANDERSON WINS!



#### THE CAST

Anderson: Red  
Kanne: Azure

Morrison: Ebony  
K. Wilson: Green

M. Fisher: Yellow  
McCabe: Orange

#### BOARD:

**AI:** Cey; **AII:** CAf(2); **AIV:** Arn(C,AM), Lib, Sha, UNt; **AV:** EGh(2,C,f,AM), Sum(3); **AVI:** Hin, PPf(RM), Tur, Ulnf(YM), WDe, WGH;

**EI:** CAf(2,C); **EIII:** Cre; **EIV:** Dan; **EV:** App, Sea; **EVI:** BaI, CEu(GM), Dal, EAn(GM), Lev, Mor(EM), Nib(AM), Nub(EM), Pin; **EVII:** GPC, HokleI, Hon, Man(C);

**GII:** Cau(2); **GIV:** Dnl(2,f); **GV:** BSb(2), Kor(2), LRh, Mon, Sae(3,c); **GVI:** UT, WSt.

**OI:** Mal(c,f); **OII:** Che(2); **OIV:** EDe, Etn, GaD, Irr(2), PSD(C), Yan(C); **OVI:** Bra, Dee, Gui, Pat, PSb, SAf, Wlp.

**RII:** Pal(c,f); **RIII:** MTic; **RIV:** SAp(YM); **RV:** SiK, Tart(2,PM); **RVI:** Mad, Pyr(C,RM), Sltb(2,EM), WANc,EM), Wlb(c,OM), Zag(GM);

**YII:** Gol(c,f); **YIII:** WGa; **YIV:** GaV(c), Mek(C), Linf(YM); **YV:** Alb(YM), CMa, Hig, Ire, NAp, NGa; **YVI:** Mex(2,C), NAn(C), SAa; **YVII:** ESr, NEPC, Wei(OM), Vel

**Ships:** AtI(EOR), Bla(E), BoB(A), Car(E), EMS(R), Ind(R), Nth(R), Red(E), SCS(R), SoJ(2E), WMS(R)

**SCORE (S/P/VP):** O(51/104), AI(58/114), G(63/135), R(64/138), Y(66/182), E(74/167).

#### EPOCH VII (CONTINUED):

**NETHERLANDS (Q):** Play "Naval Supremacy" & "Famine" @ N Eur (-1GV @ BSb). Play 1A,C @ LRh (1GV r-BSb), 1F @ Nth (6+1,6+1,5+1,3 -1RF), Pac, 2A @ GPC (4,2-6,5; 6,2-5,3 -1OVII, -1EVIII), Wei (5,2-3 -YVIII), 1F @ Ind, 1A @ Cey (4,1-3,1 -1AI), WGH (5,5-5,5 -1AVI), Gol (5,3-5+1,3 -2OVII), VP: 104 + C(3x2) + c(1) + M(1x2) + S(1) + Mid E(P-1) + China(D=6) + India(P=3) + N Eur(D=4) + SE Asia(D=4) + N Amer(D=6) + S Amer(D=4) + SS Afr(P=2) = 144.

#### FRANCE: No show.

**BRITAIN (A):** Play "Empires Fortify 3" + f @ SAp, Pyr, Wlb. Play 1A,C @ Alb (1YV r-NGa), 1F @ Nth (6,5-2 -OF), Pac, 1A @ Aus, NGu, Hig (3,2-2 -1YV), 8A @ NGa (5,3-5; 5,4-3; 4,1-6; 3,1-5; 5,4-6; 5,2-6; 1,1-6; 6,2-6; 4,2-6; 6,3-5 -2YV, -7RVII), 1A,RM @ LRh (4,3-3 -1OVII, -C +c), 2A @ CEu (5,1-5; 2,1-5; 4,3-4; 6,4-6; 6,6-5 -1RVII, -EVII), 1A @ CMa (3,2-2 -1YV), 2A @ Mor (3,2-6,1; 5,4-4,2 -1RVII, -1EVII), VP: 136 + C(2x2) + c(5) + M(2x2 +9) + S(4) + Mid E(D=2) + China(P=3) + S Eur(D=4) + N Eur(D=8) + SS Afr(P=2) + Aus(C=3) = 184.

Red to Board: I am contacting AL GORE!!! I want a recount!!!! This has been the most brutal turn from yellow on down to nje. Does Ms.Nar have loaded dice????? 5 straight rolls of "6" for the defense. OUCH!!!!

**USA (A):** Play "Weaponry", 1A @ App (-1EV), Dee (6+1,3-2 -1OVII), 1F @ Car (6+1,1-5 -1BF), 1A @ GLa, Wln (6+1,2-6 -1OVI), Mex (5+1,2,5,3; 6+2,5,5 -2YVI, -C, +c), 2A @ PSb (3+1,1-5; 6+1,2-4 -1OVI), 2A @ CAa (4+1,3+1,1,1; 5+1,3-6,3; 3+1,2-5,2; 6+1,3-6,4 -2EL -1AVII, -C, +c), VP: 114 + C(2x2) + c(2) + M(2x2 +2) + S(2) + Mid E(P=1) + N Afr(D=2) + India(P=3) + SE Asia(P=2) + N Amer(D=6) + SS Afr(P=2) = 144.

**GERMANY (Q):** Play "Fanaticism". Play 1A,GM @ BSb (-2GV), 1A @ LRh (4,5,2-1-1RVII,c), 1F @ Nth (5,5,4-5 -1RF), 1A @ Alb (4,5,1-1 -1RVII, -C, +c), CEu (6,5,5-6 -1RVII, 1F @ Adl, 1A @ Pyr (6,5,5-4+1,2 -1RVII,C +c), Con, SAf (5,5,3-5 -1OVI +GM), EAF, VP: 135 + C(1x2) + c(2) + M(3x2 +2) + S(1) + Mid E(P=1) + China(P=3) + SE Asia(D=4) + Eurasia(D=4) + SS Afr(D=2) + Nip(P=2) = 164.

#### BOARD (FINISH):

**AII:** CAr(2); **AIV:** Ara(C,AM), Lib, Sha, UNi; **AV:** EGH(2,C,f,AM), Sum(3); **AVI:** Hin, PPIRM), Tur, Uln(YM), WDe;  
**EI:** CAIn(2,C); **EIII:** Cre; **EIV:** Des; **EV:** App, Sca; **EVI:** BaI, Dal, EAn(GM), Lev, N(i)AM), Nub(EM), Pin; **EVII:** Hok(c), Hon, Man(CI)  
**GII:** Cau(2); **GIV:** Dnl(2,f); **GV:** Kor(2), Mon, Sze(3,c); **GVI:** UTI, WS(c); **GVII:** Alb(c,YM), BSb(C,GM), CEu(GM), Con, Eaf, LRh(RM), Pyr(c,RM), SAf.  
**OI:** Mal(c,f); **OII:** Che(2); **OIV:** EDe, EIn, GaD, Irr(2), PSD(C), Yan(C); **OVI:** Bra, Dee, Gul, Pat, PSb, SAf, Win; **OVII:** Cey, GPC, Wei(OM), WGH.  
**RII:** Pal(c,f); **RIIE:** MT(c); **RIV:** SAp(YM); **RV:** SiK, Tar(2,PM); **RVI:** Mad, Sib(2,f,EM), Wan(c,EM), Wb(c,f,OM), Zai(GM); **RVII:** Aus, CMa, Hig, Mor(EM), NGu.  
**YII:** Gol(c,f); **YIII:** WGa; **YIV:** GaV(c), Mek(C), Lin(YM); **YV:** Ire, NAp, NGa(2); **YVI:** Mex(2,C), Nan(C), SAa; **YVII:** EST, NEPC), Yel.  
**Ships:** Atl(EGOR), Bla(E), BoB(A), Car(E), EMS(R), Ind(RO), Nth(G), Pac(OR), Red(E), SCS(R), SoJ(2E), WMS(R)

**FINISH** R 184, Y 182, E 167, G 164, A 144, O 144.

#### END GAME STATEMENTS:

**AZURE:** This was my first HotW by e-mail, and also my first complete game ever. So it is not unexpected that I would make newbie mistakes throughout it. Thanks to the other more experienced players for putting up with some of my moves without protest. If I am able to get into another game I'm sure it will go more smoothly for me as I'll know what the abb. mean and what to expect in the play. Kudos to Dave Anderson for a game well played. he did whine a little early on about everyone picking on him (but when you're that good one should expect that will happen.) The game came down to an exciting finish with 3 players having a shot at winning. I chose to give Britain to Dave when I got dumped on with USA as he had maintained a positive diplomatic relationship with me throughout the game, never underestimate the value of being nice. The game does depend on a little bit of luck with the dice and what you draw but as one can see from the results the luck cancels out and the better players tend to end up together at the finish line. Thanks for a good game I look forward to the next.

**RED:** I won, finally. The last HotW with Kevin Wilson was destroyed by terrible dice rolls on the last turn. I felt déjà vu all over again, when I saw 7 armies go down over 1 space and the defender only gets 1 die roll for defence. I owe my victory totally to James Kanne who gave me Britain as he was forced to pass it.

I would have come in 2nd or 3rd if it weren't for him. I thought my game was over after the 3rd epoch. I had a decent run with Persia. I had presence everywhere, but, China & I expected to get the Hsing Nu.

What did I get? The Sassanids!! There I was ... looking at more sand than stars in the sky. No holdings in Europe, China, Africa. I came back strongly in Epoch V with the China empire, and with help from Fujiwara and the Crusades. I totally expected the Mongols to just come through China and eat me alive. They remarkable headed elsewhere and then I got Spain....

I had gotten hesitant about sea invasions, because, of a previous games so I used Black Death to pave the way for me, and so it left me with me in the lead with one point and drawing ~~last~~. I thought "Oh great, I'll get America or Germany" and I draw Germany!! OK, so now everyone will keep and I'll just have to wait for the end.

But, Christmas came at Easter when Kanne gave me Britain and I got to pass Germany to Kevin and win by 2 points!!

Thanks to Paul for GMing and everyone else for playing.

**YELLOW:** "A Brief History of Pelus" or "I Wuzz Robbed" by Mike Fisher

During the early epochs, I held both India-centered empires and secured a presence in India until epoch VI. Orange did the same in China. Green was off to an early lead with the Minoans and Scythians--two empires that are normally considered weak.

During the middle epochs, the China-centered empires are either a no-show or go to Orange.

until Red gets the Sung. Red secures a presence in the Middle East and China (with the Sassanids and the Sung.) I gamble and keep the Romans, who do well despite not reaching China. Azure's Arabs are awful, even with Jihad and Siegecraft. But my Holy Roman Empire really kicks ass! Green's Mongols invade Northern Europe--Red, Yellow, and Green are all at 104 VP.

During the late epochs, I make an agreement with Azure and Red. The China-centered empire is again a no-show, so Green plays first (after playing last in the previous epoch.) My Incas & Aztecs put Yellow in good shape for the epoch VII pass/hold, but Red's Spain plays Black Death in India, and Azure's Mughals put an end to Yellow's presence there. 1st through 4th place are now separated by only 5 VP. My Russians die on the Eastern Steppes, trying in vain to reach Japan -- Ebony's Manchus die IN Japan. Azure gives Red the British and the game (even though Red's epoch VII pass/hold was last--Orange picked first throughout the game but never got the empire he needed.)

**EBONY:** I had hopes of winning up until the 5th epic and still even with the 6th there was a small hope of a good second place but my fumble in the final epic to take Japan and Dave's draw of Britain took care of any chance at all. I tried to take down the two leaders but suffered that fate myself. A great game and hope for a good rematch.



## ATREWS



Passed: Preservation of Culture, Fortresses, Auction, US Navy.

### The Cast

Dave Anderson: Orange  
Mike Fisher: Yellow

Laird Khaoz: Red  
Wayne Morrison: Black

Kevin Wilson: Green  
James Kanne: Azure

Need soonest, your bids for Epoch I. NOTE: We will also accept a 7th player, so also include bids for Sumeria. Wouldn't hurt to send orders for Sumeria and Egypt too. If only six players, Sumeria starts with 1A,F,C @ LT, 1A @ Zag. (F = Fortress).

Your cards:

--"Egbert" (Continued from p 6)

**Picts (0):** Grow 1 pp. Overpopulated. 1A Mar-Moray, 1A Mar-Dunedin (6:6 -1 Pict, -1 RB).

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

**Irish:** Grow 3 pp. Add 1A @ March. 1A Atlantic-Cheshire.

**Scots:** Grow 0.5 pp. 1st Wave: 2A,2R,Fergus Irish-Strathclyde (3+1,3+1,3+1,1+1:6+1,2+1; 5+1,4+1,4+1:5+1,1+1 -2R, -2 Brig, -Lk 1A Irish-Strathclyde-Dunedin; 2A @ Orkneys-Caithness (4,1:4; 2,1:6 -1 Caledonian). 2nd Wave: Fergus Strathclyde-Dunedin, 1A Caithness-Orkneys.

**Saxons (1.5):** Grow 8 pp. Remove Henquist, add 1A @ S Mercia, Sussex, Lindsey. 1A Wessex-Avalon, 2A Frisian-Norfolk, 1A Frisian-Suffolk, 1A Frisian-Essex.

**Angles:** Grow 2 pp. ...

Due next are orders for the rest of Turn 7.

--continued on p 8

Cast: Mike Fisher (F) James Kanne (K) Rick Copeland (C) Debbie Anderson (A)

**ERRATA:** C has 1 grain and 0 ore.

**A:** (6) A collects 2 lumber, C collects 1 lumber from d5; F collects 1 lumber from e2. No action.

**F:** (8) K collects 1 brick from b3; C & F collect 1 wool from f3. Trades 1 lumber and 1 wool to K for 1 brick. Build 2 roads at d3/e3 and d3/d4 (-2b, -2l).

**K:** (9) F receives 1 brick from d3; F & C receive 1 lumber from e5. Buys a card (-g, -w, -o) \_\_\_\_\_.

**C:** (3) K collects 2 grain & A collects 1 grain from e4; C collects 1 brick from f2. Construct road at d4/e3. (-b, -l)

**A:** (4) C collects 2 grain & F collects 1 grain from e3. Trade 4 wool for 1 ore, then promote c5/d5/d6 to City (-3o, -2g +1 VP).

**Possible trades:** C will sell 1G for 1B. C will sell 1G for 1Ore.

**Inventory/Summary** (Robber at b4).

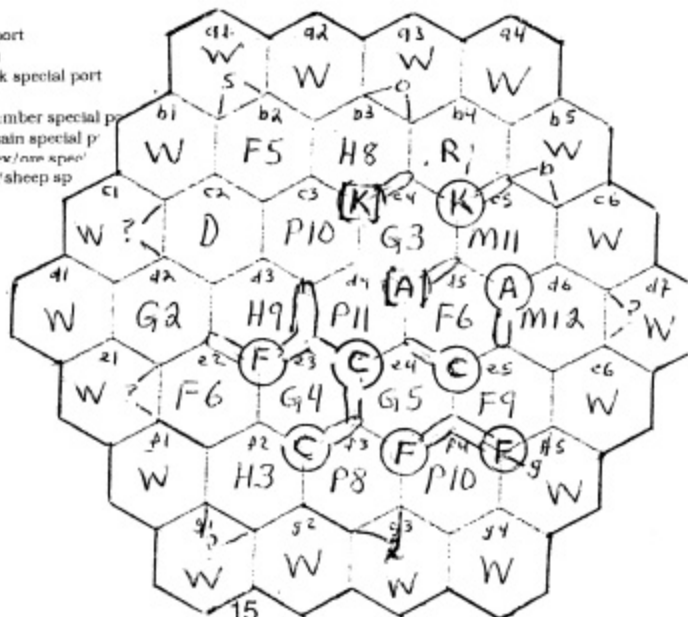
Player	Br	Gr	Lum	Ore	Wool	VP	Cards	Knights	Other
Fisher	1	0	1	0	0	3	0	0	
Kanne	1	1	1	0	0	3	1	0	
Copeland	0	2	1	0	2	3	0	0	
Deb A	0	1	3	0	0	3	1	0	

**Die Rolls Turn 6.1 to 7.1:**

Fisher: 6 Kanne: 10 Copeland: 11 Deb A: 10 Fisher: 6

**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





# KINGMAKER

No Report Received!

RM 00-1  
05-03-02

## THE FACTIONS:

- A: Phil Reynolds' The Knights Who Say "Neef"    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.

**ERRATA:** Scrope was missing from the recap... he is at Shewsbury... he did not move last turn.....

## KREMLIN

We begin!



## THE CAST (In Table Order):

Cary Nichols  
Ron Fisher  
Mike Scott  
Warren "Goz" Goesle  
Kevin Wilson  
Dave Anderson

## POLITBURO:

Party Chief:	Aparatschik (A)	80,+
KGB Head:	Strychnin (T)	57
Interior Minister:	Talksalott (J)	67
Defense Minister:	Shrukrutov (B)	75w
Ideology Chief:	Eststumuch (M)	64
Industry Minister:	Palavrian (G)	70
Economy Minister:	Niewiko (D)	73
Sport Minister:	Nogoodnik (V)	55
Candidates:	CHINO	
People:	EFKLPGRSUWXYZ	

Due next time: Your faction name (preferably something that makes a short, spiffy acronym), your initial IP allocation, and your orders for Phases 1-4. Your cards are: #; \_\_, #; \_\_, #; \_\_. House rules can be found at (all lower case):

<http://hometown.aol.com/prbolduc/boris/hrules/kremlin.html>





# Source of the Nile

Turn 4



## The Cast:

Dan Farrow  
Ron Fisher  
Don Chinnery

Jason Bargender  
Andrew York  
D&D Anderson

Everything running smoothly - expeditions getting lost, groups running out of food, snakes fatally biting guides, etc. except there are no hostile natives as yet.

Map note: the unexplored E1 is actually west of the explored vekt in E2

## PRESS:

Dear Horis,  
Englantine is at it again!!! She has composed another song to entertain us. It is comparably to the great masters, Chopin, Bach, Schubert, Dr. Demento.  
You sing it to the tune of "Kimba, the White Lion" from a cartoon, that wouldn't be seen for another 60 years or so. Now, here we go.

Who's exploring deepest, darkest Africa--Africa??? (WE ARE!!!!)  
Whos the ones to bring the jungle fame??? (Soon as we are published)  
Who can't find a native tribe in Africa??? (Keep Looking)  
Brown is our family name!!!!

## GAME OPENINGS ELSEWHERE

Warren Goesele's *I Dgress*, (\$1.50/issue), 3907 Cedar Ridge Rd, #1B, Indianapolis, IN 46235.  
DIPLOMACY, KREMLIN.

Andy Lischett's *Cheesecake*, 2402 Ridgeland Ave, Berwyn, IL 60402. None.

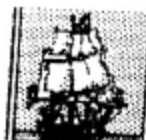
Chris Hassler's *S.O.B.*, (\$1.50/issue), 2000 S. Armour Ct, La Habra, CA 90631. SILVERTON, OUTPOST, DOWNFALL XIII, MACHIAVELLI.

Tom Butcher's *Blut und Eisen*, (60 cents or \$1.05/issue), 674 Roanoke Ave, Cuyahoga Falls, OH 44221-1242. CONQUISTADOR, 1851, 1829S, STELLAR CONQUEST, 1870, WRECK OF PANDORA, MERCHANT OF VENUS

John Boardman's *Graustark*, (10 issues for \$15), 234 East of 19th St, Brooklyn, NY 11226-5302.  
DIPLOMACY, COLONIAL DIPLOMACY.



## ON DECK



1830: Chinnery, R Fisher  
1835: Chinnery, Butitta, Hanna, Zieske, Copeland  
AIR BARON: R Fisher  
BRITANNIA: Dave A, Hanna, Butitta, Wilson (awaiting end of Devon or Egbert)  
CIRCUS MAXIMUS: Narhi, R Fisher, Kanne, York, Dave A  
DIPLOMACY: Fisher, Shacklett  
DUNE: Dave A, R Fisher, K Wilson, Butitta; need 3-6 more  
GUNSLINGER: Scott, Fowble, R Fisher; need 4 more  
JUNTA: Copeland, Dave A, Hanna, Narhi  
KINGMAKER: R Fisher, Shacklett  
KREMLIN: Goz, Nichols, Dave A, K Wilson, Scott, R Fisher  
MAGIC REALM: Butitta, Deb A, Chinnery  
MERCHANT OF VENUS: R Fisher, Deb A, Chinnery  
MONSTERS RAVAGE AMERICA: Butitta, TJ Klausutis(?)  
SETTLERS of CATAN: Chinnery, Goz, K Wilson  
TITAN: Khaos, A & J Bargender, York, (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), AIR BARON, 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 7 JUN 02  
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#### **The Bottom Line**

This is BORIS THE SPIDER, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13 in Canada, and \$18 overseas) or \$1 by e-mail. A hardcopy sub will also include an E-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage).

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#### **STELLAR CONQUEST**

**William T. Riker:** Due are Turn 32 combat and production and movement orders for Turn 33-36. Please expedite your orders.

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

# BORIS THE SPIDER

c/o 203 Devon Ct  
FLUB, FL 32547-3110

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