

# TINAMOU #51

Pray to God, but keep rowing for the shore. — Old Russian Proverb

Naturally, the common people don't want a war, but after all, it is the leaders of a country who determine the policy, and it is always a simple matter to drag people along whether it is a democracy, or a fascist dictatorship, or a parliament, or a communist dictatorship. Voice or no voice, the people can always be brought to the bidding of the leaders. This is easy. All you have to do is to tell them they are being attacked, and denounce the pacifists for lack of patriotism and exposing the country to danger. It works the same in every country." - Hermann Goering, Hitler's Reich-Marshall at the Nuremberg Trials after WWII.

Welcome to Tinamou #51, produced by Dave Partridge, **15 Woodland Drive, Brookline NH, 03033** (email: [rebhuhn@rocketmail.com](mailto:rebhuhn@rocketmail.com)). Tinamou now appears on the web in conjunction with TAP. The web page has everything you'll find here including maps. Go to Jim's index page <http://www.diplom.org/DipPouch/Postal/Zines/TAP> and check it out, your comments and suggestions are welcome!

Some of you eagle eyed readers may have noticed that the quote from Goering above is the same one Michael Lowrey had in his last subzine issue. I'd picked this quote prior to that coming out and it just speaks to the validity and relevance of the quote that we both thought it appropriate.

I've just completed moving my office to it's new location. My commute has gone from 45 minutes on a road that I didn't like driving on, much less biking on to 5 minutes by car, not much more by bike, and I think with a little exploring I'll be able to find a path through the woods that should have me out of site of houses most of the way and shouldn't be more the 45 minutes to an hour. An extra hour and a half a day, much better than a pay raise!

## Game Openings:

### Two game starts this issue, Railway Rivals and Sopwith.

**Gunboat with press:** Three signed up so far.

**Perestroika Diplomacy:** Add an economic twist to the classic game. Centers generate revenue, armies and fleets must be maintained, and treasuries can be sacked! Rules are available on request.

Signed up: Art Schleinkofer, Phil Reynolds, Harold Reynolds, Karl Schmit

**Standard Diplomacy:** That's it, the one and only original  
Signed up: Fred Wiedermeyer, Hank Alme, Cary Nichols

**Just the results please:** Don't really know what to call this one as I just came up with it. Perhaps it's been tried before. The twist for this variant is that each season only the ending

unit positions are published, not the orders. You'll know who went where, but not who helped whom, or what may have been tried unsuccessfully.

Signed up: Phil Reynolds, Doug Kent

### Industrial Waste:

A new game for 3-4 players. Manage your factory and build your products, but beware, increased production means more waste, and if you aren't careful you'll find that working in a sludge pit affects your productivity and the bottom line.

**Game Opening:** Jim Tretick. **Need 3 more.**

**Game Opening – Card trading variant. Contact Dave or Richard Weiss.**

**Railway Rivals: Game Start:** Bronzewing. Queensland map. Signed up: Brendan Whyte, Rip Gooch, Andrew Glynn, Brad Martin. Michael Pargman

**New Game:** Any requests? If not I'll pick a map I have.

Signed up: Michael Pargman

### Outpost:

Sign up for the next game to start when the current one finishes.

**Snowball fighting:** Current game is over. Anyone interested in another go? 3 signed up so far

**Golden Strider:** It is to running what Breaking Away is to bike riding. See Tom's zine off-the-shelf at <http://www.olympus.net/personal/thowell/o-t-s/index.html> for some games in progress.

Signed up: Tom Howell

**Sopwith:** Be a World War I Ace (or perhaps a pile of smoking rubble). It all depends on what kind of pilot you are. See Phil's ishkiibble at [www.diplom.org/DipPouch/Postal/Zines/ishkiibble](http://www.diplom.org/DipPouch/Postal/Zines/ishkiibble) for a game in progress.

**Game Start:** Snoopy: Brendan Whyte, Robert Dowrey, Karl Schmit, Phil Reynolds, Jim Tretick. **Still room for two more players. You can join the game in progress.**

**Reader's Choice:** I'm open to anything, just send me the rules and if I think I can run it, I'll offer it.

**Deadline: Monday, Sept 6.**

**Breaking Away: Fat Bottomed Girls**

Frank - George: You nicompoop! You waited too long to move! Now we'll never beat the Howells and the Brosiuses! Lloyd Braun would not have made such a mistake!

Elaine - everybody: could I PUH-LEAZE draft somebody? Threes are getting boring.

GM to Elaine: Nine bouncing backsides to watch, is that better?

George - Frank: you and Lloyd Braun can stuff a sock in it!

Jerry - George: I don't think anybody actually says that.

Kramer - Jerry: here, have some beefaroni.

Jerry - Kramer: it's OK, I've got some mulligatawny from the Soup Nazi.

Soup Nazi - Homegrown Evil: No soup for you!

Dans - Potemkins: Did Langford break away this time? Not much I can do about it in any case, so I decided to hang back again.

GM to Dans: He's off!

BOOB to GM: Screw one point here, one point there, throw caution to the win and try the Break Away! Langord to the front, WE ARE THE FRONT MEN.

GM to BOOB: Very interesting typo there, "caution to the win". Was that on purpose?

BOOB to ROME: Go ahead, you have two 10's, play one....

GM to BOOB: Obliging, isn't he?

BOOB to ABIGAIL: Hey sweetie, don't try and keep up with me!

BOOB to BABYLON: Save that 16, you don't need to play it yet!!

BOOB to BBG: So, the key is to stay in the back and lose the pack, right?

FRONT MEN to KINGDOMS: Nah, you aren't gonna ride with me quite yet, are you?

BOOB to THE BREAK AT 90: NO ONE can hit the 90 square, so I think Richard Barone will back himself up to that backstop. How about if some of you pop in front of us and give Dagmar and me some cards!!! By the way, Tom, this guarantees that Barone will finish ahead of Dagmar, I just hope Barone gets WAY more points.

GM to BOOB: I think the 81/82 break is more significant to the players than the one at 89/90 but either way, Barone's not getting anything.

BOOB to GM: Rick has a key turn this time, he may win the game if his riders pick up the right replenishments.

GM to BOOB: Well, Hoimegrown Evil did the best, but I don't think it will be enough. The Four Kingdoms look like they will be a contender though.

BOOB to NOTHING: Why can't you REALLY be about nothing?

Square	RIDERS	CARD
106	LANGFORD ( <b>BREAKING AWAY!!</b> )	10
105		
---	-----	--
97		
96	ABIGAIL	3
95		
94		
93		
92		
91	BARONE, DAGMAR	3
90		
89		
88	KRAMER, GEORGE, ROME, SINGH	3
87	JERRY, GREECE, CUTLER	7
86	BABYLON, CAMILLA	10
85	BABETTE, ELAINE, PERSIA	12
84	ROVE	15
83	RUMSFELD	16
82		
81		
	---- <b>SECOND SPRINT FINISH LINE</b> ----	
80	BARBARELLA	3
79	CHENEY, BO DACIOUS	4
78	ASHCROFT	6
77	BERTHA, BOBBETTE	7

**:Black Bottomed Girls (Brendan Whyte) 5 points**

A	7	Black Pudding Bertha	5	5	3	7
B	7	Big bad Bobbette	5	3	7	
C	6	Bo Dacious Derek	3	6	4	
D	8	Barbarella Eden	3	4	3	

**Homegrown Evil (Mike Barno) 0 points**

A	4	Dick Cheney	3	3	4	
B	4	John Ashcroft	3	3	6	
C	10	Karl Rove	4	4	15	
D	6	Donald Rumsfeld	3	12	16	

**Thin Bottomed Girls (Tom Howell) 24 points**

Manager: Edith

A	3	Abigail	3	3	9	3
B	6	Babette	9	18	12	
C	5	Camilla	4	10	10	
D	3	Dagmar	3	3	3	

**The Four Kingdoms of Daniel Chapter Seven** (Eric Brosius) **8 points**

A	5	Babylon	7	11	16	<b>10</b>
B	3	Persia	5	7	<b>12</b>	
C	7	Greece	6	17	<b>7</b>	
D	10	Rome	10	20	<b>3</b>	

**The Front Men** (Jim Burgess) **15 points**

Manager: Ian Curtis

A	20	Jon Langford	3	3	3	<b>10</b>
B	18	Richard Barone	4	6	<b>3</b>	
C	3	Mark Cutler	5	13	<b>7</b>	
D	3	Tjinder Singh	4	4	<b>3</b>	

**The Team About Nothing** (Rick Desper) **26 points**

Manager: Frank Costanza

A	7	Jerry Seinfeld	3	4	13	<b>7</b>
B	3	Elaine Benes	3	3	<b>12</b>	
C	10	Cosmo Kramer	3	10	<b>3</b>	
D	10	George Costanza	3	3	<b>3</b>	

**Carrier Pigeon (2003E), Standard Diplomacy, Postal negotiations only**

**Map on Page 9**

An interesting turn indeed. Not much happening in the southeast as Austria and Russia bounce around and Turkey holds a hug-in, but things are more active elsewhere. England gains a plus as France turns and looks south, but the lazy Belgians forget to support Holland and the fleet is destroyed and the Russians sail into Nwy, so the joy is shortlived. Scandinavia should be interesting this fall!

Italy declines to call off the offensive and moves into Mar. The French slip a fleet behind the lines however and there's panic in Rome. The Mediterranean coasts should be fun to watch as well!

Country	Player	Address
Austria	Alexander Woo	2322 Shattuck Ave. #308 Berkeley, CA 94704
England	Robert Dowrey	76 Potter Avenue Orchard Park, NY 14127
France	Karl Schmit	1452 Seville Dr. #3 Green Bay, WI 54302-5559
Germany	Hank Alme	506 Paige Loop Los Alamos, NM 87544
Italy	John Power	18 Tilton Court Baltimore, MD 21236
Russia	Doug Kent	#30694-177, Federal Prison Camp Allenwood, PO Box 1000, Montgomery, PA 17752

Turkey	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA
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**Winter 1903**

**Retreats**

Austria: A GAL RETREATS OTB

Germany: F DEN RETREAT HEL

**Adjustments**

Country	Centers	Adjustments
Austria	TRI, BUD, VIE, SER, GRE, RUM	BUILD A TRI
England	LON, EDI, LVP, Nwy, BEL, HOL	EVEN
France	BRE, PAR, MAR, SPA, POR	EVEN
Germany	KIE, BER, MUN	DISBAND F HEL
Italy	ROM, VEN, NAP, TUN	EVEN
Russia	SEV, WAR, MOS, STP, SWE, DEN	BUILD F STP/NC
Turkey	CON, ANK, SMY, BUL	BUILD A CON

**Spring 1904**

COUNTRY	MOVES
Austria	<u>F GRE - BUL</u> , <u>A BOH - GAL</u> , A TRI - VIE., A SER S A RUM, <u>A RUM S F GRE - BUL</u> , A BUD S A RUM
England	<u>F HEL S R F DEN (NSU)</u> , F SKA H (UNORDERED), F NTH - <u>HEL</u> , <u>F HOL S F NTH - HEL</u> , A BEL H, F LON - NTH, A LIV - EDI
France	A BUR - GAS, A PIC - BUR, F IRI - MAO, F ENG S F IRI - MAO, F LYO - TUS
Germany	A KIE S A RUH - HOL, A RUH - HOL, A MUN S A BUR
Italy	F TYN - GOL, F WMS S F TYN - GOL, A PIE - MAR, A NAF HOLD
Russia	F STP - Nwy, F DEN - SWE, <u>A UKR - RUM</u> , F SEV S A UKR - RUM, <u>A GAL S A UKR - RUM</u> , A WAR S A GAL
Turkey	A CON S A BUL, F AEG S A BUL, F BLA S A BUL, A BUL H

**Summer 1904**

England: F HOL Annihilated.

**Press:**

England To France - On behalf of the Queen and myself, welcome to the new Supreme Ruler for Life in France!

Italy to All: My apologies to all for being rather uncommunicative for some time. Too many irons in the fire, as the saying goes, but I'll do better as I'm posting letters to everyone tomorrow.

Italy to France: Your predecessor reneged on an agreement by occupying GOL, and thus incurred my wrath. I won't rule anything out, but changing course now would be difficult.

**2001 A Gaming ΟΔΨΣΣΕΨ  
Orphaned from Deny Everything**

**HELD OVER -- Anyone heard from Mike?**

## Plutocrats (Outpost)

### TURN 9

- Bartertown buys a Titanium factory (Mwa) and hires some workers to man it (Or2, Or3)
- MMC opens the bidding on the Ecoplants and wins it at the bargain basement price of 30 (Mwa). He then uses his new improved working conditions to attract some new workers to man his Ore factories (Wa6, Or4).
- Diadem follows the same strategy as Bartertown (Mwa, Ti8, Or1, Or1).
- Plundercorp opens the bidding on the Laboratory and wins it for 80 (30Dis, Re13, Wa9, Wa9, Wa9, Wa4, Or3, Or2, Or1). He transfers workers from an Ore factory to man the new Research facility.
- HDBC opens the final auction of the round and, like all the others, it is uncontested as he purchases Robots for 50 (Ti13, Wa8, Wa8, Wa8, Wa7, Wa6)

	Company	Player	Factories	Upgrades	VPs
1	MMC	Eric Brosius	Or, Or, Wa, Wa, Wa, Wa, Wa	NO, DL, OL, EP	18
2	Plundercorp	Chris Hassler	Or, Or, Wa, Wa, Wa, Re	DL, DL, DL, WH, SC, LA	17
3	Bartertown	Andy York	Or, Or, Wa, Wa, Wa, Wa, Ti	HE, NO, WH, EP	17
4	Diadem	Michael Lowrey	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti	NO, HE	13
5	HBDC	Kevin Wilson	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti	WH, HE, RO	12

HDBC: Heavenly Bodies Development Corporation

MMC: Mud Mining Corporation

### Just arrived: Orbital Lab, Robots, Laboratory

Upgrade	Available	Remaining	Minimum Bid
Data Library	0	0	15
Heavy Equipment	0	0	30
Warehouse	1	0	25
Nodule	0	0	25
Scientists	0	2 / 3	40
Orbital Lab	1	1 / 2	50
Robots	2	0 / 1	50
Laboratory	1	1 / 2	80
Ecoplants	0	1 / 2	30
Outpost	0	3 / 4	100

### TURN 10

- MMC opens the bidding on the Orbital Lab and wins it after some heavy bidding for 77 (Mwa, Mi18, Mi17, Wa8, Or 4).
- Plundercorp opens the bidding on a Robots which Diadem wins for 51 (Mwa, Ti12, Ti9).
- Plundercorp now opens the bidding on the second Robots and wins them for 50 (Re11, Re9, Wa9, Wa7, Wa6, Or5, Or3)
- Bartertown buys two TiF factories (Mwa, Ti11, Ti10, Or5, Or4) and transfers population to man them.
- Diadem buys a population factor (Ti10) and mans one of his ore factories.
- HDBC buys two robots (Ti9, Wa7, Wa4) and puts a Water factory and an Ore factory back into production.

MMC, Diadem and HDBC take MegaWater cards.

	Company	Player	Factories	Upgrades	VPs
1	MMC	Eric Brosius	Or, Or, Wa, Wa, Wa, Wa, Wa	NO, DL, OL, OL, EP	21
2	Plundercorp	Chris Hassler	Or, Or, Wa, Wa, Wa, Re	DL, DL, DL, WH, SC, LA, RO	20
3	Bartertown	Andy York	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti	HE, NO, WH, EP	19
4	Diadem	Michael Lowrey	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti, Ti	NO, HE, RO	18
5	HBDC	Kevin Wilson	Or, Or, Wa, Wa, Wa, Wa, Ti, Ti	WH, HE, RO	14

HDBC: Heavenly Bodies Development Corporation

MMC: Mud Mining Corporation

### Just arrived: Scientist, Ecoplants, Ecoplants

Upgrade	Available	Remaining	Minimum Bid
Data Library	0	0	15
Heavy Equipment	0	0	30
Warehouse	1	0	25
Nodule	0	0	25
Scientists	1	1 / 2	40
Orbital Lab	0	1 / 2	50
Robots	0	0 / 1	50
Laboratory	1	1 / 2	80
Ecoplants	2	0	30
Outpost	0	3 / 4	100

## Boston Harbor (Industrial Waste) Turn 3.1

Set 1	Set 2	Set 3	Set 4	Set 5
Growth	Order	Waste Disposal	Waste Disposal	Waste Disposal
Innovation	Advisor	Order	Order	Raw Materials
Advisor	Growth	Innovation	Raw Materials	Bribery

- Karl takes set #2.
- Brad takes set #3 (#2 was his backup).
- Rich preferred 3, then 2 and settles for set #4
- Andy tries for 4 and then takes his number two choice of set #1. His remaining choices were 2 and 3.

Karl	Brad	Richard	Andy
Order	Waste Disposal	Waste Disposal	Growth
Advisor	Order	Order	Innovation
Growth	Innovation	Raw Materials	Advisor
Bribery	Raw Materials	Advisor	Hiring/Firing

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Build-ing) Ration al-ization	(Build-ing) Raw Mater-ials	(Build-ing) Waste Reduc-tion	Waste Dis-posal	Saved Card	V P S
Richard Weiss	3	\$14	\$0M	5	15	5	5/1	4/3	5/1	2	Advisor	27
Andy York	4	\$16M	\$0M	0	16	5	5/1	5/1	4/3	1	Hiring/Firing	29
Karl Schmit	1	\$5M	\$0M	10	14	4	4/3	5/1	5/1	5	Bribery	21
Brad Martin	2	\$9M	\$0M	2	14	5	5/1	3/6	5/1	0	Raw Materials	26

## Three Mile Island -- Turn 1.2

- 1.2.a) Eric pays \$5M to innovate his Waste Disposal.  
Richard plays Growth.  
Andy plays Growth.  
Harold puts his RM up for bid. Eric bids 5, Richard passes, Andy bids 6 and Harold lets them go.
- 1.2.b) Eric processes an Order, using 5 RM, generating \$14M and 4 waste  
Richard puts his RM up for bid. Andy starts it off with a 1 bid, Harold passes and Eric ups the ante to 4. That's cheap enough for Richard and he buys them from the bank for \$5M.  
Andy process an Order, using 5RM, generating \$15M and 5 waste.  
Harold plays Growth.
- 1.2.c) Eric plays Waste Disposal to reduce his waste down to 1.  
Richard holds his innovation card.  
Andy plays Waste Disposal to reduce his waste down to 2.  
Harold opts to save \$1M in end of turn fees at the cost of not having enough workers to produce and order and plays his Hiring/Firing card.
- 1.2.d) Eric pays \$5M in end of turn costs.  
Richard pays \$5M in end of turn costs.  
Andy pays \$5M in end of turn costs.  
Harold pays \$4M in end of turn costs.

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Build-ing) Ration al-ization	(Build-ing) Raw Mater-ials	(Build-ing) Waste Reduc-tion	Waste Dis-posal	Saved Card	V P S
Eric Brosius	4	\$19M	\$0M	0	14	5	5/1	5/1	4/3	1		28
Richard Weiss	1	\$5M	\$0M	10	15	5	5/1	5/1	5/1	0	Innovation	20
Andy York	2	\$19M	\$0M	5	15	5	5/1	5/1	5/1	2		27
Harold Reynolds	3	\$17M	\$0M	5	15	4	5/1	5/1	5/1	0		26

Set 1	Set 2	Set 3	Set 4	Set 5
Advisor	Hiring/Firing	Innovation	Growth	Waste Removal
Growth	Raw Materials	Hiring/Firing	Innovation	Innovation
Order	Advisor	Growth	Order	Raw Materials

### Discard Pile

The accident card was drawn, so all cards will be reshuffled before the next deal. There were no adverse affects from the accident.

## Railway Rival Games

For those who are interested, the maps can be seen on the web. They don't reproduce well here unfortunately as there is a lot of detail and it really needs color to differentiate the different rail lines. Towns in uppercase denote the first player to connect the town (6 point bonus).

### Bronzewing Queensland -- Round 0

[www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/bronzewing.htm](http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/bronzewing.htm)

Players (Brendan Whyte, Rip Gooch, Andrew Glynn, Brad Martin., Michael Pargman) please send in company names, color preferences and preferred starting positions. As soon as I have the info from everyone I will send it out by email and the game will proceed. As with all games, the hard and fast deadline is the next issue of Tinamou, but if I have final orders from everyone and have the time to do it, I will process turns early and move the game along. The start towns are: Brisbane, Maryborough, Bundaberg, Rockhampton, Mackay, Townsville, Cairns, Cooktown and Normanton. More than one player may start at each location.

### Perdix (1881CD) Chad -- Round 11

[www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/perdix.htm](http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/perdix.htm)

Not much there for Spiceblow in this round and while he's still got a good lead, the race is a lot tighter than most would have guessed. Last round of races coming up!

Player	Company	Builds	Score
Justus Jansen	SBB (Red)	None	131 + 73 = <b>204</b>
Hank Alme	UDR (Green)	None	166 + 31 = <b>199</b>
Mike Barno	SPICEBLOW (Purple)	None	271 + 4 = <b>275</b>
Eric Brosius	HANG (Blue)	None	162 + 51 = <b>213</b>
Conrad von Metzke	TRAIN (Orange)	None	141 + 37 = <b>178</b>

#### Races for round 11 (enter any 4 plus race 28)

28) Niger (X6) - Bongor (16)

**SBB:** (52) 20 [-7 TRAIN] = 13

**TRAIN:** 0 [+7 SBB] = 7

29) N'Djamena (12)- Ati (32)

**TRAIN:** (13) 20 [-1 SBB][+1 SBB] = 20

**SBB:** (16) 10 [-1 TRAIN][+1 TRAIN] = 10

30) Mao (15) - Aozou (61)

**IMPOSSIBLE**

31) Abeche (22) - Melfi (45)

**UDR:** (17) **20**  
**HANG:** (15) 10 [+1 SBB] = **11**  
**SBB:** (23) 0 [-1 HANG] = **-1**

32) Faya Largeau (25) –  
 Cental African Republic(X3)

**SBB:** (36) 20 [-2 SPICEBLOW][-1 HANG][+5 TRAIN][+6 SPICEBLOW] = **28**  
**TRAIN:** (38) 10 [-5 SBB][-1 SPICEBLOW] = **5**  
**HANG:** 0 [+1 SBB] = **1**  
**UDR:** (49) **0**  
**SPICEBLOW:** (44) 0 [-6 SBB] = **-6**

33) Kyabe (42) - Gouro (65)

**SBB:** (42) 20 [-2 SPICEBLOW][+1 HANG][+4 UDR] = **23**  
**HANG/TRAIN JR:** (41) 10 [-1 SBB] = HANG **4**, TRAIN **5**  
**UDR:** (53) 0 [-4 SBB] = **-4**

34) Doba (52) - Nigeria (X4)

**HANG:** (15) **20**  
**SPICEBLOW:** (14) **10**

35) Mongo (34) - Gore (53)

**HANG:** (17) **15**  
**UDR:** (17) **15**

Races for Round 12

- 36) Mao (15) – Am Timan (41)
- 37) N'Djamena (12) - Moundou (56)
- 38) Arada (23) – Ori (64)
- 39) Koro Toro (24) – Pala (55)
- 40) Bokoro (35) – Libya (X1)
- 41) Moussoro (36) – Zouar (63)
- 42) Maro (43) – Cameroon (X5)

### Perdu (1902TC) Transcontinental USA Round 8

[www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/perdu.htm](http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/rr/perdu.htm)

Rolls used for round 7: 5, 5, 3

Player	Seg 1	Seg 2	Seg3	Score
Rip Gooch TURN	(T5) --- S5	S5 --- R4	R4 ---- N2	24 -3 (races) = <b>21</b>
Brendan Whyte ARAB	(S44) --- P45 [1 - HUBRIS] [1 - SPIKE]	P45 - O46 - O47 - N47 [1 - HUBRIS][1 - SPIKE]	V35 ---- R33 [1-SPIKE]	282 -4 (builds) + 73 (races) = <b>351</b>
Mike Barno HUBRIS	(H11) --- H10.	(H10) - H9 - I9 [1 - COB]; (Lynn (R39)) – Franklin (S40). [1-COB]	(I9) --- I8; (Franklin) - Florence. [1- COB]	225 -1 (builds) + 18 (races) +12 (cities) = <b>254</b>
Eric Brosius SPIKE	(Y42) --- WALNUT, NC [Y43]	(Q36) --- T34	(T34) --- U34 - U33	371 +4 (builds) +51 (races) +6 (cities) = <b>432</b>
Conrad Von Metzke COB	(W30) - X29 - Y30 - Z29	(Franklin) - Lynn; (Franklin) - - S42 [1-SPIKE] [1-ARAB]	(U31) - --- BOONVILLE	184 +1 (builds) +41 (races) +6 (cities) = <b>232</b>

TURN is Transcontinental Urbanising Rail Network  
 HUBRIS is Have U Been Railroadng In Snow?

SPIKE is Special Purpose Industrial Kartage Enterprise

ARAB is American Railway Agglomeration of Baghdad  
 COB is Cambria or Bust

City No.	Hex	Name	Created
1-2	E95	Al Quodo d'Utopia	Start
3	B96	East Cambria	Start
4-5	Q49	Baltimore	Start
6	P50	Wilmington, DE	R0
7	S46	Winchester, VA	R0
8	T47	Richmond, VA	R0
9	Z47	Charlotte, NC	R0
10	J49	Oswego, NY	R0
11	V47*	Dinwiddie, VA	R1
12	H95	Gainesville, FL	R1
13	O45	Cleveland, OH	R1
14	V49	Portsmouth, VA	R1
15	E55	Bingham, ME	R2
16	H39	Mackinaw City, MI	R2
17	W43	Big Stone Gap, VA	R2
18	A96	Columbia, SC	R2
19	B55	Van Buren, ME	R3
20	K98	West Palm Beach, FL	R3
21	O51	Philadelphia, PA	R3
22	K53	Providence, RI	R3
23	W49	Franklin, VA	R3 race
24	S48	Bowling Green, VA	R3 race
25	W47	Alberta, VA	R3 race
26	T47	Richmond, VA	R3 race
27	L48	Warsaw, NY	R3 race
28	W50	Moyock, VA	R4
29	U39	Bradenburg, KY	R4
30	T47	Richmond, VA	R4
31	L38	Grand Haven, MI	R4
32	V48	Courtland, VA	R4 race
33	X40	Elk Valley, TN	R5
34	L51	Waterbury, CT	R5
35	R40	Springfield, OH	R5
36	H94	Palatka, FL	R5
37	D92	Columbus, GA	R6
38	X31	Whitehall, OH	R6
39	R42	Mountain Home, AR	R6
40	X42	Rogersville, TN	R6
41	R45	Salem, WV	R6 race
42	V44	Hillsville, VA	R7
43	S30	Boonville, MO	R7
44	R44	Albany, OH	R7
45	M49	Bath, NY	R7
46	S40	Franklin, OH	R7 race
47	T39	Florence, KY	R7 race
48	R39	Lynn, OH	R8
49	A80	Mena, AR	R8
50	U42	Ashland, KY	R8
51	Y43	Walnut, NC	R8
52	P50	Wilmington, DE	R8 race
53	A95	Saluda, NC	R8 race
54	W49	Franklin, VA	R8 race
55	A91	Rome, GA	R8 race
56	C83	Bastrop, LA	R9
57	M49	Bath, NY	R9
58	Y25	Chester, OK	R9
59	M32	Decorah, IA	R9

### Results for races from Round 9

34) 3 (East Cambria B96) - 19 (Van Buren, ME B55)  
 ARAB (27 +1M) 20 [-6 SPIKE][+2 SPIKE] = **16**  
 SPIKE (27 +1M) 10 [-3 HUBRIS][-2 ARAB][+6 SPIKE] = **11**  
 HUBRIS 0 [+3 SPIKE] = **3**

36) 11 (Dinwiddie VA V47) - 37 (Columbus, GA D92)  
 SPIKE (10) 20 [-1 TURN][-4 COB][+2 TURN] = **17**  
 ARAB (13) **10**  
 TURN (11 +1M) 0 [-2 SPIKE][-4 COB][+1 SPIKE] = **-5**  
 COB (12) 0 [+4 TURN][+4 SPIKE] = **8**

37) 22 (Providence RI K53) - 12 (Gainesville FL H95)  
 ARAB (24) 20 [+2 SPIKE] = **22**  
 SPIKE (24) 10 [-3 HUBRIS][-2 ARAB] = **5**  
 HUBRIS 0 [+3 SPIKE] = **3**

38) 9 (Charlotte NC Z47) - 30 (Richmond VA T47)  
 COB (6) 20 [-1 TURN][-1 ARAB] = **18**  
 ARAB (6) 10 [+1 COB] = **11**  
 TURN (7) 0 [-1 SPIKE][+1 COB][+2 SPIKE] = **2**  
 SPIKE (6) 0 [-2 TURN][+1 TURN] = **-1**

39) 47 (Florence KY T39) - 20 (West Palm Beach FL K98)  
 COB (20) 20 [-6 ARAB][+1 ARAB] = **15**  
 ARAB (26) 20 [-1 COB][+6 COB] = **15**

40) 44 (Albany OH R44) - 26 (Richmond VA T47)  
 SPIKE (5 +1M) 20 [-1 HUBRIS] = **19**  
 HUBRIS (4 +2M) 10 [-1 ARAB][+1 SPIKE][+2 ARAB] = **12**  
 ARAB (4 +2M) 0 [-2 HUBRIS][+1 HUBRIS] = **-1**

### Races for Round 10

41) 16 (Mackinaw City MI H39) - 6 (Wilmington DE P50)  
 42) 23 (Franklin VA W49) - 36 (Palatka FL H94)  
 43) 21 (Philadelphia PA O51) - 41 (Salem WV R45)  
 44) 19 (Van Buren ME B55) - 18 (Columbia SC A96)  
 45) 42 (Hillsville VA V44) - 44 (Albany OH R44)

### Rolls for Round 10:

**5, 3, 2**

### PRESS:

HUBRIS, STILL AWAITING RACES TO RUN: Only one race again, twenty-five percent rented (one out of the four hexes), and I'm only entering that one because the union insists on it. If we sit idle, all the equipment has to go through expensive recertification.

GM - HUBRIS: Par for the course again. Methinks you've really got to expand your line to some of those outlying cities





# SOPWITH: Snoopy, Turn 0

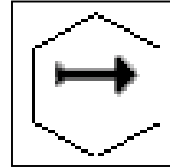
[www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/sopwith/snoopy.htm](http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/sopwith/snoopy.htm)

And we are off on Tinamou's inaugural game of Sopwith. There is still room for two more players, so if anyone wants to jump in let me know. For the first turn I need player names, original heading and orders for the three phases. The first two orders must be **Ahead** in order to take off, the third can be any normal order. Watch out for clouds! Rules on the web site.

Players:

Brendan Whyte Capt B  
 Robert Dowrey, Capt. C  
 Jim Tretick, Capt. D  
 Karl Schmit, Capt E  
 Phil Reynolds Capt F

Wind Dir:



<u>Pilot</u>	<u>Start</u>	<u>Facing</u>	<u>Ammo</u>	<u>Damage</u>	<u>Points</u>	<u>Phase1</u>	<u>Phase2</u>	<u>Phase3</u>
Capt. B	A10	Landed	16	12	0			
Capt. C	J19	Landed	16	12	0			
Capt. E	S10	Landed	16	12	0			
Capt. F	J1	Landed	16	12	0			

