TINAMOU 57

Throughout America's adventure in free government, our basic purposes have been to keep the peace; to foster progress in human achievement, and to enhance liberty, dignity and integrity among people and among nations. To strive for less would be unworthy of a free and religious people. Any failure traceable to arrogance, or our lack of comprehension or readiness to sacrifice would inflict upon us grievous hurt both at home and abroad.

Dwight D. Eisenhower, Farewell Address. For the complete text go to http://www.eisenhower.archives.gov/farewell.htm .

July, 2005

Welcome to Tinamou #57, produced by Dave Partridge, **15 Woodland Drive, Brookline NH, 03033** (email: rebhuhn of 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!

Deadline for all games: Mon, August 22

Fantasy Football: Yes, it's that time again! Once again I will offer two games, Weekly Winner Pick and Simple Fantasy Football. See below for rules.

Gunboat with press: Five 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, Harold Reynolds, Karl Schmit, Graham Wilson

Standard Diplomacy:
Game Opening: Standard Diplomacy
Signed up:

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 want may have been tried unsuccessfully.
Signed up: Doug Kent, Graham Wilson, Art Schleinkofer

Industrial Waste:
A new game for 3-4 players. Manager 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:

Railway Rivals: Anyone have a favorite map they want?

Brendan has volunteered his REVISED Victoria map.
Signed up: Brendan Whyte, Brad Martin, Richard Weiss, Andrew Glynn

Richard has suggested some possible maps:
1) Eric Brosius's adaption of David Watts' map of New York and PA (5 starting spaces);
2) Eric's Poland (Probably 4, all start in one place, may not be good for by mail unless first turn had no costs for building on the same spaces);
3) David's Iowa (there are ten starting points, no specified starting number that I see)
4) David's New York and Chicago (7 starting places, 2 can start per spot, no specific # of players); or,
5) David's Illinois (3-8 players).
Two maps from Dampfross – Ireland and Russia seem appealing as well.

If any of these are appealing to anyone let me know. I just need someone to send me a map.

Transcontinental USA: Eric Brosius's variant. Now that we've play tested it once we'll try again with a few modifications to reduce the east coast congestion a bit.
Signed up: Eric Brosius, Conrad von Metzke, Mike Barno, Brendan Whyte, Andrew Glynn, Richard Weiss (Will start when Perdu winds down.)

Outpost: Sign up for the next game to start when the current one finishes
GAME START: Dyson, Michael Lowrey, Karl Schmit, Cary Nichols, Eric Brosius, Andy York, Chris Hassler, Kevin Wilson

Snowball fighting: Current game is over. Anyone interested in another go? 4 signed up so far, **Need a few more.**

Golden Strider: It is to running what Breaking Away is to bike riding. See Tom's szine off-the-shelf at http://www. olympus.net/personal/thowell/o-t-s/index.html for some games in progress.
Signed up: Tom Howell, Dennis Menear

Sopwith: Snoopy just started. I'll start taking names now for the next game if anyone's interested.
Brendan Whyte

Catan: Settlers or Seafarers, player choice: Signed up: Brad Martin, Al Tabor, Andrew Glynn

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.

Fantasy Football

Weekly Winner Pick: Each week, each player submits a team name. If the team does not win that week, the player is eliminated. Players may use a team only once during the season. Last player remaining wins.

Simple Fantasy Football: Each player submits a list of the teams in an ordered list. Teams are then assigned to players as follows: If only one player has a team as the first choice, the player gets the team. If there are multiple players who choose a team, then if a single player has the lowest resolution score, that player gets the team. If there are multiple players with the same resolution score, then a die roll determines the result. All players start with a resolution score of 0. If a player wins a tie their score is increased by 1. If a player loses a tie, their score is reduced by 1. Players will have two or three teams depending on the number of players in the game. Each week, if the team wins a game, the player who owns the team gains one point. The season is broken into four quarters. Trades for any unclaimed team can be registered at any time during a quarter although they only take place when the new quarter starts. Thus a player who begins the game with the Bills and registers a trade of the Bills for the Jets on week 2 will continue to score the Bills until week 5, at which point the new quarter starts and the Jets begin to score for that player. As soon as the trade was registered in week 2, the Bills became available for other players to trade for. A team traded away during a quarter can not be acquired again during the same quarter. The winner is the player with the most points at the end of the season.

See http://www.diplom.org/DipPouch/Postal/Zines/TAP/Tinamou/nfl2004.htm for last years games.

Persephone, Standard Diplomacy: Fall 1901

Country	Player	Address
Austria	Graham Wilson	48 Harbourview Cresent Toronto, Ontario M8V 4B1
England	Karl Muller	3154 East Lydius Street Schenectady, NY 12303-5035
France	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA
Germany	John Power	18 Tilton Court Baltimore, MD 21236
Italy	Matt Sundstrom	1760 Robincrest Ln. S. Glenview, IL 60025
Russia	Cary Nichols	756532-938 South FM1673 Snyder, TX 79549-8812
Turkey	Hank Alme	506 Paige Loop Los Alamos, NM 87544

COUNTRY	MOVES
Austria	F ALB - **GRE**, A VIE - GAL, A **SER** S T A BUL – RUM
England	F **NTH** C YOR - BEL, F NWG – **NWY**, A YOR – **BEL**
France	F MAO - **POR**, A MAR - **SPA** , A BUR – **MAR**
Germany	F **DEN** – SWE, A KIE - **HOL**, A RUH – **MUN**
Italy	F TYS - **TUN**, A ROM -**TUS**, A **PIE** S F A SPA – MAR (NSU)
Russia	A **WAR** - GAL, A **UKR** - RUM, F **BLA** S UKR - RUM, F **GOB** – SWE
Turkey	A **ANK** H, A BUL - **RUM**, F **CON** – BLA

Winter 1901 Adjustments

Austria	TRI, BUD, VIE, **SER**, **GRE**	BUILD 2
England	LON, EDI, LVP, **BEL, NWY**	BUILD 2
France	BRE, PAR, MAR, **SPA, POR**	BUILD 2
Germany	BER, MUN, KIE, **HOL, DEN**	BUILD 2
Italy	VEN, NAP, ROM, **TUN**	BUILD 1
Russia	SEV, WAR, MOS, STP	EVEN
Turkey	CON, ANK, SMY**, RUM**	BUILD 1

Fall 1901 Moves

England lands on the continent. Italy attempts some trickery but the French switch his maps on him. Russia achieves the dubious distinction of having all his moves fail. Bulgaria and Sweden remain unaligned.

MAP ON PAGE 12

Carrier Pigeon (2003E), Standard Diplomacy, Fall 1906
Postal negotiations only

Due to a filing error, the Cloak of Invisibility was granted to Russian units last turn. This power has been returned to the Romulans and Russian units are now visible again. Apparently invisibility was not kind to the Russians! The E/F alliance marches onwards, gaining six centers and dominating over half of Europe. Austria bounces Turkey out of Smy, frustrating Russia's attempt to move into Ank. R and T continue to trade "why don't you write" complaints and Italy falls by the wayside.

Country	Player	Address
Austria	Cary Nichols	756532-938 South FM1673 Snyder, TX 79549-8812
England	Robert Dowrey	76 Potter Avenue Orchard Park, NY 14127
France	**Karl Schmit**	**1509 O'Keefe Rd *NEW * De Pere, WI 54115 *ADDRESS***
Germany	Hank Alme	506 Paige Loop Los Alamos, NM 87544
Italy	John Power	18 Tilton Court Baltimore, MD 21236
Russia	Doug Kent	Unit F #30694-177 Federal Correctional Institution McKean PO Box 8000 Bradford, PA 16701
Turkey	Fred Wiedemeyer	Box 92010, Meadowbrook R.P.O. Edmonton, AB T6T 1N1 CANADA

Summer 1906 Retreats

Italy: A Pie -> Ven
Russia: F Nwy – Stp/nc

Fall 1906 Moves

COUNTRY	MOVES
Austria	A TRI – **VIE**, A **SER** S A RUM, A ROM – NAP, A **BUD** S A TRI – VIE, A **RUM** S A SER, F **EMS** – SMY
England	A **RUH** S F A BUR- **MUN**, A KIE-**BER,** F **BAL** S A KIE-BER, F **SWE** H, F **NTH** H, A **NWY**-STP, F **NWS**-NWY
France	A BUR-**MUN**, F MAO-**NAF,** F WES-**TUN** F **NAP** S A ROM, A TYR-**VEN**, A **PIE** S A TYR-VEN
Germany	OUT
Italy	F **TYS** H, *A VEN H*
Russia	F **STP** – NWY, A **SIL** – MUN, A **BOH** – VIE, A **GAL** S A SEV – RUM, A **SEV** – RUM, A MOS – **UKR**, *F BER H*, F ARM – ANK
Turkey	A **ANK** – SMY, F BUL/EC – **BLK**, A GRE - **BUL** A **ALB** – **GRE**, F ION – **AEG**

Retreats
Russia: F Ber – Pru, OTB
Italy: A Ven – Tri, Apu, Tus, OTB

Winter 1906 Adjustments

Austria	TRI, BUD, VIE, SER, RUM, ROM	EVEN/DISBAND 1
England	LON, EDI, LVP, BEL, HOL, DEN, KIE, **BER, SWE, NWY**	BUILD 3
France	BRE, PAR, SPA, POR, MAR, NAP, **VEN, TUN, MUN**	BUILD 3
Germany		OUT
Italy	VEN, TUN	OUT/DISBAND 1
Russia	SEV, WAR, MOS, STP, SWE, NWY, MUN, BER	DISBAND 4
Turkey	CON, ANK, SMY, BUL, GRE	EVEN

Press:

turk-gm: can you really really make the russian units disappear off the map like that for good?

England to France - I hope I remembered to write. You Didn't.

England to Turkey - This may take a while. Tell these other guys to write once in a while!

England to Austria - Welcome to our little squabble. I have no morals or scruples and will gladly sell out to the highest bidder or best offer. How about you?

R -> E: I knew it was coming when I saw the last turn's results, but I had to chance it. Oh well. I won't hold it against you.

R -> T: I know mail goes both ways... I haven't had any from Canada in at least <five> months.

Ed note: The word <five> in Doug's letter was illegible to me, but I'm sure that if it's not five, it's a big number (<:

Map on page 12

Plutocrats (Outpost)

TURN 16

- MMC puts a Moon Base up for Auction and wins it for 200 (OM30, MWa30, MO60,   Mi20, Mi20, Mi18, Re14, Wa8).
- MMC buys a pop (Re12) and a new Research factory (Re15, Re15). He mans the Moon Base and transfers workers from a Water factory to the new Research factory.
- Bartertown opens the bidding on the Space Station which he wins for 122 (MTi44, MWa30, Ti12, Ti11, Ti11, Ti9, Or3, Or2.
- Bartertown buys a new Titanium factory (Mi15, Ti9, Ti8) and transfers population to man his new purchases.
- Plundercrop starts the auction for the Planetary Cruiser which Diadem wins for 167 (Ti9, Re11, Or4, Or5, Re9, Re11, Re12, Re15, Re16, MWa30, MTi44).
- Plundercorp now buys two New Chemical factories (NC22, NC22, RO45, Re12, Re12, Wa7), a population factor (Wa6, Wa4) and two robots (Re16, Or4), manning his new factories and an idle Ore factory.
- Diadem buys a pop factor for his new Planetary Cruiser. (Re15).
- HBDC buys 3 Titanium factories (R035, Ti12, Wa8, Wa5) and 3 robots (Ti10, Ti10, Ti10) to man them

MMC and Diadem take MegaWater cards. Bartertown and Diadem take MegaTitanium cards.

	Company	Player	Factories	Upgrades	VPs
1	MMC	Eric Brosius	Or, Or, Wa, **Wa, Wa, Wa, Wa, Re, Re, Re, Re**	NO, DL, OL, OL, OL, EP, LA, **SS, MB, MB**	83
2	Bartertown	Andy York	Or, Or, Wa, **Wa, Wa, Wa, Ti, Ti, Ti, Ti, Ti, Ti, Ti, Ti, Ti**	HE, NO, WH, EP, EP, OL, OU, OU, **SS, SS**	60
3	Plundercorp	Chris Hassler	**Or**, *Or,* **Wa, Wa, Wa, Re,** *NC, NC, NC, NC*	DL, DL, DL, WH, SC, SC, SC, LA, RO, **PC**	52
4	Diadem	Michael Lowrey	**Or, Or**, **Wa, Wa, Wa, Wa, Ti, Ti,** *Ti, Ti, Re, Re, Re, Re, Re, Re*	NO, HE, RO, EP, WH, LA, **PC**	50
5	HBDC	Kevin Wilson	Or, Or, **Wa,** *Wa, Wa,* **Wa, Ti, Ti, Ti, Ti, Ti, Ti,** *Ti, Ti, Ti*	WH, HE, RO, OU, *PC*	47

HDBC: Heavenly Bodies Development Corporation   MMC: Mud Mining Corporation

Congratulations to Eric on a strong win!

Dyson (Outpost)

TURN 1

	Company	Player	Factories	Upgrades	VPs
1		Michael Lowrey	**Or, Or, Wa**		3
2		Karl Schmit	**Or, Or, Wa**		3
3		Cary Nichols	**Or, Or, Wa**		3
4		Eric Brosius	**Or, Or, Wa**		3
5		Andy York	**Or, Or, Wa**		3
6		Chris Hassler	**Or, Or, Wa**		3
7		Kevin Wilson	**Or, Or, Wa**		3

Just arrived: Planetary Cruiser

Upgrade	Available	Remaining	Minimum Bid
Data Library	3	2/3	15
Heavy Equipment	1	4/5	30
Warehouse	1	4/5	25
Nodule	2	3/5	25

There will be at least 5 of each upgrade. The first two upgrades to receive another roll will have 6. The #/# in the **Remaining** column therefore reflects the min/max number of that upgrade remaining.

Breaking Away: Keep Pedalin' Orville

And we are off! Remember that for the **first turn only** if there are five or more riders on a square, then the square before that one is treated as if it were empty (so riders on the overcrowded square replenish with a 3, riders on the next square count only the overcrowded square's riders, etc.)

Big East Basketball Coaches (Jim Burgess) 0 **points**
Team Manager: Louie Carnesecca

A		Rick Pitino	1	5	9	15
B		Tim Welsh	4	8	13	
C		Jim Calhoun	3	7	10	
D		Jim Boeheim	2	6	8	

:

Anti-Nihilists (Karl Schmit) 0 **points**
Team Captain: The Big Lebowski

A		Walter Sobchak	2	6	8	14
B		Donny	3	7	15	
C		The Dude	1	8	11	
D		Brandt	1	5	10	

Mutton, Lettuce and Tomato (Rick Desper) 0 **points**
Team Coach: Miracle Max

A		Westley, aka The Man in Black, aka the Dread Pirate Roberts	2	6	9	13
B		Inigo Montoya, aka the Spaniard	3	7	15	
C		Fezzik, aka the Giant, aka the Brute Squad	4	5	11	
D		Buttercup, aka the Princess Bride	1	7	8	

The Phoenician Alphabeticists (Brendan Whyte) **0 points**

A	Abel	2	6	10	12
B	Baker	3	8	14	
C	Charlie	4	7	9	
D	Dickhead	5	5	6	

Front Bumpers (Mike Barno) **0 points**

A	Dale Earnhardt	1	4	11	14
B	Jimmy Spencer	3	8	14	
C	Geoff Bodine	2	4	14	
D	Tony Stewart	1	1	14	

Wandering Otter Orbiting League (Tom Howell) **0 points**

A	Brick	1	5	9	15
B	Lumber	4	8	13	
C	Wheat	3	7	10	
D	Ore	2	6	8	

Press:

MIKE to JIM and DAVE: I'm looking forward to this game. Particularly eagerly do I anticipate less obnoxiously gloatful gonna-win press from JB's team, and the resulting reduction in smack-loudmouth-loser-upside-the-head press from MB's team.

Boston Harbor (Industrial Waste) Turn 6.1

- Andy willl take Set 2, no Set 3, on second thought Set 2, then again why not Set 3.......
- Karl takes set 4. His backup was 3 (or was that 2?).
- Brad would have liked 4, but he'll settle for 2. Surprise, surprise, Set 3 was his next choice.
- Richard practices his counting, 2, no, 3, no, 4, no so it must be 5!

Set 1	Set 2 (Brad)	Set 3 (Andy)	Set 4 (Karl)	Set 5 (Richard)
Raw Materials	Innovation	Innovation	Growth	Innovation
Innovation	Order	Order	Advisor	Hiring/Firing
Waste Disposal	Raw Materials	Raw Materials	Raw Materials	Waste Disposal

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Building) Rationalization	(Building) Raw Materials	(Building) Waste Reduction	Waste Disposal	Saved Card	VPS
Richard Weiss	4	$6M	$0M	4	17	5	5/1	1/15	5/1	7	Hiring/Firing	37
Andy York	1	$15M	$10M	0	19	4	4/3	5/1	3/6	3	Waste Disposal	26
Karl Schmit	2	$5M	$10M	5	16	3	3/6	5/1	5/1	7	Raw Materials	16
Brad Martin	3	$24M	$0M	1	16	5	5/1	2/10	5/1	12	Bribery	40

Discard Pile

Order	Order	Raw Materials	Growth	Growth
Growth	Growth	Innovation	Waste Disposal	Advisor
Hiring/Firing	Waste Removal	Waste Removal	Waste Removal	

W. R. Grace (Industrial Waste) Turn 1.2

When submitting bid orders, take some time to think about possible scenarios. You may want to set a minimum bid as well as a maximum. How much will you raise by? Consider that there might be more than one set of RM up for bid, and that they may have differing values. There were no ambiguous cases in the orders I received as it turned out, but a number of orders did not cover a number of possible cases.

Set 1 (discarded)	Set 2 (Brad-GBMC)	Set 3 (Dennis- PP)	Set 4 (Jim - SS)	Set 5 (Graham)
Bribery	Waste Disposal	Order	Waste Disposal	Order
Hiring/Firing	Raw Materials	Growth	Raw Materials	Growth
Waste Removal	Waste Removal	Innovation	Innovation	Raw Material

1.2a)
- Phrank's Pharmaceuticals plays Growth to move to 15.
- Graham plays Growth to move to 15
- The Sanctum of Sludge offers 5 Raw Materials for sale. Great Big Mega-Corp does not bid. Phrank's bids $5M. Graham ups the offer to $7M. Jim accepts Graham's offer.
- Great Bid Mega-Corp offers 5 Raw Materials for Sale. Phrank's bids $5M. Graham passes. The Sanctum of Sludge passes and Great Big Mega-Corp decides to buy them itself for $6M.

1.2b)
- Phrank's Pharmaceuticals plays Innovation and spends $5M to reduce his Raw Materials usage to 4/3.
- Graham processes an Order, using 5 RM, generating $15M and 5 waste.
- The Sanctum of Sludge plays Innovation and spends $5M to reduce is Rationalization costs to 4/3.
- Great Big Mega-Corp plays Waste Removal, bumping everyone else's waste by 1.

1.2c)
- Phrank's Pharmaceuticals processes an Order, using 4 RM, generating $15M and 5 waste.
- Graham decides to save his Raw Materials.
- The Sanctum of Sludge holds his Waste Disposal.
- Great Bid Mega-Corp holds his Waste Disposal.

1.2.d)
- Phrank's pays $5M in end of turn costs.
- Graham pays $5M in end of turn costs.
- The Sanctum of Sludge pays $5M in end of turn costs.
- Great Big Mega-Corp pays $5M in end of turn costs.

Player	Play Order	Money	Loans	Raw Mater-ial Supply	Gro wth	Co-Work ers	(Build -ing) Ration al-ization	(Build-ing) Raw Mater-ials	(Build -ing) Waste Reduc -tion	Waste Dis-posal	Saved Card	V P S
Dennis Menear	4	$20M	$0M	1	15	5	5/1	4/3	5/1	6		30
Graham Wilson	1	$18M	$0M	5	15	5	5/1	5/1	5/1	6	Raw Materials	27
Jim Tretick	2	$12M	$0M	5	14	5	4/3	5/1	5/1	1	Waste Disposal	25
Brad Martin	3	$4M	$0M	10	14	5	5/1	5/1	5/1	0	Waste Disposal	19

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

Three Mile Island (Industrial Waste) -- Turn 4.2

Set 1 (discarded)	Set 2 (Andy)	Set 3 (Eric)	Set 4 (Richard)	Set 5 (Harold)
Bribery	Growth	Order	Waste Disposal	Waste Removal
Order	Raw Materials	Growth	Raw Materials	Growth
Growth	Waste Removal	Innovation	Hiring/Firing	Advisor

4.2a)
- Harold plays Waste Removal, sharing the filth.
- Eric plays Growth to move to 15
- Richard plays Waste Disposal to reduce his waste to 9.
- Andy plays Growth to move to 17.

4.2.b)
- Harold plays Growth and Advisor to move to 19.
- Eric plays Innovation spending $5M to improve his Waste Reduction to 3/6.
- Richard auctions of a set of 2 Raw Materials.   Andy bids $1, Harold declines to bid and, Eric bids $2M and Richard accepts.
- Andy plays Waste Removal, giving Harold back his filth and sharing a little with the rest.

4.2.c)
- Harold passes.
- Eric plays Innovation spending $5M to improve his Waste Reduction to 2/10.
- Richard opts to hold his Hiring/Firing card
- Andy auctions off a set of 4 Raw Materials. Harold doesn't bid. Eric bids $3, Richard passes, and Andy buys them for $4M.

4.2.d)
- Harold passes.
- Eric staves off the creditors by processing an Order. He uses 3 RM to generate $15M and 2 waste.
- Richard holds his Hiring/Firing.
- Andy holds his Raw Materials.

4.2.e)
- Harold pays $3M in end of turn costs.
- Eric pays $5M in end of turn costs.
- Richard pays $5M in end of turn costs.
- Andy pays $5M in end of turn costs.

Player	Play Order	Money	Loans	Raw Material Supply	Growth	Co-Workers	(Build-ing) Rational-ization	(Build-ing) Raw Materials	(Build-ing) Waste Reduc-tion	Waste Dis-posal	Saved Card	VPS
Eric Brosius	1	$11M	$0M	3	15	5	5/1	3/6	2/10	8		37
Richard Weiss	2	$13M	$0M	4	16	5	5/1	2/10	5/1	10	Hiring/Firing	34
Andy York	3	$18M	$0M	6	18	5	5/1	4/3	5/1	8	Raw Materials	32
Harold Reynolds	4	$17M	$0M	0	19	3	3/6	5/1	5/1	6		35

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

SOPWITH: Snoopy, Turn 6

- Captain Chaos jigs and jinks around as he looks for empty sky.
- Captain Ralph races towards the dogfight, spraying some rounds out in front just for luck even though everyone is out of range.
- Bart Bandy makes a nice turn which puts the Uber-Zpt in his range, but he fires forward instead of to the right. Perhaps he was distracted by the bullets slamming into his tail from Lt. Lucy. Apparently still rattled he pumps more shots into the air.
- Uber Zpt Saxe let's BB slide through his sights then strafes Lt. Lucy's right wing.
- Lt Lucy shreds BB's tail, but misses a chance to hit him again from pointblank range as he slides off to her right. Then she gets her own rude surprise from a little farther to the right as the Uber Zpt. opens up.

PRESS
Captain Chaos: I'm using my remaining bullets to plug the holes in the fuselage. I think I can keep her level.

	Player	Pilot	Start	Facing	Ammo	Damage	Points	P1	P2	P3
A	Brad Martin	Captain Ralph	D5	E	14	12	1	A (E6)	A (F7)	A (G8)-FA
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta.	L14	SE	9	12	8	LS (M15)	LS (N16)	0 (N16)-**FA**
C	Robert Dowrey	Bartholomew Bandy	R16	SW	10	9	3	RT (Q15)-FA	RS (P15)-FA	RS (O15)-FL
D	Jim Tretick	Captain Chaos	M9	SW	13	1	3	RT (L8)	A (K7)	LT (K6)
E	Karl Schmit	Lt. Lucy	P17	SW	7	12	0	LS (Q17)-**FA**	A (Q16)	0, (Q16)-FAR

	Player	Pilot	End	Facing	Ammo	Damage	Points
A	Brad Martin	Captain Ralph	G8	E	14	12	1
B	Brendan Whyte	Uber-Zpt. Totenhosen von Saxe-Iceburg-Melta.	N16	SE	8	12	10
C	Robert Dowrey	Bartholomew Bandy	O15	W	7	6	3
D	Jim Tretick	Captain Chaos	K6	SW	13	1	3
E	Karl Schmit	Lt. Lucy	Q16	SW	4	10	3

Snoopy Turn 5
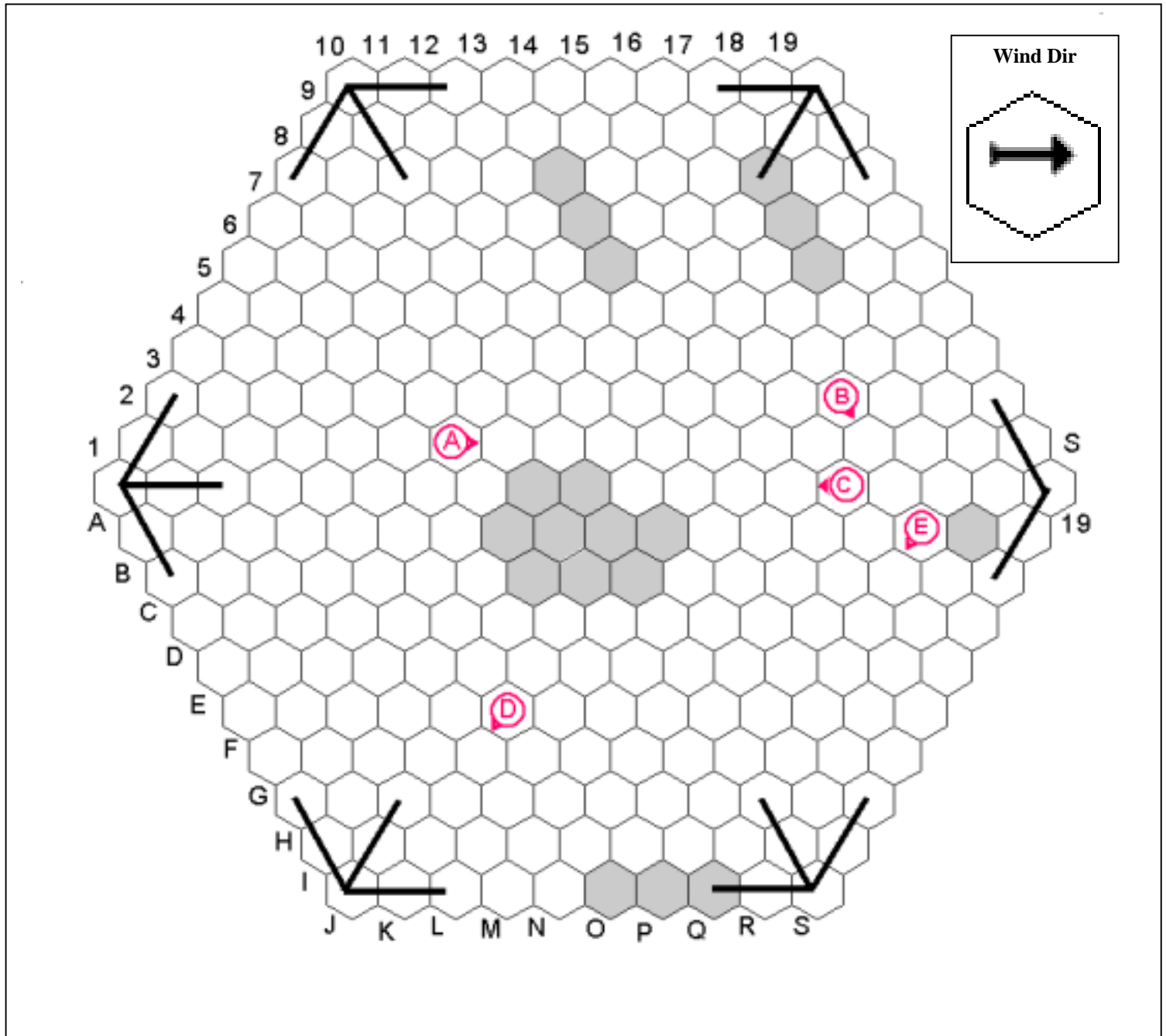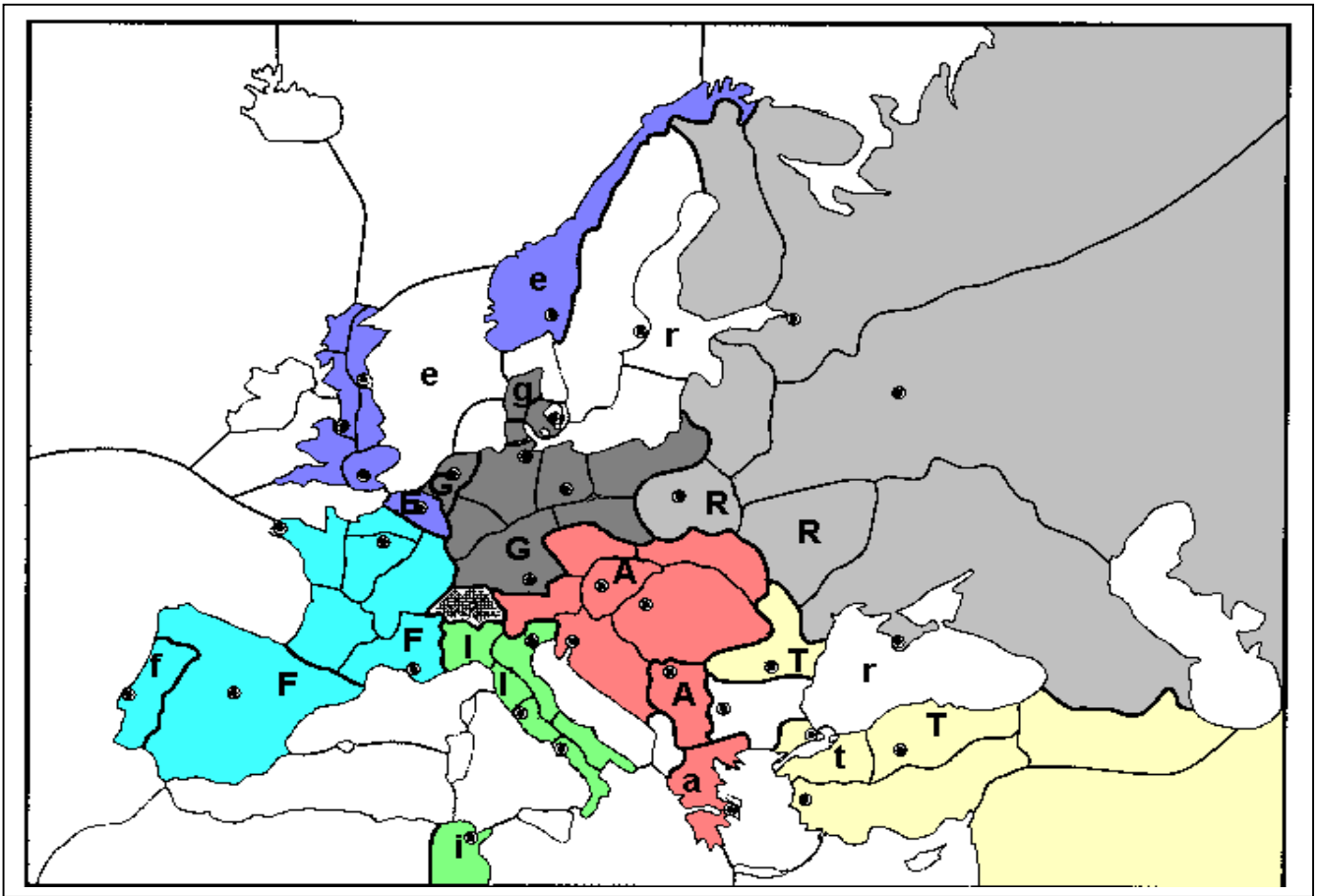
Persephone: Fall 1901 ↑ ↓ **Carrier Pigeon: Fall 1906**
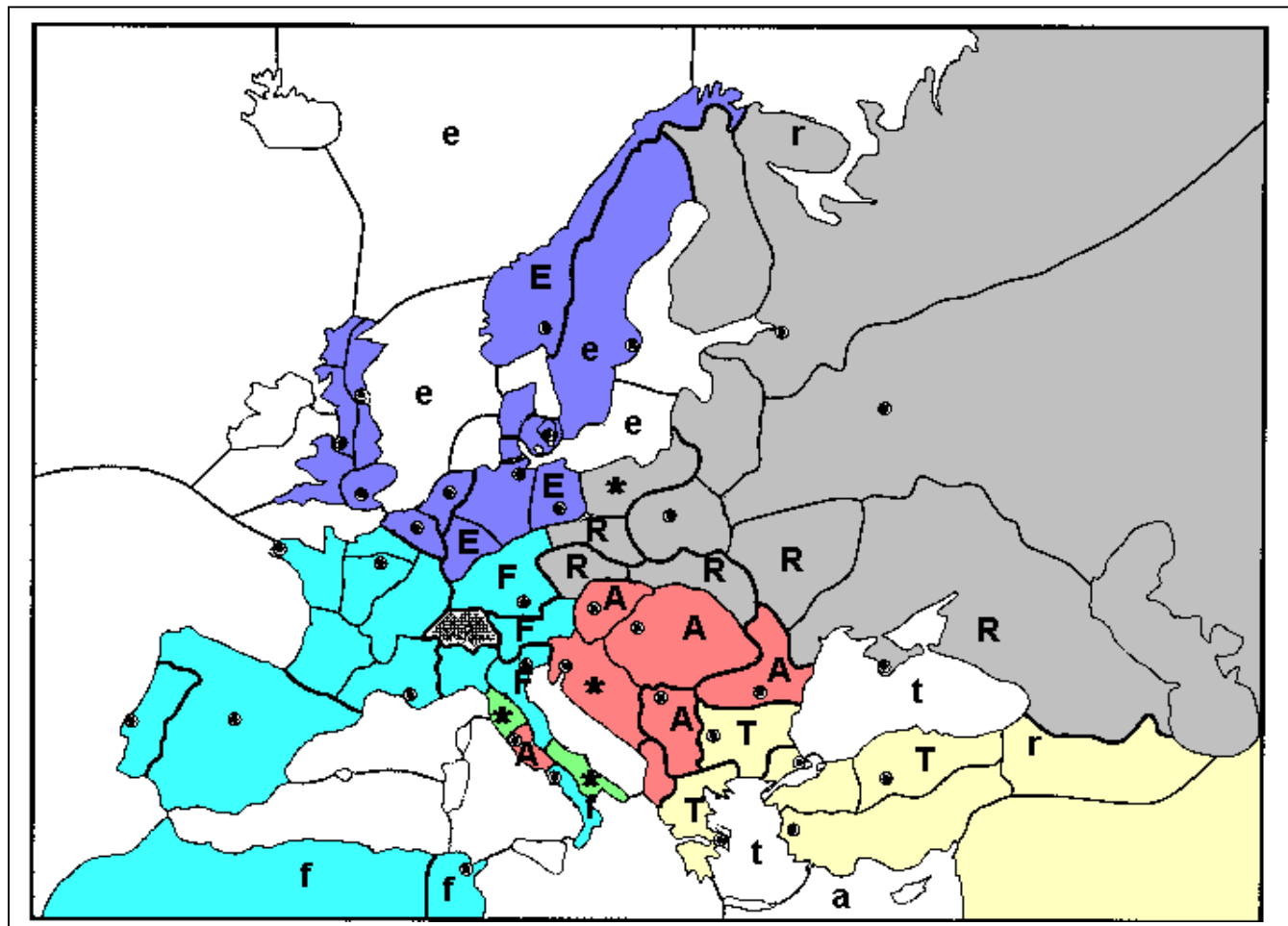
Perdu (1902TC) Transcontinental USA

The rich get richer…

Round 14 builds

Player	Seg 1 (6)	Seg 2 (6)	Seg3 (3)	Score
Rip Gooch TURN	(Q42) - - - - - - K39 [2-SPIKE]	(K39) – J38 - - Mackinaw City - G39 - - G37	(G37) - - I36 - I35	100 –1(builds) +12(races) +3 * = **114**
Brendan Whyte ARAB	E79 - - -H80 - BEAUMONT; Hatton - - Jamestown	Waco - - - - - Z24 – Chester [5-HUBRIS]	L31 - - J32 [1-SPIKE] ; B82 - Hot Springs.	514 +6(cities) –5(builds) +31(races) = **546**
Mike Barno HUBRIS	(R29) - Boonville; (Z27) - A77 - B76- C76 - D76 – Waco [1-SPIKE]	(L3) --- M3 --- N2 [1-TURN]	(Jay) --- Mena	410 +5(builds) +40(races) +6* = **461**
Eric Brosius SPIKE	(U33) - - U31 – Carthage [1-COB]; (Rome) - - - A88 [3-COB]	(A88) - - - --- A84	(A84) - - Hot Springs; (A84) - B83 [1-ARAB]	658 +6(new city) +75(races) = **739**
Conrad Von Metzke COB	(W26) - - - - - W21 [1-SPIKE]; (P34) - O34	(O34) - - M33 [1-HUBRIS]; (N33) – Madison	(L17) - K17 - I18 [1-HUBRIS]	281 +6(new city) +3* +1(builds) +6(races) = **297**

TURN is Transcontinental Urbanising Rail Network   ARAB is American Railway Agglomeration of Baghdad
HUBRIS is Have U Been Railroading In Snow?   SPIKE is Special Purpose Industrial Kartage Enterprise   COB is Cambria or Bust

*The additional points are for cities that were created on existing track last turn which I forgot to credit.

Rolls for Round 15: 5, 3, 5

Results for races from Round 13

61) 42 (Hillsville, VA[V44]) - 69 (Waco, TX [E77])
 ARAB (25+1mtn) **20**
 SPIKE (32+1mtn) 10 [-2 TURN] = **8**
 TURN 0 [+2 SPIKE] = **2**
  SPIKE creates a new city at B78

62) 73 (Hawthorn, CA [N1]) – 15 (Bingham, ME [E55])
 SPIKE/TURN JR 20   SPIKE: **10** TURN: **10**
 ARAB/TURN JR: -- TURN Declined JR

63) 61 (Philadelphia, PA [051]) – 55 (Rome, GA [A91])
 SPIKE (17) 20 [-3 HUBRIS] = **17**
 COB (23+1mtn) 10 [-1 HUBRIS][-2ARAB][+3 ARAB] = **10**
 ARAB (23+3mtn) 0 [-3 COB][+2 COB] = **-1**
 HUBRIS 0 [+3 SPIKE] [+1 COB] = **4**

64) 29 (Brandenburg, KY [U39]) – 62 (Danville, VA [W46])
 SPIKE (10+3mtn) 20 [-3 COB][-3 TURN] = **14**

 ARAB (13+3mtn) 10 [-1 HUBRIS][-2 TURN] = **7**
 COB (18) 0 [-1 HUBRIS][+1 HUBRIS][+3 SPIKE] = **3**
 HUBRIS (15+2mtn) 0 [-1 COB][+1 ARAB][+1 COB] = **1**
 TURN 0 [+3 SPIKE] = **3**
  COB creates a city at B91, HUBRIS creates a city at S40

65) 6 (Wilmington, DE [P50]) – 67 (Oswego, NY [J49])
 SPIKE (7+1mtn) 20 [-3 HUBRIS][-3 ARAB] = **14**
 ARAB (7+1mtn) 10 [-4 HUBRIS] = **6**
 COB (9+1mtn) 0 [-6 HUBRIS][-1 ARAB] = **-7**
 HUBRIS (14+1mtn) 0 [+3SPIKE][+6COB][+4ARAB] = **13**

66) 68 (Pohatan, VA [V46]) - 59 (Decorah, IA [M42])
 HUBRIS (19+2mtn) 20 [+1 SPIKE][+1 ARAB] = **22**
 SPIKE (21+1mtn) 10 [-2 HUBRIS] = **12**
 ARAB (32+3mtn) 0 [-1 HUBRIS] = **-1**
  ARAB creates cities at U41, W40

Races for round 14
67) 66 (Pohatan VA [V46])   - 18 (Columbia SC [A96])
68) 30 (Richmond VA [T47])   - 63 (Mars Hill, ME [C56])
69) 70 (Hatton ND [G28])   - 37 (Columbus, GA [D92])
70) 32 (Courtland VA [V48])   - 78 (Arabia, NE [M23])
71) 33 (Elk Valley TN [X40])   - 81 (Beaumont, TX [H81])

City No.	Hex	Name	Created
1-2	E95	Al Quodo d'Utopia	Start
3	B96	East Cambria	Start
4-5	Q49	Baltimore. MD	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	Brandenburg, 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	H96	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

City No.	Hex	Name	Created
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
60	Z38	Smyrna, TN	R9 race
61	O51	Philadelphia, PA	R10
62	W46	Danville, VA	R10
63	C56	Mars Hill, ME	R10
64	I33	Red Cliff, WI	R10
65	V46	Pohatan, VA	R11 race
66	V46	Pohatan, VA	R11 race
67	J49	Oswego, NY	R11 race
68	V46	Pohatan, VA	R11 race
69	E77	Waco, TX	R11
70	G28	Hatton, ND	R11
71	G18	Wolf Point, MT	R11
72	F28	Minto, ND	R11
73	N1	Hawthorn, CA	TURN build
74	M34	Madison, WI	R11 race
75	V46	Pohatan, VA	R12 race
76	W20	Andrix, CO	R12
77	A82	Hot Springs, AK	R12
78	M23	Arabia, NE	R12
79	Z29	Jay, OK	R12
80	I3	Redwood N.P.	HUBRIS build
81	H81	Beaumont, TX	R13
82	V30	Carthage, MO	R13
83	I27	Jamestown, ND	R13
84	X25	Cherokee, OK	R13
85	B78	Broken Bow, OK	R13 race
86	B91	Cedartown, GA	R13 race
87	S40	Franklin, OH	R13 race
88	U41	Eby, KY	R13 race
89	W40	Strunk, KY	R13 race
90	N38	South Haven, MI	R14
91	K48	Albion, NY	R14
92	Z17	Socorro, NM	R14
93	G15	Big Sandy, MT	R14

Perdu Round 14

Map legend:

ARAB	-- Brendan Whyte
TURN	-- Rip Gooch
COB	-- Conrad von Metzke
SPIKE	-- Eric Brosius
HUBRIS	-- Mike Barno

Water	
Deep Water	
Swamp	
Hill	

Bronzewing (RR1989QL) Queensland   Turn 4

Player	Email	Company	Start	Colour
Rip Gooch	Rippingpubs of yahoo.ca	TURN (Terminally Undernourished Rail Network)	Normanton	Green
Michael Pargman	michael.pargman of tele2.se	QoQC (Queen of Queensland Company)	Townsville	Red
Brad Martin	Westfront of westnet.com.au	JOH (Just on Holidays)	Maryborough	Brown
Brendan Whyte	Bwhyte of unimelb.edu.au	TIK (The Iron Kangaroo)	Rockhampton	Black
Andrew Glynn	Andrew6261 of shaw.ca	TSR (Trans State Rail)	Mackay	Blue

Player	Seg 1 (4)	Seg 2 (5)	Seg 3 (5)	Score
Rip Gooch TURN	(C72) - - - - G74	(G74) - - - - - L76 [1-JOH]	(L76) - - - O78 - - Q77	26 –1(builds) = **25**
Michael Pargman QoQC	(G83)-G84-H84-H85; G84-F83	(F83)-**BILOELA**; (C80)-C81-B83-B84-Rockhampton [1-TSR]	(H85)-I86- -I88; (O85)- - Q86 [1-TIK]	61 +3(towns) +12(builds) = **76**
Brad Martin JOH	(N90) - **BRISBANE** - Ipswich - P90 - Q90	(Q90) – **GOLD COAST**; (K85) - I84 - H84 - G84 [4-QoQC]	(G84) - F83 - Biloela; (Charleville) – K70 [2-QoQC]	79 +12(cities) – 6(builds) = **85**
Brendan Whyte TIK	(S24) - - - - S20	(V28) - V27 – Moranbah; (S20) - S19; Collinsville - -Bowen [3-TSR]	(S19) – Hughenden; (A83) - B82-C82-D82-Moura [4-QoQC]	3 +4(builds) = **7**
Andrew Glynn TSR	(Z32) - - - - B83 [5-TIK]	(B83) - B84 - - - E86 - F85 [6-TIK]	(F85) - G85 - H85 - I86 - J86 - K87 [4-QoQC]	49 – 15(builds) = **34**

Rolls for turn 5: 3, 4, 4
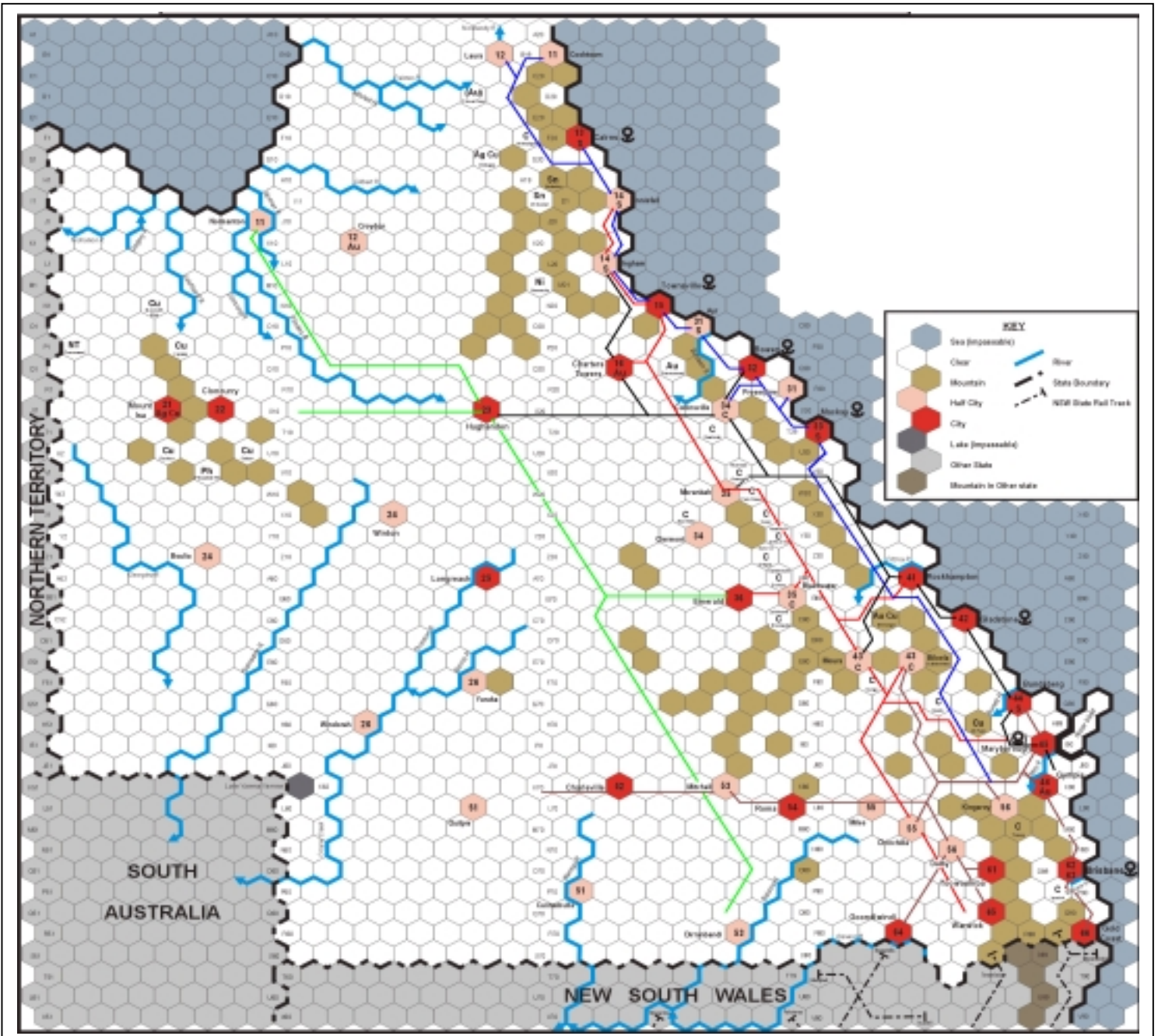
Kypinka (RR1993UA) Ukraine – Round 5

Player	Seg 1 (4)	Seg 2 (2)	Seg3 (5)	Score
Conrad von Metzke OBAMA	(A69) - **HORLIVKA** - A71 - **TOREZ**; (A71) – A72	(A72) - - A74	(Kremenchuk) ----- B63 [1-TSR]	74 +12(cities) + 13(builds) = **99**
Mike Barno UKR	(city 66) - A67 - B67 - B68 - A69 [11-OBAMA]	(A69) - Horlivka - N30 [1-OBAMA]	(N30) - Donetsk; (N30) - Torez - A72 [1-OBAMA]	33 –6(builds)* = **27**
Brad Martin RUS	(L28) - - - Borlivka; (M29) – Bonetsk [1-OBAMA]	(Donetsk) - B31 – Borez	(Horlivka) --- B70 - **LUBANSK**	65 –1(builds) + 6(cities) = **70**
Brendan Whyte C&O	C44 - - C42(Slovakia), A51- - Kamyanets-podunk	Kurvy rih - -L21	Kiev --- G57 - H57, E45-Lvov	**53**
Andrew Glynn TSR	(K22) - - Nilolayiv - K19 - J18 [3-UKR]	(J18) – J17; (M59) - N58 [1-UKR]	(Dnipro D) ----- Dnipro P	37 –4(builds) = **33**

*UKR hit the max payment limit of 10 to another player. OBAMA still receives 13 from UKR.

Rolls for round 6: 2, 3, 6