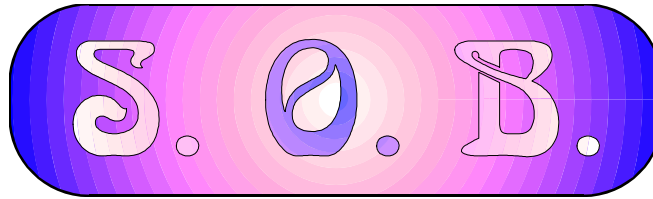


Number 135

April/May, 2007



### Notes from Hades

The latest trip was Dublin, Ireland. Celeste and I had been to Dublin once before, back in 1998, and frankly, we found the city to be a bit depressing. We did get into the countryside, which we found to be much better, however. Maybe it was the fact that we were in Dublin on a Sunday, but it just seemed pretty lifeless. Not so today. Ireland's economy has been booming over the last few years, and it shows. The city seemed much more vibrant, and the residents tended toward the young. Our conference was held in the Guinness Storehouse, which had been remodeled since Celeste and I were there in 1998. They had decent conference facilities, and the bar on the seventh floor of the facility has a 360 degree view of the city, with all of the construction cranes dotting the skyline. Overall, it was a very enjoyable trip.

The next deadline is **Tuesday, May 22 at 5:00 p.m. Pacific Time. Please do not call or fax orders after 10:00 p.m. Pacific time.** My wife and I tend to retire early. Also, if you want to fax in orders, call first. We hang up on unannounced faxes.

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### Game Openings

**Dog Park.** Machiavelli. Rules determined by player vote as usual. Have Kevin Wilson, Dave Partridge, Bob Robles, Pasquale Giovine, Mike Scott, Dale Horsely, Jerry Roalstad, and Lynn Mercer. This game is full.

**Bulldog.** Seafarers of Catan. We will be playing the Oceans scenario. Have Mike Scott, Dave Partridge, Michael Longdin, Andy York, and Dave Hooton, need up to 1 more.

**Greyhound.** Age of Renaissance. This game will start when Dog Chow finishes and will use the European rules and alternate map. Have Michael Longdin, Bob Robles, Dave Partridge, Dennis Cain, and Steve Koehler, will take 1 more.

**Malamute.** New World. Have Dennis Cain, Andy Lewis, Andy York, and Dave Partridge, will take up to 2 more.

**Cats and Dogs.** History of the World. Have Andy Lewis, Kevin Wilson, Dave Partridge, Dave Anderson, and Paul Bolduc, will take up to 2 more.

### Wish List

**Dune.** We will use the optional Lansraad, Ixians, and Bene Tleilaxu powers. Have Kevin Wilson, Bob Robles, and Paul Bolduc, will take up to 3 more (4 if one player plays the Bene Tleilaxu).

**Gunslinger.** Scenario to be determined. Have Paul Bolduc, will take up to 6 more.

**Kremlin.** Will start after Flea Collar ends. Will take up to 6.

**Silverton.** Will start after Terrier ends. Have Dave Partridge, will take up to 5 more

**Republic of Rome.** This will be run as a pbem game through the website, and will not be synchronized with the zine. Have Ward Narhi, Dave Partridge, and Paul Bolduc. Will take 2 or 3 more.

**In general, game ownership is recommended, but not required.**

Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subscribers.

S.O.B. is a zine of unusual postal games, and anything else I feel like including. Your publisher is:

**Chris Hassler a.k.a. Cerberus**

**2000 S. Armour Court**

**La Habra, CA 90631**

**Phone: (562) 690-7827, Fax: (562) 690-7827**

**chassler@adelphia.net**

**On the Web at: <http://home.adelphia.net/~chassler>**

Subscriptions cost \$2.00 per issue (\$3.00 overseas).

### Howling at the Moon

The S.O.B. Letter Column

No letters submitted.

### Off the Leash

**Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat**

**Miller Number 2001Fpw10**

**Winter 1470**

**Deadline for Spring 1470: 5/22 Tuesday**

*We pause to pay the troops. France and Naples bulk up. Venice succumbs to chaos.*

### Fall 1469 Retreats

Venice NRR! A Ferrara, F Western Mediterranean, and F Ionian Sea all retreat OTB.

### Builds

		Cost
<b>Fra</b>	Maintains all, builds G Marseilles	42
<b>Nap</b>	Maintains all, builds G Naples and G Palermo	30
<b>Ven</b>	NBR! Maintains all, no new builds	27

Your treasury:

### Outstanding Debt

Spring 1470: 5 ducats due from Venice (4 borrowed)

### Notes

Venice has NMRed. I am not going to call a standby for the position. If he NMRs again, I will declare the game over with a joint France/Naples draw.

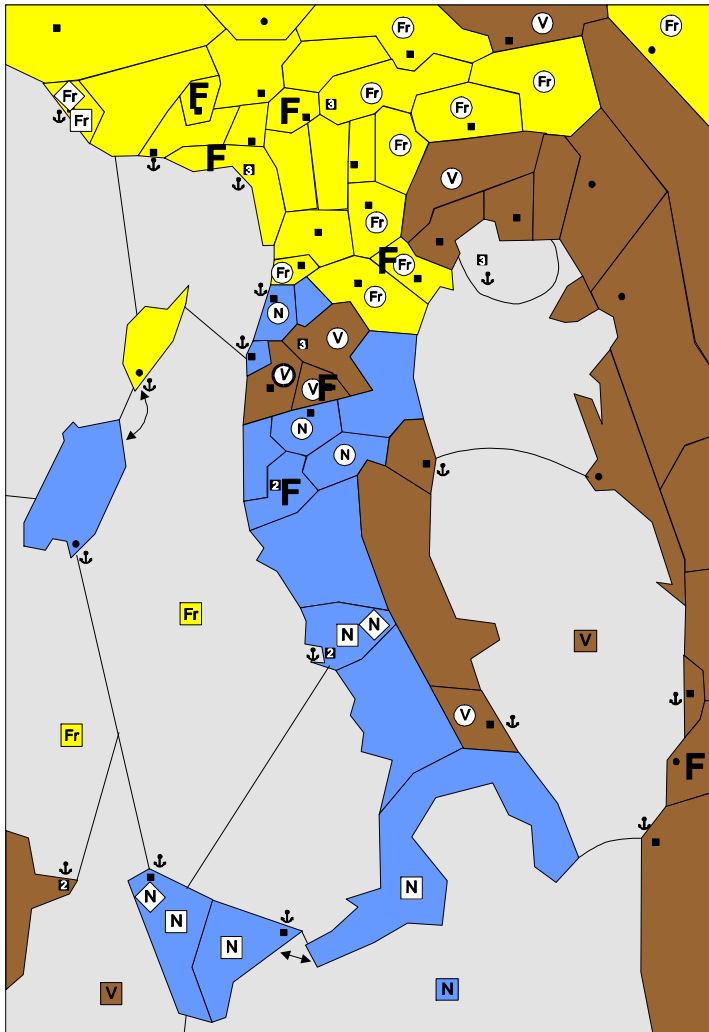
### Press

**Naples – France:** Your request for me to build in Arezzo or Pisa is a mistake, as I can only build in my home cities, and neither of those 2 are. I have driven the Venice Fleet out of ION, and can hold the bottom of the map for a while.... till he

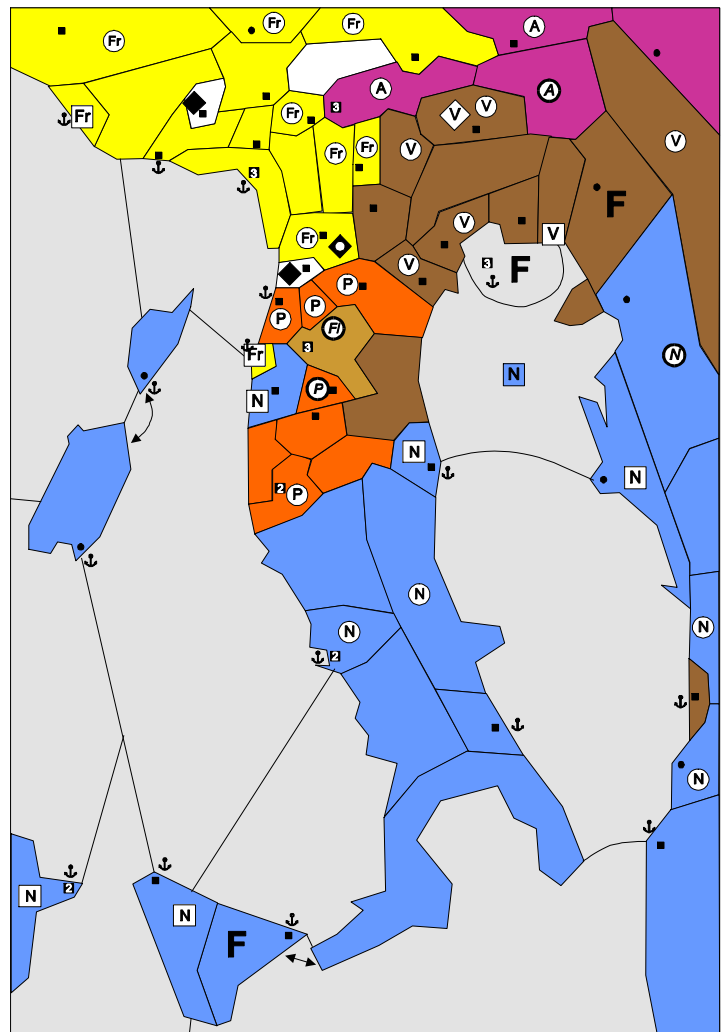
again disbands or buys a unit... BUT, I need your support NOW for my Fleet in Pal to move to CM... and if he buys or disbands that, watch the developments and support again the following turn. AND you soon need to be prepared to take over

Pisa and the northern Florence areas. Plan ahead please. Thank you.

Off the Leash



Dogfight



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison

**Dogfight**

Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory

Miller Number 2005Apw10

Winter 1459

Deadline for Spring 1459 5/22, Tuesday

We pause to pay the troops. France and Naples bulk up while Austria and the Pope maintain the status quo. Venice trims down and Florence is in chaos.

Fall 1458 Retreats

- France retreats A Milan to Pavia
- Papacy retreats A Florence to Pistoia
- Venice retreats A Croatia to Slavonia and F Upper Adriatic to Friuli

Builds

- Aus Maintains all, no new builds
- Flo NBR! Maintains A Florence, no new builds
- Fra Maintains all, builds A Swiss, A Avignon, F Marseilles
- Nap Maintains all, builds A Albania, A Naples, F Tunis, F Palermo
- Pap Maintains all, no new builds
- Ven Maintains A Trent, A Bergamo, A Ferrara, A Slavonia, F Ferrara, G Trent, builds A Padua

**Cost**

- 12
- 6
- 30
- 36
- 18
- 21

Your treasury:

Notes

Florence has NMRed. Due to the almost certain imminent elimination of the country, I will not be calling a standby. If the player NMRs again next turn, Florence will be placed into Civil Disorder.

Press

**Austria – France:** Oop, I'm outa here!  
**France – Austria:** Why has your Army taken up Arms against my Son's Army in Milan? Rumor has it that your General has consorted with a Venetian Duchess? Therefore I will overlook said offense, to honor our Alliance we have formed since the beginning of this War, and continue to fight with the Austrians against the Venetian Dogs. In return, withdraw your Army from Milan, excuse that Traitor,

and deliver his head to my Son as an Apology. With your Milan Army, move into Trent, and my Cremona Army will break Bergamo's Army Support.

**France – Naples:** I want to assure you, my builds are only to protect my borders, and to fight against our common enemies. I look forward to an Arrangement where our two Countries can form an Alliance against any who oppose our Rule.

**France – Pope:** I remember your disrespectful remark you had said, " But DAD \*-He started it first.....Wahhhh. ", and in return I except Piombino as your Apology

to me. No further seizures of Land from my Fleet or Armies will be made unless your unhappy with this Arrangement and you want me to alter this agreement? Do say something, give me a reason to come to the aid of Florence.

**Papacy – Florence:** You fought well. I applaud you effort. I may not become a power, but, I may play Kingmaker to the eventual winner Naples or France. and maybe they will send ducats for me to support one or the other....

**Salty Dog**

**Seafarers of Catan**

**Turns 17.3 to 18.3**

**Deadline Turns 18.4 to 19.4 5/22, Tuesday**

Turn 17

**Cary** rolls a 9. Kevin receives 2 grain and 2 lumber, Dave receives 1 grain, and Bill receives 2 brick. Passes.

**Bill** rolls an 11. Cary receives 1 ore, Chris receives 3 ore, and Ward receives 1 lumber. Bill trades 3 lumber for 1 grain at the ? port. Builds road from C5 to C4. During the special build turn, Kevin builds a ship from I6 to I7.

**Chris** rolls an 8. Kevin gains 2 wool, Dave gains 3 ore, Cary gains 1 grain, Bill gains 2 lumber, Chris gains 2 wool and 1 grain, and Ward gains 2 wool and 2

grain. Chris trades 3 ore for 1 brick and 3 wool for 1 ore at the ? port and builds a road from D8 to D9, and buys a development card (Resource gain). During the special build turn, Kevin builds a ship from I7 to I8, Dave upgrades his settlement at H21 to a city, and Bill builds roads from E19 to E20 and E20 to E21.

**Ward** rolls a 6. Kevin gains 2 ore, Dave gains 3 brick, Cary gains 1 brick, and Bill gains 2 ore and 1 lumber. NMR!

Turn 18

**Kevin** rolls an 8. Kevin gains 8 wool, Dave gains one each of grain, wool, lumber, and ore, Cary gains 1 grain, Bill gains 2 lumber, Chris gains 1 grain and 2 wool, and Ward gains 2 grain and 2 lumber. Kevin buys 2 development cards (Monopoly, Knight). During the special build turn, Dave builds a road from I21 to I20 and a settlements at I20 and H16, Cary upgrades the settlement at C14 to a

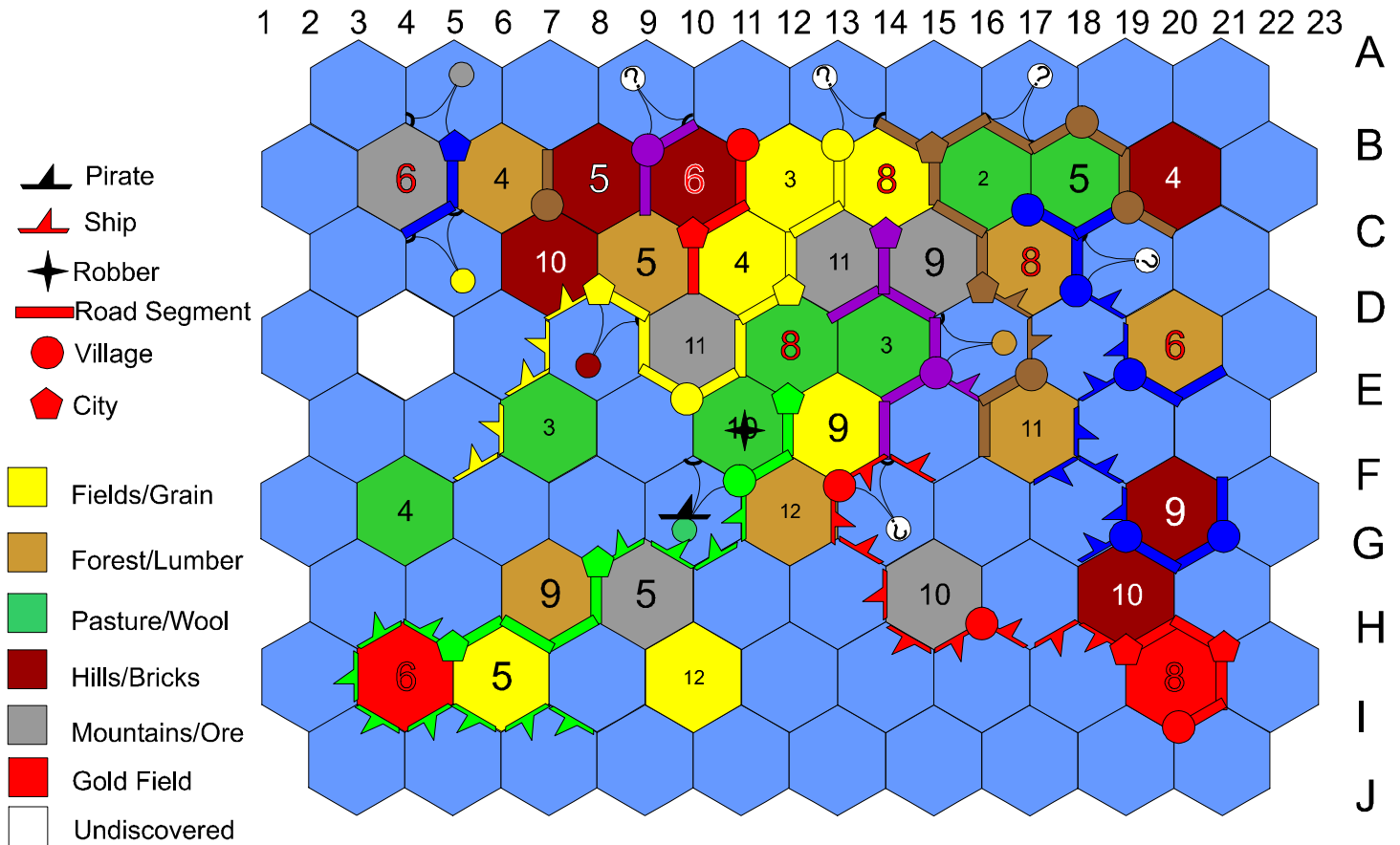
city, and Bill builds a road from G21 to F21.

**Dave** rolls a 7. Ward discards 4 grain, 3 lumber, and 2 wool. Dave moves the Robber to the 10 wool space and steals a wool. Passes.

**Cary** rolls a 10. Dave gains 2 brick and 1 ore, Bill and Ward each gain 1 brick, Chris gains 2 brick. Passes.

Open Trades

None



Turn 18 Rolls

Bill 9 Chris 9 Ward 9

S.O.B.

Turn 18 Rolls

Kevin 10                      Dave 11                      Cary 9                      Bill 10

NotesWard Narhi has NMRed. **Will Michael Lowrey please submit standby orders for Brown!**The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green	1					1 Knight, 2 Unknown ( )	9 <sup>*</sup>
Dave Partridge	Red		1	2		2		10
Cary Nichols	Purple	1	1	2				4
Bill Scharf	Blue	1		1	2	2		7
Chris Geggus	Yellow	2	2	2			2 Knights, 2 Unknown ( )	6
Ward Narhi	Brown	2	2	2	3		1 Knight	8

<sup>\*</sup> Longest trade route**Dog Chow****Age of Renaissance****Turn 5, Phase 7 and Turn 6, Phases 1 through 3****Deadline Turn 6 Phases 4 through 6 5/22, Tuesday**Errata

Hamburg could not have gotten to Sarai to attack it last turn. So, Genoa retains Sarai, and gain \$6 more income. Since it would be virtually impossible to reconstruct everything else based on that, I am going to give Hamburg back the \$5 that the tokens cost, and as a result, his is down a net of \$1.

Turn 5, Phase 7: Purchase Tokens**Paris** buys 33 tokens.**Venice** buys 15 tokens.**Hamburg** buys 27 tokens.**London** buys 10 tokens.**Barcelona** buys 28 tokens.**Genoa** buys 5 tokens.Turn 6, Phase 1: Draw Cards

Done

Phase 2: Buy Cards

Genoa, Hamburg, and Barcelona each spent \$10 to buy a card.

Your card was:

Phase 3: Play Cards**Genoa** plays Silk (Barcelona gains \$8 and Genoa gains \$128) and Alchemist's Gold on Barcelona (Barcelona loses \$47).**London** plays Spice (London, Genoa, Barcelona, and Venice each gain \$9)**Venice** passes**Hamburg** plays Mongol Armies (Hamburg gains \$10) and Metal (London and Venice each gain \$6, and Hamburg and Genoa each gain \$24)**Barcelona** plays Stone (Hamburg, Barcelona, and Venice each gain \$1, Paris gains \$4, and Genoa gains \$9) and Marco Polo (gains \$40 rebate for R)**Paris** passesNotes

Remember that you have a maximum of 36 tokens available, and that tokens on the board are deducted from those you have available to buy. You may spend more, however, if you want to go later in the sequence than you otherwise would.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Paul Bolduc	Barcelona	70	28	\$94	5	14	O1	3	A, E, F, I, J, K, N, O, R, S, T, V, X
Cary Nichols	Hamburg	70	27	\$182	4	12	8	5	A, E, F, I, N, O, R, V
Bob Robles	London	70	10	\$96	2	8	8	1	A, E, F, I, V
Dennis Cain	Venice	60	15	\$72	3	9	6	1	A, E, F, I, R, V
Steve Koehler	Genoa	80	5	\$295	1	19	10	4	A, E, F, I, J, N, O, R, S, V
Michael Longdin	Paris	100	33	\$68	6	7		4	E, I, W, X

Players are listed in reverse tie breaking order.

Played Leaders

Marco Polo (40: Y, R) protected (played by Barcelona)

Commodity LogCards

Commodity	Bob	Cary	Michael	Steve	Paul	Dennis
Stone (2)	--	1	2	3	1	1
Wool (3)	4	--	--	1	4	--
<b>Timber (4)</b>	--	3	--	--	3	1
Grain (5)	2	2	1	1	--	1
Cloth (6)	--	1	1	3	--	2
Wine (7)	--	--	1	--	3	2
Metal (8)	1	2	--	2	--	1
Fur (9)	--	2	1	1	--	--
Silk (10)	--	--	--	4	1	--
Spice (11)	1	--	--	1	1	1
Gold (12)	--	1	--	1	1	--
Ivory (12)	--	--	1	2	1	--

Shortage, Surplus

Sirius

Merchant of Venus

Turns 14.3 to 16.3

Turns 16.4 to 18.4 5/22, Tuesday

Turn 143<sup>rd</sup>: Paul Bolduc (Eepeeep/R. Olivaw) Rolls Used: 6 \* 4

Desolation Landing(p) – R – B – Y – B – R – B – Y – R – B10 – R10 – B10 – Y10 – R – Rumbleport(p).

Sells Bionic Perfume for \$140 plus \$120 demand (from the cup: Voll Silk at 1b and Demand for Wine at 4a). Sells second Bionic Perfume for \$140 plus \$60 demand (from the cup: Rock Videos at 4b and Designer Genes at 9a). Buys 2 Mulch Wine for \$40. Atlantis receives \$50 in port commissions.

4<sup>th</sup>: Dennis Cain (Niks/Space Revolver) Rolls Used: 3 3 4 4

Galactic Base – Y – (R) – B – (R) – B – Interstellar Biosphere.

Sells Primitive Art for \$160 (from the cup: Impossible Furniture at 8). Buys Immortal Grease for \$50.

5<sup>th</sup>: Chris Geggus (Qossuth/Atlantis) Rolls Used: 5 \* 3

Multi-Generation Ship – R20 – NC5 – R – (Y) – R – Space Station – A – NC5 – NC5 – B – R – TeleGate 1 – TeleGate 5 – R – A – R.

6<sup>th</sup>: Bob Robles (Dell/Dells Without Names) Rolls Used: 5 6

Jewelport(p) - Jewelport(s).

Buys Finest Dust for \$10.

Turn 151<sup>st</sup>: Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 1 2 5

B – R - Poisonport(p).

Sells Finest Dust for \$50 plus \$150 demand (from the cup: Impossible Furniture at 8 and Mulch Wine at 3). Sells Finest Dust for \$50 plus \$100 demand (from the cup: Demand for Dust at 5 and Demand for Genes at 10). Buys Zum factory for \$200 and Custom Hives for \$140. Atlantis gains \$69 in port commissions, MM4 gains \$70 in factory commissions.

2<sup>nd</sup>: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchant) 1 4 4 (uses Auto Pilot)

Jellybeast Landing(s) – Jellybeast Landing(o) – B - Jewelport(p).

Sells Mulch Wine for \$60 plus \$60 demand (from the cup: Impossible Furniture at 8 and Finest Dust at 4a). Buys Freighter for \$240, trading in Scout for \$30 credit, and 3 Finest Dust for \$30. Gains \$42 in port commissions.

3<sup>rd</sup>: Paul Bolduc (Eepeeep/R. Olivaw) Rolls Used: 5 \* 4

Rumbleport(p) – R – B – Y – B – R – B – Y – B – R – Jewelport(p) – B – Jellybeast Landing(o) – Jellybeast Landing(s).

Trades in IOU for \$60 credit and buys Jellybeast Landing for credit plus \$140.

4<sup>th</sup>: Dennis Cain (Niks/Space Revolver) Rolls Used: 3 3 3 3

Interstellar Biosphere – B – Y – (R) – Bypass – (R) – B – Y – (R10) – B10 – (R) – B - Rainfall(p).

Buys Agent for \$80. MM4 receives \$8 in port commissions.

5<sup>th</sup>: Chris Geggus (Qossuth/Atlantis) Rolls Used: 4 \* 3

R – B – (Y) – B – R – B – R – (Y) – Aerie – (Y) - ? (it's a B40 penalty marker, pays \$20) – (Y) – A – A – R10 – Asteroid City East.

Sells Chiclé Liquor for \$90 (from the cup: Fare to Base at 4a). Buys Impossible Furniture for \$110.

6<sup>th</sup>: Bob Robles (Dell/Dells Without Names) Rolls Used: 5 5

Jewelport(s) – Jewelport(p) – R – TeleGate 4 – TeleGate 5 – R – A – Ice Station(p) – Ice Station(s).

Sells Finest Dust for \$50 plus \$100 demand (from the cup: Demand for Furniture at 9b and Designer Genes at 9a).

Turn 161<sup>st</sup>: Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 2 3 5

Poisonport(p) – B – Paintfall(o) – TeleGate 1 – TeleGate 2 – NC2 – NC2 – R – B – R – Interstellar Biosphere.

Buys Immortal Grease for \$50.

2<sup>nd</sup>: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchant) 5 5 (uses Auto Pilot)

Jewelport(p) – (R) – TeleGate 4 – TeleGate 5 – (R) – A – Ice Station(p).

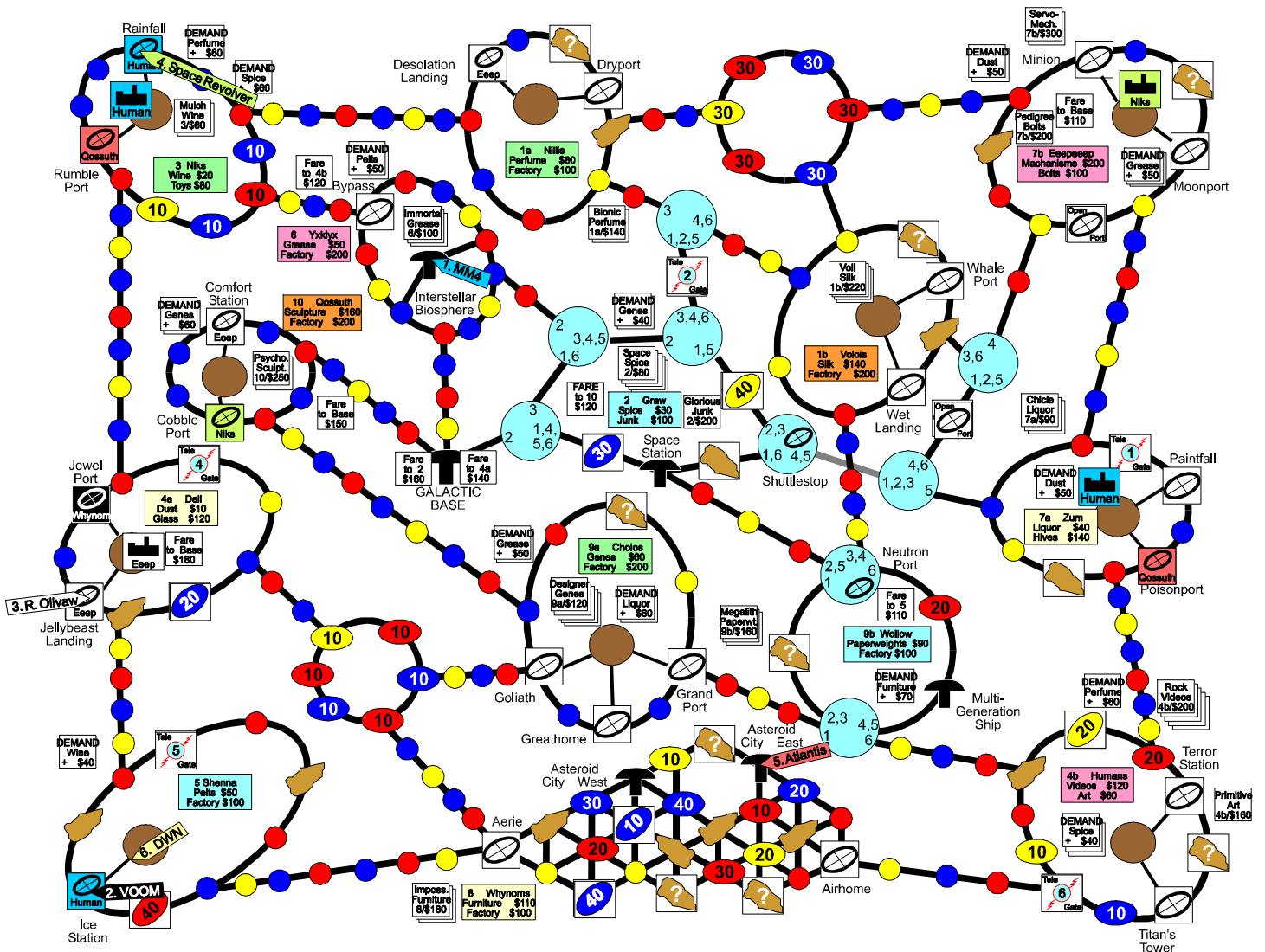
Sells Finest Dust for \$50 plus \$50 demand (from the cup: Voll Silk at 1b and Demand for Liquor at 9a). Sells Finest Dust for \$50 (from the cup: Chiclé Liquor at 7a). Sells Finest Dust for \$50 (from the cup: Fare to 4a at

Base). Buys 3 Melf Pelts for \$150. MM4 gains \$35 in port commissions.

3<sup>rd</sup>: Paul Bolduc (Eepeeep/R. Olivaw) Rolls Used: 3 \* 4

Jellybeast Landing(s) – Jellybeast Landing(p).

Sells Mulch Wine for \$60 (from the cup: Primitive Art at 4b). Sells Mulch Wine for \$60 (from the cup: Fare to 5 at 9b). Buys Dell Factory for \$200 and Dribble Glass for \$120. Gains \$44 in port commissions and \$60 in factory commissions.



<b>1. Mystery Machine 4</b> \$318		
Normal Scout		
17: 3 3 5/18: 5 5 6		
Hold1	Hold2	Hull
Custom Hives 7a/\$220	Immortal Grease 6/\$100	Shield (\$60)
Graw \$200	Rainfall \$200	Niks \$200
Zum \$200	Ice Station \$200	

<b>2. VOOM</b> \$282			
Fast Freighter			
17: 4 4/18: 1 4 (Use 1 x 2)			
Hold1	Hold2	Hold3	Hull
Melf Pelts 5/\$110	Melf Pelts 5/\$110	Melf Pelts 5/\$110	RELIC Auto Pilot 4 \$80
Hold4		Hold5	
Jewelport \$200		Comb. Dye (\$300)	

<b>3. R. Olivaw</b> \$203		
Rocket Scout		
17: 2 3/18: 4 4 (Use 1 * 4)		
Hold1	Hold2	Hull
Dribble Glass 4a/\$200		Shield (\$60)
5 \$90	9a \$90	Jellybeast Landing \$200
Comfort Station \$200	Desolation Landing \$200	
Dell \$200		

<b>4. Space Revolver</b> \$250		
Sports Clipper		
16: 3 4 4 4/17: 3 4 5 6/18: 1 2 4 6 (Use 2*)		
Hold1	Hold2	Hull
Immortal Grease 6/\$100	Red Dye (\$120)	Shield (\$60)
Cobble Port \$200	Nik Agent \$80	
Eepeeep \$100	Human \$100	

<b>5. Atlantis</b> \$170		
Torch Scout		
16: 1/17: 1 (Times 3)		
Hold1	Hold2	Hull
Imposs. Furniture 8/\$180	Megalith Paperwt. 9b/\$160	Yellow Drive (\$80)
Rumble Port \$200	Poisonport \$200	Shield (\$60)

<b>6. Dells Without Names</b> \$130		
Scow Scout		
16: 3 4 6 6/17: 1 1 2 3 (Use 2)		
Hold1	Hold2	Hull
Chicle Liquor 7a/\$90	Finest Dust 4a/\$50	Relic Shield (\$60)
7b \$100		

- Currently available:
- 1a (Nillis):** 2 Bionic Perfume
  - 1b (Volois):** 4 Voll Silk
  - 2 (Graw):** 5 Space Spice, Fare to 10 (\$120), 2 Demand for Designer Genes (+\$40), Glorious Junk
  - 3 (Niks):** 2 Mulch Wine, 1 Demand for Space Spice (+\$60)
  - 4a (Dell):** Fare to Base (\$180)
  - 4b (Humans):** 5 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art
  - 5 (Shenna):** 1 Demand for Finest Dust (+\$50)

**6 (Yxklyx):** 3 Immortal Grease, 2 Demand for Melf Pelts (+\$50), Fare to 4b (\$120)

**7a (Zum):** 3 Chicle Liquor, 1 Demand for Finest Dust (+\$50)

**7b (Eeepceep):** 2 Servo-Mechanism, 3 Demand for Immortal Grease (+\$50), Fare to Base (\$110), 2 Demand for Finest Dust (+\$50), Pedigree Bolts

**8 (Whynoms):** 3 Impossible Furniture

**9a (Cholos):** 5 Designer Genes, 2 Demand for Immortal Grease (+\$50), 2

**S.O.B.**

Demand for Chicle Liquor (+\$60)

**9b (Wollow):** 3 Megalith Paperweights, Demand for Impossible Furniture (+\$70), Fare to 5 (\$110)

**10 (Qossuth):** 2 Psychotic Sculpture, 2 Demand for Designer Genes (+\$60), Fare to Base (\$150)

**Base:** Fare to 2 (\$160), Fare to 4a (\$140)

**Outlaw Dogs**

**Turn 8**

**Turn 9 due 5/22, Tuesday**

Actions

Segment 1

**Border Rider:** Card 5: Cock/Aim/Shoot (aim at I), segment 1 of 2

**Innocente:** Delay

Segment 2

**Border Rider:** Card 5: Cock/Aim/Shoot (aim at I), segment 2 of 2

**Innocente:** Delay

Segment 3

**Border Rider:** Card 6: Cock/Aim/Shoot (aim at I), segment 1 of 2

**Innocente:** Delay

Segment 4

**Border Rider:** Card 6: Cock/Aim/Shoot (aim at I), segment 2 of 2

**Innocente:** Card 1: Advance (to D6), segment 1 of 2, drops R10

Segment 5

**Border Rider:** Card (B3): Shoot (at I), segment 1 of 1 (8 effective aim points, effective range 1, BE becomes CRIT due to move status, STUN 8, STAGGER, SERIOUS 3, card 48 drawn). Innocente gains 7 wound points and a DROP, the STAGGER leaves him in the same hex facing the same direction. (Cards drawn: 88, 38, 104, 91, 56, 10, 103, 18, 61, 34)

**Innocente:** Card 1: Advance (to D6), segment 2 of 2.

End of Turn

Innocente loses 5 delay points. At the start of turn 8, he gains 0 fatigue points. (Cards drawn: 28, 13, 99, 6)

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Paul Bolduc	The Kid (K)	F9>F8	2, 2	1H +3, OH -1		0	Dead
B	Andy Lewis	Border Rider (B)	F2>F3	3	1H +2, 2H +2		20	
C	Dave Partridge	Gun Artist (G)	G9>F8		1H +3, 2H +3, OH 0		0	Dead
D	Jerry Roalstad	Innocente (I)	D6>D7	7, 8	1H +2	5	8	SERIOUS 4, GUN ARM 3, Down
E	Chris Geggus	Drifter (D)	C7>D6	3	2H +2		0	Dead
F	Mike Scott	El Jefe (J)	H5>G6		2H +2		0	Dead

Press

**Border Rider – Innocente:** You can claim your innocent all you want or try to distract me with money, but it won't work. I know it was you who took advantage of my sister. This is personal. I pretended to be on your side because I wanted to make sure I was the one who sent you to meet the devil!

**Innocente – Border Rider:** No wonder you don't have kids, trying to kill a unarmed man while his back is turned to you, is like taking a knife to your own kids. Where is your honor? Good bye cruel world.... :o

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
The Kid	C32, Knife	Empty	Empty	Empty	C32: OOOOO
Border Rider	C45, R41d	Empty	Empty	H44 (uncocked)	H44: OOOOOOOOOO⊗⊗⊗⊗ C45: OOOOOO R41d: OO
Gun Artist	C45, SW38	Empty	Empty	Empty	C45: OOOOOO SW38: OOOOOO
Innocente	C45, C45, Knife	Empty	Empty	Empty	C45: OOOOOO C45: OOOOOO
Drifter	C44, C32, Knife	Empty	Empty	Empty	C44: OOOOOO C32: OOOOO
El Jefe	C44, C44, Knife	Empty	Empty	Empty	C44: OOOOOO C44: OOOOOO

On the ground in F8: W44: OOOOOOOOOOOOOOOO

On the ground in F9: C45: OOO⊗⊗⊗

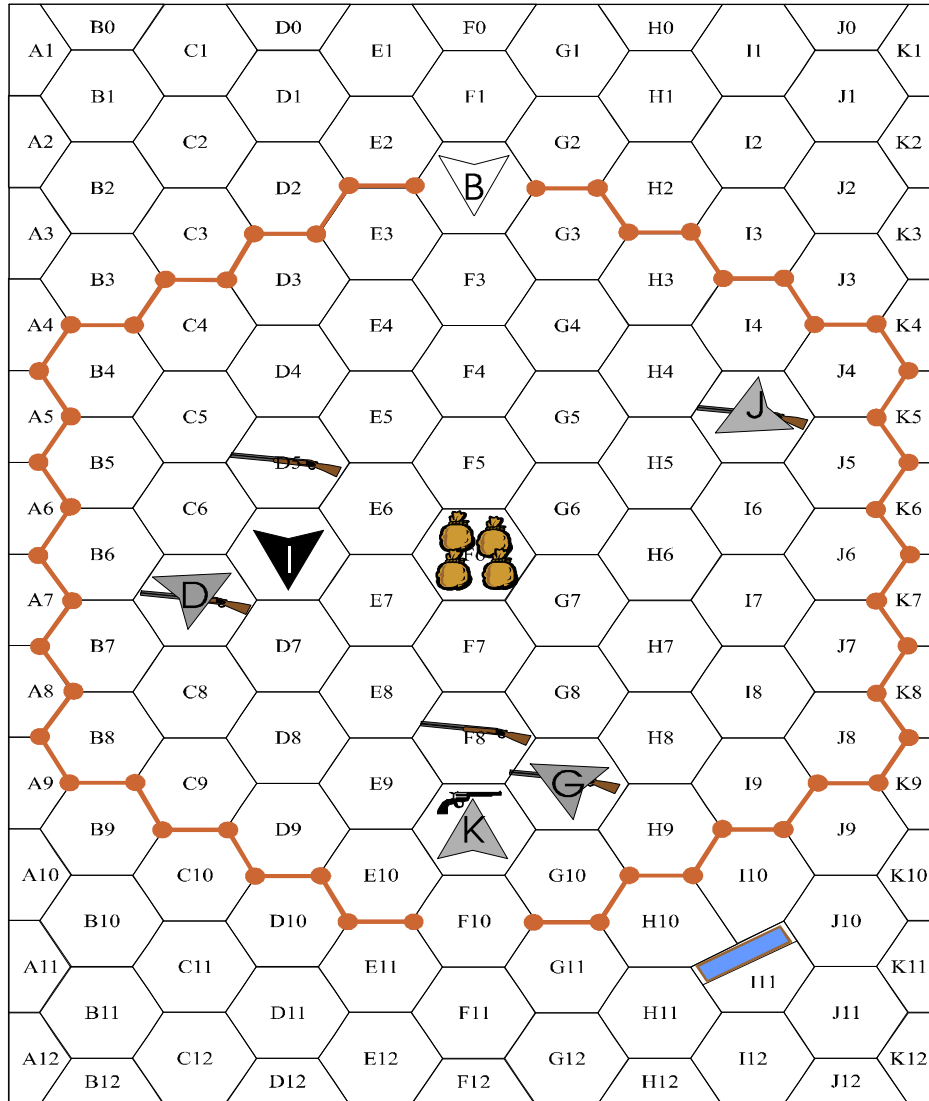
On the ground in I5: W44: OOOOOOOOOOOOOOO⊗

On the ground in G9, W44: OOOOOOOOOOOOO⊗⊗⊗

On the ground in C7, W44: OOOOOOOOOOOOOOO⊗

On the ground in D5, R10 (open): OO

# Outlaw Dogs



	Fence		Money Bag
	Water Trough		Player (down)
	Player (up)		Gun (two handed)
	Gun (one handed)		Aim Points
	Knife		Player (dead)

**Doberman**  
**Turn 4b**  
**Turn 5a due 5/22, Tuesday**

Cards

100%Trash	BIBCO	PIT	GOO
Order	Order	Raw Materials	Raw Materials
Growth	Waste Removal	Hiring/Firing	Growth
Innovation	Waste Disposal	Growth	Innovation

GOO plays Raw Materials, placing 4 raw materials up for auction. BIBCO buys it for \$7.



100%Trash plays Growth, increasing Growth to 17.  
 BIBCO plays Waste Disposal, reducing waste to 2.  
 PIT plays Growth with an Advisor, increasing Growth to 19.  
 GOO plays Growth, increasing Growth to 15.  
 100%Trash plays Innovation, spending \$5 and improving Raw Materials to 2/10.  
 BIBCO plays Waste Removal, reducing waste to 1 while increasing 100%Trash to 7, PIT to 3, and GOO to 6.  
 PIT plays Raw Materials, placing 5 raw materials up for auction. BIBCO buys it for \$8.

GOO plays Innovation, paying \$5 to improve Waste Reduction to 3/6.  
 100%Trash plays an Order, using 2 raw materials to produce \$17 and 5 waste.  
 BIBCO plays an Order, using 4 raw materials to produce \$15 and 4 waste..  
 PIT passes.  
 GOO passes.  
 100%Trash passes.  
 BIBCO passes.  
 GOO pays \$4 for maintenance, the others all pay \$5.

*The Players*

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Michael Longdin	100%Trash	1	\$22	10	6	17	5	Bribery
Dave Partridge	BIBCO	2	\$23	0	9	15	5	
Richard Weiss	PIT	3	\$29	0	0	19	5	Hiring/Firing
Eric Brosius	GOO	4	\$8	0	0	15	4	

GOO stands for General Olfactory Organization. BIBCO stands for Big Industry Buying Congressmen Outright

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Michael Longdin	5/1	2/10	5/1	12	30
Dave Partridge	5/1	4/3	4/3	5	34
Richard Weiss	5/1	5/1	5/1	3	37
Eric Brosius	4/3	4/3	3/6	6	31

*Available Cards*

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

*Discards*

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

**Jackal**

**Turn 8**

**Turn 9 due 5/22, Tuesday**

*Planning*

**Dutch** maintain 3 ships (\$12), buy 1 ship (\$12) and 4 soldiers (\$40) for \$64.  
**Swedes** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.  
**English** maintain 2 ships (\$8), buy 2 ships (\$24) and 4 soldiers (\$40) for \$72.  
**French** maintain 3 ships (\$12) and buy 2 soldiers (\$20) for \$32.  
**Spanish** maintain 4 ships (\$16) and buy 3 soldiers (\$30) for \$46.  
**Portuguese** maintain 3 ships (\$12) and buy 3 soldiers (\$30) for \$42.

*Outbound Naval Movement*

**Dutch** Move to N. Dice: 5, 5, 5, 6. No losses.  
**Swedes** Move to S. Dice: 1, 1, 1, 2, 3, 3, 5, 5, 5. Loses 1 ship containing 1 colonist and 1 soldier, plus one additional colonist and 1 additional soldier.  
**English** Move to Z. Dice: 1, 1, 3, 5, 6. Loses 1 soldier and 2 colonists.  
**French** Move to D. Dice: 1, 2, 5. Loses 1 colonist and 1 soldier.  
**Spanish** Move to J. Dice: 4, 5, 5, 5. No losses.  
**Portuguese** Move to Z. Dice: 1, 2, 5, 5, 6, 6. No losses.

*Mining*

Spanish mine 1 gold in F. English mine 1 gold in U. French mine 1 gold in D (depletes).

*Exploration*

Swedes discover a mine in S.

*Land Movement*

**Dutch** moves 4 colonists and 4 soldiers from fleet to N.  
**Swedes** move 2 colonists and 2 soldiers from fleet to S. 1 colonist mines.  
**English** move 1 gold bar from U to anchorage dot, 2 soldiers from Y to Z and 3 soldiers and 2 colonists from fleet to Z.  
**French** move 1 gold from D to fleet, 5 soldiers and 5 colonists from K to G, and 1 soldier and 3 colonists from fleet to D.  
**Spanish** move 1 gold J to fleet, 1 gold from F to J, 1 soldier from J to F, 4 soldiers and 3 colonists from J to I, and 3 colonists and 3 soldiers from fleet to J.  
**Portuguese** move 3 colonists and 3 soldiers from fleet to Z. 1 soldier prospects.

*Combat*

**English** attack the Portuguese in Z. Portuguese lose 2 soldiers, English lose 3.  
**Portuguese** attack the English in Z. English lose 1 soldier.

*Native Combat*

**English:** 1 native killed in Z. **French:** 1 native killed in G. **Spanish:** 3 soldiers and 1 native killed in G. **Portuguese:** 1 native killed in Z.

*Native Uprisings*

Climate is a 4. Uprising in Z (1 colonist lost).

Survival

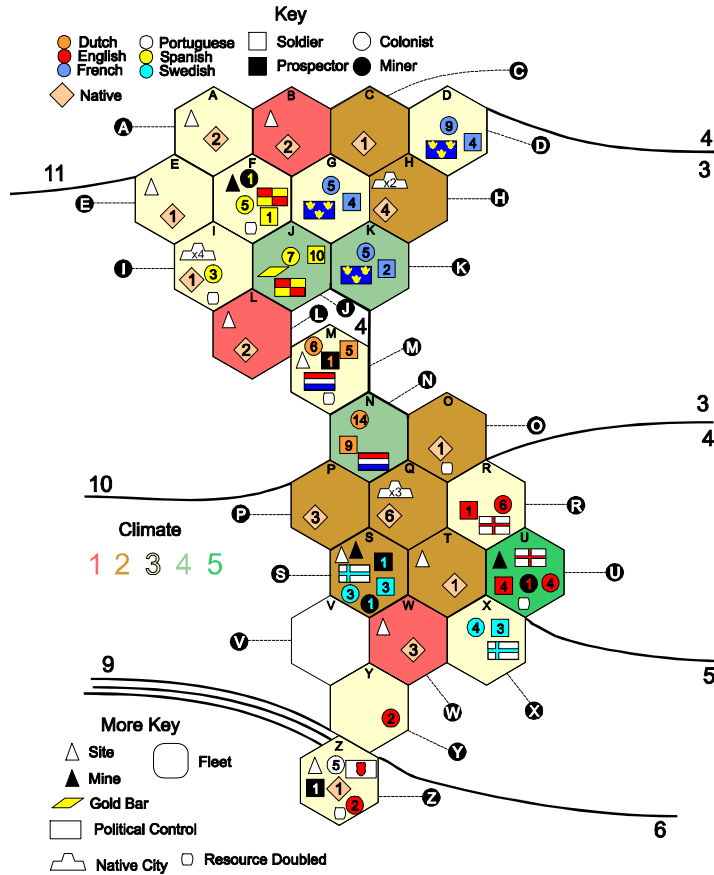
Climate is a 4.

Spanish lose 1 soldier in I. French lose 1 soldier in G. English lose 1 colonist in Y and 1 soldier in Z. Swedes lose 1 colonist in S. Portuguese lose 1 soldier in Z.

Political Control

French gain political control of G. Swedes gain political control of S.

Portuguese gain political control of Z.



Homebound Naval Movement

**Dutch:** Dice: 1, 1, 5, 5. No losses.

**Swedes:** Dice: 1, 2, 3, 3, 4, 5, 6, 6. No losses.

**English:** Move to U. Dice: 1, 3, 4. No losses. Pick up gold. Dice: 3, 3, 3, 4. No losses.

**French:** Dice: 3, 4, 6. No losses.

**Spanish:** Dice: 3, 3, 4, 4. No losses.

**Portuguese:** Dice: 1, 3, 4, 6, 6, 6. No losses.

Income

**Dutch:** Political Control: \$120, resources: \$78.

**Swedes:** Political Control: \$120, resources: \$21.

**English:** Political Control: \$120, gold: \$40, resources: \$54.

**French:** Political Control: \$160, gold: \$40, resources: \$57.

**Spanish:** Political Control: \$120, gold: \$40, resources: \$69.

**Portuguese:** Political Control: \$80, resources: \$30.

Press

**The "Portuguese Parrot", dateline Punta d'Icecap:** The Emperor Penguin gave His Majesty Pedro I's embassy an icy stare, a frosty reception, and then a cold shoulder. Unsurprising given the climate, but the embassy took offence, and killed the Emperor Penguin in cold blood. The penguins responded by freezing the visitors' assets, which is a painful place to be frozen, if you get my snowdrift...

Turn 9 Initiative

English, French, Dutch, Swedes, Portuguese, Spanish

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dave Partridge	\$368	7	4	4
English	Bob Robles	\$439	10	4	4
French	Andy Lewis	\$443	6	3	4
Portuguese	Brendan Whyte	\$111	19	3	4
Spanish	Andy York	\$439	7	4	5
Swedes	Cary Nichols	\$197	13	3	4

Flea Collar

Kremlin

Turn 1 Funeral Commission through Parade

Turn 2 Cure through Health, 5/22, Tuesday

Funeral Commission

No activity.

Replacement Phase

Natasha Nogoodnik promotes F (Andrej Purgemoff) to Ideology Chief and I and K to Candidates and ages to 63.

Rehabilitation Phase

Nogoodnik rehabilitates Y and ages to 68.

Parade Phase

Nestor Aparatchnik attempts to wave and fails, aging to 84.

Note

The last print issue had the incorrect values for the Politburo. They have been corrected here.

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	84 ++, ?	
KGB Head	Natasha Nogoodnik (V)	68, ?, weak	1 (MLI)

Office	Politician	Condition	Influence
Foreign	Wassily Protzky (U)	56	10 (TCC)
Defense	Ludmilla Patina (S)	66, weak	8 (TCC)
Ideology	Andrej Purgemoff (F)	71	
Industry	Antonj Talksalott (J)	67, ?	
Economy	Diwan Palavarian (G)	70 ++, ?	1 (REDS)
Sport	Lech Schukrutoff (B)	75 ++, ?	

Politicians in **bold** are in the sanatorium.

**Candidates:** C, E, I, K, Z

**People:** D, G, H, M, N, O, P, Q, R, T, W, X, Y

**Siberia:** L

Players

Player	Faction Name
Bob Robles	Hard Line Mencheviks
Brendan Whyte	Left-wing Trendies
Pasquale Giovine	Marxist-Leninist Integralists
Mike Scott	The California Connection
Chris Geggus	King's Gambit for Bishops (KGB)
Cary Nichols	Re-Education Deployment Society (REDS)

**Terrier**  
**Silverton**

**Turn 2, Phases IV- VI and Turn 3, Phases I-III**  
**Turn 3, Phases IV- VI and Turn 4, Phases I-III, 4/10, Tuesday**

**Turn 2**

Operations

**Brown** (Partridge) gains \$50 from passenger revenue, buys a 15 train for \$120, and rolls a 12 attempting to get his surveyor out of jail (fails).

**Blue** (Bolduc) declines #62, no other operations.

**Red** (Scharf) operates #105 (\$40, depletes) and #98 (\$60, 2 gold).

**Aqua** (Lewis) operates #36 (\$50, 3 silver) and #67 (\$30, 5 coal).

**Green** (Longdin) operates #92 (\$40, 4 coal), hires a second Surveyor for \$400, and buys a 15 train for \$120.

**Orange** (Hooton) operates #1119 (\$40, 3 coal).

Determine Price Changes

Gold: +1 to \$250

Copper: +1 to \$200

Silver: -1 to \$160

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-2 to \$100	+1 to \$240	+1 to \$120	-3 to \$30	-1 to \$80
Coal:	No change	+1 to \$60	+2 to \$80	No change	-1 to \$40

**Turn 3**

Move Prospectors and Surveyors

**Brown** (Partridge) surveys Pueblo to Canon City and prospects passenger line 5.

**Blue** (Bolduc) surveys Denver to Rollinsville (S+1), Pueblo to Canon City, and prospects the passenger line 5.

**Red** (Scharf) surveys El Paso to Deming and prospects the deck.

**Aqua** (Lewis) surveys Provo to Heber City, Provo to Thistle, and prospects passenger line 2

**Green** (Longdin) surveys Trinidad to Raton and Pueblo to Canon City, prospects #81.

**Orange** (Hooton) surveys La Madera to Vallecitos, Albuquerque to Belen, and prospects passenger line 6

Dispute Resolution

Brown and Blue have a dispute over the Denver to Pueblo passenger line. Brown dr = 10, Blue dr = 10. Tie, dispute remains until next turn. Blue and Green have a dispute over the Pueblo to Canon City line. Blue dr = 7, Green dr = 8. Green wins, and his surveyor improves to S+1. Red draws #106, copper at Cuba. He has first right of refusal to be exercised at the beginning of next turn. Brown spends \$100, Blue spends \$120, Red spends \$240, Aqua spends \$190, Green spends \$300, and Orange spends \$340.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$805	9, 15		S, S, P
Paul Bolduc	Blue	Denver	\$1020	9, 15		S, S+1, P
Bill Scharf	Red	El Paso	\$1000	9		S, P
Andy Lewis	Aqua	Salt Lake City	\$440	9, 15		S, S, P
Michael Longdin	Green	Pueblo	\$600	9, 15		S+1, S, P
Dave Hooton	Orange	Santa Fe	\$400	9		S, S, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
105	Silver City	Red	Silver	4	Depleted
98	Pinos Altos	Red	Gold	2	\$60
36	Eureka	Aqua	Silver	5	\$50
67	Coalville	Aqua	Coal	5	\$30
92	Raton	Green	Coal	8	\$40

#	City	Owner	Type	Goods	Operation
81	Crested Butte	Green	Coal	N	\$40
102	Hillsboro	Orange	Silver	2	\$40
119	Farmington	Orange	Coal	3	\$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Brown	

#	Type	Route	Payoff	Owner	Notes
2	A	Salt Lake City – Provo	\$20	Aqua	
6	A	Santa Fe – Albuquerque	\$90	Orange	

Available Claims

#	City	Type	Claim	Operation
48	Ouray	Silver	\$60	\$40
74	Elk Springs	Coal	\$60	\$20
37	Eureka	Silver	\$60	\$40
113	Porter	Lumber	\$60	\$30
35	Heber City	Silver	\$100	\$50
46	Telluride	Silver	\$160	\$40
62	Taos	Lumber	\$40	\$30
47	Ouray	Silver	\$100	\$40
41	Leadville	Silver	\$120	\$50
106	Cuba	Copper	\$80	\$30

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
5	A	Denver – Pueblo	\$80	\$165	
1	B	Denver – Grand Jct.	\$270	\$435	Discard when 22 is

#	Type	Route	Payoff	Cost	Notes
5					taken. Good for \$270 toward card 22
1	A	Denver – Boulder	\$20	\$45	
1	B	Salt Lake City – Grand Jct.	\$140	\$310	Discard when 20 is taken. Good for \$140 toward card 20 or 21
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
1	B	Denver – Aspen	\$130	\$250	
4	A	El Paso – Deming	\$60	\$135	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Trains

Type	# Available	Cost
9	0	\$80
15	2	\$120

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

**Hound****Turn 1****Deadline Turn 2, 5/22, Tuesday**Commander Actions

BORG buys a water factory (Or2, Or2, Or3, Wa7, Wa7) and moves a population factor from an ore factory to man it.

Bartertown X opens the bidding on a Data Library for 15 and Golden Orb gets it for 17 (Or5, Wa5, Wa7). Opens the bidding on a second Data Library for 15 and Scharfpost gets it for 16 (Or1, Or5, Wa10). Opens the bidding on a third Data Library for 15 and gets it ( Or4, Or4, Wa7).

Scharfpost opens the bidding on a Data Library for 15 and gets it (Or3, Or4, Wa8)

Golden Orb passes

Brosiarium buys a water factory (Or2, Or3, Or3, Wa5, Wa7) and moves a population factor from an ore factory to man it.

HBDC buys a water factory (Or2, Or2, Or3, Or3, Wa10) and moves a population factor from an ore factory to man it.

Miles from Nowhere buys a water factory (Or3, Or5, Or5, Wa7) and a population factor (Or2, Wa8).

Little Green Men buy a water factory (Or2, Or2, Or4, Wa6, Wa6) and moves a population factor from an ore factory to man it.

Roobie-Roo passes.

Lowranus buys a water factory (Or2, Or2, Or4, Or5, Wa7) and moves a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Scharfpost	Bill Scharf	OrF, OrF, WaF	2DL	5
2	Miles from Nowhere	Michael Longdin	OrF, OrF, WaF, WaF		4
3	Bartertown X	Andy York	OrF, OrF, WaF	DL	4
4	Golden Orb	Cary Nichols	OrF, OrF, WaF	DL	4
5	Lowranus	Michael Lowrey	OrF, OrF, WaF, WaF		3
6	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF		3
7	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF		3
8	Brosiarium	Eric Brosius	OrF, OrF, WaF, WaF		3
9	Roobie-Roo	Andy Lewis	OrF, OrF, WaF		3
10	BORG	Dave Hooton	OrF, OrF, WaF, WaF		3

Available UpgradesIncome

New Arrivals: 1 Data Library, 1 Warehouse, 2 Heavy Equipment

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	1	2
Warehouse (Wa)	25	3	4
Heavy Equipment (HE)	30	4	3
Nodule (No)	25	2	5

**Pedagoguery**

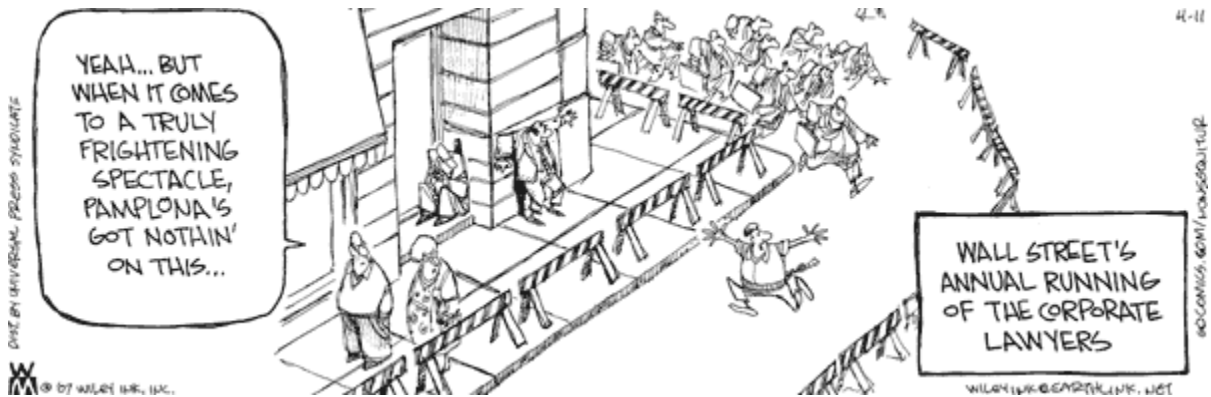
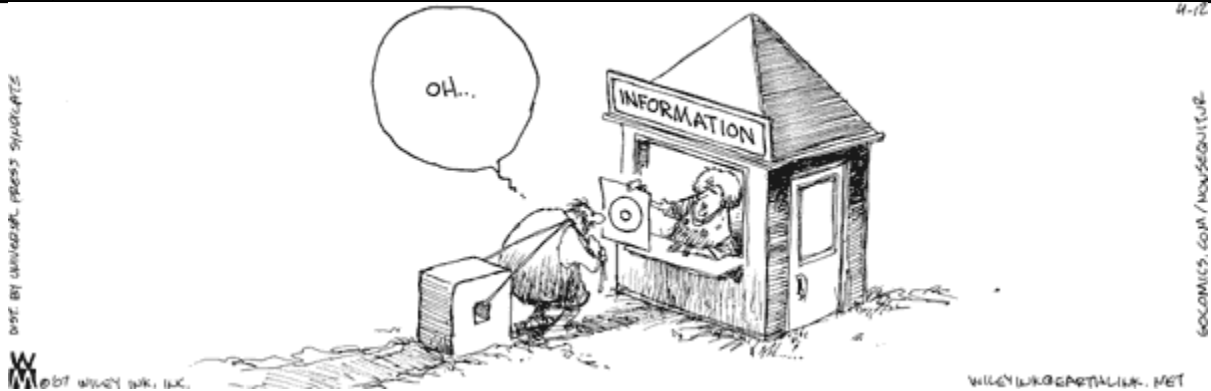
Due to time constraints, Pedagoguery is postponed until next issue.

Next issue: Is the universe out of tune?

**Hall of Fame**

This is ranking of all players who have won games in *S.O.B.*

Player	Total Wins	Game List	Game Types
Andy Lewis	15	Mailman's Bane, Dog Food, Mongrel, Hair of the Dog, Astro, Dogpaddle, Lupine, Coyote, Dog Days, Hounds of Tindalos, Hyena, Doggerel, Dogface, Hot Dog, Dogwood	Die Macher (2), Merchant of Venus (3), History of the World (5), Modern Art, Liftoff!, New World (3)
Bill Scharf	9	Mastiff, Pack of Curs, Anubis, Chihuahua, Pooch, Doggin' It, Rover, Watchdog, Pavlov	Machiavelli (2), New World (3), Silverton, Liftoff! (2), Dune
Dave Partridge	7	Wolfhound, Wolfbane, Wild Dog, Warg, Gray Wolf, Dogged, Dirty Deeds Done Dirt Cheap	Seafarers of Catan, Outpost, Machiavelli (2), Downfall XIII, New World, Silverton
Dave Anderson	4	Fenris Wolf, Doghouse, Not Guilty, Dog Biscuit	History of the World, Machiavelli (3), Slapshot
Pasquale Giovine	4	Fleabag, Feral Dogs, Citizen Dog, Shepherd	Machiavelli (4)
Chris Geggus	4	Lassie, Dirty Dogs, Dog Tired, Guard Dog	Wembley, Kremlin (3)
Ward Narhi	3	Rude Dog, Rabid Dog, Fenris	Machiavelli (2), Settlers of Catan
Dennis Cain	3	Dogged, Dog Pound, Dog Show	Merchant of Venus, Liftoff!, Age of Renaissance
Brad Martin	3	Benji, Sun Dog, Kennel Club	Settlers of Catan, Solar Quest, Age of Renaissance
Andy York	3	Dog Breath, Running Dogs, Laika	Outpost, Dune, Liftoff!
Chris Hurley	2	The Gates of Hades, Sand Dog	Machiavelli, Dune
Caleb Cousins	2	Dingo's Delight, Rockhound	Merchant of Venus, 2038
Paul Bolduc	2	Prairie Dog, Canine	Gunslinger, Dune
Eric Brosius	2	Retriever, Junk Yard Dog	Outpost, Industrial Waste
Ken Marcinonis	1	The River	Machiavelli
Sean Cousins	1	Wolfpack	History of the World
Brendan Whyte	1	Rin Tin Tin	Settlers of Catan
Kevin Kinsel	1	Mutt	Outpost
Berry Renken	1	Fleabag	Machiavelli
Ray Grib	1	Fleabag	Machiavelli
Kevin Wilson	1	Dogstar	Outpost
Phil Reynolds	1	New Tricks	Machiavelli
Michael Lowrey	1	Canes Venatici	Outpost
Cary Nichols	1	Pavlov	Dune



Addresses

Dave Anderson 20832 Tuck Rd., Site 32 Farmington Hills, MI 48336 (248) 473-7482 <a href="mailto:andersond4@michigan.gov">andersond4@michigan.gov</a>	Dennis Cain "Red Dog" 1218 N. 3 <sup>rd</sup> St. Quincy, IL 62301-1727 (217) 223-2284 <a href="mailto:iamthedbear@sbcglobal.net">iamthedbear@sbcglobal.net</a>	Dale Horsely <a href="mailto:dhorsely@excite.com">dhorsely@excite.com</a> Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 <a href="mailto:off-the-shelf@olympus.net">off-the-shelf@olympus.net</a> (360) 928-9698	Lynn Mercer <a href="mailto:lcmlm@aol.com">lcmlm@aol.com</a> Ward Narhi 521 Moreley Akron, OH 44320 <a href="mailto:ward.narhi@santoprene.com">ward.narhi@santoprene.com</a> (330) 835-4013	Mike Scott 4040 E. Piedmont Dr. Space 61 Highland, CA 92346 <a href="mailto:mikesmag2@juno.com">mikesmag2@juno.com</a> (909) 864-4343
John Biehl 8809 Delwood Dr. Delta, B.C., Canada V4C 4A1 <a href="mailto:jrb@dccnet.com">jrb@dccnet.com</a>	Forest Cole 11210 Montverde Ln Houston, TX 7099 <a href="mailto:simply4est@yahoo.com">simply4est@yahoo.com</a> <a href="mailto:Simply4est@aol.com">Simply4est@aol.com</a>	Steve Koehler "Devil Dog" 418 Linderhill Ln. Mathews, NC 28105 <a href="mailto:sdk@Prodigy.net">sdk@Prodigy.net</a> (704) 544-2849	Cary Nichols 756532-938 South FM1673 Snyder, TX 79549-8812	Richard Weiss <a href="mailto:Rcweiss@cox.net">Rcweiss@cox.net</a>
John Boardman 234 E. 16 <sup>th</sup> St. Brooklyn, NY 11226-5302	Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568 <a href="mailto:caleb_cousins@umit.maine.edu">caleb_cousins@umit.maine.edu</a>	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 <a href="mailto:Alewis161@hom.com">Alewis161@hom.com</a> (302) 644-1984	Dave Partridge 15 Woodland Drive Brookline NH, 03033 <a href="mailto:rebhuhn@rocketmail.com">rebhuhn@rocketmail.com</a>	Brendan Whyte 448 Suriyat Road Ubun Ratchathani 34000 Thailand <a href="mailto:obiwonfive@hotmail.com">obiwonfive@hotmail.com</a>
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 <a href="mailto:Prbolduc@aol.com">Prbolduc@aol.com</a> <a href="mailto:bolduc@eglin.af.mil">bolduc@eglin.af.mil</a> (850) 863-9081	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK <a href="mailto:Chris.Geggus@ukonline.co.uk">Chris.Geggus@ukonline.co.uk</a>	Michael Longdin <a href="mailto:michasel.longdin@virgin.net">michasel.longdin@virgin.net</a>	Paul Risner 10325 NW 63rd Dr. Parkland, FL 33076 <a href="mailto:goeben@aol.com">goeben@aol.com</a>	Kevin Wilson 18623 Santa Maria Dr. Baton Rouge, LA 70809-6702 <a href="mailto:ckevinw1@cox.net">ckevinw1@cox.net</a>
Jim Burgess 664 Smith St. Providence, RI 02908-4327 <a href="mailto:jfburgess@gmail.com">jfburgess@gmail.com</a>	Pasquale Giovine Via Osanna N.2/e I-89127 Reggio Calabria, Italia <a href="mailto:giovine@unirc.it">giovine@unirc.it</a>	Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215 <a href="mailto:Mlowrey@infionline.net">Mlowrey@infionline.net</a> (704) 569-4269	Jerry Roalstad <a href="mailto:Gerald.roalstad@mndulu.ang.af.mil">Gerald.roalstad@mndulu.ang.af.mil</a>	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 <a href="mailto:wandrew@compuserve.com">wandrew@compuserve.com</a>
Eric Brosius 53 Bird St. Needham, MA <a href="mailto:Public.brosius@comcast.net">Public.brosius@comcast.net</a>	Tim Haffey 810 53 <sup>rd</sup> Ave. Oakland, CA 94601 <a href="mailto:Trhaffey@yahoo.com">Trhaffey@yahoo.com</a> Dave Hooton <a href="mailto:hooton_david@emc.com">hooton_david@emc.com</a>	Brad Martin 2/14 Joseph Street Maylands 6051 Western Australia Australia <a href="mailto:Westfront@hotmail.com">Westfront@hotmail.com</a>	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 <a href="mailto:Rlrobles5@cs.com">Rlrobles5@cs.com</a> (510) 254-6354	
			Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428 <a href="mailto:bear-hugs@sbcglobal.net">bear-hugs@sbcglobal.net</a>	

Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

**Machiavelli (gunboat and regular):** Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Paul Bolduc, Pasquale Giovine, Andy York, Cary Nichols, Lee McConnell, Dave Partridge, Dale Horsely **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Andy York, Cary Nichols, Dave Partridge **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols, Dave Partridge **Liftoff!:** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge, Michael Longdin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge **Gunslinger:** none **Industrial Waste:** Michael Longdin

Standby Calls

Michael Lowrey for Brown in Salty Dogs