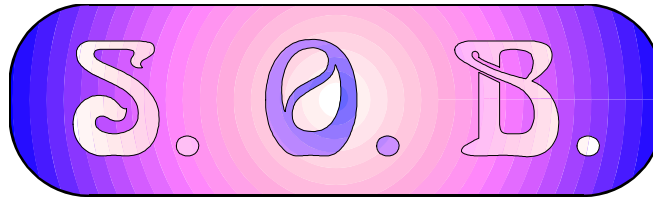


Number 136

June, 2007

**Notes from Hades**

It has been a busy few weeks. First, there was a major project at work that we had to get done by May 15, and the bulk of it fell to me. On top of that, I had another trip the week of May 14, this time to Berlin, Germany. We were able to get the project done, and Berlin was very interesting. While I was there, I was able to go on a side trip to Potsdam, where I saw the Neues Palais, a huge palace built by Frederick II after his conquest of Silesia. It was specifically designed to be 1 meter larger in each dimension than Versailles. We also went to Sanssouci, which was Frederick II's summer residence. Our final stop in Potsdam was the Cecilienhof, which was built during World War I for Wilhelm II's son and daughter-in-law. After World War II, it was the site of the Potsdam Conference.

In Berlin itself, I was also able to get some sight seeing in. I saw the Bundestag and the Brandenburg Gate, then walked through the Tiergarten. In the Tiergarten I happened across a Soviet war memorial. One reminder of some more recent history was on a bus stop outside my hotel. As it turns out, the address where the hotel is currently located featured something completely different during World War II. It was the location of the headquarters of Adolf Eichman.

In the last week, we also gains a new family member: a dog named Pateel. A friend and colleague of mine had this dog, and needed to find a new home for her. She had been her late husband's dog, and new she didn't spend enough time at home to properly take care of her. So, last weekend, we took the boys over there to meet her, and it went very well. So well, in fact, that when we took her home, she came right with us and never looked back. The only difficulty we are facing is that our cat does not like her at all. She has no problem, and in fact wants to play with him, but he is having none of it.

In this issue, Salty Dog comes to a conclusion. Congratulations to Kevin Wilson for his victory. With that, Bulldog, will start next issue.

The next deadline is **Tuesday, July 3 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.

Contents

Howling at the Moon	Letter Column	Page 1
Off the Leash	Machiavelli	Page 2
Dogfight	Machiavelli	Page 3
Salty Dog	Settlers of Catan	Page 3
Dog Chow	Age of Renaissance	Page 4
Sirius	Merchant of Venus	Page 5
Outlaw Dogs	Gunslinger	Page 7
Doberman	Industrial Waste	Page 9
Jackal	New World	Page 9

Contents (cont.)

Kremlin	Page 10
Silverton	Page 11
Outpost	Page 12
Pedagoguery	Page 13

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, Dave Hooton, and Chris Geggus. **Starts next issue!**

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 and Chris Geggus, will take up to 5 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-subbers.

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**

Bob Robles

Book review: The Road by Cormac McCarthy. Wow! If you want to read a book about the end of civilization, try this one. I'm not easily freaked out, but I was cringing with each page turn. A man and his son wander the barren countryside of what was the US trying to survive. As unrelentingly grim the story may be, it ends on a somewhat hopeful note. I'll say no more and let you fair readers decide if this is your cup of tea. A friend of mine who owns a bookstore also recommends, "No

country for old men." by the same author. Soon to be a major motion picture.

I spent the last weekend of April at the Coachella Valley Music Festival in Indio, CA. My 2 daughters and I have been attending for the past 3 years. As a true old fart, I really enjoy the opportunity to hear new artists, and some old ones as well. It has been a fun family outing (although my wife refuses to attend). If you can brave the 100 degree F weather, a very fun event.

Off the Leash

Advanced Game, Plague, Famine, Special Military Units, Conquest, Moneylenders, Gray Press, Ultimate Victory, Gunboat Miller Number 2001Fpw10 Spring 1470

Deadline for Summer 1470: 7/3 Tuesday

The Doge returns and turns his attention (and his ducats) against the French, leaving Naples to reclaim what is his.

Expenditures

France spends 12 ducats to disband Venice A Austria

Venice pays 5 ducats to the moneylenders, takes out a 14 ducat loan for 2 years (21 ducats due Spring 1472), and spends 18 ducats each to buy French A Bologna and French A Carinthia

Outstanding Debt

Spring 1472: 21 ducats due from Venice (14 borrowed)

Orders

FRANCE : A Tyrolea to AUSTRIA, A Hungary to SLAVONIA, A Carinthia to Carniola (nsu), A MILAN to Carinthia, A Bergamo to VERONA, A TRENTO supports A Bergamo to Verona, A Ferrara to BOLOGNA, A MANTUA supports A Ferrara to Bologna, A Bologna to Pistoia (nsu), A LUCCA supports A Bologna to Pistoia (nsu), F Marseilles to GULF OF LIONS, F Tyrrhenian Sea to SIENNA, F WESTERN MEDITERRANEAN to Tunis, G MARSEILLES convert to F

NAPLES + : A Pisa to Sienna (DISLODGED, retreat Pistoia, Piombino, garrison, OTB), A PERUGIA supports A Pisa to Sienna, A SPOLETO supports A Perugia, F Naples to SALERNO, F OTRANTO supports F Messina to Ionian Sea, F Ionian Sea to CENTRAL MEDITERRANEAN, F Messina to IONIAN SEA, F PALERMO supports F Ionian Sea to Central Mediterranean, G NAPLES convert to A, G PALERMO supports F Palermo

VENICE : A Carinthia to TYROLEA, A Bologna to MODENA, A Austria supports A Carinthia to Tyrolea (nsu), A Verona to Carinthia (DISLODGED, retreat Padua, Treviso, Ferrara, Friuli, OTB), A FLORENCE supports A Sienna to Pisa, A Arezzo to Urbino, A (EM) Sienna to PISA, A Bari to AQUILA, F Lower Adriatic to UPPER ADRIATIC, F Central Mediterranean to Tunis (DESTROYED)

Spring 1470 Famine

Note that if Venice retreats the A in Verona to Ferrara, it will be destroyed by famine.

Summer 1470 Plague

Good year – No plague!

Notes

Thanks to the standby for his unused orders.

Press

France – Naples: It seems that you are able to take CM by yourself and so I moved TS to contrast his support of the EM in Tuscany to begin the take over there. If necessary, I shall give it in summer. Moreover I need your from Pisa or Urbino for my Bologna to Florence.

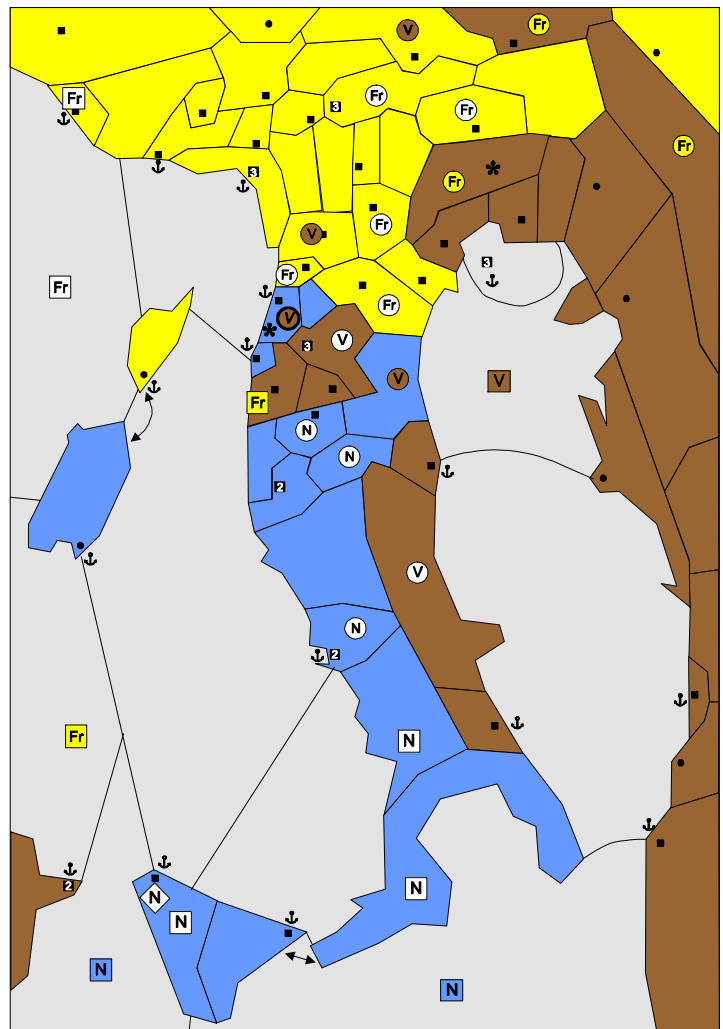
Naples – France: Let's wipe him out, NOW, rather than later... Hope you read my instructions, but I also decide to do something else to insure my move into

CM...

Venice – France: All right, you're kicking my ass. Can you at least leave me some land to retire in?

Venice – Naples: Well, your decision stands before you. You can keep attacking me and give the game to France who is leading by a long shot. Or you can be neutral. Or you can turn and attack France, or at least defend your centers against him stabbing to win. Know that I am done attacking you and am pulling back. Do as you will but I would prefer to keep the game going rather than just giving up meekly to France.

Off the Leash



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

Dogfight

Advanced Rules, Natural Disasters, Special Military Units, Conquest, White Press, Gunboat, Standard Victory Miller Number 2005Apw10 Spring 1459

Deadline for Spring 1459 5/22, Tuesday

Florence dissolves into chaos as the Pope's armies storm the city. Austria gets hit by France and Venice, while the Venetian capital falls to Naples. Plague visits devastation on all.

Expenditures

Naples spends 3 ducats for Famine Relief in Venice
Venice spends 3 ducats for Famine Relief in Carniola

Orders

- AUSTRIA : A Milan supports A Carinthia (cut, DISLOADED, retreat Como, garrison, OTB), A Austria to HUNGARY, A (EM) CARINTHIA supports A Milan (cut)
- FLORENCE (CD): A (EM) Florence holds (Dislodged, retreats OTB)
- FRANCE : A TYROLEA supports A Pavia to Milan, A SWISS supports A Tyrolea, A Avignon to TURIN, A (EM) Pavia to MILAN, A CREMONA supports A Pavia to Milan, A PARMA supports A Modena, A MODENA besieges (garrison destroyed), F Marseilles to GULF OF LIONS, F Piombino to LIGURIAN SEA
- NAPLES : A (EM) Croatia to SLAVONIA, A Herzegovina to DALMATIA, A Albania to RAGUSA, A Aquila to SPOLETO, A Naples to CAPUA, F Dalmatia to UPPER ADRIATIC, F ANCONA supports F Dalmatia to Upper Adriatic, F Upper Adriatic to VENICE, F Palermo to TYRRHENIAN SEA, F SIENNA supports F Palermo to Tyrrhenian Sea, F Tunis to WESTERN MEDITERRANEAN
- PAPACY : A Bologna to FLORENCE, A (EM) AREZZO supports A Bologna to Florence, A PISA supports A Pistoia, A PISTOIA supports A Bologna to Florence, A ROME holds (u)
- VENICE : A Slavonia to Carinthia (DISLOADED, retreat Austria, Carniola, OTB), A TRENT supports A Ferrara to Carinthia, A BERGAMO supports A Ferrara to Mantua, A Ferrara to MANTUA, A Padua to VERONA, F FRIULI holds (u), G TRENT supports A Trent
- Your treasury:

Notes

The original Florence player did not submit orders, so Florence is in Civil Disorder.

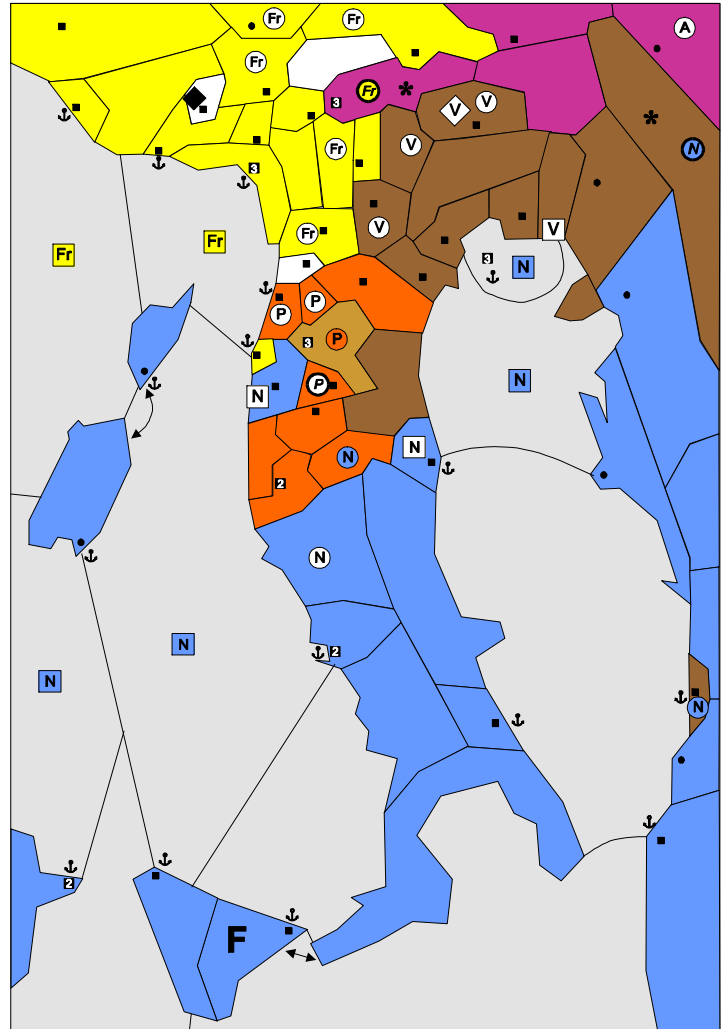
Summer 1459 Plague

Bad Year – Row and Column: Salerno, Verona (Venice A destroyed), Dalmatia (Naples A destroyed), Lucca (autonomous garrison destroyed), Bologna, Carinthia (Austrian EM A destroyed), Provence, Rome (Papal A destroyed), Padua, Tunis, Cremona (French A destroyed)

Press

Naples – Austria: I shall not attack you in Hungary; instead I shall support you in Treviso or Padua from Venetian lagoon, if you need.

Dogfight



- Army
 - Fleet
 - ◇ Garrison
 - ◆ Autonomous Garrison
 - ◊ Besieged Garrison
- Naples – France: I hope that you will be in Provence and not in GOL: I HOPE!!
- Naples – The Pope: I could leave you Sienna, if you shall support my move to Piombino.
- Venice – All: No more whining down south, Flo should go quick, then the Pope and I right behind.... too bad, could have been a good game...

Salty Dog

Seafarers of Catan Turns 18.4 to 19.1

Deadline End of Game Statement 7/3, Tuesday

Turn 18

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

Chris rolls a 9. Kevin receives 1 grain and 2 lumber, Dave receives 1 grain, Cary receives 2 ore, Bill receives 2 brick, and Ward receives 2 ore. Chris plays a Resource card and takes 1 lumber and 1 ore. Builds a settlement at F5 and buys a

development card ().

Ward rolls a 9. Kevin receives 1 grain and 2 lumber, Dave receives 1 grain, Cary receives 2 ore, Bill receives 2 brick, and Ward receives 2 ore. Ward builds a settlement at F16.

Turn 19

Kevin rolls a 10. Dave gains 1 ore and 2 brick, Bill gains 1 brick, Chris gains 2 lumber for 1 wool and 12 ore for 1 lumber and 2 brick. Upgrades the settlement at brick, and Ward gains 1 brick. Plays Monopoly card to collect 17 ore. Trades 4 F11 to a city and builds settlements at H3 and I4.

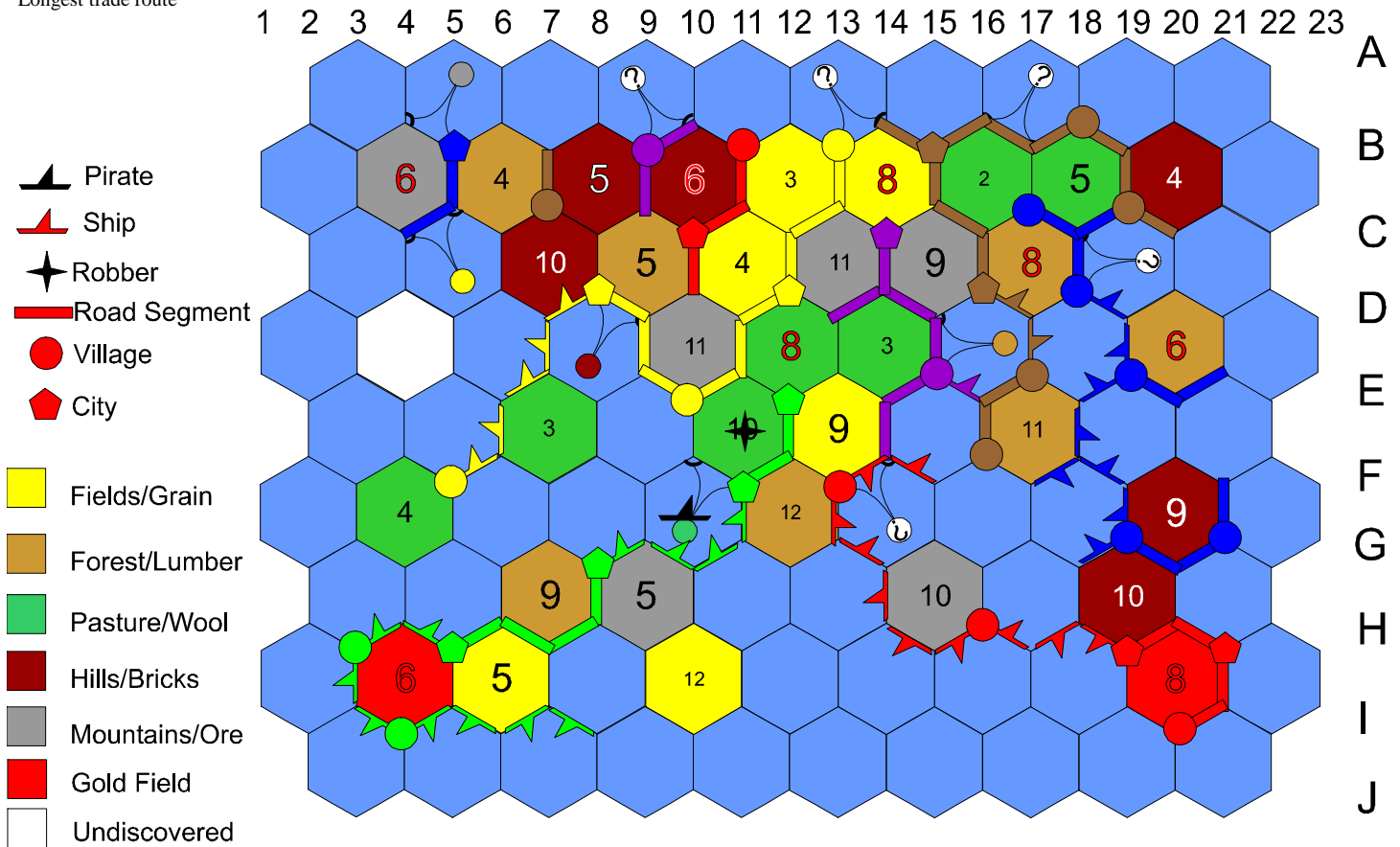
Notes

Thanks to Michael Lowrey for his unused standby orders for Brown. And congratulations to Kevin Wilson on his victory!

The Players

Player	Color	Grain	Wool	Brick	Lumber	Ore	Development Cards	VP
Kevin Wilson	Green					2	1 Knight, 1 Unknown ()	12*
Dave Partridge	Red	3	1	4				10
Cary Nichols	Purple	1	1	2				4
Bill Scharf	Blue	1		8	2			7
Chris Geggus	Yellow			3			2 Knights, 2 Unknown ()	7
Ward Narhi	Brown	1	1	2	2		1 Knight	9

* Longest trade route



Dog Chow

Age of Renaissance

Turn 6 Phases 4 through 6

Deadline Turn 5, Phase 7 and Turn 7, Phases 1 through 3 7/3, Tuesday

Errata

Venice should have played a Grain card last turn. So, Hamburg and London each gain \$16, Venice, Genoa, and Paris each gain \$4.

Phase 4: Purchases

Genoa buys Institutional Research (X, \$90, 10 credit from Civics), Ocean Navigation (T, \$70, 40 credit from Exploration, 10 credit from Institutional Research), Improved Agriculture (K, \$20, 20 credit from Commerce, 10 credit from Institutional Research, Misery drops to 70), Human Body (B, \$30, 20 credit from Science, 10 credit from Institutional Research, Misery drops to 60), Laws of Matter (C, \$60, 20 credit from Science, 10 credit from Institutional Research), and stabilization for \$10. 55 Misery Relief credits plus 2 tiers drops Misery to 40.

London buys Nationalism (W, \$50, 10 credit for Civics), Wind/Watermill (J, \$30, 10 credit from Commerce), and stabilization for \$1.

Venice buys Seaworthy Vessels (S, \$60, 20 credit from Exploration).

Hamburg buys Seaworthy Vessels (S, \$60, 20 credit from Exploration), Proselytism (G, \$50, 40 credit from Religion, Misery increases to 80), Wind/Watermill (J, \$30, 10 credit from Commerce), and \$15 for stabilization. 10 Misery Relief credits plus 1 tier reduced Misery to 70.

Barcelona buys Ocean Navigation 2 (\$10), Cosmopolitan (Y, \$70, 40 credit from Commerce, 40 credit from Marco Polo), and stabilization for \$6. 25 Misery Relief credits plus 1 tier reduces Misery to 60.

Paris buys Wind/Watermill (J, \$20, 10 credit from Commerce, 10 credit from Institutional Research) and stabilization for \$10.

Phase 5: Expansion

Paris loses 10 tokens to Holy Indulgence; Genoa, London, Venice, and Barcelona each gain 2 tokens, and Hamburg gains \$2.

Genoa expands to China.

London expands to Iceland (3, vs. Genoa, dr = 6, 3, 5; wins), Suez (6, vs. Barcelona, dr = 3, 6, 5; wins).

Venice expands to Alexandria (10, vs. London, 5, 4, 3; wins), Suez (7, vs. London, dr = 4, 1, 4; wins).

Hamburg buys a card for 3 (), expands to Abasgia (1), Poti (4, vs. Barcelona, dr = 5, 3, 1; wins, spends 2 tokens to attempt Wind/Watermill trade, dr = 1, success, trades for), Varna (4, vs. Genoa, dr = 2, 6, 4; wins), Gallipoli (1), Shetland (3, vs. London, dr = 2, 1, 3; loses), Shetland (3, vs. London, dr = 1, 3, 3; loses), Shetland (3, vs. London, dr = 2, 1, 1; loses), Shetland (3, vs. London, dr = 5, 3, 1; wins).

Barcelona expands to India (5), Valencia (3, vs. Genoa, dr = 3, 2, 4; loses), Valencia (3, vs. Genoa, dr = 5, 2, 5; loses), Valencia (3, vs. Genoa, dr = 1, 4, 1; wins), Constantinople (8, vs. Venice, dr = 1, 3, 1; wins), Grenada (4, vs. Genoa, dr = 5, 4, 5; loses), Grenada (4, vs. Genoa, dr = 6, 3, 5; wins).

Paris expands to Bordeaux (9, vs. Barcelona, dr = 4, 2, 2; loses), Bordeaux (9, vs. Barcelona, dr = 5, 3, 6; loses), Prague (4, vs. Hamburg, dr = 4, 6, 2; wins), Breslau (1, vs. Hamburg, dr = 1, 4, 1; wins).

Barcelona gains the bonus card ().

Phase 6: Buy Cards

Genoa gains \$111 **London** gains \$63 **Venice** gains \$75 **Hamburg** gains \$93 **Barcelona** gains \$111 **Paris** gains \$63

Shortage of Silk (Genoa gains Enlightened Ruler), Surplus of Metal

Turn 7, Phase 1: Draw Cards

Your card was:

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Paul Bolduc	Barcelona	60		\$119		16	O2	3	A, E, F, I, J, K, N, O, R, S, T, V, X, Y
Cary Nichols	Hamburg	70		\$136		13	10	5	A, E, F, G, I, J, N, O, R, S, V
Bob Robles	London	70		\$84		8	8	1	A, E, F, I, J, V, W
Dennis Cain	Venice	60		\$91		10	10	0	A, E, F, I, R, S, V
Steve Koehler	Genoa	40		\$120		16	O1	4	A, B, C, E, F, I, J, K, N, O, R, S, T, V, X
Michael Longdin	Paris	100		\$105		8		4	E, I, J, W, X

Players are listed in reverse tie breaking order.

Commodity Log

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

Cards

Shortage, Surplus

Sirius

Merchant of Venus

Turns 16.4 to 18.4

Turns 18.5 to 20.5 7/3, Tuesday

Turn 16

4th: **Dennis Cain (Niks/Space Revolver) Rolls Used: 4 4 4 4**
Rainfall(p) – B – (R) – Y – B – (R) – B – Y – B – (R) – B – (R) – Y – A – (R) – B – Y30 – (R30) – B30 – (R30) – B – Y – B – (R) – A.
 5th: **Chris Geggus (Qossuth/Atlantis) Rolls Used: 1 * 3**
Asteroid City East - ? (it's the Relic Yellow Drive) – (Y10) – Asteroid

City West – B30.
 6th: **Bob Robles (Dell/Dells Without Names) Rolls Used: 6 6**
Ice Station(s).
 Sells Finest Dust for \$50 (from the cup: Demand for Wine at 5).

Turn 17

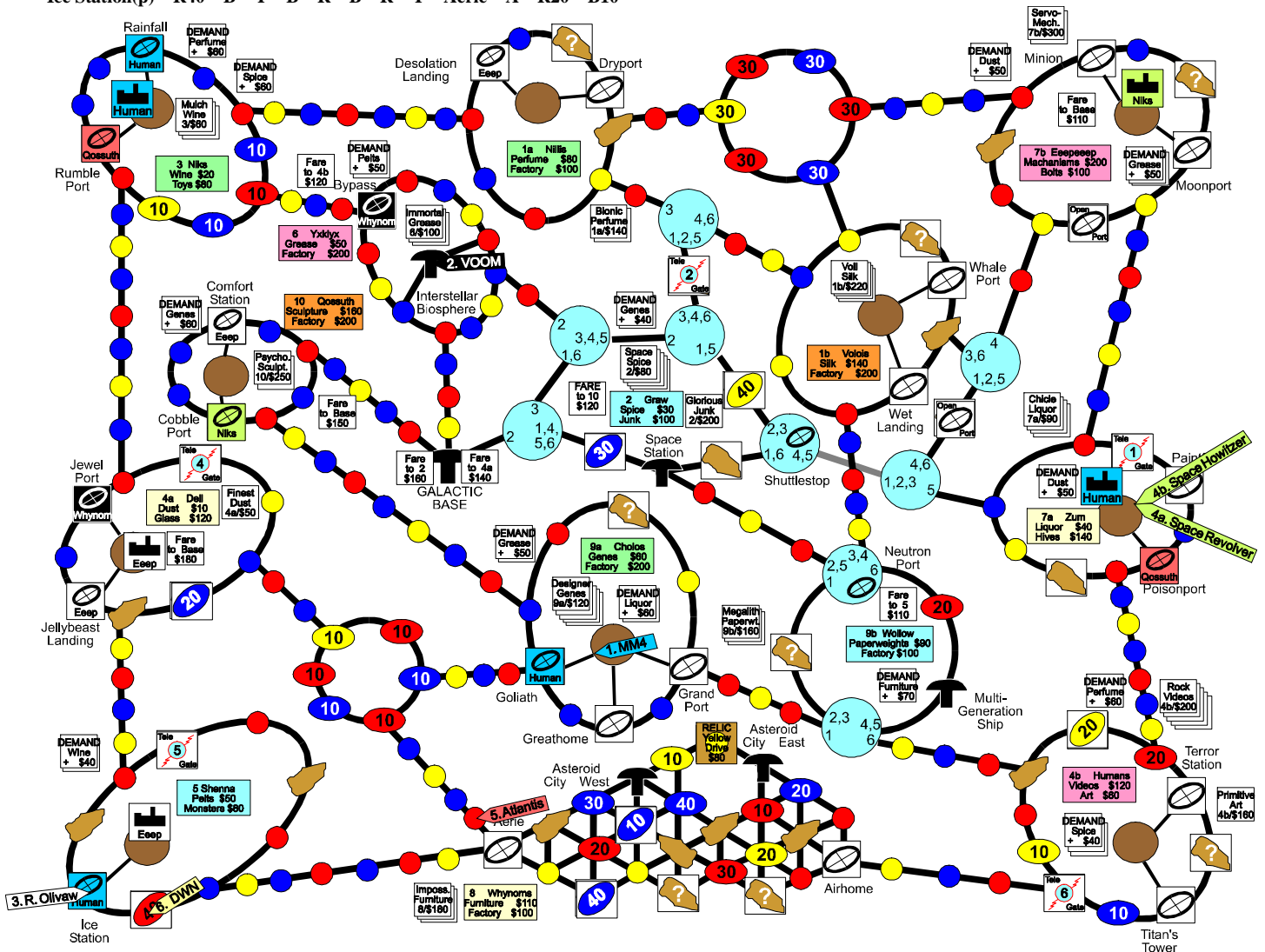
- 1st: Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 3 3 5
Interstellar Biosphere – B – R – B – R – Y – Galactic Base – R – B – Y – B – R.
- 2nd: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchante) 4 4 (uses Auto Pilot)
Ice Station(p) – A – (R) – TeleGate 5 – TeleGate 4 – (R) – B – (Y) – B – (R) – B – (Y) – B – (R) – (Y10) – B10.
- 3rd: Paul Bolduc (Eepeeep/R. Olivaw) Rolls Used: 3 * 4
Jellybeast Landing(p) – A – Y – R – B – Y – R – A – Ice Station(p).
Sells Dribble Glass for \$200 (from the cup: Chicle Liquor at 7a). Buys Factory using IOU and \$10 in cash and Pet Monsters for \$80. Gains \$40 in

- factory commissions and MM4 gains \$47 in port commissions.
- 4th: Dennis Cain (Niks/Space Revolver) Rolls Used: 5 5 6 6
A – (R) – Y – Open Port.
Sells Immortal Grease for \$100 plus \$150 demand (from the cup: Finest Dust at 4a and Mulch Wine at 3). Buys Pedigree Bolts for \$100. Gains \$50 in port commissions.
- 5th: Chris Geggus (Qossuth/Atlantis) Rolls Used: 1 * 3
B30 – Aerie – R.
- 6th: Bob Robles (Dell/Dells Without Names) Rolls Used: 2 3
Ice Station(s) – Ice Station(p) – R40.

Turn 18

- 1st: Andy Lewis (Humans/Mystery Machine 4) Rolls Used: 2 3 5
R – B – R – Y – B – R – B – Y – B – R – B – Goliath(o) - Goliath(s).
Buys Goliath for \$200.
- 2nd: Dave Partridge (Whynoms/Venus-Orion Oligarch Merchante) 4 4 (uses Auto Pilot)
B10 – (R10) – (Y) – B – (R) – Bypass – (R) – (Y) – Interstellar Biosphere.
Buys Bypass for \$200.
- 3rd: Paul Bolduc (Eepeeep/R. Olivaw) Rolls Used: 4 * 4
Ice Station(p) – R40 – B – Y – B – R – B – R – Y – Aerie – A – R20 – B10

- Asteroid City West.
Buys Aerie for \$200.
- 4th: Dennis Cain (Niks/Space Revolver) Rolls Used: 1 1 6 6
Open Port – Y – B – (R) – B – Y – B – (R) – TeleGate 1 – Paintfall(o) – Paintfall(s).
Buys Yellow Drive for \$80 and agent buys Freighter for \$300 (Christened Space Howitzer). Both drives are relocated to the freighter.



Currently available:

1a (Nills): 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): 3 Mulch Wine, 1 Demand for Space Spice (+\$60)

4a (Dell): Fare to Base (\$180), Finest Dust

4b (Humans): 5 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art

5 (Shenna): 2 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 (Eeepeep): 2 Servo-Mechanism, 3 Demand for Immortal Grease (+\$50), Fare

S.O.B.

to Base (\$110), 2 Demand for Finest Dust (+\$50)

8 (Whynoms): 3 Impossible Furniture

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

1. Mystery Machine 4 \$165
Normal Scout
19: 4 5 6//20: 3 4 6

Hold1: Custom Hives 7a/\$220
Hold2: Immortal Grease 6/\$100
Hull: Shield (\$60)

Graw \$200, Rainfall \$200, Niks \$200, Ice Station \$200
Zum \$200, Goliath \$200

2. VOOM \$82
Fast Freighter
19: 4 6//20: 4 5 (Use 1 x 2)

Hold1: Melf Pelts 5/\$110
Hold2: Melf Pelts 5/\$110
Hold3: Melf Pelts 5/\$110
Hull: RELIC Auto Pilot 4 \$60

Hold4: Comb. Drive (\$300)
Hold5: Comb. Drive (\$300)

4b \$90, Jewelport \$200, Bypass \$200

3. R. Olivaw \$153
Rocket Scout
19: 1 3//20: 1 2 (Use 1 * 4)

Hold1: Pet Monsters 5/\$150
Hold2: Shield (\$60)
Hull: Shield (\$60)

Shenna \$100, 9a \$90, Jellybeast Landing \$200
Comfort Station \$200, Desolation Landing \$200
Dell \$200, Aerie \$200

4a. Space Revolver \$50
Sports Clipper
19: 3 4 5 6//20: 1 1 3 5 (Use 2*2)

Hold1: Pedigree Bolts 7b/\$200
Hold2: Shield (\$60)
Hull: Shield (\$60)

Cobble Port \$200
Eeepeep \$100, Human \$100

4b. Space Howitzer
Sport Freighter
19: 3 4 6//20: 3 4 5 (Use 2)

Hold1: Red Drive (\$120)
Hold2: Yellow Drive (\$80)
Hold3: Yellow Drive (\$80)
Hull: Yellow Drive (\$80)

5. Atlantis \$170
Torch Scout
18: 3/19: 2//20: 5 (Times 3)

Hold1: Imposs. Furniture 8/\$180
Hold2: Megalith Paperwt. 9b/\$160
Hull: Yellow Drive (\$80)

Rumble Port \$200, Poisonport \$200, Shield (\$60)

6. Dells Without Names \$180
Scow Scout
18: 2 2 2 6//19: 4 4 4 6 (Use 2)

Hold1: Chicle Liquor 7a/\$90
Hold2: Finest Dust 4a/\$50
Hull: Relic Shield (\$60)

To \$100

Outlaw Dogs

Turn 9

Turn 10 due 7/3, Tuesday

Actions

Segment 1

Border Rider: Card 5: Cock/Aim/Shoot (Cock H44), segment 1 of 2

Innocente: Delay

Segment 2

Border Rider: Card 5: Cock/Aim/Shoot (Cock H44), 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: Delay

Segment 5

Border Rider: Pass

Innocente: Delay

End of Turn

Innocente loses 3 delay points. At the start of turn 10, he gains 2 fatigue points. (Cards drawn: 50, 49)

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	2 AIM points on I
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	4	6	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

Innocente – Border Rider: What's a matter? Can't kill a helpless man with two bullets? Do I need to come closer for you? If you can't finish me with your next shot, will you let me crawl out of here?

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 (cocked)	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 G9, W44: OOOOOOOOOOOOO⊗⊗⊗

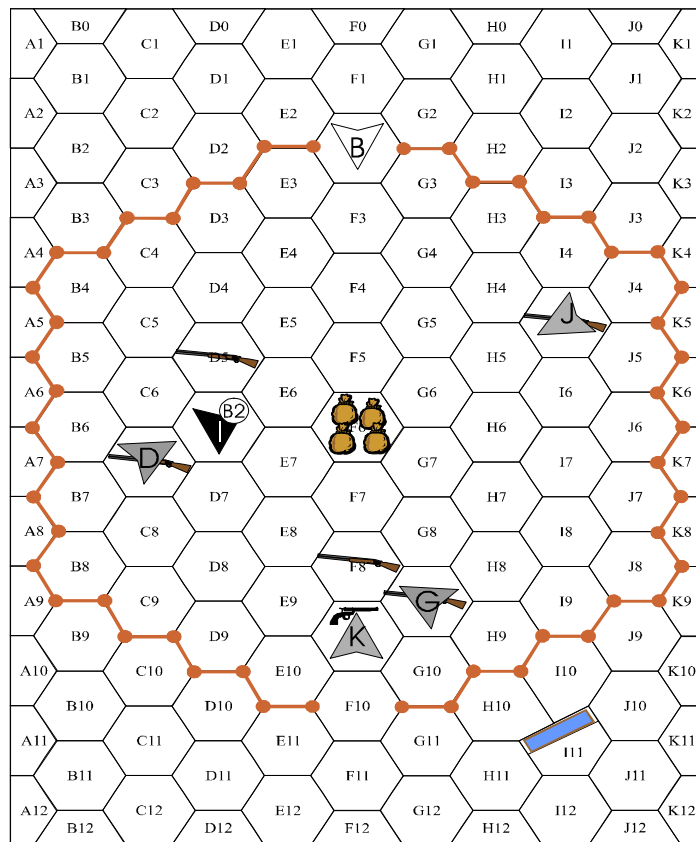
On the ground in F9: C45: OOO⊗⊗⊗











On the ground in C7, W44: OOOOOOOOOOOOO⊗

On the ground in I5: W44: OOOOOOOOOOOOO⊗

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

Outlaw Dogs



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

Doberman
Turn 5a
Turn 5b due 7/22, Tuesday

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

100%Trash selects set 3.

BIBCO selects set 4

PIT selects set 5

GOO selects set 1

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

Cards

100%Trash	BIBCO	PIT	GOO
Order	Advisor	Bribery	Waste Disposal
Advisor	Order	Waste Disposal	Innovation
Waste Removal	Growth	Raw Materials	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	Innovation	Waste Disposal	Raw Materials

Jackal

Turn 9
Turn 10 due 7/3, Tuesday

Planning

English maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
French maintain 3 ships (\$12) and buy 2 soldiers (\$20) for \$32.
Dutch maintain 4 ships (\$16), buy 6 ships (\$72) and 7 soldiers (\$70) for \$158. 2 ships declare Pirate versus the Spanish.
Swedes maintain 3 ships (\$13), buy 1 ship (\$12) and 4 soldiers (\$40) for \$64.
Portuguese maintain 3 ships (\$12), buy 2 ships (\$24) and 6 soldiers (\$60) for \$96.
Spanish maintain 4 ships (\$16) and buy 3 soldiers (\$30) for \$46.

Outbound Naval Movement

English Move to Z. Dice: 1, 1, 2, 3, 3. Loses 1 soldier and 1 colonist.
French Move to D. Dice: 1, 1, 2. Loses 2 ships, 3 colonists, and 1 soldier.
Dutch Move to K. Dice: 1, 1, 2. Loses 1 colonist.
Swedes Move to S. Dice: 1, 1, 2, 2, 3, 3, 3, 4, 4. Loses 2 colonists and 1 soldier.
Portuguese Move to Y. Dice: 5, 5, 6, 6, 6. No losses. Drops off 4 soldiers and 4 colonists. Move to Z: Dice: 3, 6. No losses.
Spanish Move to J. Dice: 2, 3, 4, 4. No losses.

Mining

Spanish mine 1 gold in F. English mine 1 gold in U (depletes). Swedes min 1 gold in S.

Exploration

Swedes discover a mine in S.

Land Movement

English move 1 gold bar from U to anchorage dot, 1 soldier from U to R, 1 colonist from R to U, 2 colonists from Y to V (it's a climate 5 area with 1 site and 1 native) and 3 soldiers and 3 colonists from fleet to Z.
French move 1 soldier and 1 colonist from fleet to D.
Dutch moves 5 colonists and 4 soldiers from N to O, 5 colonists and 4 soldiers from N to P, 1 colonist from M to N, and 3 colonists and 7 soldiers from fleet to K.
Swedes move 1 gold to fleet, 2 soldiers and 2 colonists from S to V, 2 colonists and 3 soldiers from fleet to S. 1 colonist mines.
Portuguese move 4 colonists and 4 soldiers from anchorage dot to Y, 2 soldiers from fleet to Z.
Spanish move 1 gold J to fleet, 1 gold from F to J, 1 colonist and 2 soldiers from J

to F, 4 soldiers and 4 colonists from J to I, and 5 colonists and 3 soldiers from fleet to J.

Combat

English attack the Portuguese in Z. Portuguese lose 1 soldier, English lose 2. **French** attack the Dutch in K. Dutch lose 2 soldiers. **Dutch** attack the French in K. French lose 2 soldiers and 3 colonists, Dutch lose 3 soldiers. **Portuguese** attack the English in Z. English lose 1 soldier.

Native Combat

Dutch: 1 native killed in O, 4 soldiers killed in P. **Portuguese:** 1 native killed in Z. **Spanish:** 3 soldiers and 1 native killed in I. Soldier loots.

Native Uprisings

Climate is a 3. Uprisings in P (2 colonists lost) and V (2 English colonists lost).

Survival

Climate is a 1.

Spanish lose 1 colonist and soldier in F, 2 colonists and 1 soldier in I, and 1 colonist in J. **French** lose 1 colonist and 1 soldier in D, 1 colonist and 1 soldier in G, and 1 colonist in K. **Dutch** lose 1 colonist and 1 soldier in K, 1 colonist and 1 soldier in M, 1 colonist in N, 2 colonists and 2 soldiers in O, and 3 colonists in P. **English** lose 1 colonist and 1 soldier in R, 1 soldier in U, and 3 colonists in Z. **Swedes** lose 1 colonist and 2 soldiers in S, 1 colonist in V, and 1 colonist and 1 soldier in X. **Portuguese** lose 1 colonist and 2 soldiers in Y, and 1 colonist and 1 soldier in Z.

Political Control

Spanish gain political control of I. **French** lose political control of K. **Swedes** lose political control of S and X.

Homebound Naval Movement

English: Move to U. Dice: 3, 6, 6. No losses. Pick up gold. Dice: 2, 2, 6, 6. No losses.

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

Dutch: Move to J. Dice: 1, 3. No losses. Attack Spanish fleet. No losses. Dice: 2, 5, 5, 6. No losses.

Swedes: Dice: 1, 1, 3, 3, 5, 5, 6, 6, 6. No losses.

Portuguese: Dice: 1, 2, 3, 4, 4, 6. No losses.

Spanish: Dice: 2, 2, 2, 3. No losses.

Income

English: Political Control: \$120, gold: \$40, resources: \$60.

French: Political Control: \$120, resources: \$52.

Dutch: Political Control: \$120, resources: \$60.

Swedes: Political Control: \$40, gold: \$40, resources: \$15.

Portuguese: Political Control: \$80, resources: \$33.

Spanish: Political Control: \$160, gold: \$40, resources: \$72.

Press

Dateline: New Portugal: The Eengleesh invaders have come into the cold, but

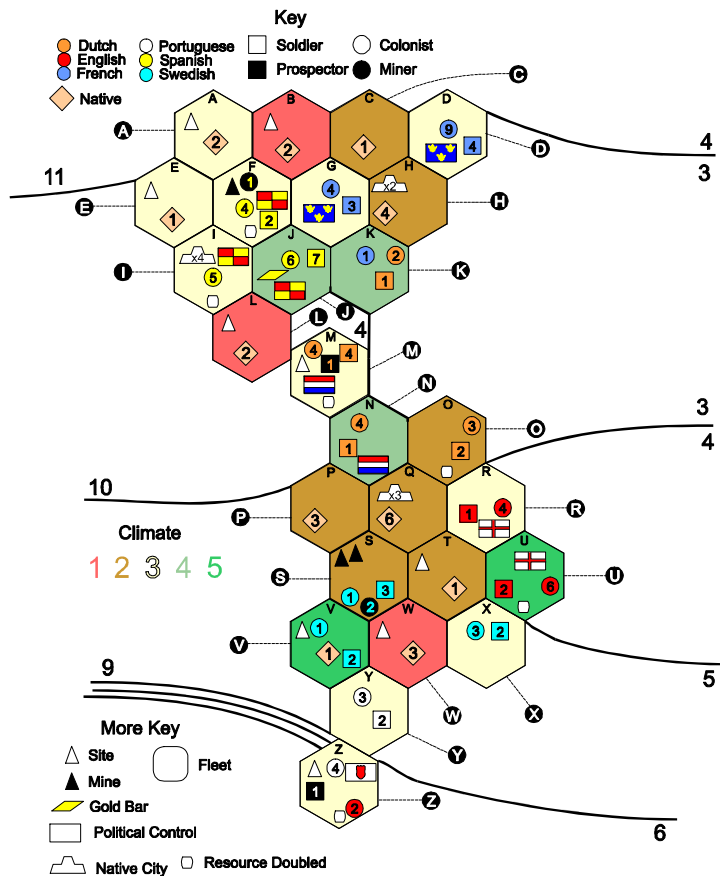
found the heat too much to handle. Things continue to get hot for the perfidious Albionese, and Prince Henry the Negator has stated " No, the Eengleesh will not survive in these climes". And rumour has it that Prince Henry 'noes' what he's talking about, no doubt!

Turn 10 Initiative

Portuguese, Spanish, Dutch, Swedes, French, English

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dave Partridge	\$390	2	10	4
English	Bob Robles	\$503	9	4	4
French	Andy Lewis	\$583	10	1	4
Portuguese	Brendan Whyte	\$128	14	5	4
Spanish	Andy York	\$685	6	4	5
Swedes	Cary Nichols	\$238	11	4	4



Flea Collar

Kremlin

Turn 2 Cure through Health

Turn 2 Funeral Commission through Parade, 7/3, Tuesday

Cure Phase

Hard Line Mencheviks declare 2 IP on G. REDS declares 1 IP on F. Aparatschik ages to 88, Nogoodnik ages to 70, Patina ages to 67, Talksalott ages to 68, Palavarian ages to 73, and Schukrutoff ages to 77.

Purge Phase

Natasha Nogoodnik promotes attempts to purge E (dr = 20, success), Patina. TCC plays Sputnik (69), preventing the purge of the Defense Minister. Nogoodnik continues on with Protzky (dr = 17, success), Talksalott (dr = 10, success), Schukrutoff (dr = 5, fails). Nogoodnik ages to 76.

Spy Investigation Phase

Patina takes no action.

Health Phase

Nestor Aparatchnik (dr = 14) dies.
 Natasha Nogoodnik (dr = 5) gets sick.
 Ludmilla Patina (dr = 7) gets sick.
 Andrej Purgemoff (dr = 14) remains healthy.
 Diwan Palavarian (dr = 4) dies.
 Lech Schukrotoff (dr = 5) falls ill.

Politburo

Office	Policitian	Condition	Influence
Party Chief			
KGB Head	Natasha Nogoodnik (V)	76, +, ?, weak	1 (MLI)
Foreign			
Defense	Ludmilla Patina (S)	67, +, weak	8 (TCC)
Ideology	Andrej Purgemoff (F)	71	1 (REDS)
Industry			
Economy			
Sport	Lech Schukrutoff (B)	77 ++, ?	

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

Candidates: C, I, K, Z

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

Siberia: L, E, U, J

Kremlin Wall: A, G

Players

Player	Faction Name
Bob Robles	Hard Line Mencheviks
Brendan Whyte	Left-wing Trendies
Pasquale Giovine	Marxist-Leninist Integralists
Mike Scott	The California Connection

S.O.B.

Player
Chris Geggus
Cary Nichols

Faction Name
King's Gambit for Bishops (KGB)
Re-Education Deployment Society (REDS)

Intrigue CardsUndeclared Influence**Terrier
Silverton**

Turn 3, Phases IV- VI and Turn 4, Phases I-III
Turn 4, Phases IV- VI and Turn 5, Phases I-III, 4/10, Tuesday
Turn 3

Operations

Brown (Partridge) gains \$50 from passenger revenue, bails out his surveyor for \$200.

Blue (Bolduc) no operations.

Red (Scharf) keeps claim #106 (pays \$80), operates #98 (\$60, 2 gold).

Aqua (Lewis) operates #36 (\$50, 1 silver) and #67 (\$30, depletes) Delivers 4 coal from Coalville to Salt Lake City for \$240. Gains \$20 from passenger revenue.

Green (Longdin) operates #92 (\$40, 5 coal) and #81 (\$40, 5 coal), delivers 4 coal from Raton to Pueblo for \$320, and buys a +2 snowplow for \$40.

Orange (Hooton) gains \$90 from passenger revenue.

Determine Price Changes

Gold: +1 to \$250

Copper: +1 to \$240

Silver: +3 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+1 to \$120	+1 to \$300	+2 to \$200	+2 to \$60	+2 to \$120
Coal:	+1 to \$80	-1 to \$40	-3 to \$40	+1 to \$60	+2 to \$60

Turn 4Move Prospectors and Surveyors

Brown (Partridge) surveys Canon City to Salida and Canon City to Westcliffe and prospects passenger line 5.

Blue (Bolduc) surveys Denver to Cheyenne, Pueblo to Walsenburg, and prospects the passenger line 5.

Red (Scharf) surveys Deming to Whitewater and prospects passenger line 4.

Aqua (Lewis) surveys Thistle to Price, and prospects #35.

Green (Longdin) surveys Canon City to Salida (S+1) and Raton to French, prospects #41.

Orange (Hooton) surveys La Madera to Taos and Vallecitos to El Vado, and prospects #62

Dispute Resolution

Brown and Blue have a dispute over the Denver to Pueblo passenger line. Brown dr = 8, Blue dr = 7. Brown wins, prospector improves to +1. Brown and Green have a dispute over the Canon City to Salida line. Brown dr = 7, Green dr = 10+1. Green wins, and his surveyor improves to S+2. Brown spends \$245, Blue spends \$280, Red spends \$215, Aqua spends \$300, Green spends \$380, and Orange spends \$280.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Dave Partridge	Brown	Denver	\$410	9, 15		S, S, P+1
Paul Bolduc	Blue	Denver	\$740	9, 15		S, S+1, P
Bill Scharf	Red	El Paso	\$645	9		S, P

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Andy Lewis	Aqua	Salt Lake City	\$320	9, 15		S, S, P
Michael Longdin	Green	Pueblo	\$410	9, 15	+2	S+2, S, P
Dave Hooton	Orange	Santa Fe	\$210	9		S, S, P

Purchased Claims

#	City	Owner	Type	Goods	Operation
105	Silver City	Red	Silver	4	Depleted
98	Pinos Altos	Red	Gold	4	\$60
106	Cuba	Red	Copper	N	\$30
36	Eureka	Aqua	Silver	6	\$50
67	Coalville	Aqua	Coal	1	Depleted
35	Heber City	Aqua	Silver	N	\$50
92	Raton	Green	Coal	9	\$40
81	Crested Butte	Green	Coal	5	\$40
41	Leadville	Green	Silver	N	\$50
102	Hillsboro	Orange	Silver	2	\$40
119	Farmington	Orange	Coal	3	\$40
62	Taos	Orange	Lumber	N	\$30

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Brown	
5	A	Denver – Pueblo	\$80	Brown	
4	A	El Paso – Deming	\$60	Red	
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
46	Telluride	Silver	\$160	\$40

#	City	Type	Claim	Operation
47	Ouray	Silver	\$100	\$40
80	Aspen	Coal	\$60	\$30
121	York Canyon	Coal	\$100	\$30

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
12	B	Pueblo – Grand Jct.	\$150	\$310	Discard when 20 is taken. Good for \$150 toward card 20 or 21
15	B	Denver – Grand Jct.	\$270	\$435	Discard when 22 is taken. Good for \$270 toward card 22
1	A	Denver – Boulder	\$20	\$45	
11	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
10	B	Denver – Aspen	\$130	\$250	
13	B	El Paso – Santa Fe	\$140	\$320	
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	2	\$40

Hound**Turn 2****Deadline Turn 3, 7/3, Tuesday**Commander Actions

Scharfpost passes.

Miles from Nowhere opens up the bidding for a Data Library at 15 and it goes to Bartertown X for 17 (Or2, Wa7, Wa8). Passes.

Bartertown X passes

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

FEARLESS buys a population factor (Wa4, Wa6)

HBDC passes.

Little Green Men buy a population factor (Or5, Wa5)

Brosiarium buys a population factor (Or4, Wa6)

Roobie-Roo buys a water factory (Or2, Or3, Or3, Or4, Wa8) and a population factory (Wa5, Or5)

BORG buys a population factor (Wa10)

The Players

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

	Outpost Name	Commander	Factories	Upgrades	VP
10	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF		3

BORG is Basic Orbital Research Group. HBDC is Heavenly Bodies Development Corporation. FEARLESS is Forward Extraction and Resource Location Exoterrestrial Space Services

Available Upgrades

Income

New Arrival: 1 Data Library

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	1	1
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
Kevin Wilson	2	Dogstar, Salty Dog	Outpost, Seafarers of Catan
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
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 andersond4@michigan.gov	Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 iamthedbear@sbcglobal.net	Dale Horsely dhorsely@excite.com Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net (360) 928-9698	Lynn Mercer lcmldm@aol.com Ward Narhi 521 Moreley Akron, OH 44320 lurkertv@hotmail.com (330) 835-4013	Mike Scott 4040 E. Piedmont Dr. Space 61 Highland, CA 92346 mikesmag2@juno.com (909) 864-4343
John Biehl 8809 Delwood Dr. Delta, B.C., Canada V4C 4A1 jrb@dccnet.com	Forest Cole 11210 Montverde Ln Houston, TX 7099 simply4est@yahoo.com Simply4est@aol.com	Steve Koehler "Devil Dog" 418 Linderhill Ln. Mathews, NC 28105 sdk@Prodigy.net (704) 544-2849	Cary Nichols 756532-938 South FM1673 Snyder, TX 79549-8812	Richard Weiss Rcweiss@cox.net Brendan Whyte 448 Suriyat Road Ubon Ratchathani 34000 Thailand obiwonfive@hotmail.com
John Boardman 234 E. 16 th St. Brooklyn, NY 11226-5302	Caleb Cousins 96 Cedar St. #4 Bangor, ME 04401 (207) 941-8568 caleb_cousins@umit.maine.edu	Andy Lewis "Marmaduke" 16 Gossling Dr. Lewes, DE 19958 Alewis161@hom.com (302) 644-1984	Dave Partridge 15 Woodland Drive Brookline NH, 03033 rebhuhn@rocketmail.com	Kevin Wilson 18623 Santa Maria Dr. Baton Rouge, LA 70809-6702 ckevinw1@cox.net
Paul Bolduc 203 Devon Court FWB, FL 32547-3110 Prbolduc@aol.com bolduc@eglin.af.mil (850) 863-9081	Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK Chris.Geggus@ukonline.co.uk	Michael Longdin michasel.longdin@virgin.net Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215	Paul Risner 10325 NW 63rd Dr. Parkland, FL 33076 goeben@aol.com	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 wandrew@compuserve.com
Jim Burgess 664 Smith St. Providence, RI 02908-4327 jfburgess@gmail.com	Pasquale Giovine Via Osanna N.2/e I-89127 Reggio Calabria, Italia giovine@unirc.it	Mlowrey@infionline.net (704) 569-4269	Jerry Roalstad Gerald.roalstad@mndulu.ang.a f.mil	
Eric Brosius 53 Bird St. Needham, MA Public.brosius@comcast.net	Tim Haffey 810 53 rd Ave. Oakland, CA 94601 Trhaffey@yahoo.com Dave Hooton hooton_david@emc.com	Brad Martin 2/14 Joseph Street Maylands 6051 Western Australia Australia Westfront@hotmail.com	Bob Robles "Howler" 67 Tara Rd. Orinda, CA 94563 Rlrobles5@cs.com (510) 254-6354	
			Bill Scharf "Doge" 4814 Walnut Grove Ave. Rosemead, CA 91770 (626) 286-4428 bear-hugs@sbcglobal.net	

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

None this issue.