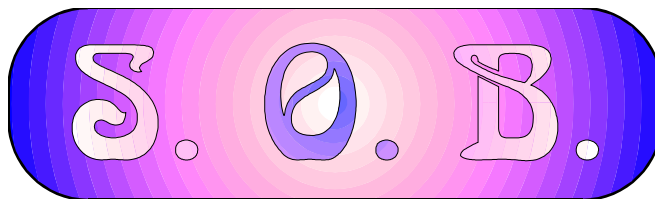


Number 168

January/February,
2011**Notes from Hades**

I hope the holidays treated everyone well. Around here, we enjoyed a quite Christmas and New Years at home. I had no travel during the time period, and had accumulated enough vacation to take the last half of December off. I very much enjoyed it.

John Boardman has resumed publishing Graustark. He had been on hiatus due to health issues, and the fact that he had to move from Brooklyn to Maryland to be closer to his daughters. Well, issue #789 came out a couple of weeks ago, and he is looking for players for a new Diplomacy game. His new address is in the address list.

This issue Boston Terrier comes to a close. While technically, the non-player nation ended up getting the most money at the end, it is not eligible for the win so that goes to Dave Hood. Congratulations! With the end of that game, I will be starting up a new game. Which game that is will be the first game for which I receive the necessary game fees.

The next deadline is **Tuesday, March 8 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

Purebred. Machiavelli. Have Ward Narhi, Bob Robles(\$), Pasquale Giovine, Dave Partridge, and Walt O'Hara, Mike Scott, Kevin Wilson, Jerry Roalstad,. This game is full.

Golden Retriever. Seafarers of Catan. Have Chris Geggus(\$), Dave Partridge,

Dave Hooton, Mike Scott, Bill Scharf(\$). Will take up to 1 more.

Rottweiler. Industrial Waste. Have Andy York(\$), Dave Partridge, Eric Brosius(\$), Richard Weiss. This game is full.

Pick of the Litter. Silverton. Will start after Hunter ends. Have Dave Partridge, and Dave Hooton, Paul Bolduc(\$), will take up to 3 more.

Russian Wolfhound. Kremlin. Will start after Pateel ends. Have Walt O'Hara, Mike Scott, Bob Robles(\$), Bill Scharf(\$). Will take up to 2 more.

Dog Show. Outpost. Will start after Basset ends. Have Eric Brosius(\$), Andy York(\$), Andy Lewis, Dave Hooton, Dave Partridge, Bill Scharf(\$), will take up to 4 more.

Players who have paid have a (\$) after their names.

Wish List

Goa. Have Brad Martin, Dave Partridge, will take up to 2 more.

Power Grid. Players will have the choice of 10 maps and several deck options. Have Dave Hooton, Dave Partridge, will take up to 3 more.

Phoenicia. A game similar to Outpost set in ancient times. Have Cary Nichols, Andy York, Dave Partridge, will take up to 7 more.

Age of Renaissance. This will use the EuroGames rules. Have Paul Bolduc, Chris Geggus, Bob Robles, will take up to 3 more.

Puerto Rico. Will start after Plantation Dog ends. Have Dave Partridge, will take up to 4 more.

Machiavelli. This game will start after the next Machiavelli game finishes. Have Bob Robles, will take up to y more.

Gunboat Machiavelli. This game will start after the second Machiavelli game finishes. Have 1, w ill take up to 7 more. This box will be checked if you have signed up.

Robo Rally. Map to be decided. Will take up to 8.

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

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chassler@roadrunner.com

On the Web at: <http://www.sob-zine.org>

Subscriptions cost \$3.00 per issue (\$4.50 overseas).

Barking Up the Wrong Tree

Spring 1258

Miller Number 2007Bpw10

Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory

Deadline Retreats, 2/8; Summer 1258 3/8, Tuesday

Milan and Venice seriously tangle in the north. The Pope and Aragon move ever northward while Florence moves out.

Fall 1257 Retreats

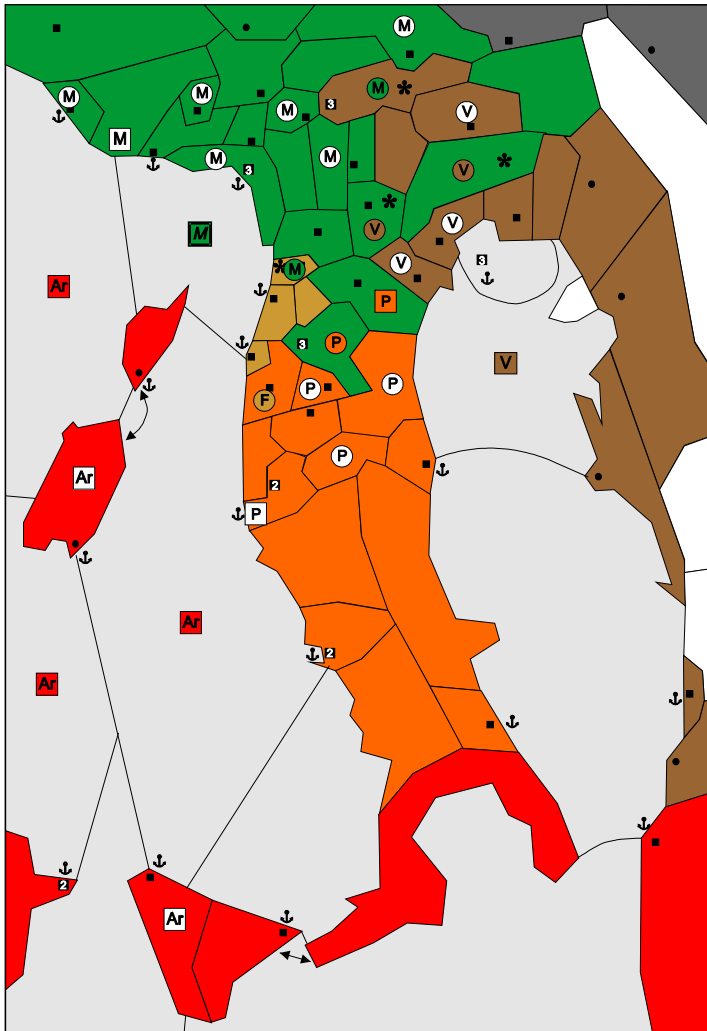
Milan retreats A Trent to Verona

Builds

		Cost
Aragon	Maintains all, no new builds	15
Florence	Maintains all, no new builds	6
Milan	Maintains A Provence, Fornova, Modena, Bologna, Mantua,	39

	Verona, Saluzzo, Tyrolea, F (EM) Ligurian Sea, builds A Pavia, A Genoa, F Savoy	
Papacy	Maintains all, no new builds	18
Venice	Maintains all, builds A Padua, A Treviso	21

Barking Up the Wrong Tree



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

Orders

- ARAGON (Scharf): F GULF OF LIONS supports F Gulf of Naples to Tyrrhenian Sea, F WESTERN MEDITERRANEAN supports F Tyrrhenian Sea to Sardinia, F Tyrrhenian Sea to SARDINIA, F Gulf of Naples to TYRRHENIAN SEA, F PALERMO supports F Gulf of Naples to Tyrrhenian Sea
- FLORENCE (Whyte): A Lucca to Modena (DISLODGED, retreat Pistoia, Pisa, garrison, OTB), A Piombino to SIENNA
- MILAN (Renken): A Provence to MARSEILLES, A SALUZZO supports F Savoy to Provence, A TYROLEA supports A Pavia to Milan, A Fornova to PAVIA, A Verona to Trent (DISLODGED, retreat Bergamo, Friuli, Carinthia, OTB), A Mantua to Bergamo (DISLODGED, retreat Cremona, garrison, OTB), A Modena to PARMA, A Bologna to LUCCA, A Pavia to MILAN, A GENOA to Modena, F SAVOY to PROVENCE, F (EM) LIGURIAN SEA supports A Bologna to Lucca
- PAPACY (Robles): A SIENNA to FLORENCE, A AREZZO supports A SIENNA to Florence, A ANCONA to URBINO, A CAPUA to SPOLETO, F ROME holds (u), F URBINO to BOLOGNA
- VENICE (Partridge): A Milan holds (DISLODGED, retreat Carinthia, Bergamo, Cremona, Como, garrison, OTB), A TRENT supports A Treviso to Verona, A Bergamo to MANTUA, A FERRARA supports A Bergamo to Mantua, A PADUA supports A Treviso to Verona, A Treviso to VERONA, F UPPER ADRIATIC supports A Ferrara
- Your ducats:

Press

Florence: As the great grey-green ooze slowly slides southwards, the bwave, bwave Florentines stiffen their resistance into a stasis known as rigor mortis, literally 'hard death, or in a better English translation, dying-hard (and fast). Can nobody stop the greening of the world? Where's George Bush when you need him... oh... wrong century.

Notes

If Venice A Milan or Milan A Mantua retreat to Cremona, they will be destroyed by famine. Likewise if Pisa retreats A Lucca to Pistoia. In addition, plague results are held until after retreats are received.

Bolognese

Fall 1051

Miller Number 2010?????

**Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory
Deadline for Winter/Spring 1052 3/8, Tuesday**

All the powers consolidate gains, but Venice stabs Milan and clashes with the Byzantines.

Orders

- Byzantines □: A AQUILA to Dalmatia, A BARI holds, F LOWER ADRIATIC transports A Aquila to Dalmatia
- Holy Roman Empire □: A MONTFERRAT besieges (garrison eliminated), A TRENT besieges (garrison eliminated), A MANTUA besieges (garrison eliminated)
- Normans □: A NAPLES converts to G, F MESSINA holds, F PALERMO holds
- Papacy □: A PERUGIA holds, A FLORENCE besieges (garrison destroyed), A URBINO to BOLOGNA
- Pisa □: A MODENA besieges (garrison eliminated), A SIENNA besieges (garrison eliminated), F GENOA besieges
- Venice □: A Carinthia to MILAN, A FERRARA besieges, F UPPER

ADRIATIC to Dalmatia

- Muslims: F CENTRAL MEDITERRANEAN holds
- Lombards: A ANCONA holds

The box will be checked for the country you are playing. Your ducats:

Press

Byzantines – Normans: Definitely!

Holy Roman Empire – Pisa: OK, for now...

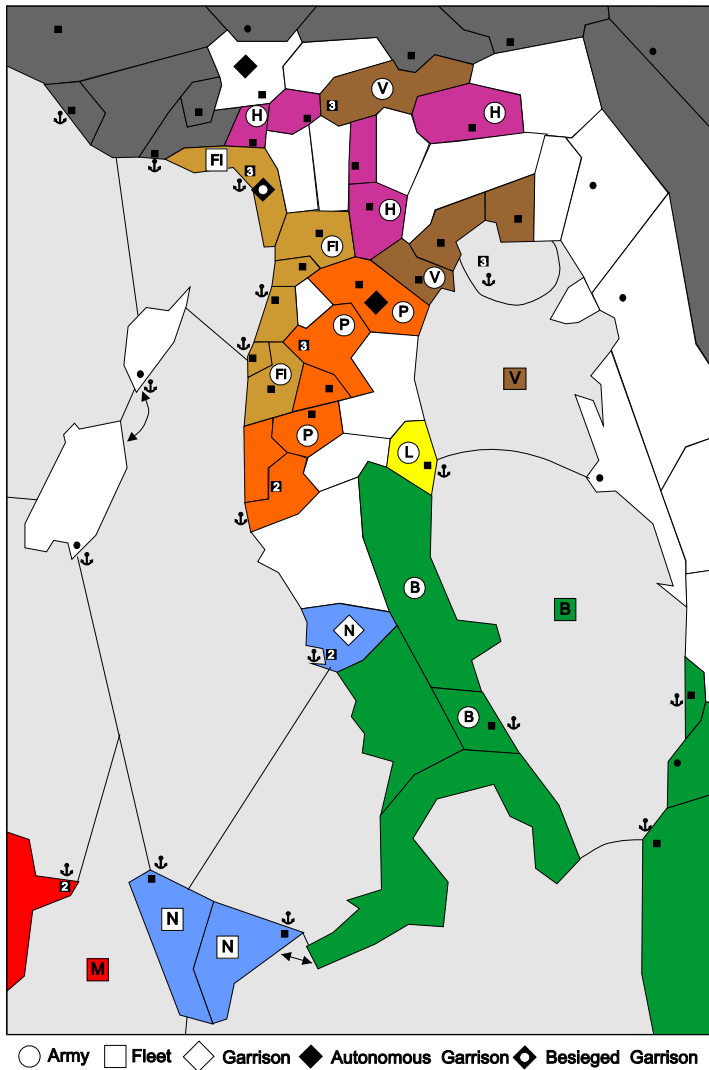
Holy Roman Empire – Venice: I can't believe you did that. You've made yourself our worse enemy!

Holy Roman Empire – All others: Notice the moves of Venice, he's trying to build up a large treasury, which means he'll have more units to come after you with. It's time now, to step up and force him to curtail his actions...

Spring 1052 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

Bolognese



S.O.B.

Provinces

BYZANTINES:	Aquila, Bari, Salerno, Otranto, Durazzo, Albania, Ragusa	7
HOLY ROMAN EMPIRE:	Montferrat, Pavia, Cremona, Mantua, Trent	5
NORMANS:	Naples, Palermo, Messina	3
PAPACY:	Bologna, Florence, Arezzo, Perugia, Patrimony, Rome	6
PISA:	Genoa, Modena, Lucca, Pisa, Piombino, Sienna	6
VENICE:	Milan, Ferrara, Padua, Treviso	4

Seas

BYZANTINES:	Lower Adriatic	1
VENICE:	Upper Adriatic, Venice	2

Cities

BYZANTINES:	Bari, Durazzo, Albania, Ragusa	4
HOLY ROMAN EMPIRE:	Montferrat, Pavia, Cremona, Mantua, Trent	5
NORMANS:	Naples (2), Palermo, Messina	4
PAPACY:	Florence (3), Arezzo, Perugia, Rome (2)	7
PISA:	Modena, Lucca, Pisa, Piombino, Sienna	5
VENICE:	Milan (3), Ferrara, Padua, Treviso, Venice (3)	9

Totals

Variable income die roll was 1.

	Variable	Provinces	Seas	Cities	Gross
BYZANTINES:	2	7	1	4	14
HOLY ROMAN EMPIRE:	1	5	0	5	11
NORMANS:	1	3	0	4	8
PAPACY:	2	6	0	7	15
PISA:	1	6	0	5	12
VENICE:	2	4	2	9	17

Your total:

Game Summary

	1051	1052
Byzantines:	3	4
Holy Roman Empire:	3	5
Normans:	1	3
Papacy:	3	4
Pisa:	3	5
Venice:	3	5

Robover

Turn 19

Turn 20, 3/8 Tuesday

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
DizzyBot	<i>Move 1 (620)</i>	<i>Move 3 (820)</i>	<i>Move 1 (650)</i>	<i>Move 1 (580)</i>	<i>Move 1 (500)</i>
Slambot 9000	U-Turn (20)	Back Up (460)	Rotate Right (160)	Back Up (440)	U-Turn (40)
Jeeves	Rotate Left (210)	Move 2 (680)	Move 2 (770)	Move 1 (660)	Rotate Right (120)
THX 1139	Move 2 (780)	Rotate Right (100)	Rotate Right (340)	Rotate Right (280)	Move 1 (610)
Dalekbot	<i>Move 2 (730)</i>	<i>Move 2 (670)</i>	<i>Move 1 (550)</i>	<i>Rotate Right (320)</i>	<i>Move 2 (750)</i>
Narbot	Shut down				
100% Robotomy	Move 2 (700)	Move 2 (710)	Rotate Left (270)	Rotate Left (410)	Rotate Right (240)
Protomax	Shut down				

Locked registers are in italics.

Phase 1

THX 1139 moves ahead 2 to F9, touching flag 3 (archive relocated), Dalekbot moves ahead 2 to L5, pushing DizzyBot to L6, 100% Robotomy moves ahead 2 to D7, DizzyBot moves ahead 1 to L5, pushing Dalekbot to L4, Jeeves rotates left to face north, and Slambot 9000 makes a U-turn to face west. DizzyBot and Dalekbot shoot each other (DizzyBot's second register is locked and Dalekbot's third register is locked), and Jeeves shoots Narbot.

Phase 2

DizzyBot dashes ahead 3 to L2, pushing Dalekbot to L1, 100% Robotomy moves ahead 2 to D9, Jeeves moves ahead 2 to I6, Dalekbot moves ahead 2 to L3, pushing

DizzyBot to L4, Slambot 9000 backs up to D5, and THX 1139 rotates right to face south. The pusher pushes Protomax to G2. DizzyBot and Dalekbot shoot each other (DizzyBot's first register is locked and Dalekbot's second register is locked) and Jeeves shoots Narbot.

Phase 3

Jeeves moves ahead 2 to I4, pushing Narbot to I3, DizzyBot moves ahead 1 to L3, pushing DalekBot to L2, DalekBot moves ahead 1 to Le, pushing DizzyBot to L4, THX 1139 rotates right to face west, 100% Robotomy rotates left to face east, and Slambot 9000 rotates right to face north. The conveyor belt moves Protomax to G1. DizzyBot and Dalekbot shoot each other (DizzyBot is destroyed and Dalekbot's first register is locked), THX 1139 and 100% Robotomy shoot each other, and Jeeves shoots Narbot.

Phase 4

Jeeves moves ahead 1 to I3, pushing Narbot to I2, Slambot 9000 backs up to D6, 100% Robotomy rotates left to face north, Dalekbot rotates right to face west, and THX 1138 rotates right to face north. Conveyor belts: Narbot is moved to H2, and Protomax is moved off the board. 100% Robotomy shoots Slambot 9000, Dalekbot shoots Jeeves, and the on-board laser shoots Narbot.

Phase 5

Dalekbot moves ahead 2 to J3, THX 1139 moves ahead 1 to F8, 100% Robotomy rotates right to face east, Jeeves rotates right to face east, and Slambot 9000 makes a U-turn to face south. The conveyor belt moves Narbot to G2 and rotates it to face north. Jeeves and Dalekbot shoot each other (Dalekbot is destroyed), and Slambot 9000 shoots 100% Robotomy.

Cleanup

DizzyBot returns to play in G6, facing any direction and must discard an option. Protomax returns to play in any square adjacent to G6 (directly or diagonally), facing any direction. Dalekbot has been eliminated for the third and last time, and is gone for good.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Partridge	DizzyBot	Blue	Crab Legs, Conditional Program	G6>?	1	1	2
2	Bill Scharf	Slambot 9000	Pink		D6>S	1, 2	1	1
3	Chris Geggus	Jeeves	Yellow		I3>E	1, 2, 3	3	3
4	Dave Hooton	THX 1139	White	Double-Barreled Laser, Radio Control, High-Power Laser	F8>N	1, 2, 3	2	4
5	Andy York	Dalekbot	Silver		N/A	1	0	9
6	Ward Narhi	Narbot	Red	Fourth Gear	G2>N	1	3	4
7	Michael Longdin	100% Robotomy	Dark Green	Scrambler	D9>E	1, 2	1	4
8	Cary Nichols	Protomax	Green	Pressor Beam, Fire Control	?>?		1	2

Your Program Cards:

Husky

Turn 8, Phases 3 through 5
Turn 9, Phase 2, 3/8 Tuesday

Players

Order	Player Name	Company Name	Color	Power Plant 1	Power Plant 2	Power Plant 3	Cities	Money
4	Michael Longdin	100% Power Mad	Green	04 Coal 2→1	24 Trash 2→4	30 Trash 3→6	12	145
2	Dave Hooton	Volkisch Tzapverein (VoIT)	Orange	25 Coal 2→5 (2)	22 Eco X→2	32 Oil 3→6 (3)	13	151
3	Dave Partridge	Spewing Massive Olid Gasses (SMOG)	Red	15 Coal 2→3 (2)	27 Eco X→3	33 Eco X→4	12	172
1	Andy York	Deutsches Elektrisch Arbeit Direktor (DEAD)	Yellow	21 Hybrid 2→4	20 Coal 3→5	29 Hybrid 1→4	14	148
5	Brad Martin	Renewable Energy Matters (REM)	Blue	10 Coal 2→2	28 Nuclear 1→4 (1)	16 Oil 2→3	11	168

Phase 3: Buy Fuel

100% Power Mad buys 5 trash for 23

VoIT buys 2 coal for 6 and 3 oil for 10

SMOG buys 2 coal for 8

REM buys 2 coal for 9, 3 oil for 13, and 1 uranium for 5

DEAD buys 2 coal for 10 and 1 oil for 5

Phase 4: Connect to Cities

100% Power Mad connects to Saarbrucken for 25, Mannheim for 26, and Wurzburg for 25.

VoIT connects to Wilhelmshaven for 26, Magdeburg for 30, and Halle for 26.

SMOG connects to Aachen for 22 and Erfert for 28

REM does not connect to any new cities

DEAD connects to Frankfurt-O for 16 and Dresden for 23. Power plant 14 becomes obsolete and is replaced by power plant 26.

Phase 5: Bureaucracy

Collect Income

100% Power Mad powers 12 cities, burning 2 coal and 5 trash and gaining 118 Elektros

VoIT powers 13 cities, burning 2 coal and 3 oil and gaining 124 Elektros

SMOG powers 11 cities, burning 2 coal and gaining 112 Elektros

REM powers 9 cities, burning 2 coal, 3 oil, and 1 uranium, and gaining 98 Elektros

DEAD powers 13 cities, burning 3 coal and 4 oil, and gaining 124 Elektros

Adjust Market

Power plant 36 is removed from the future market and replaced by power plant 40.

Replenish Fuel

7 coal, 5 oil, 3 trash, and 3 uranium are added to the fuel market.

Power Plant Market

Current Market

17 Nuclear 1→2

18 Eco X→2

19 Trash 2→3

23 Nuclear 1→3

Future Market

26 Oil 2→5

31 Coal 3→6

34 Nuclear 1→5

40 Oil 2→6

Fuel

Price	1	2	3	4	5	6	7	8	10	12	14	16
Uranium			1	1	1	1	1	1	1	1	1	1
Trash					3	3	3	3				
Oil				3	3	3	3	3				
Coal			1	3	3	3	3	3				

Pateel

Turn 6 Special Influence Declaration Phase
Turn 7, Cure through Health, 3/8 Tuesday

Special Influence Declaration

Karl Marx Fan Club draws 2 cards, discarding Izvestia (57)

Finlandia declares 2 IP on Satin

Bolsheviks Born in Calabria declares 2 IP on Talksalott

The California Connection declares 2 IP on Eatstumuch

People are Heros declares 2 IP on Niewitko

Zapadniye Front draws 2 cards, and must discard a card

Politburo

Office	Politician	Condition	Influence
Party Chief	Turi Nikotin (R)	62, ?	10+ (ZF)
KGB Head	Lech Schukrutoff (B)	76, +, ?	
Foreign	Petr Niewitko (D)	75, ?, weak	3 (PaH)
Defense	Antonj Talksalott (J)	67	3 (BBC)
Ideology	Victor Wasolin (Z)	54, ?	5 (KMFC)
Industry	Sergei Eatstumuch (M)	64	2 (TCC)
Economy	Mikail Strychnin (T)	77, +	1 (BBC)
Sport	Oleg Satin (O)	62	2 (Fin)

Candidates: P, U, V, W, Y

People: F, I

Siberia: L (68), X (61, ++), N

Kremlin Wall: A, E, S, K, H, G, C, Q

Players

Player	Faction Name
Bob Robles	Karl Marx Fan Club
Ward Narhi	Finlandia
Pasquale Giovine	Bolsheviks Born in Calabria
Mike Scott	The California Connection
Bill Scharf	People are Heroes
Brad Martin	Zapadniye Front

Intrigue Cards

Undeclared Influence

Frontier Dog

Turn 14

Turn 15, 3/8 Tuesday

Segment 1

Old Man: Card 1 – Advance (ahead right to D20), turn 1 of 2
Shaggy: Card 5 – Cock/Aim/Shoot (shoot at F18), turn 1 of 2
Banker: Card (3) – Turn (ahead right to face G20), turn 1 of 1, Head marker removed
NCO: Card 5 – Cock/Aim/Shoot (aim at F17), turn 1 of 2

Segment 2

Old Man: Card 1 – Advance (ahead right to D20), turn 2 of 2
Shaggy: Card 5 – Cock/Aim/Shoot (shoot at F18), turn 2 of 2, does nothing due to lack of target
Banker: Card (2) – Spin Around (back left to face F18), turn 1 of 2
NCO: Card 5 – Cock/Aim/Shoot (aim at F17), turn 2 of 2

Segment 3

Old Man: Card 8 – Load (second of 3), turn 1 of 3
Shaggy: Card 9 – Draw and Cock (money bag to holster), turn 1 of 3 (aim lost)
Banker: Card (2) – Spin Around (back left to face F18), turn 2 of 2
NCO: Card 6 – Cock/Aim/Shoot (aim at F17), turn 1 of 2

Segment 4

Old Man: Card 8 – Load (second of 3), turn 2 of 3
Shaggy: Card 9 – Draw and Cock (money bag to holster), turn 2 of 3
Banker: Card (8) – Head Out, turn 1 of 2
NCO: Card 6 – Cock/Aim/Shoot (aim at F17), turn 2 of 2

Segment 5

card drawn is 3: SIDE: LIGHT 4. Cards drawn: 16, 15, 77, 47, resulting in 3 delay points.

- Old Man:** Card 8 – Load (second of 3), turn 3 of 3
- Shaggy:** Card 9 – Draw and Cock (money bag to holster), turn 3 of 3
- Banker:** Card (8) – Head Out, turn 2 of 2
- NCO:** Card 7 – Shoot (at Shaggy), turn 1 of 1, aim time 4, distance 3,

End of Turn

Shaggy loses 2 delay points.

Press

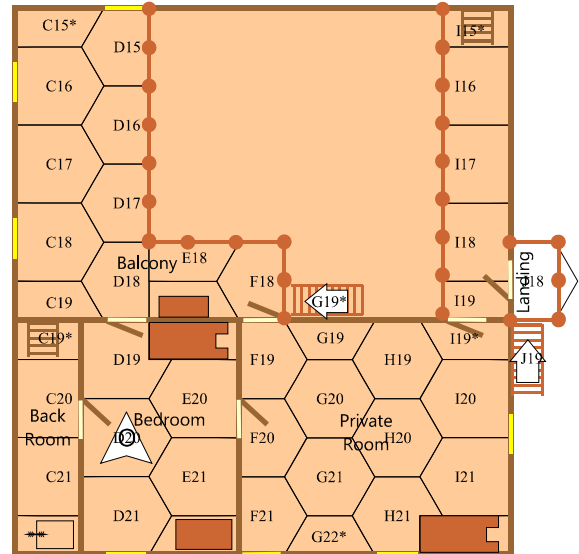
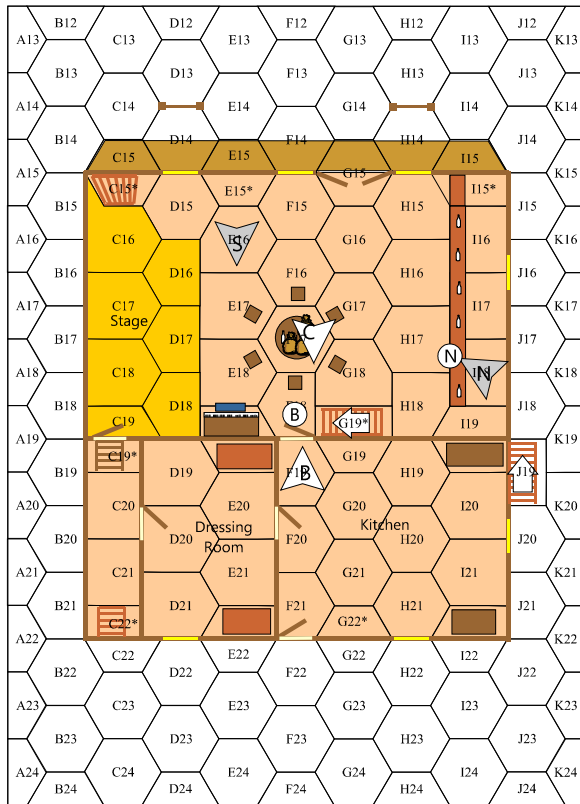
Smith: Nurse, Nurse, dang it where are you when I need you? Can't do anything in the state I'm in! Got to have help!

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Paul Bolduc	Old Man (O)	UD20>UD19	5, 7, 8	BR +1		25	
B	Andy Lewis	Shaggy (C)	F17>F18			1	17	
C	James Pratt	Banker (B)	F19>F18				20	HEAD in F18
D	Mike Scott	Smith (S)	E16>E17	8	BR +2	N/A	0	SERIOUS 3, UNCONSCIOUS
E	Chris Geggus	NCO (N)	I18>H17	9	BR +1		16	DOWN, HEAD in H17

Frontier Dog

Frontier Dog
Second Story



- Hitching Post
 Stairs
 Player (up)
 Gun
 Knife
- Door
 Window
 Table
 Chair
 Head
- Bottle
 Money Bag
 Player (dead)
 Aim Points
 Player (down)
- Gun
 Knife
 Door
 Window
 Table
 Chair

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Old Man	Knife	Empty	Empty	C36c, cocked	C36c: △△△△△^⊗
Shaggy	Knife, Money Bag	C45, cocked	Empty	Empty	C45: OO⊗⊗⊗⊗
Banker	None	SW45, cocked	Empty	Empty	SW45: OOOOOO
Smith	Knife	C45c, cocked	Empty	Empty	C45c: △△△△△△△
NCO	SBR	C41, uncocked	Empty	Empty	C41: OO⊗⊗⊗⊗

Paintfall(s) – Paintfall(o) – TeleGate 4 – (R) – B – (Y) – B – (R) – B – (Y) – Moonport(o) – Moonport(s).

Sells Canned Traits for \$240 (from the cup: Demand for Grease at 7b).

5th: **Chris Geggus (Niks/Ganymede Enterprises Going South) Rolls Used: 2 3 Galactic Base – NC3 – NC3 – NC3 – B20 – NC3.**

6th: **Dave Partridge (Whynoms/Venus-Orion Oligarch Merchantile) Rolls**

Turn 22

1st: **Andy Lewis (Humans/Mystery Machine 5) Rolls Used: 3 3 5**

B – R – B – Y – R20 – Open Port – A – R – B – Y – NC5 – Multi-Generation Ship.

Sells Voll Silk for \$220 (from the cup: Designer Genes at 9a). Buys Finest Dust for \$10.

2nd: **Paul Bolduc (Dell/Not for Hire) Rerolls the 2, becomes a 5. Rolls Used: 6**

Current status:

1a (Nillis): 2 Bionic Perfume, Guard Plants

1b (Volois): 2 Voll Silk

2 (Graw): 6 Space Spice, 2 Demand for Designer Genes (+\$40), Demand for Impossible Sculpture (+\$90)

3 (Niks): 2 Demand for Space Spice (+\$60), 2 Mulch Wine

4a (Dell): 2 Finest Dust

4b (Humans): 4 Demand for Space Spice (+\$40), 4 Rock Videos, Demand for Bionic Perfume (+\$60), Gate Lock Relic

4c (Wraiths): Demand for Voll Silk (+\$60), 3 Visible Holes

5 (Shenna): 4 Melf Pelts, 2 Demand for Finest Dust (+\$50), Pet Monsters, 2 Demand for Mulch Wine (+\$40)

6 (Yxklyx): Fare to 4b (\$120), Demand for Visible Holes (+\$70), 2 Demand for

Used: 5 5

Multi-Generation Ship – (R20) – Neutron Port.

Sells Mulch Wine for \$60 plus \$60 demand (from the cup: Demand for Pelts at 6 and Demand for Genes at 10). Sells Mulch Wine for \$60 (from the cup: Mulch Wine at 3). Sells Mulch Wine for \$60 (from the cup: Mulch Wine at 3). Buys 3 Finest Dust for \$30. Receives \$27 in port commission.

* 3

Rumble Port(p) – R – B – Y – B – R – B – Y – NC6 – Cobble Port(p) – Cobble Port(s).

Sells Visible Holes for \$170 (from the cup: Bionic Perfume at 1a). Buys Servo-mechanism for \$200.

Melf Pelts (+\$50), Shining Slime, 1 Immortal Grease

7a (Zum): 6 Chicle Liquor, 3 Demand for Finest Dust (+\$50)

7b (Eepeeep): 2 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50)

8 (Whynoms): 5 Impossible Furniture, Demand for Chicle Liquor (+\$60)

9a (Chola): 2 Demand for Chicle Liquor (+\$60), 1 Demand for Immortal Grease (+\$50), Life Project, Designer Genes

9b (Wollow): 4 Megalith Paperweight, Demand for Impossible Furniture (+\$70), Fare to 5 (\$110)

10 (Qossuth): 2 Demand for Designer Genes (+\$60), Infinite Puzzles

Base: Nothing

1. Mystery Machine 5				\$597
Transport				
23: 1 2 3 //24: 4 6 6				
Hold1	Hold2	Hold3	Hull	
Finest Dust 4a/\$50			Shield (\$60)	
Cholos \$200	Cobble Port \$200	Eepeeep \$100	RELIC Jump Start \$120	
Shuttlestop \$200				

2. Not for Hire			\$246
Needle			
23: 3 3//24: 4 5 (use 1*3)			
Hold1	Hold2	Hull	
Servo-Mech. 7b/\$300		7b \$100	
Ice Station \$200	Qossuth \$200	RELIC Mulligan Gear \$120	
Rumble Port \$200		Shield (\$60)	

3. Bender's Freedom Brigade				\$930
Transport				
22: 3 3 6 // 23: 4 5 5 // 24: 1 2 6				
Hold1	Hold2	Hold3	Hull	
			7a \$80	
			RELIC Switch Switch \$100	

4. Qossuth Entrepreneur Division					\$330
Scow					
22: 2 4 5 6 // 23: 4 5 6 6 (use 2)					
Hold1	Hold2	Hold3	Hold4	Hull	
Voll Silk 1b/\$220	Voll Silk 1b/\$220	Comb. Eye (\$300)		7a \$60	
Niks \$200	Volois \$200	RELIC Spy Eye \$100		Shield (\$60)	

5. Ganymede Enterprises Going South				\$489
Freighter				
22: 3 5 //23: 1 4				
Hold1	Hold2	Hold3	Hull	
Servo-Mech. 7b/\$300	Bionic Perfume 1a/\$140	Fare to 4a \$140		
Hold4	Hold5	Fare to 9a \$110		
Red Eye (\$120)				
Shenna \$100	Yxklyx \$200	Jellybeast Landing \$200		
Nillis \$100				

6. VOOM					\$1008
Merchantman					
22: 1 3 6 // 23: 1 2 4 (use 2)					
Hold1	Hold2	Hold3	Hold4	Hull	
Finest Dust 4a/\$50	Finest Dust 4a/\$50	Finest Dust 4a/\$50	Red Eye (\$120)	RELIC Yellow Drive \$80	
Airhome \$200	Neutron Port \$200				

Basset

Turn 12

Turn 13, 3/8 Tuesday

Commander Actions

MMC buys a water factory (Or2, Or4, Mi14) and a population factor (Wa5)

Lowreyville opens the bidding on Scientists at 40 and HOBO gets it for 61 (Wa5, Wa6, Wa7, Wa10, Re9, Re14, DL discount). Buys a new chemicals factory (Or3, Or3, MWa, Ti13, Re11) and moves a population factor from an ore factory to man it.

ShaggyMobile passes

Little Green Men opens the bidding on Ecoplants at 30 and gets it for 41 (Or2, Or4, Wa5, MWa).

HOBO passes

Cosmic Nomads opens the bidding on a Laboratory at 80 and gets it (Or1, Or4,

Wa7, Wa7, Wa7, Wa8, Wa8, Wa9, Wa9, DL discounts) and moves a population factor from an ore factory to man the research factory.

HBDC opens the bidding on an Outpost at 105 and gets it (Wa7, Wa8, MWa, MWa, Re15, Re15) and transfers a population factor from a water factory to the titanium factory.

BarterTown buys a titanium factory (Wa5, Wa5, Ti9, Ti11) and two robots (Wa6, Wa7, Ti8)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	HE, No, 2OL, Ec, Ou	32
2	Lowreyville	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, NCF	No, HE, Sc, Ou, Ec	31
3	Little Green Men	Dave Partridge	OrF, OrF, WaF, WaF, WaF, WaF	No, 2Ec, Wa, OL, Sc	25
4	Cosmic Nomads	Cary Nichols	OrF, OrF, WaF, WaF, WaF, WaF, WaF, ReF	2DL, No, Wa, Ec, La	23
5	ShaggyMobile	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	2HE, Wa, 2Ou	21
6	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, WaF, TiF, ReF	2DL, Wa, La, Ou	20
7	HOBO	Dave Hooton	OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF	No, DL, Wa, La, Sc	19
8	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	HE, Ro	19

HBDC is Heavenly Bodies Development Corporation. MMC is Mud Mining Corporation. HOBO is High Orbit Biological

Available Upgrades

Production Cards

New Arrivals: Scientists, Robots, Space Station, Space Station

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	1	1
Orbital Lab (OL)	50	0	2
Robots (Ro)	50	2	2
Laboratory (La)	80	2	0
Space Station (SS)	120	2	5
Planetary Cruiser (PC)	160	0	6
Moon Base (MB)	200	1	5

MMC, Lowreyville, LGM, and ShaggyMobile took MegaWater cards. MMC and Lowreyville took MTi cards. BarterTown discarded Or2.

Hunter

**Turn 9, Phases IV – VI, Turn 10, Phases I - III
Turn 10, Phases IV – VI, Turn 11 Phases I - III, 3/8 Tuesday
Turn 9**

Operations

Red (Nichols) operates #63 (\$50, 3 lumber), delivers 3 lumber from Lumberton to Pueblo for \$360, and collects \$130 in passenger revenue.

Orange (Hooton) operates #47 (\$40, 3 silver) and collects \$400 in passenger revenue.

Green (Longdin) declines claim #50, operates #108 (\$40, 2 copper), #116 (\$60, 1 lumber), #109 (\$20, 2 copper), delivers 6 gold from White Oaks to El Paso for \$1500, collects \$60 in passenger revenue.

Brown (Partridge) operates claim #25 (\$60, depletes) and #68 (\$20, depletes). Delivers 3 silver from Heber City to Salt Lake City for \$1200 and 4 coal from Schofield to Salt Lake City for \$240. Collects \$410 in passenger revenue.

Blue (Scharf) keeps claim #86 and operates it (\$20, 2 coal). No deliveries.

Aqua (Brosius) operates #119 (\$40, 4 coal), delivers 3 coal from Cuba to Santa Fe for \$360, and collects \$90 in passenger revenue.

Determine Price Changes

Gold: -2 to \$225

Copper: +1 to \$140

Silver: Remains at \$400

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+1 to \$160	Remains at \$300	Remains at \$120	+3 to \$160	-2 to \$120
Coal:	+2 to \$140	+2 to \$100	Remains at \$80	Remains at \$120	Remains at \$140

Turn 10

Move Prospectors and Surveyors

Red (Nichols) surveys Lumberton to Durango and Alimoso to South Fork, prospects #58

prospects the deck.

Orange (Hooton) surveys Aspen to Glenwood Springs and Buena Vista to Gunnison, prospects #76.

Brown (Partridge) surveys Delta to Montrose and Craig to Steamboat Springs, prospects #76.

Green (Longdin) surveys Santa Rita to Hillsboro and Willard to Moriarty,

Blue (Scharf) surveys Salida to Gunnison and prospects #50.

Aqua (Brosius) surveys Blanco to Farmington and Belen to Dalies, prospects #58

Dispute Resolution

Green draws claim #40 (Silver at Aspen) and has first right of refusal. Orange and Brown have a dispute over #76. Orange dr = 6, Brown dr = 12. Brown wins, prospector becomes +1. Red and Aqua have a dispute over #58. Red dr = 6, Aqua dr = 11. Aqua wins, prospector becomes +1. Red spends \$320, Orange spends \$500, Green spends \$320, Brown spends \$200, Blue spends \$400, and Aqua spends \$340. During claim deck replacement, card 95 was drawn resulting in the reshuffling of the deck. After the reshuffle, card 110 was drawn, resulting in cards 125 (coal at Capitan), 84 (coal at Durango), and 123 (coal at Gallup) being placed at the bottom of the deck.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$790	9, 15		S, S, P
Dave Hooton	Orange	Denver	\$80	9	+2	S, S, P
Michael Longdin	Green	El Paso	\$3,010	9, 15		S, S, P
Dave Partridge	Brown	Salt Lake City	\$2,485	9, 24		S, S, P+1
Bill Scharf	Blue	Pueblo	\$820	9, 15, 24		S+1, S, P
Eric Brosius	Aqua	Santa Fe	\$450	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
63	Lumberton	Red	Lumber	0	\$50
47	Ouray	Orange	Silver	7	\$40
108	Lordsburg	Green	Copper	9	\$40
107	Santa Rita	Green	Copper	6	Depleted
116	Pinos Altos	Green	Lumber	5	\$30
102	Hillsboro	Green	Silver	1	Depleted
109	Pinos Altos	Green	Copper	3	\$20
25	Bingham	Brown	Gold	6	Depleted
68	Scofield	Brown	Coal	6	Depleted
26	Marysvale	Brown	Gold	1	Depleted
76	Craig	Brown	Coal	N	\$20
92	Raton	Blue	Coal	3	Depleted
49	Silverton	Blue	Silver	3	Depleted
86	Canon City	Blue	Coal	2	\$20
50	Silverton	Blue	Silver	N	\$50
120	Cuba	Aqua	Coal	1	Depleted
106	Cuba	Aqua	Copper	1	Depleted
119	Farmington	Aqua	Coal	8	\$40
58	Dolores	Aqua	Lumber	N	\$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
1	A	Denver – Boulder	\$20	Orange	
9	B	Denver – Leadville	\$120	Orange	
8	A	Denver – Leadville	\$260	Orange	Discard after 4 Leadville depletions
4	A	El Paso – Deming	\$60	Green	
2	A	Salt Lake City – Provo	\$20	Brown	
16	B	Salt Lake City – Grand Jct.	\$250	Brown	Discard when 22 is taken. Good for \$250 toward card

Available Trains

Type	# Available	Cost
9	0	\$80
15	2	\$120
24	6	\$200

#	Type	Route	Payoff	Owner	Notes
11	B	Salt Lake City – Grand Jct.	\$140	Brown	22 Discard when 20 is taken. Good for \$140 toward card 20 or 21
6	A	Santa Fe – Albuquerque	\$90	Aqua	

Available Claims

#	City	Type	Claim	Operation
42	Leadville	Silver	\$100	\$40
105	Silver City	Silver	\$40	\$40
122	Lee Ranch West	Coal	\$60	\$20
36	Eureka	Silver	\$100	\$50
53	Lake City	Silver	\$60	\$30
75	Rangely	Coal	\$80	\$20
117	Cloudcroft	Lumber	\$120	\$50
40	Aspen	Silver	\$40	\$40

Claims in italics are under first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
14	B	El Paso – Albuquerque	\$220	\$405	
21	C	Salt Lake City – Colorado Springs	\$600	\$930	
13	B	El Paso – Santa Fe	\$140	\$320	
10	B	Denver – Aspen	\$130	\$250	
12	B	Pueblo – Grand Jct.	\$150	\$310	Discard when 20 is taken. Good for \$150 toward card 20 or 21
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
7	A	Pueblo – Santa Fe	\$120	\$280	

Available Snowplows

Type	# Available	Cost
Die +2	2	\$40
Die +3	4	\$80

Boston Terrier**Turn 10****End of Game Statements, 3/8 Tuesday**Planning

English maintain 4 ships (\$16), buy 2 ship (\$24) and 6 soldiers (\$60) for \$98.
Portuguese maintain 4 ships (\$16), buy 1 ship (\$12) and 6 soldiers (\$60) for \$88.
Spanish maintain 4 ships (\$16), buy 1 ship (\$12) and 5 soldiers (\$50) for \$78.
Dutch maintain 2 ships (\$8), buy 2 ships (\$24) and 3 soldiers (\$30) for \$62.

French maintain 2 ships (\$8) for \$8.**Swedes** maintain 4 ships (\$16) and buy 3 soldiers (\$30) for \$46.Outbound Naval Movement**English** Move to U: 3, 6, 6, 6. No losses, drops off 6 colonists and 6 soldiers,

moves to M: 4, 4, 6.

Portuguese Move to J: 2, 3, 3, 5. No losses.

Spanish Move to U: 4, 5, 5, 6. No losses.

Dutch Move to J: 3, 3, 3, 5. No losses.

French Move to C: 2, 3, 5, 6. No losses.

Swedes Move to Y: 3, 4, 4, 6, 6. No losses.

Mining

Swedes mine 1 gold in D. French mine 1 gold in C. English mine 1 gold in M.

Portuguese mine 1 gold each in X and loot 4 gold in T.

Discovery

French discover a mine in C. Dutch discover a mine in I

Land Movement

English move 1 gold bar from M to fleet, 6 colonists and 6 soldiers from anchorage dot to U.

Portuguese move 5 gold bars from X to anchorage dot, 4 gold bars from T to X, and 4 colonists and 6 soldiers from fleet to J.

Spanish move 5 soldiers from K to anchorage point, 5 soldiers and 4 colonists from fleet to U.

Dutch move 5 soldiers and 7 colonists from I to E, 3 soldiers and 6 colonists from J to I, and 4 colonists and 3 soldiers from fleet to J.

French move 1 gold bar from C to fleet and 2 colonists from fleet to C.

Swedes move 4 colonists and 3 soldiers from Y to V, and 4 colonists and 3 soldiers from fleet to Y.

Combat

English attack Portuguese and Spanish in U. 1 Portuguese soldier, 5 Spanish soldiers, and 3 English soldiers killed. **Portuguese** attack the French in X. 1 French colonist killed. **Portuguese** attack the Dutch in J. 2 Dutch and 4 Portuguese soldiers killed. **Dutch** attack the Portuguese in E. 4 Portuguese colonists and 3 Dutch soldiers killed. **Dutch** attack the Portuguese in J. Portuguese lose 2 soldiers and 4 colonists and the Dutch lose 1 soldier.

Native Combat

None

Native Uprisings

Climate is a 5. No uprisings

Survival

Climate is a 4.

French lose 1 soldier in C, **Dutch** lose 1 soldier each in E and I, **Portuguese** lose 1 soldier in W and 1 colonist in U, **Spanish** lose 1 soldier in K and 1 colonist in U, and **English** lose 1 soldier in U.

Political Control

Portuguese lose political control over E. **Dutch** gain political control over E.

English gain political control over U. **Swedes** gain political control over V.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Andy York	\$934	3	5	6
French	Andy Lewis	\$692	8	2	4
Swedes	Dave Partridge	\$875	0	4	4
Spanish	Bob Robles	\$820	0	5	4
Dutch	Dave Hood	\$1,134	0	4	4
Portuguese	Non-Player	\$1,161	0	0	4

Homebound Naval Movement

English: Dice: 4, 4, 5, 5. No losses.

Portuguese: Move to X: 1, 2, 3, 6. 2 ships lost. Dice: 1, 1, 1, 4, 5. 3 ships with 5 gold lost.

Spanish: Move to K: 6, 6. No losses, picks up 4 soldiers. Dice: 2, 3, 4. No losses.

Dutch: Dice: 3, 3, 4, 6. No losses.

French: Dice: 1, 1, 2, 5. No losses.

Swedes: Move to D. 3, 5, 6. No losses, picks up gold. Dice: 2, 2, 5. No losses.

Income

English: Political Control: \$160, Gold: \$40, resources: \$136.

Portuguese: Political Control: \$160, resources: \$76.

Spanish: Political Control: \$120, resources: \$104.

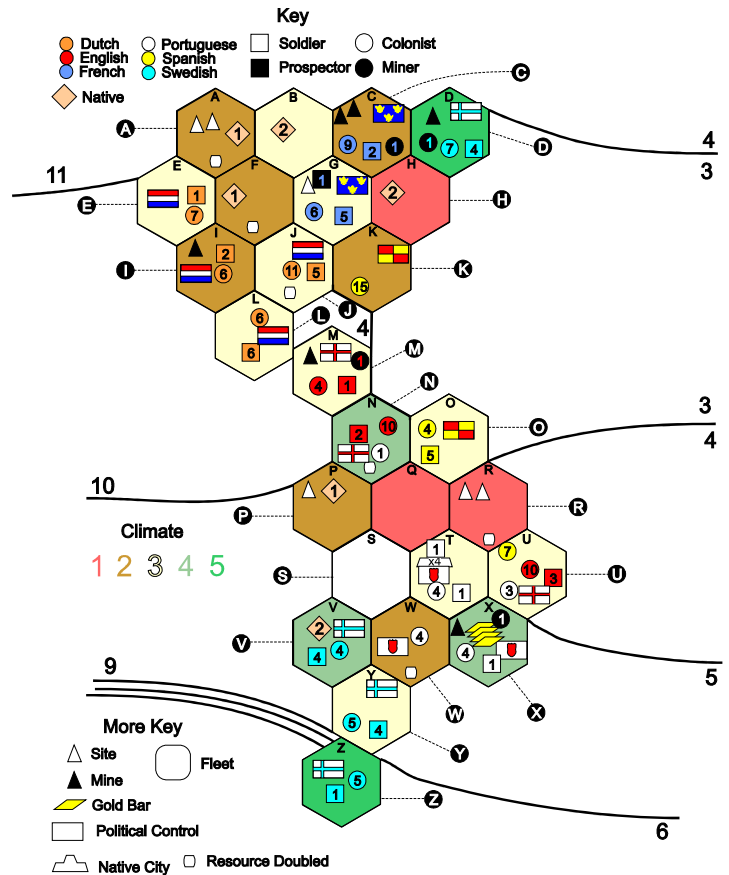
Dutch: Political Control: \$200, resources: \$164.

French: Political Control: \$120, Gold: \$40, resources: \$60.

Swedes: Political Control: \$200, Gold: \$40, resources: \$84.

Notes

Congratulations to Dave Hood on getting the most money among the players.



Dogbreath

Epoch III Celts, Macedonia, Maurya, and Han Dynasty Epoch III Romans and Sassanids, 3/8 Tuesday

Great Explorers Grabbing Samples (Geggus) plays Barbarians from the Plateau of Tibet. Hindu Kush (vs. Persia; B: 6, 4; P: 5; wins), Tarim Basin (vs. Scythians; B: 6, 1; S: 2; wins), Upper Indus (vs. Persia; B: 2, 2; P: 1; wins), Szechuan (vs. Chou Dynasty; B: 4, 2; C: 3; wins), Irrawaddy (vs. Chou Dynasty; B: 5, 3; C: 1+1; wins), Ganges Delta (vs. Chou Dynasty; B: 5, 2; C: 6; loses). CELTS: Army Central Europe (Greek army retreats to Baltic Seaboard), Dniepr, Caucasus (vs. Scythians; C: 4, 1; S: 2; wins), Eastern Anatolia (vs. Assyria; C: 6, 5; A: 5, 4; wins), Zagros (vs. Persia; C: 2, 1; P: 4; loses), Zagros (vs. Persia; C: 4, 2; P: 1; wins), Persian Plateau (vs. Persia; C: 4, 4; P: 2; wins, Capital reduced to city), Persian Salt Desert (vs. Scythians; C: 6, 4; S: 5; wins). Points: Dominance in Middle East (6), Southern Europe (6), Northern Europe (2), Presence in India (3), 1 Capital (2), 1 city (1), 2 Seas (2), and 2 Monuments (2) for 24 points.

Time Traveler (Anderson) MACEDONIA: Plays Weaponry. Army and Capital Pindus (Greek army retreats to Morea, GECS fleet Western Mediterranean unsupported), army Morea (vs. Greeks; M: 6+1, 1+1; G: 3; M: 3+1, 1+1; G: 5; loses), Morea (vs. Greeks; M: 6+1; 4+1; G: 4; wins, Capital reduced to city), fleet Eastern Mediterranean (vs. The Questioner; TT: 6+1, 2+1; Q: 2; wins), army Eastern Anatolia (vs. Celts; M: 6+1, 4+1; C: 5, 3; wins), Zagros (vs. Celts; M: 3+1, 2+1; C: 6; loses), Zagros (vs. Celts; M: 5+1, 1+1; C: 3; wins), Persian Salt Desert (vs. Celts; M: 2+1, 2+1; C: 4; loses), Persian Salt Desert (vs. Celts; M: 5+1, 5+1; C: 6; M: 3+1, 3+1; C: 4; M: 5+1, 5+1; C: 1; wins), Lower Indus (vs. Indus Valley; M: 5+1, 2+1; I: 2; wins, Capital reduced to city), Western Deccan (vs. Persia; M: 6+1, 1+1; P: 4, 1; wins), Western Ghats (vs. Indus Valley; M: 6+1, 3+1; I: 2; wins), Persian Plateau (vs. Celts; M: 6+1, 5+1; C: 6; wins, city eliminated), Middle Tigris (vs. Persia; M: 5+1, 4+1; P: 1; wins, city eliminated), Lower Tigris (vs. Sumerians; M: 5+1, 3+1; S: 6; M: 4+1, 1+1; S: 2; M: 5+1, 1+1; S: 3; M: 6+1,

5+1; S: 2; wins, Capital reduced to city). Points: Dominance in Middle East (6), India (6), Southern Europe (6), Presence in China (3), 2 Capitals (4), 4 cities (4), 1 Sea (1), and 3 Monuments (3) for 33 points.

Arachnids (Bolduc) plays Civil War in Pindus (vs. Macedonians; C: 6, 4; M: 5; wins, Capital reduced to city) and Morea (vs. Macedonians; C: 6, 6; M: 6; C: 4, 1; M: 1; wins, city eliminated). MAURYA: Army and Capital Ganges Delta (Chou army eliminated), army Malayan Peninsula, Ganges Valley (vs. Aryans; M: 3, 2; A: 2; wins), Upper Indus, Hindu Kush, Persian Plateau (vs. Macedonia; Mau: 6, 4; Mac: 3; wins), Mekong, Szechuan, Sumatra, Eastern Deccan (vs. Aryans; M: 5, 2; A: 5, 1; M: 6, 4; A: 4, 4; wins). Builds Monument Ganges Delta. Points: Dominance in India (6) and Southeast Asia (2), Presence in North Africa (2), Middle East (3), China (3), Southern Europe (3), 1 Capital (2), 2 cities (2), and 3 Monuments (3) for 26 points.

The Questioner (Partridge) HAN DYNASTY: Army and Capital Great Plain of China (Shang army retreats to Chekiang), army Yellow River (vs. Chou Dynasty; plays Treachery; wins, city eliminated), Chekiang (vs. Shang Dynasty; automatic victory), Wei River (vs. Chou Dynasty; H: 6, 5; C: 3; wins, Capital reduced to city), Tarim Basin, Yangtse Kian (vs. Chou Dynasty; H: 6, 1; C: 4; wins), Szechuan (vs. Maurya; H: 6, 3; M: 4; wins), Si-Kyang (vs. Shang Dynasty; automatic victory), Irrawaddy, fleet South China Sea, army Ganges Delta (vs. Maurya; H: 5, 3; M: 2, 1; wins, Capital reduced to city), Ganges Valley (vs. Maurya; H: 5, 1; M: 1; wins). Builds Monument Great Plain of China. Points: Control of China (9), Presence in Middle East (3), India (3), and Southeast Asia (1), 1 Capital (2), 4 cities (4), 1 Sea (1), and 4 Monuments (4) for 27 points. HSUING-NU is absent.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	27
Andy Lewis	Marching Through the Ages (red)	12	20
Chris Geggus	Great Explorers Grabbing Samples (yellow)	22	55
Paul Bolduc	Arachnids (blue)	22	52
Dave Anderson	Time Traveler (orange)	25	52
Dave Partridge	The Questioner (green)	31	52

Positions

Arachnids: NILE KINGDOM: Army, city, and fort Upper Nile. SCYTHEANS: Armies Western Steppe, Turanian Plain. CIVIL WAR: Army and city Pindus, army and Monument Morea. MAURYA: Army and Monument Persian Plateau, armies Hindu Kush, Upper Indus, Eastern Deccan, Malayan Peninsula, Sumatra, Mekong.

Time Traeler: Fleet Eastern Mediterranean. MINOANS: Army, Capital, and fort Crete. MACEDONIANS: Army and city Lower Tigris, Lower Indus, army and Monument Middle Tigris, armies Eastern Anatolia, Zagros, Persian Salt Desert, Western Deccan, Western Ghats.

Marching Through the Ages: ASSYRIA: Armies Western Anatolia, Palestine.

Royal Manticoran Historical Society: Fleet Red Sea. CARTHAGINIA: Army, Capital, and Monument Shatts Plateau, army and Monument Nile Delta, armies Libya, Nubia, Southern Iberia.

The Questioner: Fleet South China Sea. PERSIA: Army, city, and Monument Upper Tigris, army and city Levant, army Eastern Ghats. HAN DYNASTY: Army, Capital, and Monument Great Plain of China, army, city, and Monument Ganges Delta, army and city Wei River, army and Monument Tarim Basin, armies Yellow River, Yangtse Kian, Chekiang, Si-Kyang, Szechuan, Irrawaddy, Ganges Valley.

Great Explorers Grabbing Samples: Fleet Black Sea. GREEK CITY STATES: Two armies Baltic Seaboard, armies Balkans, Danubia. CELTS: Armies Central Europe, Dniepr, Caucasus.

Epoch III Empire

Event Cards

Plantation Dog**Turn 6****Turn 7, 3/8 Tuesday**

Paul selects the Builder and builds a Church for 2 doubloons (1 doubloon discount from Builder, 2 doubloon discount from quarries), Chris buys a Small Sugar Mill (1 VP using the Black Market plus Quarry), Richard passes, Andy Y. buys a Small Warehouse for 3 doubloons, and Andy L. buys a Small Indigo Plant for 0 doubloons (1 doubloon discount for a quarry).

Chris selects the Prospector and receives 2 doubloons

Richard selects the Trader and trades coffee for 5 doubloons (4 plus the Trader bonus), all others pass.

Andy Y. selects the Craftsman, producing 4 sugar, Andy L. produces 4 corn, Paul produces 2 indigo, Chris produces 2 indigo and 1 corn, and Richard produces 1 coffee and 1 indigo

Andy L. selects the Mayor, placing colonists on 2 Coffee plantations and 2 in the Coffee Roaster, Paul places colonists on the Church, Small Sugar Mill, and the Construction Hut, Chris places colonists on the Tobacco Storage, Small Sugar Mill, and Sugar plantation, Richard places colonists on the Coffee Roaster and San Juan, and Andy Y. places colonists on the Small Warehouse and Corn plantation.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Paul Bolduc	Builder	Indigo, Indigo, Quarry, Quarry, Quarry	Connection Hut, Indigo Plant (2), Small Sugar Mill, Church		3	2 Indigo	1
Chris Geggus	Prospector	Indigo, Quarry, Tobacco, Corn, Sugar	Indigo Plant (2), Aqueduct, Black Market, Tobacco Storage (1), Small Sugar Mill		2	2 Indigo, 2 Corn	2
Richard Weiss	Trader	Indigo, Coffee, Quarry, Corn, Quarry	Small Market, Coffee Roaster (2), Small Indigo Plant	1	5	1 Coffee, 1 Indigo	
Andy York	Craftsman	Corn, Sugar, Sugar, Tobacco, Sugar	Sugar Mill (3), Small Sugar Mill, Small Indigo Plant, Small Warehouse		0	4 Sugar	9
Andy Lewis	Mayor	Corn, Coffee, Coffee, Indigo, Corn, Quarry, Corn, Corn	Hacienda, Storehouse, Coffee Roaster (2), Small Indigo Plant		2	4 Corn	4

Player in bold is the Governor for next turn. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

Available Items

Colonists: Supply: 38 Colonist Ship: 8 **Trading House:** Indigo, Sugar, Coffee **Victory Points:** 103
Cargo Ships: Ship 1 (capacity 6): 5 Indigo Ship 2 (capacity 7): Ship 3 (capacity 8): 5 Sugar

Commodities

Corn: 5 **Indigo:** 0 **Sugar:** 1 **Tobacco:** 9 **Coffee:** 7

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1VP)	Indigo Plant (3d, 2VP)	Tobacco Storage (5d, 3VP) (x3)	Guild Hall (10d, 4VP)
Small Sugar Mill (2d, 1VP)	Sugar Mill (4d, 2VP) (x2)	Coffee Roaster (6d, 3VP)	Residence (10d, 4VP)
	Hospice (4d, 2VP)	Factory (7d, 3VP)	Fortress (10d, 4VP)
	Guesthouse (4d, 2VP)	Lighthouse (7d, 3VP)	Customs House (10d, 4VP)
	Office (5d, 2VP)	University (8d, 3VP)	City Hall (10d, 4VP)
	Large Market (5d, 2VP)	Harbour (8d, 3VP)	Cloister (10d, 4VP)
		Library (8d, 3VP)	Statue (10d, 8VP)
Forest House (2d, 1VP)	Trading Post (5d, 2VP)	Specialty Factory (8d, 3VP)	
	Small Wharf (6d, 2VP)	Union Hall (9d, 3VP)	
	Large Warehouse (6d, 2VP)	Wharf (9d, 3VP)	

Roles

Builder, Captain (1d), Craftsman, Mayor, Prospector, Prospector (2d), Settler (2d), Trader

Plantations

Quarry, Forest (x12), Indigo, Indigo, Sugar, Coffee, Sugar, Coffee

Discard Pile: Tobacco, Tobacco, Indigo, Indigo, Indigo, Indigo, Tobacco, Tobacco, Coffee, Indigo, Coffee

Pedagogy

Take a look at nearly any solid body in the solar system and one commonality becomes clear: craters. Nearly all of them are covered by craters. Most of those craters are millions or billions of years old, but there are still many random chunks of ice and rock out there that can strike larger bodies. What can we do if we discover that one is headed our way? Given enough warning, the answer is that there are actually many different ways of avoiding a collision.

Asteroid or cometary deflection mechanisms can be broadly categorized into quick jolt and slow push options. The quick jolt options are pretty obvious. Even Hollywood has explored them, although it has gotten at least one of them wrong. In the movie *Armageddon*, the astronauts were tasked with taking a nuclear bomb to the asteroid and burying it, then setting it off. In reality, that would probably be counter productive. Such an explosion would likely fragment the asteroid without materially affecting the trajectory of most of the fragments. The result would be multiple impacts, and those pieces that missed could well be sent on a trajectory that would lead to an impact several years down the line. In reality, the nuclear device would be detonated 15 to 25 feet off the surface of the object. The resulting radiation would boil off some surface matter, resulting in a kick in the opposite direction. For a kilometer-sized asteroid, this would impart enough of a kick to turn an impact 7 to 10 years in the future into a harmless miss.

The second quick jolt method is one which we have actually already done – slam a spacecraft into the object. This was done by the Deep Impact mission, which slammed a copper projectile into the comet Temple 1. The primary purpose of the mission was to see what sort of material the comet gave off, but a side benefit was to see how the comet's trajectory was altered by the event. It turns out that the majority of the change in trajectory was delivered by the material blasted off of the surface of the comet, not by the impact itself. This method is considerably less efficient than the nuclear bomb method, but if the potential impact is far enough down the line, then one or more impacts properly timed could be enough to do the job.

There are far more slow push options than quick jolt options. In every case, the principle is that even a very low acceleration applied over enough time is enough to move something in a significant way. Most of these methods also have the advantage is that they provide a much greater degree of control.

The first slow push method is the mass driver. This is essentially a fancy way of throwing rocks. A typical mass driver is a magnetic cannon. The rock would either be coated in iron or have some ferrous content so that it would respond to the magnetic field. In theory, the rocks could be thrown with a very high velocity, so that even though their mass is microscopic in comparison with

the asteroid, each one could provide a small kick that over time would allow precise steering of the asteroid. Unfortunately, such cannons are not within our technical capabilities right now.

Another option is a solar sail. A sail could be used in a couple of ways. First of all, it could be attached directly to the asteroid and used to steer it directly. The question there becomes how to moor the sail to the asteroid. If the asteroid were a solid body, then the trick would be to have a cable and anchorage strong enough to allow the asteroid to be moved. If the asteroid were a loose collection of smaller bodies, then this method would probably not be feasible at all. Another alternative would be simply to concentrate sunlight on the right point on the asteroid and boil off surface material to form a kind of rocket. This would work with a number of types of asteroids, but you have to be wary of the boiled off material re-condensing on the surface of your mirror.

A laser or particle beam could be used in much the same way as a mirror. They offer some advantages. First of all, they are not as subject to the re-condensation effect. Secondly, they could be used further from the sun, since they are not dependent on ambient sunlight. Lasers might be technically ready for such a task, but deploying one and keeping it in the right place over the time scales involved is still not within our technical capabilities. As for particle beams, they are still well beyond our capabilities at this time.

Another method takes advantage of something called the Yarkovsky Effect. This is the effect of uneven heating caused by the rotation of an object. If the object rotates in the same direction as its orbit around the sun, then the “afternoon” side of the asteroid is warmer than the “morning” side. This causes an excess in radiation (mostly infrared) to be emitted from the warmer side, giving the asteroid a kick in the direction of its orbit, causing it to spiral outward. If the object rotates in the opposite direction, then the effect is the opposite and the object spirals inward. By altering the reflectivity of the asteroid, we can manipulate this effect, causing the asteroid to change its orbit at our direction.

The final mechanism is in some ways the most feasible in the short term. It is the gravity tug. Any self-powered spacecraft keeping station with an asteroid will affect the asteroid's orbit by the spacecraft's gravity. The effect is not large, but, once again, over time it does add up. Low thrust, high efficiency engines like ion engines or solar sails would be ideal for such a spacecraft.

We have a number of possible ways to deflect an incoming asteroid or comet, provided we learn of the potential impact far enough in advance. This makes the search an even more important endeavor.

Next time, what Cassini has revealed about Titan.

Game Review: Pandemic

Pandemic is a game in which the players act as a team of health professionals, trying to cure for serious diseases worldwide before they get out of control. The game board is a map of the world, with 48 cities in four different colors. The colors represent four different diseases and the regions in which they are endemic: red in East Asia and Australia, black in Central Asia and North Africa, blue in Europe and northern North America, and yellow in southern North America, South America, and Sub-Saharan Africa. The players and a research center start in Atlanta (the home of the Centers for Disease Control and Prevention). Diseases are represented by small wooden cubes of the appropriate color.

There are two decks of cards in the game: The player deck and the infection deck. In each deck, there is one card representing each city in the game. The player deck also includes Special Event cards and Epidemic cards. The Special Event cards allow a player to take a special action – the details are on the card. The Epidemic card escalates the overall situation on the board. When one is drawn, first players increase the infection rate (which starts at 2), then a card is drawn off the *bottom* of the infection deck and three disease cubes of the correct color are added to the pictured city. Finally, the discarded infection cards are reshuffled and added to the *top* of the infection deck, meaning that the same cities will be infected as before.

Each player turn has the following phases. First, the player takes 4 actions. There are eight possible actions, 4 movement actions and 4 other actions. The first movement action is that a player can drive or ferry to an adjacent city. Secondly, the player can take a direct flight by discarding a card and moving to the city pictured on that card. Players can also take charter flights by discarding the card picturing the city they are in and moving to any city on the board. A shuttle flight is when a player is in a city containing a research center and they move to a different city containing a research center. As for the non-movement actions, a player can build a research center by discarding the card picturing the city they are in, cure a disease by discarding 5 cards of a single color while in a city containing a research center, treat diseases by removing a single cube from the city they are in (if the disease has been cured, this action allows the player to remove all diseases of that color), or share knowledge. This last action can only be done when two players are in the same city. In that action, the active player can either give the card picturing the city they are in to the other player, or take it from the other player. Note that after a disease has been cured, if all cubes of that disease are removed from the board, then the

disease has been eradicated, and the players may ignore all infection draws of that disease for the remainder of the game.

After all the actions are taken, the player draws two cards from the player deck. Any Epidemic card drawn is executed immediately. Then, the player draws a number of cards from the infection deck equal to the current infection rate and adds one cube of the appropriate color to the city pictured. If that city already has 3 cubes of that color, an outbreak occurs and instead, one cube of that color is added to all adjacent cities, potentially triggering more outbreaks. Any secondary outbreaks will not trigger additional outbreaks in the city that triggered them, so if there are three cubes each in London and Paris, and an outbreak is triggered in London, it will trigger an outbreak in Paris, but the Paris outbreak will not trigger a second outbreak in London.

Each player also has a Role, which gives that player certain special abilities. There are 5 Roles in all:

- **Dispatcher:** The Dispatcher can move other players' pawns as if they were his own. In addition, he can spend an action to move any player to a city containing another player.
- **Medic:** When the Medic treats a disease, he removes *all* cubes from that city. If the disease has been cured, then as soon as the Medic moves into the city, all disease cubes are removed without spending an action.
- **Operations Expert:** The Operations Expert may build a Research Center in his city for an action. No card is required.
- **Researcher:** The Researcher may give any card in his hand to another player in the same city for one action.
- **Scientist:** The Scientist needs only 4 cards of the same color to cure a disease.

The players win if they cure all four diseases before one of the following things happens: The player deck runs out, the eighth outbreak occurs, or the 25th disease cube of a single color has to be put on the board. If any of those things happen, all the players lose. The difficulty of the game can be changed by altering the number of Epidemic cards added to the deck. Options are 4, 5, or 6.

There is also an expansion set, called *On the Brink*, available to mix things up even more. The expansion adds more Special Event cards, a possible seventh Epidemic card, more Roles, and three new options. The new Roles are as follows:

- **Operations Expert:** This is a replacement of the existing Role. In addition to his ability to build Research Stations, the Operations Expert may also discard any card to fly to any city on the board if he is in a city containing a Research Station.
- **Archivist:** The Archivist has a hand capacity of 8 instead of 7, and once per turn, may use an action to draw the card picturing the city he is at from the discard pile.
- **Containment Specialist:** When the Containment Specialist moves into a city containing more than one disease cube of the same color, he may remove one without taking an action.
- **Epidemiologist:** Once per turn, the Epidemiologist may take an action to take any card from another player in the same city.
- **Field Operative:** Once per turn, the Field Operative may move one disease cube from his city to his Role card. He may cure a disease using three such "samples" and three cards of the same color.
- **Generalist:** The Generalist may take 5 actions per turn.
- **Troubleshooter:** At the beginning of his turn, the Troubleshooter may look at the top cards in the infection deck equal to the current infection rate. Also, when taking a direct flight, he need not discard the card.

The first of the three options is called the *Virulent Strain* challenge. In this option, the regular Epidemic cards are replaced by *Virulent Strain* cards, which act like Epidemic cards, but with a twist. The game is the same until the first *Virulent Strain* card is drawn. After the new infection is drawn, the players count the number of cubes on the board of each color. Whichever has the most is the *Virulent Strain*, and the effects listed on the card go into effect for that disease. These effects could be instantaneous or continuing. Some examples are: a requirement to draw an additional infection card if a card of the virulent strain is drawn, requiring one additional card to cure the disease, or causing it to reappear if it has been eradicated.

The second new challenge is the *Mutation*. This introduces a fifth disease, colored purple, but instead of having 24 cubes it only has 12. Three additional cards are added to the player deck which cause the new disease to appear, and after the initial infections are drawn at the beginning of the game, two *Mutation* cards are added to the infection discard pile. To win in this variant, the players must either cure all five diseases, or cure the standard 4 diseases and treat the mutation to that there are no purple cubes on the board. To cure the purple disease, you can use any five cards, but at least one of the cards must be a city that has a purple cube in it. (The Scientist can use any 4 cards, and the Field Operative can use any 3 plus 3 purple cubes, but the requirement that one of the cards must have the mutation in it still applies.)

The final challenge is the *Bio-Terrorist*. In this challenge, one of the players is playing against the others and is spreading an engineered disease. His actions are secret, and he plays from the Infection deck rather than the regular deck. The bio-terrorist may take some of the same actions as regular players, such as driving, direct and charter flights, but is limited to only three actions per turn, one of which must be a drive/ferry action. He can also infect locally without playing a card, or infect remotely by playing a card. The actions of the bio-terrorist can reveal his location to the other players. If the bio-terrorist is spotted on the board, he may be captured by another player in the same city. Once captured, the bio-terrorist must discard all of his cards, and the actions available to the bio-terrorist are limited to passing, drawing a card, and escaping – which requires a card. The regular players can win either by curing all five diseases, or by curing the four regular diseases and by treating the engineered disease so that there are no cubes of that disease on the board. If the regular players lose, the bio-terrorist wins if there is at least one engineered disease cube on the board. If none of those conditions are met, all players lose.

Pandemic is published by Z-Man Games, and retails for \$34.99. The *On the Brink* expansion retails for \$24.99.

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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, Brad Martin **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge, Brad Martin **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, Brad Martin **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Liftoff!:** Dennis Cain, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Cary Nichols, Dave Partridge, Michael Longdin, Brad Martin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Cary Nichols, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin **Silverton:** Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Cary Nichols, Dave Partridge, Brad Martin, Andy York **Gunslinger:** none **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York **Power Grid:** Brad Martin, Andy York **Robo Rally:** Andy York

Standby Calls

None this issue!