

Notes from Hades

I hope the new year is treating everyone well. I've been keeping busy, but not with travel so far. My sons' school has started a robotics club using LEGO Mindstorms, and Scott has joined it, since he could provide his own set, and I'm helping out. Between that, they boys' karate, Erik's volleyball, Celeste's PTA activities, and all of our involvement with Scouts, we certainly don't get bored.

No games are ending this issue, but Pateel is getting close. Can the BBC faction be stopped?

The next deadline is **Tuesday, March 20 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

Pick of the Litter. Silverton. Have Dave Hooton, will take up to 5 more.
Russian Wolfhound. Kremlin. Have Bob Robles(\$), Bill Scharf(\$), Jack McHugh(\$), Chris Geggus(\$), Doug Kent, Kevin Wilson. This game is full and will start when Pateel ends.
Portuguese Water Dog. Goa. Have Brad Martin(\$), Chris Geggus(\$), Jack McHugh(\$), will take up to 1 more. **Starts this issue !**

Dachshund. Age of Renaissance. This will use the EuroGames rules. Have Chris Geggus(\$), Bob Robles(\$), Jack McHugh(\$), will take up to 3 more. Players who have a (\$) after their name have paid the necessary game fee.

Hound Dog. Dune. Will use the Lansraad, Ixians, and Bene Tleilaxu optional powers. Have Chris Geggus(\$), Dog Kent, Bob Robles(\$), Kevin Wilson, will take up to 2 more.

Wish List

Power Grid. Players will have the choice of 10 maps and several deck options. Have Dave Hooton, Chris Geggus, will take up to 4 more.

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

Puerto Rico. Have Chris Geggus, Ron Fisher, will take up to 3 more.

Machiavelli. This game will start after the next Machiavelli game finishes. Have Bob Robles, Brendan Whyte, will take up to 6 more.

Gunboat Machiavelli. This game will start after the second Machiavelli game finishes. Have 2, will take up to 6 more. This box will be checked if you have signed up.

Robo Rally. Map to be decided. Have Chris Geggus, Brendan Whyte, Dave Hooton, will take up to 5 more.

Merchant of Venus. Options to be decided. Have Chris Geggus, Bob Robles, Ron Fisher, will take up to 3 more.

Seafarers of Cataan. Have Ron Fisher, will take up to 5 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:

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

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



Barking Up the Wrong Tree

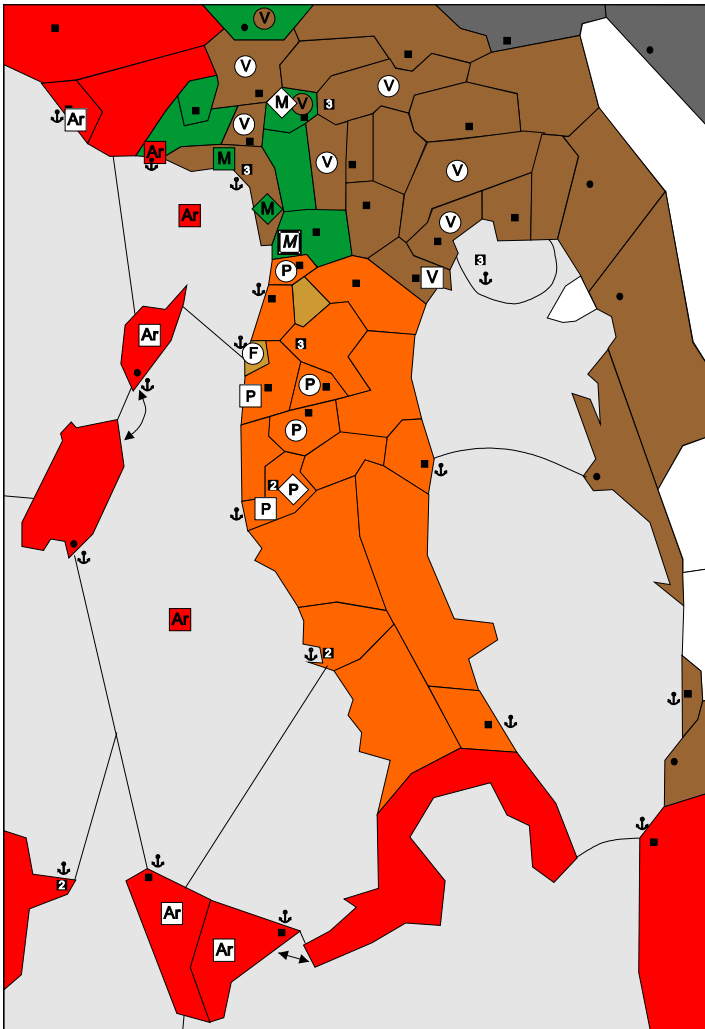
Spring 1261

Miller Number 2007Bpw10

**Advanced Rules, Natural Disasters, Special Military Units, Conquest, Gray Press, Ultimate Victory
Deadline Summer 1261 3/20, Tuesday**

Venice and Milan continue to struggle, while the Pope closes in around Florence. Aragon continues to acquire the French Riviera.

Barking Up the Wrong Tree



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

Fall 1260 Retreats

Milan F Genoa retreats to garrison

Builds

		Cost
Aragon	Maintains all, builds F Messina, F Palermo	21
Florence	Maintains all, no new builds.	3
Milan	Maintains A Pavia, F Savoy, F (EM) Modena, G Genoa, builds G Pavia	18
Papacy	Maintains all, builds A Perugia, G Rome	18
Venice	Maintains all, builds A Treviso, A Padua	30

Expenditures

Venice spends 3 ducats on Famine Relief in Turin.

Orders

ARAGON (Scharf): F LIGURIAN SEA supports F Provence to SAVOY, F Provence to SAVOY, F GULF OF LIONS to MARSEILLES, F TYRRHENIAN SEA supports F Ligurian Sea, F CORSICA supports F Ligurian Sea, F PALERMO supports F Tyrrhenian Sea, F MESSINA holds

FLORENCE (Whyte): A PIOMBINO to SIENNA

MILAN (Giovine): A PAVIA to FORNOVA, F SAVOY to GENOA, F (EM) MODENA supports F Savoy to Genoa, G GENOA supports F Savoy to Genoa, G PAVIA convert to A

PAPACY (Robles): A LUCCA holds, A ROME to PERUGIA, A Perugia to AREZZO, F Patrimony to ROME, F SIENNA to PIOMBINO, G ROME supports F Patrimony to Rome

VENICE (Partridge): A Tyrolea to SWISS, A TURIN supports A Tyrolea to SWISS, A Como to PAVIA, A MILAN supports A Como to PAVIA, A Cremona to PARMA, A MONTFERRAT supports A Genoa to SAVOY, A GENOA to SAVOY (DESTROYED), A Padua to VERONA, A Treviso to PADUA, F FERRARA holds

Your ducats:

Press

Aragon – Papacy: I think it would be better if you ditched the fleets.

Florence, on Facebook before he goes postal: There I thought it was the Jews who had a secret plot to take over the world, and all the time it was really the Papists...

Milan – Pope: Hi Bob. I entered too late in the game, otherwise we could stop the winning of Venice. Next time.

Spring 1261 Famine Losses

Milan loses A Fornova.

Summer 1261 Plague

Good Year – No plague!

Bolognese

Spring 1054

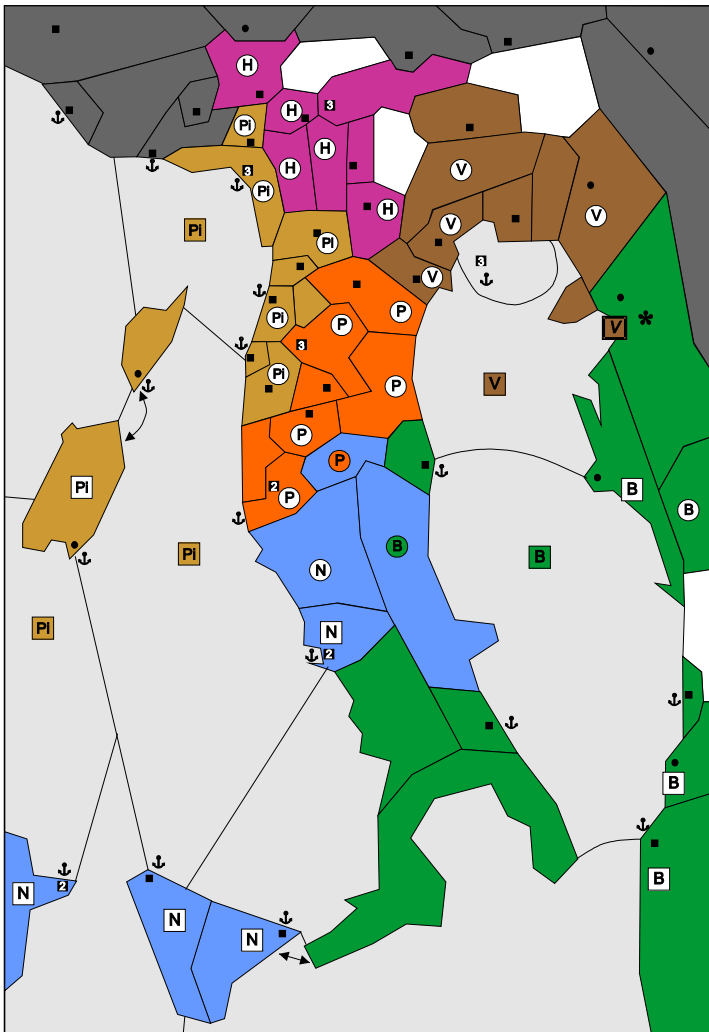
Miller Number 2010?????

Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory

Deadline for Summer 1054 3/20 Tuesday

Venice and Byzantium continue to struggle in the Balkans while Pisa and the Holy Roman Empire maneuver for advantage. The Pope and Byzantines appear to be boxing in the Normans.

Bolognese

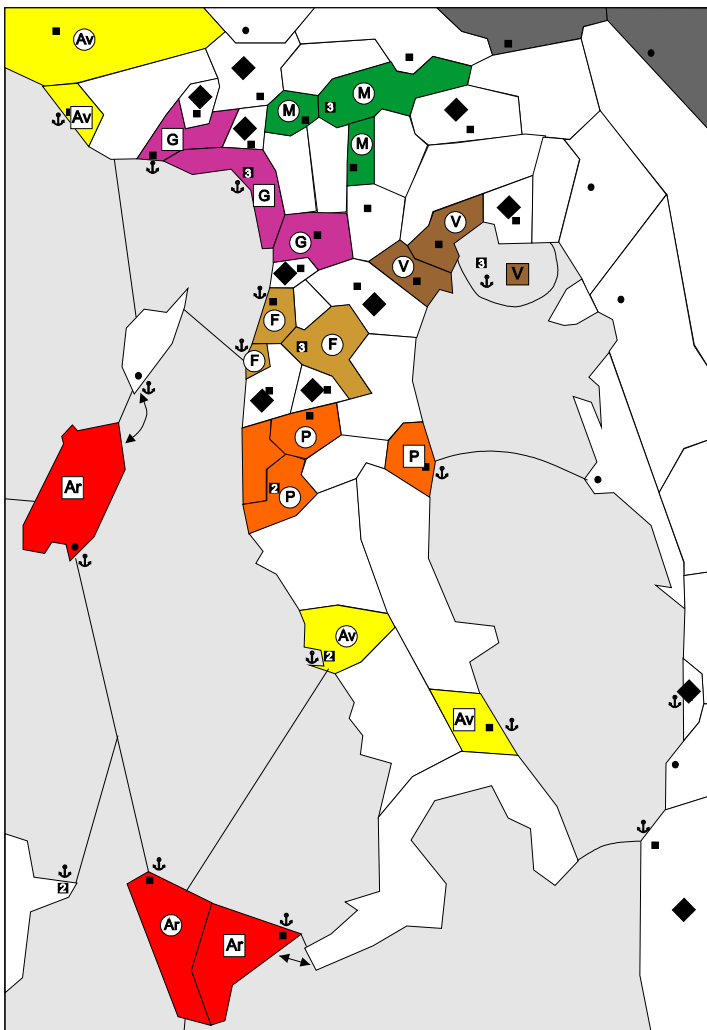


Orders

- BYZANTINES : A BOSNIA to Croatia, A Ancona to AQUILA, F Croatia to Upper Adriatic (DISLOADED, retreat Istria, OTB), F DALMATIA supports F Croatia to Upper Adriatic, F Ragusa to LOWER ADRIATIC, F ALBANIA supports F Ragusa to Lower Adriatic, F DURAZZO supports F Ragusa to Lower Adriatic
- HOLY ROMAN EMPIRE : A TURIN supports A Milan to Pavia, A Milan to PAVIA, A FORNOVA supports A Parma, A PARMA supports A Mantua, A MANTUA holds (u)
- NORMANS : A Aquila to CAPUA, F NAPLES supports A Aquila to Capua, F MESSINA supports F Central Mediterranean to Palermo, F Central Mediterranean to PALERMO, F TUNIS holds
- PAPACY : A BOLOGNA supports Pisa A Modena hold (nso), A FLORENCE supports A Bologna, A URBINO supports A Perugia to Spoleto, A Arezzo to PERUGIA, A Perugia to SPOLETTO, A ROME supports A Perugia to Spoleto
- PISA : A MONTERRAT supports A Modena to Genoa, A Modena to GENOA, A PISA supports A Sienna, A SIENNA supports A Pisa, A Lucca to MODENA, F SARDINIA supports F Tyrrhenian Sea, F WESTERN MEDITERRANEAN support F Tyrrhenian Sea, F TYRRHENIAN SEA supports A Sienna, F Piombino to LIGURIAN SEA
- VENICE : A VERONA supports A Ferrara, A FERRARA supports A Verona, A PADUA supports A Ferrara, A CARNIOLA supports F Upper Adriatic to Croatia, F Friuli to UPPER ADRIATIC, F (EM) Upper Adriatic to CROATIA
- Your ducats:

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



Purebred**Gamestart****Miller Number ?????****Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Spring 1250 3/20 Tuesday****Purebred**Players

ARAGON	Jack McHugh
FLORENCE	Ward Narhi
GENOA	Kevin Wilson
MILAN	Bogislaw von Schoenfeldt
PAPACY	Jerry Roalstad
VENICE	Bob Robles
GAME MASTER	Chris Hassler

The Positions

Aragon:	A Palermo, F Messina, F Sardinia, 6 ducats
Florence:	A Florence, A Pisa, A Piombino, 4 ducats
Genoa:	A Modena, F Genoa, F Savoy, 6 ducats
Milan:	A Milan, A Pavia, A Cremona, 6 ducats
Papacy:	A Rome, A Perugia, F Ancona, 4 ducats
Venice:	A Padua, A Ferrara, F Venice, 6 ducats
Avignon:	A Avignon, A Naples, F Marseilles, F Bari
Autonomous Garrisons:	Montferrat, Saluzzo, Trent, Lucca, Bologna, Sienna, Arezzo, Sienna, Treviso, Ragusa, Durazzo

Notes

Here's a recap of the rules we'll be using. First, all advanced rules are in use, including assassination. Each player starts with one assassination chit for each other player. In addition, the following optional rules are in use: Natural Disasters, Special Military Units, Moneylenders, and Conquest. Press will be White. We are playing this one to Standard Victory Conditions: 15 cities. The house rules are available on the website. There has been a proposal to automatically separate the Winter and Spring seasons during this game. There has also been a proposal to allow players to take out loans to pay off other loans, so long as the total amount of loans outstanding never exceeds 25 ducats. Please vote on both of these proposals with your initial orders.

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

Pateel

**Turn 10, Funeral Commission through Parade
Turn 11 Cure through Health, 3/20 Tuesday**

Funeral Commission

Acting Foreign Minister Satin nominates Mischif as Party Chief, and the vote is unanimous in favor.

Replacement Phase

Since Mischif is in the Sanatorium, Satin rises to KGB Head and Putschnik to Foreign Minister by age, and Turi Nikotin rises from Candidate to Defense Minister by age. Putschnik promotes M to Candidate, and ages to 63. Sergei Eatstumuch becomes Ideology Chief, Iwan Majak becomes Industry Minister, Wassily Protzky becomes Economy Minister, and Natasha Nogoodnik becomes

Sport Minister by age. X becomes a Candidate by age. Finlandia declares 7 IP on Manjak, 7 IP on Nikotin, and 3 IP on Putschnik. KMFC declares 8 IP on Nikotin. Card 22 (Provdia Speaks Out) is no longer in effect and is discarded.

Rehabilitates Phase

Nikotin rehabilitates Z, aging to 69.

Parade Phase

The Party Chief is in the Sanatorium and therefore does not wave.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Anatol Mischif (I)	69, ++	11+ (BBC)
KGB Head	Oleg Satin (O)	66, +, weak	2 (Fin), 8 (BBC)
Foreign	Ulan Putschnik (Y)	63, weak	6 (Fin), 3 (BBC)
Defense	Turi Nikotin (R)	69	7 (Fin), 8 (KMFC)
Ideology	Sergei Eatstumuch (M)	66	
Industry	Iwan Manjak (P)	61, weak	7 (Fin)
Economy	Wassily Protzky (U)	56	
Sport	Natasha Nogoodnik (V)	55	

Candidates: Z (62), X (61, ++), W

People:

Siberia: L (68), N, D (85, +, 2 (PAH)), B (86, ++)

Intrigue Cards

S.O.B.

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

Notes

Since no faction has the necessary three waves, per the rules, this goes to an 11th turn. Whoever controls the Party Chief after the Funeral Commission phase will win. To that end, since Brad Martin has NMRed, **will Andy York please standby for Zapadniye Front!** Thanks to Dave Partridge for his unused standby orders.

Players

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

KMFC have one wave. ZF have one wave. PAH have one wave.

Undeclared Influence

Hunter

**Turn 18, Phases IV – VI, Turn 19, Phases I - III
Turn 19, Phases IV – VI, Turn 20 Phases I - III, 3/20 Tuesday
Turn 18**

Operations

Red (Nichols) operates #63 (\$50, 2 lumber), #83 (\$20, 3 coal), #97 (\$40, depletes), delivers 6 lumber from Lumberton to Pueblo for \$1200, receives \$130 in passenger revenues.

Orange (Hooton) operates #82 (\$20, 3 coal), #46 (\$40, 1 silver), #131 (\$20, 1 lumber), #77 (\$20, 3 coal), delivers 3 lumber from Hot Sulphur Springs to Pueblo for \$600, 7 coal from Crested Butte to Denver for \$840, receives \$530 in passenger revenues.

Green (Longdin) operates #109 (\$20, depletes), #124 (\$40, 3 coal), #100 (\$40, depletes), #98 (\$60, 2 gold), delivers 3 lumber from Cloudcroft to El Paso for \$480 and 4 coal from Magdalena to El Paso for \$400, receives \$200 in passenger revenues.

Brown (Partridge) operates #36 (\$50, 3 silver), #54 (\$40, 1 lumber), #56 (\$30, 1 lumber), #55 (\$50, 3 lumber), delivers 3 lumber each from Seaboat Springs and Walden to Salt Lake City for \$1800, 8 coal from Bowie to Salt Lake City for \$800, and 1 coal from Craig to Salt Lake City for \$100. Receives \$410 in passenger revenues.

Blue (Scharf) operates #86 (\$20, 2 coal), #89 (\$30, 3 coal), #88 (\$50, depletes), #52 (\$40, 3 silver), delivers 10 coal from Walsenburg to Denver for \$1200.

Aqua (Brosius) declines claim #33, operates #58 (\$40, 1 lumber), #122 (\$20, 2 coal), #103 (\$30, depletes), #59 (\$40, 2 lumber), delivers 2 lumber from McGaffey to El Paso for \$320, 6 lumber from Dolores to El Paso for \$960, and 4 coal from Lee Ranch West to Santa Fe for \$480. Receives \$810 in passenger revenues. Hires a new prospector for \$400.

Determine Price Changes

Gold: Remains at \$200

Copper: +3 to \$120

Silver: +3 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+1 to \$200	Remains at \$300	-4 to \$80	Remains at \$120	-4 to \$60
Coal:	-3 to \$60	Remains at \$100	Remains at \$80	Remains at \$120	Remains at \$100

Turn 19

Move Prospectors and Surveyors

Red (Nichols) surveys Cimmaron to York Canyon and Dailies to Grants, prospects #84 (+1) and #33.

Orange (Hooton) surveys Meeker to Craig, prospects passenger lines 20 and 21 jointly with Brown.

Green (Longdin) surveys Whitewater to Tyrone, prospects #125.

Brown (Partridge) surveys Cheyenne to Denver, prospects passenger lines 20 and 21 jointly with Orange.

Blue (Scharf) surveys Cimmaron to York Canyon, prospects #121.

Aqua (Brosius) surveys Pagosa Springs to Lumberton and Lake Valley to Deming, prospects #62 (+2), #84.

Dispute Resolution

Red and Blue have a dispute over the Cimmaron to York Canyon line. Red: 5+1; Blue: 5+2. Blue wins. Red and Aqua have a dispute over claim #84. Red: 7+1+3, Aqua: 10+3. Aqua wins, prospector becomes +1. Red spends \$340, Orange spends \$1235, Green spends \$120, Brown spends \$365, Blue spends \$260, and Aqua spends \$280.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$4,730	9, 15, 24		S+1, S, P+1, P
Dave Hooton	Orange	Denver	\$8,355	9, 24, 42	+2	S+2, S, P+1, P

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Michael Longdin	Green	El Paso	\$12,170	9, 15, 24		S, S, P+1
Dave Partridge	Brown	Salt Lake City	\$13,010	9, 24, 24, 72		S+1, S, P+1, P
Bill Scharf	Blue	Pueblo	\$6,610	9, 15, 24, 42		S+2, S, P+2
Eric Brosius	Aqua	Santa Fe	\$7,855	9, 15, 24, 42	+3	S, S, P+2, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
63	Lumberton	Red	Lumber	7	\$50
45	Westcliffe	Red	Silver	N	\$30
83	Durango	Red	Coal	8	\$20
51	Silverton	Red	Silver	N	\$30
33	Silverton	Red	Gold	N	\$50
82	Crested Butte	Orange	Coal	2	\$20
46	Telluride	Orange	Silver	3	\$40
131	Hot Sulphur Springs	Orange	Lumber	0	\$20
77	Craig	Orange	Coal	3	\$20
109	Pinos Altos	Green	Copper	15	Depleted
124	Magdalena	Green	Coal	2	\$40
100	White Oaks	Green	Gold	1	Depleted
98	Pinos Altos	Green	Gold	2	\$60
125	Capitan	Green	Coal	N	\$20
25	Bingham	Brown	Gold	6	Depleted
26	Marysvale	Brown	Gold	1	Depleted
76	Craig	Brown	Coal	15	\$20
36	Eureka	Brown	Silver	3	\$50
75	Rangely	Brown	Coal	4	\$20
67	Coalville	Brown	Coal	10	\$30
54	Steamboat Springs	Brown	Lumber	0	\$40
74	Elk Springs	Brown	Coal	10	\$20
56	Hot Sulphur Springs	Brown	Lumber	4	\$30
73	Hiawatha	Brown	Coal	7	\$20
55	Walden	Brown	Lumber	0	\$50
49	Silverton	Blue	Silver	3	Depleted
86	Canon City	Blue	Coal	7	\$20
50	Silverton	Blue	Silver	N	\$50
42	Leadville	Blue	Silver	7	Depleted
43	Leadville	Blue	Silver	7	Depleted
89	Walsenburg	Blue	Coal	0	\$30
52	Lake City	Blue	Silver	3	\$40
121	York Canyon	Blue	Coal	N	\$30
106	Cuba	Aqua	Copper	1	Depleted
58	Dolores	Aqua	Lumber	3	\$40
122	Lee Ranch West	Aqua	Coal	3	\$20
59	Dolores	Aqua	Lumber	0	\$40
62	Taos	Aqua	Lumber	N	\$30
84	Durango	Aqua	Coal	N	\$20

Available Trains

Type	# Available	Cost
9	0	\$80
15	2	\$120
24	1	\$200
42	5	320
72	7	\$500

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	1
10	B	Denver – Aspen	\$130	Orange	
21	C	Salt Lake City – Colorado Springs	\$600	Orange /Brown	
4	A	El Paso – Deming	\$60	Green	
13	B	El Paso – Santa Fe	\$140	Green	
2	A	Salt Lake City – Provo	\$20	Brown	
16	B	Salt Lake City – Grand Jct.	\$250	Brown	2
20	C	Salt Lake City – Pueblo	\$600	Orange /Brown	
6	A	Santa Fe – Albuquerque	\$90	Aqua	
18	C	Gallup – Santa Rosa	\$500	Aqua	
14	B	El Paso – Albuquerque	\$220	Aqua	

¹ Discard after 1 more Leadville depletion.

² Discard when 22 is taken. Good for \$250 toward card 22.

Available Claims

#	City	Type	Claim	Operation
112	Tyrone	Copper	\$60	\$20
79	Bowie	Coal	\$80	\$40
132	Steamboat Springs	Coal	\$80	\$50
113	Porter	Lumber	\$60	\$30
104	Mogollon	Silver	\$100	\$50
64	Lumberton	Lumber	\$60	\$40
90	Trinidad	Coal	\$80	\$40
39	Aspen	Silver	\$60	\$30

Claims in italics are under first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
24	C	Denver – El Paso	\$1000	\$1,380	
19	C	Salt Lake City – Albuquerque	\$600	\$975	
17	C	Denver – Santa Fe	\$420	\$585	
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	3	\$80
Die +4	5	\$140
Die +5	6	\$200

Dogbreath**Epoch VI Timurid Emirates, Inca & Aztecs, and Ottoman Turks
Epoch VI Portugal, Spain, and Mughals, 3/20 Tuesday****Epoch VI**

Great Explorers Grabbing Samples (Geggus) TIMURID EMIRATES: Plays Leader. Army and Capital Turanian Plain (Mongol army retreats to Eastern Steppe), army Western Steppe (vs Mongols; T: 6, 4, 2; M: 3; wins), Dnieper (vs. Mongols; T: 6, 5, 3; M: 5; wins), Central Europe (vs. Holy Roman Empire; T: 4, 3, 3; H: 1; wins; Capital reduced to city), Hindu Kush (vs. Seljuk Turks; T: 5, 4, 3; S: 4, 3; wins), Tarim Basin (vs. Huns; T: 6, 6, 1; H: 3, 1; wins), Persian Plateau (vs. Holy Roman Empire; T: 6, 3, 2; H: 3; wins), Zagros (vs. Holy Roman Empire; T: 6, 2, 1; H: 2; wins). Builds Monument Turanian Plain. Points: Dominance in Northern Europe (4), Eurasia (2), Presence in North Africa (2), Middle East (2), China (3), India (3), Southern Europe (2), 1 Capital (2), 4 cities (4), 2 Seas (2), and 8 Monuments (8) for 34 points.

Royal Manticoran Historical Society (Wilson) plays Disaster in the Middle Tigris (Monument and fort destroyed). INCAS: Army and Capital Northern Andes, army Southern Andes. AZTECS: Army and Capital Mexican Valley, army Pacific Seaboard. Builds Monument Northern Andes. Points: Dominance in North America (2), Presence in Southeast Asia (2), South America (2), Sub-Saharan Africa (1), 3 Capitals (6), 1 Sea (1), and 1 Monument (1) for 15 points.

The Questioner (Partridge) plays Kingdom in the Gold Coast (Army, city, and fort Gold Coast). Plays Disaster in Szechuan (Monument destroyed, Capital reduced to city). OTTOMAN TURKS: Army and Capital Western Anatolia (Byzantine army retreats to Eastern Anatolia), fleet Black Sea (vs. Marching Through the Ages; Q: 4, 3; MTtA: 4; Q: 5, 3; MTtA: 5; Q: 4, 4; MTtA: 1; wins), army Balkans (vs. Mongols; O: 4, 4; M: 6; loses), Balkans (vs. Mongols; O: 6, 6; M: 3; wins, city eliminated), Danubia (vs. Mongols; O: 5, 1; M: 4; wins), Eastern Anatolia (vs. Byzantines; O: 6, 2; B: 6, 1; O: 3, 2; B: 2, 2; O: 1, 1; B: 6, 3; loses), Eastern Anatolia (vs. Byzantines; O: 5, 2; B: 1, 1; wins), Zagros (vs. Timurid Emirates; O: 5, 5; T: 3; wins), Persian Plateau (vs. Timurid Emirates; O: 6, 2; T: 4; wins), Hindu Kush (vs. Timurid Emirates; O: 6, 5; T: 3; wins), Turanian Plain (vs. Timurid Emirates; O: 5, 3; T: 2; wins, Capital reduced to city), Tarim Basin (vs. Timurid Emirates; O: 5, 5; T: 6, 4; loses), Tarim Basin (vs. Timurid Emirates; O: 6, 5; T: 4, 3; wins), fort Hindu Kush, Tarim Basin. Builds Monument Western Anatolia. Points: Dominance in India (6), Presence in Middle East (2), China (3), Southern Europe (2), Northern Europe (2), Southeast Asia (2), Eurasia (1), Sub-Saharan Africa (1), Nippon (1), 1 Capital (2), 2 cities (2), 1 Sea (1), and 7 Monuments (7) for 32 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy Lewis	Marching Through the Ages (red)	43	95
Chris Geggus	Great Explorers Grabbing Samples (yellow)	49	140
Andy York	Arachnids (blue)	49	110
Dave Anderson	Time Traveler (orange)	59	98
Kevin Wilson	Royal Manticoran Historical Society (purple)	60	151
Dave Partridge	The Questioner (green)	66	129

Positions

Arachnids: Fleets Red Sea, South China Sea. NILE KINGDOM: Army, city, and fort Upper Nile. MAURYA: Army Mekong. ARABS: Army, fort, and Monument Southern Iberia, army and Monument Shatts Plateau, army and fort Lower Tigris, Nubia, armies Persian Salt Desert, Levant, Middle Tigris, Libya. SUNG DYNASTY: Army and city Szechuan, Yangtse Kian, armies Chekiang, Malayan Peninsula, East Indies.

Time Traveler: Fleet Sea of Japan. MACEDONIANS: Army Western Ghats. HUNS: Two armies Baltic Seaboard, armies Caucuses, Lower Rhein, Northern Gaul. MONGOLS: Army and Monument Morea, Great Plain of China, two armies Eastern Steppe, armies Mongolia, Danubia, Pindus, Crete.

Marching Through the Ages: Fleet Black Sea. NORTH AMERICAN MIGRANTS: Armies Great Plains, West Indies. SASSANIDS: Three armies Wei River. BYZANTINES: Armies Northern Appenines, Dalmatia. HOLY ROMAN EMPIRE: Army Upper Tigris.

Royal Manticoran Historical Society: Fleet Bay of Bengal. MAYANS: Two armies and Capital Central America. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. CHOLAS: Army Sumatra. INCAS: Army, Capital, and Monument Northern Andes, army Southern Andes. AZTECS: Army and Capital Mexican Valley, army Pacific Seaboard.

The Questioner: Fleet Black Sea. HAN DYNASTY: Three armies Si-Kyang, armies Yellow River, Irrawaddy. FUJIWARA: Army and Capital Hokkaido, army Honshu. SELJUK TURKS: Army and Monument Upper Indus, Ganges Valley, Eastern Deccan, armies Eastern Ghats, Lower Indus, Western Deccan, Ganges Valley. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army, city, and Monument Turanian Plain, army and Monument Zagros, Persian Plateau, army and fort Hindu Kush, Tarim Basin, armies Balkans, Eastern Anatolia.

Great Explorers Grabbing Samples: Fleets North Sea, Western Mediterranean. SCOTS: Army, city, and fort Highlands. CRUSADERS: Army, city, and Monument Arabian Peninsula, army, city, and fort Palestine, army and Monument Nile Delta. VIKINGS: Army and Monument Albion, Southern Appinines, armies Scandinavia, North European Plain, Western Gaul, Central Massif. TIMURID EMIRATES: Army, city, and Monument Central Europe, armies Western Steppe, Dnieper.

Epoch VI Empire**Event Cards**

Rottweiler
Turn 3a
Turn 3b, 3/20 Tuesday

Available Cards

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

GOO selects set 4

TRP selects set 3

GOP selects set 1

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Andy York	Texas Reclamation Project	2	\$5	0	5	14	5	Bribery
Richard Weiss	Grossly Overflowing Pollution, Inc.	3	\$8	0	15	14	5	Advisor
Eric Brosius	General Olfactory Organization	1	\$8	0	5	15	5	Waste Disposal

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	3/6	5/1	2	24
Richard Weiss	5/1	5/1	4/3	4	23
Eric Brosius	5/1	4/3	5/1	0	24

Press

GOP: The NSTEMI SuperPAC is pleased to announce that no other candidate can match the rich and glorious history, ability, and future of the GOP Candidate. The team we have assembled is beyond compare. We take Orders from God. Our Advisor is Michelle Bachman. Our Secretary of Innovation will be Ron Paul, Secretary of Raw Material - Newt Gingrich, Administrator of Growth being Mr. Mitt Bain Romney, Agency Head of Waste Disposal Jon Huntsman, Secretary of Waste Removal being you the voter, and Chief of Hiring/Firing Mr. Herman Cain. Last and least but not to be forgotten, the Accident is Sarah Palin. (For those not medical in nature, the acronym for the SuperPac is partially a play on acronyms, with the SuperPACs full name being, "No Such Thing Ever as Toxic Materials, Inc.") This press was not approved by our Candidate.

Cards

TRP	GOP	GOO
Order	Innovation	Waste Disposal
Hiring/Firing	Growth	Order
Growth	Raw Materials	Advisor

Discards

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

Daquiri
Turns 8.5 to 9.2

Turn 8

McHugh takes the Captain, shipping 1 indigo on Ship 7 for 2 VP, Zieske ships 1 indigo on Ship 7 for 1 VP, York ships 1 tobacco on Ship 1 for 1 VP, and Martin ships 1 tobacco on Ship 1 for 1 VP.

Turn 9

Governor **York** selects the Mayor and places colonists on the Tobacco Storage, Tobacco plantation, and Coffee planation, Fisher places two colonists in San Juan, Martin places a colonist on the Wharf, Martin places colonists on the Tobacco Storage and Indigo Plant, McHugh places a colonist on the Small Indigo Plant, and Zieske places a colonist in San Juan. 5 colonists placed on the Colonist Ship.

Fisher takes the Builder, gains 1 doubloon, and buys a Factory (Builder bonus, 2 Quarries, 4 doubloons), Martin...

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Brad Martin?		Indigo , Indigo, Indigo, Tobacco , Tobacco , Corn, Corn	Indigo Plant (3) , Tobacco Storage (3) , Coffee Roaster		4		5
Jack McHugh		Corn, Indigo , Indigo , Quarry , Tobacco, Indigo , Indigo	Indigo Plant (3) , Small Indigo Plant , Small Market , Hacienda		4		8
Paul Zieske		Quarry , Quarry , Quarry , Sugar , Indigo , Sugar , Indigo	Construction Hut , Hospice , Small Indigo Plant , Small Sugar Mill , Sugar Mill (3) , Small Warehouse	2	1		7
Andy York	Mayor	Quarry , Quarry , Corn , Coffee , Sugar , Tobacco , Tobacco	Construction Hut , Tobacco Storage (2) , Small Sugar Mill , Sugar Mill (2)		0		8
Ron Fisher	Builder	Quarry , Quarry , Corn , Corn , Indigo , Coffee , Coffee	Hospice , Small Market , Large Market , Small Indigo Plant , Coffee Roaster (2) , Wharf , Factory	2	0		6

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.

Notes

Brad Martin has NMRed. **Will Dave Partridge please submit standby orders!**

Available Items

Colonists: Supply: 24 Colonist Ship: 5 **Trading House:** Indigo, Tobacco, Coffee **Victory Points:** 88

Cargo Ships: Ship 1 (capacity 6): 2 Tobacco Ship 2 (capacity 7): 2 Indigo Ship 3 (capacity 8): 7 Sugar

Commodities

Corn: 10 **Indigo:** 8 **Sugar:** 4 **Tobacco:** 6 **Coffee:** 8

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (x2 1d, 1VP)	Indigo Plant (3d, 2VP)	Tobacco Storage (5d, 3VP)	Guild Hall (10d, 4VP)
Small Sugar Mill (x2 2d, 1VP)	Sugar Mill (4d, 2VP)	Coffee Roaster (6d, 3VP)	Residence (10d, 4VP)
		Factory (7d, 3VP)	Fortress (10d, 4VP)
Hacienda (2d, 1VP)	Office (x2 5d, 2VP)	University (x2 8d, 3VP)	Customs House (10d, 4VP)
	Large Market (5d, 2VP)	Harbour (x2 8d, 3VP)	City Hall (10d, 4VP)
Small Warehouse (3d, 1VP)	Large Warehouse (x2 6d, 2VP)	Wharf (9d, 3VP)	

Roles

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

Plantations

Indigo, Sugar, Tobacco, Tobacco, Coffee, Coffee Discard Pile: Coffee, Sugar, Sugar, Corn, Corn, Corn, Corn, Coffee, Coffee, Sugar, Sugar, Sugar, Indigo

Dog ShowTurn 2Turn 3, 3/20 TuesdayCommander Actions

HOBO opens the bidding on a Data Library at 16 and gets it (Or2, Wa6, Wa8)

HICK passes.

BarterTown buys a water factory (Or4, Or4, Wa4, Wa9) and transfers a population factor from an ore factory to man it.

MMC opens the bidding on a Data Library at 15 and gets it (Or2, Wa6, Wa7)

Scooby Shack buys a population factor (Wa5, Wa5)

ITCHEN buys a population factor (Or2, Wa8).

Ramedon 7 buys a water factory (Or1, Or5, Or5, Wa9) and transfers a population factor from an ore factory to man it.

HBDC buys a population factor (Or2, Wa8)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HOBO	Dave Hooton	OrF, OrF, WaF, WaF	DL	5
2	HICK	Dave Hood	OrF, OrF, WaF, WaF		4
3	MMC	Eric Brosius	OrF, OrF, WaF, WaF	DL	4
4	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF		4
5	Scooby Shack	Andy Lewis	OrF, OrF, WaF, WaF		4
6	ITCHEN	Michael Lowrey	OrF, OrF, WaF, WaF		4
7	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF		3
8	Ramedon 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF		3

HBDC is Heavenly Bodies Development Corporation. MMC is Mud Mining Corporation. HOBO is High Orbit Biological Organics. ITCHEN is the Intergalactic Transmorgification, Composite Hauling, and Exploitation Network

Available Upgrades

Income

New Arrivals: Warehouse, Warehouse

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

Golden Retriever

Initial Placement, Round 1

Setup Part 2, 3/20 Tuesday

Initial Placement, Round 1

Kevin places at D6, road at D6-C6

Dave places at D4, road at D4-C4

Chris places at B5, road at B5-C5

Bill places at E4, shipping lane E4-F4 (discovers Field 3, gains Grain)

Initial Placement, Round 2

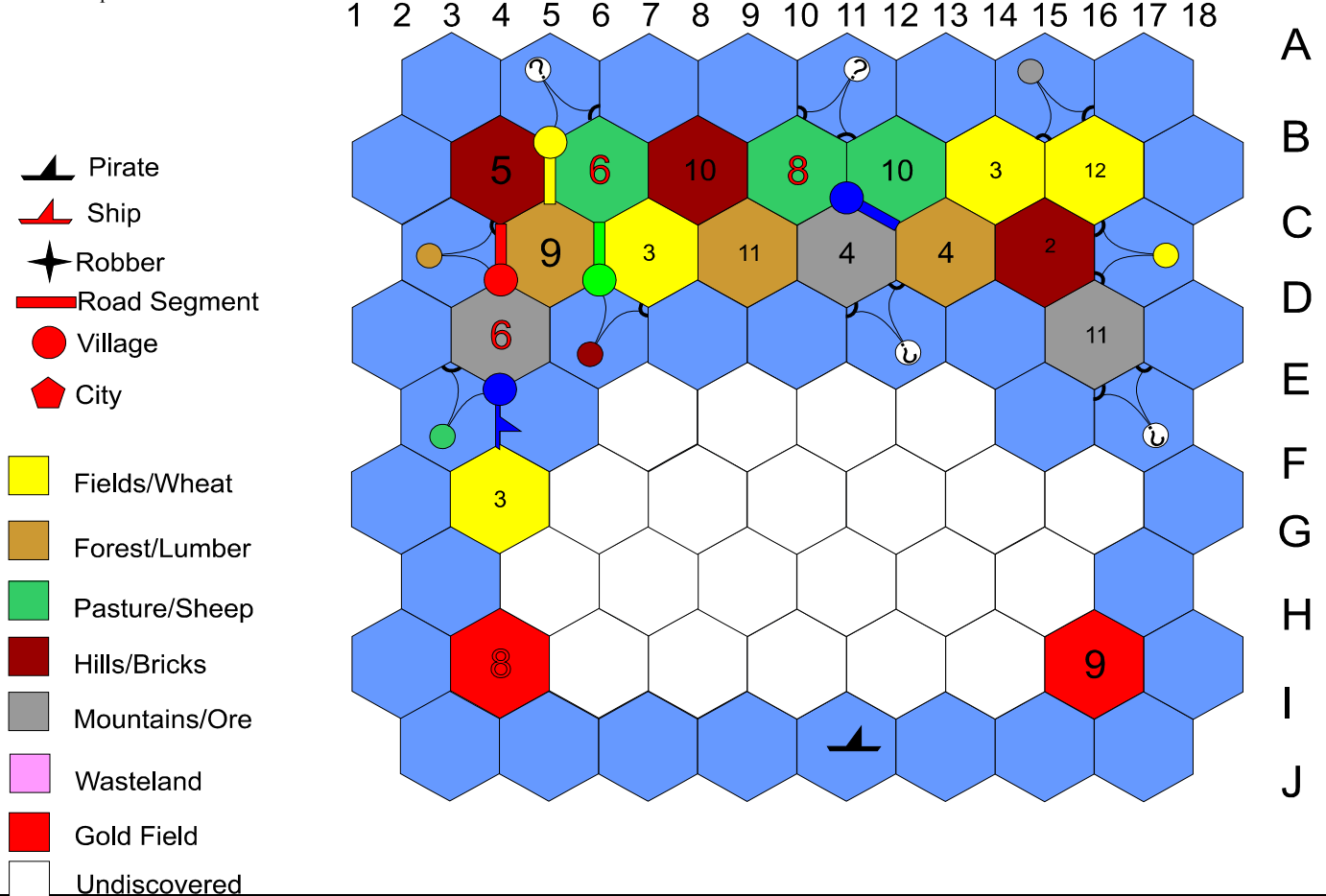
Bill places at C11, road at C11-C12. Gains 2 wool and 1 ore.

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green							
Dave Hooton	Red							
Chris Geggus	Yellow							
Bill Scharf	Blue	1	2			1		

Notes

Remember that placement for the second settlement is in reverse order.



Portuguese Water Dog
Gamestart
Turn 1 Auction Marker Placement, 3/20Tuesday

Players

Player Name	Company Name/Color	Ducats	Ships	Colonists	Additional Actions	Expedition Cards
Brad Martin		10	4	2		
Chris Geggus		10	4	2		
Jack McHugh		7	4	2		

Player in **bold** is the first player.

Game Board

	A	B	C	D	E	
1	nutmeg plantation 	dukats Take each round!	pepper plantation 	clove plantation 	give up ← ④ counts for the scoring!	1
2	ginger plantation 	nutmeg plantation 	cinnamon plantation ①	ginger plantation ①	additional actions Take immediately!	2
3	ships Take immediately!	ginger plantation 	spice Take each round!	cinnamon plantation 	colonist Take each round!	3
4	settlement Take immediately!	ships/colonists Take immediately!	expeditions Take immediately!	nutmeg plantation ①	clove plantation 	4
5	pepper plantation ①	cinnamon plantation 	ship Take each round!	pepper plantation 	ships/colonists Take immediately!	5
	A	B	C	D	E	

Notes

For the initial placement of the Flag, simply indicate the row number and left or right, or the column letter and top or bottom. With your auction placement orders, please indicate your color and company name.

Expedition Discard Pile

Action	Colonists	Symbol
Modified Harvest	3	Shell
Ships	3	Fish
Progress by Ship	3	Tiger

Pedagogy

Earth has abundant water, but it is actually a bit of a puzzle how it all got here. Current models of the formation of the solar system place the forming earth well within the “snow line”. This is the distance in the solar nebula at which water would vaporize. In addition, any water in the planetesimals that formed Earth would probably vaporize because the collisions would have heated them up past their melting point. So, how did Earth get its water?

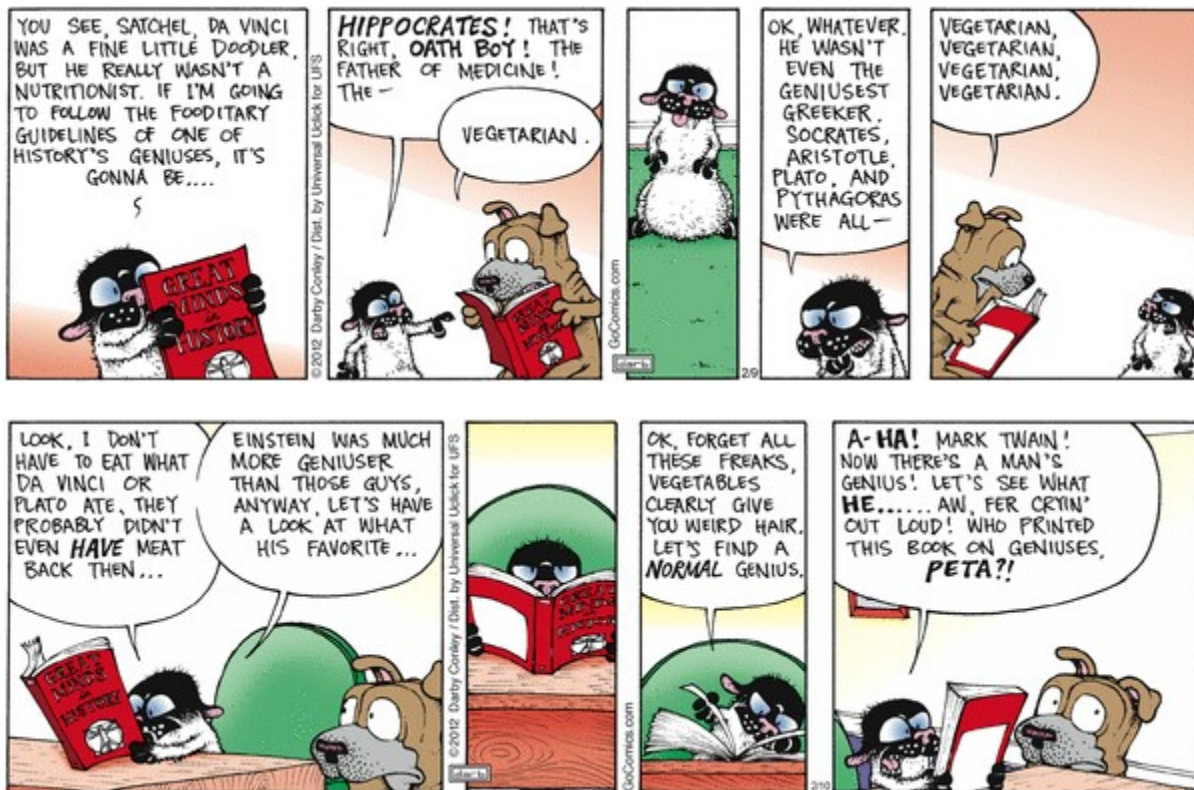
An early candidate for the source of the water were comets. Comets formed well outside the snow line, and are an abundant source of water. They have long, elliptical orbits that could conceivably cross Earth's, so they appeared like good candidates. However, there is a problem. Spectroscopic studies of the water in bright comets such as Halley, Hyakutake, and Hale-Bopp determined that the deuterium to hydrogen ratio was much too high, about twice as high as found in water on Earth. Why is this a problem? Deuterium is a heavy isotope of water, with one proton and one neutron. Over time, gasses naturally escape any planet's atmosphere. Lighter elements tend to find it easier to escape. So, over time, more regular hydrogen would be lost than deuterium. So, if comets were the source of Earth's water, the deuterium/hydrogen ratio on Earth should be at least as high as that in comets, but definitely not lower. A different answer was needed.

Meanwhile, further information about the asteroid belt was being discovered. Detailed density data about Ceres, the largest asteroid, suggested that it has a large water-ice mantle, potentially more fresh water than all of Earth's lakes, rivers, ponds, and streams combined. Additionally, spectroscopic studies of other asteroids, in particular 65 Cybele and 24 Themis, indicate that they have some surface ice. This ice would probably sublimate and be replenished from interior ice. In addition, carbonaceous meteorites typically have hydrated minerals inside. Studies of the the deuterium/hydrogen ratio of those minerals are a good match to

the Earth's ratio. This is not definitive, since the chemical reactions that formed the hydrated minerals could have altered the ratio, but it is quite suggestive. Perhaps Earth got its water from the asteroids.

A new model of solar system formation perhaps points a way for this to happen. In past issues, I have described how the four outer planets formed closer in than they currently are. However, that does not answer some questions about the inner solar system. For instance, simple models would predict that Mars would be 10 times more massive than it actually is. More recent models, however, point to an interesting scenario. Tidal interactions between Jupiter and the solar nebula would cause it to spiral inwards. This is evidenced by the large number of “hot Jupiter” type exoplanets we see. It could have gotten as close as 1.5 astronomical units (A.U.) from the Sun. This would have caused a separation between the inner solar disk and the outer disk, stunting Mars' growth. It would also have scattered many of the small bodies that formed in the 2 to 4 A.U. range outwards. What would have stopped Jupiter from getting even closer to the Sun? When it became gravitationally linked to Saturn in a 3:2 orbital resonance, it would have sent both planets migrating outwards. During this outward migration, they would have scattered the small bodies inward, including many that had significant water. Some of these bodies would have formed the asteroid belt we see today, and some would have gone further into the inner solar system, hitting the young inner planets, delivering water to each one. The fate of that water depended on the body it hit. For instance, Mercury is too small and too close to the Sun to retain any of that water. Venus suffered a runaway greenhouse effect that caused all of its water to boil off. Most of the water on Mars is probably in underground ice. And Earth has oceans.

Next time, a look at the kinds of stars where we have found planets.



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	18	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, Outlaw Dogs, Cats and Dogs, Gaspode	Die Macher (2), Merchant of Venus (3), History of the World (6), Modern Art, Liftoff!, New World (3), Gunslinger, Puerto Rico
Bill Scharf	10	Mastiff, Pack of Curs, Anubis, Chihuahua, Pooch, Doggin' It, Rover, Watchdog, Pavlov, Sled Dog	Machiavelli (2), New World (3), Silverton, Liftoff! (2), Dune, Kremlin
Chris Geggus	8	Lassie, Dirty Dogs, Dog Tired, Guard Dog, Procyon, Flea Collar, Plantation Dog, Robover	Wembley, Kremlin (4), Merchant of Venus, Puerto Rico, Robo Rally
Dave Partridge	8	Wolfhound, Wolfbane, Wild Dog, Warg, Gray Wolf, Dogged, Dirty Deeds Done Dirt Cheap, Sirius	Seafarers of Catan, Outpost, Machiavelli (2), Downfall XIII, New World, Silverton, Merchant of Venus
Pasquale Giovine	6	Fleabag, Feral Dogs, Citizen Dog, Shepherd, Off the Leash, Dogfight	Machiavelli (6)
Andy York	6	Dog Breath, Running Dogs, Laika, Jackal, Malamute, Husky	Outpost, Dune, Liftoff!, New World (2), Power Grid
Eric Brosius	5	Retriever, Junk Yard Dog, Hound, Basset, Doberman	Outpost (3), Industrial Waste (2)
Dave Anderson	4	Fenris Wolf, Doghouse, Not Guilty, Dog Biscuit	History of the World, Machiavelli (2), Slapshot
Paul Bolduc	3	Prairie Dog, Canine, Dog Chow	Gunslinger, Dune, Age of Renaissance
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
Ward Narhi	3	Rude Dog, Rabid Dog, Fenris	Machiavelli (2), Settlers of Catan
Kevin Wilson	3	Dogstar, Salty Dog, Sand Flea	Outpost, Seafarers of Catan, Dune
Caleb Cousins	2	Dingo's Delight, Rock Hound	Merchant of Venus, 2038
Dave Hood	2	Boston Terrier, Greyhound	New World, Age of Renaissance
Chris Hurley	2	The Gates of Hades, Sand Dog	Machiavelli, Dune
Mike Scott	2	Dog Park, Bulldog	Machiavelli, Seafarers of Catan
Sean Cousins	1	Wolfpack	History of the World
Ray Grib	1	Fleabag	Machiavelli
Dave Hooton	1	Terrier	Silverton
Doug Kent	1	Boris	Kremlin
Kevin Kinsel	1	Mutt	Outpost
Michael Lowrey	1	Canes Venatici	Outpost
Ken Marcinonis	1	The River	Machiavelli
Cary Nichols	1	Pavlov	Dune
James Pratt	1	Frontier Dog	Gunslinger
Berend Renken	1	Fleabag	Machiavelli
Jerry Roalstad	1	Sand Flea	Dune
Phil Reynolds	1	New Tricks	Machiavelli
Brendan Whyte	1	Rin Tin Tin	Settlers of Catan



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Eric Brosius 53 Bird St. Needham, MA Public.brosius@comcast.net	Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net (360) 928-9698	Dennis Cain "Red Dog" 1218 N. 3 rd St. Quincy, IL 62301-1727 (217) 223-2284 iamthedbear@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, Ward Narhi, Pasquale Giovine, Andy York, Cary Nichols, Dave Partridge, Dale Horsely, Brad Martin, Jack McHugh **Dune:** Steve Koehler, Kevin Wilson, Ward Narhi, Andy York, Cary Nichols, Bill Scharf, Dave Partridge, Brad Martin, Jack McHugh **New World:** Andy York, Bill Scharf, Cary Nichols, Dave Partridge, Brad Martin **Merchant of Venus:** 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, Kevin Wilson, Chris Geggus, Andy York, Cary Nichols, Dave Partridge, Brad Martin **Stellar Conquest:** 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:** Jack McHugh **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York **Power Grid:** Brad Martin, Andy York **Robo Rally:** Andy York

Standby Calls

Dave Partridge for Brad Martin in Daquiri
Andy York for Zapadniye Front in Pateel