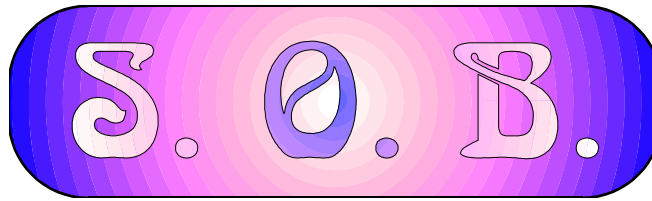


Number 178

April/May, 2012



Notes from Hades

I haven't been traveling as much lately, but activities at home seem to have made up for that. A Lego Robotics club has been started up at my sons' school, and robotics has always been Scott's passion, so he is in it, and I am helping out. Add to that that on the day on which I am typing this, Erik and Scott will both be turning in their first science projects. Scott's is about the Hubble Space Telescope and Erik's about the Curiosity Mars rover that is due to land this August. Add to that the scouting activities, and it seems that we constantly have something going.

In Pateel, it turns out that the BBC faction could not be stopped. Congratulations to Pasquale Giovine on his victory. Russian Wolfhound will be starting up next issue, so if you haven't paid your game fee, please do so by the next deadline.

The next deadline is **Tuesday, May 1 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, Howard Bishop(\$), will take up to 4 more.

Russian Wolfhound. Kremlin. Have Bob Robles(\$), Bill Scharf(\$), Jack McHugh(\$), Chris Geggus(\$), Doug Kent, Kevin Wilson(\$). **This game will start**

next issue with whoever has paid!

Dachshund. Age of Renaissance. This will use the EuroGames rules. Have Chris Geggus(\$), Bob Robles(\$), Jack McHugh(\$), will take up to 3 more.

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.

Robodog. Robo Rally. Map to be decided. Have Chris Geggus, Brendan Whyte(\$), Dave Hooton, Howard Bishop(\$), Bill Scharf(\$), will take up to 3 more. Players who have a (\$) after their name have paid the necessary game fee.

Wish List

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

Phoenicia. A game similar to Outpost set in ancient times. Have Cary Nichols, Andy York, Jack McHugh, Bill Scharf, will take up to 6 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 3, will take up to 4 more. This box will be checked if you have signed up.

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, Chris Geggus, will take up to 4 more.

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

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

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

Chris Hassler a.k.a. Cerberus

2000 S. Armour Court

La Habra, CA 90631

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

chassler@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

Summer 1261

Miller Number 2007Bpw10

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

Deadline Fall 1261 5/1, Tuesday

Venice continues to make progress against Milan while Aragon and the Pope are mostly on the defensive. Florence takes Pisa.

Expenditures

Venice spends 12 ducats to disband Milan EM F Modena.

Orders

ARAGON (Scharf): F MARSEILLES supports F Ligurian Sea (imp.), F Savoy to PROVENCE, F LIGURIAN SEA holds, F CORSICA supports F Ligurian Sea, F TYRRHENIAN SEA supports F Ligurian Sea, F PALERMO supports F Tyrrhenian Sea, F MESSINA holds

FLORENCE (Whyte): A Piombino to PISA

MILAN (Giovine): F GENOA to LIGURIAN SEA, F Modena supports F Genoa to Ligurian Sea (nsu), G PAVIA converts to A, G GENOA converts to F

PAPACY (Robles): A LUCCA holds, A AREZZO to FLORENCE, A PERUGIA supports F SIENNA, F SIENNA holds, F ROME to CAPUA, G ROME converts to A

VENICE (Partridge): A SWISS holds, A Turin to SALUZZO, A MONTFERRAT to GENOA, A PAVIA besieges, A Milan to PARMA, A Parma to MODENA, A Verona to MANTUA, A Padua to VERONA, F FERRARA holds

Your ducats:

Press

Florence, to anyone who wiw risten: Rone-ry... I am so rone-ry...

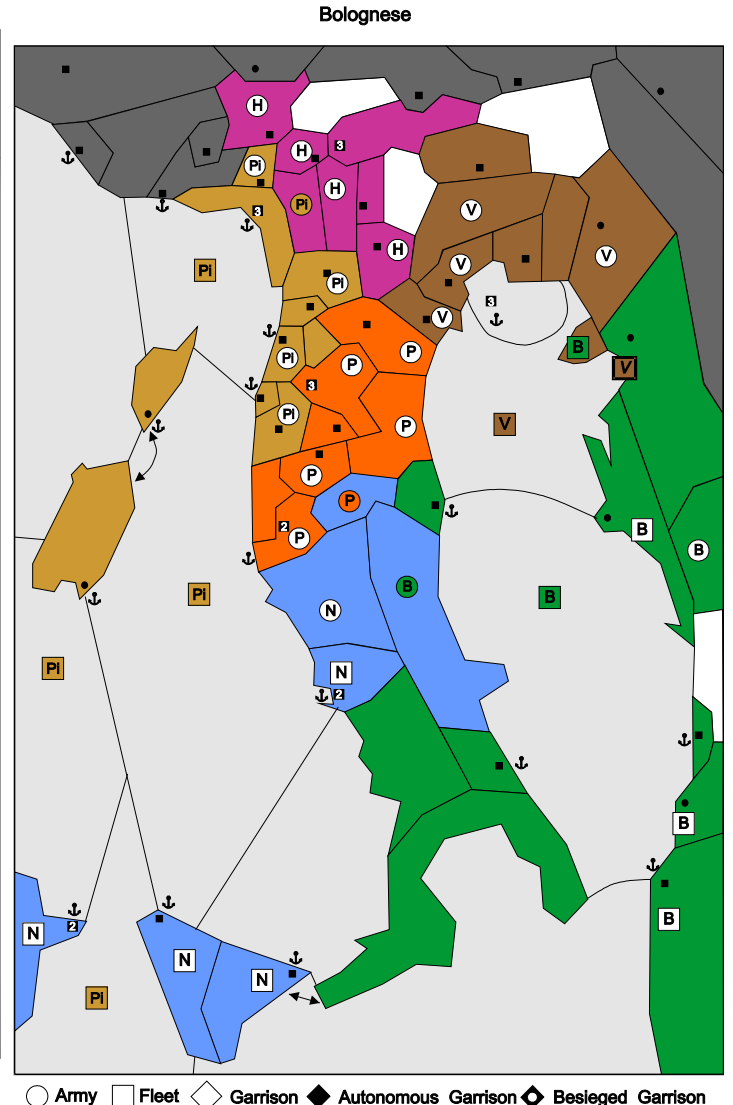
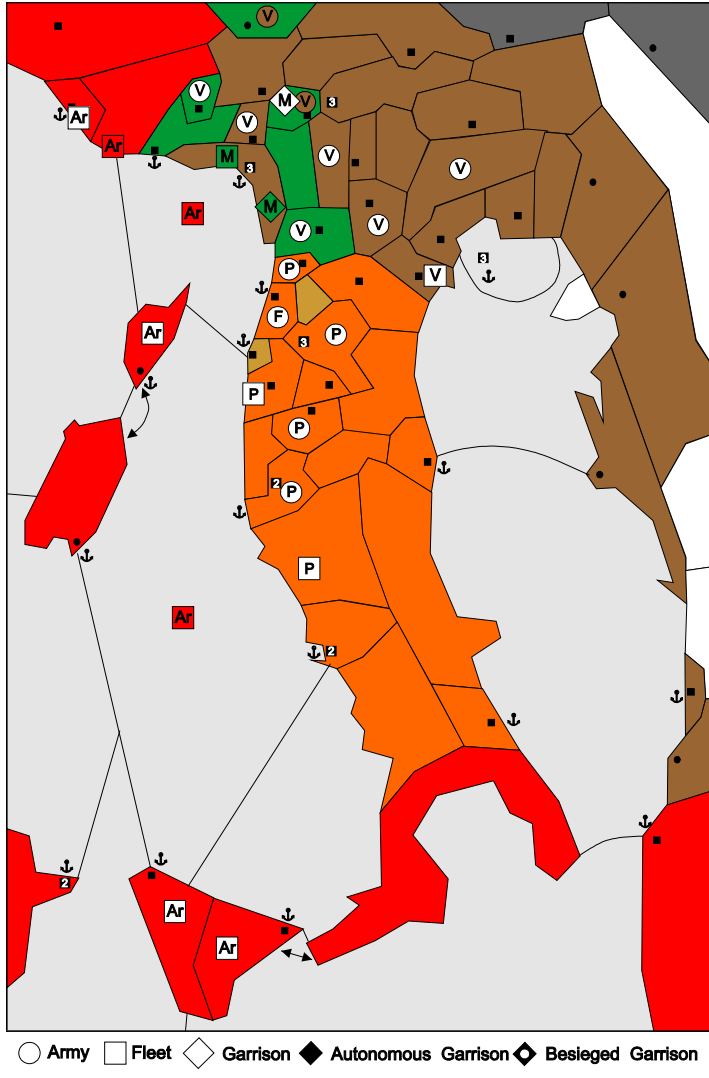
Milan – All: Really are all of you happy of the winning of Venice? Strange players in my opinion. Usually players of diplomatic games work until the end in

order that noone win and a draw is applied. Well for Venice, then, that persuaded all to be her vassals.

Pope – Aragon: Your request is reasonable and I will try to get the Marines **Barking Up the Wrong Tree**

ashore at first opportunity.

Pope – Florence: Bwahahahahaha....



Bolognese

Summer 1054

Miller Number 2010?????

**Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory
Deadline for Fall 1054 5/1 Tuesday**

Venice and Byzantium continue to struggle in the Balkans while the Papacy plays it defensive. Pisa continues its offense against the Holy Roman Empire while launching an attack on the Normans.

Spring 1054 Retreats

Byzantines retreat F Croatia to Istria

Orders

- BYZANTINES □: A BOSNIA supports F Dalmatia to Croatia, A AQUILA supports F Lower Adriatic to Ancona, F DALMATIA to Croatia, F ISTRIA supports F Dalmatia to Croatia, F LOWER ADRIATIC to Ancona, F ALBANIA to Lower Adriatic, F DURAZZO supports F Albania to Lower Adriatic
- HOLY ROMAN EMPIRE □: NMR! A TURIN holds, A PAVIA holds, A Fornova holds (DESTROYED), A PARMA holds, A MANTUA holds
- NORMANS □: A CAPUA supports F Naples, F NAPLES supports A Capua, F PALERMO holds, F MESSINA holds, F TUNIS holds

PAPACY □:

A BOLOGNA to Mantua, A FLORENCE holds, A URBINO supports A Spoleto to Ancona, A PERUGIA supports A Rome, A SPOLETO to Ancona, A ROME holds

PISA □:

A GENOA to FORNOVA, A MONTFERRAT supports A GENOA to FORNOVA, A MODENA supports A GENOA to FORNOVA, A PISA supports A SIENNA, A SIENNA supports A PISA, F TYRRHENIAN SEA to CENTRAL MEDITERRANEAN, A WESTERN MEDITERRANEAN support F Tyrrhenian Sea to Central Mediterranean, F SARDINIA to TYRRHENIAN SEA, F LIGURIAN SEA supports F SARDINIA to Tyrrhenian Sea

VENICE □:

A VERONA supports A FERRARA, A PADUA supports A FERRARA, A FERRARA supports A VERONA, A CARNIOLA supports F Croatia, F UPPER ADRIATIC supports F Croatia,

Your ducats:

Notes

The Holy Roman Empire has NMRed. Will you (if checked) please submit

Purebred

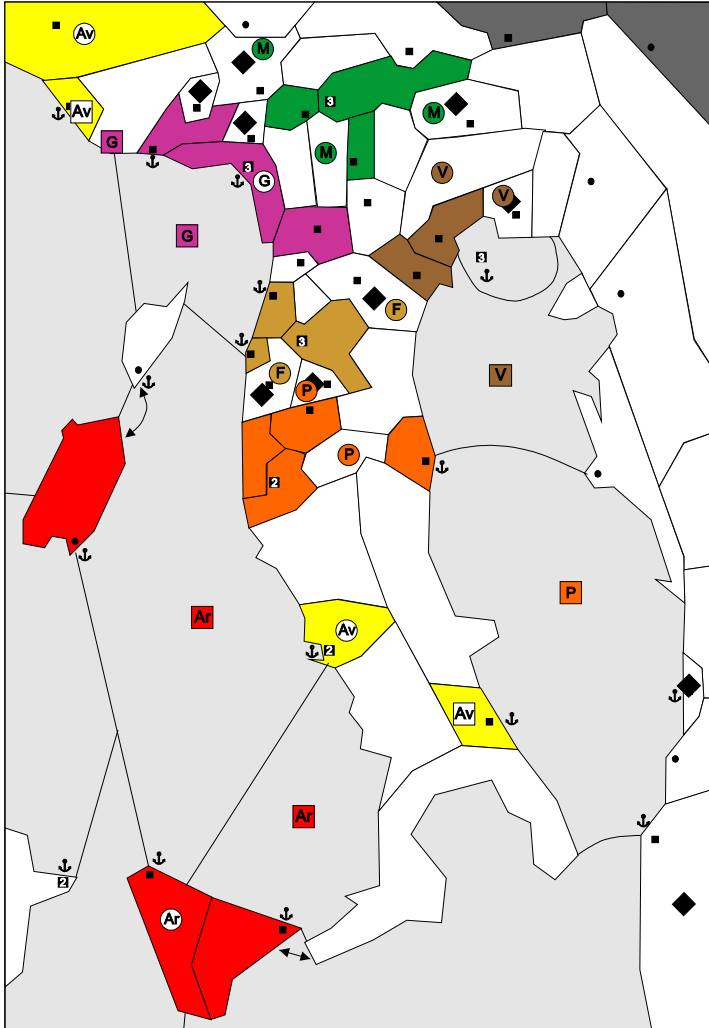
Spring 1250

Miller Number ?????

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Summer 1250 5/1 Tuesday**

The scramble for territory begins!

Purebred



Orders

- ARAGON (McHugh): A PALERMO holds, F Messina to GULF OF NAPLES, F Sardinia to TYRRHENIAN SEA
- FLORENCE (Narhi): A Florence to BOLOGNA, A Pisa to LUCCA, A Piombino to SIENNA
- GENOA (Wilson): A Modena to GENOA, F Genoa to LIGURIAN SEA, F Savoy to PROVENCE
- MILAN (Schoenfeldt): A Milan to TRENTO, A Cremona to PARMA, A Pavia to TURIN
- PAPACY (Roalstad): A Rome to SPOLETO, A Perugia to AREZZO, F Ancona to LOWER ADRIATIC
- VENICE (Robles): A Ferrara to VERONA, A Padua to TREVISO, F Venice to UPPER ADRIATIC
- AVIGNON: A AVIGNON holds, A NAPLES holds, F BARI holds, F MARSEILLES holds

Notes

There were two proposals made last turn. The first was to always separate the Fall and Winter seasons. That proposal passed 5 votes to 0 with 1 abstention. The second proposal was to allow loans to be taken out to pay off other loans, provided you don't exceed the 25 ducat limit. This also passed 4 votes to 1 with 1 abstention.

Summer 1250 Plague

Poor Year – Column Only: Rome, Lucca (Florence A and autonomous garrison destroyed), Padua, Tunis, Cremona

Press

Florence – All: We are a peaceful nation wishing to set up embassies in all lands. Except the perfidious Austrians.

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

Pateel

**Turn 11, Cure through Funeral Commission
End of Game Statements, 5/1 Tuesday**

Cure Phase

KMFC plays “We Will Bury You”, aging Putschnik by 11 years to 74. BBC declares 2 IP on Eatstumuch and 3 IP on Protzky. TCC declares 9 IP on Nikotin and 3 IP on Eatstumuch. Mischif remains in the Sanatorium. Mischif ages to 70, Satin ages to 68, Putschnik ages to 75, and Manjak ages to 62.

Purge Phase

Satin attempts to purge Putschnik (dr = 3) and fails. Satin ages to 71.

Spy Investigation Phase

No investigations.

Health Phase

- Anatol Mischif (dr = 17) recovers to sick.
- Oleg Satin (dr = 13) remains sick.
- Ulan Putschnik (dr = 3) falls ill.
- Turi Nikotin (dr = 8) gets sick.
- Sergei Eatstumuch (dr = 14) remains healthy.
- Iwan Manjak (dr = 12) remains healthy.

Wassily Protzky (dr = 5) gets sick.
Natascha Nogooodnik (dr = 2) falls ill.

Politburo

Office	Politician	Condition	Influence
Party Chief	Anatol Mischif (I)	70, +	11+ (BBC)
KGB Head	Oleg Satin (O)	71, +, weak	2 (Fin), 8 (BBC)
Foreign	Ulan Putschnik (Y)	75, ++, weak	6 (Fin), 3 (BBC)
Defense	Turi Nikotin (R)	69, +	7 (Fin), 8 (KMFC), 9 (TCC)
Ideology	Sergei Eatstumuch (M)	66	2 (BBC), 3 (TCC)
Industry	Iwan Manjak (P)	62, weak	7 (Fin)
Economy	Wassily Protzky (U)	56, +	3 (BBC)
Sport	Natasha Nogooodnik (V)	55, ++	

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

People:

Intrigue CardsFuneral Commission

Mischif is Party Chief, so BBC wins!

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

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

Notes

Congratulations to Pasquale Giovine on his victory!

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. BBC have one wave.

Undeclared InfluenceHunter

Turn 19, Phases IV – VI, Turn 20, Phases I - III
Turn 20, Phases IV – VI, Turn 21 Phases I - III, 3/20 Tuesday
Turn 19

Operations

Red (Nichols) operates #63 (\$50, 3 lumber), #51 (\$30, 1 silver), #33 (\$50, 1 gold), delivers 6 lumber from Lumberton to Denver for \$1200, receives \$130 in passenger revenues.

Orange (Hooton) operates #82 (\$20, 3 coal), #46 (\$40, depletes), #131 (\$20, 2 lumber), #77 (\$20, 3 coal), delivers 2 lumber from Hot Sulphur Springs to Denver for \$400, 5 coal from Craig to Denver for \$300, and 1 coal from Crested Butte to Pueblo for \$80, receives \$1130 in passenger revenues. Buys a +3 snowplow for \$80.

Green (Longdin) operates #124 (\$40, 3 coal), #98 (\$60, depletes), #125 (\$20, 3 coal), delivers 9 copper from Pinos Altos to El Paso for \$1800, receives \$200 in passenger revenues.

Brown (Partridge) operates #36 (\$50, 3 silver), #54 (\$40, 1 lumber), #56 (\$30, depletes), #55 (\$50, depletes), delivers 1 lumber from Steamboat Springs to Salt Lake City for \$300, 9 coal from Craig to Salt Lake City for \$900, 1 coal from Coalville to Salt Lake City for \$100, 3 coal from Elk Springs to Denver for \$180, receives \$870 in passenger revenues.

Blue (Scharf) operates #86 (\$20, 2 coal), #89 (\$30, 2 coal), #52 (\$40, depletes), #121 (\$30, 5 coal). No deliveries. Buys a +3 snow plow for \$80.

Aqua (Brosius) operates #58 (\$40, 2 lumber), #122 (\$20, 4 coal), #59 (\$40, 2 lumber), #62 (\$30, 3 lumber), #84 (\$20, 4 coal), delivers 7 coal from Lee Ranch West to Santa Fe for \$840, 1 coal from Durango to Santa Fe for \$120, and 3 coal from Durango to El Paso for \$300, receives \$810 in passenger revenues.

Determine Price Changes

Gold: +1 to \$225

Copper: -3 to \$120

Silver: +4 to \$400

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Remains at \$200	Remains at \$300	+2 to \$120	+1 to \$160	+1 to \$80	-4 to \$60
+2 to \$100	Remains at \$100	Remains at \$80	Remains at \$120	+2 to \$140	Remains at \$100

Turn 20Move Prospectors and Surveyors

Red (Nichols) surveys South Fork to Pagosa Springs (not possible during winter), prospects #64.

Orange (Hooton) surveys Craig to Steamboat Springs and prospects #39 and #132.

Green (Longdin) no surveying, prospects #112.

Brown (Partridge) surveys Denver to Rollinsville and Green River to Moab, prospects #39 and #132.

Blue (Scharf) no surveying, prospects #90.

Aqua (Brosius) surveys Las Vegas to French and prospects #64 and #113.

Dispute Resolution

Red and Aqua have a dispute over claim #64. Red: 8+1+3; Aqua: 10+2+3. Aqua wins. Orange and Brown have a dispute over claim #39. Orange: 5+3, Brown: 9+1. Brown wins, prospector becomes +2. Orange and Brown have a dispute over claim #132. Orange: 7+1, Brown: 7+3. Brown wins, prospector becomes +1. Red spends \$0, Orange spends \$100, Green spends \$60, Brown spends \$380, Blue spends \$80, and Aqua spends \$280.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$5,930	9, 15, 24		S+1, S, P+1, P
Dave Hooton	Orange	Denver	\$9,985	9, 24, 42	+2, +3	S+2, S, P+1, P

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Michael Longdin	Green	El Paso	\$14,050	9, 15, 24		S, S, P+1
Dave Partridge	Brown	Salt Lake City	\$15,190	9, 24, 24, 72		S+1, S, P+2, P+1
Bill Scharf	Blue	Pueblo	\$6,330	9, 15, 24, 42	+3	S+2, S, P+2
Eric Brosius	Aqua	Santa Fe	\$9,495	9, 15, 24, 42	+3	S, S, P+2, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
63	Lumberton	Red	Lumber	4	\$50
45	Westcliffe	Red	Silver	N	\$30
83	Durango	Red	Coal	8	\$20
51	Silverton	Red	Silver	1	\$30
33	Silverton	Red	Gold	1	\$50
82	Crested Butte	Orange	Coal	4	\$20
46	Telluride	Orange	Silver	3	Depleted
131	Hot Sulphur Springs	Orange	Lumber	0	\$20
77	Craig	Orange	Coal	1	\$20
109	Pinos Altos	Green	Copper	6	Depleted
124	Magdalena	Green	Coal	5	\$40
100	White Oaks	Green	Gold	1	Depleted
98	Pinos Altos	Green	Gold	2	Depleted
125	Capitan	Green	Coal	N	\$20
112	Tyrone	Green	Copper	N	\$20
25	Bingham	Brown	Gold	6	Depleted
26	Marysvale	Brown	Gold	1	Depleted
76	Craig	Brown	Coal	6	\$20
36	Eureka	Brown	Silver	6	\$50
75	Rangely	Brown	Coal	4	\$20
67	Coalville	Brown	Coal	9	\$30
54	Steamboat Springs	Brown	Lumber	0	\$40
74	Elk Springs	Brown	Coal	7	\$20
56	Hot Sulphur Springs	Brown	Lumber	4	Depleted
73	Hiawatha	Brown	Coal	7	\$20
39	Aspen	Brown	Silver	N	\$30
132	Steamboat Springs	Brown	Coal	N	\$50
49	Silverton	Blue	Silver	3	Depleted
86	Canon City	Blue	Coal	9	\$20
50	Silverton	Blue	Silver	N	\$50
42	Leadville	Blue	Silver	7	Depleted
43	Leadville	Blue	Silver	7	Depleted
89	Walsenburg	Blue	Coal	2	\$30
52	Lake City	Blue	Silver	3	Depleted
121	York Canyon	Blue	Coal	5	\$30
90	Trinidad	Blue	Coal	N	\$40
106	Cuba	Aqua	Copper	1	Depleted
58	Dolores	Aqua	Lumber	5	\$40
122	Lee Ranch West	Aqua	Coal	0	\$20
59	Dolores	Aqua	Lumber	2	\$40
62	Taos	Aqua	Lumber	3	\$30
84	Durango	Aqua	Coal	0	\$20

Available Trains

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

#	City	Owner	Type	Goods	Operation
62	Taos	Aqua	Lumber	N	\$30
84	Durango	Aqua	Coal	N	\$20

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
79	Bowie	Coal	\$80	\$40
104	Mogollon	Silver	\$100	\$50
32	Fairplay	Gold	\$100	\$50
128	South Fork	Silver	\$100	\$40
118	Cimarron	Lumber	\$60	\$20
71	Sunnyside	Coal	\$100	\$20
65	El Vado	Lumber	\$100	\$30
44	Leadville	Silver	\$40	\$40

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	1	\$80
Die +4	5	\$140
Die +5	6	\$200

Dogbreath
Epoch VI Portugal, Spain, and Mughals
Epoch VII Empire Selection, 5/1 Tuesday

Epoch VI

Time Traveler (Anderson) plays Black Death in the Middle East and North Africa. Arab army Middle Tigris eliminated. Plays Safavids. Army and Capital Persian Salt Desert (Arab army eliminated), fort Persian Salt Desert, army Zagros (vs. Ottoman Turks; S: 4, 1; O: 3; wins). PORTUGAL: Army and Capital Western Iberia, fleet Atlantic Ocean, North Sea (vs. GEGS; TT: 3, 3; GEGS: 6; loses), North Sea (vs. GEGS; TT: 6, 2; GEGS: 3; wins), army Ireland, Highlands (vs. Scots; P: 5, 1; S: 6+1; loses), Highlands (vs. Scots; P: 5, 2; S: 2+1; wins, city eliminated), Patagonia, Deep South, fleet Indian Ocean. Points: Dominance in Southern Europe (4), Northern Europe (4), Presence in Middle East (2), China (3), India (3), Eurasia (1), North America (1), South America (2), 2 Capitals (4), 2 Seas (2), and 3 Monuments (3) for 29 points.

Marching Through the Ages (Lewis) plays Civil Service. SPAIN: Plays Elite Troops. Army and Capital Pyrenees, fleet Atlantic Ocean, Indian Ocean, army Southern Andes (vs. Incas; S: 5, 5, 1; I: 4, 1; wins), Northern Andes (vs. Incas; S: 5, 4, 2; I: 5; S: 5, 3, 2; I: 2; wins, Capital reduced to city), Brasil, Madagascar, fleet North Sea (vs. Time Traveler; MTtA: 5, 2, 1; TT: 1; wins), army Lower Rhein (vs. Huns; S: 5, 5, 3; H: 6, 3; loses, Elite Troops lost), Lower Rhein (vs. Huns; S: 6, 4; H: 3, 2; wins), Central Europe (vs. Timurid Emirates; S: 3, 2; T: 5; loses), Central Europe (vs. Timurid Emirates; S: 6, 1; T: 3; wins, city eliminated), Ceylon, Shatts Plateau (vs. Arabs; S: 2, 2; A: 5, 2; loses), Shatts Plateau (vs. Arabs; S: 6, 1; A: 5, 2; wins), fleet Caribbean Sea, Eastern Mediterranean. Builds Monument Pyrenees. Points: Dominance in South America (4), Presence in North Africa (2), Middle East (2), China (2), India (2), Southern Europe (2), Northern Europe (2), North America (1), Sub-Saharan Africa (1), 1 Capital (2), 1 city (1), 3 Seas (3), and 5 Monuments (5) for 29 points.

Arachnids (York) plays Barbarians in the Plateau of Tibet. Tarim Basin (vs. Ottoman Turks; B: 2, 1; O: 4; loses). MUGHALS: Army and Capital Ganges Valley (Seljuk army retreats to Western Deccan), army Ganges Delta (vs. Seljuk Turks; M: 5, 5; S: 4; wins), fleet Bay of Bengal (vs. RMHS; A: 4, 2; RMHS: 5; loses), Bay of Bengal (vs. RMHS; A: 4, 1; RMHS: 3; wins), army Ceylon (vs. Spain; M: 6, 4; S: 5, 3; wins), Upper Indus (vs. Seljuk Turks; M: 6, 4; S: 4; wins), Hindu Kush (vs. Ottoman Turks; M: 6, 3; O: 6+1; loses), Hindu Kush (vs. Ottoman Turks; M: 4, 3; O: 5+1; loses), Hindu Kush (vs. Ottoman Turks; M: 5, 4; O: 3+1; wins), Persian Plateau (vs. Ottoman Turks; M: 6, 3; O: 2; wins), Zagros (vs. Safavids; M: 2, 2; S: 1; wins), Turanian Plain (vs. Ottoman Turks; M: 5, 2; O: 4; wins, city eliminated). Builds Monument Ganges Valley. Points: Dominance in North Africa (4), Middle East (4), India (6), Southeast Asia (4), Presence in China (3), Southern Europe (2), Eurasia (1), 1 Capital (2), 3 cities (3), 3 Seas (3), and 7 Monuments (7) for 39 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	Great Explorers Grabbing Samples (yellow)	49	140
Andy Lewis	Marching Through the Ages (red)	58	124
Kevin Wilson	Royal Manticoran Historical Society (purple)	60	151
Andy York	Arachnids (blue)	61	149
Dave Partridge	The Questioner (green)	66	129
Dave Anderson	Time Traveler (orange)	69	127

Positions

Arachnids: Fleets Red Sea, South China Sea, Bay of Bengal. NILE KINGDOM: Army, city, and fort Upper Nile. MAURYA: Army Mekong. ARABS: Army, fort, and Monument Southern Iberia, army and fort Lower Tigris, Nubia, armies Levant, Libya. SUNG DYNASTY: Army and city Szechuan, Yangtse Kian, armies Chekiang, Malayan Peninsula, East Indies. MUGHALS: Army, Capital, and Monument Ganges Valley, army and Monument Ganges Delta, Upper Indus, Turanian Plain, Persian Plateau, Zagros, armies Ceylon, Hindu Kush.

Time Traveler: Fleets Atlantic Ocean, Indian Ocean, Sea of Japan. MACEDONIANS: Army Western Ghats. HUNS: Two armies Baltic Seaboard, armies Caucuses, Northern Gaul. MONGOLS: Army and Monument Morea, Great Plain of China, two armies Eastern Steppe, armies Mongolia, Danubia, Pindus, Crete. SAFAVIDS: Army, Capital, and Fort Persian Salt Desert. PORTUGAL: Army and Capital Western Iberia, armies Ireland, Highlands, Patagonia, Deep South.

Marching Through the Ages: Fleets Atlantic Ocean, Indian Ocean, Caribbean Sea, North Sea, Eastern Mediterranean. NORTH AMERICAN MIGRANTS: Armies Great Plains, West Indies. SASSANIDS: Three armies Wei River. BYZANTINES: Armies Northern Appenines, Dalmatia. HOLY ROMAN EMPIRE: Army Upper Tigris. SPAIN: Army, Capital, and Monument Pyrenees, army, city, and Monument Northern Andes, army and Monument Central Europe, Shatts Plateau, armies Southern Andes, Lower Rhein, Madagascar, Ceylon.

Royal Manticoran Historical Society: MAYANS: Two armies and Capital Central America. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. CHOLAS: Army Sumatra. 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 Eastern Deccan, two armies Western Deccan, armies Eastern Ghats, Lower Indus. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army and fort Tarim Basin, armies Balkans, Eastern Anatolia.

Great Explorers Grabbing Samples: Fleet Western Mediterranean. 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: Armies Western Steppe, Dnieper.

Epoch VII Empire Draw

Event Cards

Rottweiler
Turn 3b
Turn 4, 5/1 Tuesday

Cards

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

GOO places an Order with an Advisor, using 4 raw materials and producing 5 waste and \$20

TRP plays Growth, increasing his Growth to 15

GOO auctions off 5 Raw Materials, which go to GOO for \$7

GOO plays Waste Disposal, reducing waste to 2

TRP places an Order, using 3 raw materials and producing 5 waste and \$15

GOO plays Growth with an Advisor, increasing his growth to 16

GOO passes

TRP discards Bribery

GOO passes

All players pay \$5 maintenance

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Andy York	Texas Reclamation Project	1	\$15	0	2	15	5	Hiring/Firing
Richard Weiss	Grossly Overflowing Pollution, Inc.	2	\$10	0	15	16	5	Innovation
Eric Brosius	General Olfactory Organization	3	\$16	0	6	15	5	Waste Disposal

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	3/6	5/1	7	30
Richard Weiss	5/1	5/1	4/3	4	26
Eric Brosius	5/1	4/3	5/1	2	28

Available Cards

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

Discards

Growth

Growth

Innovation

Daquiri
Turns 9.2 to 11.2

Turn 9

Fisher takes the Builder, gains 1 doubloon, and buys a Factory (Builder bonus, 2 Quarries, 4 doubloons), Partridge passes, McHugh passes, Zieske buys an Indigo Plant (1 doubloon, 2 Quarries), and York passes.

Partridge takes a Prospector, gaining 1 doubloon.

McHugh takes the Craftsman, gains 1 doubloon, and produces 4 indigo, Zeiske produces 1 indigo and 2 sugar, York produces 1 corn, 1 sugar, and 2 tobacco, Fisher produces 2 corn, 1 indigo, and 2 coffee, and Partridge produces 1 indigo and 2 tobacco.

Zieske takes the Trader, gaining 1 doubloon, and trades 1 sugar to the Trading House for 3 doubloons (including Trader bonus). Trading House is full.

Turn 10

Governor **Fisher** takes the Trader, and trades Coffee for 8 doubloons (4 base, +1 for Small Market, +2 for Large Market, +1 for Trader bonus), Partridge trades Tobacco for 3 doubloons, McHugh trades Indigo for 2 doubloons (1 base, +1 for Small Market), and Zieske trades Sugar for 2 doubloons. Trading house is full.

Partridge takes the Captain, gaining 1 doubloon, and ships 1 indigo for 2 VP, McHugh ships 3 indigo for 3 VP, Zieske ships 1 indigo for 1 VP (Ship 2 sails), York ships 1 sugar for 1 VP (Ship 3 sails), Fisher ships 2 Corn via the Wharf for 2 VP, Partridge ships 1 tobacco for 1 VP, York ships 2 tobacco for 2 VP.

McHugh takes the Builder and builds a Large Market (3 doubloons, 1 Quarry, Builder bonus), Zieske builds a Factory (4 doubloons, 3 Quarries), York passes, Fisher builds a Harbor (6 doubloons, 2 Quarries), Partridge buys a University (8 doubloons).

Zieske takes the Settler, gains 1 doubloon, and takes a Sugar plantation (1 colonist gained from the Hospice), York takes a Tobacco plantation, Fisher takes a Coffee plantation (1 colonist gained from the Hospice), Partridge takes a Coffee plantation, and McHugh takes a Tobacco plantation. New plantations drawn: 2 Tobacco, 4

Sugar (discards reshuffled).

York takes the Mayor and places colonists on the tobacco plantation and Tobacco Storage, Fisher places his colonist on the Harbour and transfers a colonist from San Juan to the Factory, Partridge places a colonist on the University, transfers one colonist from Tobacco Storage to the Coffee Roaster, one colonist each from the Indigo Plant to the coffee plantation and corn plantation, McHugh places a colonist on the Large Market, Zieske places a colonist on the Factory and transfers both colonists from San Juan to the Indigo Plant.

Turn 11

Governor **Partridge** takes a Prospector, gaining 3 doubloons.

McHugh takes the Settler, selects a tobacco plantation and gets a corn plantation with the Hacienda, Zieske takes a sugar plantation, and gets a colonist along with it due to the Hospice, York takes a sugar plantation, Fisher takes a sugar plantation and gets a colonist from the Hospice, Partridge takes a Tobacco. New plantations drawn: 3 corn, indigo, sugar, coffee.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Dave Partridge	Prospector	Indigo , Indigo, Indigo, Tobacco , Tobacco , Corn, Corn, Coffee , Tobacco	Indigo Plant (1) , Tobacco Storage (2) , Coffee Roaster (1) , University		4		8
Jack McHugh	Settler	Corn, Indigo , Indigo , Quarry , Tobacco, Indigo , Indigo, Tobacco, Indigo, Tobacco, Corn	Indigo Plant (3) , Small Indigo Plant , Small Market , Hacienda , Large Market		4		11
Paul Zieske		Quarry , Quarry , Quarry , Sugar , Indigo , Sugar , Indigo , Sugar , Sugar	Construction Hut , Hospice , Small Indigo Plant , Small Sugar Mill , Sugar Mill (3) , Small Warehouse , Indigo Plant (2) , Factory		3		6
Andy York		Quarry , Quarry , Corn , Coffee , Sugar , Tobacco , Tobacco , Tobacco , Sugar	Construction Hut , Tobacco Storage (3) , Small Sugar Mill , Sugar Mill (2)		1	1 Corn	11
Ron Fisher		Quarry , Quarry , Corn , Corn , Indigo , Coffee , Coffee , Coffee , Sugar	Hospice , Small Market , Large Market , Small Indigo Plant , Coffee Roaster (2) , Wharf , Factory , Harbour	1	2	1 Coffee	8

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

Dave Partidge has taken over for Brad Martin.

Available Items

Colonists: Supply: 13 Colonist Ship: 6 **Trading House:** **Victory Points:** 76
Cargo Ships: Ship 1 (capacity 6): 5 Tobacco Ship 2 (capacity 7): Ship 3 (capacity 8): r

Commodities

Corn: 9 **Indigo:** 11 **Sugar:** 11 **Tobacco:** 4 **Coffee:** 8

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (x2 1d, 1VP)		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)
			Fortress (10d, 4VP)
Hacienda (2d, 1VP)	Office (x2 5d, 2VP)	University (8d, 3VP)	Customs House (10d, 4VP)
		Harbour (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 (1d), Settler, Trader

Plantations

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

Dog Show

Turn 3

Turn 4, 5/1 Tuesday

Commander Actions

HOB0 opens the bidding on a Data Library for 16 and gets it (Or2, Or3, Or4, Wa7, Wa9).
Wa7). **MMC** passes

HICK opens the bidding on Heavy Equipment at 30 and gets it (Wa4, Wa5, Or5), **HBDC** opens the bidding on a Warehouse at 25 and gets it (Or3, Or3, Or4, Wa7,

Wa8).

Scooby Shack buys a water factory (Or5, Wa6, Wa9) and a population factor (Or3, Wa8).

ITCHEN buys a water factory (Or2, Wa6, Wa6, Wa6) and transfers a population

factor from an ore factory to man it.

BarterTown buys 2 population factors (Wa6, Wa7, Wa7)

Ramdeon 7 buys 2 population factors (Wa6, Wa6, Wa8)

The Players

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

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, Heavy Equipment, Nodule

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	2
Warehouse (Wa)	25	3	1
Heavy Equipment (HE)	30	3	1
Nodule (No)	25	2	3

Golden Retriever

Initial Placement, Round 2
Turns 1.1 to 2.1, 5/1 Tuesday

Initial Placement, Round 2

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

Dave places at C13, road C13-C14. Gains 1 wool, 1 grain, and 1 lumber.

Chris places at C9, road at C9-C8. Gains 1 wool, 1 lumber, and 1 brick.

Kevin places at C7, road C7-C8. Gains 1 wool, 1 grain, and 1 brick.

Dice Rolls

Turn 1

Kevin: 5

Dave: 4

Chris: 3

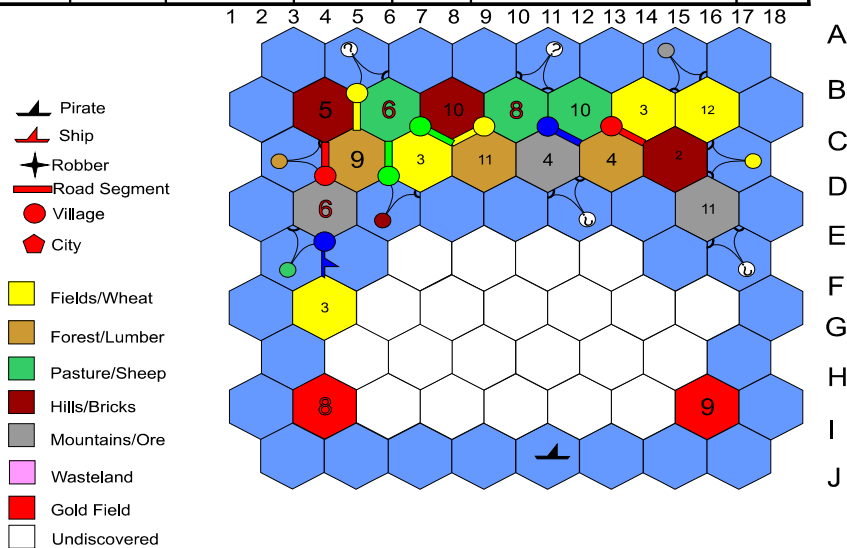
Bill: 12

Turn 2

Kevin: 10

The Players

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



Portuguese Water Dog
Turn 1 Auction Marker Placement
Turn 1 Auctions, 5/1 Tuesday

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.

Auction Marker Placement

McHugh's Traders place the First Player marker and #1 bid marker at left 4.

GEGS place their #3 bid marker at A3.

Da Gama Trading Co. place their #2 bid marker at A4

McHugh's Traders place their #4 bid marker at A2

Game Board

	A	B	C	D	E	
1	nutmeg plantation 	dukats Take each round!	pepper plantation 	clove plantation 	give up 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
 1	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	

Expedition Discard Pile

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

Pedagoguery

April 2012 is the 100th anniversary of the inaugural, and final, voyage of the Titanic, so I thought I would commemorate that event with a discussion of the role of the moon in that fateful voyage.

The most obvious role of the moon was its absence on the night of the collision with the iceberg. The night of April 14, 1912 was a new moon. Typically, lookouts of the day identified icebergs at night from the reflection of moonlight off of the foam breakers around the iceberg. Not only was that night moonless, however, but the sea was unusually calm, so there were few breakers to be seen. That, combined with the powerful engines and undersized rudder of the ship, meant that when a warning was finally given, it was far too late to turn the ship to avoid the collision.

However, the moon played a more indirect, but potentially more pivotal role in the disaster. On January 4, 1912, there was a rare confluence of events. The moon was full at that time, which always means stronger tides since at full moon and new moon, the lunar and solar tides combine in what is called a spring tide. However, the moon does not orbit the Earth in a perfect circle, and on that night, the moon was near perigee – the closest point in its orbit to Earth. In fact, the time of the full moon and the time of the moon's perigee differed by only 6 minutes. This yielded unusually strong spring tides. What's more, a mere 27 hours earlier, the Earth was at perihelion – the closest point in its orbit to the sun.

How would these extreme high tides have affected the Titanic? It was remarked at the time that there was an unusual number of icebergs in the north Atlantic shipping lanes in 1912. But to really answer that question, we need to take a look at where those icebergs originated. The icebergs in the western part of the North Atlantic most likely originated from the glaciers in western Greenland. Now, it is well known that the tides can affect calving from glaciers. The reason

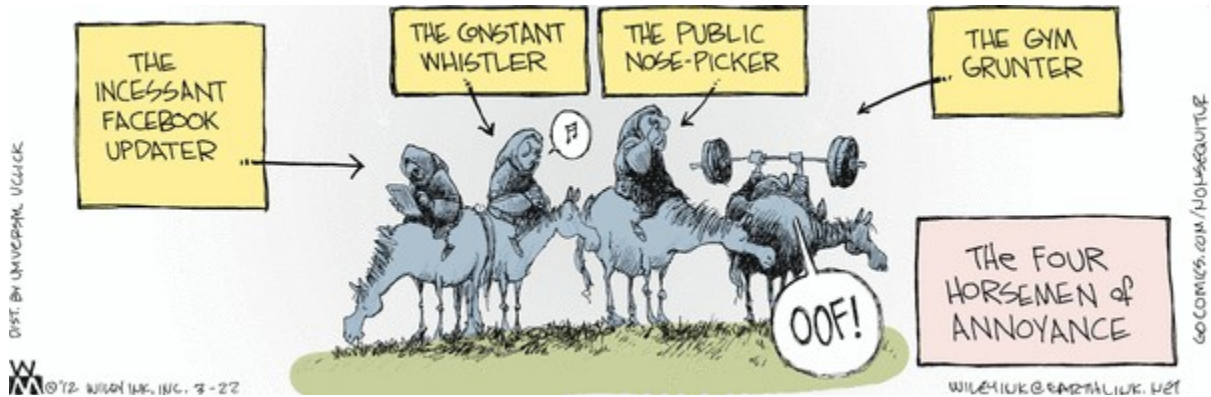
for this is simple: the end of the glacier lies over the water, and as the sea rises and falls, it produces stresses in the ice which cause it to crack. So, the high tides in January (as well as higher-than-usual high tides in December and February) could well have calved off a much higher than usual number of icebergs from western Greenland.

There is a problem with this theory, however. If the iceberg that sank the Titanic calved off in January, it would have had to have been traveling exceptionally fast to end up south of Newfoundland in just 4 months. The West Greenland Current actually travels northward into Baffin Bay, so newly calved icebergs typically head north before being caught in the south-bound Labrador Current. So, it is unlikely that the tides caused the calving of the iceberg that sank the Titanic.

However, if we look at the typical path of icebergs in that area, we notice something interesting. As they follow the Labrador Current south, many icebergs run aground. The Canadian Hydrographic Service has two categories of stationary ice: "grounded ice", which are icebergs that have temporarily run aground but can be easily re-floated, and "stranded ice" which have been deposited high enough that the chance of re-floating is negligible. If we suppose that the iceberg that sank the Titanic actually calved in 1911 or 1910, then the high tides of the winter of 1912 could easily have re-floated quite a lot of grounded ice. This would account for the unusual number of icebergs in the North Atlantic shipping lanes that year.

While we will never know for certain from where that fateful iceberg originated, it is quite likely that the high tides of that year had a lot to do with it. This just goes to show how strong an influence the moon can have on us.

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



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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, 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, Chris Geggus **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, Chris Geggus **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, Chris Geggus **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, Chris Geggus **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus

Standby Calls

You (if checked) for Holy Roman Empire in Bolognese