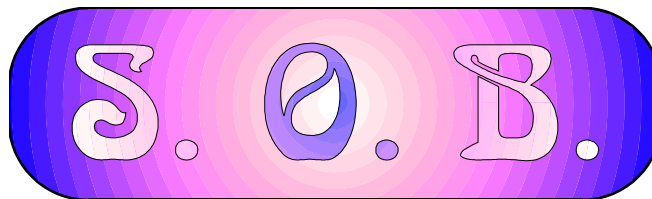


Number 183

November/December,
2012**Notes from Hades**

The big news in the Hassler household these days, is that we are moving. A number of factors went into this decision. First, we have more house currently than we really need. Secondly, the place we are moving to is a better fit for us on a number of levels, and it is closer to the beach and to a number of good bicycle paths. Thirdly, the school district is better, and the boys will be in easy walking distance from their school. So, unless things fall through, by the next deadline, we will be in our new house. The address below should be effective on December 8th or 9th. I'll send out an email when it happens.

Also, when we move, we will probably no longer have Time Warner Cable as our internet provider, so my email address will be changing as well. My hosting service also allows me to create email addresses, so I figured I would take advantage of that and so, send emails to cerberus@sob-zine.org from here on out.

Finally, we have two games ending this time around. First of all, Portuguese Water Dog ends with a close victory by Chris Geggus. Secondly, Hunter ends with a much less close victory by Dave Partridge. Congratulations to both. With two games ending this time, I intend to start both Whippet and Mirzam to replace them, so if you want to join, now is the time.

The next deadline is **Tuesday, December 18 at 5:00 p.m. Pacific Time. Please do not call after 10:00 p.m. Pacific time.** My wife and I tend to retire early.

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Game Openings

Pick of the Litter. Silverton. Have Dave Hooton(\$), Howard Bishop(\$), Debbie Anderson(\$), will take up to 3 more.

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

up to 2 more.

Robodog. Robo Rally. Map to be decided. Have Chris Geggus(\$), Brendan Whyte(\$), Dave Hooton(\$), Howard Bishop(\$), Bill Scharf(\$), Andy York(\$). **Starts this issue!**

Whippet. Puerto Rico. Have Chris Geggus(\$), Ron Fisher, Richard Weiss(\$), Andy York(\$), will take up to 1 more. **Starts next issue!**

Mirzam. Merchant of Venus. Options to be decided. Have Chris Geggus(\$), Bob Robles(\$), Ron Fisher, Andy York(\$), Debbie Anderson(\$), will take up to 1 more. **Starts next issue!**

Dogleg. Machiavelli. This game will start after the next Machiavelli game finishes. Have Bob Robles(\$), Brendan Whyte(\$), Jason Wilke, Martin Burgdorf, will take up to 3 more.

Rescue Dog. Gunboat Machiavelli. This game will start after the second Machiavelli game finishes. Have 4, will take up to 3 more. This box will be checked if you have signed up.

Players who have a (\$) after their name have paid the necessary game fee.

Wish List

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.

Seafarers of Cataan. Have Ron Fisher, Chris Geggus, Andy York, will take up to 3 more.

Goa. Have Chris Geggus, will take up to 3 more.

Race for the Galaxy. A card-based game of galactic colonization and development. Will use the *The Gathering Storm* expansion. Have Chris Geggus, will take up to 4 more.

History of the World. Have Dave Anderson, Chris Geggus, will take up to 5 more.

New World. Will take up to 6.

Outpost. Will take up to 10.

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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Rossmoor, CA 90720

Phone: (562) 882-1763

cerberus@sob-zine.org

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

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

Barking Up the Wrong Tree**End of Game Statements****Miller Number 2007Bpw25***Game Summary*

	1253	1254	1255	1256	1257	1258	1259	1260	1261	1262	1263	1264	1265	1266
Aragon:	3	3	4	5	5	5	6	6	6	5	7	8	9	8
Avignon:	4	5	6	7	5	4	2	0	0	0	0	0	0	0
Florence:	3	4	5	6	7	5	5	5	3	2	2	1	0	0
Genoa:	3	3	3	0	0	0	0	0	0	0	0	0	0	0
Milan:	3	6	6	7	8	10	12	15	15	13	11	5	1	0
Papacy:	3	4	4	4	4	5	5	5	7	10	10	11	12	9

	1253	1254	1255	1256	1257	1258	1259	1260	1261	1262	1263	1264	1265	1266
Venice:	3	4	4	7	9	11	11	9	11	12	12	16	19	22

The Players

ARAGON:	Lynn Mercer (resigned, Spring 1255), Bill Scharf	3 rd place
AVIGNON:	Cary Nichols (out, Fall 1259)	6 th place
FLORENCE:	Brendan Whyte (out, Fall 1264)	5 th place
GENOA:	Mike Scott (out, Fall 1255)	7 th place
MILAN:	Berend Renken (dropped, Summer 1263), Pasquale Giovine (out, Fall 1265)	4 th place
PAPACY:	Bob Robles	2 nd place
VENICE:	Dave Partridge	1 st PLACE

Statements

Pasquale Giovine (Milan): Very short game for my substitution because the other players continue to play with ham on their eyes by thinking that Milan was still the very strong power of before: A VERY BIG MISTAKE!

I proved in any manner to send some alarm, but they all continue to sleep!!!
Thanks to Chris!

Dave Partridge (Venice): Thanks as always to Chris for a fine job as GM. My strategy in this game was pretty simple, attack and try to conquer Milan. Doing so would give me a very solid position in the north with a lot of cities. It also allowed me to concentrate on armies making it harder for anyone else to counter me as they spent units on naval conflicts. It worked, so I guess it was reasonable to try (<:.

Bob Robles (Papacy): Congratulations to Dave on a very well played game. I

kept looking over my shoulder at Aragon (who has expertly dissected me on many occasions) and wasn't paying as much attention to the north as I should. Fun game. thanks to all the players.

Bill Scharf (Aragon): Well, teamwork is for some, and not for others. Future players can take note of the winners trustworthiness...I know I have. Congrats on the win, and you're welcome.s with a plan to win. I'm just happy to have survived. Thanks to France for trying to support me despite boneheaded moves.

Chris Hassler (GM): I thought the game went reasonably well, although the NMR of the Milanese player at that critical moment definitely opened up the door on Venice's win. Nonetheless, Dave exploited the opportunity flawlessly. One note on the dates: The scenario should have started in 1253, not 1250, so I have adjusted the dates in the above report to correct that.

Bolognese

Fall 1055

Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory Miller Number 2010Dpw23 (gunboat) Deadline for Winter/Spring 1056 12/18 Tuesday

Pisa continues to push the Normans back, while the Byzantines make gains against Venice. Pisa and Venice team up against the Holy Roman Empire and the Pope moves against Pisa.

Orders

- BYZANTINES : A Aquila to ANCONA, A CROATIA supports F Upper Adriatic to Carniola, F Upper Adriatic to CARNIOLA, F DALMATIA to Upper Adriatic, F LOWER ADRIATIC supports A Aquila to Ancona, F DURAZZO supports Norman F Ionian Sea hold
- HOLY ROMAN EMPIRE : A TURIN supports A Montferrat, A PAVIA supports A Montferrat, A MONTFERRAT besieges, A Parma to Cremona (DISLODGED, retreat Milan, OTB)
- NORMANS : A NAPLES supports F Salerno, F SALERNO supports A Naples, F Messina to OTRANTO, F IONIAN SEA supports F Messina to Otranto (cut)
- PAPACY : A Bologna to LUCCA, A FLORENCE to Pisa, A Urbino to BOLOGNA, A AREZZO to Florence, A SPOLETO to Perugia, A ROME to Perugia
- PISA : A GENOA supports G Montferrat convert to A, A Fornova to PARMA, A MODENA supports A Fornova to Parma, A Sienna to Pisa, F Ligurian Sea to Pisa, F Tyrrhenian Sea supports F Palermo, F PALERMO supports F Gulf of Naples to Messina, F Gulf of Naples to MESSINA, F CENTRAL MEDITERRANEAN to Ionian Sea, G MONTFERRAT convert to A
- VENICE : A MANTUA to Cremona, A FERRARA supports A Padua, A PADUA supports A Ferrara, A Carniola to Croatia (DISLODGED, retreat Carinthia, Friuli, OTB), F VENICE to Upper Adriatic
- Your ducats:

Notes

The original Holy Roman Empire player has returned. Pisa has conquered the Muslims. He gains the variable income die roll and Tunis, Palermo, and Messina as home provinces.

Spring 1056 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

BYZ	Istria, Carniola, Croatia, Dalmatia, Ancona, Aquila, Bari, Bosnia, Ragusa, Albania, Durazzo	11
HRE	Turin, Pavia, Milan, Cremona, Montferrat	5
NOR	Capua, Naples, Salerno, Otranto	4
PAP	Lucca, Bologna, Florence, Urbino, Arezzo, Perugia, Spoleto, Rome, Patrimony	9
PIS	Fornova, Parma, Genoa, Modena, Pistoia, Pisa, Sienna, Pistoia, Corsica, Sardinia, Tunis, Palermo, Messina	13
VEN	Trent, Verona, Ferrara, Padua, Treviso, Friuli, Mantua	8

Seas

BYZ	Lower Adriatic	1
NOR	Ionian Sea	1
PIS	Central Mediterranean, Tyrrhenian Sea, Ligurian Sea	3
VEN	Venice	1

Cities

BYZ	Carniola, Croatia, Dalmatia, Ancona, Bari, Ragusa, Albania, Durazzo	8
HRE	Turin, Pavia, Milan (3), Cremona	6

NOR	Naples (2)	2
PAP	Lucca, Bologna, Florence (3), Arezzo, Perugia, Rome (2)	9
PIS	Genoa (3), Montferat, Modena, Pisa, Sienna, Pistoia, Corsica, Sardinia, Tunis (2), Palermo, Messina	14
VEN	Trent, Ferrara, Padua, Treviso, Mantua, Venice (3)	8

Totals

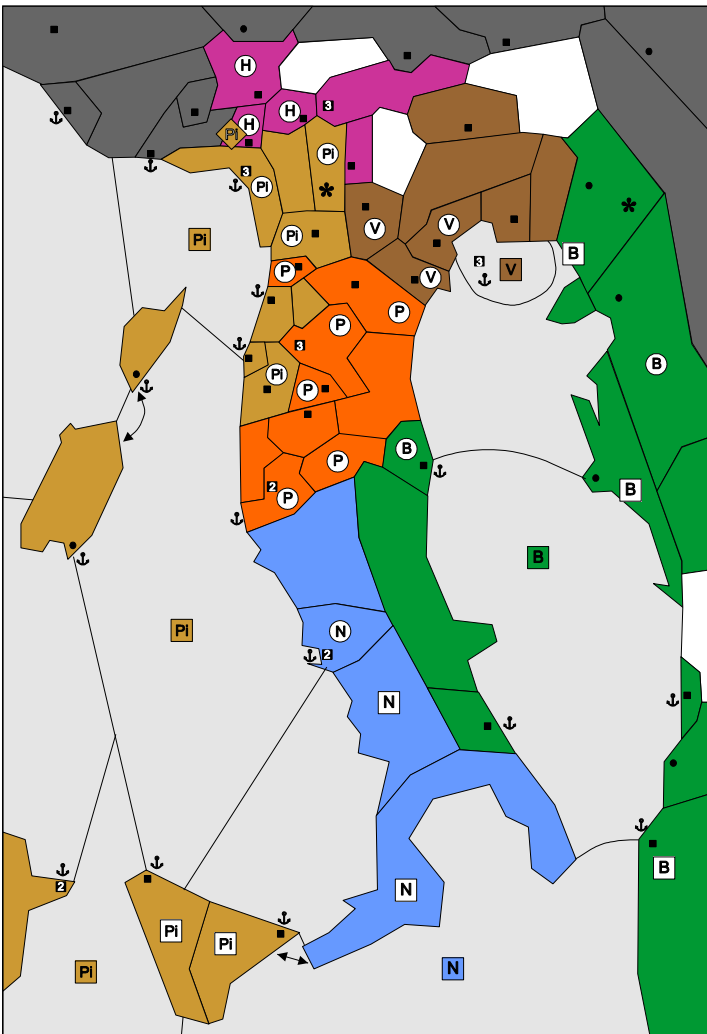
Variable income die roll was 3.

Country	Variable	Provinces	Seas	Cities	Total
BYZANTINES:	3	11	1	8	23
HOLY ROMAN EMPIRE:	3	5	0	6	14
NORMANS:	3	4	1	2	10
PAPACY:	3	9	0	9	21
PISA:	6	13	3	14	36
VENICE:	3	7	1	8	19

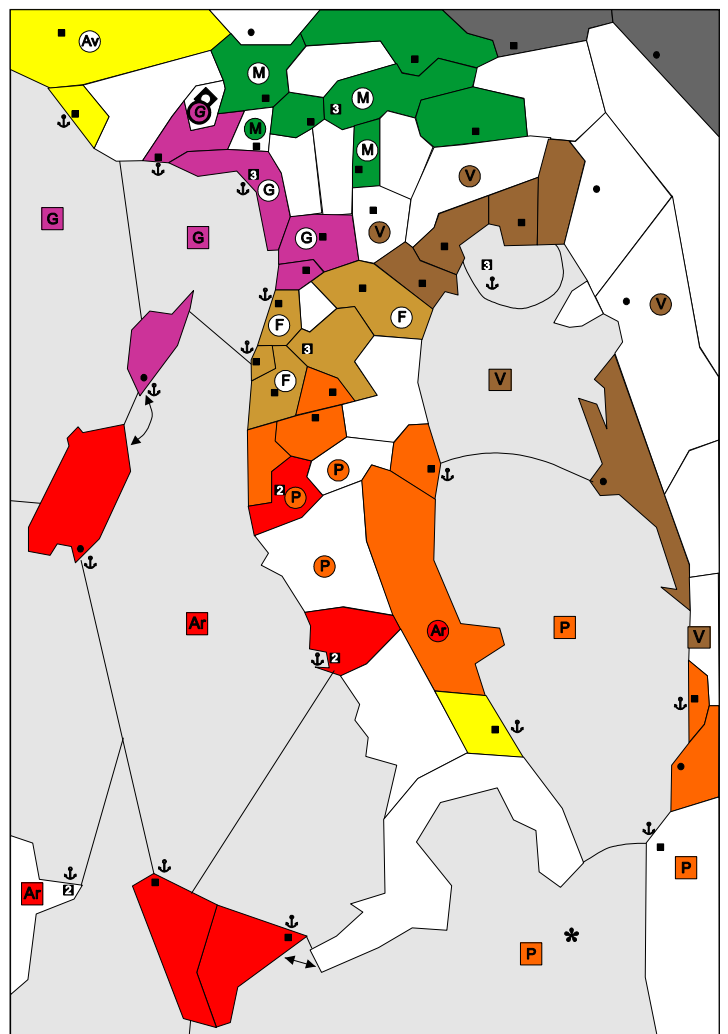
Game Summary

	1051	1052	1053	1054	1055	1056
Byzantines:	3	4	7	7	6	8
Holy Roman Empire:	3	5	5	5	6	4
Normans:	1	3	4	4	2	1
Papacy:	3	4	5	5	5	6
Pisa:	3	5	7	9	10	10
Venice:	3	5	7	6	7	6

Bolognese



Purebred



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

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

Purebred Summer 1254

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory Deadline for Fall 1254 12/18 Tuesday

The Pope pushes back against Aragon while Florence and Venice play defensively. Milan and Genoa have a minor scuffle.

Expenditures

The Papacy borrows 15 ducats for 2 years (23 ducats due Summer 1256), pays back his existing loan, and buys garrison Durazzo.

Outstanding Loans

Summer 1254: 23 ducats due from the Pope (15 borrowed)

Orders

ARAGON (McHugh): A AQUILA to Naples, F TYRRHENIAN SEA to Rome, F Ionian Sea to Durazzo (DISLOGGED, retreat Otranto, Gulf of Naples, Messina, Palermo, Central Mediterranean, OTB), F Central Mediterranean to TUNIS

FLORENCE (Narhi): A PISA supports A SIENNA, A SIENNA supports A Pisa, A BOLOGNA holds

GENOA (Wilson): A Lucca to MODENA, A GENOA to Montferrat, A (EM) SALUZZO besieges, F LIGURIAN SEA to Corsica, F GULF OF LIONS to Corsica

MILAN (Schoenfeldt): A TURIN supports A Pavia to Montferrat, A Pavia to MONTFERRAT, A Parma to MILAN, A Bergamo to CREMONA

PAPACY (Roalstad): A Perugia to ROME, A SPOLETO supports A Perugia to Rome, A CAPUA to Naples, F LOWER ADRIATIC supports F Durzazo to Ionian Sea, F Durazzo to IONIAN SEA, G DURAZZO convert to F

VENICE (Robles): A MANTUA holds, A VERONA holds, A Carniola to CROATIA, F Venice to UPPER ADRIATIC, F HERZEGOVINA holds

AVIGNON: A AVIGNON holds

Your treasury:

Notes

Ward Narhi has submitted orders and remains as the player for Florence. Also, in the process of getting our Miller Number for this game, it was pointed out to me that it should have entered in 1253, not 1250. I have adjusted the dates on the website, so don't be concerned that it is now 1254 in the game rather than 1251.

Hunter

Turn 24, Phases IV – VI End of Game Statements, 12/18 Tuesday Turn 24

Operations

Red (Nichols) operates #91 (\$30, 4 coal), delivers 4 coal from Trinidad to Denver for \$400, receives \$130 in passenger revenues.

Orange (Hooton) operates #131 (\$20, depletes), #27 (\$40, 1 gold), #129 (\$40, 1 copper), #41 (\$50, 1 silver), #80 (\$30, 3 coal), #81 (\$40, 3 coal), places +3 snowplow on South Platte to Denver line (dr = 2 +3 = 5, succeeds), +3 snowplow on Fairplay to South Platte line (dr = 6 +3 = 9, succeeds), +2 snowplow on Dillon to Fairplay line (dr = 3 +2 = 5, succeeds), delivers 1 gold from Dillon to Denver for \$150, 3 copper from Dillon to Denver for \$300, gains \$20 from passenger revenue.

Green (Longdin) operates #124 (\$40, 4 coal), #125 (\$20, 3 coal), #112 (\$20, 1 copper), #126 (\$30, 2 coal), delivers 5 copper from Tyrone to El Paso for \$500, and 8 coal from Santa Rita to Santa Fe for \$960. Receives \$200 in passenger revenues.

Brown (Partridge) operates #54 (\$40, 2 lumber), #130 (\$80, 2 copper), #34 (\$40, depletes), delivers 2 copper from Bingham to Salt Lake City for \$200, 2 lumber from Steamboat Springs to Salt Lake City for \$600, delivers 9 coal from Coalville to Salt Lake City for \$900, and 1 coal from Elk Springs to Salt Lake City for \$100. Receives \$270 in passenger revenues.

Blue (Scharf) operates #87 (\$30, 4 coal), places the +3 snowplow on the Salida to Gunnison line (dr = 6 +3, succeeds), delivers 3 silver from Lake City to Denver for \$600, 4 coal from Alamo to Denver for \$400, and 7 coal from Trinidad to Denver for \$700.

Aqua (Brosius) declines #115, operates #58 (\$40, 3 lumber), #84 (\$20, 3 coal), #123 (\$40, 3 coal), #101 (\$20, 3 silver), uses +3 snowplow on Blanco to Cuba line (automatic success), delivers 6 lumber from Dolores to El Paso for \$1200, 6 coal from Durango to Santa Fe for \$720, 2 lumber from Dolores to El Paso for \$400, and 3 silver from Lake Valley to El Paso for \$600. Receives \$810 in passenger revenue.

Press

Aqua to Brown: Congratulations, Dave.

Notes

Dave Partridge has won a resounding victory. Congratulations!

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Cary Nichols	Red	Denver	\$10,330	9, 15, 24, 42		S+1, S, P+1, P
Dave Hooton	Orange	Denver	\$17,525	9, 24, 24, 42	+2, +3, +3	S+2, S, P+2, P
Michael Longdin	Green	El Paso	\$18,700	9, 15, 24		S, S, P+1
Dave Partridge	Brown	Salt Lake City	\$30,620	9, 24, 24, 72		S+1, S, P+2, P+1
Bill Scharf	Blue	Pueblo	\$16,170	9, 15, 24, 42	+3	S+2, S, P+2
Eric Brosius	Aqua	Santa Fe	\$22,485	15, 24, 42, 42	+3	S, S, P+2

Purchased Claims

#	City	Owner	Type	Goods	Operation
63	Lumberton	Red	Lumber	2	\$50
45	Westcliffe	Red	Silver	4	Depleted

#	City	Owner	Type	Goods	Operation
83	Durango	Red	Coal	10	\$20
51	Silverton	Red	Silver	1	\$30
33	Silverton	Red	Gold	1	\$50

#	City	Owner	Type	Goods	Operation
65	El Vado	Red	Lumber	N	\$30
128	South Fork	Red	Silver	0	\$40
91	Trinidad	Red	Coal	0	\$30
61	South Fork	Red	Lumber	N	\$20
60	Pagosa Springs	Red	Lumber	N	\$20
27	Dillon	Orange	Gold	0	\$40
129	Dillon	Orange	Copper	0	\$40
41	Leadville	Orange	Silver	1	\$50
80	Aspen	Orange	Coal	3	\$30
81	Crested Butte	Orange	Coal	3	\$40
109	Pinos Altos	Green	Copper	6	Depleted
124	Magdalena	Green	Coal	4	\$40
100	White Oaks	Green	Gold	1	Depleted
98	Pinos Altos	Green	Gold	2	Depleted
125	Capitan	Green	Coal	7	\$20
112	Tyrone	Green	Copper	0	\$20
104	Mogollon	Green	Silver	1	Depleted
126	Santa Rita	Green	Coal	8	\$30
76	Craig	Brown	Coal	0	\$20
75	Rangely	Brown	Coal	0	\$20
67	Coalville	Brown	Coal	0	\$30
54	Steamboat Springs	Brown	Lumber	0	\$40
74	Elk Springs	Brown	Coal	7	Depleted
73	Hiawatha	Brown	Coal	4	\$20
132	Steamboat Springs	Brown	Coal	N	\$50
71	Sunnyside	Brown	Coal	N	\$20
130	Bingham	Brown	Copper	0	\$80
49	Silverton	Blue	Silver	3	Depleted
50	Silverton	Blue	Silver	N	\$50
89	Walsenburg	Blue	Coal	2	Depleted

#	City	Owner	Type	Goods	Operation
121	York Canyon	Blue	Coal	4	\$30
90	Trinidad	Blue	Coal	3	\$40
127	Westcliffe	Blue	Silver	1	Depleted
87	Alamo	Blue	Coal	0	\$30
58	Dolores	Aqua	Lumber	2	\$40
122	Lee Ranch West	Aqua	Coal	1	Depleted
62	Taos	Aqua	Lumber	0	\$30
84	Durango	Aqua	Coal	0	\$20
123	Gallup	Aqua	Coal	5	\$40
101	Lake Valley	Aqua	Silver	0	\$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	
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	¹
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 when 22 is taken. Good for \$250 toward card 22.

Rottweiler

Turn 6a

Turn 6b, 12/18 Tuesday

Available Cards

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

GOO selects set 2

TRP selects set 1

GOP selects set 3

The Players

Player	Company Name	Play Order	Money	Loans	Raw Material Supply	Growth	Co-workers	Saved Card
Andy York	Texas Reclamation Project	2	\$0	0	2	17	5	Hiring/Firing
Richard Weiss	Grossly Overflowing Pollution, Inc.	3	\$22	0	12	18	5	Raw Materials
Eric Brosius	General Olfactory Organization	1	\$24	0	3	15	5	Waste Disposal

Player	Rationalization	Raw Materials	Waste Reduction	Waste Disposal	Victory Points
Andy York	5/1	2/10	5/1	1	29
Richard Weiss	5/1	5/1	3/6	11	37
Eric Brosius	5/1	3/6	5/1	2	35

Cards

TRP	GOP	GOO
Raw Materials	Waste Disposal	Growth
Order	Advisor	Innovation
Advisor	Order	Order

Discards

Waste Disposal

Order

Hiring/Firing

Growth

Dog Show**Turn 8****Turn 9, 12/18 Tuesday**Commander Actions**HICK** opens the bidding on Ecoplants at 30 and gets it (Wa6, Wa6, Ti7, Ti11).**ITCHEN** buys a titanium factory (MWa) and a population factor (Ti7, Or3).**Ramdeon 7** buys a titanium factory (Or1, Or5, Or5, Wa5, Wa5, Wa9) and a population factor (Wa10).**HBDC** buys a water factory (Or1, Or2, Or3, Wa5, Wa9) and a population factor (Wa10)**HOBO** buys a population factor (Or2, Wa9)**Scooby Shack** opens the bidding on a Warehouse at 25 and gets it (MWa).**MMC** opens the bidding on a Laboratory for 80 and gets it (Or2, Or4, Wa4, Wa6, Wa7, Wa8, Wa9, Wa10, DL Discounts). Transfers a population factor from an ore factory to man the research factory.**BarterTown** opens the bidding on Robots at 50 and gets it (Or1, Wa4, Wa6, Ti8, Wa10, Ti10, Ti11).The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HICK	Dave Hood	OrF, OrF, WaF, WaF, TiF, TiF, TiF	HE, Ec	15
2	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, ReF	3DL, La	14
3	ITCHEN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	No, HE	11
4	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	HE, Ro	11
5	Ramedon 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TiF	Wa, No, HE	11
6	HOBO	Dave Hooton	OrF, OrF, WaF, WaF, WaF, WaF	2DL, No, Wa	10
7	Scooby Shack	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, P	No, Wa	10
8	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF	Wa, No, HE	10

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

New Arrivals:Orbital Lab, Scientists, Scientists, Ecoplants, Scientists, Outpost

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouse (Wa)	25	1	0
Scientists (Sc)	40	3	2
Orbital Labs (OL)	50	4	1
Robots (Ro)	50	0	5
Laboratory (La)	80	0	4
Ecoplants (Ec)	30	1	3
Outpost (Ou)	100	1	5

Income

ITCHEN, HOBO and Scooby Shack both take MWa. HICK takes MTi.

Golden Retriever**Turns 6.1 to 7.1****Turns 7.2 to 8.2, 12/18 Tuesday**Turn 6**Kevin** rolls an 11. Chris gains 2 lumber. Kevin passes.**Dave** rolls a 10. Kevin and Chris each gain 1 brick, Dave gains 1 wool, Bill gains 2 wool. Plays a Knight and moves the Robber to Hills 10 by B8 and steals a brick from Kevin. Builds a settlement at D14.**Chris** rolls a 10. Kevin and Chris each gain 1 brick, Dave gains 1 wool, Bill gains

2 wool. Trades 3 brick for 1 lumber at the ? port and builds ships from D8 to D9, D9 to E9, and E9 to E10 (discovers Fields 9, gains grain).

Bill rolls a 6. Kevin and Chris each gain 1 wool, Dave and Bill each gain 1 ore.

Trades in 2 ship for 1 lumber at the sheep port, builds a ship from G5 to G6 (discovers ocean).

Turn 7**Kevin** rolls a 7. Moves the Robber to Forest 11 at C9 and steals 1 grain from Chris. Passes.Dice RollsTurn 6

Dave: 3

Chris: 6

Bill: 3

Turn 3

Kevin: 8

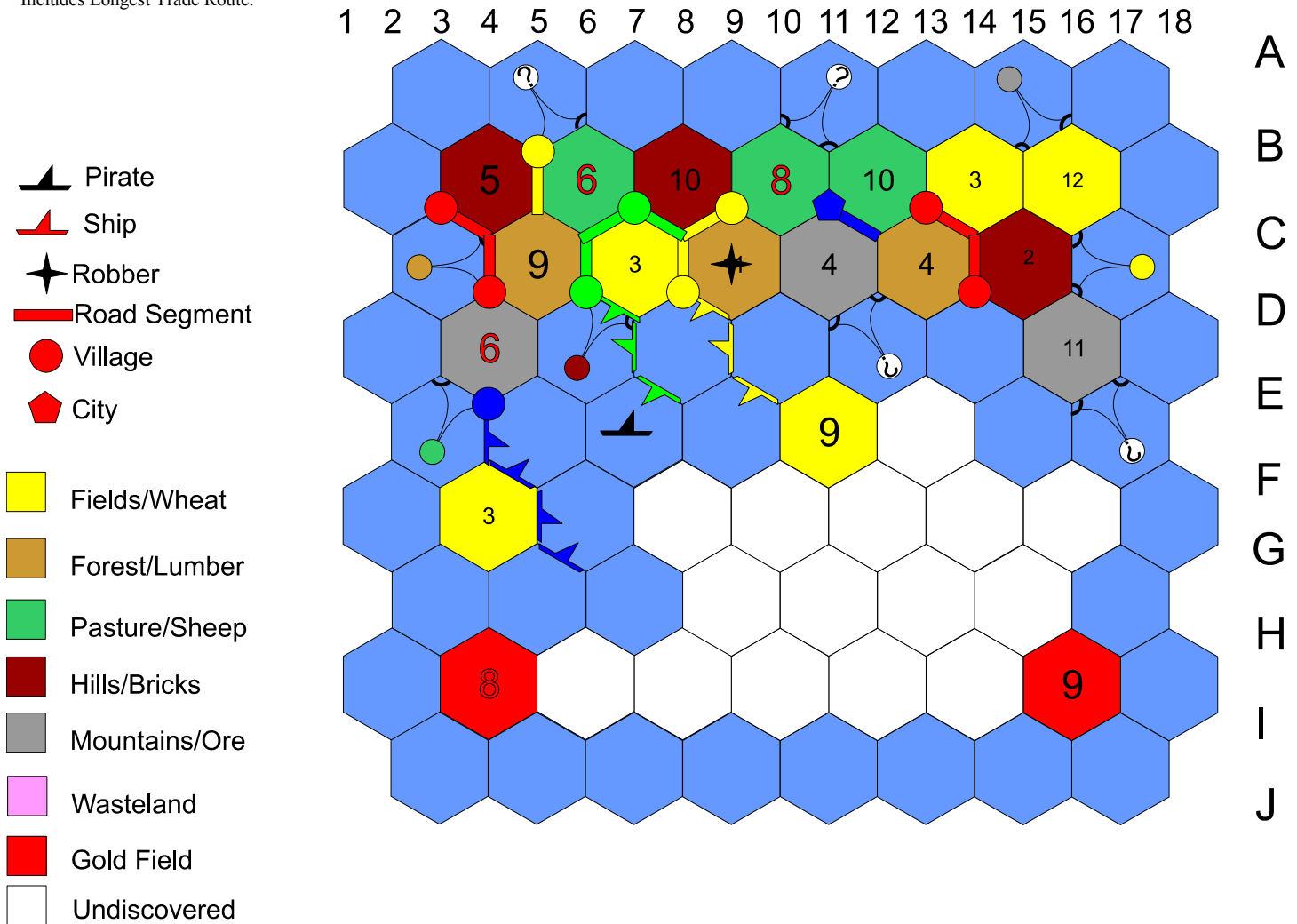
Dave: 10

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green	3	1		1			4*
Dave Hooton	Red		3			1	1 Knight	4

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Chris Geggus	Yellow	2	1					3
Bill Scharf	Blue		1			3	1 Knight	3

* Includes Longest Trade Route.



Portuguese Water Dog
Turn 8 Actions through End of Game Statements

Players

Player Name	Company Name/Color	Ships	Colonists	Additional Actions	Expedition Cards
Brad Martin	Da Gama Trading Co./Blue	6	1	2	4
Chris Geggus	GEGS/Yellow	4	0	0	2
Jack McHugh	A&P/Red	5	1	3	

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

Turn 8

Actions

Da Gama Trading Company attempts to found Madras. He has 2 colonists and draws 2 more (deck is reshuffled after first draw), plays Enhanced Found Colony to draw 1 more, plays Colonists to gain 3 more colonists and uses 5 colonists to succeed. Takes the ginger/cinnamon colony with one of each.

GEGS uses 4 ships, 2 ginger, cinnamon, and pepper to advance shipbuilding to level 5. Gains Ships/1/Shell card.

A&P attempts to found Calicut, starting with 2 colonists and drawing 6 more. Attempt fails, gains 1 colonist card.

Da Gama Trading Company uses the Ships tile to gain a ship, the Spice tile to gain cloves in Quillon, and takes 3 Expedition cards (Progress by Ducats/1/Tiger, Enhanced Found Colony/3/Palm, Progress by Spice/3/Shell).

GEGS attempts to found Calicut, starting with 2 colonists, drawing 6 more, and using 4 colonist cards, is successful. He takes ginger and nutmeg.

A&P uses Espionage to advance to level 5 in shipbuilding, then attempts to found Calicut, starting with 2 colonists and drawing 4 more. Attempt fails, 1 colonist card gained.

Da Gama Trading Company uses Progress by Spice/3/Shell card to use cloves, ginger, and cinnamon to advance Colonization to level 3, gaining an additional action.

GEGS collects taxes, gaining 12 ducats, plus plays the Sell/2/Tiger Expedition card, selling cloves, ginger, and nutmeg for 9 more ducats.

A&P attempts to colonize Calicut, starting with 2 colonists, and drawing 4 more.

Attempt fails, 1 colonist card gained.

Da Gama Trading Company uses an additional action to harvest pepper on the pepper plantation, cloves on Quillon, nutmeg on Cochin, and ginger on Madras.

Da Gama Trading Company uses an additional action, plays Progress by Spice/1/Statue, and uses pepper, cloves, and nutmeg to advance Harvest to level 4, gaining Modified Harvest/1/Fish

Victory Points

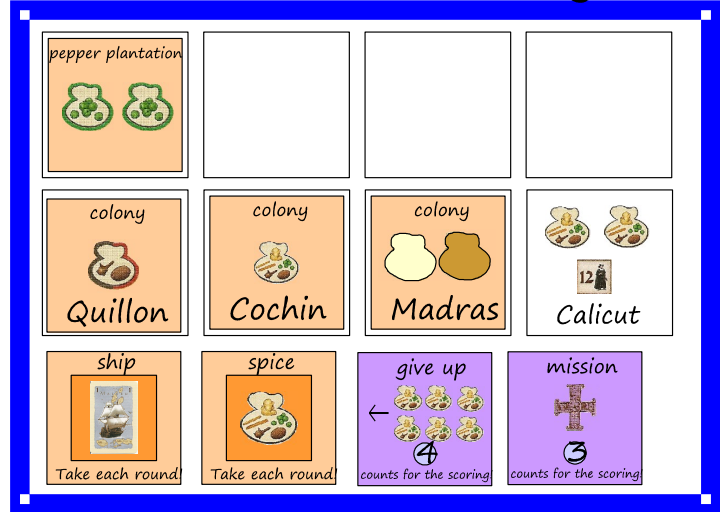
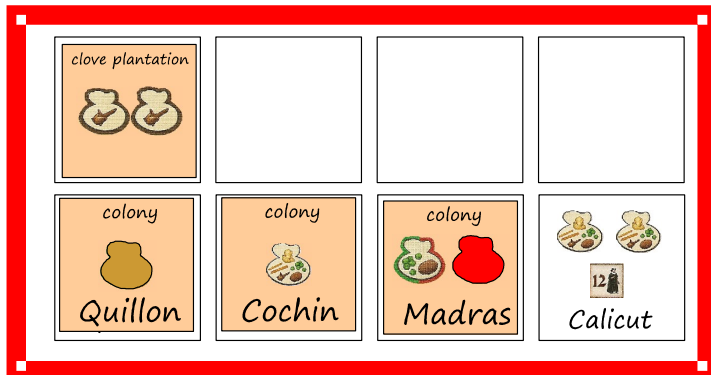
Player	Da Gama Trading Company	GEGS	A&P
Advances	25	23	16
Colonies	6	10	6
Expedition Cards	5	2	0
Money	0	3	0
Single Plantations	0	2	0
Duty	0	0	0
Missions	3	0	0
Total	39	40	22

Notes

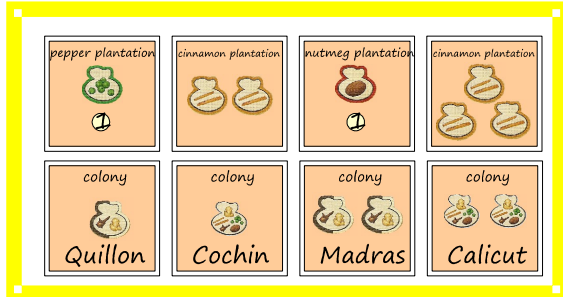
Congratulations to Chris on his victory.

American Pickers

Da Gama Trading Co.



Goan European Grant Scheme



0	1	1	4	11	0
1	2	2	6	12	2
3	3	4	8	23	3
6	4	6	10	24	4
10	5	8	12	35	6

End of Game Statements

Da Gama Trading Company Thanks for GMing that Chris and congratulations to Chris. I was hoping for a Tiger or Palm on my last expedition card, but didn't realise that it would prove crucial, as I had little idea of the scores.

racked up the tension. I was surprised to win - I really thought Brad had it. A classic Euro. Many thanks to Chris for putting up with the vagaries of all 3 of us as we forgot orders, jumped the gun and misplayed a number of times. All part of the fun!

GEGS I do love Goa as a game and playing by mail this time around certainly

Russian Wolfhound

Turn 2, Funeral Commission through Parade

Turn 2, Special Influence Declaration Phase, 12/18 Tuesday

Funeral Commission

None.

Replacement Phase

Aparatschik declines to promote, so Niewitko rises to Defense Minister by age. Putschnik promotes Eatstumuch to Ideology Minister, aging to 58. Niewitko promotes Wasolin to Economy Minister, aging to 75. B and E become Candidates by age.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	84, +	RF (1)
KGB Head	Ulan Putschnik (Y)	58, strong, ?	RADICAL (10+)
Foreign	Natasha Nogoodnik (V)	58	RF (10+)
Defense	Petr Niewitko (D)	75, +	CRAP (9)
Ideology	Sergei Eatstumuch (M)	64	WKP (1)
Industry	Iwan Manjak (P)	68, weak, ++	GEGS (1)
Economy	Viktor Wasolin (Z)	50, weak	
Sport	Ludmilla Patina (S)	59, ?, +	CRAP (10+)

Candidates: B, E, I, J, O
People: F, G, H, K, L, Q, R, T, U, W, X (54)
Siberia: N (67, +)

Rehabilitation Phase

None.

Parade Phase

Aparatschik attempts to wave (dr = 17) and succeeds, aging to 84.

Special Influence Declaration Turn Order

RF, CRAP, GECS, WKP, RADICAL, CHEKA

Players

Player	Faction Name
Bob Robles	Communist Home Economics for Komerades in Arms (CHEKA)
Bill Sharf	Red Fist (RF)
Jack McHugh	Communist Reforms Against Parasites (CRAP)
Chris Geggus	Georgian Extremists Garner Support (GEGS)
Doug Kent	Whining Kent Pigs (WKP)
Kevin Wilson	Red Army Defense Intelligence Command – Armed Librarians (RADICAL)

Intrigue Cards

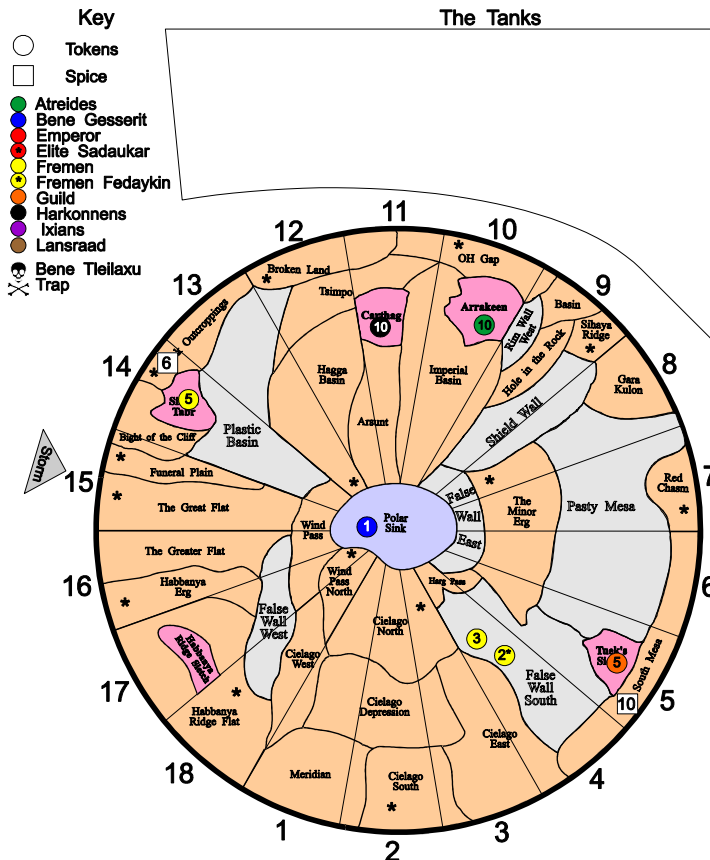
Undeclared Influence

Hound Dog

Traitor Selection, Initial Setup, and Turn 1 Storm Round to Bidding Turn 1 Bidding to Movement, 12/18 Tuesday

Players

ATREIDES Bob Robles BENE GESSERIT Doug Kent FREMEN Martin Burgdorf
 GUILD Chris Geggus HARKONNENS Kevin Wilson IXIANS Jack McHugh



Turn 1

Storm Round

Initial storm location is sector 15. (Turn 2 storm movement: _____)

Spice Blow

10 spice in South Mesa
 6 spice in Rock Outcroppings
 Turn 2 spice blow:

Bidding Round

CHOAM Charity recipients: None
 6 cards are up for bid. Eligible bidders are: Atreides, Bene Gesserit, Fremem, Guild, Harkonnens, and Ixians.
 Cards:

Positions

Atreides: 10 Arrakeen, 10 tokens off-planet
Bene Gesserit: 1 Polar Sink, 19 tokens off-planet
Fremem: 5 tokens Sietch Tabr, 5 tokens (2 Fedaykin) False Wall South (4), 10 tokens (1 Fedaykin) Southern Hemisphere
Guild: 5 tokens Tuek's Sietch, 15 tokens off-planet
Harkonnens: 10 tokens Carthag, 10 tokens off-planet
Ixians: 20 tokens off-planet

Spice, Traitor(s), and Intrigue Cards

Grommit
Setup Preferences
Turn 1, Power Plant Bidding due 12/18 Tuesday

Players

Order	Player Name	Company Name	Color	Power Plants	Money
1	Dave Hooton				50
2	Chris Geggus				50
3	Bill Scharf				50
4	Andy York	GPS			50
5	Richard Weiss				50

GPS is Generic Power Supplier

Power Plant Market

Current Market

03 Oil 2→1

04 Coal 2→1

05 Hybrid 2→1

06 Trash 1→1

Future Market

07 Oil 3→2

08 Coal 3→2

09 Oil 1→1

10 Coal 2→2

Fuel

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

Notes

We are playing on the Quebec map, all regions in play except the brown area. We are using the standard power plant deck. Power plants will be noted in the following format: XX Fuel I→O (FF), where XX is the power plant number, "Fuel" is the type of fuel it takes, I is the number of inputs, O is the number of cities it powers, and (FF) is the amount of fuel stored on it, if any.

Robodog

Gamestart

Robot Names and Colors and Turn 1 due 12/18 Tuesday

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Hooton			Mini Howitzer	F27>N		3	0
2	Bill Scharf			High-Power Laser	G27>N		3	0
3	Howard Bishop			Reverse Gear	D27>N		3	0
4	Andy York			Pressor Beam	I27>N		3	0
5	Chris Geggus			Fire Control	B27>N		3	0
6	Brendan Whyte			Ablative Coat	K27>N		3	0

Notes

The version of the game that I have is the Avalon Hill version, so those are the rules we are using. We are also starting with one Option card each. There is a player's aid page on the website that describes all of the Option cards. Due next time are your robot name, color, and your program for the first turn.

Program Cards

Pedagoguery

Black holes, despite their mystery, are actually fairly simple objects. They can be described by only three quantities: mass, spin, and electrical charge. In practice, spin will typically be sufficient.

What can the spin of a black hole tell us? For galactic black holes, those produced through supernova explosions, it can tell us something of the dynamics of the supernova itself. More interesting, however, are the super massive black

holes at the center of galaxies. The spins of those black holes can tell us a number of things. First of all, it can give us an idea of the history of the black hole, since the two ways in which black holes grow affect their spins. The first way is through accretion of matter. Accretion will tend to spin up a black hole in the direction that the accreting matter is rotating. The second way is through mergers. Since mergers can happen at any angle, the spin axis of the resultant black hole will thus depend on the angles of spins and masses of the two progenitor black holes.

Super massive black holes are also believed to profoundly impact the evolution of the galaxies in which they reside. It is believed that the power of the jets that black holes emit depends on the spin of the black hole. These jets heat the surrounding intergalactic matter, causing less of it to fall into the galaxy and thus restricting the galaxy's size.

How, then do we determine the spin of a black hole? Part of it has to do with something called the innermost stable circular orbit. This is the minimum distance from a black hole that an object can have a stable orbit. Inside of this orbit, you are on a ballistic trajectory into the black hole. The size of this orbit depends on the spin of the black hole because of a phenomenon called frame dragging. In general relativity, any spinning mass drags space around it, but for most masses the effect is too small to notice. For a black hole, however, the effect is significant, and the faster the spin of the black hole, the greater the effect. Frame dragging adds angular momentum to orbiting matter in the direction of the black hole's orbit. Thus, if the black hole orbits in the same direction as the accretion disc (prograde), the innermost stable circular orbit is smaller, while if the black hole orbits opposite the accretion disc (retrograde), it is pushed outward. Thus, determining the inner edge of the accretion disc will tell us how fast the black hole

is rotating.

That leaves us with the problem of figuring out what how far the inner edge of the accretion disc is from the black hole. Since most black holes are too far away for us to be able to image the accretion discs, some other way must be found. Fortunately, the innermost edge of the accretion disc also happens to be the hottest, so observing the black hole in x-rays can give us an idea of the dynamics of the system.

There are two techniques that can be used to estimate the spin of the black hole. The first is spectral-line modeling. Spectral-line modeling requires the detection of an iron emission line called Fe K α . This strong emission line is typically emitted throughout the disc, but when observed from the inner disc, the line is stretched and skewed because of the extreme environment from which it is emitted. The precise amount of skewing and stretching tells us how close to the black hole the radiation is emitted.

The second method is called thermal modeling. Since we need to accurately know the distance and mass of the black hole to use this method, it cannot be used on super massive black holes. In this, we measure the x-ray flux of the accretion disc, and based on the distance and mass, we can compute the inner edge of the black hole.

Using these observations on black holes, we have found that the majority of those we have been able to measure are spinning quite fast, usually over 75% of the speed of light. They almost always spin prograde, and galactic black holes tend to spin slightly faster than super massive black holes. However, that latter observation is countered by the fact that we have so far been able to measure only a few super massive black holes.

Next time, macro scale quantum physics.



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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

None this issue!