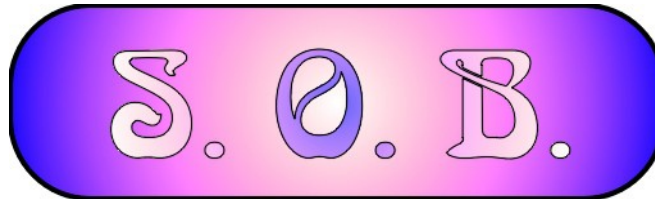


Number 191

November/December,
2013**Notes from Hades**

I normally don't get political here, but as I write this, we are in the midst of one of the most asinine actions by a political party that I can think of. The House Republicans are throwing a temper tantrum that would put your average two-year-old's to shame, and one that is incredibly destructive to the nation as a whole. The political process in the country is broken, and it is the Republicans who broke it. When extortion and political terrorism become accepted tactics by a political party, it is long past time that they be excluded from all levers of power. On a more personal note, I work as a contractor to the Department of Defense, so this has a profound effect on me and on my family. End of rant.

One more positive note, Dog Show ends this issue, with Eric Brosius racking up his fourth consecutive win in Outpost. Congratulations to Eric! This also frees up space in the zine, so we will start up Dalmatian next issue.

The next deadline is **Tuesday, November 19 at 5:00 p.m. Pacific Time.** Please do not call after 10:00 p.m. Pacific time. My family tend to retire early.

Contents

Bolognese	Gunboat Machiavelli	Page 1
Purebred	Machiavelli	Page 2
Dog Show	Outpost	Page 3
Golden Retriever	Seafarers of Catan	Page 3
Hound Dog	Dune	Page 4
Robodog	Robo Rally	Page 5
Mirzam	Merchant of Venus	Page 6
Pick of the Litter	Silverton	Page 8
Dachshund	Age of Renaissance	Page 9
Akita	Seafarers of Catan	Page 9
Newfoundland	New World	Page 10

Game Openings

Dogleg. Machiavelli. This game will start after the next Machiavelli game finishes. Have Bob Robles(\$), Brendan Whyte(\$), 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.

Dalmatian. Phoenicia. A game similar to Outpost set in ancient times. Have Cary Nichols(\$), Andy York(\$), Jack McHugh(\$), Bill Scharf(\$), Dave Partridge(\$), will take up to 5 more. **Starts next issue!**

Shaggy Dog. History of the World. Have Dave Anderson(\$), Chris Geggus(\$), Kevin Wilson(\$), Bill Scharf(\$), will take up to 3 more.

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

Wish List

Goa. Have Chris Geggus, Bill Scharf, will take up to 2 more.

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

Outpost. Have Bill Scharf, Michael Lowrey, will take up to 8 more.

Merchant of Venus. The usual options will be in effect. Have Dave Partridge, Chris Geggus, bob Robles, will take up to 3 more.

Puerto Rico. This will be the base game and it will be run via email. Have Chris Geggus, will take up to 4 more.

Puerto Rico. This will use the Buildings expansion and will be run via email. Have Chris Geggus, will take up to 4 more.

Puerto Rico. This will use the Nobles expansion and will be run via email. Will take up to 5.

Kremlin. Have Chris Geggus, Bill Scharf, Bob Robles, will take up to 3 more.

Power Grid. This game will be conducted via email. Players will vote on exact map and deck options at game start. Have Dave Hooton, Chris Geggus, Bill Scharf, will take up to 3 more.

Industrial Waste. Will take up to 4.

Robo Rally. Have Dave Hooton, Chris Geggus, Bill Scharf, will take up to 7 more.

Agricola. An abstract game of building a farm. It will be run via email. Have Chris Geggus, will take up to 4 more.

Discworld: Ankh-Morpork. A humorous card-based game set in the city of Ankh-Morpork on Terry Pratchett's Discworld. It will run via email. Have Bill Scharf, will take up to 3 more.

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

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

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

11492 Harrisburg Road

Rossmoor, CA 90720

Phone: (562) 690-7827

cerberus@sob-zine.org

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

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

Bolognese

Spring 1058

Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory**Miller Number 2010Dpw23 (gunboat)****Deadline for Summer 1058 11/19 Tuesday**

The Pope is finally eliminated by Pisa while the Holy Roman Empire goes on the defensive against Pisa and Venice. The Byzantines break through the blockade at the mouth of the Adriatic, eliminating a Norman fleet in the process.

OrdersBYZANTINES :

A AQUILA to Salerno, F Lower Adriatic to OTRANTO,
F (EM) BARI supports F Lower Adriatic to Otranto, F
DURAZZO to Ionian Sea, F Albania to LOWER
ADRIATIC, F UPPER ADRIATIC supports F Albania to
Lower Adriatic, F ANCONA supports F Albania to

HOLY ROMAN EMPIRE :

Lower Adriatic

A MILAN supports A Cremona (nsu, cut), A PARMA
supports A Fornova, A FORNOVA supports A Cremona
(imp., nsu), A MONTFERRAT supports A Genoa, A
GENOA supports A Cremona (imp., nsu, cut)
A NAPLES supports A Salerno, A SALERNO supports F

NORMANS :

Otranto (cut), F Otranto supports A Salerno (cut, DESTROYED)

PAPACY :

A SIENNA to Florence, A URBINO supports A Sienna to Florence (cut), G PERUGIA converts to A

PISA :

A LUCCA supports A Pisa to Modena, A PISTOIA to Bologna, A FLORENCE to Urbino, A AREZZO to Urbino, A PERUGIA besieges, A ROME supports A Perugia, A (EM) Pisa to MODENA, F LIGURIAN SEA transports A Pisa to Modena, F PATRIMONY to Sienna, F GULF OF NAPLES supports Norman F Otranto, F IONIAN SEA supports Norman F Otranto (cut), F MESSINA supports

VENICE :

F Ionian Sea, G GENOA converts to A A BOLOGNA supports A Mantua (cut), A MANTUA supports A Bergamo to Cremona, A FERRARA supports Bologna, A TRENTO to Milan, A Verona to BERGAMO, A Bergamo to CREMONA, A Treviso to FRIULI, A PADUA supports A Ferrara, F VENICE holds

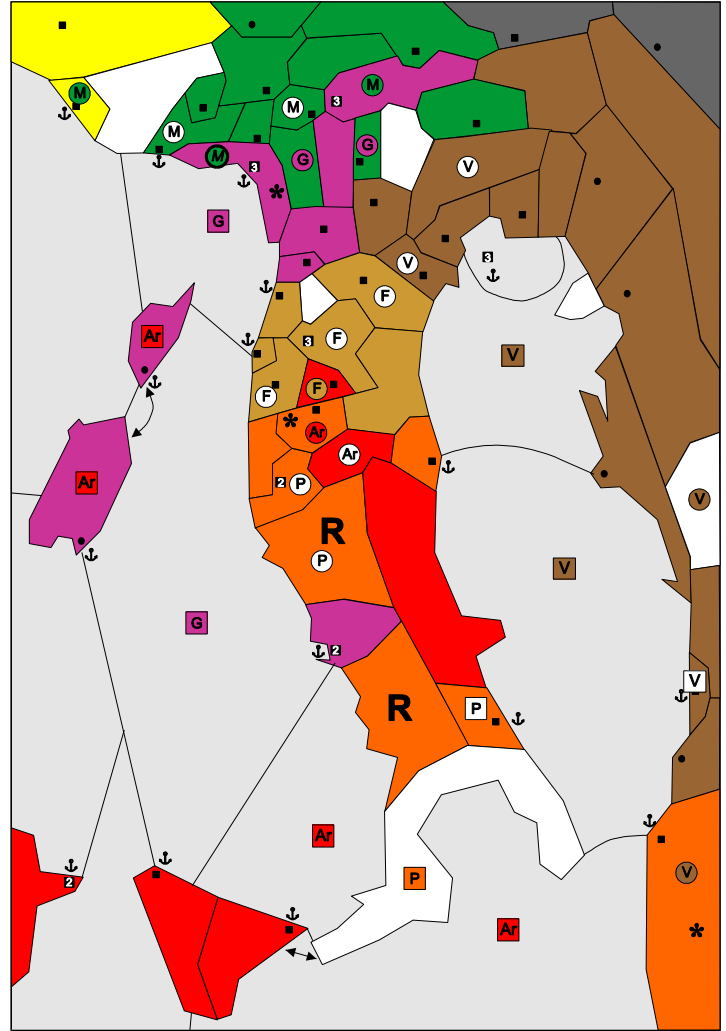
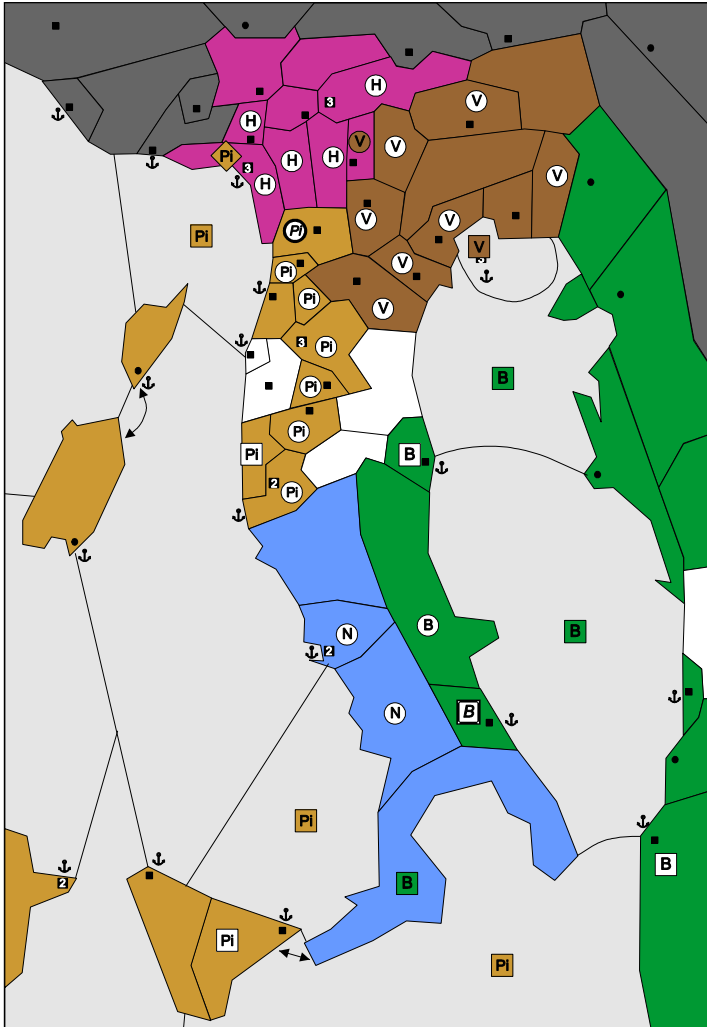
Your treasury:

Notes

Since the Papacy no longer controls any of his home cities, according to rule 17.1 he is now eliminated and Pisa has conquered the Papacy. Papal areas are now considered Pisan home territory and Pisa gets the Pope's variable income die roll.

Bolognese

Purebred



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

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

Purebred
Spring 1256

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Summer 1256 10/8 Tuesday

The Pope fails to repay his debt and is assassinated! Milan and Aragon make some ground against Genoa, while Venice takes advantage of the vacancy in the Vatican. Pisa retakes Arezzo from Aragon.

Expenditures

The Pope is unable to pay back his loan to the Moneylenders and is assassinated! All Papal units hold this turn. Rebellions in Capua and Salerno. The Papacy is forever barred from taking out new loans from the Moneylenders.

Outstanding Loans

Summer 1256: 23 ducats due from the Pope (15 borrowed)
Fall 1256: 27 ducats due from Aragon (18 borrowed), 22 ducats from Genoa (18 borrowed)
Spring 1257: 15 ducats due from the Pope (10 borrowed), 6 ducats due from

Milan (5 borrowed)

Orders

ARAGON (McHugh): A Arezzo to PERUGIA, A SPOLETO supports A Arezzo to Perugia, F SARDINIA holds, F Tyrrhenian Sea to CORSICA, F GULF OF NAPLES to Messina, F IONIAN SEA to Messina

FLORENCE (Partridge): A Pisa to FLORENCE, A SIENNA supports A Florence to Arezzo, A Florence to AREZZO, A BOLOGNA holds

GENOA (Wilson): A Genoa to Montferrat (DISLODGED, retreat Modena, garrison, OTB), A FORNOVA to Pavia, A CREMONA supports Venice A Carinthia to Milan (nso), F LIGURIAN SEA supports A Genoa to Montferrat (imp.), F Naples to TYRRHENIAN SEA

MILAN (Schoenfeldt): A Provence to MARSEILLES, A SAVOY supports Montferrat

S.O.B.

to Genoa, A (EM) Montferrat to GENOA, A PAVIA to FornoVA, A MILAN holds

PAPACY (Roalstad): A Perugia holds (DISLODGED, retreat Patrimony, Urbino, garrison, OTB), A ROME holds, A CAPUA holds, F BARI holds, F OTRANTO holds, F Durazzo holds (DISLODGED, retreat garrison, OTB)

VENICE (Robles): A Carinthia to VERONA, A FERRARA holds, A Croatia to BOSNIA, A Albania to DURAZZO, F UPPER ADRIATIC supports F Lower Adriatic, F LOWER ADRIATIC supports A Albania to Durazzo, F RAGUSA supports F Lower Adriatic

Your treasury:

Dog ShowTurn 16End of Game Statements, 11/19 TuesdayCommander Actions

MMC opens the bidding on a Moon Base at 200 and Scooby Shack gets it for 209 (Or2, Or3, MWa, MWa, Re11, Re11, Ti12, Mi14, Mi16, RO35, RO45). Opens the bidding on the second Moon Base at 200 and gets it for 208 (Wa6, Re9, Re11, Re11, Re13, Re14, Re14, RO45, RO45, MO40). Moves a population factor to the Moon Base to man it.

ITCHEN bids 203 for the Moon Base and gets it (MWa, Ti12, MTi, Mi15, Mi17, OM35, MO50). Transfers a population factor from a water factory to man it.

HICK opens the bidding on a Planetary Cruiser at 165 and gets it (Ti10, Ti10, Ti13, Re12, Mi15, Mi16, NC14, OM30, RO45). Transfers a population factor to man it.

Scooby Shack buys a population factor and mans an ore factory (Or4, Wa6)

BarterTown opens the bidding on a Planetary Cruiser at 160 and gets it for 163 (Or2, Or3, MWa, Ti11, Ti11, MTi, Re14, NC18, OM30). Transfers a population factor from a water factory to man it.

HOB0 buys a new chemicals factory (Wa10, Re12, Re16, NC22) and 5 population (Ti9, Re11, OM35).

Ramdeon 7 opens the bidding on a Space Station at 120 and gets it for 141 (MWa, Ti7, Ti10, Ti10, MTi, OM40) Transfers a population factor to man it.

HBDC buys two titanium factories (Wa8, Wa8, Ti8, Ti9, Ti9, Ti9) and 2 population factors (Or5, Wa5, Wa10)

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	MMC	Eric Brosius	OrF, OrF, WaF, WaF, WaF, ReF, ReF	3DL, La, 3Sc, MB, PC, PC, MB	88
2	ITCHEN	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	No, HE, 2OL, 2Ec, Ou, SS, MB, MB	87
3	HICK	Dave Hood	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF, NCF	HE, Ec, 2OL, Ou, La, SS, PC, PC	71
4	Scooby Shack	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, TiF, ReF	No, Wa, OL, Ec, Ou, La, PC, MB	67
5	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF, NCF	HE, 2Ro, Wa, La, SS, PC	58
6	HOB0	Dave Hooton	OrF, OrF, WaF, WaF, WaF, WaF, TiF, ReF, NCF, NCF	2DL, No, Wa, 2Sc, Ec, Ou, La, SS	49
7	Ramdeon 7	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF	Wa, No, HE, Ro, SS, SS	41
8	HBDC	Kevin Wilson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	Wa, No, HE, Ou	33

HBDC is Heavenly Bodies Development Corporation. MMC is Mud Mining Corporation. HOB0 is High Orbit Biological Organics. ITCHEM is the Intergalactic Transmorgification, Composite Hauling, and Exploitation Network

Notes

Congratulations to Eric Brosius on his close victory!

Golden RetrieverTurns 16.1 to 17.1Turns 17.2 to 18.2, 11/19 TuesdayTurn 16

Kevin rolls a 5. Dave and Chris each receive 1 brick. Trades 2 brick for 1 wool at the brick port and builds a ship from H10 to H11 (discovers ocean).

Dave rolls an 11. Chris gains 3 lumber and Dave gains 1 ore. Trades 2 lumber for 1 brick at the lumber port and builds roads from E12 to F12 and F12 to F13. Discovers a 6 brick space, gains brick.

Chris rolls a 4. Dave gains 2 lumber, Chris gains 1 ore and 1 wool, and Bill gains 2 ore. Trades 3 lumber for 1 grain at the ? port and buys a development card (_____).

Bill rolls a 7. Moves the Robber to the 9 lumber space and steals 1 lumber from Red. Trades 4 ore for 1 grain.

Turn 17

Kevin rolls a 5. Chris and Dave each gain 1 brick. Passes.

Open Trades

None

Dice Rolls

Turn 16

Dave: 4

Chris: 5

Bill: 3

Turn 17

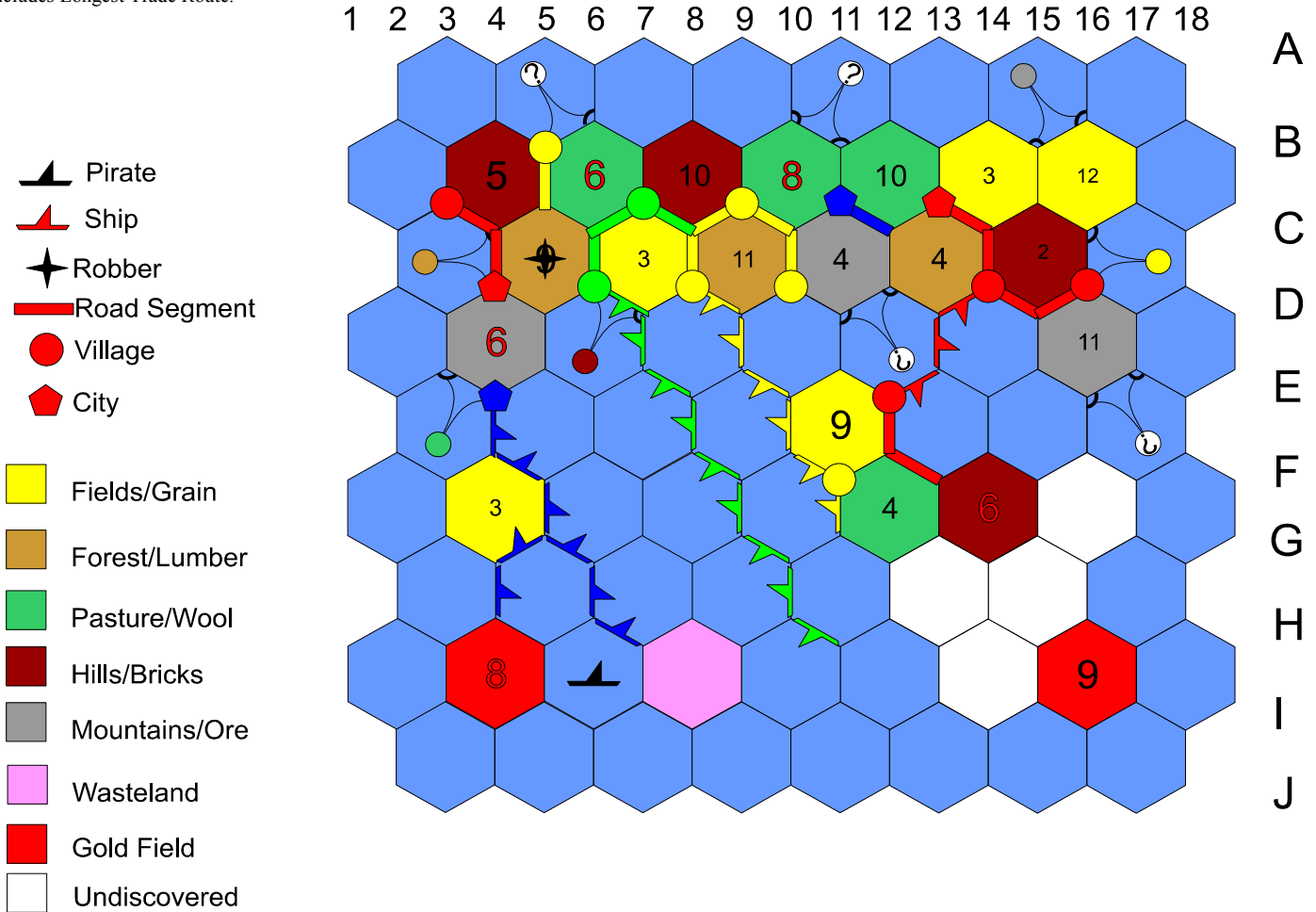
Kevin: 5

Dave: 6

The Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Kevin Wilson	Green		1	2	1	2		4*
Dave Hooton	Red	1		2	2	1	1 Knight	8
Chris Geggus	Yellow			1	2	3	1 Knight, 1 Unplayed ()	5
Bill Scharf	Blue	1		1		2	1 Knight, 1 Unplayed ()	4

*Includes Longest Trade Route.



Hound Dog

Turn 3 Battle to Turn 4 Bidding
Turn 3 Battle, 10/8 Tuesday

Players

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

Turn 3

Battle Round

Hagga Basin

	Fremen	Harkonnens
Attack	None	Baliset
Defense	None	None
Leader	Stilgar (7)	Cheap Heroine (0)
Dial	3	0

Spice	0	0
Total	10	0

Stilgar betrays the Fremen! The Harkonnens win. Stilgar and all 10 of the Fremen tokens (2 Fedaykin) go to the tanks. The Harkonnens gain 7 spice for Stilgar and discard the Baliset and Cheap Heroine.

Spice Collection

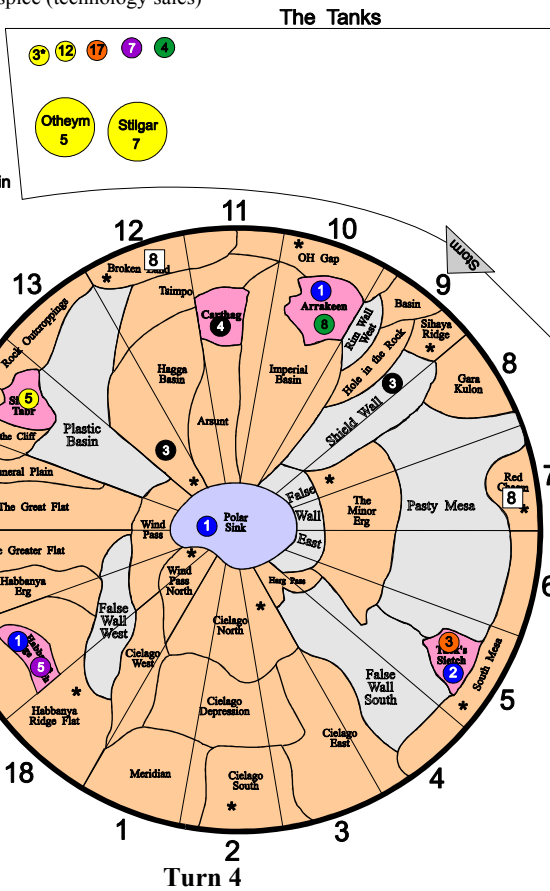
Atreides collect 10 spice (8 from The Minor Erg, 2 from Arrakeen)
Guild collects 1 spice (Tuek's Sietch)

Harkonnens collects 8 spice (6 from Hagga Basin, 2 from Carthag)

Ixians collect 10 spice (technology sales)

Key

- Tokens
- Spice
- Atreides
- Bene Gesserit
- Emperor
- Elite Sadaukar
- Fremmen
- Fremmen Fedaykin
- Guild
- Harkonnens
- Ixians
- Lansraad
- Bene Tleilaxu
- ⊗ Trap



Storm Movement

The storm moves 6 sectors to sector 9. 4 Atreides tokens in The Minor Erg are sent to the tanks. Turn 5 storm movement: sectors.

Spice Blow

8 spice in Red Chasm
 8 spice in Broken Land
 Turn 5 spice blow:

S.O.B.

Bidding

CHOAM Charity recipients: Bene Gesserit, Fremmen

6 cards are up for bid. Eligible bidders are: Atreides (2 cards), Bene Gesserit (1 card), Fremmen (2 cards), Guild (2 cards), Harkonnens (6 cards).

Cards are:

Notes

Thanks to Andy York for his unused standby orders for the Bene Gesserit.

Positions

- Atreides:** 8 tokens Arrakeen, 4 tokens in the tanks, 8 tokens off-planet
- Bene Gesserit:** 1 token Polar Sink, 1 token Arrakeen, 1 token Habbanya Ridge Sietch, 2 tokens Tuek's Sietch, 15 tokens off-planet
- Fremmen:** 5 tokens Sietch Tabr, 15 tokens (3 Fedaykin), Stilgar, Otheym in the tanks
- Guild:** 3 tokens Tuek's Sietch, 17 tokens in the tanks
- Harkonnens:** 4 tokens Carthag, 3 tokens Shield Wall (9), 3 tokens Hagga Basin (13), 10 tokens off-planet
- Ixians:** 5 tokens Habbanya Ridge Sietch, 7 tokens in the tanks, 8 tokens off-planet

Spice, Traitor(s), and Intrigue Cards

Robodog

Turn 8

Turn 9 due 11/19 Tuesday

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Anonobot	Move 1 (620)	Rotate Right (380)	Move 1 (500)	Rotate Left (350)	<i>Rotate Left (410)</i>
Cutter	Move 1 (630)	Move 2 (680)	Rotate Left (150)	Move 1 (560)	U-Turn (30)
Marvin	Rotate Left (90)	Move 2 (760)	Rotate Left (270)	U-Turn (60)	Move 3 (790)
Dalekbot	Move 2 (690)	Rotate Left (210)	U-Turn (20)	<i>Move 1 (580)</i>	<i>Move 1 (590)</i>
Predator	Shut down.				
Metal Mikey	Move 1 (650)	Rotate Right (360)	Rotate Right (240)	Rotate Right (180)	Move 2 (740)

Registers in italics are locked.

Cutter schedules a shut down for next turn.

Phase 1

Dalekbot moves ahead 2 to I15 (archive moved), Metal Mikey moves ahead 1 to A7, Cutter moves ahead 1 to K15, pushing Anonobot to K16, Anonobot moves ahead 1 to J16 (flag touched, archive moved), Marvin rotates left to face east. Conveyor belts: Cutter is moved to K17 and rotated to face west and Predator is moved to H14 and rotated to face east. The gear rotates Marvin to face north.

Phase 2

Marvin moves ahead 2 to G15, Cutter moves ahead 2 to I17, Anonobot rotates right to face north, Metal Mikey rotates right to face north, Dalekbot rotates left to face west. Conveyor belts: Cutter is moved to H16 and turned to face north and Predator is moved to J14. Dalekbot shoots Marvin, Anonobot shoots Predator, and the onboard laser shoots Cutter.

Phase 3

Anonobot moves ahead 1 to J15, Marvin rotates left to face west, Metal Mikey rotates right to face east, Cutter rotates left to face west, and Dalekbot makes a U-turn to face east. Conveyor belts: Cutter is moved to H14 and turned to face north and Predator is moved to K15 and turned to face south. Dalekbot shoots Anonobot and Anonobot shoots Predator.

Phase 4

Dalekbot moves ahead 1, which pushes Anonobot to K15 and Predator to L15, Cutter moves ahead 1 to H13, Anonobot rotates left to face north, Metal Mikey rotates right to face south, Marvin makes a U-turn to face east. The conveyor belt moves Anonobot to K17 and turned to face east. The gear rotates Dalekbot to face south. Marvin shoots Dalekbot.

Phase 5

Marvin dashed ahead 3 to J15, pushing Dalekbot to K15, Metal Mikey moves ahead 2 to A9, Dalekbot moves ahead 1 to K16, Anonobot rotates left to face north, and Cutter makes a U-turn to face south. Conveyor belts: Anonobot is moved to I17 and turned to face east and Dalekbot is moved to J17 and turned to face west. The gear turns Marvin to face south. Anonobot and Dalekbot shoot each other (each locks their fifth register) and Marvin shoots Dalekbot (4th register locked).

Cleanup

Cutter shuts down, repairing all damage.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Dave Hooton	Anonobot	Green		I17>E	1	1	5
2	Bill Scharf	Cutter	Peach		H13>S	1	2	0
3	Howard Bishop	Marvin	Grey		J15>S		3	4
4	Andy York	Dalekbot	Black	Abort Switch	J17>W		2	6
5	Chris Geggus	Predator	Yellow	Fire Control	L15>S		3	2
6	Brendan Whyte	Metal Mikey	Blue		A9>S	1, 2	2	2

Program Cards**Mirzam**

Turns 6.6 to 7.6

Turns 8.1 to 9.1 due 11/19 Tuesday

Turn 6

6th: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 2 2 3 6

Asteroid City West - A.

Picks up Relic Shield.

Turn 7

1st: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 4 5 6

R – Interstellar Biosphere.

Buys factory for \$160.

2nd: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 1 4 6

NC1 – B10 – NC1 – R – Y – R – Grand Port(o) – B – Greathome(o) – B – Goliath(o) – R.

3rd: Debbie Anderson (Eepeeep/Data Dancer) Rolls Used: 4 6 6

NC6 – Cobble Port(o) – R – Y – B – R – B – Y – B – R – B – R – A – Y – Grand Port(o) – R – Y.

4th: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 2

On the board:

1a (Nillis): Nothing

1b (Volois): 5 Voll Silk

2 (Graw): 2 Space Spice, Fare to 10 (\$120), Demand for Designer Genes (+\$40)

3 (Niks): 3 Mulch Wine, Demand for Bionic Perfume (+\$60), Living Toys

4a (Dell): 3 Finest Dust, Demand for Mulch Wine (+\$60), Fare to Base (\$180)

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

4c (Wraiths): 2 Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)

5 (Shenna): 2 Melf Pelts, 2 Demand for Finest Dust (+\$50)

6 (Yxklyx): 2 Demand for Melf Pelts (+\$50), 4 Immortal Grease, Fare to 4b

5

R20 – Terror Station(o) – Terror Station(s).

Sells Visible Holes for \$170 (from the cup: Fare to 4b at 6).

5th: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 3 * 3

R – B – R – Y – Galactic Base.

Delivers fare to Base for \$110 (from the cup: Fare to Base at 10). Picks up Fare to 4a.

6th: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 1 3 4 5

A – A – A – (Y20) – A.

Picks up Air Foil relic.

(\$120)

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

7b (Eepeeep): 3 Servo-Mechanism, 2 Demand for Immortal Grease (+\$50), 1 Demand for Finest Dust (+\$50), Pedigree Bolts

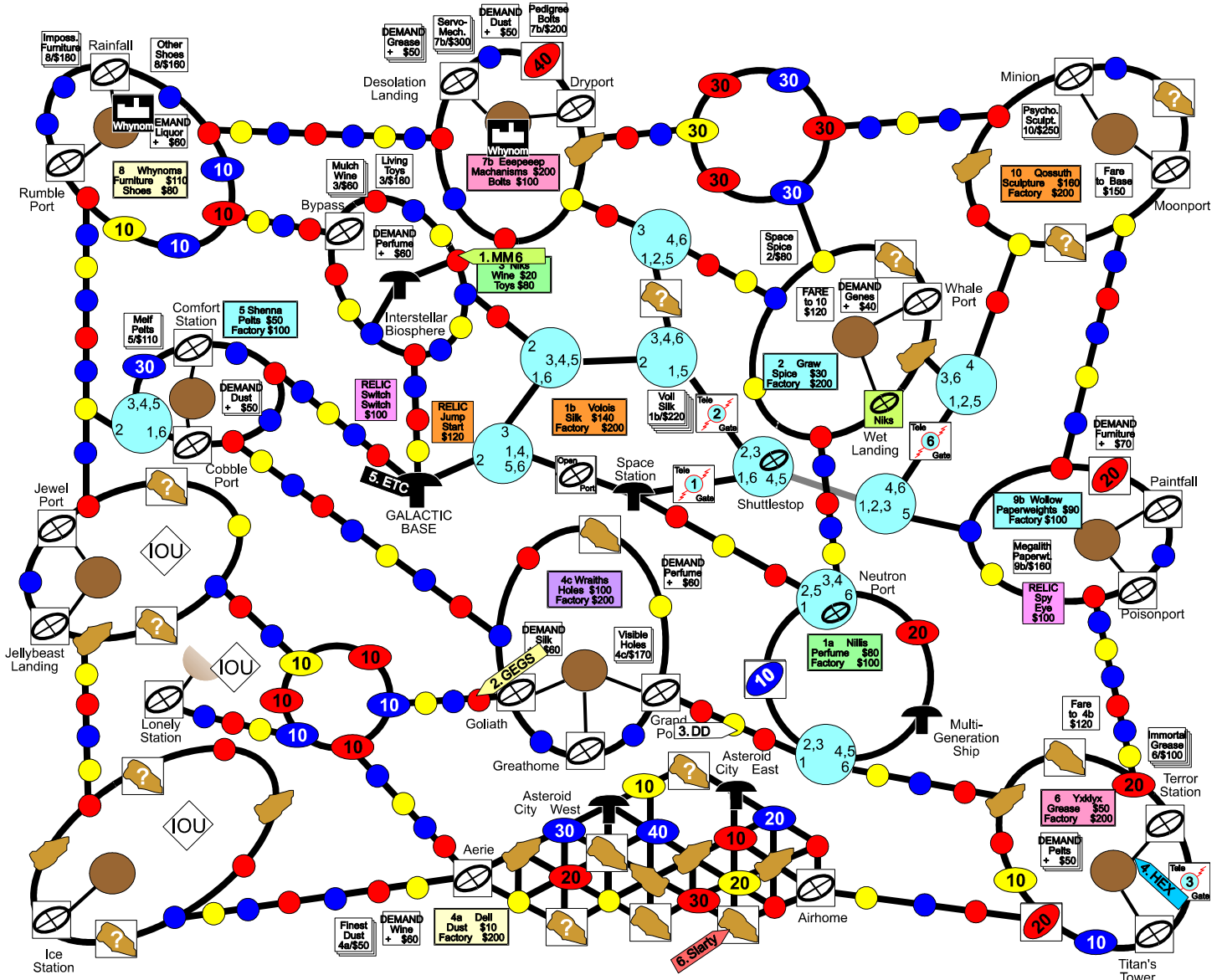
8 (Whynoms): 2 Impossible Furniture, Demand for Chicle Liquor (+\$60), Other Shoes

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

9b (Wollow): 2 Megalith Paperweight, Demand for Impossible Furniture (+\$70)

10 (Qossuth): 2 Psychotic Sculpture, Demand for Designer Genes (+\$60), Fare to Base (\$150)

Base: Relic Jump Start, Relic Switch Switch



1. Mystery Machine 6 \$103
Scout
8: 3 6 6 // 9: 2 3 5

Hold1	Hold2	Hull
Space Spice 2/\$80	Space Spice 2/\$80	
Wet Landing \$200	Niks \$200	

2. GEGS Scout \$9
8: 2 3 5

Hold1	Hold2	Hull
Space Spice 2/\$80		1a \$80
		Shield (\$60)
		10 \$120
		2 \$90

3. Data Dancer Scout \$40
8: 1 2 5

Hold1	Hold2	Hull
Melf Pelts 5/\$110	Melf Pelts 5/\$110	5 \$90

4. HEX Scout \$180
8: 1 5 5

Hold1	Hold2	Hull
Visible Holes 4c/\$170		RELIC Gate Lock \$100

5. ETC Needle \$124
8: 5 6 (use 1*3)

Hold1	Hold2	Hull
Mulch Wine 3/\$60	Fare to 4a \$140	3 \$80
Whynoms \$100	Eeeppeep \$100	

6. Startybarfast Clipper \$40
8 1 2 3 4

Hold1	Hold2	Hull
Finest Dust 4a/\$50	Fare to Base \$180	RELIC Yellow Drive \$80
		4a \$60
RELIC Air Foll \$80	Relic Shield (\$60)	RELIC Mulligan Gear \$120

Pick of the Litter
Turn 2, Phases IV-VI and Turn 3
Turn 3, Phases IV-VI and Turn 4, Phases I-III due 11/19 Tuesday
Turn 2

Operations

Red (Bishop) operates #43 (\$50, 1 silver), gains \$50 in passenger revenue, hires surveyor for \$400. **Orange** (Hooton) no operations.
Brown (Partridge) operates #57 (\$20, depletes), gains \$20 in passenger revenue. **Cyan** (Scharf) declines claim #90, operates #25 (\$60, depletes).
Blue (Anderson) operates #81 (\$40, 3 coal), #48 (\$40, 2 silver).

Determine Price Changes

Gold: Remains at \$275	Copper: +2 to \$240	Silver: Remains at \$200			
	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+1 to \$120	+1 to \$100	-1 to \$40	-1 to \$30	+1 to \$80
Coal:	Remains at \$60	-2 to \$30	Remains at \$30	Remains at \$40	Remains at \$60

Turn 3

Move Prospectors and Surveyors

Red (Bishop) surveys Pueblo to Canon City and Pueblo to Walsenburg, prospects passenger line 5. **Orange** (Hooton) surveys Lake Valley to Deming and Butte Junction to Socorro, prospects the deck.
Brown (Partridge) surveys Colorado Springs to Pueblo and Platte to Fairplay, prospects #89. **Cyan** (Scharf) surveys Provo to Thistle, prospects passenger line 2.
Blue (Anderson) surveys Salida to Gunnison, no prospecting

Dispute Resolution

None. Orange draws claim #32 (gold at Fairplay) and has first right of refusal. Red spends \$405, Brown spends \$460, Orange spends \$240, Cyan spends \$90, and Blue spends \$300.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$630	9		S, S, P+1
Dave Partridge	Brown	Denver	\$1,020	9		S, S+1, P
Dave Hooton	Orange	El Paso	\$740	9		S, S, P+1
Bill Scharf	Cyan	Salt Lake City	\$1,430	9		S, P+1
Debbie Anderson	Blue	Pueblo	\$1,120	9, 15		S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
43	Leadville	Red	Silver	3	\$50
57	Boulder	Brown	Lumber	1	Depleted
89	Walsenburg	Brown	Coal	N	\$30
97	Elizabethtown	Orange	Gold	3	\$40
104	Mogollon	Orange	Silver	N	\$50
25	Bingham	Cyan	Gold	2	Depleted
81	Crested Butte	Blue	Coal	7	\$40
48	Ouray	Blue	Silver	2	\$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
1	A	Denver – Boulder	\$20	Brown	
2	A	Salt Lake City – Provo	\$20	Cyan	

Available Claims

#	City	Type	Claim	Operation
87	Alamo	Coal	\$60	\$30
54	Steamboat Springs	Lumber	\$80	\$40

Available Trains

Type	# Available	Cost
9	1	\$80
15	5	\$120

#	City	Type	Claim	Operation
90	Trinidad	Coal	\$80	\$40
79	Bowie	Coal	\$80	\$40
91	Trinidad	Coal	\$60	\$30
74	Elk Springs	Coal	\$60	\$20
53	Lake City	Silver	\$60	\$30
32	Fairplay	Gold	\$100	\$50

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
7	A	Pueblo – Santa Fe	\$120	\$280	
4	A	El Paso – Deming	\$60	\$135	
15	B	Denver – Grand Jct.	\$270	\$435	2
8	A	Denver – Leadville	\$260	\$500	1
10	B	Denver – Aspen	\$130	\$250	
6	A	Santa Fe – Albuquerque	\$90	\$180	
11	B	Salt Lake City – Grand Jct.	\$140	\$310	3
14	B	El Paso – Albuquerque	\$220	\$405	

¹ Discard after 4 Leadville depletions

² Discard when 22 is taken. Good for \$270 toward card 22

³ Discard when 20 is taken. Good for \$140 toward card 20 or 21

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Dachshund**Turn 1, Phase 7 and Turn 2, Phases 1 through 3****Turn 2, Phases 4 through 6 due 10/8 Tuesday****Turn 1**Phase 7: Purchase Tokens

Venice buys 15 tokens

Barcelona buys 5 tokens

Genoa buys 14 tokens

Paris buys 11 tokens

Turn 2Phase 1: Draw Cards

Done

Phase 2: Buy Cards

None eligible

Phase 3: Play Cards**Barcelona** plays Cloth/Wine as Wine (Barcelona gains \$45, Paris gains \$20, shortage removed).**Paris** plays Stirrups and War on Genoa (Paris dr = 4+1, Genoa dr = 1). Paris Misery increases to 20, Genoa Misery increases to 20, and Genoa must cede 4 supportable areas of his choice to Paris.**Genoa** does not play any cards.**Venice** does not play any cards.The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Cards	Ships	Advances
Chris Geggus	Paris	20	11	\$48	2	6+4	1		I
Jack McHugh	Venice	0	15	\$19	4	1	3		N
Martin Burgdorf	Genoa	20	14	\$21	3	5-4	3	2	N
Bob Robles	Barcelona	0	5	\$81	1	7	5		I

Players are listed in reverse tie breaking order.

Notes

Stirrups in effect for Paris.

Commodity Log

Commodity	Chris	Bob	Jack	Martin
Stone (2)	2	1	--	2
Wool (3)	--	2	--	--
Timber (4)	--	--	--	--
Grain (5)	1	--	--	--
Cloth (6)	--	--	1	2
Wine (7)	1	2	--	--
Metal (8)	1	1	--	1
Fur (9)	1	--	--	--
Silk (10)	--	1	--	--
Spice (11)	--	--	--	--
Gold (12)	--	--	--	--
Ivory (12)	--	--	--	--

CardsShortage, Surplus**Akita****Initial Placement, Round 2****Deadline Turns 1.1 to 2.1 Tuesday, November 19****Martin** places at C15, road at C15-C14, gains lumber, wool, and brick**Dave** places at C10, road at C10-C9, gains wool and 2 brick**Andy** places at F14, road F14-F13, gains grain, lumber, and ore**Chris** places at E15, ship E15-E16, gains 2 lumber**Ron** places at G13, road G15-G14, gains wool and 2 oreDice RollsTurn 1

Ron: 7

Chris: 3

Andy: 7

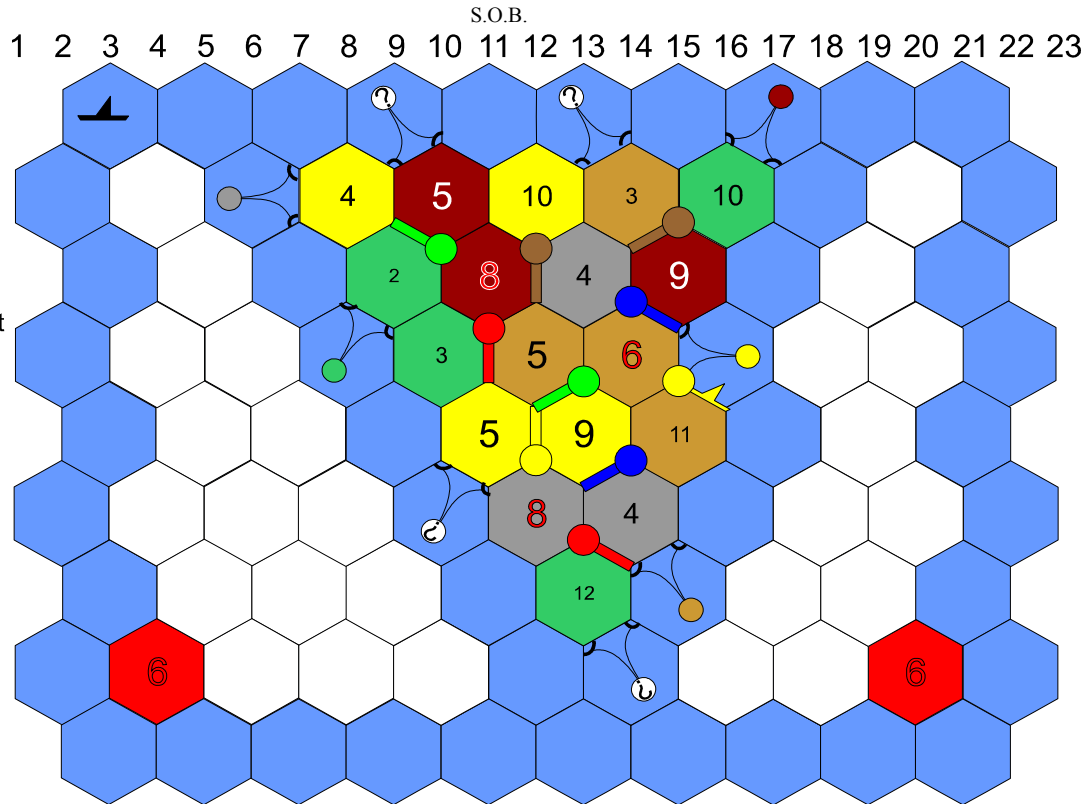
Dave: 5

Martin: 5

Turn 2

Ron: 6

A
B
C
D
E
F
G
H
I
J



- Pirate
- Ship
- Robber
- Road Segment
- Village
- City
- Fields/Wheat
- Forest/Lumber
- Pasture/Sheep
- Hills/Bricks
- Mountains/Ore
- Wasteland
- Gold Field
- Undiscovered

Players

Player	Color	Grain	Wool	Lumber	Brick	Ore	Development Cards	VP
Ron Fisher	Red		1			2		2
Chris Geggus	Yellow			2				2
Andy York	Blue	1		1		1		2
Dave Partridge	Green		1		2			2
Martin Burgdorf	Brown		1	1	1			2

Newfoundland

Turn 2

Planning

Portuguese buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
French buy 6 soldiers (\$60) and maintains 5 ships (\$20) for \$80.
Swedes buy 2 soldiers (\$20) and maintains 4 ships (\$16) for \$36.
English buy 4 soldiers (\$40) and 1 ship (\$12) and maintains 3 ships (\$12) for \$64.
Spanish buy 7 soldiers (\$70) and maintain 4 ships (\$20) for \$90.
Dutch buy 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.

Outbound Naval Movement

Portuguese Move to N. Dice: 1, 2, 3, 4. Loses 1 soldier.
French Move to K. Dice: 1, 3, 3. No losses.
Swedes Move to R. Dice: 1, 2, 2, 4. Loses 1 ship with 2 colonists plus 1 soldier.
English Move to H. Dice: 1, 1, 2. Lose 1 colonist.
Spanish Move to M. Dice: 4, 4, 6, 6. No losses.
Dutch Move to O. Dice: 1, 5, 6. Loses 1 ship containing 1 soldier and 1 colonist, plus an additional soldier.

Land Movement

Portuguese move 4 colonists and 3 soldiers into area N.
French move 4 colonists and 6 soldiers into area K.
Swedes move 1 soldier and 2 colonists into area R.
English move 2 soldiers and 1 colonist from H to C (it is a climate 2 area with 1

native) and 4 soldiers and 3 colonists into area H.
Spanish move 1 soldier from L to I (it is a climate 3 area with 1 site and 2 natives), 3 colonists and 7 soldiers into area M. It is a vacant climate 3 area.

Native Combat

Portuguese: 3 soldiers and 1 native killed in N. **French:** 3 soldiers and 3 natives killed in K. **Spanish:** 1 soldier killed in I, 2 soldiers and 2 natives killed in L.
Dutch: 2 natives and 1 soldier killed in O.

Native Uprisings

Climate is a 4. Uprising in H: no colonists lost.

Survival

Climate is a 6.
 No losses.

Political Control

Portuguese gain political control of N. **Dutch** gain political control of O.

Homebound Naval Movement

Portuguese: Dice: 2, 1, 6, 6. No losses.
French: Dice: 2, 5, 6. No losses.
Swedes: Dice: 2, 4, 5, 5. No losses.
English: Dice: 3, 3, 4. No losses.

Spanish: Dice: 2, 4, 4, 5. No losses.

Dutch: Dice: 2, 3, 5. No losses.

Income

Portuguese: Political Control: \$40, resources: \$6.

French: Political Control: \$40, resources: \$8.

Swedes: Political Control: \$40, resources: \$6.

English: Political Control: \$40, resources: \$13.

Dutch: Political Control: \$40, resources: \$5.

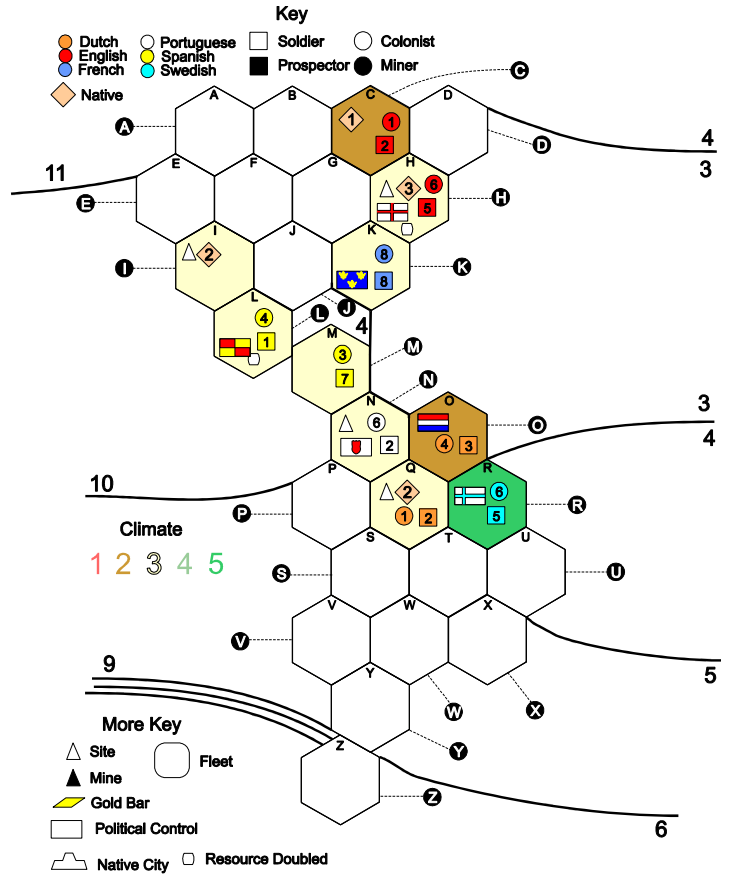
Spanish: Political Control: \$40, resources: \$11.

Turn 3 Initiative

Spanish, French, Portuguese, Dutch, Swedes, English

Swedish attitude is (dr = 9 - 1 = 8) Exploration.

S.O.B.



Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Martin Burgdorf	\$108	16	4	4
Dutch	Dave Partridge	\$83	16	3	4
French	Dave Hood	\$52	12	5	4
Portuguese	Bob Robles	\$84	14	4	4
Spanish	Andy York	\$62	12	5	3
Swedes	Non-Player	\$92	16	3	4



Addresses

Dave Anderson	Forest Cole	Geoff Kemp	Cary Nichols	Mike Scott
Debbie Anderson	11210 Montverde Ln	ggeoff510@aol.com	756532-938 South FM1673	4040 E. Piedmont Dr.
20832 Tuck Rd., Site 32	Houston, TX 7099	Doug Kent	Snyder, TX 79549-8812	Space 61
Farmington Hills, MI 48336	simply4est@yahoo.com	diplomacyworld@yahoo.com	Walt O'Hara	Highland, CA 92346
(248) 473-7482	Simply4est@aol.com	Robert Koehler	hussar@hotmail.com	mikesmag2@jsbcglobal.net
ravenclawnerdz@sbcglobal.net	Caleb Cousins	rkhoeler@triad.rr.com	Dave Partridge	(909) 864-4343
andersond4@michigan.gov	96 Cedar St. #4	Andy Lewis "Marmaduke"	15 Woodland Drive	Gina Teh
Howard Bishop	Bangor, ME 04401	16 Gossling Dr.	Brookline NH, 03033	lone_hammy@yahoo.com.sg
43 Guinions Road	(207) 941-8568	Lewes, DE 19958	rebhuhn@rocketmail.com	Richard Weiss
High Wycomb HP13 7NT UK	caleb_cousins@umit.maine.edu	Alewis161@hom.com	James Pratt	richardweiss@higherquality.com
latics@globalnet.co.uk	Chris Geggus "Davey Boy	(302) 644-1984	prattjames1960@yahoo.com	Brendan Whyte
John Boardman	Smith"	Michael Longdin	Berend Renken	Assistant Map Curator
Unit 508, 5820 Genesis Lane	10 Talbrook, Brentwood	michasel.longdin@virgin.net	P.O. Box 249	Map Section
Frederick, MD 21703-5103	Essex, CM14 4PY, UK	Michael Lowrey	Roy, WA 98580-0249	National Library of Australia
Jim Burgess	Geggus@sky.com	6903 Kentucky Derby Drive	berend02@aol.com	Paarkes, ACT 2600 Australia
664 Smith St.	Ron Fisher	Charlotte, NC 28215	Paul Risner	obiwonfive@hotmail.com
Providence, RI 02908-4327	skylark3@charter.net	Mlowrey@infionline.net	10325 NW 63rd Dr.	Kevin Wilson
jfburgess@gmail.com	Pasquale Giovine	(704) 569-4269	Parkland, FL 33076	4758 Doncaster Ct.
Eric Brosius	Via Osanna N.2/e	Brad Martin	goeben@aol.com	Long Grove, IL 60047
53 Bird St.	I-89127 Reggio Calabria, Italia	180 Peninsula Road	Jerry Roalstad	ckevinw@comcast.net
Needham, MA	giovine@unirc.it	Maylands 6051	Gerald.roalstad@ang.af.mil	Andrew York "Greyhound"
Public.brosius@comcast.net	Dave Hood	Western Australia	Bob Robles "Howler"	P.O. Box 201117
Colin Bruce	dhood@phd-law.com	Australia	67 Tara Rd.	Austin, TX 78720-1117
30 Almoners' Avenue	Dave Hooton	Westfront@westfront.com.au	Orinda, CA 94563	wandrew88@gmail.com
Cambridge, CB1 8PA, England	hootond@yahooc.com	Jack McHugh	Rlroble5@comcast.net	Paul Zieske
furyofthenorthmen@btopenworld.com	Dale Horsely	jwmchughjr@gmail.com	(510) 254-6354	zieskep@juno.com
Dennis Cain "Red Dog"	dale.horsely@yahoo.com	Lynn Mercer	Bill Scharf "Doge"	
1218 N. 3 rd St.	Tom Howell "Whippet"	hancockfc@yahoo.com	4814 Walnut Grove Ave.	
Quincy, IL 62301-1727	365 Storm King Road	Ward Narhi	Rosemead, CA 91770	
(217) 223-2284	Port Angeles, WA 98363	521 Moreley	(626) 286-4428	
iamthedbear@sbcglobal.net	off-the-shelf@olympus.net	Akron, OH 44320	bear-hugs@sbcglobal.net	
	(360) 928-9698	lurkertv@hotmail.com	Bogislaw von Shcoenfeldt	
		(330) 835-4013	coldcomfort@gmx.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, 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, Brad Martin **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, Brad Martin **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus, Brad Martin **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus, Brad Martin

Standby Calls

None this issue!