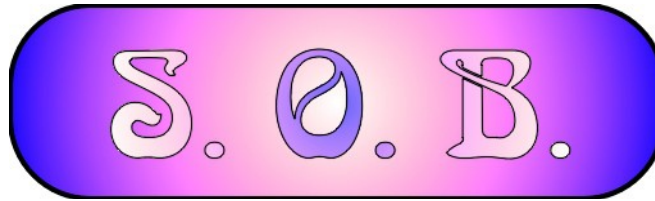


Number 197



July, 2014

Notes from Hades

School is out now for the boys, so we are into our summer activities. This week, they are at Boy Scout Sea Base day camp, and they are at Boy Scout Camp in two weeks. We have also started volunteering at the Aquarium of the Pacific in Long Beach as education volunteers. This means that we work the various exhibits like the touch pools and interact with the guests. We've done all the training and had one shift where we shadowed a more experienced volunteer, and it was a lot of fun.

We have one game ending this time around: Bolognese. The Pisan player finally ended this one. Congratulations to him on a well-played game. Dogleg will be starting up next time to replace it. Only four players are signed up, so there is still plenty of room.

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

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Game Openings

Dogleg. Machiavelli. This game will start after the next Machiavelli game finishes. Have Bob Robles(\$), Brendan Whyte(\$), Martin Burgdorf(\$), Kevin Wilson(\$), will take up to 3 more. **Starts next issue!**

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.

Sly Dog. Kremlin. Have Chris Geggus(\$), Bill Scharf(\$), Bob Robles(\$), Howard Bishop, will take up to 2 more.

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

Working Dog. Agricola. An abstract game of building a farm. It will be run via email. Have Chris Geggus(\$), Dave Hooton, Richard Weiss, will take up to 2 more.

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* and *Rebel vs. Imperium* expansions. Have Bill Scharf, Christopher Hunt, will take up to 4 more.

Outpost. Have Bill Scharf, Michael Lowrey, Dave Hooton, Howard Bishop, will take up to 6 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, Christopher Hunt, will take up to 3 more.

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

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, Brendan Whyte, Howard Bishop, will take up to 5 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, Christopher Hunt, will take up to 2 more. Game fee waived for this game.

Age of Renaissance. Will be run via email. Have Christopher Hunt, will take 5 more.

History of the World. Will start after Shaggy Dog ends. Will take up to 7.

New World. Will start after Newfoundland ends. Will take up to 6.

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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cerberus@sob-zine.org

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

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

Bolognese

Fall 1059

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

Miller Number 2010Dpw23 (gunboat)

Deadline for End of Game Statements 8/5 Tuesday

Pisa establishes effective control over Italy, eliminating the Holy Roman Empire and the Normans, and leaving the Byzantines and Venice to divide the rest.

Expenditures

Pisa counterbribes A Turin for 3 ducats

Orders

BYZANTINES : F (EM) AQUILA supports F Upper Adriatic to Ancona, F Upper Adriatic to ANCONA, F Istria to UPPER ADRIATIC, F BARI supports F Ancona, F LOWER ADRIATIC to Ionian Sea, F ALBANIA to Lower Adriatic, F DURAZZO supports F Lower Adriatic to Ionian Sea

HOLY ROMAN EMPIRE : A Pavia supports A Fornova (cut, DISLODGED, retreat garrison, OTB), A FORNOVA supports A Pavia

NORMANS : A Naples holds (DESTROYED), G NAPLES supports A Naples

PISA : A Montferrat to PAVIA, A (EM) TURIN supports A Montferrat to Pavia, A Bologna to MODENA, A LUCCA supports A Bologna to Modena, A Urbino to BOLOGNA, A FLORENCE supports A Urbino to Bologna, A Spoleto

to URBINO, A Ancona supports A Spoleto to Urbino (cut, DISLOGGED, retreat Spoleto, garrison, OTB), A Capua to NAPLES, F GENOA supports A Bologna to Modena, F TYRRHENIAN SEA supports A Capua to Naples, F SALERNO supports F Capua to Naples, F Gulf of Naples to OTRANTO, F IONIAN SEA supports F Gulf of Naples to Otranto (cut), F PALERMO supports F Ionian Sea, G MODENA supports A Bologna to Modena A COMO to Pavia, A MILAN supports A Parma, A PARMA supports A Modena, A Bergamo to CREMONA, A Verona to BERGAMO, A MANTUA supports A Modena, A FERRARA to Bologna, A Modena besieges (DESTROYED), F Venice to PADUA

VENICE ☐:

Your treasury:

Notes

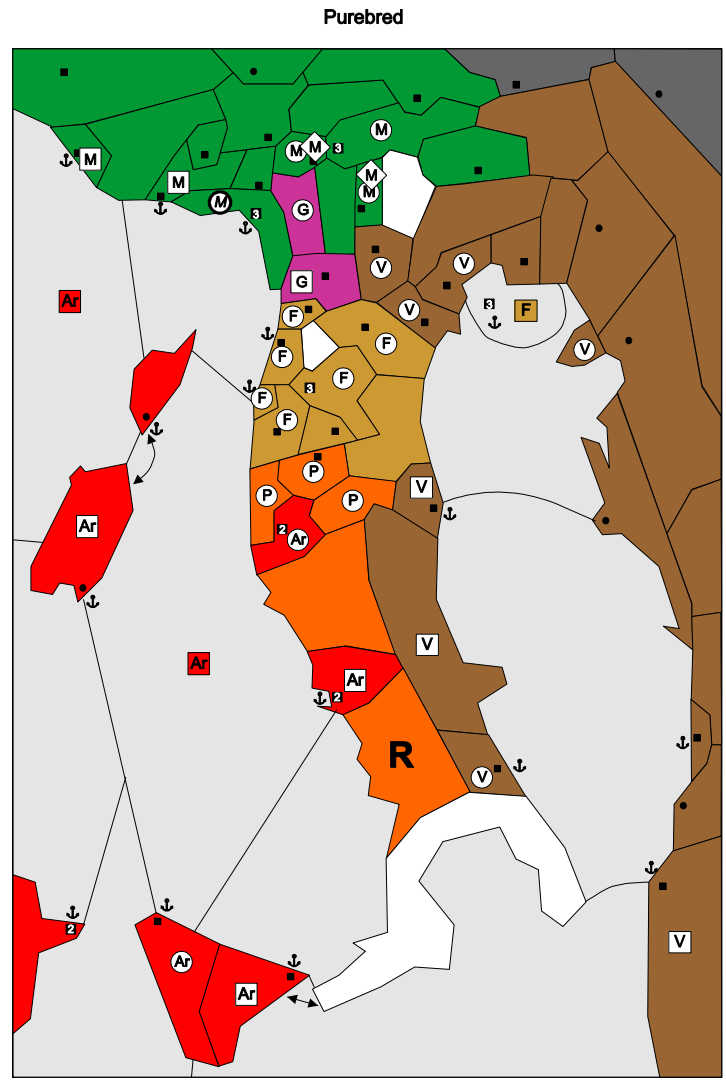
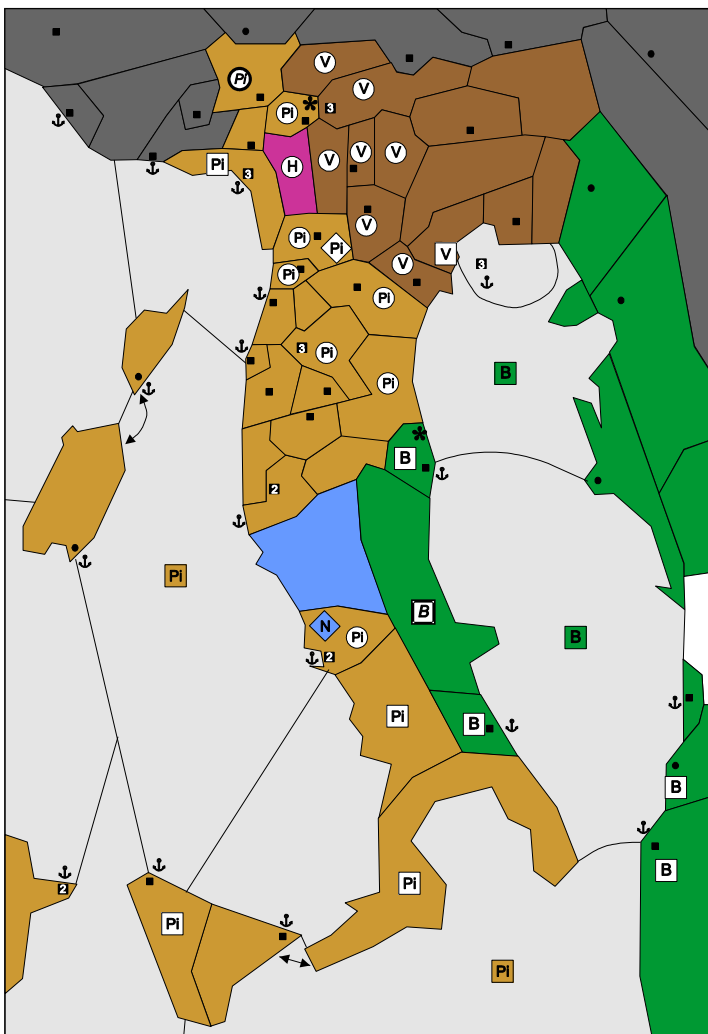
The standby is the new player for the Byzantines. Also, regardless of retreats, Pisa Bolognese

controls 18 cities, and thus satisfies the Ultimate Victory conditions and wins the game! Congratulations to Pisa. For purposes of control, I am assuming that the Holy Roman Empire and Pisan armies retreat to garrison. If not, submit an alternate retreat order with your end of game statements. Player identities will be revealed with the End of Game Statements.

Game Summary

	'51	'52	'53	'54	'55	'56	'57	'58	'59	'60
Byzantines:	3	4	7	7	6	8	8	8	7	8*
Holy Roman Empire:	3	5	5	5	6	5	6	5	2	0
Normans:	1	3	4	4	2	1	1	1	1	0
Papacy:	3	4	5	5	5	6	4	2	0	0
Pisa:	3	5	7	9	10	10	11	11	17	18*
Venice:	3	5	7	6	7	6	6	6	8	8

* Depends on retreats



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

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

Purebred

Winter 1258

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Spring 1258 8/5 Tuesday

A pause for building.

Outstanding Debt

Fall 1258: 2 ducats due from Florence (1 borrowed)

Builds

		Cost
Aragon	Maintains all, builds A Palermo, F Sardinia	21
Florence	Maintains all, builds A Pisa, A Piombino	18

Genoa	Maintains A Fornova, F Modena	6
Milan	Maintains all, builds A Milan, G Pavia, G Cremona	27
Papacy	Maintains A Patrimony, A Perugia, A Spoleto, no new builds	9
Venice	Maintains all, no new builds	24

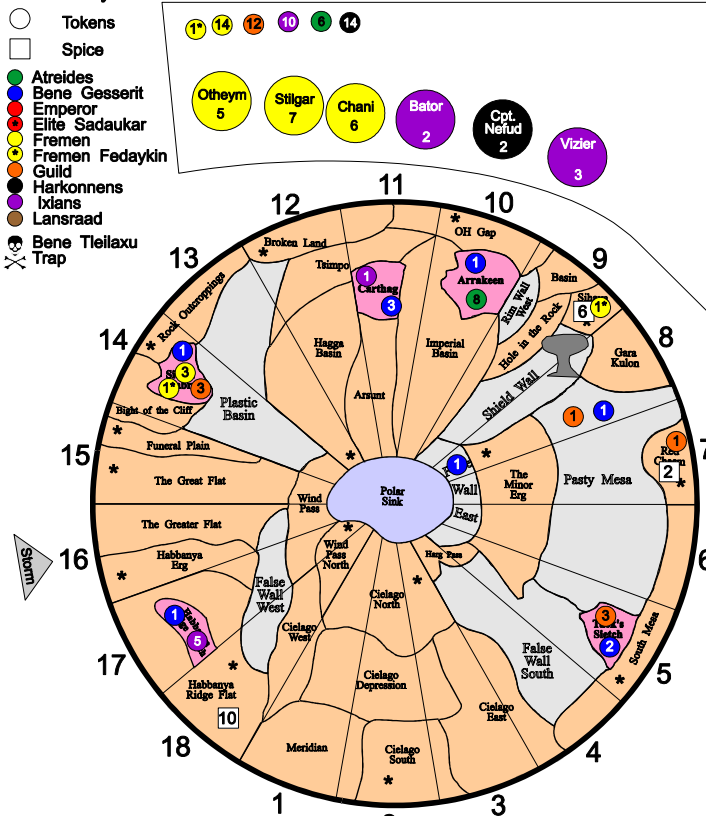
Hound Dog

Turn 6 Bidding to Battle

Turn 6 Battle, 8/5 Tuesday

Players

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



Turn 6

Spice Blow

Fremen ride the Worm from Cielago North to Siyaha Ridge
 Fremen do not place the second Worm

Bidding

- CARD 1 () goes to the Ixians for 3 spice.
- CARD 2 () goes to the Guild for 2 spice.
- CARD 3 () goes to the Guild for 2 spice.
- CARD 4 () goes to the Harkonnens for 2 spice (extra card:)
- CARD 5 () goes to the Fremen for 2 spice
- CARD 6 () goes to the Harkonnens for 1 spice.

Revival and Movement

Guild choose to go last. Bene Gesserit coexist everywhere.

Revival

- Atreides revive 2 tokens
- Bene Gesserit revive 1 token
- Fremen revive 3 tokens (1 Fedaykin)
- Guild revive 3 tokens (4 spice paid)
- Harkonnens revive 3 tokens (2 spice paid)
- Ixians revive 2 tokens

Shipping

- Fremen ship 3 tokens (1 Fedaykin) to Sietch Tabr
- Guild ship 3 tokens to Sietch Tabr (Bene Gesserit accompany)

Movement

- Guild move 1 token from Red Chasm to Pasty Mesa (8)

Battle

Fremen versus Guild in Sietch Tabr. Fremen are the aggressors. Available leaders: Fremen: Shadout Mapes, Jamis; Guild: all.

Positions

- Atreides: 6 tokens in the tanks, 8 tokens Arrakeen, 6 tokens off-planet
- Bene Gesserit: 1 token False Wall East (8), 1 token Pasty Mesa (8), 1 token Arrakeen, 3 tokens Carthag, 1 token Habbanya Ridge Sietch, 2 tokens Tuek's Sietch, 1 token Sietch Tabr, 10 tokens off-planet
- Fremen: 4 tokens (1 Fedaykin) Sietch Tabr, 1 token (Fedaykin) Sihaya Ridge, 15 tokens (1 Fedaykin), Stilgar, Chani, Otheym in the tanks
- Guild: 3 tokens Tuek's Sietch, 1 token Red Chasm, 1 Pasty Mesa (8), 12 tokens in the tanks, 3 tokens Sietch Tabr
- Harkonnens: 14 tokens, Cpt. Nefud in the tanks, 6 tokens off-planet
- Ixians: 5 tokens Habbanya Ridge Sietch, 1 token Carthag, 10 tokens, Bator, Vizier in the tanks, 4 tokens off-planet

Spice, Traitor(s), and Intrigue Cards

Mirzam

Turns 16.6 to 18.6

Turns 19.1 to 21.1 due 8/5 Tuesday

Turn 16

6th: Ron Fisher (Qossuth/Slartybarfast) Rolls Used: 5 5 6 6

Jewel Port(o) – B – Jellybeast Landing(o) – A – (Y) – R – B – (Y) – R – A – Ice Station(p).

Sells Impossible Furniture for \$180 (from the cup: Immortal Grease at 6). Buys 2 Designer Genese for \$120. ETC gains \$30 in port commissions.

Turn 17

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

Y – B – R – Galactic Base – Y – R – B – R – B – Interstellar Biosphere.

Buys Agent for \$60.

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

5 6

Open Port – B – Y – A – R – B – Y – NC1 – Cobble Port(p).

Sells Primitive Art for \$160 (from the cup: Megalith Paperweights at 9b).

Buys Factory for \$100 and Pet Monsters for \$80. Receives \$40 in factory commissions. MM6 receives \$34 in port commissions.

3rd: Debbie Anderson (Eeepeep/Data Dancer) Rolls Used: 1 2 5

Ice Station(p) – Y20 – B – Y – B – R – B – R.

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

6

Whale Port(s).

Sells Psychotic Sculpture for \$250 (from the cup: Demand for Wine at 5).

Buys 2 Space Spice for \$60.

5th: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 5 6

Aerie – (Y) – R – B – R – B – (Y) – B – (Y20) – Ice Station(p).

Sells Chicle Liquor for \$90 plus \$120 demand (from the cup: Demand for

Dust at 7a and Psychotic Sculpture at 10). Sells Chicle Liquor for \$90 plus

\$60 demand (from the cup: Demand for Wine at 4a and Space Spice at 2).

Sells Chicle Liquor for \$90 (from the cup: Chicle Liquor at 7a). Buys 3

Deisngier Genes for \$180. Receives \$63 in port commissions.

6th: Ron Fisher (Qossuth/Slartybarfast) Rolls Used: 1 2 3 4

Ice Station(p) – Jump Start to TeleGate 4 – Moonport(o) – Moonport(s).

Sells Designer Genes for \$120 plus \$60 demand (from the cup: Fare to 2 at

Base and Immortal Grease at 6). Buys Moonport for \$200.

Turn 19

1st: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 3 4 5

Interstellar Biosphere – B – R – B – R – Y – Galactic Base.

Drops off Fare for \$140 (from the cup: Immortal Grease at 6). Agent buys a Scow for \$260. Picks up Fare to 9a.

2nd: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 1 3

4 5

Cobble Port(p) – R – B – R – B – Y – B – R – Galactic Base – NC5 – Open Port.

Sells Other Shoes for \$160 (from the cup: Mulch Wine at 3). Buys Factory

for \$200 and Canned Traits for \$120. Gains \$60 in factory commissions.

3rd: Debbie Anderson (Eeepeep/Data Dancer) Rolls Used: 1 4 5

R – Y – Aerie – Y – Open Port.

Buys Finest Dust for \$10.

4th: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 3 4

6

Whale Port(s) – Whale Port(o) – TeleGate 5 – TeleGate 4 – Terror

Station(o) – Terror Station(s).

Trades Scout in for \$30 credit and with \$90 cash buys a Clipper.

5th: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 6 6

Ice Station(p) – A – R – (Y) – B – R – (Y) – A – Jellybeast Landing(o) – B

– Jewel Port(o) – R – B – (Y) – NC6 – Cobble Port(p).

Buys Comfort Station for \$200. Mystery Machine 6 receives \$20 in port

commissions.

6th: Ron Fisher (Qossuth/Slartybarfast) Rolls Used: 2 3 3 4

Moonport(s) – Moonport(p) – (Y) – ? (it's a B30 penalty marker) – (Y) –

R – NC3 – A – Whale Port(o) – Whale Port(s).

Sells Designer Genes for \$120 plus \$80 demand (from the cup: Fare to Base

at 4a and Mulch Wine at 3). Buys Whale Port for \$200 and picks up Fare to

10.

1a. Mystery Machine 6 \$301
Scout
19: 1 5 6 // 20: 1 2 3 // 21: 2 2 2
Hold1 Hold2 Hull

Fare to 9a \$110
Shield (\$60)
Wet Landing \$200
Niks \$200
Cobble Port \$200
RELIC Switch Switch \$100

1b. Mystery Machine 7 \$260
Scow
19: 1 3 4 5//20: 1 4 4 4//21: 4 5 5 6 (use 2)
Hold1 Hold2 Hold3 Hold4 Hull

2. GEGS \$239
Clipper
19: 1 1 2 2 // 20: 1 1 4 4
Hold1 Hold2 Hull

Canned Traits 1b/\$240
Pet Monsters 5/\$150
Shield (\$60)
1a \$80
2 \$90
Shenna \$100
Volois \$200
10 \$120

3. Data Dancer \$440
Scout
19: 1 1 5 // 20: 1 3 4
Hold1 Hold2 Hull

Finest Dust 4a/\$50
Finest Dust 4a/\$50
300

4. HEX \$500
Clipper
19: 3 5 6 6 // 20: 1 2 4 5
Hold1 Hold2 Hull

Space Spice 2/\$80
Space Spice 2/\$80
RELIC Gate Lock \$100
RELIC Spy Eye \$100

6. Slartybarfast \$250
Clipper
19: 4 4 5 6 // 20: 4 2 3 3 3
Hold1 Hold2 Hull

Fare to 10 \$120
Whale Port \$200
Human \$100
Moonport \$200
RELIC Air Foll \$80
RELIC Auto Pilot 4 \$80
Relic Shield (\$60)
RELIC Mulligan Gear \$120
RELIC Yellow Drive \$80
4a \$60
7a \$60
8a \$60

5. ETC \$198
Merchantman
19: 1 1 1 // 20: 1 1 6 (use 2)
Hold1 Hold2 Hold3 Hold4 Hull

Designer Genes 9a/\$120
Designer Genes 9a/\$120
Designer Genes 9a/\$120
Yellow Drive (\$80)
Shield (\$60)
Comfort Station \$200
Whynoms \$100
Eeepeep \$100
Ice Station \$200
Lonely Station \$200

Orange (Hooton) operates #32 (\$50, depletes), #105 (\$40, 4 silver), #97 (\$40, 3 gold), #104 (\$50, 4 silver), #62 (\$30, 2 lumber), #102 (\$40, 1 silver), delivers 2 lumber from Taos to Santa Fe for \$160, gains \$280 in passenger revenues.

Cyan (Scharf) no operations, gains \$20 in passenger revenues.

Blue (Anderson) no operations, sells 3 coal from Crested Butte to Denver for \$300

Determine Price Changes

Gold: -1 to \$250

Copper: +1 to \$400

Silver: +5 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-2 to \$80	+2 to \$200	+1 to \$160	+2 to \$120	+2 to \$100
Coal:	-2 to \$60	+1 to \$80	+2 to \$40	Remains at \$120	+1 to \$100

Turn 9

Move Prospectors and Surveyors

Red (Bishop) surveys South Fork to Pagosa Springs and Santa Fe to Lamy, prospects passenger line 7 and #60

prospects passenger line 13

Brown (Partridge) surveys Leadville to Aspen, no prospecting

Cyan (Scharf) surveys Mack to Grand Junction, no prospecting.

Orange (Hooton) surveys Taos to Elizabethtown and Silver City to Pinos Altos,

Blue (Anderson) no prospecting or surveying

Dispute Resolution

No disputes. Red spends \$680, Brown spends \$360, Orange spends \$620, and Cyan spends \$40.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$3,025	9, 15, 24		S, S, P+1, P
Dave Partridge	Brown	Denver	\$695	9, 24		S, S+2, P
Dave Hooton	Orange	El Paso	\$250	9, 24		S, S, P+2
Bill Scharf	Cyan	Salt Lake City	\$410	9, 15		S, P
Debbie Anderson	Blue	Pueblo	\$310	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	0	\$30
60	Pagosa Springs	Red	Lumber	N	\$20
57	Boulder	Brown	Lumber	1	Depleted
89	Walsenburg	Brown	Coal	6	\$30
87	Alamo	Brown	Coal	5	\$30
97	Elizabethtown	Orange	Gold	6	\$40
104	Mogollon	Orange	Silver	4	\$50
105	Silver City	Orange	Silver	7	\$40
62	Taos	Orange	Lumber	0	\$30
102	Hillsboro	Orange	Silver	1	\$40
81	Crested Butte	Blue	Coal	6	\$40
48	Ouray	Blue	Silver	2	Depleted
79	Bowie	Blue	Coal	3	\$40
53	Lake City	Blue	Silver	N	\$30
82	Crested Butte	Blue	Coal	N	\$20
85	Canon City	Blue	Coal	N	\$30

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
8	A	Denver – Leadville	\$260	Red	1
7	A	Pueblo – Santa Fe	\$120	Red	
1	A	Denver – Boulder	\$20	Brown	
9	B	Denver – Leadville	\$120	Brown	
4	A	El Paso – Deming	\$60	Orange	

Available Trains

Type	# Available	Cost
9	1	\$80

#	Type	Route	Payoff	Owner	Notes
14	B	El Paso – Albuquerque	\$220	Orange	
13	B	El Paso – Santa Fe	\$140	Orange	
2	A	Salt Lake City – Provo	\$20	Cyan	

¹ Discard after 3 more Leadville depletions

Available Claims

#	City	Type	Claim	Operation
54	Steamboat Springs	Lumber	\$80	\$40
74	Elk Springs	Coal	\$60	\$20
76	Craig	Coal	\$80	\$20
56	Hot Sulphur Springs	Lumber	\$60	\$30
123	Gallup	Coal	\$60	\$40
114	McGaffey	Lumber	\$40	\$30
92	Raton	Coal	\$80	\$40
113	Porter	Lumber	\$60	\$30

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
16	B	Salt Lake City – Grand Jct.	\$250	\$465	3
18	C	Gallup – Santa Rosa	\$500	\$660	
15	B	Denver – Grand Jct.	\$270	\$435	1
22	C	Denver – Salt Lake City	\$800	\$1,100	
10	B	Denver – Aspen	\$130	\$250	
6	A	Santa Fe – Albuquerque	\$90	\$180	
11	B	Salt Lake City – Grand Jct.	\$140	\$310	2
24	C	Denver – El Paso	\$1000	\$1,380	

¹ Discard when 22 is taken. Good for \$270 toward card 22

² Discard when 20 is taken. Good for \$140 toward card 20 or 21

³ Discard when 22 is taken. Good for \$250 toward card 22.

15	3	\$120
24	5	\$200
42	8	\$320

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

S.O.B.

Die +3	4	\$80
Die +4	5	\$140

Newfoundland

Turn 8

Deadline, Turn 9, Tuesday, August 5

Planning

Spanish buy 5 soldiers (\$50) and maintain 4 ships (\$16) for \$66.
Dutch buy 4 soldiers (\$40) and 2 ships (\$24), and maintain 2 ships (\$8) for \$72.
English buy 10 soldiers (\$100) and 4 ships (\$48), and maintain 3 ships (\$12) for \$160.
Portuguese buys 4 soldiers (\$40) and maintains 4 ships (\$16) for \$56.
French maintain 5 ships (\$20) for \$20.
Swedes buy 6 soldiers (\$60) and 1 ship (\$12) and maintains 4 ships (\$16) for \$88.

Outbound Naval Movement

Spanish Move to L. Dice: 3, 4, 5, 6. No losses.
Dutch Move to R. Dice: 1, 1, 4, 4. Loses 1 colonist and 1 soldier.
English move to H. Dice: 2, 3, 5. No losses, drops off 4 soldiers. Moves to N. Dice: 6, 6. No losses.
Portuguese Move to Y. Dice: 1, 1, 2, 5, 6. Loses 1 ship containing 1 soldier and 1 colonist, and 2 soldiers and 1 colonist in addition.
French Move to K. Dice: 3, 6, 6. No losses.
Swedes Move to R. Dice: 2, 3, 4, 6. No losses.

Mining

English mine 1 gold in H (mine depletes). **French** loot 4 gold in G. **Spanish** mine 1 gold in I (mine depletes). **Portuguese** mine 1 gold in N. **Dutch** mine 1 gold in Q (mine depletes). **Swedes** loot 2 gold in T and mine 1 gold in X.

Discovery

None.

Land Movement

Spanish moves gold L to fleet and from I to L, 1 soldier and 6 colonists from I to F, 4 soldiers and 6 colonists from L to I, and 5 soldiers and 3 colonists from ship to L.
Dutch moves 1 gold from O to anchorage point, 1 gold from Q to O, and 3 soldiers and 3 colonists from fleet to R.
English move 1 gold from H to anchorage point, 4 soldiers from anchorage point to H and 6 soldiers and 4 colonists from fleet to N.
Portuguese moves 1 gold from N to anchorage point, 2 soldiers from Y to Z (it's a resource rich climate 3 area with 1 site and 1 native), 1 soldier and 2 colonists from fleet to Y.
French move 4 gold from K to fleet, 4 gold and 2 soldiers from G to K, 1 soldier and 9 colonists from H to K, and 4 colonists from fleet to K.
Swedes move 3 gold from X to anchorage point, 2 gold, 1 soldier, and 4 colonists from T to X, 2 soldiers and 7 colonists from R to T, and 4 colonists and 5 soldiers from fleet to E. One soldier in E prospects and 1 soldier in T loots.

Combat

English attack the Portuguese in N. English lose 4 soldiers, Portuguese lose 2 soldiers and 3 colonists.

Native Combat

Portuguese: 2 soldiers killed in Z. **Swedes:** 1 native and 2 soldiers killed in E.

Native Uprisings

Climate is a 6. No uprisings.

Survival

Climate is a 1. **English** lose 1 soldier and 2 colonists in C, 1 soldier and 1 colonist in D, 2 soldiers and 2 colonist in H, and 2 soldiers and 1 colonist in N. **French** lose 2 soldiers and 1 colonist in G and 1 soldier and 1 colonist in H. **Spanish** lose

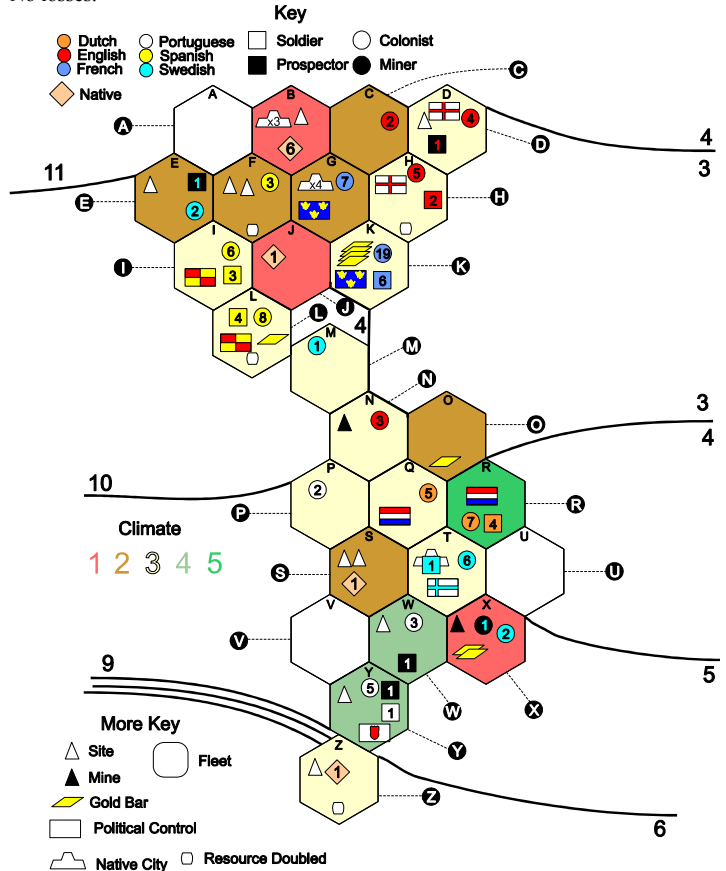
1 soldier and 3 colonists in F and 1 soldier and 1 colonist each in I and L. **Portuguese** lose 1 colonist each in N, W, and Y and 2 colonists in P. **Dutch** lose 1 soldier and 3 colonists in O, 1 soldier and 1 colonist in Q, and 1 colonist in R. **Swedes** lose 2 soldiers and 2 colonists in E, 2 soldiers and 1 colonist in M, 1 soldier and 1 colonist in T, and 5 colonists and 1 soldier in X.

Political Control

English lose political control of C and gains political control of H. **French** lose political control of H. **Portuguese** lose political control of N, P, and W. **Dutch** gain political control of R. **Swedes** lose political control of R.

Homebound Naval Movement

Spanish: Dice: 3, 3, 4, 5. No losses.
Dutch: Move to O. Dice: 2, 3. No losses, picks up gold. Dice: 3, 5, 6. No losses.
English: Picks up gold, move to H: 5, 5, no losses, picks up gold. Dice: 3, 5, 6. No losses.
Portuguese: Dice: 1, 1, 3, 4, 4. No losses.
French: Dice: 1, 5, 5. Loses 1 ship and 1 gold.
Swedes: Move to X: 1, 2, 2, 5, 5, 5, no losses, picks up gold. Dice: 3, 3, 4, 4, 4. No losses.



Income

English: Political Control: \$120, gold: \$80, resources: \$57.
Dutch: Political Control: \$120, gold: \$40, resources: \$36.
French: Political Control: \$120, gold: \$120, resources: \$78.

Portuguese: Political Control: \$80, resources: \$30.

Spanish: Political Control: \$90, resources: \$56.

Swedes: Political Control: \$80, gold: \$120, resources: \$33.

Turn 9 Initiative

Portuguese, French, Swedes, Spanish, Dutch, English

Swedish attitude is (dr = 6) Expansion.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Martin Burgdorf	\$543	5	7	4
Dutch	Dave Partridge	\$294	8	4	4
French	Dave Hood	\$561	9	4	4
Portuguese	Bob Robles	\$364	10	3	4
Spanish	Andy York	\$518	12	4	3
Swedes	Non-Player	\$486	10	4	4

Dalmatian

Turn 4

Deadline Turn 5, Tuesday, August 5

Turn 4

Yorktown opens the bidding on a Fort at 7 and gets it.

Partridgeburg trains a worker for 2.

Utnapishtim opens the bidding on Glassmaking at 13 and gets it.

Rome opens the bidding on a Dyer at 2 and Brosia gets it for 5. Opens the bidding on a Fort at 7 and gets it.

Brosia passes.

The Players

	City Name	Player	Workers	Treasury	Storage	Hunting (2)	Farming (5)	Mining (8)	Clothmaking (11)	Development	Prod.	VP
2	Partridgeburg	Dave Partridge	0/1	3	1/4	1-1/1	1-2/1			Pr, 2Dy, Gr	3	6
3	Utnapishtim	Michael Lowrey	0/1	1	1/2	2-2/2	1-2/1			Pr, IW, Gl	5	5
1	Yorktown	Andy York	3/0	2	1/4	2-4/2	1-2/1			2Tr, Gr, Ft	6	7
5	Brosia	Eric Brosius	4/0	1	2/2	1-1/1	1-2/1			Ft, Dy	3	4
4	Rome	Bill Scharf	4/0	3	1/4	1-1/1	1-2/1			Gl, Gr, Ft	4	5

Notes

Michael Lowrey is now the player for Utnapishtim and Eric Brosius is now the player for the (renamed) Brosia.

Available Development Cards

Resource Cards

New Arrivals: Glassmaking, Smelter, City Center, Shipyard

Card	Minimum Bid	Available	Not Yet Delivered
Glassmaking (Gl)	5	1	0
Indentured Worker (IW)	3	1	0
Caravan (Ca)	9	0	3
Dye House (DH)	14	0	3
City Center (CC)	4	1	2
Smelter (Sm)	6	1	1
Shipyard (Sy)	7	1	1

Shaggy Dog

Epoch I Egypt, Minoans, and Indus Valley

Deadline Babylonians, Shang Dynasty, and Aryans, Tuesday, August 5

Epoch I

Galactic Expeditionary Guard Ship (Geggus). EGYPT: Army and Capital Nile Delta, army Nubia, Libya, Arabian Peninsula, fleet Red Sea. Points: Dominance in North Africa (2), Presence in Middle East (2), 1 Capital (2), 1 Sea (1) for 7 points.

FAC-51 (Bishop). MINOANS: Army and Capital Crete, fleet Eastern Mediterranean, army Western Anatolia, Shatts Plateau, plays Allies, army Eastern Anatolia, Zagros. Points: Dominance in Middle East (4), Presence in North Africa (1), 1 Capital (2), and 1 Sea (1) for 8 points.

Great Giant (Burgdorf). Plays Hittites. Army and Capital Eastern Anatolia (Minaon army retreats to Zagros), army Levant, Zagros (vs. Minaons; H: 5, 1; M: 5; H: 4, 2; M: 1; H: 2, 1; M: 4; loses). INDUS VALLEY: Army and Capital Lower Indus, armies Upper Indus, Western Deccan, Eastern Ghats. Builds Monument Lower Indus. Points: Dominance in India (2), Presence in Middle East (2), 2 Capitals (4), 1 Monument (1) for 9 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	The Human Race (blue)	0	0
Martin Burgdorf	Great Giant (red)	4	9
Howard Bishop	FAC-51 (black)	4	8
Kevin Wilson	Royal Manticoran Historical Society (purple)	0	0
Christopher Hunt	The Gardeners (green)	0	0
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	5	7
Dave Anderson	Stooges for All Time (orange)	4	4

Positions

SfAT: SUMERIANS: Capital, Fortress, and 2 armies Lower Tigris.

GEGS: Fleet Red Sea. EGYPT: Army and Capital Nile Delta, armies Nubia, Libya, Arabian Peninsula.

FAC-51: Fleet Eastern Mediterranean. MINOANS: Army and Capital Crete, armies Shatts Plateau, Western Anatolia, Zagros.

Great Giant: HITTTITES: Army and Capital Eastern Anatolia, army Levant. INDUS VALLEY: Army, Capital, and Monument Lower Indus, armies Upper Indus, Western Deccan, Eastern Ghats.

Event Cards

Epoch I Empire



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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): Bill Scharf, Bob Robles, Ward Narhi, Pasquale Giovine, Andy York, Dave Partridge, Dale Horsely, Brad Martin, Jack McHugh
Dune: Kevin Wilson, Ward Narhi, Andy York, Bill Scharf, Dave Partridge, Brad Martin, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf, Dave Partridge, Brad Martin **Merchant of Venus:** Carrie Lewis, Bob Robles, Andy York, Dave Partridge, Chris Geggus, Brad Martin **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Bill Scharf, Dave Partridge, Brad Martin **History of the World:** Andy Lewis, Kevin Wilson, Chris Geggus, Andy York, Dave Partridge, Brad Martin **Stellar Conquest:** Kevin Wilson, Andy York, Dave Partridge, Brad Martin **Liftoff!:** Dennis Cain, Andy York, Bill Scharf, Dave Partridge, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Dave Partridge, Michael Longdin, Brad Martin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin, Chris Geggus **Silverton:** Bill Scharf, Dave Partridge, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, 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 **Phoenicia:** None so far.

Standby Calls

None this issue!