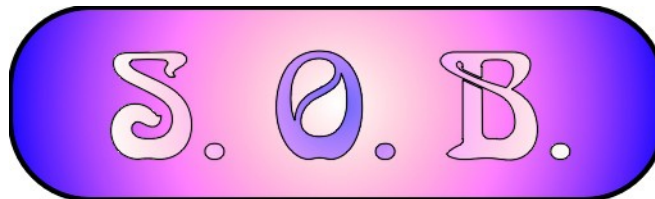


Number 198



August, 2014

**Notes from Hades**

I hope the summer has been going well for everyone. It has been a quiet summer for us, but the weather has been weird. Probably due to El Nino, we have been getting a lot of tropical moisture, resulting in a lot of humidity and even some rain (very unusual for July and August in Southern California). Fortunately, it hasn't been too hot.

No games have ended this time, but Newfoundland will be ending next issue. We still have plenty of game openings and I have room for 3 more games, so sign up and lets get some started.

The next deadline is **Tuesday, September 16 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(\$), Dave Anderson(\$). **Starts this issue!**

**Rescue Dog.** Gunboat Machiavelli. This game will start after the second Machiavelli game finishes. Have 5, will take up to 2 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.

**Working Dog.** Agricola. An abstract game of building a farm. It will be run via email. Have Chris Geggus(\$), Dave Hooton(\$), 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* 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, Chris Geggus, will take 4 more.

**History of the World.** Will start after Shaggy Dog ends. Have Chris Geggus, will take up to 6 more.

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

**Bolognese****End of Game Statements**

**Advanced Rules, Special Military Units, Conquest, Gunboat, Gray Press, Ultimate Victory  
Miller Number 2010Dpw23 (gunboat)**

*Game Summary*

	1051	1052	1053	1054	1055	1056	1057	1058	1059	1060
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

### The Players

BYZANTINES:	Cary Nichols (dropped, Summer 1059), Andy York	2 <sup>nd</sup> /3 <sup>rd</sup> place
HOLY ROMAN EMPIRE:	Mike Scott (dropped, Summer 1053), Ward Narhi (dropped, Summer 1054), Jack McHugh (out, Fall 1059)	4 <sup>th</sup> /5 <sup>th</sup> place
NORMANS:	Bob Robles (out, Fall 1059)	4 <sup>th</sup> /5 <sup>th</sup> place
PAPACY:	Dave Partridge (out, Spring 1058)	6 <sup>th</sup> place
PISA:	Pasquale Giovine	1 <sup>st</sup> PLACE
VENICE:	Berend Renken (dropped, Fall 1053), Brad Martin	2 <sup>nd</sup> /3 <sup>rd</sup> place

### Statements

**Andy York (Byzantines):** Not much to say as I wasn't specifically following the game and just took over for a final set of moves. Congrats to the winner who definitely was in the driver's seat when I came onboard.

**Pasquale Giovine (Pisa):** Final comments of the Queen of Italy, Kinzica de' Sismondi.

I wish to thank Chris for the GMing.

Well, also this game is gone. I took advantage of the unknown identities, because, when my name is clear, I always have problems to find allies. Instead here Papacy was initially a good ally, but his no-playing made me to suspect of him and then I was always ready to punish him when he decided to betray me, as I did!

About Normans, his wavering behavior followed us for all the game; at the end I was constrained to conquer him because he did not support me against

Byzantines in any manner and so he became an obstacle for my winning.

The first player of HRE was for me an unknown one: he had the possibility to eliminate Venice from the game, attacked also from the south by Byzantines, but he did not do: why? By eliminating Venice and having the force, he could make a strong pact with Byzantines and give me serious problems. Instead he continue with two war on the two side and perished poorly.

The only declared enemy from the beginning was Byzantines, but he did a big mistake until the end: too many fleets and no armies to land in Italy; how he thought to win? I don't know.

My game was very utilitarian, after the elimination of the Muslim danger in the Tyrrhenian sea, I went where I could take cities with few effort and proceeded by accumulating ducats. The betrayal of the Pope gave me the occasion to go for the solo win.

Thanks to all again for the fun!

## Purebred Spring 1258

### Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory Deadline for Summer 1258 9/16 Tuesday

*Florence and Venice continue their war while Milan encircles Genoa. The Pope and Aragon continue their war as well.*

#### Expenditures

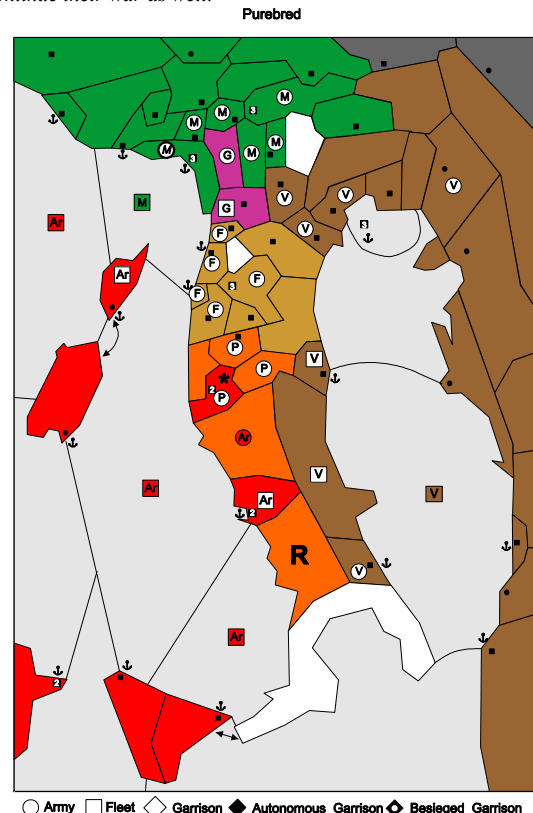
Venice spends 18 ducats to disband Florence F Venice.

#### Outstanding Debt

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

#### Orders

- ARAGON (McHugh): A Rome holds (DISLODGED, retreat garrison, OTB), A Palermo to CAPUA, F Gulf of Lions to CORSICA, F Sardinia to GULF OF LIONS, F TYRRHENIAN SEA transports A Palermo to Capua, F NAPLES supports A Palermo to Capua, F Messina to GULF OF NAPLES
- FLORENCE (Partridge): A LUCCA supports A Bologna, A PISA supports A Lucca, A BOLOGNA supports A Florence to Urbino (cut), A FLORENCE to Urbino, A PIOMBINO to Sienna, A SIENNA to Florence, F Venice to Upper Adriatic (nsu)
- GENOA (Wilson): A FORNOVA supports F Modena to Genoa, F MODENA to Genoa
- MILAN (Schoenfeldt): A Pavia to MONTFERRAT, A MILAN supports A Cremona to Parma, A Cremona to PARMA, A (EM) GENOA supports A Pavia to Montferrat (cut), F Marseilles to AVIGNON, F Savoy to LIGURIAN SEA, G PAVIA convert to A, G CREMONA convert to A
- PAPACY (Giovine): A Patrimony to ROME, A PERUGIA supports A Patrimony to Rome, A SPOLETO supports A Patrimony to Rome
- VENICE (Robles): A MANTUA to Bologna, A FERRARA supports A Mantua to Bologna, A PADUA supports A Ferrara, A Istria to CARNIOLA, A BARI to Aquila, F ANCONA to Urbino, F AQUILA to Ancona, F Durazzo to LOWER ADRIATIC



#### Summer 1258 Plague

**Poor Year – Column Only:** Croatia, Bologna (Florence A destroyed), Avignon (Milan F destroyed), Venice

**Dogleg**  
**Gamestart**  
**Miller Number ??????**  
**Deadline for Setup and Preferences 9/16 Tuesday**

Players

Bob Robles                      Brendan Whyte                      Martin Burgdorf                      Kevin Wilson                      Dave Anderson

Here is the usual pre-game voting. Here are the options:

Scenarios

Scenao I: Balance of Power. Austria, France, and the Turks are out of play.  
 Scenario II: The Struggle for Dominance, Part One. The Turks are out of play.  
 Scenao VI: Empire and Invaders. The Muslims and Pisa are inactive.  
 Scenario VII: Papal Ascendancy and Mongol Threat.  
 Scenario VIII: To the Renaissance. Avignon and Aragon are inactive.

Optional Rules

Natural Disasters (Plague and Famine)      Special Units  
 Moneylenders                                      Conquest

Please indicate your preference (yes or no) for each optional rule. Majority vote wins for each rule.

Press

White                                      Gray                                      Black

Please indicate your press preference. Just as a reminder, in White press, the source is clearly identified. In Gray press, anonymous press (or press coming from a source that is clearly not another player) is allowed. In Black press, anything goes. The press type that gets the most votes will be used.

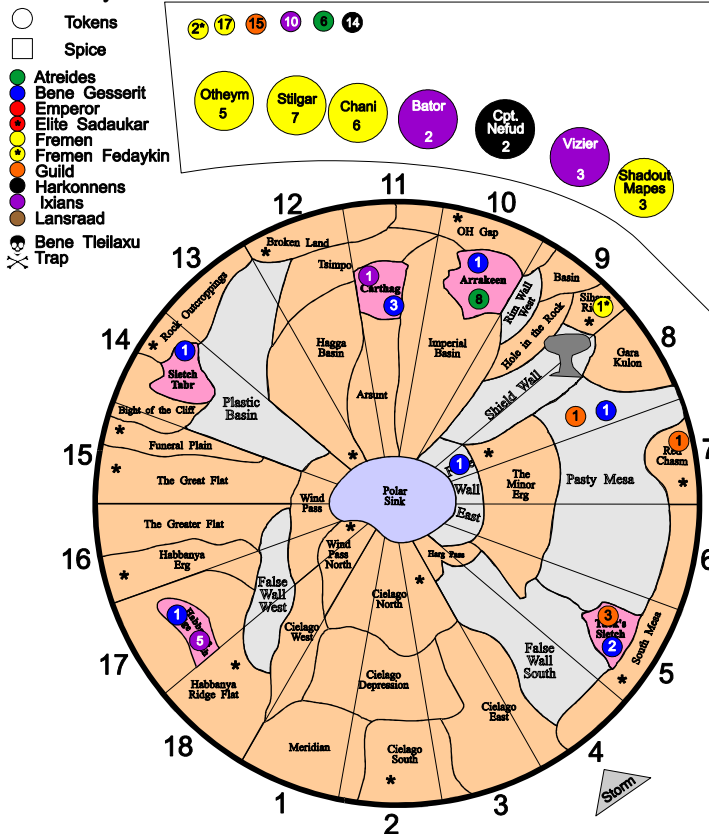
Victory Conditions

Please vote whether you want Standard or Ultimate victory conditions. This could vary based on the scenario.

**Hound Dog**  
**Turn 6 Battle to Turn 7 Nexus**  
**Turn 7 Nexus, 9/16 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**

Battle

Sietch Tabr

	Frement	Guild
<b>Attack</b>	None	Maula Pistol
<b>Defense</b>	None	Shield
<b>Leader</b>	Shadout Mapes (3)	Staban Tuek (5)
<b>Dial</b>	5	3
<b>Spice</b>	4	3
<b>Total</b>	<b>5</b>	<b>8</b>

The Guild wins. Shadout Mapes, 4 Frement tokens (1 Fedaykin) and 3 Guild tokens go to the Tanks. The Guild gains 3 spice.

Spice Collection

**Atreides** collect 2 spice (Arrakeen)  
**Frement** collect 2 spice (Sihaya Ridge)  
**Guild** collect 3 spice (1 Tuek's Sietch, 2 Red Chasm)  
**Ixians** collect 10 spice (tech sales)

**Turn 7**

Storm Movement

The Storm moves 6 sectors to Sector 4. 10 spice in Habbanya Ridge Flat destroyed. Turn 8 storm movement:

Spice Blow

Worm in Sihaya Ridge. 4 spice destroyed, Frement may ride Worm to any destination. Nexus occurs.

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  
**Frement:** 1 token (Fedaykin) Sihaya Ridge, 19 tokens (2 Fedaykin), Stilgar, Chani, Otheym, Shadout Mapes in the tanks

**Guild:** 3 tokens Tuek's Sietch, 1 token Red Chasm, 1 Pasty Mesa (8),  
15 tokens in the tanks

**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 19.1 to 21.1**

**Turns 21.2 to 23.2 due 9/13 Tuesday**

Turn 19

**1<sup>st</sup>: Andy Lewis (Niks)**  
MM6 gives the Shield to MM7.  
**Mystery Machine 6 Rolls Used: 1 5 6**  
**Galactic Base – R – B – Y – B – R – B – R – Cobble Port(p).**  
**Mystery Machine 7 Rolls Used: 4 5**  
**Galactic Base**  
Picks up Fare to 2.

**2<sup>nd</sup>: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 1 1 2 2**  
**Open Port – Space Station – R – Y – R – NC2.**

**3<sup>rd</sup>: Debbie Anderson (Eepeeep/Data Dancer) Rolls Used: 1 1 5**  
**Open Port – Y – Aerie – R – B – Y – B – R10.**

**1<sup>st</sup>: Andy Lewis (Niks)**  
**Mystery Machine 6 Rolls Used: 1 2 3**  
**Cobble Port(p) – NC2 – Y – B – R – Jewel Port(o) - B.**  
**Mystery Machine 7 Rolls Used: 4 4**  
**Galactic Base – NC4 – Open Port – Space Station – TeleGate 1 – TeleGate 4 – Moonport(p) – Moonport(s).**  
Buys Psychotic Sculpture for \$160.

**2<sup>nd</sup>: Chris Geggus (Dell/Great Exhibition of Galactic Sorcery) Rolls Used: 1 1 4 4**  
**NC4 – Y – B – R – B – R – Wet Landing(p) – A – Whale Port(p).**  
Sells Canned Traits for \$240 (from the cup: Demand for Dust at 7a). Uses IOU and buys Factory for \$90 credit and \$110 and Glorius Junk for \$100. Receives \$50 in factory commissions. Slartybartfast receives \$54 in port commissions.

**3<sup>rd</sup>: Debbie Anderson (Eepeeep/Data Dancer) Rolls Used: 1 3 4**  
**R10 – B10 – Y – R – B – Lonely Station(p).**  
Sells Finest Dust for \$50 plus \$150 demand (from the cup: Visible Holes at 4c and Megalith Paperweight at 9b). Sells Finest Dust for \$50 plus \$100 demand

**1<sup>st</sup>: Andy Lewis (Niks)**  
**Mystery Machine 6 Rolls Used: 2 2 2**  
**B – Jellybeast Landing(o) – A – Y – R – B – Y.**  
**Mystery Machine 7 Rolls Used: 5 6**  
**Moonport(s) – Moonport(p) – (Y) – B30 – (Y) – R – NC6 – A – Wet Landing(p).**  
Drops off Fare for \$160 (from the cup: Demand for Dust at 5). Sells Psychotic Sculpture for \$250 (from the cup: Demand for Spice at 4b). Buys 3 Space Spice for \$90. Receives \$50 in port commissions.

On the board:

**1a (Nillis):** 4 Bionic Perfume

**1b (Volois):** 3 Voll Silk

**2 (Graw):** Demand for Designer Genes (+\$40)

**3 (Niks):** 3 Mulch Wine, 2 Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60), 2 Demand for Space Spice (+\$60), Living Toys

**4a (Dell):** 1 Finest Dust, 2 Demand for Mulch Wine (+\$60), Fare to Base (\$180)

**4b (Humans):** 5 Rock Videos, 3 Demand for Space Spice (+\$40)

**4c (Wraiths):** 5 Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)

**4<sup>th</sup>: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 3 4 6 6**  
**Terror Station(s) – Terror Station(o) – TeleGate 3 – Titan's Tower(o) – B10 – R20 – R – B – Y – Airhome – A – R10 – Asteroid City East.**  
Sells Space Spice for \$80 (from the cup: Psychotic Sculpture at 10).

**5<sup>th</sup>: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 5 6**  
**Sorcery) Rolls Used: 1 1**  
**Cobble Port(p) – R – B.**

**6<sup>th</sup>: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 4 5 5 6**  
**Whale Port(s) – Jump Start to TeleGate 4 – Moon Port(p).**  
Delivers Fare for \$120 (from the cup: Fare to 4a at Base). Picks up Fare to Base, buys Psychotic Sculpture for \$160. Gains \$28 in port commissions.

Turn 20

(from the cup: Rock Videos at 4b and Immortal Grease at 6). Buys 2 Chicle Liquor for \$80. ETC receives \$43 in port commissions.

**4<sup>th</sup>: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 2 4 5**  
**Asteroid City East.**  
Sells Space Spice for \$80 (from the cup: Demand for Perfume at 3). Buys 2 Finest Dust for \$20.

**5<sup>th</sup>: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 1 6**  
**B- R – B – (Y) – B – R – Galactic Base – NC6 – Open Port.**  
Sells Designer Genes for \$120 (from the cup: Bionic Perfume at 1a). Sells Designer Genes for \$120 (from the cup: Fare to 4b at 6). Sells Designer Genes for \$120 (from the cup: Chicle Liquor at 7a). Barter Yellow Drive for \$40 credit. Buys Combined Drive for \$300 and 2 Voll Silk for \$280.

**6<sup>th</sup>: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 2 3 3 4**  
**Moonport(p) – Jump Start to TeleGate 2 – NC2 – NC2 – R – B – R – Interstellar Biosphere.**  
Sells Psychotic Sculpture for \$250 (from the cup: Demand for Dust at 7b). Buys Mulch Wine for \$20.

Turn 21

**5 (Shenna):** 4 Melf Pelts, 2 Demand for Finest Dust (+\$50), Demand for Mulch Wine (+\$40)

**6 (Yxklyx):** Demand for Visible Holes (+\$70), 5 Immortal Grease, Fare to 4b (\$120)

**7a (Zum):** Demand for Finest Dust (+\$50), 1 Chicle Liquor

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

**8 (Whynoms):** 4 Impossible Furniture, Demand for Chicle Liquor (+\$60)

**9a (Chola):** 2 Demand for Immortal Grease (+\$50)



**Pick of the Litter**  
**Turn 9, Phases IV-VI and Turn 10 Phases I-III**  
**Turn 10, Phases IV-VI and Turn 11, Phases I-III due 9/16 Tuesday**  
**Turn 9**

Operations

**Red** (Bishop) operates #91 (\$30, 3 coal), #60 (\$20, 3 lumber), delivers 3 coal from silver), #63 (\$30, 1 lumber), #102 (\$40, depletes), delivers 2 silver from Silver Trinidad to Santa Fe for \$360 and 3 lumber from Pagosa Springs to Pueblo for \$480, receives \$390 in passenger revenues and gives \$55 to Brown. City to El Paso for \$400 and 1 lumber from Taos to Santa Fe for \$120, gains \$420 in passenger revenues.

**Brown** (Partridge) operates #89 (\$30, 3 coal), delivers 3 coal from Alamo to **Cyan** (Scharf) gains \$20 in passenger revenues.  
Denver for \$180 and 1 lumber from Boulder to Pueblo for \$160, gains \$140 in passenger revenues.

**Orange** (Hooton) operates #97 (\$40, 2 gold), #104 (\$50, 1 silver), #105 (\$40, 4 **Blue** (Anderson) no operations, delivers 3 coal from Crested Butte to Denver for \$180.

Determine Price Changes

Gold: +1 to \$250	Copper: Remains at \$400			Silver: +1 to \$240	
	<b>Denver</b>	<b>Salt Lake City</b>	<b>Pueblo</b>	<b>Santa Fe</b>	<b>El Paso</b>
Lumber:	+1 to \$100	+2 to \$300	-1 to \$120	-1 to \$100	+3 to \$200
Coal:	+2 to \$100	+1 to \$100	Remains at \$40	Remains at \$120	Remains at \$100

**Turn 10**

Move Prospectors and Surveyors

**Red** (Bishop) surveys Lamy to Albuquerque and and Trinidad to Raton, prospects passenger line 6.  
#92 and #123 (with +1)

**Brown** (Partridge) surveys Leadville to Minturn, prospects passenger line 10.

**Orange** (Hooton) surveys Belen to Dalies and Pinos Altos to Mogollon, prospects **Cyan** (Scharf) tears up the track from Salt Lake City to Bingham, no prospecting.  
**Blue** (Anderson) no surveying, prospects passenger line 15.

Dispute Resolution

No disputes. Red spends \$440, Brown spends \$450, Orange spends \$500, Cyan gains \$40, and Blue spends \$435.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$3,710	9, 15, 24		S, S, P+1, P
Dave Partridge	Brown	Denver	\$750	9, 24		S, S+2, P
Dave Hooton	Orange	El Paso	\$490	9, 24		S, S, P+2
Bill Scharf	Cyan	Salt Lake City	\$470	9, 15		S, P
Debbie Anderson	Blue	Pueblo	\$490	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	0	\$30
60	Pagosa Springs	Red	Lumber	0	\$20
92	Raton	Red	Coal	N	\$40
123	Gallup	Red	Coal	N	\$40
89	Walsenburg	Brown	Coal	9	\$30
87	Alamo	Brown	Coal	2	\$30
97	Elizabethtown	Orange	Gold	8	\$40
104	Mogollon	Orange	Silver	5	\$50
105	Silver City	Orange	Silver	9	\$40
62	Taos	Orange	Lumber	0	\$30
102	Hillsboro	Orange	Silver	1	Depleted
81	Crested Butte	Blue	Coal	3	\$40
48	Ourray	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	
10	B	Denver – Aspen	\$130	Brown	
4	A	El Paso – Deming	\$60	Orange	
14	B	El Paso – Albuquerque	\$220	Orange	
13	B	El Paso – Santa Fe	\$140	Orange	
6	A	Santa Fe – Albuquerque	\$90	Orange	
2	A	Salt Lake City – Provo	\$20	Cyan	
15	B	Denver – Grand Jct.	\$270	Blue	2

<sup>1</sup> Discard after 3 more Leadville depletions

<sup>2</sup> Discard when 22 is taken. Good for \$270 toward card 22

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
114	McGaffey	Lumber	\$40	\$30
113	Porter	Lumber	\$60	\$30
71	Sunnyside	Coal	\$100	\$20
28	Leadville	Gold	\$240	\$60

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
16	B	Salt Lake City – Grand Jct.	\$250	\$465	1

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	5	\$200
42	8	\$320

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80
Die +4	5	\$140

**S.O.B.**

#	Type	Route	Payoff	Cost	Notes
18	C	Gallup – Santa Rosa	\$500	\$660	
19	C	Salt Lake City – Albuquerque	\$600	\$975	
22	C	Denver – Salt Lake City	\$800	\$1,100	
17	C	Denver – Santa Fe	\$420	\$585	
12	B	Pueblo – Grand Jct.	\$150	\$310	2
11	B	Salt Lake City – Grand Jct.	\$140	\$310	3
24	C	Denver – El Paso	\$1000	\$1,380	

<sup>1</sup> Discard when 22 is taken. Good for \$250 toward card 22

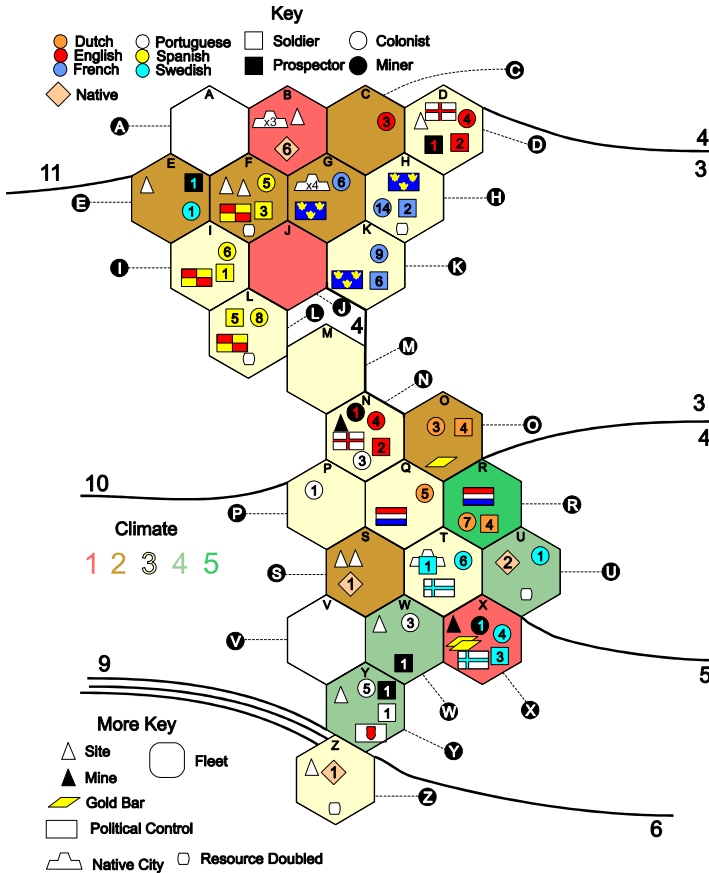
<sup>2</sup> Discard when 20 is taken. Good for \$150 toward card 20 or 21

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

**Newfoundland**

**Turn 9**

**Deadline, Turn 10, Tuesday, September 16**



**Dutch** buy 4 soldiers (\$40) and maintain 4 ships (\$16) for \$56.

**English** buy 5 soldiers (\$50) and maintains 5 ships (\$20) for \$70.

Outbound Naval Movement

**Portuguese** Move to N. Dice: 1, 3, 3. Loses 1 ship containing 1 soldier and 1 colonist.

**French** Move to H. Dice: 3, 4, 4. No losses. Drops off 6 soldiers and 4 colonists. Move to K. Die: 1. No losses.

**Swedes** Move to X. Dice: 2, 4, 5, 5, 6. No losses.

**Spanish** Move to L. Dice: 2, 2, 5, 6. No losses.

**Dutch** Move to O. Dice: 2, 6, 6. No losses.

**English** Move to D. Dice: 2, 4, 4. No losses. Drops off 2 soldiers and 2 colonists. Move to N. Dice: 1, 6. Loses 1 ship.

Mining

**Portuguese** mine 1 gold in N. **Swedes** loot 2 gold in T and mine 1 gold in X.

Discovery

None.

Land Movement

**Portuguese** moves 7 soldiers and 3 colonists from fleet to N.

**French** move 4 gold from K to fleet, 10 colonists from K to H, and 6 soldiers and 4 colonists from anchorage point to H.

**Swedes** move 3 gold from X to fleet, 2 gold from T to X, 1 colonists from X to U (it's a resource rich climate 4 area with 2 natives), and 4 colonists and 4 soldiers from fleet to X.

**Spanish** moves 1 gold from L to fleet, 3 colonists and 3 soldiers from I to F, 3 soldiers from L to J, 1 soldier and 3 colonists from L to I, and 5 soldiers and 3 colonists from fleet to L.

**Dutch** moves 4 soldiers and 4 colonists from fleet to O.

**English** move 2 colonists from D to C, 2 colonists and 2 soldiers from anchorage point to D, and 3 soldiers and 2 colonists from fleet to N. One colonist in N mines.

Combat

**Portuguese** attack the English in N. English lose 1 soldier, Portuguese lose 6 soldiers. **French** attack the English in H. English lose 2 soldiers, 5 colonists, and Political Control, French lose 3 soldiers.

Planning

**Portuguese** buy 8 soldiers (\$80) and 3 ships (\$36), and maintains 3 ships (\$12) for \$128.

**French** buys 6 soldiers (\$60) and 1 ship (\$12), and maintains 4 ships (\$16) for \$88.

**Swedes** buy 4 soldiers (\$40) and maintain 4 ships (\$16) for \$56.

**Spanish** buy 5 soldiers (\$50) and maintain 4 ships (\$16) for \$66.

Native Combat

**Spanish:** 1 soldier and 1 native killed in J.

Native Uprisings

Climate is a 4. No uprisings.

Survival

Climate is a 4. **English** lose 1 colonist in C and 1 soldier in N. **French** lose 1 colonist in G and 1 soldier and 1 soldier in H. **Spanish** lose 1 colonist in F and 2 soldiers in J. **Portuguese** lose 1 soldier in N and 1 colonist in P. **Dutch** lose 1 colonist in O. **Swedes** lose 1 colonist each in E and M and 1 soldier and 1 colonist in X.

Political Control

**English** gain political control of N. **French** gain political control of H. **Spanish** gain political control of F. **Swedes** gain political control of X.

Homebound Naval Movement

**Portuguese:** Dice: 1, 2, 3, 6. No losses.

**French:** Dice: 2, 3, 6. No losses.

**Swedes:** Dice: 2, 3, 3, 3, 6. No losses.

**Spanish:** Dice: 3, 5, 5, 6. No losses.

**Dutch:** Dice: 3, 6, 6. No losses.

**English:** Dice: 1, 1, 3, 4. Loses 1 ship.

Income

**English:** Political Control: \$120, resources: \$33.

**Dutch:** Political Control: \$120, resources: \$45.

**French:** Political Control: \$160, gold: \$160, resources: \$129.

**Portuguese:** Political Control: \$80, resources: \$36.

**Spanish:** Political Control: \$160, gold: \$40, resources: \$96.

**Swedes:** Political Control: \$120, gold: \$120, resources: \$39.

Turn 10 Initiative

Dutch, Spanish, Swedes, Portuguese, French, English

Swedish attitude is (dr = 6) Expansion.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Martin Burgdorf	\$626	4	3	4
Dutch	Dave Partridge	\$403	13	4	4
French	Dave Hood	\$922	9	5	4
Portuguese	Bob Robles	\$352	7	6	4
Spanish	Andy York	\$846	9	4	3
Swedes	Non-Player	\$709	10	4	4

DalmatianTurn 5

**Deadline Turn 6, Tuesday, September 16**

Turn 5

**Yorktown** opens the bidding on an Indentured Worker at 3 and gets it. Trains 1 worker for 2 and buys a set of hunting tools for 2.

**Partridgeburg** opens the bidding on the Smelter at 6 and gets it for 8.

**Utnapishtim** passes.

**Rome** opens the bidding on a Shipyard at 7 and gets it.

**Brosia** opens the bidding on the City Center at 4 and gets it.

The Players

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

Available Development Cards

New Arrivals: Caravan, City Center, Smelter, Dye House

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

Resource Cards



## Shaggy Dog

### Epoch I Babylonians, Shang Dynasty, and Aryans Deadline Epoch II Empire Selection and Assyrians, Tuesday, September 16

#### Epoch I

**The Gardeners** (Hunt). Plays Disaster (Tidal Wave) in Lower Indus. Monument destroyed and Capital reduced to city. BABYLONIA: Capital, Fort, and 3 armies Middle Tigris. Points: Presence in Middle East (2) and 1 Capital (2) for 4 points.

**The Human Race** (Scharf). SHANG DYNASTY. Plays Allies. Capital and army Yellow River, armies Wei River, Tarim Basin, Turanian Plain, Hindu Kush, Persian Salt Desert. Points: Dominance in China (2), Presence in Middle East (2), India (1), and 1 Capital (2) for 7 points.

Royal Manticoran Historical Society (Wilson). ARYANS. Plays Allies. Army Turanian Plain (Shang army retreats to Tarim Basin), army Hindu Kush (vs. Shang Dynasty, A: 6, 5; S: 6, 5; A: 4, 1; S: 4, 1; A: 4, 2; S: 2, 2; wins), Lower Indus (vs. Indus Valley, A: 3, 2; I: 4; loses), Persian Plateau, Zagros (vs. Minoans, A: 4, 1; M: 6; loses), Zagros (vs. Minoans, A: 4, 1; M: 5; loses), Western Steppe. Points: Presence Middle East (2), India (1) for 3 points.

#### Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Martin Burgdorf	Great Giant (red)	4	9
Howard Bishop	FAC-51 (black)	4	8
Bill Scharf	The Human Race (blue)	4	7
Dave Anderson	Stooges for All Time (orange)	4	4
Christopher Hunt	The Gardeners (green)	4	4
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	5	7
Kevin Wilson	Royal Manticoran Historical Society (purple)	5	3

#### 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:** HITTITES: Army and Capital Eastern Anatolia, army Levant. INDUS VALLEY: Army and city Lower Indus, armies Upper Indus, Western Deccan, Eastern Ghats.

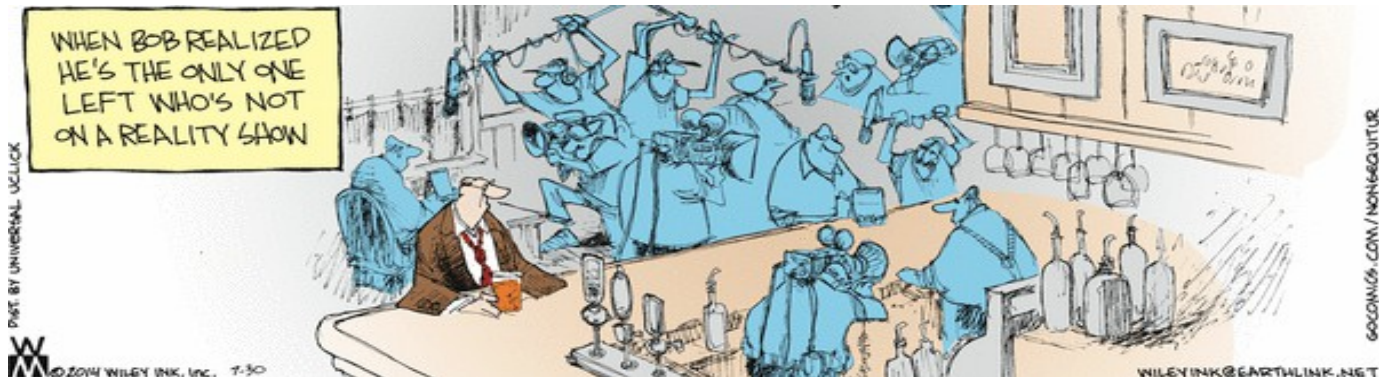
**The Gardeners:** BABYLONIANS: Army, Fort, and 3 armies Middle Tigris.

**The Human Race:** SHANG DYNASTY: Army and Capital Yellow River, 2 armies Tarim Basin, armies Wei River, Persian Salt Desert.

RMHS: Armies Western Steppe, Turanian Plain, Hindu Kush, Persian Plateau.

#### Event Cards

#### Epoch II Empire Draw



Addresses

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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!