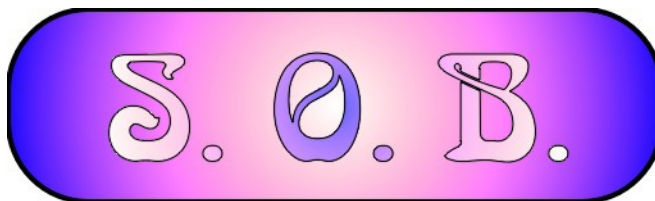


Number 201



January, 2015

Notes from Hades

This holiday season was a rather mixed one for me. It started early morning on November 25th, when we were woken up by a call from my mother to inform us that my father had died. His health had been poor for a number of years, but it was still rather sudden. He had been hospitalized the previous night in the early stages of congestive heart failure, but the doctors were optimistic that he would pull through. However, he went into heart failure early in the morning, and despite being defibrillated five times, they were unable to revive him. In the end it was probably a mercy, because he had been in considerable pain for a number of years due to unrelated nerve damage, and he remained lucid to the end. He will be missed.

The rest of the holiday season was better. We had two camping trips with the boys' scout troop. The first one to Joshua Tree the weekend before Christmas and the second to Death Valley just after New Years. Both went well, although it did get cold at night in both places, particularly in Death Valley. Christmas itself was a quiet affair at home. I did receive some new games for Christmas, two of which are potentially suitable for the zine: *Lords of Waterdeep* and *Suburbia*. A review of *Lords of Waterdeep* is in this issue, and I will publish a review of *Suburbia* in a future issue as space permits.

I did get a number of signups for games, so I can hopefully get some more games going soon. I would like one more person for *Agricola*, but I can start *Outpost* and *Robo Rally* as soon as I get the game fees.

The next deadline is **Tuesday, February 17 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

Purebred	Machiavelli	Page 2
Dogleg	Machiavelli	Page 2
Hound Dog	Dune	Page 3
Mirzam	Merchant of Venus	Page 3
Pick of the Litter	Silverton	Page 6
Dalmatian	Phoenicia	Page 7
Shaggy Dog	History of the World	Page 8

Game Openings

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.

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

Poodle. *Outpost*. Have Bill Scharf(\$), Michael Lowrey, Dave Hooton, Howard Bishop, Andy York(\$), Andy Lewis, Dave Hood(\$), will take up to 3 more.

Pug. *Merchant of Venus*. The usual options will be in effect. Have Dave Partridge(\$), Chris Geggus(\$), Bob Robles(\$), Andy York(\$), Andy Lewis, will take up to 1 more.

Boxer. *Robo Rally*. Have Dave Hooton, Chris Geggus(\$), Bill Scharf(\$), Brendan Whyte(\$), Howard Bishop, Andy Lewis, will take up to 4 more.

Foxhound. *New World*. Will start after *Newfoundland* ends. Have Bob Robles(\$), Andy York(\$), Andy Lewis, Dave Hood(\$), will take up to 2 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.

Puerto Rico. This will be the base game and it will be run via email. Have Chris Geggus, Christopher Hunt, will take up to 3 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. Have Christopher Hunt, will take up to 4 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.

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, Bob Robles, will take 3 more.

History of the World. Will start after *Shaggy Dog* ends. Have Chris Geggus, Andy York, will take up to 5 more.

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

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

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

Chris Hassler a.k.a. Cerberus
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).

Purebred**Winter 1259**

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Spring 1259 2/17 Tuesday

A pause for building.

Fall 1258 Retreats

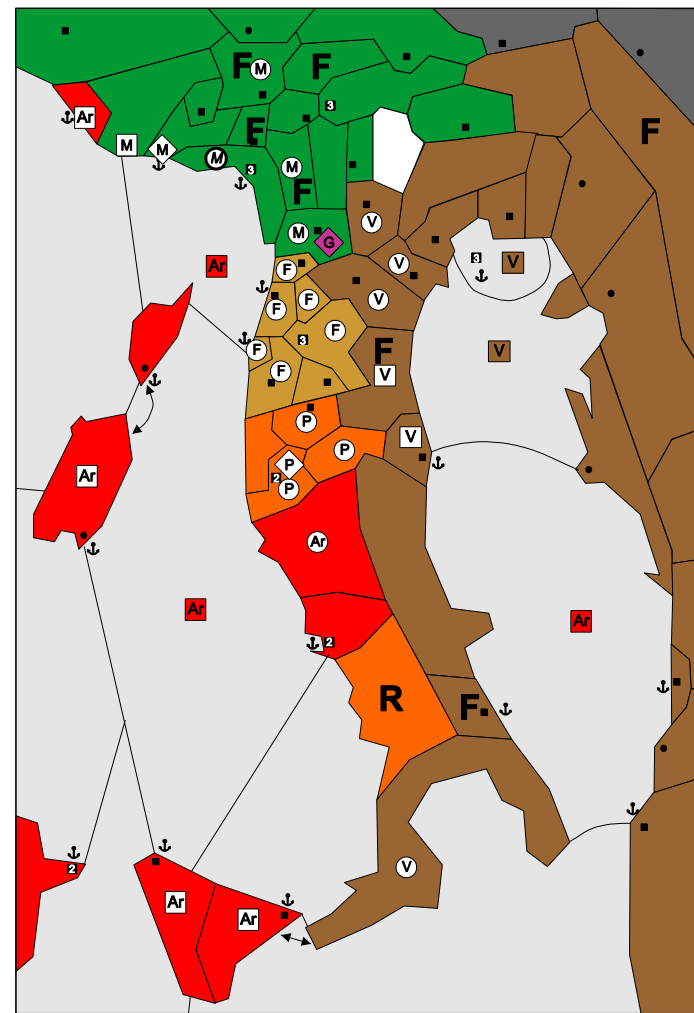
Genoa A Modena retreats to garrison.

Outstanding Debt

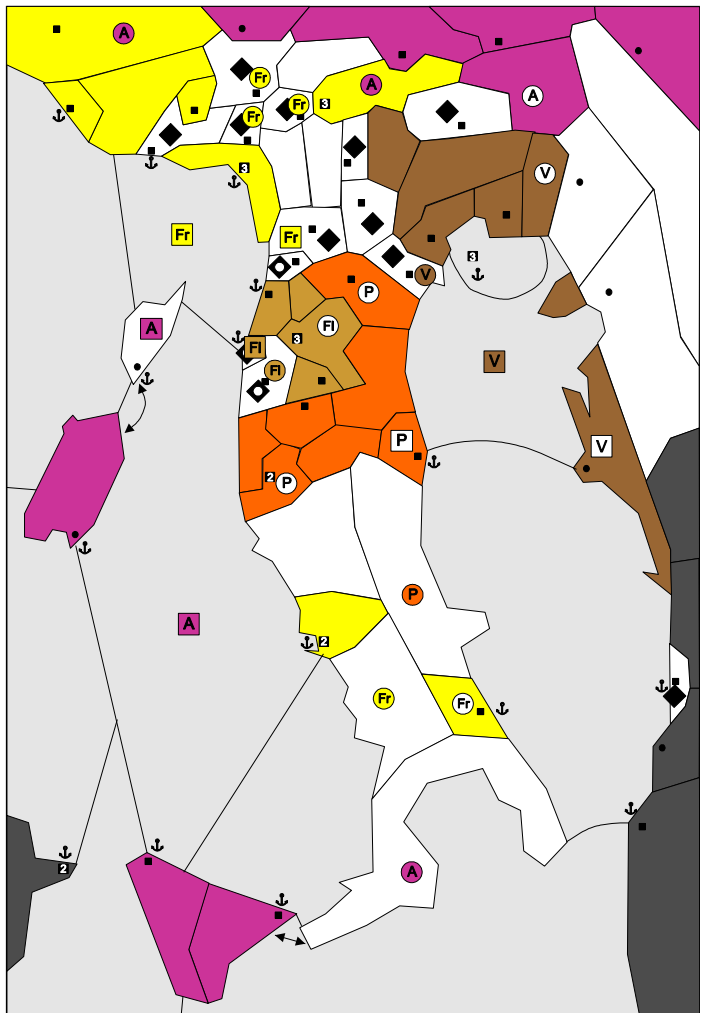
None.

Builds

		Cost
Aragon	Maintains all, builds F Palermo, F Sardinia	24

Purebred

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

Dogleg

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

Dogleg**Summer 1499****Miller Number ??????****Deadline for Fall 1499 2/17 Tuesday**

Austria attacks France on multiple fronts, attempting to recruit Florence and the Pope into the fray. Venice and the Pope continue to bump heads in the Adriatic.

Orders

AUSTRIA (Burgdorf): A Swiss to AVIGNON, A Tyrolea to MILAN, A CARINTHIA supports A Tyrolea to Milan, F CORSICA supports Florence F Piombino to Ligurian Sea (nso), F Tyrrhenian Sea supports Papal A Capua to Naples (nso), F Messina to OTRANTO
 FLORENCE (Robles): A FLORENCE holds, A SIENNA besieges, F PIOMBINO besieges

FRANCE (Whyte): A Avignon to TURIN, A Turin to MONTFERRAT, A PAVIA besieges, A SALERNO holds (u), A BARI holds (u), F Gulf of Lions to LIGURIAN SEA, F Ligurian Sea to MODENA
 PAPACY (Anderson): A BOLOGNA holds, A Perugia to ROME, A Capua to AQUILA, F ANCONA to Lower Adriatic
 VENICE (Wilson): A Verona to FRIULI, A FERRARA besieges, F DALMATIA to Lower Adriatic, F Venice to UPPER ADRIATIC

Hound Dog

Turn 7 Battle to Turn 8 Nexus

Turn 8 Nexus, 2/17 Tuesday

Players

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

Sheild.

Shield Wall

	Fremen	Guild
Attack	Slip-tip	Maula Pistol
Defense	None	Snooper
Leader	Jamis (2)	Esmar Tuek (3)
Dial	2	1
Spice	1	1
Total	2	1

The Fremen win. All tokens and leaders go to the tanks, the Fremen gain 5 spice, and the Guild must discard the Maula Pistol and Snooper.

Spice Collection

Atriedes collect 5 spice (2 Arrakeen, 3 Wind Pass North)

Fremen collect 6 spice (The Great Flat)

Ixians collect 12 spice (2 Carthag, 10 technology sales)

Turn 8

Storm Movement

The storm moves 4 sectors to Sector 8. 1 Guild token in Red Chasm goes to the tanks. Turn 9 storm movement:

Spice Blow

6 spice in OH Gap

Worm in Wind Pass North. 3 *Atreides* tokens go to the tanks and a Nexus occurs.

Positions

Atreides: 4 tokens in the tanks, 5 tokens Arrakeen, 11 tokens off-planet

Bene Gesserit: 1 token False Wall East (8), 1 token Pasty Mesa (8), 1 token Arrakeen, 3 tokens Carthag, 2 tokens Habbanya Ridge Sietch, 2 tokens Tuek's Sietch, 1 token Sietch Tabr, 9 tokens off-planet

Fremen: 3 tokens (1 Fedaykin) The Great Flat, 17 tokens (2 Fedaykin), Stilgar, Chani, Otheym, Shadout Mapes, Jamis in the tanks

Guild: 3 tokens Tuek's Sietch, 17 tokens, Master Bewt, Esmar Tuek, and Staban Tuek in the tanks

Guild: 3 tokens Tuek's Sietch, 17 tokens, Master Bewt, Esmar Tuek, and Staban Tuek in the tanks

Harkonnens: 12 tokens, Cpt. Nefud in the tanks, 8 tokens off-planet

Ixians: 1 token Habbanya Ridge Sietch, 1 token Carthag, 12 tokens, Levenbrech, Bator, Vizier in the tanks, 6 tokens off-planet

Spice, Traitor(s), and Intrigue Cards

	Ixians	Guild
Attack	Ellaca Drug	Ellaca Drug
Defense	Shield	Shield
Leader	Levenbrech (1)	Master Bewt (3)
Dial	4	3
Spice	4	3
Total	4	3

The Ixians win. Master Bewt, Levenbrech, 4 Ixian tokens and 3 Guild tokens go to the Tanks. The Ixians gains 4 spice. The Guild must discard Ellaca Drug and

Mirzam

Turns 25.4 to 27.4

Turns 27.5 to 29.5 due 2/17 Tuesday

Turn 25

4th: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 3 5

6

B – Y – B – R – Poisonport(o) – Poisonport(s).

Sells Immortal Grease for \$100 (from the cup: Melf Pelts at 5).

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

Comfort Station(p) – B – (R) – B – (Y) – B – (R) – Galactic Base.

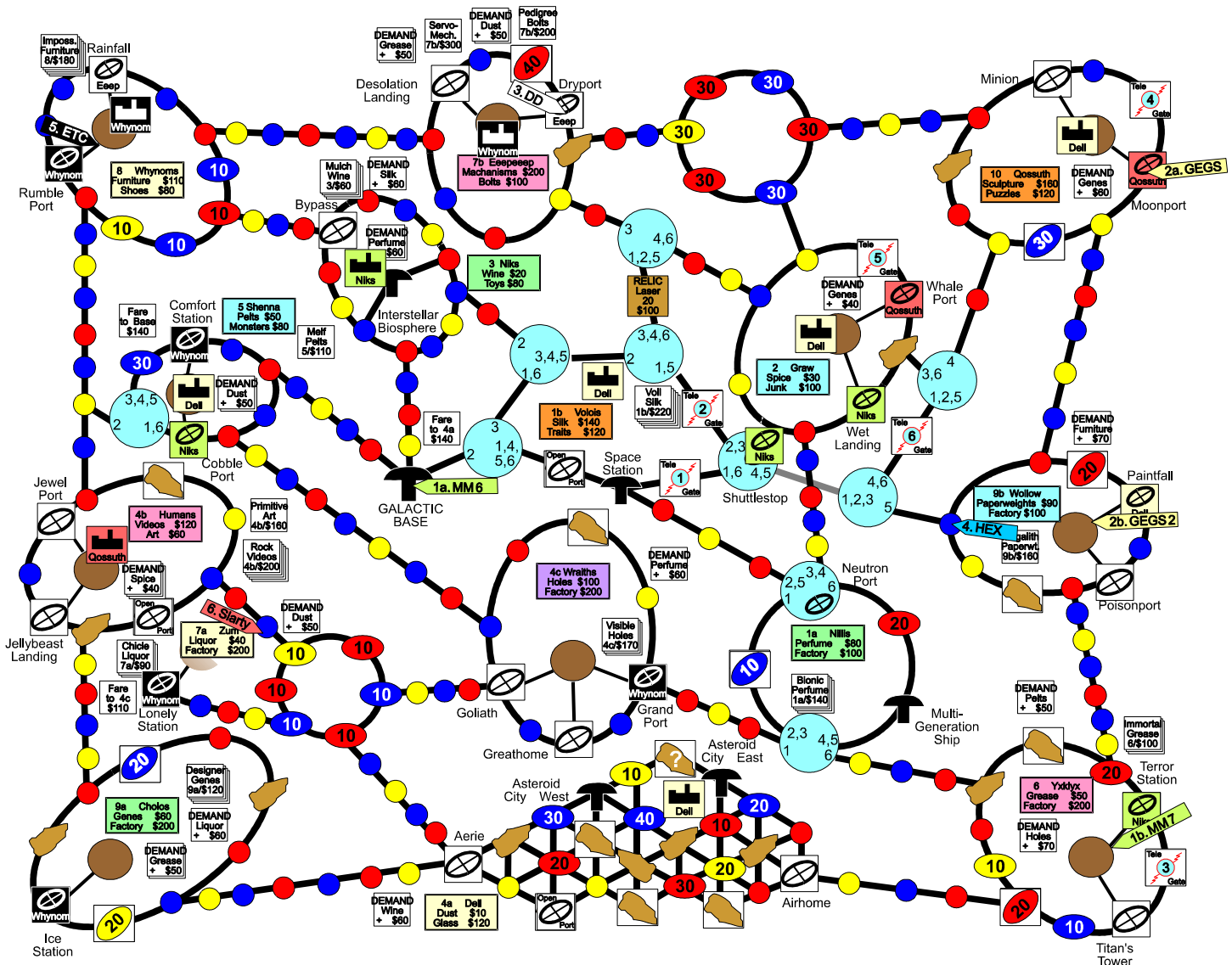
Delivers Fare for \$140 (from the cup: Designer Genes at 9a).

6th: Ron Fisher (Qossuth/Slartybartfast) Rolls Used: 2 5

**OOOpen Port – Jump Start to TeleGate 6 – NC6 – A Airhome – A – (Y20)
– A – A – (Y) – Open Port.**

Sells Mulch Wine for \$60 plus \$120 demand (from the cup: Fare to Base at 5 and Chicle Liquor at 7a). Sells Voll Silk for \$220 (from the cup: Fare to 4c at 7a). Sells Voll Silk for \$220 (from the cup: Voll Silk at 1b). Drops off Fare

for \$140 (from the cup: Voll Silk at 1b). Buys 2 Finest Dust for \$20 and Dribble Glass for \$120. GEGS gains \$60 in factory commissions.



Turn 26

1st: Andy Lewis (Niks)

Mystery Machine 6 Rolls Used: 2 2 2

B - R - B - Y - R - B - R.

Mystery Machine 7 Rolls Used: 5 6

Comfort Station(p) - B - R - B - Y - B - R - Galactic Base - NC5 - Open Port - Space Station.

Buys Shuttlestop for \$200.

2nd: Chris Geggus (Dell)

Great Exhibition of Galactic Sorcery Rolls Used: 1 1 4 6

Moonport(p) - Y - B30 - Y - R - NC6 - A - Whale Port(p).

Sells Psychotic Sculpture for \$250 (from the cup: Visible Holes at 4c). Sells Infinite Puzzles for \$250 (from the cup: Mulch Wine at 3). Buys Glorious Junk for \$100 and picks up Fare to 10. Slartybartfast gains \$60 in port commissions and GEGS gains \$50 in factory commissions.

Gas Enhanced Global Skimmer 2 Rolls Used: 2 4

Moonport(p) - Y - B - R - B - Y - B.

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

Y - B - R - B - R - Y - A - Dryport(o) - Dryport(s).

Buys Dryport for \$160.

4th: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 2 4 5

Poisonport(s).

Sells Immortal Grease for \$100 (from the cup: Demand for Liquor at 9a).

Buys 3 Megalith Paperweights for \$270.

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

Galactic Base - (Y) - (R) - B - (R) - B - (Y) - (R) - Bypass - (R) - B - (Y) - (R10) - B10 - (Y10) - (R) - Rumble Port(o) - Rumble Port(s).

Buys Rumble Port for \$160.

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

Open Port - (Y0 - Aerie - R - B - (Y) - B - R10 - B10 - R10 - (Y10) - B.

Turn 27

1st: Andy Lewis (Niks)

Mystery Machine 6 Rolls Used: 1 5 5

R - B - Y - B - R - Galactic Base.

Drops off Fare for \$180 (from the cup: Demand for Silk at 4c). Picks up Fare to 9a.

Mystery Machine 7 Rolls Used: 3 5

Space Station – TeleGate 1 – TeleGate 3 – Terror Station(o) – Terror Station(s).

Buys Terror Station for \$200.

2nd: Chris Geggus (Dell)
Gas Enhanced Global Skimmer 2 Rolls Used: 4 5
B – R – R20 – Paintfall(o) – Paintfall(s).

Buys Paintfall for \$200.

Great Exhibition of Galactic Sorcery Rolls Used: 1 1 4 6
Whale Port(p) – TeleGate5 – TeleGate 4 – Moonport.

On the board:

1a (Nillis): 4 Bionic Perfume

1b (Volois): 5 Voll Silk

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

3 (Niks): 4 Mulch Wine, 2 Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60), Demand for Space Spice (+\$60)

4a (Dell): Demand for Mulch Wine (+\$60)

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

4c (Wraiths): 3 Visible Holes, Demand for Bionic Perfume (+\$60), Demand for Voll Silk (+\$60)

5 (Shenna): 2 Demand for Finest Dust (+\$50), Demand for Mulch Wine (+\$40), 1 Melf Pelts, Fare to Base (\$140)

1a. Mystery Machine 6		\$901
Scout		
28: 3 3 4 // 29: 2 3 3		
Hold1	Hold2	Hull
Fare to 9a \$110		RELIC Switch Switch \$100
		Shield (\$60)
Wet Landing \$200	Niks \$200	
Cobble Port \$200	Shuttlestop \$200	
Terror Station \$200		

1b. Mystery Machine 7				
Scow				
28: 1 2 4 6 // 29: 2 2 4 6 (use 2)				
Hold1	Hold2	Hold3	Hold4	Hull
Pet Monsters 5/\$150	Melf Pelts 5/\$110	Melf Pelts 5/\$110		Shield (\$60)

2a. GEGS \$519			
Clipper			
28: 1 1 3 3 // 29: 3 4 4 4			
Hold1	Hold2	Hull	
Glorious Junk 2/\$200		Shield (\$60)	
		1a \$80	
Dell \$200	Paintfall \$200		
Shenna \$100	Volois \$200	Graw \$200	Qossuth \$200

4. HEX \$290			
Transport			
28: 1 5 5 // 29: 1 2 2			
Hold1	Hold2	Hold3	Hull
Megalith Paperwt. 9b/\$160	Megalith Paperwt. 9b/\$160	Megalith Paperwt. 9b/\$160	RELIC Gate Lock \$100
			RELIC Spy Eye \$100

2b. GEGS 2			
Freighter			
28: 2 5 // 29: 2 4			
Hold1	Hold2	Hold3	Hull
Immortal Grease 6/\$100	Fare to 4b \$120		
Hold4	Hold5		

3. Data Dancer \$424		
Clipper		
28: 3 4 6 // 29: 1 4 6 6		
Hold1	Hold2	Hull
Servo-Mech. 7b/\$300	Servo-Mech. 7b/\$300	5 \$90
Rainfall \$200	Dryport \$200	

6. Slartybartfast \$878			
Freighter			
27: 1 5 // 28: 1 3			
Hold1	Hold2	Hold3	Hull
Finest Dust 4a/\$50	Finest Dust 4a/\$50	Dribble Glass 4a/\$200	RELIC Yellow Drive \$80
Hold4	Hold5	4a \$60	
	Space Spice 2/\$80	RELIC Mulligan Gear \$120	
		RELIC Auto Pilot 4 \$80	RELIC Jump Start \$120
Moonport \$200		Relic Shield (\$60)	RELIC Air Foil \$80
Whale Port \$200	Human \$100		

5. ETC \$654				
Merchantman				
27: 1 4 5 // 28: 3 5 6 // 29: 1 2 5 (use 2)				
Hold1	Hold2	Hold3	Hold4	Hull
Melf Pelts 5/\$110	Melf Pelts 5/\$110	Melf Pelts 5/\$110	Comb. Eye (\$300)	3 \$80
				Shield (\$60)
Comfort Station \$200	Grand Port \$200	Rumble Port \$200		
Whynoms \$100	Eeepeeep \$100	Ice Station \$200	Lonely Station \$200	

S.O.B.

Drops off Fare for \$120 (from the cup: Fare to 4a at Base). Slartybartfast gains \$12 in port commissions.

3rd: Debbie Anderson (Eeepeeep/Data Dancer) Rolls Used: 3 4 5
Dryport(s) – Dryport(p).

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

Buys 2 Servo-Mechanism for \$400. Gains \$55 in port commissions.

4th: Bob Robles (Human/Humanity's Exploring Xenophobes) Rolls Used: 1 2 3
Poisonport(s) – Poisonport(o) – R – A – Y – B.
6 (Yxklyx): Demand for Visible Holes (+\$70), 3 Immortal Grease, Demand for Melf Pelts (+\$50)

7a (Zum): Demand for Finest Dust (+\$50), 3 Chicle Liquor, Fare to 4c (\$110)

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

8 (Whynoms): 5 Impossible Furniture, Demand for Chicle Liquor (+\$60)

9a (Chola): 2 Demand for Immortal Grease (+\$50), 4 Designer Genes, Demand for Chicle Liquor (+\$60)

9b (Wollow): 1 Megalith Paperweights, Demand for Impossible Furniture (+\$70)

10 (Qossuth): Demand for Designer Genes (+\$60)

Base: Fare to 4a (\$140)

Pick of the Litter

Turn 12, Phases IV-VI and Turn 13 Phases I-III Turn 13, Phases IV-VI and Turn 14, Phases I-III due 2/17 Tuesday Turn 12

Operations

Red (Bishop) operates #91 (\$30, 3 coal), #92 (\$40, 3 coal), #28 (\$60, depletes), places +4 snowplow on Walsenburg to Alamosa line (dr = 4 +4 =8, success), delivers 3 coal from Trinidad to Denver for \$360. Gains \$930 in passenger revenues and gives \$55 to Brown.

Brown (Partridge) operates #56 (\$30, 2 lumber), #87 (\$30, 2 coal), #89 (\$30, 4 coal), delivers 4 coal from Walsenburg to Denver for \$480. Buys a 24 train for \$200 and gains \$270 in passenger revenues and \$55 from Red.

Orange (Hooton) operates #104 (\$50, 2 silver), #62 (30, depletes), #113 (\$30, depletes), #114 (\$30, 2 lumber). Gains \$510 in passenger revenues.

Cyan (Scharf) operates #71 (\$20, 4 coal), delivers 4 coal to Salt Lake City for \$400. Gains \$270 in passenger revenues.

Blue (Anderson) no operations, gains \$270 in passenger revenues.

Determine Price Changes

Gold: Remains at \$250

Copper: Remains at \$400

Silver: +1 to \$400

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

Turn 12

Move Prospectors and Surveyors

Red (Bishop) surveys Farmington to Newcomb and Santa Rosa to Vaughn, prospect #72

Brown (Partridge) surveys Steamboat Springs to Craig, prospects #54

Orange (Hooton) surveys San Ysidro to Porter and Moriarty to Willard, prospects

the deck.

Cyan (Scharf) surveys Price to Schofield, prospects #68

Blue (Anderson) no prospecting or surveying

Dispute Resolution

No disputes. Orange draws claim #128 (silver at South Fork) and has first right of refusal. Red spends \$260, Brown spends \$160, Orange spends \$160, and Cyan spends \$140.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$5,800	9, 15, 24	+4	S, S, P+2, P
Dave Partridge	Brown	Denver	\$2,355	9, 24, 24		S, S+2, P+1
Dave Hooton	Orange	El Paso	\$770	9, 24, 42		S, S, P+2
Bill Scharf	Cyan	Salt Lake City	\$595	9, 15		S, P
Debbie Anderson	Blue	Pueblo	\$865	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	0	\$30
92	Raton	Red	Coal	4	\$40
123	Gallup	Red	Coal	N	\$40
28	Leadville	Red	Gold	4	Depleted
86	Canon City	Red	Coal	N	\$20
72	Emery	Red	Coal	N	\$30
89	Walsenburg	Brown	Coal	5	\$30
87	Alamo	Brown	Coal	4	\$30
56	Hot Sulphur Springs	Brown	Lumber	2	\$30
54	Steamboat Springs	Brown	Lumber	N	\$40
97	Elizabethtown	Orange	Gold	10	Depleted
104	Mogollon	Orange	Silver	2	\$50
105	Silver City	Orange	Silver	25	Depleted
62	Taos	Orange	Lumber	5	Depleted
102	Hillsboro	Orange	Silver	1	Depleted
113	Porter	Orange	Lumber	4	Depleted
114	McGaffey	Orange	Lumber	2	\$30
71	Sunnyside	Cyan	Coal	0	\$20
68	Schofield	Cyan	Coal	N	\$20
81	Crested Butte	Blue	Coal	3	\$40
48	Ouray	Blue	Silver	2	Depleted

#	City	Owner	Type	Goods	Operation
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	
17	C	Denver – Santa Fe	\$420	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	
16	B	Salt Lake City – Grand Jct.	\$250	Cyan	3
15	B	Denver – Grand Jct.	\$270	Blue	2

¹ Discard after 2 more Leadville depletions

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

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

Available Claims

#	City	Type	Claim	Operation
74	Elk Springs	Coal	\$60	\$20
76	Craig	Coal	\$80	\$20
77	Craig	Coal	\$40	\$20
78	Bowie	Coal	\$80	\$40
69	Scofield	Coal	\$80	\$30
34	Heber City	Silver	\$80	\$40
59	Dolores	Lumber	\$60	\$40
128	South Fork	Silver	\$100	\$40

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	4	\$200
42	7	\$320
72	8	\$500

S.O.B.

Claims in italics are under first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
18	C	Gallup – Santa Rosa	\$500	\$660	
19	C	Salt Lake City – Albuquerque	\$600	\$975	
22	C	Denver – Salt Lake City	\$800	\$1,100	
12	B	Pueblo – Grand Jct.	\$150	\$310	1
11	B	Salt Lake City – Grand Jct.	\$140	\$310	2
24	C	Denver – El Paso	\$1000	\$1,380	

¹ Discard when 20 is taken. Good for \$150 toward card 20 or 21

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

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80
Die +4	4	\$140
Die +5	6	\$200

Dalmatian

Turn 8

Deadline Turn 9, Tuesday, February 17

Turn 8

Yorktown opens the bidding on a Ship at 14 and Rome gets it for 17. Opens the bidding on Public Works for 12 and gets it. Opens the bidding on a Caravan for 9 and gets it.

Partridgeburg passes.

Rome passes.

Brosia opens the bidding on a Dye House at 14 and Utnapishtim gets it for 17.

Buys clothmaking tools for 11 and trains a worker for 2.

Utnapishtim passes.

The Players

	City Name	Player	Workers	Hunting (2)	Farming (5)	Mining (8)	Clothmaking (11)
4	Partridgeburg	Dave Partridge	0/1	1-1/1	1-2/1		
5	Utnapishtim	Michael Lowrey	0/1	2-2/2	1-2/1		
1	Yorktown	Andy York	2/1	3-6/3	1-2/1		
2	Brosia	Eric Brosius	3/0	1-1/1	1-2/1		1-4/2
3	Rome	Bill Scharf	4/0	1-1/1	1-2/1		

	City Name	Player	Production	Treas.	Storage	Development	VP
4	Partridgeburg	Dave Partridge	7	2	3/7	Pr, 2Dy, Gr, Sm, DH	10
5	Utnapishtim	Michael Lowrey	10	2	2/5	Pr, IW, Gl, Ca, DH	9
1	Yorktown	Andy York	13	3	3/6	2Tr, Gr, Ft, IW, Sm, CC(0), 2Ca, PW	18
2	Brosia	Eric Brosius	10	1	3/4	Ft, Dy, CC(0), DH	11
3	Rome	Bill Scharf	8	0	2/5	Gl, Gr, Ft, 2SY, Sh	11

Available Development Cards

New Arrivals: Merchant Quarter, Refugee Settlement, Public Works, Public Works

Card	Minimum Bid	Available	Not Yet Delivered
Glassmaking (GI)	5	1	0
Public Works (PW)	12	2	0
Ships (Sh)	14	0	2
Refugee Settlement (RS)	8	1	1
Merchant Quarter (MQ)	9	1	1

Resource Cards

Shaggy Dog
Epoch II Carthagina and Persia
Deadline Epoch III, Empire Selection and Celts, Tuesday, February 17

Epoch II

Stooges for All Time (Anderson) plays North American Migrants. Armies Great Lakes and West Indies. CARTHAGINIA: Plays Engineering. Army, Capital, and Fortress Shatts Plateau (Minoan army eliminated), fleet Western Mediterranean (vs. FAC-51; S: 3, 2; F: 5; loses), Western Mediterranean (vs. FAC-51; S: 5, 1; F: 5; S: 6, 3; F: 2; wins), army Central Massif, Dalmatia, Pindus, Morea (vs. Greek City States; C: 4, 4; G: 1; wins, Capital reduced to city), Crete (vs. Minoans; C: 4, 2; M: 6; 3; loses). Points: Dominance in Southern Europe (4), Presence in North Africa (2), Middle East (3), 2 Capitals (4), 1 city (1), and 1 Sea (1) for 15 points.

Great Giant (Burgdorf) PERSIA: Plays Fanaticism. Army Persian Plateau (Scythian army retreats to Zagros), Zagros (vs. Scythians; P: 3, 1; S: 5; loses), Zagros (vs. Scythians; P: 5, 3; S: 2; P: 4, 3; S: 6; loses), Zagros (vs. Scythians; P: 6, 2; S: 5; wins), Middle Tigris (vs. Babylonia; P: 6, 3; B: 3+1; P: 4, 2; B: 5+1; loses), Middle Tigris (vs. Babylonia; P: 5, 1; B: 5+1; loses), Middle Tigris (vs. Babylonia; P: 6, 5; B: 4+1; P: 6, 1; B: 3+1; wins, Capital reduced to city), Eastern Anatolia (vs. Scythians; P: 6, 4; S: 4; wins, city eliminated), Western Anatolia (vs. Minoans; P: 4, 4; M: 1; wins, fleet Black Sea unsupported), Balkans, Pindus (vs. Carthagina; P: 4, 3; C: 6, 5; loses), Pindus (vs. Carthagina; P: 6, 3; C: 2, 1; wins), Morea (vs. Carthagina; P: 6, 5; C: 3; wins, city eliminated), fleet Eastern Mediterranean (vs. The Human Race; G: 5, 5; H: 3; wins), Crete (vs. Minoans; P: 4, 2; M: 6; loses). Points: Dominance in Middle East (6) and Southern Europe (4), Presence in India (2), 1 Capital (2), 1 city (1), and 1 Sea (1) for 16 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Christopher Hunt	The Gardeners (green)	10	15
Bill Scharf	The Human Race (blue)	11	20
Kevin Wilson	Royal Manticoran Historical Society (purple)	11	16
Dave Anderson	Stooges for All Time (orange)	12	19
Howard Bishop	FAC-51 (black)	13	26
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	13	25
Martin Burgdorf	Great Giant (red)	19	25

Positions

SfAT: Fleet Western Mediterranean. SUMERIANS: Capital, Fortress, and 2 armies Lower Tigris. NORTH AMERICAN MIGRANTS: Armies Great Lakes, West Indies. CARTHAGINIA: Army, Capital, Fortress Shatts Plateau, armies Central Massif, Dalmatia.

GEGS: Fleet Red Sea. EGYPT: Army and Capital Nile Delta, armies Nubia, Libya, Arabian Peninsula. JEWS: Army, city, and fort Palestine. NILE KINGDOM: Army, city, and fort Upper Nile.

FAC-51: MINOANS: Army and Capital Crete. GREEK CITY STATES: Army Pyrenees.

Great Giant: Fleet Eastern Mediterranean. INDUS VALLEY: Army Western Deccan. PERSIA: Army and Capital Persian Plateau, army and city Middle Tigris, armies Zagros, Eastern Anatolia, Western Anatolia, Balkans, Pindus, Morea.

The Gardeners: VEDIC CITY STATES: Army, Capital, and Monument Upper Indus, two armies Ceylon, armies Ganges Valley, Eastern Deccan, Eastern Ghats.

The Human Race: PHOENICIA: Army and Capital Levant, army and Monument Upper Tigris. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. SCYTHEANS: Armies Caucuses, Persian Salt Desert, Lower Indus.

RMHS: ARYANS: Armies Western Steppe, Turanian Plain, Hindu Kush. CHOU DYNASTY: Army, Capital, and Monument Wei River, army and city Yellow River, armies Tarim Basin, Yangtse Kian, Chekiang.

Event Cards

Epoch III Empire Draw

Sly Dog

Initial Influence Declaration
Deadline Turn 1 Cure through Health, February 17

Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	80	
KGB Head	Juri Nicotin (R)	59	
Foreign	Mikail Strychnin (T)	57	
Defense	Igor Doberman (L)	65	
Ideology	Leonid Bungaloff (W)	54	
Industry	Antonj Talksallott (J)	67	
Economy	Anatol Mischif (I)	68	
Sport	Lech Schukrutoff (B)	75	

Candidates: G, H, K, O, U

People: C, D, E, F, M, N, P, Q, S, V, X, Y, Z

Siberia: None (yet)

Players

Player	Faction Name
Bob Robles	Bolsheviks Organized IN Kremlin (BOINK)
Chris Geggus	Georgian Extremism Goads Soviets (GEGS)
Howard Bishop	Unnamed Faction (UF)
Bill Scharf	Freedom Idealism Strength Teamwork (FIST)

Intrigue Cards

Game Review: Lords of Waterdeep

Lords of Waterdeep is a game in which each player takes the part of one of the secret lords of the fantasy city of Waterdeep. Each lord is allied with a faction that supplies agents to achieve certain tasks. The ultimate goal is to gain influence in the form of victory points through the completion of quests.

At the start of the game, each player is dealt one Lord card, which indicates which types of quests that player will get bonus victory points for completing. This card is kept secret until the end of the game. The players are also dealt two Quest cards and two Intrigue cards. The first player is determined, and each player receives gold based on their turn order, with those going later getting more gold. Finally, each player gets a number of agents based on the number of players in the game, ranging from two to four. The game runs eight turns, and each player gains an additional agent in turn five.

During each turn, each player in turn order assigns an agent to one of the buildings in the city. Some of the buildings give you adventurers or gold, which you need to complete quests. There are certain special buildings, however. Castle Waterdeep allows you to draw an Intrigue card and take the first player token. The Builders' Hall allows you to choose one of three buildings to add to those available on the base map board. These buildings provide additional places to assign agents, and if a player other than the owner does so, the owner gets some sort of benefit in addition. Cliffwatch Inn is the place you go to get additional quests. There are four face-up Quest cards above the Inn, and three spaces in the Inn. One of them allows you to take a face-up Quest card and two gold, a second allows you to take one of the face-up Quest cards and an Intrigue card, and the third allows you to discard all of the face-up cards, draw four new ones and select one of those. Whenever a card is selected, it is immediately replaced. The final special space is Waterdeep Harbor, which is where you go to play Intrigue cards. Waterdeep Harbor has three spaces, and once all agents have been assigned, any agents assigned to Waterdeep Harbor may be reassigned to an empty space in order.

After assigning an agent, a player may, if able, complete a quest. Only one quest

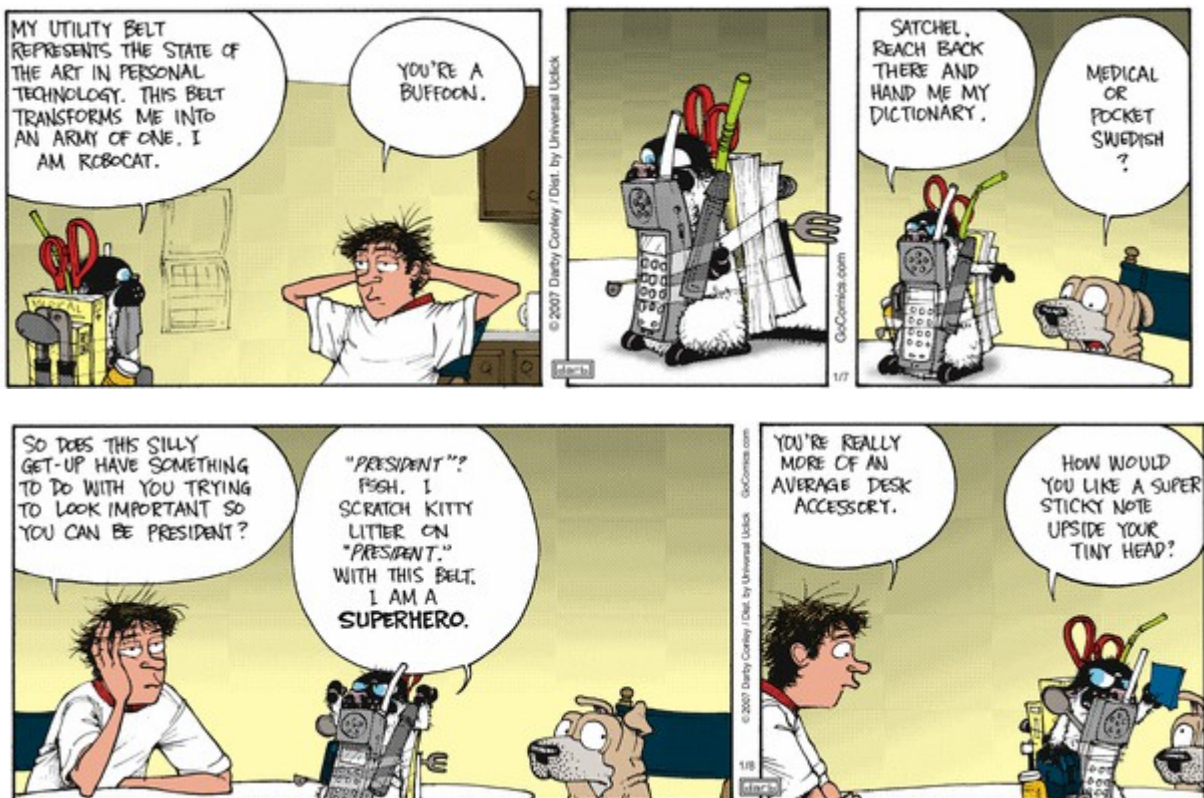
may be completed during a player turn, even if the resources exist to complete more than one.

Quests come in five different categories: Arcana, Piety, Skullduggery, Warfare, and Commerce. Each type of quest focuses primarily on a different resource type. Arcana quests typically require wizards, Piety quests clerics, Skullduggery quests rogues, Warfare quests fighters, and Commerce quests gold. Often times other resources than the primary will be required to complete a quest. Once completed, the player gains a benefit, usually victory points, but occasionally other resources may be gained, such as adventurers or gold. Some quests are called Plot Quests, and these have a lasting effect on those who complete them, such as additional victory points for completing certain types of quests or the ability to assign an agent to a space already containing an opponent's agent.

There are three types of Intrigue cards: Attack, Utility, and Mandatory Quest. Attack cards typically have some sort of negative effect on other players, usually all of them. Utility cards typically give the player of them a benefit, but may also benefit one or more other players. Finally, Mandatory Quests are small quests that can be played on another player. That player must complete the Mandatory Quest before completing any other quests. If a player has more than one Mandatory Quest, he may choose which one to complete, so long as all of them are completed before any regular quest.

Once the eighth turn is completed, each player reveals his or her Lord card and calculates any bonus victory points. In addition to the points specified by the Lord card, each player gains one point for each unused adventurer and one point for every two gold (rounded down). The player with the most victory points wins, with ties given to the player with the most gold.

Overall, the game is quite good, and suitable for pbm play. Its game mechanics are very reminiscent of Agricola. It is published by Wizards of the Coast and retails for between \$50.



Addresses

Dave Anderson	Forest Cole	Christopher Hunt	Ward Narhi	Bill Scharf "Doge"
Debbie Anderson	11210 Montverde Ln	CJVHUNT@btinternet.com	521 Moreley	4814 Walnut Grove Ave.
20832 Tuck Rd., Site 32	Houston, TX 7099	Geoff Kemp	Akron, OH 44320	Rosemead, CA 91770
Farmington Hills, MI 48336	simply4est@yahoo.com	ggeoff510@aol.com	lurkertv@hotmail.com	(626) 286-4428
(248) 473-7482	Simply4est@aol.com	Doug Kent	(330) 835-4013	bear-hugs@sbcglobal.net
ravenclawnerdz@sbcglobal.net	Caleb Cousins	diplomacyworld@yahoo.com	Walt O'Hara	
andersond4@michigan.gov	96 Cedar St. #4	Robert Koehler	hussar@hotmail.com	Mike Scott
Howard Bishop	Bangor, ME 04401	rkhoeler@triad.rr.com	Dave Partridge	4040 E. Piedmont Dr.
43 Guinions Road	(207) 941-8568	Andy Lewis "Marmaduke"	15 Woodland Drive	Space 61
High Wycomb HP13 7NT UK	caleb_cousins@umit.maine.edu	16 Gossling Dr.	Brookline NH, 03033	Highland, CA 92346
laties@globalnet.co.uk	Chris Geggus "Davey Boy	Lewes, DE 19958	rebhuhn@rocketmail.com	mikesmag2@jsbcglobal.net
John Boardman	Smith"	Alewis161@hom.com	James Pratt	(909) 864-4343
Unit 508, 5820 Genesis Lane	10 Talbrook, Brentwood	(302) 644-1984	prattjames1960@yahoo.com	Gina Teh
Frederick, MD 21703-5103	Essex, CM14 4PY, UK	Michael Longdin	Berend Renken	lone_hammy@yahoo.com.sg
Jim Burgess	Geggus@sky.com	michasel.longdin@virgin.net	P.O. Box 249	Richard Weiss
664 Smith St.	Ron Fisher	Michael Lowrey	Roy, WA 98580-0249	richardweiss@higherquality.com
Providence, RI 02908-4327	skylark3@charter.net	6903 Kentucky Derby Drive	berend02@aol.com	Brendan Whyte
jfburgess@gmail.com	Pasquale Giovine	Charlotte, NC 28215	Paul Risner	Assistant Map Curator
Eric Brosius	Via Osanna N.2/e	Mlowrey@infionline.net	10325 NW 63rd Dr.	Map Section
53 Bird St.	I-89127 Reggio Calabria, Italia	(704) 569-4269	Parkland, FL 33076	National Library of Australia
Needham, MA	giovine@umirc.it	Brad Martin	goeben@aol.com	Paarkes, ACT 2600 Australia
Public.brosius@comcast.net	Dave Hood	180 Peninsula Road	Jerry Roalstad	obiwonfive@hotmail.com
Colin Bruce	dhhood@phd-law.com	Maylands 6051	Gerald.roalstad@ang.af.mil	Kevin Wilson
30 Almoners' Avenue	Dave Hooton	Western Australia	Bob Robles "Howler"	4758 Doncaster Ct.
Cambridge, CB1 8PA, England	hootond@yahoooc.com	Australia	67 Tara Rd.	Long Grove, IL 60047
furyofthenorthmen@btopenworld.com	Dale Horsely	Westfront@westfront.com.au	Orinda, CA 94563	ckevinw@comcast.net
	dale.horsely@yahoo.com	Jack McHugh	Rlrobles5@comcast.net	Andrew York "Greyhound"
Dennis Cain "Red Dog"	Tom Howell "Whippet"	jwmchughjr@gmail.com	(510) 254-6354	P.O. Box 201117
1218 N. 3 rd St.	365 Storm King Road	Lynn Mercer	Bogislaw von Shcoenfeldt	Austin, TX 78720-1117
Quincy, IL 62301-1727	Port Angeles, WA 98363	hancockfc@yahoo.com	coldcomfort@gmx.net	wandrew88@gmail.com
(217) 223-2284	off-the-shelf@olympus.net			Paul Zieske
iamthedbear@sbcglobal.net	(360) 928-9698			zieskep@juno.com

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, 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!