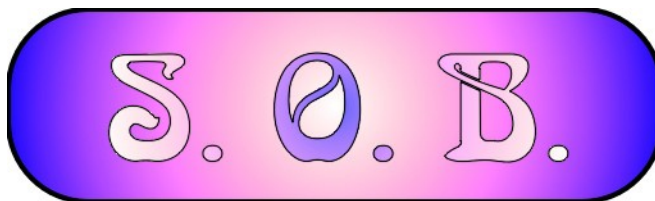


Number 203



February/March, 2015

Notes from Hades

The main event recently here has been the transition of Erik and Scott into teenagers. We had their birthday party at a place called Flighdeck, where they and four of their friends got to do dogfights in F-16 simulators. A good time was had by all, including those of us who just watched.

We do have a lot more games available as well as space, so please sign up.

The next deadline is **Tuesday, May 12 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

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(\$). **Starts this issue!**

Pug. Merchant of Venus. Will start after Mirzam ends. 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(\$), Andy York(\$). **Starts this issue.**

Foxhound. New World. 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, Kevin Wilson, will take up to 4 more.

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

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

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

Chris Hassler a.k.a. Cerberus
11492 Harrisburg Road
Rossmoor, CA 90720
Phone: (562) 690-7827
cerberus@sob-zine.org

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

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

Purebred

Summer 1259

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Fall 1259 5/12 Tuesday

Milan and Aragon continue to fight in the north while Florence joins the Pope in his fight against Venice.

Outstanding Debt

None.

Orders

ARAGON (McHugh): A CAPUA holds, F Genoa to LIGURIAN SEA, F TYRRHENIAN SEA to Corsica, F GULF OF NAPLES to Tyrrhenian Sea, F PALERMO holds, F IONIAN SEA supports F Lower Adriatic, F LOWER ADRIATIC holds

FLORENCE (Partridge): A Pisa to LUCCA, A PISTOIA to Bologna, A FLORENCE supports A Pistoia to Bologna, A Sienna to AREZZO

MILAN (Schoenfeldt): A Turin to AVIGNON, A Fornova to PARMA, A (EM) GENOA

PAPACY (Giovine):

VENICE (Robles):

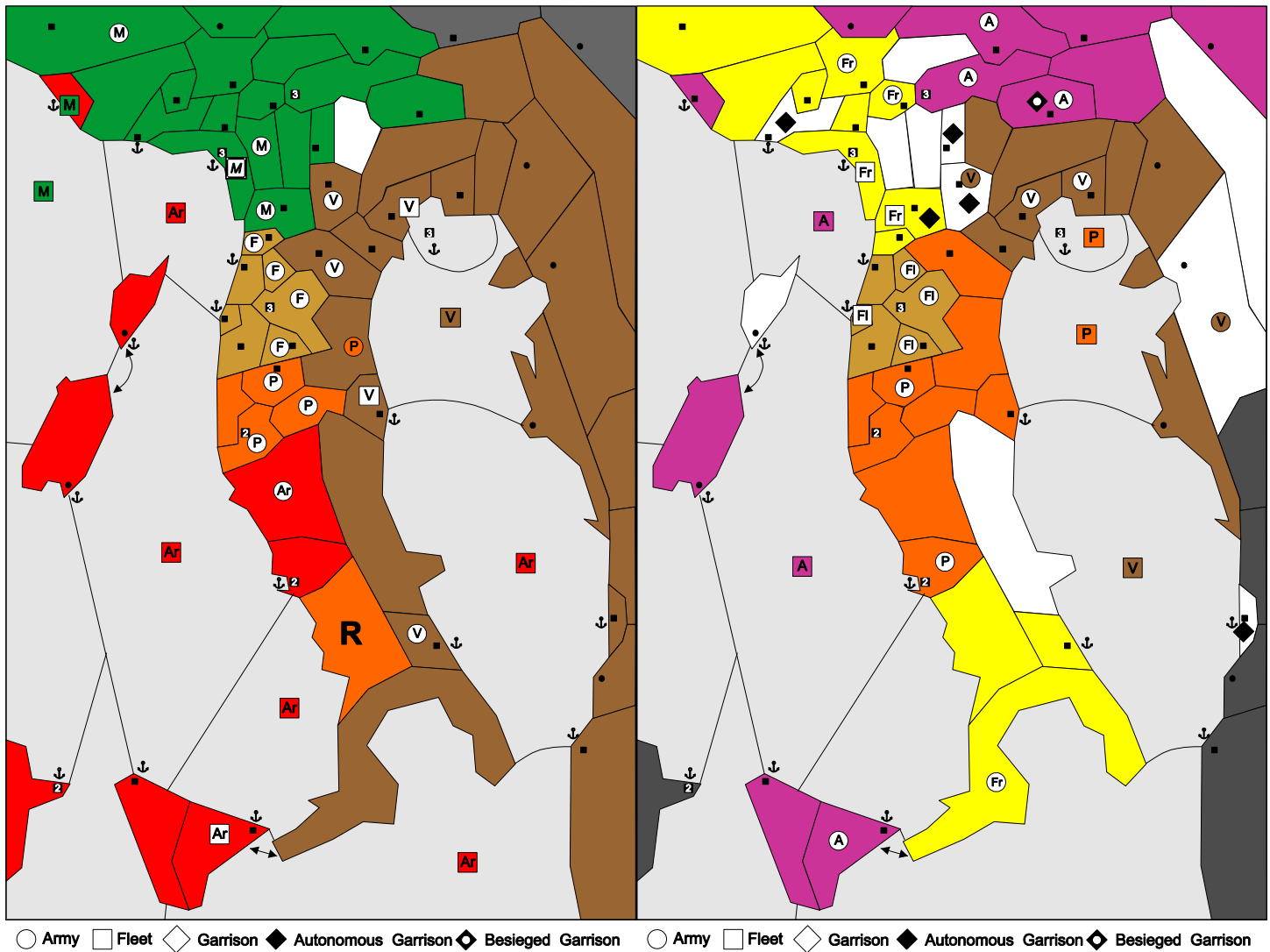
A AVIGNON to Marseilles, A Parma to FORNOVA, A MODENA supports G Genoa convert to F, F MARSEILLES to Gulf of Lions, F GULF OF LIONS to Corsica, G (EM) GENOA convert to F

A Spoleto to URBINO, A PERUGIA supports A Spoleto to Urbino, A Rome to SPOLETO, G ROME converts to A A MANTUA supports A Ferrara to Bologna, A Ferrara to BOLOGNA, A Otranto to BARI, F ANCONA holds, F UPPER ADRIATIC supports A Ferrara to Bologna, F Venice to PADUA

Your treasury:

Purebred

Dogleg

**Dogleg**

Spring 1500

Miller Number ??????

Deadline for Summer 1500 5/12 Tuesday

The Pope concentrates his efforts against Venice while Austria and France continue to tangle. Florence consolidates.

Fall 1499 Retreats

Austria retreats A Otranto to Messina

Builds

		Cost
Aus	Maintains all, builds A Tyrol	18
Flo	Maintains all, builds G Florence	12
Fra	Maintains A Turin, A Montferrat, A Pavia, A Otranto, F Lucca, F Modena	18
Pap	Maintains A Naples, A Bologna, F Ancona, F Venice, builds A Perugia	15
Ven	Maintains all, builds A Padua, A Treviso	15

Expenditures

The Pope pays 6 ducats to the moneylenders.

Outstanding Loans

Fall 1501: 21 ducats due from the Papacy (18 borrowed)

Orders

AUSTRIA (Burgdorf): A Marseilles to PROVENCE, A MILAN to PAVIA, A TRENT besieges, A MESSINA to Otranto, A TYROL to Turin, F

LIGURIAN SEA supports A Marseilles to Provence, F

TYRRHENIAN SEA supports F Ligurian Sea

FLORENCE (Robles): A Florence to PISTOIA, A Sienna to AREZZO, F PIOMBINO holds, G FLORENCE convert to A

FRANCE (Whyte): A TURIN besieges (garrison destroyed), A MONTFERRAT besieges (garrison destroyed), A PAVIA besieges (garrison destroyed), A OTRANTO holds, F MODENA to GENOA, F Lucca to MODENA

PAPACY (Anderson): A BOLOGNA to Ferrara, A NAPLES holds, F Ancona to UPPER ADRIATIC, F VENICE supports F Ancona to Upper Adriatic

VENICE (Wilson): A Ferrara to MANTUA, A PADUA to Ferrara, A TREVISIO holds, A Carniola to CROATIA, F Dalmatia to LOWER ADRIATIC

Your treasury:

Spring 1500 Famine Losses

Autonomous garrison in Lucca.

Summer 1500 Plague

Bad Year – Row and Column: Salerno, Verona, Dalmatia, Lucca, Bologna (Papal A destroyed), Caerinthia, Provence (Austrian A destroyed), Montferrat

(French A destroyed), Bari, Istria, Aquila, Patrimony

Press

Holy See U News: His Holiness reports to our financial section that the interest

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only was paid on the loan to the Medici family from the Popes personal friends.

When asked by the paper to comment on what happens if you default on the loan.

The pope said I have to go the Austrian and sell more absolutions to his citizens.

Hound Dog

Turn 8 Bidding and Movement

Turn 8 Battle, 5/12 Tuesday

Players

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

Revival

Atreides revive 2 tokens

Fremen revive 3 tokens (1 Fedaykin)

Guild revives 1 token

Harkonnens revive 2 tokens

Ixians revive 3 tokens (2 spice paid)

Shipping

Atreides ship 4 tokens to Arrakeen (Bene Gesserit accompany)

Fremen ship 3 tokens (1 Fedaykin) to The Great Flat

Move

Atreides move 4 tokens from Arrakeen to Carthag

Battle

Atreides versus Lansraad in Carthag. Lansraad are the aggressors. Available leaders: Atriedes: all, Lansraad: Baltern, Bronso.

Positions

Atreides: 2 tokens in the tanks, 4 tokens Carthag, 5 tokens Arrakeen, 9 tokens off-planet

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

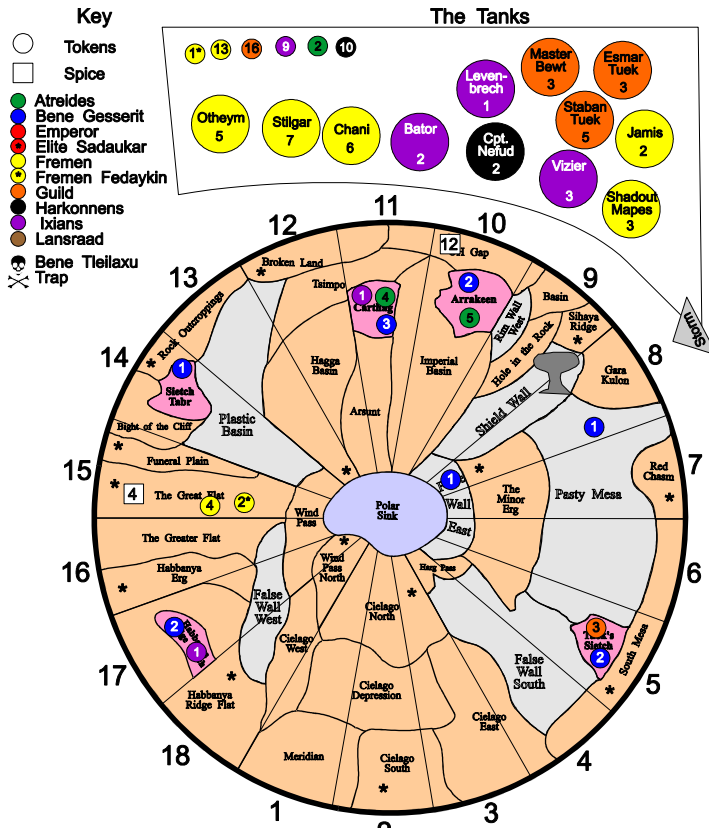
Fremen: 3 tokens (1 Fedaykin) The Great Flat, 17 tokens (2 Fedaykin), Stilgar, Chani, Otheym, Shadout Mapes, Jamis in the tanks

Guild: 3 tokens Tuek's Sietch, 16 tokens, Master Bewt, Esmar Tuek, and Staban Tuek in the tanks, 1 token off-planet

Harkonnens: 10 tokens, Cpt. Nefud in the tanks, 10 tokens off-planet

Ixians: 1 token Habbanya Ridge Sietch, 1 token Carthag, 9 tokens, Levenbrech, Bator, Vizier in the tanks, 9 tokens off-planet

Spice, Traitor(s), and Intrigue Cards



Turn 8

Bidding

CARD 1 () goes to the Fremen for 2 spice
 CARD 2 () goes to the Guild for 2 spice
 CARD 3 () goes to the Harkonnens for 2 spice
 CARD 4 () goes to the Guild for 2 spice
 CARD 5 () goes to the Guild for 2 spice

Revival and Movement

Bene Gesserit coexist everywhere. Guild choose to go last.

Mirzam

Turns 29.6 to 31.6

Turns 32.1 to 34.1 due 5/12 Tuesday

Turn 29

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

Terror Station(p) – R20 – (Y) – B – R – B.

1st: Andy Lewis (Niks)

Mystery Machine 6 Rolls Used: 5 6 6

Galactic Base – NC6 – Open Port – Space Station – R – Y – R – NC6 – R20 – Multi-Generation Ship – NC6 – Y – B – R – A – R – Y10 – R20.

Mystery Machine 7 Rolls Used: 6 6

B30 – R30 – Y30 – B – R – A – Dryport(p).

Turn 30

Sells Shining Slime for \$200 (from the cup: Fare to Base at 4a). Sells Immortal Grease for \$100 plus \$150 demand (from the cup: Other Shoes at 8 and Space Spice at 2). Sells Immortal Grease for \$100 plus \$100 demand (from the cup: Impossible Furniture at 8 and Psychotic Sculpture at 10). Buys 2 Servo-Mechanism for \$400 and Pedigree Bolts for \$100. Picks up Fare to

Gas Enhanced Global Skimmer 2 Rolls Used: 1 3

Space Station – (R) – (Y) – (R) – NC1 – B10 – NC1 – (R) – (Y) – (R) – Grand Port(p).

Sells Voll Silk for \$220 plus \$60 demand (from the cup: Demand for Genes at 2 and Bionic Perfume at 1a). Sells Voll Silk for \$220 (from the cup: Space Spice at 2). Sells Voll Silk for \$220 (from the cup: Demand for Pelts at 6). Buys Factory for \$200, Spectral Analyzer for \$160, and 3 Visible Holes for \$300. ETC receives \$160 in port commissions and GEGS receives \$80 in factory commissions.

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

Dryport(p) – A – Y – R – B – R – B – Y – B – R – B – Y – R – B – Rainfall(p).

Agent buys a Transport for \$240. Receives \$24 in port commissions.

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

1a. Mystery Machine 6 \$1384
Scout
32: 1 2 5 // 33: 3 3 6 // 34: 1 4 4

Hold1	Hold2	Hull
Finest Dust 4a/\$50	Fare to 9a \$110	RELIC Switch Switch \$100
	Fare to Base \$180	Shield (\$60)
Wet Landing \$200	Niks \$200	
Cobble Port \$200	Shuttlestop \$200	Yxklyx \$200
Terror Station \$200	Titan's Tower \$200	

1b. Mystery Machine 7
Scow
32: 1 2 3 4 // 33: 2 4 5 6 // 34: 2 6 6 6 (use 2)

Hold1	Hold2	Hold3	Hold4	Hull
Servo-Mech. 7b/\$300	Servo-Mech. 7b/\$300	Pedigree Bolts. 7b/\$200	Fare to Base \$110	Shield (\$60)

2a. GEGS \$572
Clipper
32: 1 2 5 5 // 33: 1 5 5 5

Hold1	Hold2	Hull
Finest Dust 4a/\$50		Shield (\$60)
		1a \$80
Dell \$200	Paintfall \$200	Wollow \$100
Shenna \$100	Volois \$200	Graw \$200
Wraiths \$200		Qossuth \$200

2b. GEGS 2
Freighter
32: 3 4 // 33: 1 2

Hold1	Hold2	Hold3	Hull
Spectral Analyzer 4c/\$250	Fare to 4b \$120	Visible Holes 4c/\$170	
	Comb. Drive (\$300)		
Hold4	Hold5		
Visible Holes 4c/\$170	Visible Holes 4c/\$170		

3a. Data Dancer \$836
Clipper
32: 1 2 5 6 // 33: 3 3 5 6

Hold1	Hold2	Hull
		5 \$90
Rainfall \$200	Dryport \$200	
Desolation Landing \$200		

3b. Data Singer
Transport
32: 5 5 6 // 33: 2 2 3

Hold1	Hold2	Hold3	Hull

4. HEX \$290
Transport
33: 3 4 5 // 33: 2 3 4

Hold1	Hold2	Hold3	Hull
Psychotic Sculpture 10/\$250	Psychotic Sculpture 10/\$250	Psychotic Sculpture 10/\$250	RELIC Gate Lock \$100
			RELIC Spy Eye \$100

5. ETC \$1078
Merchantman
32: 5 5 6 // 33: 1 2 6 (use 2)

Hold1	Hold2	Hold3	Hold4	Hull
Rock Videos 4b/\$200	Rock Videos 4b/\$200	Rock Videos 4b/\$200	Comb. Drive (\$300)	Shield (\$60)
Comfort Station \$200	Grand Port \$200	Rumble Port \$200		
Whynoms \$100	Eeepeep \$100	Ice Station \$200	Lonely Station \$200	
Bypass \$200	Jellybeast Landing \$200	Jewelport \$200		

6. Slartybartfast \$1348
Freighter
32: 4 6 // 33: 4 2 6

Hold1	Hold2	Hold3	Hull
Megalith Paperwt. 9b/\$160	Portable Organ. 9b/\$160	Dribble Glass 4a/\$200	RELIC Yellow Drive \$80
			4a \$60
Hold4	Hold5		
			RELIC Mulligan Gear \$120
			RELIC Auto Pilot 4 \$80
			RELIC Jump Start \$120
			RELIC Air Foil \$80
Moonport \$200	Whale Port \$200	Human \$100	
			Relic Shield (\$60)

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6

Moonport(s).

Buys 2 Psychotic Sculptures for \$320.

5th: Andy York (Whynom/Expert Trading Cartel) Rolls Used: 3 6

Bypass – (R) – B – (Y) – (R10) – B10 – (Y10) – (R) – B – (Y) – B – (R) – B – (Y) – B – (R) – A – (Y) – B – Open Port.

Sells Mulch Wine for \$60 (from the cup: Impossible Furniture at 8). Sells Mulch Wine for \$60 (from the cup: Chiclé Liquor at 7a). Sells Mulch Wine for \$60 (from the cup: Megalith Paperweight at 9b). Buys 3 Rock Videos for \$360, Jewel Port for \$200 and Jellybeast Landing for \$200.

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

Paintfall(p) – R20 – R – B – (Y) – B – R – B.

On the board:

1a (Nillis): 5 Bionic Perfume

1b (Volois): 1 Voll Silk

2 (Graw): 2 Demand for Designer Genes (+\$40), Fare to 10 (\$140), 3 Space Spice

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

4a (Dell): 2 Demand for Mulch Wine (+\$60)

4b (Humans): 2 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art

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

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

6 (Yxklyx): Demand for Visible Holes (+\$70), 2 Immortal Grease, Demand for

Melf Pelts (+\$50)

7a (Zum): Demand for Finest Dust (+\$50), 5 Chicle Liquor, Fare to 4c (\$110)

7b (Eeepeeep): 1 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50)

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

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

9b (Wollow): 3 Megalith Paperweights, Demand for Impossible Furniture (+\$70)

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

Base: Fare to 2 (\$160)

Pick of the Litter

Turn 14, Phases IV-VI and Turn 15 Phases I-III

Turn 15, Phases IV-VI and Turn 16, Phases I-III due 5/12 Tuesday

Turn 14

Operations

Red (Bishop) operates #91 (\$30, 3 coal), #92 (\$40, 3 coal), #86 (\$20, 2 coal), ships 6 coal from Raton to Denver for \$840, gains \$930 in passenger revenues, pays \$55 to Brown, pays \$200 to bail the surveyor out of jail, and buys a 72 train for \$500.

Brown (Partridge) operates #87 (\$30, 3 coal), #56 (\$30, 1 lumber), #54 (\$40, 2 lumber), #74 (\$20, 4 coal), delivers 4 lumber from Hot Sulphur Springs to Denver for \$800, 3 coal from Alamo to Denver for \$420, receives \$270 in passenger revenues and \$55 from Red.

Orange (Hooton) keeps claim #101 (\$120), operates #104 (\$50, 2 silver), #114 (\$30, depletes), #101 (\$20, 1 silver), delivers 29 silver from Silver City to El Paso for \$11,600, and 2 silver from Mogollon to El Paso for \$800, gains \$510 in passenger revenues.

Cyan (Scharf) operates #71 (\$20, 3 coal), #68 (\$20, 3 coal), #34 (\$40, depletes), hires a second prospector for \$400, gains \$270 in passenger revenues.

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

Determine Price Changes

Gold: +1 to \$275

Copper: Remains at \$400

Silver: -7 to \$160

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-1 to \$160	Remains at \$300	Remains at \$200	Remains at \$160	-1 to \$60
Coal:	Remains at \$140	Remains at \$100	Remains at \$80	Remains at \$120	Remains at \$140

Turn 15

Move Prospectors and Surveyors

Red (Bishop) surveys Durango to Dolores and Pagosa Springs to Lumberton, prospects #18 and #63 (+2)

prospects #63

Brown (Partridge) surveys Elk Springs to Vernal and prospects #77

Cyan (Scharf) no surveying, prospects #130

Orange (Hooton) surveys Gallup to McGaffey (+1) and Torrance to Carrizoo,

Blue (Anderson) no prospecting or surveying

Dispute Resolution

Red and Orange have a dispute over #63. Red (dr = 7 +2 = 9), Orange (dr = 5 +2 = 7). Red wins. Red spends \$1080, Brown spends \$220, Orange spends \$260, and Cyan spends \$120.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$7,130	9, 15, 24, 72	+4	S, S, P+2, P
Dave Partridge	Brown	Denver	\$4,565	9, 24, 24		S, S+2, P+1
Dave Hooton	Orange	El Paso	\$14,490	9, 24, 42		S, S, P+2
Bill Scharf	Cyan	Salt Lake City	\$615	9, 15		S, P, P
Debbie Anderson	Blue	Pueblo	\$1,405	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	4	\$30
92	Raton	Red	Coal	4	\$40
123	Gallup	Red	Coal	4	\$40
28	Leadville	Red	Gold	4	Depleted
86	Canon City	Red	Coal	2	\$20
72	Emery	Red	Coal	N	\$30
59	Dolores	Red	Lumber	N	\$40
63	Lumberton	Red	Lumber	N	\$50
89	Walsenburg	Brown	Coal	2	Depleted

#	City	Owner	Type	Goods	Operation
87	Alamo	Brown	Coal	3	\$30
56	Hot Sulphur Springs	Brown	Lumber	1	\$30
54	Steamboat Springs	Brown	Lumber	4	\$40
74	Elk Springs	Brown	Coal	4	\$20
77	Craig	Brown	Coal	N	\$20
97	Elizabethtown	Orange	Gold	10	Depleted
104	Mogollon	Orange	Silver	0	\$50
102	Hillsboro	Orange	Silver	1	Depleted
113	Porter	Orange	Lumber	3	Depleted
114	McGaffey	Orange	Lumber	3	Depleted

#	City	Owner	Type	Goods	Operation
128	South Fork	Orange	Silver	N	\$40
101	Lake Valley	Orange	Silver	1	\$20
71	Sunnyside	Cyan	Coal	5	\$20
68	Scofield	Cyan	Coal	3	\$20
130	Bingham	Cyan	Copper	N	\$80
81	Crested Butte	Blue	Coal	3	\$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	
17	C	Denver – Santa Fe	\$420	Red	
18	C	Gallup – Santa Rosa	\$500	\$660	
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	

Available Trains

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

S.O.B.

#	Type	Route	Payoff	Owner	Notes
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
76	Craig	Coal	\$80	\$20
67	Coalville	Coal	\$60	\$30
78	Bowie	Coal	\$80	\$40
69	Scofield	Coal	\$80	\$30
83	Durango	Coal	\$80	\$20
88	Walsenburg	Coal	\$80	\$50
42	Leadville	Silver	\$100	\$40
45	Westcliffe	Silver	\$120	\$30

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	
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 10

Deadline Turn 11, Tuesday, May 12

Turn 10

Yorktown opens the bidding on a Ship at 14 and gets it for 20.

Brosia trains a worker for 1 and buys clothmaking tools for 11.

Partridgeburg opens the bidding on a Refugee Settlement at 8 and gets it.

Utnapishtim opens the bidding on a Ship at 14 and Rome gets it for 18. Opens the bidding on a Merchant Quarter at 9 and gets it.

Rome passes

The Players

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

	City Name	Player	Production	Treas.	Storage	Development	VP
5	Partridgeburg	Dave Partridge	10	1	3/7	Pr, 2Dy, Gr, Sm, DH, 2RS	12
4	Utnapishtim	Michael Lowrey	14	1	5/7	Pr, IW, Gl, Ca, DH, MQ	13
1	Yorktown	Andy York	20	0	5/6	2Tr, Gr, Ft, IW, Sm, CC(0), 2Ca, 2PW, Gl, Sh	27
2	Brosia	Eric Brosius	14	2	4/4	Ft, Dy, CC(0), DH, PW	18
3	Rome	Bill Scharf	12	1	5/6	Gl, Gr, Ft, 2SY, 2Sh	13

Available Development CardsResource Cards

New Arrivals: Trade Fleet, City Walls, Trade Fleet, Port

Card	Minimum Bid	Available	Not Yet Delivered
Merchant Quarter (MQ)	9	1	0
Trade Fleet (TF)	18	2	1
City Walls (CW)	30	1	2
Port (Po)	25	1	1

Shaggy Dog

Epoch III, Macedonia, Maurya, and Han Dynasty
Deadline Epoch III, Hsuing-nu, Rome, and Sassanids, Tuesday, May 12

Epoch III

Stooges for All Time (Anderson) MACEDONIA: Army, Fortress, and Capital Pindus (Persian army retreats to Balkans), fleet Eastern Mediterranean (vs. Great Giant; SfAT: 4, 3; GG: 3 wins), army Pindus, Dalmatia (vs. Carthagina; automatic victory), Danubia, Dniepr, North European Plain, Eastern Steppe, Wei River (vs. Chou Dyansty; M: 5, 4; C: 6, 5; loses), Wei River (vs. Chou Dynasty; M: 5, 5; C: 3, 1; wins, Capital reduced to city), Szechuan, Irrawaddy, Ganges Delta. Points: Presence in Middle East (3), North Africa (2), China (3), India (3), Southern Europe (3), Southeast Asia (1), Northern Europe (1), 3 Capitals (6), 1 city (1), 2 Seas (2), and 1 Monument for 26 points.

The Human Race (Scharf) MAURYA: Army and Capital in Ganges Delta (Macedonia army retreats to Irrawaddy), army Ganges Valley (vs. Vedic City States; M: 5, 1; V: 6; loses), Ganges Valley (vs. Vedic City States; M: 6, 5; V: 1; wins), Upper Indus (vs. Vedic City States; M: 6, 5; V: 2; wins, Capital reduced to a city), Malayan Peninsula, Mekong, Irrawaddy (vs. Macedonia; Mau: 3, 2; Mac: 1; Mau: 5, 4; Mac: 2; wins), S-Kyang, fort Ganges Delta, army Sumatra. Builds Monument Ganges Delta. Points: Dominance in India (6), Southeast Asia (2), Presence in Middle East (3), China (3), two Capitals (4), 1 city (1), and 3 Monuments (3).

The Gardeners (Hunt) HAN DYNASTY: Army and Capital Great Plain of China, army Chekiang (vs. Chou Dyansty; H: 6, 2; C: 2; wins), fleet South China Sea, army East Indies, Wei River (vs. Macedonia; H: 4, 2; M: 5; loses), Wei River (vs. Macedonia; H: 6, 3; M: 2; wins, city eliminated), Yangtse Kian (vs. Chou Dyansty; H: 6, 2; C: 1; wins), Malayan Peninsula (vs. Maurya; H: 3, 2; M: 2, 1; wins), Ganges Delta (vs. Maurya; H: 2, 1; M: 3+1, 1+1; loses), Ganges Delta (vs. Maurya; H: 4, 1; M: 4+1, 1+1; loses), Ganges Delta (vs. Maurya; H: 2, 2; M: 5+1, 5+1; loses), Ganges Delta (vs. Maurya; H: 4, 4; M: 4+1, 2+1; loses). Builds Monument Great Plain of China. Points: Dominance in China (6), Presence in India (3), Southeast Asia (1), 1 Capital (2), 1 Sea (1), 2 Monuments (2) for 15 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Howard Bishop	FAC-51 (black)	13	26
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	13	25
Kevin Wilson	Royal Manticoran Historical Society (purple)	19	37
Martin Burgdorf	Great Giant (red)	19	25
Bill Scharf	The Human Race (blue)	21	42
Christopher Hunt	The Gardeners (green)	22	31
Dave Anderson	Stooges for All Time (orange)	27	45

Positions

SfAT: Fleets Western Mediterranean, Eastern Mediterranean. **SUMERIANS:** Capital, Fortress, and 2 armies Lower Tigris. **NORTH AMERICAN MIGRANTS:** Armies Great Lakes, West Indies. **CARTHAGINIA:** Army, Capital, Fortress Shatts Plateau. **MACEDONIA:** Two armies, Capital, and Fortress Pindus, armies Dalmatia, Danubia, Dniepr, North European Plain, Eastern Steppe, Szechuan.

GEES: 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.

Great Giant: **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: Fleet South China Sea. **VEDIC CITY STATES:** Two armies Ceylon, armies Eastern Deccan, Eastern Ghats. **HAN DYNASTY:** Army, Capital, and Monument Great Plain of China, army and Monument Wei River, armies Yangtse Kian, East Indies, Malayan Peninsula, Chekiang.

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. **MAURYA:** Army, fort, Capital, and Monument Ganges Delta, army, city, and Monument Upper Indus, armies Ganges Valley, Sumatra, Mekong, Irrawaddy, Si-Kyang.

RMHS: **ARYANS:** Armies Western Steppe, Turanian Plain, Hindu Kush. **CHOU DYNASTY:** Army and city Yellow River, armies Tarim Basin. **CELTS:** Army and Monument Central Europe, armies Northern Gaul, Central Massif, Pyrenees, Southern Iberia, Western Iberia.

Event CardsEpoch III Empire

Sly Dog**Turn 1 Funeral Commission through Parade
Deadline Turn 2 Cure through Health, May 12**Funeral Commission

None.

Replacement Phase

None.

Rehabilitation Phase

None.

Parade Phase

Aparatschik waves. GEGS declares 1 IP on Nicotin.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	81	FIST (6)
KGB Head	Juri Nicotin (R)	59, +	GEGS (1)
Foreign	Mikail Strychnin (T)	57, ++	FIST (10+)
Defense	Igor Doberman (L)	65	FIST (10+)
Ideology	Leonid Bungaloff (W)	54	BOINK (10)
Industry	Antonj Talksallott (J)	67	
Economy	Anatol Mischif (I)	68, +	UF (1)

Sport	Lech Schukrutoff (B)	75, ++	
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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)

FIST has one wave.

Intrigue CardsUndeclared Influence**Boxer****Gamestart****Deadline Turn 1, May 12**Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte			Crab Legs	F27>N		3	0
2	Chris Geggus			Extra Memory	G27>N		3	0
3	Howard Bishop			Gyroscopic Stabilizer	D27>N		3	0
4	Andy York			Reverse Gear	I27>N		3	0
5	Bill Scharf			Circuit Breaker	B27>N		3	0
6	Andy Lewis			High Powered Laser	K27>N		3	0
7	Dave Hooton			Rear Firing Laser	A27>N		3	0

Notes

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

Program Cards**Poodle****Gamestart****Deadline Turn 1, May 12**The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	BS	Bill Scharf	OrF, OrF, WaF		3
2	HB	Howard Bishop	OrF, OrF, WaF		3
3	AL	Andy Lewis	OrF, OrF, WaF		3
4	ML	Michael Lowrey	OrF, OrF, WaF		3
5	AY	Andy York	OrF, OrF, WaF		3
6	DH1	Dave Hood	OrF, OrF, WaF		3
7	DH2	Dave Hooton	OrF, OrF, WaF		3

Available Upgrades

New Arrivals: 2 Data Libraries, 2 Warehouses, Heavy Equipment, 2 Nodules

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	2	3
Warehouse (Wa)	25	2	3
Heavy Equipment (HE)	30	1	4

Nodule (No)	25	2	3
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Production Cards

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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, 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!