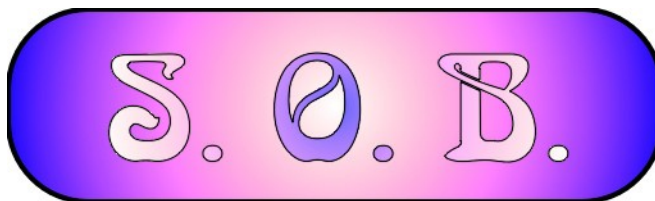


Number 205



July, 2015

**Notes from Hades**

**T**his past spring has been difficult here. I went through a period of semi-unemployment. While technically still employed, I was not on a contract, so things were tight. That has changed now, and for the past month, I have been working on a contract with the Department of Energy, helping them to implement the data standard I helped create when I was at DCMA. And, it also looks like I will be on a new contract with DCMA shortly. So, after the famine, a feast. It will mean some long hours, but it will help make up for the shortage of work during the spring.

We have one game finishing this issue: Mitzam, the Merchant of Venus game. Congratulations to Andy York on his very close victory. This is his second win in two issues. We still have many openings, so please sign up.

The next deadline is **Tuesday, August 4 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**

<b>Purebred</b>	Machiavelli	Page 1
<b>Dogleg</b>	Machiavelli	Page 2
<b>Hound Dog</b>	Dune	Page 3
<b>Mirzam</b>	Merchant of Venus	Page 4
<b>Pick of the Litter</b>	Silverton	Page 6
<b>Dalmatian</b>	Phoenicia	Page 7
<b>Shaggy Dog</b>	History of the World	Page 7
<b>Boxer</b>	Robo Rally	Page 8
<b>Poodle</b>	Outpost	Page 9

**Game Openings**

**Rescue Dog.** Gunboat Machiavelli. This game will start after the next Machiavelli game finishes. Have 6, will take up to 1 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.

**Pug.** Merchant of Venus. The usual options will be in effect. Have Dave Partridge(\$), Chris Geggus(\$), Bob Robles(\$), Andy York(\$), Andy Lewis(\$), Debbie Anderson(\$). **Starts next issue!**

**Foxhound.** New World. Have Bob Robles(\$), Andy York(\$), Andy Lewis(\$), Dave Hood(\$), will take up to 2 more.

**Airedale.** 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(\$), Geoff Kemp(\$), will take up to 2 more.

**Azawakh.** History of the World. Will start after Shaggy Dog ends. Have Chris Geggus(\$), Andy York(\$), Kevin Wilson(\$), Dave Anderson, 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.

**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.

**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.

**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**

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

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

## Purebred Winter 1260

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory  
Deadline for Spring 1260 8/4 Tuesday**

*A pause for building.*

**Fall 1259 Retreats**

Aragon retreats A Capua to Naples and F Ligurian Sea to Savoy

Papacy retreats A Urbino to Florence

**Outstanding Debt**

None.

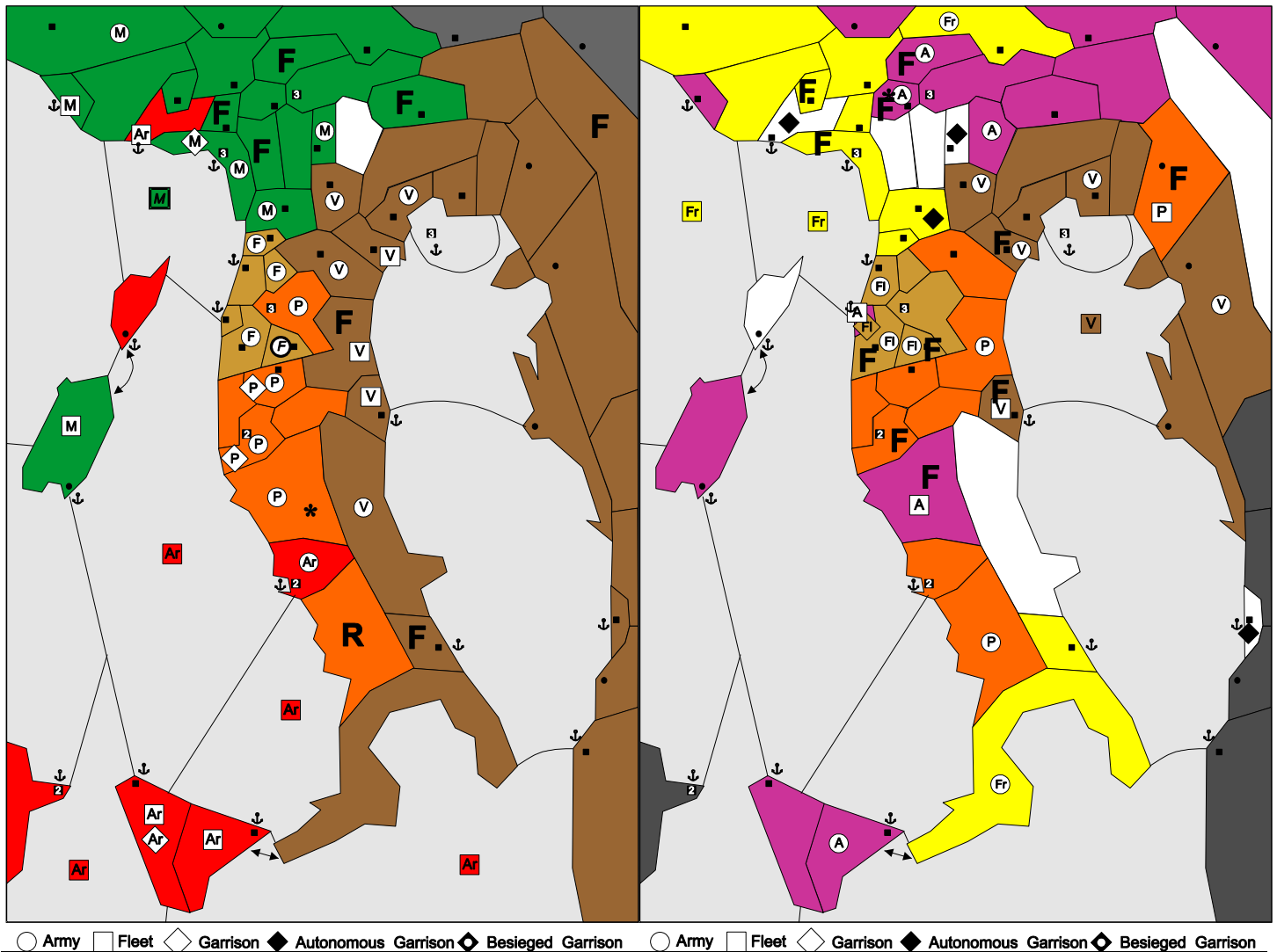
**Builds**

		Cost
Aragon (McHugh)	Maintains all, builds F Messina, G Palermo	24
Florence (Partridge)	Maintains all, builds Elite Mercenary A Arezzo	15
Milan (Shoenfeldt)	Maintains all, builds A Cremona, G Genoa	27
Papacy (Giovine)	Maintains all, builds G Rome, G Perugia	18
Venice (Robles)	Maintains all, builds A Padua	21

Your treasury:

Purebred

Dogleg



## Dogleg

Fall 1500

Miller Number ??????

Deadline for Winter-Spring 1501 8/4 Tuesday

The general free-for-all continues. Austria attempts to help the Pope while helping himself to Capua. Venice buys back his fleet from the Pope and takes Ancona in the bargain. France and Austria trade cities while Florence maneuvers to reclaim Piombino.

### Summer 1500 Retreats

Florence retreats F Piombino to garrison

### Expenditures

Venice borrows 15 ducats for 1 year (18 ducats due Fall 1501) and buys Papal F Venice for 18 ducats.

### Outstanding Loans

Fall 1501: 21 ducats due from the Papacy (18 borrowed), 18 ducats due from Venice (15 borrowed)

### Orders

AUSTRIA (Burgdorf): A COMO supports A Milan to Pavia, A Milan to PAVIA, A Trent to BERGAMO, A MESSINA supports Papal A Salerno to Otranto (nsu), F Tyrrhenian Sea to CAPUA, F PIOMBINO supports Papal A Perugia to Sienna (nsu)

FLORENCE (Robles): A Pisa to SIENNA, A Pistoia to PISA, A AREZZO holds (u), G PIOMBINO holds (u)

FRANCE (Whyte): A Swiss to TYROLEA, A Pavia to Milan (DISLODGED, retreat Turin, Montferrat, Fornova, Parma, garrison, OTB), A

OTRANTO to Bari, F Genoa to LIGURIAN SEA, F Ligurian Sea to GULF OF LIONS

PAPACY (Anderson): A Perugia to URBINO, A SALERNO to Bari, F Venice to Upper Adriatic (nsu), F CARNIOLA supports F Venice to Upper Adriatic (cut, nsu)

VENICE (Wilson): A FERRARA to Padua, A TREVISO to Padua, A CROATIA to Carniola, A MANTUA besieges (garrison destroyed), F Lower Adriatic to ANCONA, F Venice to UPPER ADRIATIC

Your treasury:

### Press

**France - All:** France calls on all friendly Italian peoples to eradicate the purple plague that is creeping south over your fair land. Non è l'Italia diventerà il colore di strangolamento!

### Spring 1501 Famine

**Bad Year – Row and Column:** Ferrara, Rome, Pavia, Arezzo, Saluzzo, Genoa, Ancona, Sienna, Como, Capua, Carniola

### Spring 1500 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

#### Provinces

AUS	Hungary, Austria, Carinthia, Trent, Milan, <u>Como</u> , Swiss, Marseilles, Sardinia, Palermo, Messina, <u>Capua</u> , <u>Pavia</u> , Piombino, Bergamo	12
FLO	Pisa, Pistoia, <u>Sienna</u> , Florence, <u>Arezzo</u>	3
FRA	Avignon, Provence, <u>Saluzzo</u> , Turin, Montferrat, Tyrolea, <u>Genoa</u> , Modena, Lucca, Bari, Otranto	9
PAP	Bologna, Urbino, Spoleto, Perugia, Parimony, <u>Rome</u> , Naples, Salerno, <u>Carniola</u>	7
VEN	Mantua, Verona, <u>Ferrara</u> , Padua, Treviso, Friuli, Istria, Dalmatia, Croatia, <u>Ancona</u>	8

#### Seas

FRA	Ligurian Sea, Gulf of Lions	2
PAP	Venice	1
VEN	Upper Adriatic	1

#### Cities

AUS	Hungary, Austria, Trent, Milan (3), Swiss, Marseilles, Sardinia, Palermo, Messina, <u>Pavia</u>	11
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#### S.O.B.

FLO	Pisa, Piombino, <u>Sienna</u> , Florence (3), <u>Arezzo</u>	5
FRA	Avignon, <u>Saluzzo</u> , Turin, Montferrat, Tyrolea, <u>Genoa</u> (3), Lucca, Bari	6
PAP	Bologna, Perugia, <u>Rome</u> (2), Naples (2), <u>Carniola</u> , Venice (3)	7
VEN	Mantua, <u>Ferrara</u> , Padua, Treviso, Dalmatia, Croatia, <u>Ancona</u>	5

#### Totals

Variable income die roll was 6.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	4	12	0	11	27
FLORENCE:	10	3	0	5	18
FRANCE:	6	9	2	6	23
PAPACY:	6	7	1	7	21
VENICE:	10	8	1	5	24

#### Game Summary

	1499	1500	1501
Austria:	7	9	10
Florence:	3	5	4
France:	7	4	8
Papacy:	4	6	6
Venice:	4	5	7

## Hound Dog

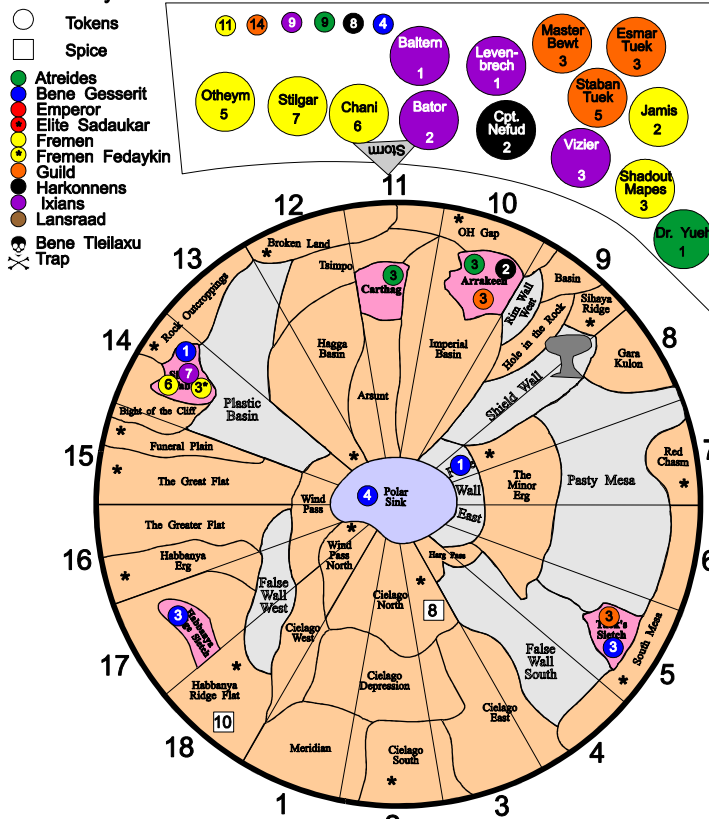
### Turn 9 Bidding and Movement

### Turn 9 Battle, 8/4 Tuesday

#### Players

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

#### The Tanks



#### Turn 9

#### Bidding

CARD 1 (	) goes to the Ixians for 4 spice
CARD 2 (	) goes to the Ixians for 4 spice

CARD 3 (	) goes to the Ixians for 4 spice
CARD 4 (	) goes to the Ixians for 4 spice

#### Revival and Movement

Guild choose to go last. Bene Gesserit do not coexist anywhere.

#### Revival

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

#### Shipping

- Atreides ships 6 tokens to Arrakeen (1 Bene Gesserit to the Polar Sink), 6 spice to the Guild
- Fremen ship 3 tokens (1 Fedaykin) to The Great Flat
- Harkonnens ship 2 tokens to Arrakeen (1 Bene Gesserit to the Polar Sink), 2 spice to the Guild
- Ixians ship 7 tokens to Sietch Tabr (1 Bene Gesserit to the Polar Sink), 7 spice to the Guild
- Guild ship 3 tokens to Arrakeen (1 Bene Gesserit to the Polar Sink)

#### Movement

- Atreides move 3 tokens from Arrakeen to Carthag
- Bene Gesserit move 1 token from Pasty Mesa (8) to Tuek's Sietch
- Fremen move 9 tokens (3 Fedaykin) The Great Flat to Plastic Basin to Sietch Tabr

#### Battle

Three battles this turn: **Arrakeen**. Three-way battle. First between the Atreides and the Harkonnens. Atreides are the aggressors. Available leaders: Atreides: Thufir Hawat, Lady Jessica, Gurney Halleck, Duncan Idaho; Harkonnens: Feyd-Rautha, Beast Rabban, Piter DeVries, Umman Kudu. Winner faces the Guild.

Available leaders: Soo-soo-sook, Guild Representative. **Sietch Tabr**. Three-way battle. First between the Bene Gesserit and the Fremen. Bene Gesserit are the aggressors. Available leaders: Bene Gesserit: all, Fremen: none. Winner faces the Ixians. Available leaders: Bronso. **Tuek's Sietch**. Guild versus the Bene Gesserit. Guild are the aggressors. Available leaders: Bene Gesserit: all, Guild: Soo-soo-sook, Guild Representative.

### Positions

**Atreides:** 9 tokens and Dr. Yueh in the tanks, 3 tokens Arrakeen, 3 tokens Carthag, 5 tokens off-planet

**Bene Gesserit:** 1 token False Wall East (8), 4 tokens Polar Sink, 3 tokens Habbanya Ridge Sietch, 3 tokens Tuek's Sietch, 1 token Sietch Tabr, 4 tokens off-planet, 4 tokens in the tanks

**Fremen:** 9 tokens (3 Fedaykin) Sietch Tabr, 11 tokens, Stilgar, Chani,

Otheym, Shadout Mapes, Jamis in the tanks

**Guild:** 3 tokens Tuek's Sietch, 3 tokens Arrakeen, 14 tokens, Master Bewt, Esmar Tuek, and Staban Tuek in the tanks

**Harkonnens:** 8 tokens, Cpt. Nefud in the tanks, 2 tokens Arrakeen, 10 tokens off-planet

**Ixians:** 9 tokens, Levenbrech, Bator, Baltern, Vizier in the tanks, 7 tokens Sietch Tabr, 4 tokens off-planet

Spice, Traitor(s), and Intrigue Cards

## **Mirzam**

Turns 34.2 to 34.5

End of Game Statements due 8/4 Tuesday

### Turn 34

2<sup>nd</sup>: Chris Geggus (Dell)

Great Exhibition of Galactic Sorcery Rolls Used: 1 2 4 6

Desolation Landing(p) – R – B – Y – B – R – B – Y – R – B – Rainfall(p).

Sells Servo-Mechanism for \$300 (from the cup: Canned Traits at 1b). Buys 2 Impossible Furniture for \$220. Data Dancer gains \$52 in port commissions.

Gas Enhanced Global Skimmer 2 Rolls Used: 1 5

Lonely Station(p) – B – (R) – (Y) – B10 – (R10) – B – (Y) – B – (R) – Aerie – (Y) – (R) – B.

3<sup>rd</sup>: Debbie Anderson (Eeepeeeep)

Data Dancer Rolls Used: 2 5 5 6

Comfort Station(2).

Sells Mulch Wine for \$60 plus \$80 demand (from the cup: Psychotic Sculpture at 10 and Space Spice at 2). Trades in IOU for \$90 credit and buys 2 Melf Pelts for the credit plus \$10.

Y – B – R – B – R – Y – A – R – B – Y30 – R30 – B30.

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

Whale Port(s) – Whale Port(o) – TeleGate 5 – Y – B – Y – R – B – R – B – Y – NC5.

5<sup>th</sup>: AAndy York (Whynom/Expert Trading Cartel) Rolls Used: 4 6

B – (Y20) – Ice Station(o).

Sells Chicle Liquor for \$90 plus \$120 demand (from the cup: Psychotic Sculpture at 10 and Designer Genes at 9a). Sells Chicle Liquor for \$90 plus \$60 demand (from the cup: Chicle Liquor at 7a and Demand for Liquor at 9a). Sells Custom Hives for \$220 demand (from the cup: Melf Pelts at 5). Buys the Factory for \$200, Life Project for \$160 and 2 Designer Genes for \$120. Gains \$106 in port commissions and \$80 in factory commissions.

1a. Mystery Machine 6 Scout			\$2589
Hold1	Hold2	Hull	
Finest Dust 4a/\$50	Fare to Base \$180	RELIC Switch \$100	
		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				
Hold1	Hold2	Hold3	Hold4	Hull
Mulch Wine 3/\$60		Fare to 2 \$160	Fare to 4a \$140	Shield (\$60)

2a. GEGS Clipper			\$1382
Hold1	Hold2	Hull	
Imposs. Furniture 8/\$180	Imposs. Furniture 8/\$180	Shield (\$60)	
		1a \$80	
Dell \$200	Paintfall \$200	Wallow \$100	
Shenna \$100	Volois \$200	Graw \$200	
		Qossuth \$200	
Wraiths \$200			

3a. Data Dancer Clipper			\$796
Hold1	Hold2	Hull	
Melf Pelts 5/\$110	Melf Pelts 5/\$110		
Rainfall \$200	Dryport \$200		
Desolation Landing \$200			

2b. GEGS 2 Freighter			
Hold1	Hold2	Hold3	Hull
Chicle Liquor 7a/\$90	Fare to 4b \$120	Chicle Liquor 7a/\$90	
Hold4	Hold5		
Chicle Liquor 7a/\$90	Comb. Love (\$300)		

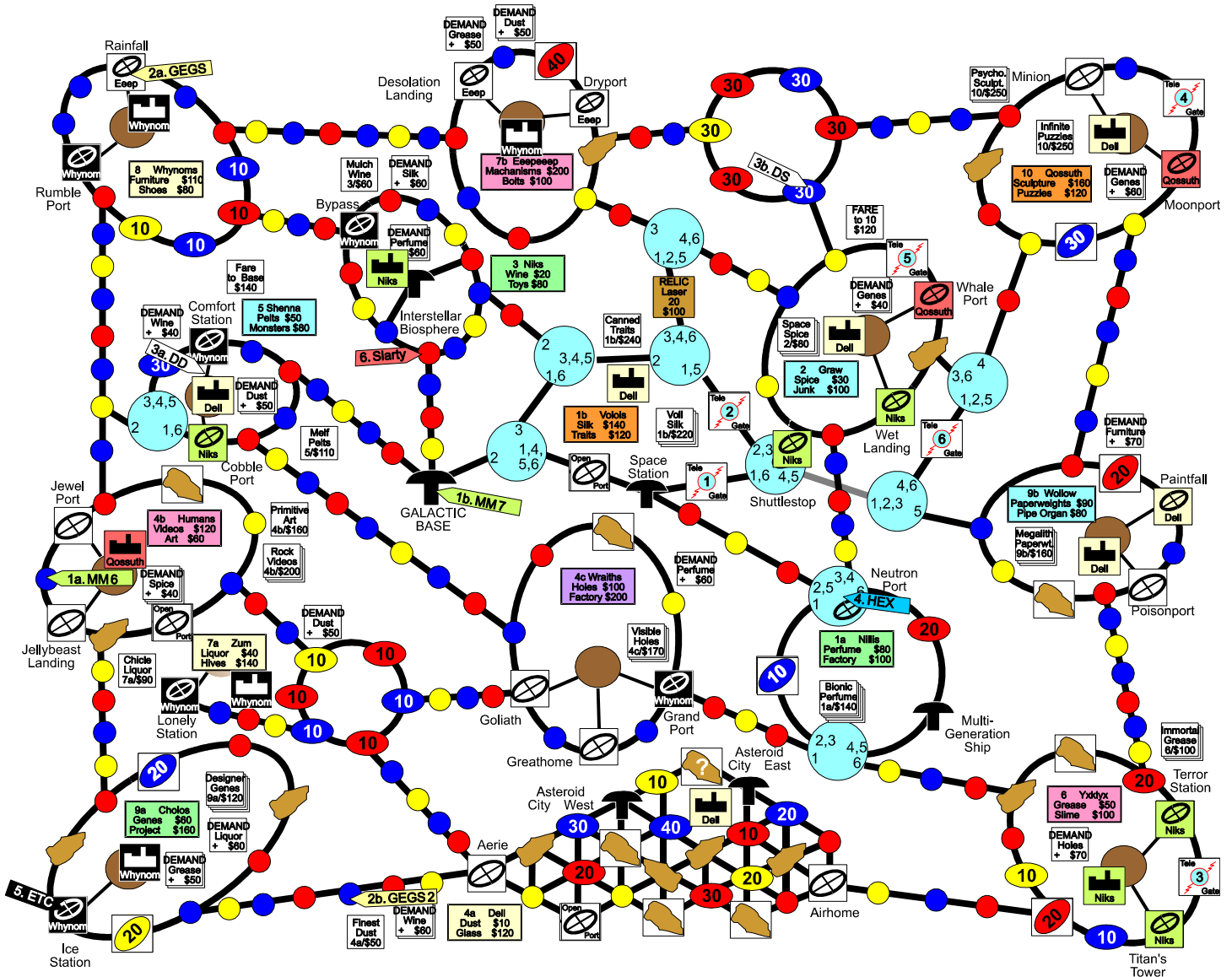
4. HEX Transport				\$950
Hold1	Hold2	Hold3	Hull	
Space Spice 2/\$80	Space Spice 2/\$80	Space Spice 2/\$80	RELIC Gate Lock \$100	
			RELIC Spy Eye \$100	

3b. Data Singer Transport			
Hold1	Hold2	Hold3	Hull
Imposs. Furniture 8/\$180	Imposs. Furniture 8/\$180	Imposs. Furniture 8/\$180	

Data Singer Rolls Used: 1 4 6

5. ETC Merchantman					\$1814
Hold1	Hold2	Hold3	Hold4	Hull	
Designer Genes 9a/\$120	Designer Genes 9a/\$120	Life Project 9a/\$240	Comb. Drive (\$300)	Shield (\$60)	
Comfort Station \$200	Grand Port \$200		Fare to 4c \$110		
Whynoms \$100	Eespeep \$100	Ice Station \$200	Lonely Station \$200		
Bypass \$200	Zum \$200	Rumble Port \$200	Jellybeast Landing \$200		
Jewelport \$200	Cholos \$200				

6. Slartybartfast Freighter					\$1700
Hold1	Hold2	Hold3	Hull		
		Dribble Glass 4a/\$200	RELIC Yellow Drive \$80		
Hold4	Hold5		4a \$60		
			RELIC Mulligan Gear \$120		
		RELIC Auto Pilot \$40	RELIC Jump Start \$120		
		Relic Shield (\$60)	RELIC Air Foll \$80		
Moonport \$200	Whale Port \$200	Human \$100			



### Notes

And with that, Andy has a net worth of over \$4000 at the end of his turn, and therefore wins. Congratulations to Andy York on his narrow victory. Below is a table of the net worths of the players:

Cash	2589	1382	796	950	1814	1700
Deeds	1400	1400	600	0	2200	500
Total	3989	2782	1396	950	4014	2200
Place	Second	Third	Fifth	Sixth	First	Fourth

## Pick of the Litter

**Turn 16, Phases IV-VI and Turn 17 Phases I-III**

**Turn 17, Phases IV-VI and Turn 18, Phases I-III due 6/23 Tuesday**

### **Turn 16**

#### Operations

**Red** (Bishop) operates #91 (\$30, 3 coal), #92 (\$40, 1 coal), #123 (\$40, 3 coal), and #86 (\$20, 2 coal), uses the +4 snowplow to attempt to clear Walsenburg to Alimoso (dr = 6, success), delivers 6 coal from Canon City to Denver and 4 coal from Trinidad to Denver a total of \$1400, gains \$930 in passenger revenues, pays \$55 to Brown.

**Brown** (Partridge) operates #87 (\$30, depletes), #54 (\$40, 1 lumber), #74 (\$20, 5 coal), #77 (\$20, 3 coal), #42 (\$40, 2 silver), delivers 4 coal from Alamo to Denver for \$560, and 2 coal from Walsenburg to Denver for \$280. Gains \$20 in passenger revenues and \$55 from Red.

**Orange** (Hooton) operates #104 (\$50, depletes), #128 (\$40, 4 silver), delivers 2 lumber from Porter to El Paso for \$320, gains \$510 in passenger revenues. Hires a second prospector for \$400.

**Cyan** (Scharf) operates #71 (\$20, 3 coal), #68 (\$20, 2 coal), #130 (\$80, 1 copper), #69 (\$30, 4 coal), #67 (\$30, 3 coal), delivers 10 coal from Sunnyside to Salt Lake City for \$1000 and 1 copper from Bingham 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: Remains at \$200

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

### **Turn 17**

#### Move Prospectors and Surveyors

**Red** (Bishop) surveys Monticello to Moab and Willard to Belen, prospects #61 and #88 (+2)

**Brown** (Partridge) surveys Bridgeland to Heber City, prospects #35

**Orange** (Hooton) surveys Antonito to Alimoso (+1) and Vallecitos to El Vado,

prospects #116 (+2) and #83

**Cyan** (Scharf) surveys Provo to Eureka, prospects #35 and #36

**Blue** (Anderson) no prospecting or surveying

#### Dispute Resolution

Brown and Cyan have a dispute over #35. Brown (dr = 8 + 2 = 10) Cyan (dr = 8 + 3 = 11). Cyan wins, prospector becomes +1. Red spends \$540, Brown spends \$260, Orange spends \$360, and Cyan spends \$340.

#### The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$11,380	9, 15, 24, 72	+4	S, S, P+2, P
Dave Partridge	Brown	Denver	\$6,685	9, 24, 24		S, S+2, P+2
Dave Hooton	Orange	El Paso	\$18,460	9, 24, 42		S, S, P+2, P
Bill Scharf	Cyan	Salt Lake City	\$2,595	9, 15, 42		S, P, P+1
Debbie Anderson	Blue	Pueblo	\$1,945	9, 15		S, S, P+1

#### Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	4	\$30
92	Raton	Red	Coal	1	\$40
123	Gallup	Red	Coal	7	\$40
28	Leadville	Red	Gold	4	Depleted
86	Canon City	Red	Coal	0	\$20
72	Emery	Red	Coal	N	\$30
59	Dolores	Red	Lumber	2	\$40
63	Lumberton	Red	Lumber	N	\$50
45	Westcliffe	Red	Silver	N	\$30
88	Walsenburg	Red	Coal	N	\$50
61	South Fork	Red	Lumber	N	\$20
54	Steamboat Springs	Brown	Lumber	2	\$40
74	Elk Springs	Brown	Coal	9	\$20
77	Craig	Brown	Coal	3	\$20
42	Leadville	Brown	Silver	2	\$40
104	Mogollon	Orange	Silver	1	Depleted
102	Hillsboro	Orange	Silver	1	Depleted
113	Porter	Orange	Lumber	2	Depleted

#	City	Owner	Type	Goods	Operation
128	South Fork	Orange	Silver	4	\$40
101	Lake Valley	Orange	Silver	1	Depleted
83	Durango	Orange	Coal	N	\$20
116	Pinos Altos	Orange	Lumber	N	\$30
71	Sunnyside	Cyan	Coal	1	\$20
68	Scofield	Cyan	Coal	5	\$20
130	Bingham	Cyan	Copper	0	\$80
69	Scofield	Cyan	Coal	4	\$30
67	Coalville	Cyan	Coal	3	\$30
36	Eureka	Cyan	Silver	N	\$50
35	Heber City	Cyan	Silver	N	\$50
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	
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

<sup>1</sup> Discard after 2 more Leadville depletions

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

<sup>3</sup> Discard when 22 is taken. Good for \$250 toward card 22

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	4	\$200
42	6	\$320
72	7	\$500

S.O.B.

Available Claims

#	City	Type	Claim	Operation
76	Craig	Coal	\$80	\$20
78	Bowie	Coal	\$80	\$40
29	Leadville	Gold	\$100	\$20
121	York Canyon	Coal	\$100	\$30
49	Silverton	Silver	\$140	\$40
109	Pinos Altos	Copper	\$80	\$20
47	Ouray	Silver	\$100	\$40
84	Durango	Coal	\$60	\$20

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	

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

<sup>2</sup> 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****End of Game Statements**

**Andy York (Yorktown):** I'm not sure why I did as well as I did in this game - I'm still not sure about how to effectively play it (this being my first time). So, I can only chalk it up to luck. Chris, thanks for running it and giving me the chance to try it out.

**Shaggy Dog****Epoch IV Empire Selection and Guptas****Deadline Epoch IV Goths, Huns, and Byzantines, Tuesday, August 4**Epoch IV Empire Selection

**Royal Manticoran Historical Society** (Wilson) keeps

**The Human Race** (Scharf) gives to GEGS

**FAC-51** (Bishop) gives to the Gardeners

**The Gardeners** (Hunt) gives to Human Race

**Great Giant** (Burgdorf) gives to Stooges for All Time

**Stooges for All Time** (Anderson) gives to FAC-51

**GEGS** (Geggus) gives to Great Giant

Epoch IV

**The Human Race** (Scharf) plays Pestilence in the Persian Plateau. Persian Plateau (dr = 4, 5, 6), Turanian Plain (dr = 3, 4) Hindu Kush (dr = 5, 5), Persian Salt Desert (dr = 4, 6), Zagros (dr = 5, 6). Plays Empire Fortifies to place forts in Sumatra and Si-Kyang. GUPTAS: Army and Capital Eastern Deccan (Vedic army retreats to Eastern Ghats), fleet Bay of Bengal, army Western Deccan (vs. Indus Valley; G: 5, 2; I: 3 wins), Upper Indus (vs. Romans; G: 6, 4; R: 3; wins), Hindu Kush (vs. Sassanids; G: 5, 4; S: 4, 3; wins), Persian Salt Desert (vs. Sassanids; G: 5, 5; S: 3; wins), Western Ghats, Malayan Peninsula (vs. Han Dynasty; G: 5, 4; H: 4, 3; wins). Builds Monument Eastern Deccan. Points: Dominance in India (6), Southeast Asia (4), Presence in Middle East (3), China (3), 2 Capitals (4), 1 Sea (1), 3 Monuments (3) for 24 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	19	37
Howard Bishop	FAC-51 (black)	22	40
Christopher Hunt	The Gardeners (green)	22	33
Martin Burgdorf	Great Giant (red)	26	50
Dave Anderson	Stooges for All Time (orange)	27	45
Bill Scharf	The Human Race (blue)	29	66
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	38	62

Positions

**SfAT:** NORTH AMERICAN MIGRANTS: Armies Great Lakes, West Indies. CARTHAGINIA: Army, Capital, Fortress Shatts Plateau. MACEDONIA: Armies Dniepr, North European Plain, Eastern Steppe.

**GEGS:** Fleet Red Sea, Western Mediterranean, Eastern Mediterranean. 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. ROMANS: Army, Capital, and Monument Southern Appenines, army and city Pindus, Crete, Persian Plateau, armies Northern Appenines, Dalmatia, Danubia, Morea, Turanian Plain.

**FAC-51:** SASSANIDS: Army, Monument, and Capital Zagros, army and city Lower Tigris, army and Monument Upper Tigris, armies Levant.

**Great Giant:** PERSIA: Two armies Balkans, armies Eastern Anatolia, Western Anatolia. HSUING-NU: Army, city, and Monument Great Plain of China, army and Monument Wei River, armies Mongolia, Szechuan, Irrawaddy.

**The Gardeners:** Fleet South China Sea. VEDIC CITY STATES: Two armies Ceylon, Eastern Ghats. MAYANS: Army and Capital Central America, army Guiana Highlands. HAN DYNASTY: Armies Yangtse Kian, East Indies, Chekiang.

**The Human Race:** Fleet Bay of Bengal. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. SCYTHEANS: Armies Caucuses, Persian Salt Desert, Lower Indus. MAURYA: Army, fort, Capital, and Monument Ganges Delta, armies Ganges Valley, Sumatra, Mekong, Si-Kyang. GUPTAS: Army, Capital, and Monument Eastern Deccan, army and Monument Upper Indus, armies Hindu Kush, Persian Salt Desert, Western Deccan, Western Ghats, Malayan Peninsula.

**RMHS:** ARYANS: Army Western Steppe. 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 IV Empire**Sly Dog****Turn 2 Funeral Commission through Parade  
Deadline Turn 3 Cure through Health, August 4**Funeral Commission

None

Replacement Phase

GEGS plays Setbacks in Afghanistan. Igor Doberman is broken to the ranks of the People, with declared influence intact. Anatol Mischif rises to Foreign Minister by age and Antonj Talksallott becomes Defense Minister by age. Diwan Palavarian becomes Industry Minister, Nikolai Shootemdedsky becomes Economy Minister, and Eduard Boremtodev becomes Sport Minister by age. C, D, and E rise to Candidate by age.

Rehabilitation Phase

None.

Parade Phase

Nestor Aparatschik attempts to wave (dr = 12, succeeds) and ages to 83.

Politburo

Office	Policitian	Condition	Influence
Party Chief	Nestor Aparatschik (A)	83, +	<b>FIST (6)</b>
KGB Head	Juri Nicotin (R)	63, +	<b>GEGS (1)</b>
Foreign	<b>Anatol Mischif (I)</b>	68	<b>UF (1)</b>
Defense	Antonj Talksallott (J)	67	
Ideology	Leonid Bungaloff (W)	54	<b>BOINK (10)</b>
Industry	Diwan Palavarian (G)	70	

Economy	Nikolai Shootemdedsky (H)	69	
Sport	Eduard Boremtodev (K)	66, weak	

**Candidates:** C, D, E, O, U

**People:** F, L (+; FIST: 10+), M, N, P, Q, S, V, X, Y, Z

**Siberia:** None (yet)

**Kremlin Wall:** T, B

Politicians in bold are in the Sanatorium.

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 two waves.

Intrigue CardsUndeclared Influence**Boxer****Turn 2****Turn 3, Tuesday, August 4**Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александр Рубот	Move 3 (830)	Rotate Left (210)	Move 2 (780)	Move 2 (730)	Move 1 (630)
GEGS	U-Turn (50)	Move 1 (610)	Rotate Right (320)	Move 3 (790)	Rotate Right (100)
Marvin	Move 2 (760)	Move 3 (800)	Move 1 (660)	U-Turn (60)	Rotate Left (110)
Dalekbot	Rotate Right (120)	Move 2 (670)	Back Up (450)	Back Up (440)	Back Up (430)
The Hand of Doom	Move 3 (840)	Move 2 (700)	Move 1 (530)	Move 1 (640)	Rotate Right (200)
UltraMan	Move 2 (710)	Move 2 (690)	Rotate Right (140)	Move 3 (810)	Move 1 (550)
Čapek	Move 1 (620)	Rotate Right (260)	Move 2 (740)	Move 1 (580)	Rotate Left (90)
Clockwork Hauler	Rotate Right (340)	Move 2 (770)	Rotate Left (270)	Rotate Right (80)	Rotate Right (180)



Registers in *italics* are locked.

### Phase 1

The Hand of Doom dashes forward 3 to C21, Александру Робот dashes forward 3 to J24, Marvin moves forward 2 to A19, UltraMan moves forward 2 to F28, Čapek moves forward 1 to D25, Clockwork Handler rotates right to face north, Dalekbot rotates right to face south, and GEGS makes a U-turn to face west. The conveyor belt moves The Hand of Doom to B21. Dalekbot shoots Александру Робот.

### Phase 2

Marvin dashes forward 3 to A16, Clockwork Hauler moves forward 2 to G24, The Hand of Doom moves forward 2 to B19, UltraMan moves 2 to D28, Dalekbot moves 2 to J22 (archive moved), GEGS moves one to E18, Čapek rotates right to face east, and Александру Робот rotates left to face north. Conveyor belts move Marvin to B16, GEGS to D18, and The Hand of Doom to C19. Dalekbot and Александру Робот shoot each other.

### Phase 3

Александру Робот moves ahead 2 to J22, pushing Dalekbot to J21 (archive moved), Čapek moves ahead 2 to F25, Marvin moves ahead 1 to B15, The Hand of Doom moves ahead 1 to C18, Dalekbot backs up using reverse gear to C19, GEGS rotates right to face north, Clockwork Hauler rotates left to face west, and UltraMan rotates right to face north. Conveyor belts move Dalekbot to L19, GEGS to C18 and The Hand of Doom to B18.

### Phase 4

UltraMan dashes ahead 3 to D25, GEGS dashes ahead 3 to C15 (flag 1 touched, archive moved), Александру Робот moves ahead 2 to I20, The Hand of Doom moves ahead 1 to B17, Čapek moves ahead 1 to G25, Dalekbot backs up using the reverse gear to L17, Clockwork Hauler rotates right to face north, and Marvin makes a U-turn to face south. Marvin and the Hand of Doom shoot each other.

### Phase 5

Александру Робот moves ahead 1 to J19, UltraMan moves ahead 1 to D24, Dalekbot backs up using the reverse gear to L15, The Hand of Doom rotates right to face east, Clockwork Hauler rotates right to face east, Marvin rotates left to face east, GEGS rotates right to face east, and Čapek rotates left to face north. Conveyor belts move Александру Робот to L19 and UltraMan to D23. Marvin shoots GEGS, Čapek shoots Clockwork Hauler, and Александру Робот and Dalekbot shoot each other. Dalekbot is also shot by an on board laser.

### Cleanup

Čapek and Clockwork Handler initiate shut downs. GEGS is repaired one point.

### Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александру Робот	Blue	Crab Legs	L19>N		3	3
2	Chris Geggus	GEGS	Yellow	Extra Memory	C15>E	1	3	0
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	B15>E		3	1
4	Andy York	Dalekbot	Black	Reverse Gear	L15>S		3	3
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	B17>E		3	1
6	Andy Lewis	UltraMan	Red	High Powered Laser	D23>N		3	0
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	G25>N		3	4
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control	G24>E		3	4

GEGS is Geo-Enhanced Guard Sentinel

## Poodle

### Turn 2

### Turn 3, Tuesday, August 4

### Actions

**BarterTown** opens the bidding on a Data Library at 15 and gets it for 23 (Or2, Or2, Or3, Wa8, Wa8).

**Jack and His Friends** buys a water factory (Or2, Or4, Wa6, Wa8) and moves a population factor from an ore factory to man it.

**H.I.C.K.** buys a water factory (Or1, Or3, Or3, Or4, Wa9) and moves a population factor from an ore factory to man it.

**Delta Indigo 8487** buys a population factor (Or2, Wa8).

**HALYCON** buys a water factory (Or1, Or2, Wa7, Wa10) and moves a population factor from an ore factory to man it.

**OLDHAM** buys a population factor (Or3, Wa7).

Skynet buys a population factor (Or5, Wa5).

### The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown	Andy York	OrF, OrF, WaF	2DL	5
2	OLDHAM	Howard Bishop	OrF, OrF, WaF, WaF		4
3	Skynet	Dave Hooton	OrF, OrF, WaF, WaF		4
4	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, WaF		4
5	Jack and His Friends	Bill Scharf	OrF, OrF, WaF, WaF	DL	4
6	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF, WaF		3
7	HALYCON	Michael Lowrey	OrF, OrF, WaF, WaF, WaF		3

H.I.C.K. Is Hood Interstellar Construction Kingpins. OLDHAM is Orbital Luckless Dismal Horrible Awful Metropolis.. HALYCON is Highly Aggressive Large Combined Yield Optimizing Network.

Available UpgradesIncome

New Arrivals: Data Library

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	1	1
Warehouse (Wa)	25	2	3
Heavy Equipment (HE)	30	2	3
Nodule (No)	25	2	4

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.
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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!