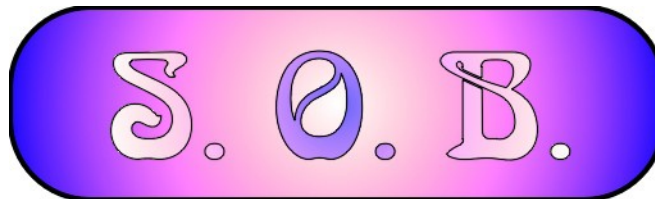


Number 207



October, 2015

## Notes from Hades

A couple of weeks ago, we gains a new family member. We adopted a dog from a local shelter. He is named Bacon Bit and is a Papillon mix. We think he might have some King Charles Spaniel and some Corgi in him as well. He is very protective of us, especially of Celeste, and will play fetch for hours on end. There are a few issues, like with most shelter dogs, but overall we are happy to have him in our home.

We have one game finishing this issue: Sly Dog, the Kremlin game. Congratulations to Bill Scharf on his quick victory. We still have many openings, so please sign up.

The next deadline is **Tuesday, October 27 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

**Working Dog.** Agricola. An abstract game of building a farm. It will be run via email. Have Chris Geggus(\$), Dave Hooton(\$), Christopher Hunt(\$), Andy York(\$), will take up to 1 more. **Starts this 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, Christopher Hunt(\$), will take up to 2 more.

**Papillon:** 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(\$), Andy York(\$), will take up to 1 more. Game fee waived for this game.

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, Bob Robles, will take up to 3 more.

**Puerto Rico.** This will be the base game and it will be run via email. Have Chris Geggus, 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.

**Age of Renaissance.** Will be run via email. Have Christopher Hunt, Chris Geggus, Bob Robles, will take 3 more.

**Kremlin:** Will use the Revolution cards. Will take up to 6.

**Dune:** Will use the Ixian, Lansraad, and Bene Tleilaxu variants, as well as the cards from the Spice Harvest and Duel variants. Will take up to 7.

**Silverton:** Will use the advanced rules. Will take up to 6.

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

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

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

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

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

## Purebred

Summer 1260

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory**  
**Deadline for Fall 1260 10/27 Tuesday**

*Venice and the Pope while still fighting do a good job of dismantling Florence. Aragon moves northward against both Milan and Venice.*

Spring 1260 Retreats

Papacy retreats A Florence to garrison

Expenditures

Venice spends 12 ducats to disband Florence EM A Florence

Outstanding Debt

None.

Orders

ARAGON (McHugh): A NAPLES holds, F Savoy to Ligurian Sea (DISLODGED, retreat garrison, OTB), F Tyrrhenian Sea to SARDINIA, F Gulf of Naples to TYRRHENIAN SEA, F Ionian Sea to LOWER ADRIATIC, F Durazzo to ALBANIA, F Tunis to WESTERN MEDITERRANEAN, F Central Mediterranean to IONIAN SEA, G PALERMO convert to A

FLORENCE (Partridge): A Lucca to PISA, A PISTOIA supports A Florence (nsu), A (EM) Florence besieges (nsu), A Arezzo to Perugia (DISLODGED, retreat garrison, OTB)

MILAN (Schoenfeldt): A Turin to PROVENCE, A Genoa to SAVOY, A MODENA supports Venice A Bologna hold (nso), A BERGAMO holds, F (EM) LIGURIAN SEA supports A Genoa to Savoy, F Sardinia to GULF OF LIONS, G GENOA convert to F

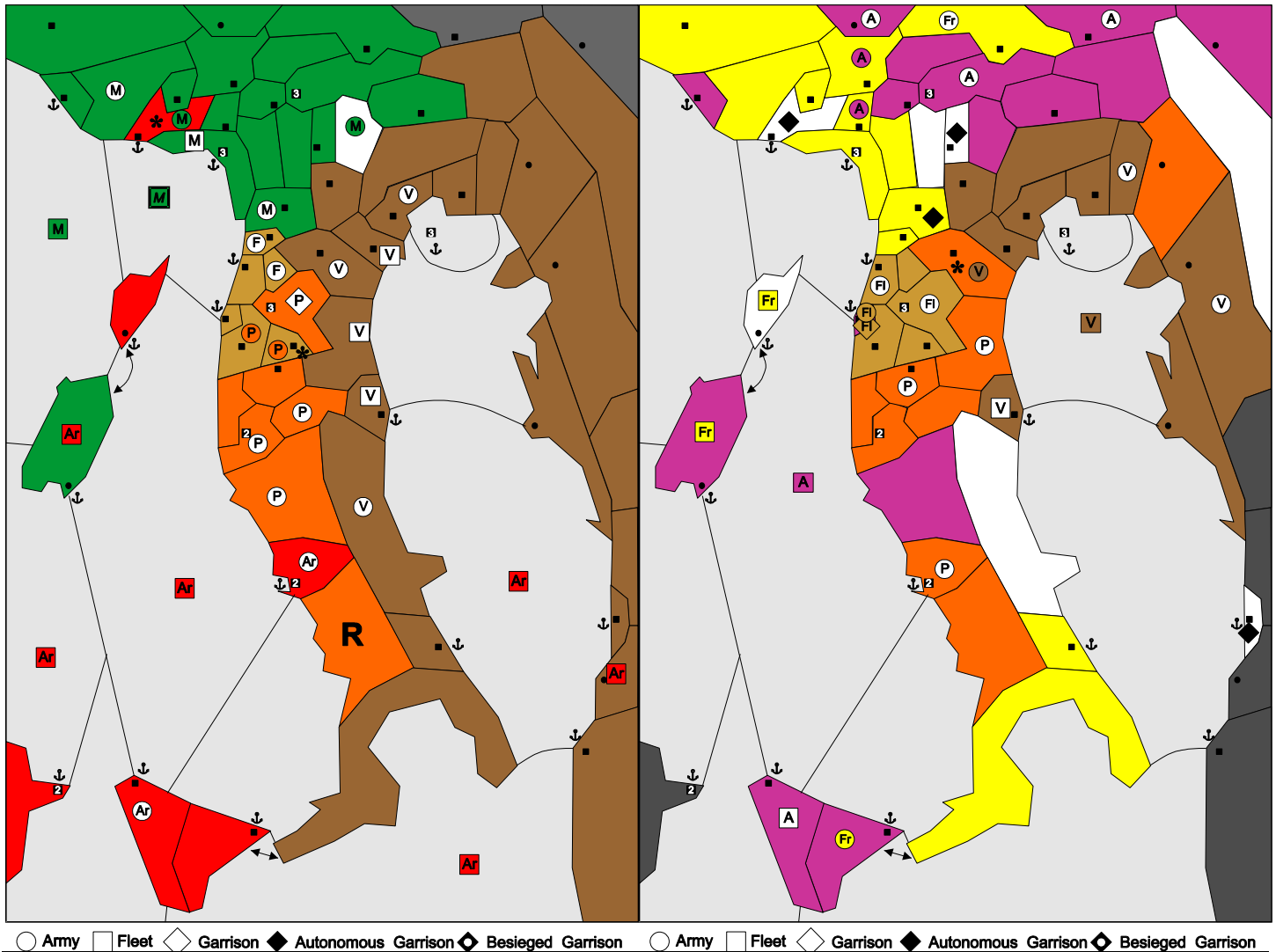
PAPACY (Giovine): A SIENNA supports A Perugia to Arezzo, A Perugia to AREZZO, A SPOLETO to Urbino, A ROME to Spoleto, A CAPUA to Aquila, G FLORENCE convert to A

VENICE (Robles): A PADUA to Ferrara, A BOLOGNA to Florence, A AQUILA holds, F FERRARA to Bologna, F Upper Adriatic to URBINO, F ANCONA supports F Upper Adriatic to Urbino

Your treasury:

Notes

Thanks to Kevin Burt for his unused standby orders.

**Purebred****Dogleg****Dogleg****Spring 1501****Deadline for Summer 1501 10/27 Tuesday***Battle lines are drawn, with France and Florence going after Austria and Venice continuing the fight against the Pope.*Expenditures

France spends 12 ducats each to disband Austrian F Sardinia and A Messina  
 The Pope pays 10 ducats to the moneylenders. Borrows 11 ducats for 2 years (17 ducats due Spring 1503) and pays off the balance of his first loan.  
 Venice spends 3 ducats for Famine Relief in Ancona.

Outstanding Loans

Fall 1501: 18 ducats due from Venice (15 borrowed)  
 Spring 1503: 17 ducats due from the Papacy (11 borrowed)

Orders

AUSTRIA (Burgdorf): A Como to TURIN, A Pavia to MONTFERRAT, A SWISS supports A Como to Turin, A Bergamo to MILAN, A AUSTRIA to Tyrolea, A Messina to Otranto (nsu), F Piombino to TYRRHENIAN SEA, F Sardinia to Gulf of Lions (nsu), F PALERMO supports F Piombino to Tyrrhenian Sea  
 FLORENCE (Robles): A PISA holds (u), A Arezzo to PIOMBINO, A Sienna to FLORENCE, G PIOMBINO support A Arezzo to Piombino  
 FRANCE (Whyte): A Otranto to MESSINA, A TYROLEA to Austria, F Ligurian

Sea to CORSICA, F Gulf of Lions to SARDINIA

PAPACY (Anderson): A Salerno to NAPLES, A PERUGIA holds, A URBINO supports A Bologna (cut), A Bologna supports A Urbino (cut, DISLODGED, retreat Modena, Lucca, Pistoia, garrison, OTB))

VENICE (Wilson): A CROATIA to Istria, A Treviso to FRIULI, A Ferrara to BOLOGNA, A MANTUA supports A Ferrara to Bologna, F UPPER ADRIATIC to Istria, F ANCONA to Urbino

Treasury:

Press

**Holy See U News – Financial Times:** His Holiness made the interest payment on the loan in time. His Holiness made a trip to see the Medici family personally. When the Holy father saw the Venice delegate leaving the residence as His Holiness was reported to say--Well that hope of naval supremacy was fleeing.

Summ 1501 Plague

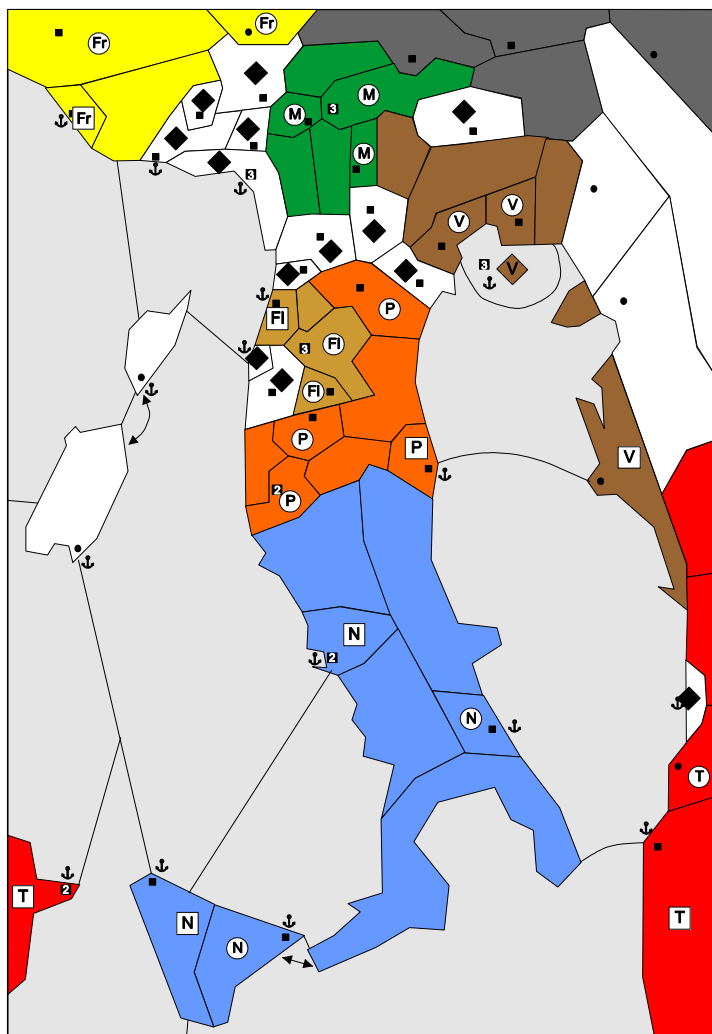
**Poor Year – Column Only:** Pavia, Provence, Mantua (Venice A eliminated), Treviso

## Rescue Dog

### Gunboat Machiavelli Gamestart

#### Deadline for Spring 1454 10/27 Tuesday

#### Rescue Dog



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

#### Positions

Florence□: A Arezzo, A Florence, F Pisa, 6 ducats  
 France□: A Swiss, A Avignon, F Marseilles, 2 ducats  
 Milan□: A Pavia, A Milan, A Cremona, 6 ducats  
 Naples□: A Bari, A Messina, F Naples, F Palermo, 4 ducats  
 Papacy□: A Bologna, A Perugia, A Rome, F Ancona, 4 ducats  
 Turks□: A Albania, F Durazzo, F Tunis, 4 ducats  
 Venice□: A Padua, A Treviso, F Dalmatia, G Venice, 9 ducats  
 Autonomous Garrisons: Turin, Savoy, Montferrat, Saluzzo, Genoa,  
 Trent, Mantua, Modena, Lucca, Sienna, , Trent, Ferrara, Piombino,  
 and Ragusa

#### Note

This scenario received the most first place votes (2, tied with To the Renaissance), and had the most second place votes (1). As for the optional rules, all are in effect with a 4 to 0 vote except for Natural Disasters, which passed 3 to 1. White press was the consensus, with 4 first place votes. Finally, Ultimate Victory conditions was slightly favored (3 to 2), so we are playing to 18 cities. The house rules are available on the website. If you have any other questions, feel free to ask. And so, without further ado, I'll let you get on with your dagger work.

## Hound Dog

### End of Game Statements

**Chris Geggus (Guild):** Very cool play by Doug. I can't say that I really enjoyed this game as it simply seemed a never-ending cycle of fight/die/revive/fight/die/revive ad infinitum. And only reviving 3 per turn was a

real pain. Possibly there are more options in a ftf game. Thanks again to Chris.

**Bob Robles (Atreides):** Wow. What a finish to the game. Truly survival of the fittest. Congratulations to Doug on his win.

## Pick of the Litter

### Turn 18, Phases IV-VI and Turn 19 Phases I-III

### Turn 19, Phases IV-VI and Turn 20, Phases I-III due 9/15 Tuesday

#### Turn 18

#### Operations

**Red** (Bishop) operates #123 (\$40, 5 coal), #91 (\$30, 1 coal), #92 (\$40, 3 coal), #45 (\$30, 1 silver), #49 (\$40, 2 silver), #61 (\$20, 2 lumber), #63 (\$50, 3 lumber), delivers 8 coal from Gallup to Santa Fe for \$840, 1 coal from Gallup to Denver for \$120, and 5 coal from Trinidad to Denver for \$600. Gains \$1430 in passenger revenues and pays \$55 to brown.

**Brown** (Partridge) operates #54 (\$40, 2 lumber), #74 (\$20, 3 coal), #77 (\$20, 3 coal), #42 (\$40, 1 silver), #29 (\$20, 2 gold), delivers 5 silver from Leadville to Denver for \$1500 and 4 lumber from Steamboat Springs to Salt Lake City for \$1200. Gains \$270 in passenger revenues and \$55 from Red. Buys a 42 train for

\$320.

**Orange** (Hooton) operates #83 (\$20, 3 coal), #116 (\$30, 3 lumber), #121 (\$30, 4 coal), #109 (\$20, 1 copper), delivers 3 lumber from Pinos Altos to El Paso for \$600, 1 copper from Pinos Altos to El Paso for \$400, 2 silver from Lake Valley to El Paso for \$600. Gains \$510 in passenger revenues.

**Cyan** (Scharf) declines claim #103, operates #71 (\$20, 3 coal), #68 (\$20, 3 coal), #130 (\$80, 1 copper), #69 (\$30, 4 coal), #67 (\$30, 3 coal), #36 (\$50, 2 silver), #35 (\$50, 1 silver), delivers 9 coal from Coalville to Salt Lake City for \$900 and 1 coal from Scofield to Salt Lake City for \$100. Gains \$270 in passenger revenues.

Buys a 42 train for \$320.

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

### Determine Price Changes

Gold: +1 to \$250

Copper: Remains at \$400

Silver: -2 to \$200

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

### **Turn 19**

### Move Prospectors and Surveyors

**Red** (Bishop) surveys Green River to Emery and Socorro to Butte Junction, prospects #31 (+2) and #50

prospects #103 (+2) and #98

**Brown** (Partridge) no surveying, prospects passenger line 22

**Cyan** (Scharf) no surveying, prospects #37

**Orange** (Hooton) surveys Butte Junction to Hillsboro and Lumberton to Durango,

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

### Dispute Resolution

No disputes. Red spends \$720, Brown spends \$1100 (passenger lines 15 and 16 are terminated), Orange spends \$560, and Cyan spends \$60.

### The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$15,570	9, 15, 24, 72	+4	S, S, P+2, P
Dave Partridge	Brown	Denver	\$8,975	9, 24, 24, 42		S, S+2, P+2
Dave Hooton	Orange	El Paso	\$20,570	9, 24, 42		S, S, P+2, P
Bill Scharf	Cyan	Salt Lake City	\$4,015	9, 15, 42, 42		S, P, P+1
Debbie Anderson	Blue	Pueblo	\$2,485	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	3	\$40
28	Leadville	Red	Gold	4	Depleted
86	Canon City	Red	Coal	0	\$20
72	Emery	Red	Coal	N	\$30
63	Lumberton	Red	Lumber	3	\$50
45	Westcliffe	Red	Silver	1	\$30
88	Walsenburg	Red	Coal	N	\$50
61	South Fork	Red	Lumber	2	\$20
84	Durango	Red	Coal	N	\$20
49	Silverton	Red	Silver	2	\$40
31	Cripple Creek	Red	Gold	N	\$80
50	Silverton	Red	Silver	N	\$50
54	Steamboat Springs	Brown	Lumber	0	\$40
74	Elk Springs	Brown	Coal	7	\$20
77	Craig	Brown	Coal	0	\$20
42	Leadville	Brown	Silver	0	\$40
29	Leadville	Brown	Gold	2	\$20
102	Hillsboro	Orange	Silver	1	Depleted
128	South Fork	Orange	Silver	4	Depleted
83	Durango	Orange	Coal	6	\$20
116	Pinos Altos	Orange	Lumber	0	\$30
121	York Canyon	Orange	Coal	4	\$30
109	Pinos Altos	Orange	Copper	0	\$20
103	Hillsboro	Orange	Silver	N	\$30
98	Pinos Altos	Orange	Gold	N	\$60
71	Sunnyside	Cyan	Coal	7	\$20
68	Scofield	Cyan	Coal	3	\$20
130	Bingham	Cyan	Copper	2	\$80
69	Scofield	Cyan	Coal	8	\$30
67	Coalville	Cyan	Coal	9	\$30
36	Eureka	Cyan	Silver	4	\$50

#	City	Owner	Type	Goods	Operation
35	Heber City	Cyan	Silver	4	\$50
37	Eureka	Cyan	Silver	N	\$40
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	
22	C	Denver – Salt Lake City	\$800	\$1,100	
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	

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

### Available Claims

#	City	Type	Claim	Operation
131	Hot Sulphur Springs	Lumber	\$40	\$20
125	Capitan	Coal	\$80	\$20
132	Steamboat Springs	Coal	\$80	\$50
78	Bowie	Coal	\$80	\$40
122	Lee Ranch West	Coal	\$60	\$20
107	Santa Rita	Copper	\$100	\$50
117	Cloudcroft	Lumber	\$120	\$50

#	City	Type	Claim	Operation
73	Hiawatha	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	

#### Available Trains

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

#	Type	Route	Payoff	Cost	Notes
19	C	Salt Lake City – Albuquerque	\$600	\$975	
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

## **Shaggy Dog**

### **Epoch IV T'ang Dynasty, Arabs, and Khmers**

### **Deadline Epoch V Empire Selection and Franks, Tuesday, October 27**

#### Epoch IV

**Royal Manticoran Historical Society** (Wilson) plays Barbarians out of the Plateau of Tibet. Tarim Basin (vs. Huns; B: 3, 1; H: 3; B: 5, 4; H: 1; wins), Wei River (vs. Huns; B: 4, 2; H: 5, 3; loses). T'ANG DYNASTY: Army and Capital Yangtse Kian (Han army retreats to Chekiang), army Wei River (vs. Huns; T: 4, 3; H: 1; wins), Tarim Basin, Great Plain of China (vs. Huns; T: 2, 1; H: 6; loses), Great Plain of China (vs. Huns; T: 5, 5; H: 5; T: 6, 6; H: 2; wins), Chekiang (vs. Han Dynasty; T: 4, 3; H: 5; loses), Chekiang (vs. Han Dynasty; T: 5, 3; H: 4; T: 2, 2; H: 5; loses), Chekiang (vs. Han Dynasty; T: 5, 1; H: 3; wins), Si-Kyang (vs. Maurya; T: 6, 5; M: 2+1; wins), fleet South China Sea (vs. The Gardeners; RMHS: 6, 5; TG: 4; wins), army East Indies (vs. Han Dynasty; T: 3, 1; H: 6, 6; loses). Builds Monument Yangtse Kian. Points: Dominance in China (6), Presence in Southern Europe (2), 1 Capital (2), 1 city (1), 1 Sea (1), and 4 Monuments (4) for 16 points.

**Great Giant** (Burgdorf) plays Disaster in East Deccan. Monument eliminated and Capital reduced to city. ARABS: Army and Capital Arabian Peninsula (Egyptian army retreats to Nile Delta), army Nile Delta (vs. Egypt; A: 5, 1; E: 2; A: 6, 1; E: 6; A: 4, 4; E: 4; A: 4, 3; E: 6; loses), Nile Delta (vs. Egypt; A: 4, 2; E: 3; wins, Capital reduced to city), Palestine (vs. Jews; A: 6, 3; J: 2+1; wins, city eliminated), Levant (vs. Sassanids; A: 4, 4; S: 4; A: 5, 5; S: 4; wins), Upper Tigris (vs. Sassanids; A: 3, 1; S: 4; loses), Upper Tigris (vs. Sassanids; A: 3, 1; S: 5; loses), Upper Tigris (vs. Sassanids; A: 4, 3; S: 2; wins), Zagros (vs. Sassanids; A: 4, 3; S: 6, 1; loses), Zagros (vs. Sassanids; A: 4, 2; S: 4, 2; A: 5, 2; S: 4, 3; wins, Capital reduced to city), Persian Plateau (vs. Romans; A: 6, 2; R: 3; wins, city eliminated), Hindu Kush (vs. Huns; A: 6, 3; H: 5; wins), Upper Indus (vs. Huns; A: 4, 2; H: 2; wins), Ganges Valley (vs. Maurya; A: 6, 3; M: 4; wins), Ganges Delta (vs. Maurya; A: 5, 4; M: 4+1; A: 5, 2; M: 1+1; wins, Capital reduced to city), Malayan Peninsula (vs. Guptas; A: 3, 1; G: 6, 4; loses), Malayan Peninsula (vs. Guptas; A: 5, 1; G: 6, 1; loses), fleet Red Sea (vs. GEGS; GG: 2, 1; GEGS: 6; loses). Builds Monument Arabian Peninsula. Points: Dominance in Middle East (6), India (6), Presence in North Africa (2), China (3), Southeast Asia (2), 1 Capital (2), 3 cities (3), and 5 Monuments (5) for 29 points.

**Galactic Expeditionary Guard Ship** (Geggus) plays Empires Revives and places 2 armies in Crete. 1 army in Pindus, and 1 army in Nubia. KHMERS. Plays Population Explosion. Army and Capital Mekong (Mauryan army eliminated), A Malayan Peninsula (vs. Gupas; K: 3, 2; G: 1; wins), fleet South China Sea (vs. RMHS; GEGS: 5, 5; RMHS: 6; loses), army Irrawaddy (vs. Hsuing-nu; K: 3, 1; H: 6; loses), Si-Kyang (vs. T'ang Dynasty; K: 4, 3; T: 1; wins), Irrawaddy (vs. Hsuing-nu; K: 5, 1; H: 3; wins), Ganges Delta (vs. Arabs; K: 4, 3; A: 5, 4; loses). Points: Dominance in North Africa (4), Southern Europe (6), Southeast Asia (4), Presence in Middle East (3), China (3), 2 Capitals (4), 2 cities (2), 1 Sea (1), and 1 Monument (1) for 28 points.

#### Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	The Human Race (blue)	29	66
Kevin Wilson	Royal Manticoran Historical Society (purple)	30	53
Christopher Hunt	The Gardeners (green)	34	58
Howard Bishop	FAC-51 (black)	36	64
Dave Anderson	Stooges for All Time (orange)	37	61
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	43	90
Martin Burgdorf	Great Giant (red)	44	79

#### Positions

**SfAT:** NORTH AMERICAN MIGRANTS: Armies Great Lakes, West Indies. CARTHAGINIA: Army, Capital, Fortress Shatts Plateau. MACEDONIA: Armies North European Plain. GOTHs: Army and Monument Albion, armies Western Gaul, Central Massif, Northern Gaul, Caucuses.

**GEGS:** Fleet Red Sea. EGYPT: Armies Nubia, Libya. NILE KINGDOM: Army, city, and fort Upper Nile. ROMANS: Army, Capital, and Monument Southern Appenines, army and city Pindus, Crete, two armies Dalmatia, armies Northern Appenines, Morea. KHMERS: Army and Capital Mekong, armies Malayan Peninsula, Irrawaddy, Si-Kyang.

**FAC-51:** SASSANIDS: Army and city Lower Tigris. HUNS: Army and Monument Central Europe, armies Western Steppe, Eastern Steppe, Turanian Plain, Lower Indus.

**Great Giant:** PERSIA: Three armies Western Anatolia. HSUING-NU: Armies Mongolia, Szechuan. ARABS: Army, Capital, and Monument Arabian Peninsula, army, city, and Monument Zagros, Ganges Delta, army and city Nile Delta, army and Monument Upper Tigris, Upper Indus, armies Palestine, Levant, Persian Plateau,

Ganges Valley.

**The Gardeners:** Fleets Black Sea, Western Mediterranean, Eastern Mediterranean. VEDIC CITY STATES: Two armies and a Fortress Ceylon, two armies Eastern Ghats. MAYANS: Army, Fort, and Capital Central America, army Guiana Highlands. HAN DYNASTY: Army East Indies. BYZANTINES: Army, Fort, and Capital Balkans, two armies Danubia, armies Dnieper, Eastern Anatolia.

**The Human Race:** Fleet Bay of Bengal. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. MAURYA: Army Sumatra. GUPTAS: Army and city Eastern Deccan, armies Persian Salt Desert, Western Deccan, Western Ghats.

**RMHS:** Fleet South China Sea. CHOU DYNASTY: Army and city Yellow River. CELTS: Armies Pyrenees, Southern Iberia, Western Iberia. T'ANG DYNASTY: Army, Capital, and Monument Yangtse Kian, army and Monument Tarim Basin, Wei River, Great Plain of China, armies Chekiang.

### Event Cards

### Epoch V Empire Selection

## Sly Dog

### Turn 3 Funeral Commission through Parade Deadline End of Game Statements, October 27

#### Funeral Commission

None

#### Replacement Phase

None

#### Rehabilitation Phase

None.

#### Parade Phase

UF plays Assassination Attempt (4) on Aparatschik. FIST plays Bodyguard (41) in response. Dr = 3 – 3 = 0. Attempt fails, and FIST gains 3 IP on Aparatschik. FIST does not denounce any politician.

Nestor Aparatschik attempts to wave (dr = 17) succeeds! Ages to 87.

#### Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	87, ++	<b>FIST (9)</b>
KGB Head	Juri Nicotin (R)	67, ++	<b>GEGS (1)</b>
Foreign	<b>Anatol Mischif (I)</b>	68	<b>UF (1)</b>
Defense	Antonj Talksallott (J)	67	<b>BOINK (2)</b>
Ideology	Leonid Bungaloff (W)	54	<b>BOINK (10)</b>
Industry	Diwan Palavarian (G)	70	<b>BOINK (2)</b>

Economy	Nikolai Shootemdedsky (H)	69, ++	
Sport	Eduard Boremtodev (K)	67, 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 three waves.

#### Notes

FIST now has 3 waves and wins! Congratulations to Bill Scharf.

## Boxer

### Turn 3

### Turn 4, Tuesday, September 15

#### Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александр Рубот	U-Turn (50)	U-Turn (60)	Move 1 (570)	Move 2 (780)	Rotate Left (90)
GEGS	Rotate Left (250)	Back Up (430)	Rotate Left (270)	Move 2 (700)	Move 2 (680)
Marvin	Move 3 (790)	Move 3 (840)	Rotate Right (260)	U-Turn (10)	Move 2 (710)
Dalekbot	Rotate Right (300)	Rotate Right (80)	Rotate Right (240)	Rotate Right (420)	Move 1 (620)
The Hand of Doom	Move 2 (740)	Rotate Left (410)	Move 1 (490)	Move 1 (600)	Rotate Left (330)
UltraMan	Rotate Right (320)	Move 1 (560)	Rotate Left (170)	Move 1 (610)	Move 1 (630)
Čapek	Move 3 (830)	Move 3 (810)	Rotate Left (190)	Move 2 (750)	Rotate Right (400)
Clockwork Hauler	Move 1 (660)	Rotate Left (70)	Move 2 (730)	Move 2 (690)	Move 2 (720)

Registers in italics are locked.

#### Phase 1

Čapek dashes forward 3 to G22, pushing Clockwork Hauler to G21, Marvin dashes forward 3 to B8, The Hand of Doom moves forward 2 to H16, Clockwork Hauler moves forward 1 to H21, UltraMan rotates right to face east, Dalekbot rotates right to face east, GEGS rotates left to face east, and Александр Рубот makes a U-turn to face south. Conveyor belts move GEGS to B6, Marvin to B7, and Čapek to G21. Marvin shoots GEGS.

#### Phase 2

Marvin dashes ahead 3 to B4, pushing GEGS to B3, Čapek dashes ahead 3 to G18, UltraMan moves ahead 1 to B19, GEGS backs up to A3, The Hand of Doom rotates left to face north, Dalekbot rotates right to face south, Clockwork Hauler rotates left to face north, and Александр Рубот makes a U-turn to face north. Conveyor belts move UltraMan to C19 and Marvin to B3 facing east. The pusher pushes GEGS to B3 and Marvin to C3. GEGS shoots Marvin.

#### Phase 3

Clockwork Hauler moves ahead 2 and hits the wall at H20 (archive transferred), Александру Робот moves ahead 1 to J21, The Hand of Doom moves ahead 1 to H15, GEGS rotates left to face north, Marvin rotates right to face south, Dalekbot rotates right to face west, Čapek rotates left to face west, and UltraMan rotate left to face north. Conveyor belts move GEGS to C3, Marvin to D3, UltraMan to D19, and Александру Робот to I21. The gear rotates Александру Робот to face west.

#### Phase 4

Александру Робот moves ahead 2 to G21, Čapek moves ahead 2 to E18, GEGS moves ahead 2 to C1, Clockwork Hauler moves ahead 2 and hits a wall, UltraMan moves ahead 1 to D18, The Hand of Doom moves ahead 1 to H14, Dalekbot rotates right to face north, and Marvin makes a U-turn to face north. Conveyor belts move Marvin to E3, UltraMan to C18, Čapek to D18, and Александру Робот to G20. The pusher pushes GEGS to C2. Čapek shoots UltraMan.

#### Phase 5

Clockwork Hauler moves ahead 2 and hits a wall, Marvin moves ahead 2 to E1, GEGS moves ahead 2 and hits the wall at C1, UltraMan moves ahead 1 to C17, Dalekbot moves ahead 1 to L11, Čapek rotates right to face north, The Hand of Doom rotates left to face west, and Александру Робот rotates left to face south. Conveyor belts move Александру Робот to G19 and Čapek to C18. The pusher pushes Marvin to E2. Čapek shoots UltraMan.

#### Cleanup

Clockwork Hauler draws the Radio Control option.

#### Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александру Робот	Blue		G19>S		2	2
2	Chris Geggus	GEGS	Yellow	Extra Memory	C1>N	1	3	2
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	E2>N	1	3	3
4	Andy York	Dalekbot	Black	Reverse Gear	L11>N		3	2
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	H14>W		3	1
6	Andy Lewis	UltraMan	Red	High Powered Laser	C17>N		3	2
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	C18>N		3	0
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control, Radio Control	H20>N		3	0

GEGS is Geo-Enhanced Guard Sentinel

#### Program Cards

### **Poodle**

#### **Turn 4**

#### **Turn 5, Tuesday, October 27**

#### Actions

**Skynet** buys a water factory (Or3, Or3, Wa7, Wa7) and moves a population factor from an ore factory to man it.

**Delta Indigo 8487** passes

**OLDHAM** buys a water factory (Wa6, Wa7, Wa7) and moves a population factor from an ore factory to man it.

**HALYCON** opens the bidding on a Nodule at 25 and H.I.C.K. gets it for 32 (Or1, Wa5, Wa7, Wa9, Wa10). Opens the bidding on a second Nodule at 25 and gets it (Or5, Wa5, Wa7, Wa8).

**Jack and His Friends** opens the bidding on a Data Library, and BarterTown gets it for 19 (Or4, Wa7, Wa8). Passes.

**BarterTown** bids 15/25 on DL, else WaF and population

**H.I.C.K.** passes.

#### The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HALYCON	Michael Lowrey	OrF, OrF, WaF, WaF, WaF	No	7
2	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF, WaF	No	7
3	BarterTown	Andy York	OrF, OrF, WaF	3DL	6
4	Skynet	Dave Hooton	OrF, OrF, WaF, WaF, WaF	No	6
5	Jack and His Friends	Bill Scharf	OrF, OrF, WaF, WaF	2DL	5
6	OLDHAM	Howard Bishop	OrF, OrF, WaF, WaF, WaF, WaF		5
7	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, WaF	HE	5

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 Upgrades

#### Income

New Arrivals: Nodule, Heavy Equipment, Heavy Equipment

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	0
Warehouse (Wa)	25	3	2
Heavy Equipment (HE)	30	3	1
Nodule (No)	25	1	1







## Working Dog Gamestart

### *Players*

Player	Color	Family Members	Hut Type	Occupations	Minor Improvements	Major Improvements	Begging Cards
Christohper Hunt		2	Wood	7 unplayed	7 unplayed		0
Dave Hooton		2	Wood	7 unplayed	7 unplayed		0
Chris Geggus		2	Wood	7 unplayed	7 unplayed		0
Andy York		2	Wood	7 unplayed	7 unplayed		0

Player	Wood	Clay	Stone	Reeds	Grain	Vegetables	Sheep	Boar	Cattle	Food	VPs
Christohper Hunt										2	
Dave Hooton										3	
Chris Geggus										3	
Andy York										3	

### *Notes*

This game will be played via email, with turns done on an on demand basis. Players will be given their starting occupation and minor improvement cards initially, but will not be automatically provided with them each turn. The cards can be made available on demand. The listing above is the initial player order.



## Addresses

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## Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

**Machiavelli (gunboat and regular):** Bill Scharf, Bob Robles, Ward Narhi, Pasquale Giovine, Andy York, Dave Partridge, 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!