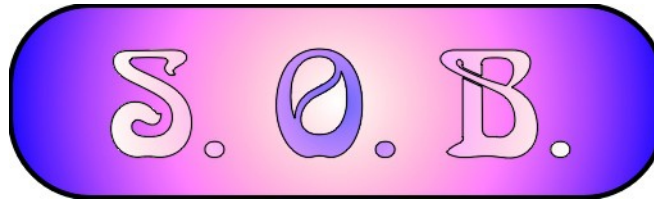


Number 213



June/July, 2016

Notes from Hades

Summer will be here soon, and with it the end of the school year. My boys are looking forward to summer, but it's something of a shock to realize that they start high school next year.

Pick of the Litter finishes this issue. Congratulations to Dave Hooton on his victory. There are plenty of games available to replace it, so sign up!

The next deadline is **Tuesday, July 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

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(\$), Geoff Richardson(\$), Martin Burgdorf(\$), this game is closed.

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.

Spaniel. 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(\$), Geoff

Richardson, will take up to 2 more.

Beauceron. Puerto Rico. This will be the base game and it will be run via email. Have Chris Geggus(\$), Christopher Hunt(\$), Martin Burgdorf(\$), Geoff Richardson(\$), will take up to 1 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.

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.

Kremlin: Will use the Revolution cards. Have Bob Robles, will take up to 5 more.

Dune: Will use the Ixian, Lansraad, and Bene Tleilaxu variants, as well as the cards from the Spice Harvest and Duel variants. Have Bob Robles, will take up to 6 more.

Machiavelli. Scenario and optional rules to be decided. Have Kevin Burt, Bob Robles, will take up to 5 more.

Silverton. Will take up to 6.

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

Agricola. Will be run via email. Have Chris Geggus, 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

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cerberus@sob-zine.org

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

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

Purebred**End of Game Statements****Game Summary**

	1253	1254	1255	1256	1257	1258	1259	1260	1261	1262
Aragon:	3	5	5	4	5	7	7	6	8	5
Florence:	3	5	5	5	7	8	6	5	4	4
Genoa:	3	5	7	6	3	1	0	0	0	0
Milan:	3	6	8	9	11	13	12	14	14	17
Papacy:	3	5	7	5	3	1	2	3	4	4
Venice:	3	5	8	10	11	11	14	13	11	10

The Players

ARAGON:	Jack McHugh
FLORENCE:	Ward Narhi (dropped, Fall 1255), Dave Partridge
GENOA:	Kevin Wilson (out, Fall 1258)
MILAN:	Bogislaw von Shoenfeldt
PAPACY:	Jerry Roalstadt (dropped, Summer 1257), Pasquale Giovine
VENICE:	Bob Robles

3rd place
4th/5th place
6th place
1st PLACE
4th/5th place
2nd place

Statements

Jack McHugh (Aragon): Congrats to Milan--I did have a deal worked out with the replacement Milan but that fell through when Baron came back. The pope and I never got along--we sort of worked out a modus vivendi by the end of the game. He went north and I went around Italy with my fleets. I have no idea what Florence was thinking--I was very clear that I would not hold off Milan while he attacked me. Apparently he thought I was bluffing, as you can see, I was not. Why should I fight for Venice while he was not only not attacking Milan but actively attacking me?

Pasquale Giovine (Papacy): Congratulations to Milan for the victory.

When I substituted the old Pope, I had only one city, so my influence on the game was very few. Now I have 4 cities and a half, but the game ends, unfortunately. Thanks to Chris for his work.

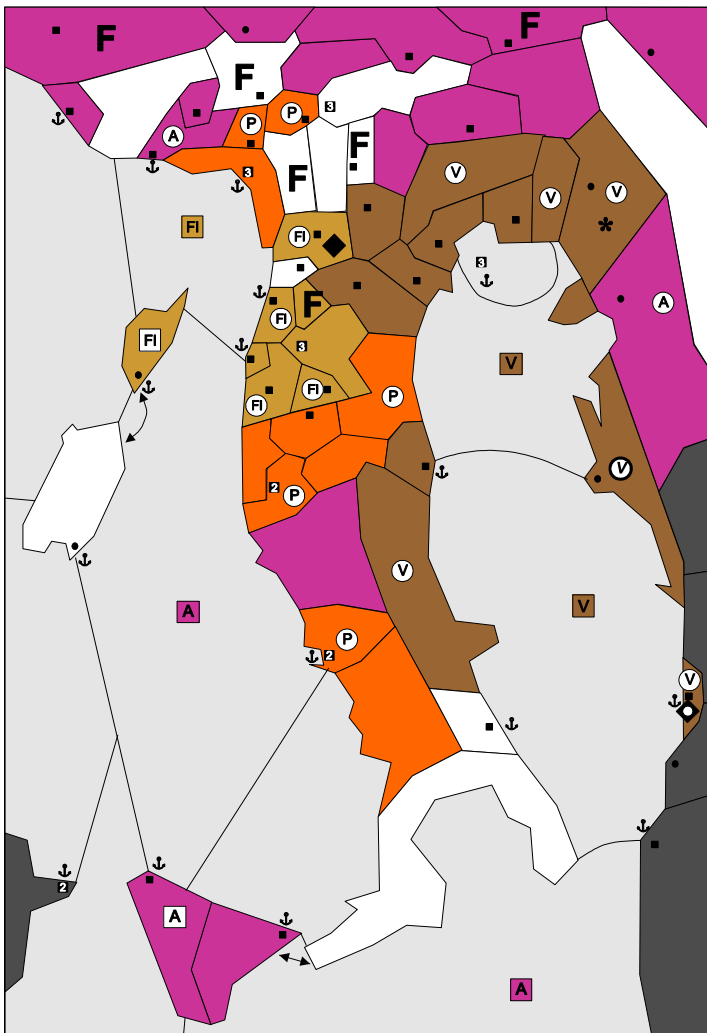
Dogleg

Fall 1502

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Miller Number 2012Apw25

Deadline for Winter/Spring 1503 7/12 Tuesday

Florence, Papacy, and Venice individually manage to mostly keep Austria at bay.

DoglegOrders

AUSTRIA (Burgdorf): A SAVOY supports A Montferrat to Genoa (nsu), A Montferrat to Genoa (nsu), A Carniola supports A Croatia (cut, DISLODGED, retreat Carinthia, Slavonia, OTB), A CROATIA supports A Carniola (cut), F PALERMO holds, F TYRRHENIAN SEA to Sardinia, F IONIAN SEA to Lower Adriatic

FLORENCE (Robles): A Florence to PISA, A AREZZO supports A Sienna, A SIENNA holds (u), A Lucca to MODENA, F Piombino to LIGURIAN SEA, F CORSICA to Sardinia

PAPACY (Anderson): A Montferrat to PAVIA, A Genoa to MONTFERRAT, A Perugia to URBINO, A Patrimony to ROME, A NAPLES holds

VENICE (Wilson): A Padua to VERONA, A FRIULI supports A Istria to Carniola, A Istria to CARNIOLA, A Ancona to AQUILA, A (EM) Bari to DALMATIA, A RAGUSA besieges, F Upper Adriatic to CROATIA, F LOWER ADRIATIC transports A Bari to Dalmatia

Treasury:

Press

The Austrian Emperor to the Doge of Venice: "A sound head, an honest heart, and an humble spirit are the three best guides through time and to eternity"

Papacy to Medici Family: Easy come, easy go.

Spring 1503 Famine

Poor Year – Column Only: Cremona, Austria, Pistoia, Fornova, Turin, Avignon

Spring 1503 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, <u>Austria</u> , Carinthia, Tyrolea, Como, Trent, Bergamo, Swiss, <u>Avignon</u> , Saluzzo, Marseilles, Capua, Messina, Savoy, Croatia, Palermo	14
FLO	Pisa, <u>Pistoia</u> , Florence, Arezzo, Sienna, Piombino, Modena, Corsica	7
PAP	Genoa, Montferrat, Pavia, Patrimony, Perugia, Rome, Spoleto, Urbino, Naples, Salerno	10
VEN	Dalmatia, Istria, Carniola, Friuli, Treviso, Verona, Padua, Ferrara, Mantua, Bologna, Ancona, Aquila, Ragusa	13

Seas

AUS	Tyrrhenian Sea, Ionian Sea	2
PAP	Venice	1
VEN	Upper Adriatic, Lower Adriatic	2

Expenditures

The Papacy borrows 18 ducats for 2 years (27 ducats due Fall 1504). Spends 18 ducats to buy Austrian A Montferrat.

Venice spends 3 ducats to counterbribe A Friuli

Outstanding Loans

Fall 1503: 15 ducats due from Venice (10 borrowed)

Fall 1504: 27 ducats due from the Papacy (18 borrowed)

Cities

AUS	Hungary, <u>Austria</u> , Tyrolea, Trent, Swiss, <u>Avignon</u> , Saluzzo, 10 Marseilles, Messina, Savoy, Croatia, Palermo
FLO	Pisa, Florence (3), Arezzo, Sienna, Piombino, Corsica 8
PAP	Genoa (3), Montferrat, Pavia, Perugia, Rome (2), Naples (2), 13 Venice (3)
VEN	Dalmatia, Carniola, Treviso, Padua, Ferrara, Mantua, Bologna, 8 Ancona

Totals

Variable income die roll was 3.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	6	14	2	10	32

S.O.B.

FLORENCE:	6	7	0	8	21
PAPACY:	7	10	1	13	31
VENICE:	6	13	2	8	29

Game Summary

	1499	1500	1501	1502	1503
Austria:	7	9	10	11	12
Florence:	3	5	4	5	6
France:	7	4	8	0	0
Papacy:	4	6	6	5	7
Venice:	4	5	7	9	8

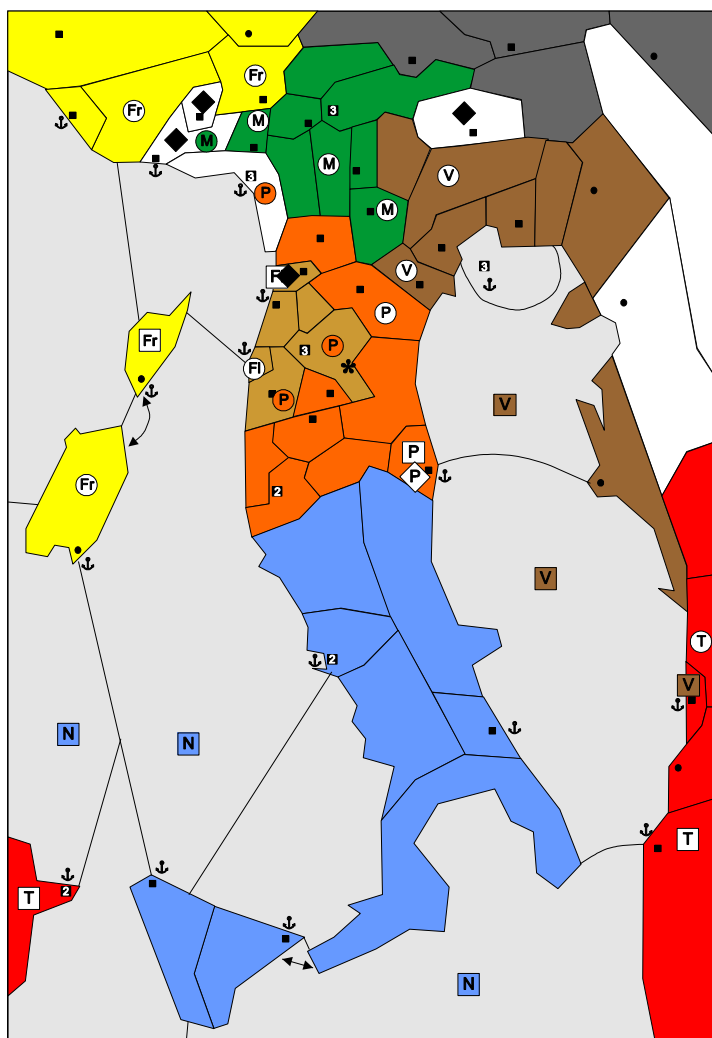
Rescue Dog

Summer 1455

Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory

Deadline for Fall 1455 7/12 Tuesday

The Pope goes after an unprepared Florence while Naples and Venice continue to attack the Turks. Milan goes after some neutral territory while France consolidates his position.

Rescue Dog

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

Expenditures

Naples borrows 10 ducats for 2 years (15 ducats due Summer 1457) and spends 21

ducats to buy Turkish F Central Mediterranean

The Papacy borrows 8 ducats for 1 year (10 ducats due Summer 1456) and spends 12 ducats to disband autonomous garrison Genoa.

Outstanding Loans

Summer 1456: 11 ducats due from Venice (11 ducats borrowed), 10 ducats due from the Papacy (8 borrowed)

Fall 1456: 21 ducats due from the Turks (14 ducats borrowed)

Summer 1457: 15 ducats due from Naples (10 ducats borrowed)

Orders

- FLORENCE □ A Florence holds (DISLODGED, retreat Pistoia, Pisa, Urbino, garrison, OTB). A PIOMBINO besieges (autonomous garrison eliminated), F LUCCA holds
- FRANCE □ A SWISS to TURIN, A PROVENCE supports A SWISS to Turin, A SARDINIA holds, F CORSICA holds
- MILAN □ A Montferrat to SAVOY, A Pavia to MONTFERRAT, A Cremona to PARMA, A MANTUA supports A Cremona to Parma
- NAPLES □ F Central Mediterranean to IONIAN SEA, F Palermo to TYRRHENIAN SEA, F WESTERN MEDITERRANEAN supports F Palermo to Tyrrhenian Sea (cut)
- PAPACY □ A GENOA holds, A BOLOGNA supports A Arezzo to Florence, A Arezzo to FLORENCE, A Perugia to SIENNA, F ANCONA to Upper Adriatic, G ANCONA holds (u)
- TURKS □ A Albania to HERZEGOVINA, F DURAZZO to Lower Adriatic, F TUNIS to Western Mediterranean, F Central Mediterranean supports F Tunis to Western Mediterranean (nsu)
- VENICE □ A Croatia to FERRARA, A VERONA supports A Croatia to Ferrara, F UPPER ADRIATIC transports A Croatia to Ferrara, F Herzegovina to RAGUSA, F Lower Adriatic to DURAZZO

Your treasury:

Press

Venice to Milan and the Pope: I am moving back to Ferrara. Am wanting you to avoid temptation, your Holiness.

Pick of the Litter
Turn 24, Phases IV-VI
End of Game Statements due 7/12 Tuesday
Turn 24

Operations

Red (Bishop) no operations, uses a +5 snow plow on the Willard to Belen line (dr = 6+5, success), and a +4 snow plow on the Trinidad to Raton line (dr = 4+4, success), delivers 3 lumber from South Fork to Denver for \$600, 16 coal from Walsenburg to Denver for \$2240, and 2 coal from Walsenburg to Santa Fe for \$240. Gains \$1670 in passenger revenues.

Brown (Partridge) operates #74 (\$20, 4 coal), #77 (\$20, 1 coal), #131 (\$20, depletes), #27 (\$40, depletes), #41 (\$50, 4 silver), delivers 2 lumber from Hot Sulphur Springs to Salt Lake City for \$600, 6 coal from Craig to Salt Lake City for \$600, 4 coal from Elk Springs to Salt Lake City for \$400. Gains \$20 in passenger revenues.

Orange (Hooton) operates #107 (\$50, 3 copper), #65 (\$30, depletes), #64 (\$40, 3

lumber), uses the +2 snowplow on the Capitan to Carrizozo route (dr = 2 + 2, success), delivers 6 copper from Santa Rita to El Paso for \$1680, 6 coal from Durango to Santa Fe for \$720, 7 coal from Capitan to El Paso for \$840, and 4 lumber from Lumberton to El Paso for \$800, gains \$510 in passenger revenues. **Cyan** (Scharf) operates #130 (\$80, 1 copper), #67 (\$30, 3 coal), delivers 3 coal from Schofield to Salt Lake City for \$300, 7 coal from Sunnyside to Salt Lake City for \$700, and 5 copper from Bingham to Salt Lake City for \$1400. Gains \$20 in passenger revenues.

Blue (Anderson) no operations, delivers 8 coal from Canon City to Denver for \$1120.

Notes

Congratulations to Dave Hooton on his victory.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$35,110	15, 24, 42, 72	+4, +5	S, S, P+2, P
Dave Partridge	Brown	Denver	\$26,955	24, 24, 42, 72		S, S+2, P+2
Dave Hooton	Orange	El Paso	\$38,655	24, 24, 42, 42	+2	S, S, P+2, P
Bill Scharf	Cyan	Salt Lake City	\$15,325	15, 42, 42, 72		S, P, P+1
Debbie Anderson	Blue	Pueblo	\$5,255	9, 15, 24, 42		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
92	Raton	Red	Coal	0	\$40
123	Gallup	Red	Coal	3	Depleted
86	Canon City	Red	Coal	0	\$20
88	Walsenburg	Red	Coal	2	\$50
84	Durango	Red	Coal	5	\$20
49	Silverton	Red	Silver	3	Depleted
50	Silverton	Red	Silver	3	Depleted
74	Elk Springs	Brown	Coal	0	\$20
77	Craig	Brown	Coal	0	\$20
27	Dillon	Brown	Gold	2	Depleted
41	Leadville	Brown	Silver	4	\$50
128	South Fork	Orange	Silver	4	Depleted
83	Durango	Orange	Coal	2	\$20
121	York Canyon	Orange	Coal	1	\$30
107	Santa Rita	Orange	Copper	3	\$50
125	Capitan	Orange	Coal	4	\$20
122	Lee Ranch West	Orange	Coal	8	\$20
117	Cloudcroft	Orange	Lumber	1	\$50
100	White Oaks	Orange	Gold	2	Depleted
33	Silverton	Orange	Gold	2	Depleted
65	El Vado	Orange	Lumber	2	Depleted
64	Lumberton	Orange	Lumber	2	\$40
71	Sunnyside	Cyan	Coal	1	\$20
68	Schofield	Cyan	Coal	3	\$20
130	Bingham	Cyan	Copper	0	\$80
67	Coalville	Cyan	Coal	17	\$30
48	Ouray	Blue	Silver	2	Depleted

#	City	Owner	Type	Goods	Operation
79	Bowie	Blue	Coal	1	\$40
53	Lake City	Blue	Silver	4	Depleted
82	Crested Butte	Blue	Coal	6	\$20
85	Canon City	Blue	Coal	0	\$30
47	Ouray	Blue	Silver	3	\$40
52	Lake City	Blue	Silver	N	\$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
7	A	Pueblo – Santa Fe	\$120	Red	
17	C	Denver – Santa Fe	\$420	Red	
18	C	Gallup – Santa Rosa	\$500	Red	
24	C	Denver – El Paso	\$1000	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	Brown	
20	C	Salt Lake City – Pueblo	\$600	Brown	
21	C	Salt Lake City – Colorado Springs	\$600	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	

Shaggy Dog

Epoch VI Ottoman Turks, Portugal, Spain, Mughals Deadline Epoch VII Empire Selection and Russia, Tuesday, July 12

Epoch VI

Stooges for All Time (Anderson) plays Disaster in Southern Apennines (Monument and city destroyed). OTTOMAN TURKS: Plays Weaponry. Army and Capital Western Anatolia (3 Persian armies eliminated), fleet Eastern Mediterranean (vs. The Gardeners; SfAT: 5+1, 2+1; G: 5; wins), army Crete (vs. Romans; O: 4+1, 3+1; R: 6, 1; loses), Morea (vs. Romans; O: 5+1, 2+1; R: 6, 1; O: 6+1, 5+1; R: 4, 3; wins), Pindus (vs. Romans; O: 6+1, 4+1; R: 6; wins, city eliminated), Levant (vs. Seljuk Turks; O: 5+1, 5+1; S: 2, 2; wins), Upper Tigris (vs. Seljuk Turks; O: 4+1, 1+1; S: 4; wins), Middle Tigris (vs. Romans; O: 4+1, 2+1; R: 6; loses), Zagros (vs. Seljuk Turks; O: 5+1, 4+1; S: 5, 1; wins), Persian Salt Desert (vs. Safavids; O: 3+1, 2+1; S: 1; wins, Capital reduced to city), Hindu Kush (vs. Safavids; O: 3+1, 1+1; S: 5; loses), Hindu Kush (vs. Safavids; O: 4+1, 2+1; S: 4; wins), Turanian Plain (vs. Timurid Emirates; O: 4+1, 2+1; T: 6; loses), Turanian Plain (vs. Timurid Emirates; O: 2+1, 2+1, T: 1; wins, Capital reduced to city), Tarim Basin (vs. Timurid Emirates; O: 5+1, 4+1; T: 1, 1; wins). Builds Monument Western Anatolia. Points: Dominance in Middle East (4) and Northern Europe (4), Presence in North Africa (2), China (3), India (3), Southern Europe (2), Eurasia (1), North America (1), Nippon (1), 3 Capitals (6), 2 cities (2), 2 Seas (2), and 7 Monuments (7) for 38 points.

The Gardeners (Hunt) PORTUGAL: Plays Shipbuilding. Army and Capital Western Iberia (Celt army retreats to Southern Iberia), fleet Atlantic Ocean, Caribbean Sea, Indian Ocean, army Congo Basin, South Africa, Southern Andes (vs. Incas; P: 4, 3; I: 4, 3; P: 6, 1; I: 5, 4; wins), Northern Andes (vs. Incas; P: 4, 2; I: 3; wins, Capital reduced to city), Southern Iberia (vs. Celts; P: 6, 6; C: 2; P: 6, 4; C: 1; wins), Arabian Peninsula (vs. Arabs; P: 6, 4; A: 6, 5; P: 5, 1; A: 6, 2; loses), Arabian Peninsula (vs. Arabs; P: 6, 5; A: 6, 1; P: 6, 2; A: 4, 1; wins, Capital reduced to city), Nile Delta (vs. Crusaders; P: 5, 4; C: 3; wins). Builds Monuments Western Iberia, Northern Andes. Points: Dominance in South America (4), Sub-Saharan Africa (2), Presence in North Africa (2), Middle East (2), China (3), India (3), Southern Europe (2), Northern Europe (2), Southeast Asia (2), North America (1), 4 Capitals (8), 3 cities (3), 2 Seas (2), and 3 Monuments (3) for 39 points.

The Human Race (Scharf) plays Civil War in Chekiang (vs. Ming Dynasty; C: 4, 4; M: 3; wins, Capital reduced to city), Great Plain of China (vs. Ming Dynasty; C: 5, 4; M: 6; loses), Yangtse Kian (vs. Ming Dynasty; C: 6, 4; M: 6; C: 1, 1; M: 6; loses). SPAIN: Plays Weaponry. Army and Capital Pyrenees (Celt army eliminated), fleet Atlantic Ocean, fleet Pacific Ocean, army Congo Basin (vs. Portugal; S: 2+1, 2+1, P: 3, 3; S: 5+1, 3+1, P: 2, 1; wins), Patagonia, West Indies (vs. North American Migrants; S: 3+1, 1+1; N: 2, 1; wins), Central Massif (vs. Holy Roman Empire; S: 2+1, 2+1; H: 5, 4; loses), Central Massif (vs. Holy Roman Empire; S: 4+1, 3+1; H: 4, 1; wins), Northern Gaul (vs. Holy Roman Empire; S: 6+1, 4+1; H: 2; wins, city eliminated), Southern Iberia (vs. Portugal; S: 4+1, 1+1; P: 2; wins), Western Iberia (vs. Portugal; S: 3+1, 1+1; P: 5; loses), Western Iberia (vs. Portugal; S: 5+1, 1+1; P: 2; wins, Capital reduced to city), fleet Caribbean Sea (vs. The Gardeners; HR: 3+1, 3+1; G: 4; HR: 4+1, 3+1; G: 4; wins), army Brasil, Southern Andes (vs. Portugal; S: 5+1, 3+1; P: 4, 2; wins). Builds Monument Pyrenees. Points: Dominance in Southern Europe (4), South America (4), Sub-Saharan Africa (2), Presence in China (3), India (3), Northern Europe (2), North America (1), Southeast Asia (2), 1 Capital (2), 2 cities (2), 2 Seas (2), and 3 Monuments (3) for 30 points.

Royal Manticoran Historical Society (Wilson) plays Kingdom in Southern Iberia. Army, city, and fort Southern Iberia (Spanish army retreats to Pyrenees). MUGHALS: Plays Leader. Army and Capital Ganges Valley (Mongol army retreats to Upper Indus), army Western Deccan (vs. Guptas; M: 6, 5, 2; G: 4, 3; wins), Lower Indus (vs. Huns; M: 3, 1, 1; H: 1; wins), Persian Salt Desert (vs. Ottoman Turks; M: 6, 4, 3; O: 3, 3; wins, city eliminated), Zagros (vs. Ottoman Turks; M: 6, 3, 1; O: 1; wins), Upper Tigris (vs. Ottoman Turks; M: 4, 3, 1; O: 4; M: 5, 3, 1; O: 6; loses), Upper Tigris (vs. Ottoman Turks; M: 5, 5, 4; O: 6; loses), Upper Tigris (vs. Ottoman Turks; M: 5, 1, 1; O: 2; wins), Levant (vs. Ottoman Turks; M: 5, 5, 1; O: 6; loses), Levant (vs. Ottoman Turks; M: 3, 2, 1; O: 6; loses), Levant (vs. Ottoman Turks; M: 5, 5, 4; O: 4; wins). Builds Monument Ganges Valley. Points: Dominance Middle East (4), India (6), Presence in China (3), Southern Europe (2), Southeast Asia (2), 1 Capital (2), 2 cities (2), 1 Sea (1), and 7 Monuments (7) for 29 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	The Human Race (blue)	52	121
Christopher Hunt	The Gardeners (green)	53	128
Howard Bishop	FAC-51 (black)	56	120
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	59	157
Martin Burgdorf	Great Giant (red)	61	127
Dave Anderson	Stooges for All Time (orange)	62	125
Kevin Wilson	Royal Manticoran Historical Society (purple)	62	109

Positions

SfAT: Fleets Western Mediterranean, Eastern Mediterranean. NORTH AMERICAN MIGRANTS: Armies Great Lakes. CARTHAGINIA: Army, Capital, Fortress Shatts Plateau. GOTHs: Army and Monument Albion, two armies Western Gaul, army Caucuses. FUJIWARA: Army and Capital Hokkaido. FRANKS: Army Lower Rhein. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army, city, and Monument Turanian Plain, army and Monument Tarim Basin, armies Pindus, Morea, Hindu Kush.

GEGS: Fleet Red Sea. EGYPT: Two armies Nubia, army Libya. NILE KINGDOM: Army, city, and fort Upper Nile. ROMANS: Army and city Crete. KHMERS: Army Irrawaddy. SELJUK TURKS: Armies Western Steppe, Dnieper, Persian Plateau, Central Europe.

FAC-51: Fleet Sea of Japan. SASSANIDS: Army and city Lower Tigris. SCOTS: Army, city, and fort Highlands. HOLY ROMAN EMPIRE: Armies Southern Apennines, Dalmatia, Northern Apennines. MING DYNASTY: Army and Monument Great Plain of China, Yangtse Kian, Si-Kyang, army Honshu.

Great Giant: Fleet North Sea. ARABS: Army Palestine. VIKINGS: Armies Scandinavia, Baltic Seaboard, North European Plain, Eastern Steppe. TIMURID EMIRATES: Army and Monument Wei River, army Hindu Kush.

The Gardeners: Fleets Black Sea, Atlantic Ocean, Pacific Ocean. VEDIC CITY STATES: Three armies and a Fortress Ceylon. MAYANS: Army, Fort, and Capital Central America, army Guiana Highlands. HAN DYNASTY: Army East Indies. GOLD COAST KINGDOM: Army, city, and Fort Gold Coast. BYZANTINES: Army, Fort, and Capital Balkans, two armies Danubia, army Eastern Anatolia. SUNG DYNASTY: Three armies, Capital, and Fortress Szechuan. PORTUGAL: Army, city, and Monument Northern Andes, Arabian Peninsula, armies South Africa, Nile Delta.

The Human Race: Two fleets Bay of Bengal, fleets Caribbean Sea, Atlantic Ocean, Indian Ocean. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. MAURYA: Army and Fort Sumatra. GUPTAS: Army Western Ghats. CIVIL WAR: Army, city, and Monument Chekiang. SPAIN: Two armies, Capital, and Monument Pyrenees, army city, and Monument Western Iberia, armies Central Massif, Northern Gaul, Congo Basin, Brasil, Patagonia, Southern Andes.

RMHS: Fleet South China Sea. CHOU DYNASTY: Army and city Yellow River. MONGOLS: Two armies and Monument Upper Indus, army and Monument Malayan Peninsula, Ganges Delta, armies Mongolia, Eastern Deccan, Eastern Ghats, Mekong. SOUTHERN IBERIAN KINGDOM: Army, city, and fort Southern Iberia. MUGHALS: Army, Capital, and Monument Ganges Valley, army and Monument Zagros, Upper Tigris, Levant, armies Western Deccan, Persian Salt Desert, Lower Indus.

Event Cards

Epoch VII Empire Draw

Boxer

Turn 10

Turn 11, Tuesday, July 14

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александрю Робот	Rotate Left (270)	Move 1 (610)	Rotate Right (240)	Move 2 (770)	Move 1 (630)
GEGS	U-Turn (50)	Rotate Left (290)	Rotate Left (310)	Move 2 (780)	<i>Rotate Left (410)</i>
Marvin	Rotate Left (390)	Rotate Left (330)	Back Up (440)	Rotate Left (150)	Rotate Right (80)
Dalekbot	Move 1 (620)	Back Up (470)	<i>Move 1 (540)</i>	<i>U-Turn (20)</i>	<i>Rotate Right (120)</i>
The Hand of Doom	Move 2 (710)	Back Up (430)	Rotate Left (130)	Rotate Left (110)	Move 2 (690)
UltraMan	Rotate Left (70)	Move 3 (830)	Rotate Right (140)	<i>U-Turn (10)</i>	<i>Move 2 (700)</i>
Čapek	Rotate Right (200)	Rotate Right (380)	Rotate Right (340)	Rotate Right (260)	Rotate Right (420)
Clockwork Hauler	<i>Move 1 (500)</i>	<i>Back Up (450)</i>	<i>U-Turn (40)</i>	<i>Rotate Right (180)</i>	<i>Move 3 (840)</i>

Registers in italics are locked. Clockwork Hauler schedules a shutdown for next turn.

Phase 1

The Hand of Doom moves ahead 2 to D1 (flag 2 touched, archive moved), Dalekbot moves ahead 1 to C4, Clockwork Hauler moves ahead 1 to L5, Marvin rotates left to face east, Александрю Робот rotates left to face south, Čapek rotates right to face west, UltraMan rotates left to face south, and GEGS makes a U-turn to face south. Conveyor belts: GEGS is moved to H4, Marvin is moved to B9, Dalekbot is moved to E4, and UltraMan is moved to F9. The pusher pushes Clockwork Hauler to K5.

Phase 2

UltraMan dashes ahead 3 to F12, Александрю Робот moves ahead 1 to E15, Dalekbot backs up 2 using Reverse Gear to E2, Clockwork Hauler backs up to J5, The Hand of Doom backs up to D2, Čapek rotates right to face north, Marvin rotates left to face north, GEGS rotates left to face east. Conveyor belts: GEGS is moved to I5 and rotated to face south, Marvin is moved to B8, Dalekbot is moved to G2, The Hand of Doom is moved to F2, UltraMan is moved to F13, and Clockwork Hauler is moved to J6. Čapek shoots Dalekbot with its rear-firing laser (register 3 locked).

Phase 3

Dalekbot moves ahead 1 to G3, Marvin backs up to B9, Čapek rotates right to face east, GEGS rotates left to face east, Александрю Робот rotates right to face west, UltraMan rotates right to face west, The Hand of Doom rotates left to face west, and Clockwork Hauler makes a U-turn to face west. Conveyor belts: GEGS is moved to I7, Marvin is moved to B8, Dalekbot is moved to H3, The Hand of Doom is moved to H2, UltraMan is moved to F14, and Clockwork Hauler is moved to J7. GEGS and Clockwork Hauler shoot each other. Clockwork Hauler is destroyed. GEGS' register 5 is locked.

Phase 4

GEGS moves ahead 2 to K7, Александрю Робот moves ahead 2 to C15 (flag 1 touched, archive relocated), Čapek rotates right to face south, Marvin rotates left to face west, The Hand of Doom rotates left to face south, and Dalekbot makes a U-turn to face north. Conveyor belts: GEGS is moved to K9, Marvin is moved to B7, Dalekbot is moved to I3, The Hand of Doom is moved to J2, UltraMan is moved to F15. UltraMan shoots Александрю Робот.

Phase 5

UltraMan moves ahead 2 to D15, The Hand of Doom moves ahead 2 to J4, Александрю Робот moves ahead 1 to B15, Čapek rotates right to face west, GEGS rotates left to face north, Dalekbot rotates right to face east, and Marvin rotates right to face north. Conveyor belts: GEGS is moved to J110 and rotated to face east, Marvin is moved to B6, Dalekbot is moved to J3 and rotated to face south, The Hand of Doom is moved to J5, and UltraMan is moved to D14. Dalekbot shoots The Hand of Doom and The Hand of Doom shoots GEGS (register 4 locked).

Cleanup

Clockwork Hauler will appear next turn, shut down, at H20 facing any desired direction. Circuit Breaker engages and The Hand of Doom will be shut down next turn.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александрю Робот	Blue		B15>W	1	2	1
2	Chris Geggus	GEGS	Yellow	Extra Memory	J10>E	1, 2, 3	3	6
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	B6>N	1	3	0
4	Andy York	Dalekbot	Black	Reverse Gear, Conditional Program	J3>S		3	7

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	J5>S	1, 2	3	3
6	Andy Lewis	UltraMan	Red		D14>W	1	2	6
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	G1>W	1	3	0
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control, Radio Control	H20>?		2	0

GEGS is Geo-Enhanced Guard Sentinel

Program Cards

Poodle

Turn 10

Turn 11, Tuesday, July 12

Actions

Delta Indigo 8487 opens the bidding on Robots at 50 and H.I.C.K. gets it for 57 (Wa5, MWa, Ti10, Ti12). Passes.

OLDHAM opens the bidding on a Warehouse and gets it for 26 (Ti7, Ti8, Ti11).

H.I.C.K. buys a population factor (Ti10).

HALYCON opens the bidding on a Laboratory for 80 and BarterTown gets it for 82 (Or3, Wa6, Wa6, Wa6, Wa7, Wa7, Wa8, Wa9, DL discounts). Opens the bidding on a Warehouse for 26 and gets it (Ti10, Ti11, HE discount). Buys a titanium factory (MWa) and a population factor (Ti10).

Skynet buys a titanium factory (Wa8, Wa9, Ti13) and a population factor (Ti12).

Jack and His Friends opens the bidding on a Warehouse for 26 and gets it (Or4, Or5, Wa7, Wa10).

BarterTown moves a population factor from the ore factory to the research factory.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF	No, HE, Ro	17
2	HALYCON	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	No, HE, Wa	16
3	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF, TiF, ReF	HE, La	15
4	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, ReF	3DL, La	14
5	Skynet	Dave Hooton	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	No, HE	14
6	OLDHAM	Howard Bishop	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF	No, HE, Wa	14
7	Jack and His Friends	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF	2DL, No, Wa	11

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: Laboratory, Laboratory, Ecoplants, Ecoplants, Scientists

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouse (Wa)	25	2	0
Scientists (Sc)	40	1	4
Orbital Lab (OL)	50	0	5
Robots (Ro)	50	0	4
Laboratory (La)	80	2	1
Ecoplants (Ec)	30	2	3
Outpost (Ou)	100	0	5

Pug

Turns 6.6 to 7.6

Deadline Turn 8.1 to 9.1, July 12

Turn 6

6th: **Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 4 5 6**

Wet Landing(s) – Wet Landing(p) – A – NC5 – TeleGate 4 – TeleGate 5 – Ice Station(o) – Ice Station(s).

Sells Melf Pelts for \$110 (from the cup: Space Spice at 2). Buys Chiclé Liquor for \$40.

Turn 7

1st: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 1 4 5**

B – Y – NC1 – A – NC1 – R – Y – R – Grand Port(o) – Grand Port(s).

Discovers Volois (from the cup: Space Spice at 2, Demand for Liquor at 9a, Impossible Furniture at 8, Rock Videos at 4b). Trades in IOU for \$120 credit and with that and \$20 cash buys Voll Silk.

2nd: **Chris Geggus (Eeepeep/Guardians Enforce Galactic Security) Rolls Used: 2 3 6**

Aerie – Y – R – B – R – B – Y – B – TeleGate 5 – Ice Station(o) – Ice Station(s).

Sells Primitive Art for \$160 (from the cup: Demand for Perfume at 4c). Buys Ice Station port for \$200.

3rd: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 2 4 5**
Wet Landing(s).

Sells Mulch Wine for \$60 plus \$40 demand (from the cup: Impossible Furniture at 8 and Bionic Perfume at 1a). Buys 2 Melf Pelts for \$100.

4th: Debbie Anderson (Dell/DA) Rolls Used: 1 5 6

Paintfall(s).

Sells Chicle Liquor for \$90 (from the cup: Chicle Liqor at 7a). Buys factory for \$100 and Other Shoes for \$80. Receives \$40 in factory commissions.

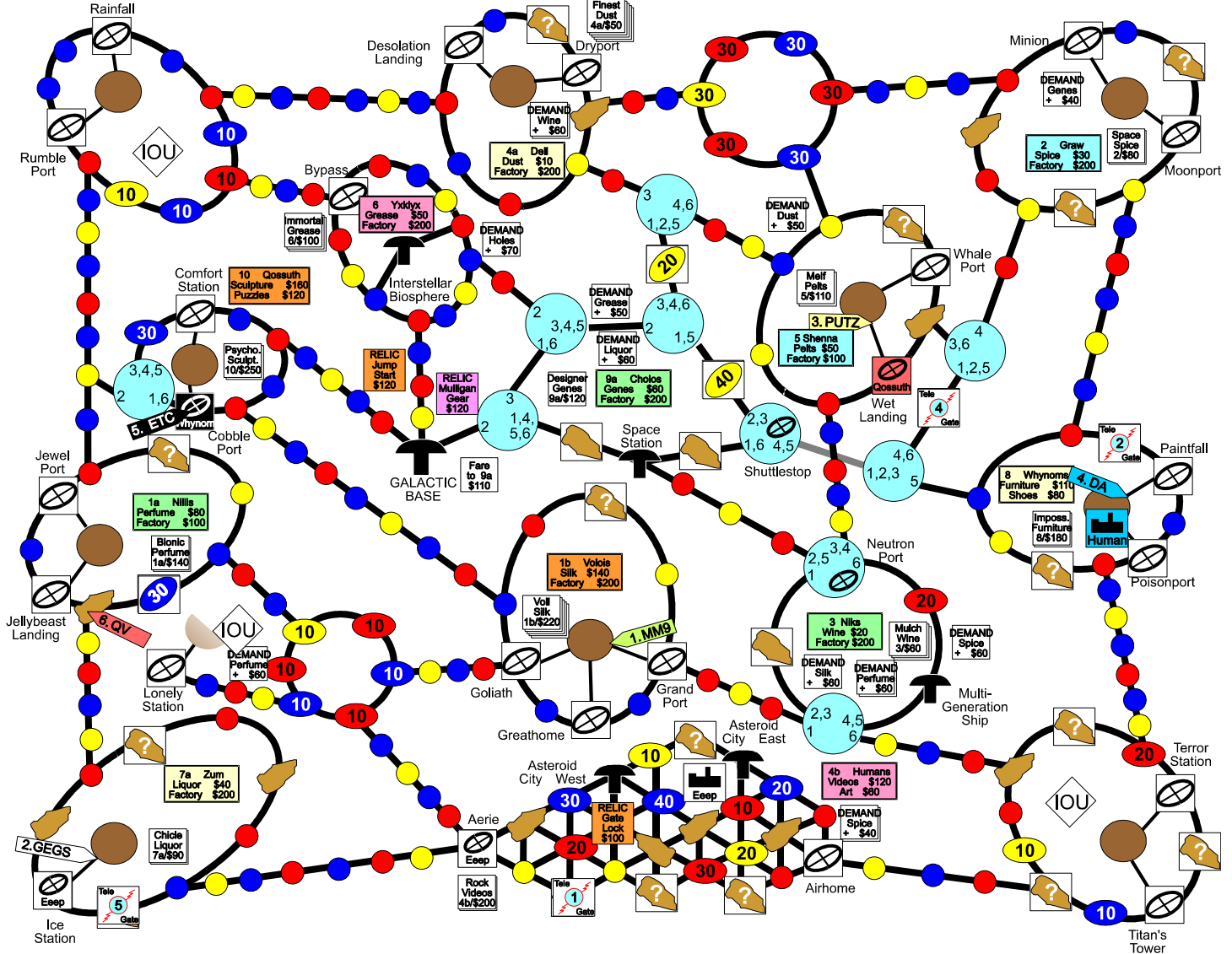
5th: Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 4 * 3

Galactic Base – R – B – Y – B – R – B – R – Cobble Port(p).

Buys factory for \$200, Infinite Puzzles for \$120. Receives \$32 in port commissions and \$60 in factory commissions.

6th: Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 1 3 5

Ice Station(s) – Ice Station(p) – A – R – Y – B – R – Y – A.



On the Board:

1a (Nillis): 2 Bionic Perfume

1b (Volois): 5 Voll Silk

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

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

4a (Dell): 5 Finest Dust, 2 Demand for Mulch Wine (+\$60)

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

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

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

6 (Yxklyx): Demand for Portable Holes (+\$70), 3 Immortal Grease

7a (Zum): 1 Chicle Liquor

7b (Eepeepee): 2 Demand for Immortal Grease (+\$50), Fare to Base (\$110), 2 Demand for Finest Dust (+\$50), 3 Servo-Mechanism

8 (Whynoms): Demand for Chicle Liquor (+\$60), 1 Impossible Furniture

9a (Chola): 1 Designer Genes, Demand for Immortal Grease (+\$50), Demand for Chicle Liquor (+\$60)

9b (Wollow): Fare to 5 (\$110), 5 Megalith Paperweight

10 (Qossuth): 2 Psychotic Sculpture

Base: Relic Gate Lock, Relic Mulligan Gear, Fare to 9a (\$110)

1. Mystery Machine 9 \$45

Scout
8: 1 6 6 // 9: 1 4 6

Hold1: Imposs. Furniture 8/\$180
Hold2: Voll Silk 1b/\$220
Hull: 6 \$100

2. GEGS \$95

Scout
8: 1 2 2

Hold1: Ice Station \$200
Hold2: Human \$100
Hull: 10 \$120

3. PUTZ \$180

Scout
8: 4 5 6

Hold1: Mulch Wine 3/\$60
Hold2: RELIC Switch \$100, RELIC Spy Eye \$100
Hull: RELIC Air Foll \$80, 3 \$300

4. DA \$240

Scout
8: 1 2 3

Hold1: Other Shoes 8/\$160
Hold2: Whynoms \$100
Hull:

5. ETC \$202

Needle
8: 1 5 (use 1*3)

Hold1: Infinite Puzzles 10/\$250
Hold2: Cobble Port \$200
Hull: Qossuth \$200

6. Quo Vadis \$160

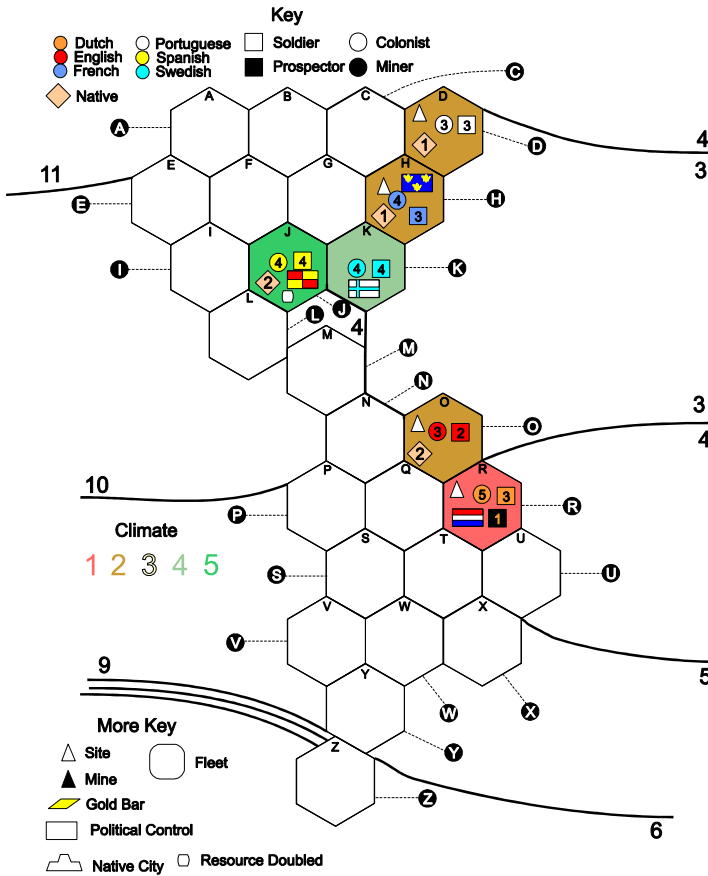
Scout
8: 1 6 6

Hold1: Chicle Liquor 7a/\$90
Hold2: Fare to Base \$140
Hull: Wet Landing \$200

Foxhound

Turn 1

Turn 2, Tuesday, July 12



Bidding

Andy Lewis bids 6, selects area H, and takes 4 colonists.
Bob Robles bids 0, selects area O, and takes 4 colonists
Martin Burgdorf bids 0, selects area D, and takes 4 colonists
Bill Scharf bids 0, selects area J, and takes 4 colonists
Brendan Whyte bids 0, selects area K, and takes 4 colonists
Andy York bids 0, selects area R and rolls for colonists, gaining 5

Planning

French buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
English buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
Portuguese buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Spanish buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Swedes buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.

Dutch buy 5 ships (\$60) and 5 soldiers (\$50) for \$110.

Outbound Naval Movement

French Dice: 1, 3, 4. No losses.

English Dice: 1, 4, 5. Loses 1 colonist and 1 soldier.

Portuguese Dice: 1, 2, 6. Loses 1 colonist.

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

Swedes Dice: 1, 2, 4. Loses 1 soldier.

Dutch Dice: 3, 5, 5, 5. No losses.

Land Movement

French move 4 colonists and 4 soldiers into area H. It is a climate 2 area with 1 site and 1 native.

English move 3 soldiers and 3 colonists into area O. It is a climate 2 area with 1 site and 2 natives.

Portuguese move 3 colonists and 4 soldiers into area D. It is a climate 1 area with 1 site and 1 native.

Spanish move 4 colonists and 4 soldiers into area J. It is a resource rich climate 5 area with 2 natives.

Swedes move 3 soldiers and 4 colonists into area K. It is a climate 4 area.

Dutch move 5 colonists and 5 soldiers into area R. It is a climate 1 area with 1 site and 2 natives. One soldier prospects.

Native Combat

Dutch: 2 natives and 1 soldier killed.

Native Uprisings

Climate is a 3. No uprisings.

Survival

Climate is a 5.

Portuguese lose 1 soldier, **French** lose 1 soldier, **English** lose 1 soldier, **Dutch** lose 1 colonist.

Political Control

French gain political control of H. **Swedes** gain political control of K. **Spanish** gain political control of J. **Dutch** gain political control of R.

Homebound Naval Movement

French: Dice: 1, 3, 4. No losses.

English: Dice: 1, 2, 4. Loses 2 ships.

Portuguese: Dice: 4, 5, 5. No losses.

Spanish: Dice: 1, 2, 5, 5. No losses.

Swedes: Dice: 3, 5, 6. No losses.

Dutch: Dice: 1, 1, 4, 5. Loses 2 ships.

Income

English: Political Control: \$20, resources: \$3.

Dutch: Political Control: \$40, resources: \$5.

French: Political Control: \$40, resources: \$4.

Portuguese: Political Control: \$20, resources: \$3.

Spanish: Political Control: \$40, resources: \$8.

Swedes: Political Control: \$40, resources: \$4.

Turn 2 Initiative

Swedes, Portuguese, Dutch, French, English, Spanish

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Bob Robles	\$95	20	2	4
Dutch	Andy York	\$101	19	3	5
French	Andy Lewis	\$110	20	4	4
Portuguese	Martin Burgdorf	\$95	20	4	4
Spanish	Bill Scharf	\$120	20	4	4
Swedes	Brendan Whyte	\$116	20	4	4

Basenji

Gamestart through Turn 2, Phase 2

Initial Bids

Kevin Burt bids \$11 and takes Barcelona

Christopher Hunt bids \$4 and takes Venice

Chris Geggus bids \$4 and takes Hamburg

Martin Burgdorf bids \$1 and takes Genoa

Bob Robles bids \$0 and takes Paris

Geoff Richardson bids \$0 and takes London

Initial Token Purchases

Barcelona buys 11 tokens

Venice buys 13 tokens

Hamburg buys 11 tokens

Genoa buys 17 tokens

Paris buys 16 tokens

London buys 10 tokens

Turn 1, Phase 1: Card Draw

Done

Turn 1, Phase 2: Buy Cards

None eligible

Turn 1, Phase 3: Play Cards

London plays St. Benedict (10: E, N; protected)

Hamburg plays Civil War on Paris (Misery increases to 10, discards 8 tokens) and

Dionysus Exiguus (20: N)

Barcelona passes

Venice plays Mysticism Abounds. All players' Misery increases to 40 except Paris which increases to 50.

Paris plays Armor and Walter the Penniless (20: R)

Genoa passes

Played Leaders

St. Benedict (10: E, N) (London only)

Dionysus Exiguus (20: N) (Hamburg and one other)

Walter the Penniless (20: R) (Paris and two others)

Turn 1, Phase 4: Purchases

London buys Caravan (I, \$20) and a ship upgrade (\$10). Misery increases to 50 due to lack of stabilization.

Hamburg buys Written Record (N, \$10 with \$20 credit from Dionysus Exiguus), ship upgrade (\$10), and stabilization (\$1).

Barcelona buys a ship upgrade (\$10) and stabilization (\$6).

Venice buys Caravan (I, \$20) and stabilization (\$3)

Paris buys Overland East (R, \$20 with \$20 credit from Walter the Penniless) and

stabilization (\$1)

Genoa buys a ship upgrade (\$10) and stabilization (\$6)

Turn 1, Phase 5: Expansion

London expands to Edinburg (1), York (2), Chester (1), Portsmouth (2), St. Malo (2), and buys a card (3).

Hamburg expands to Lubeck (3), Amsterdam (1), Cologne (1), and buys a card (6)

Barcelona expands to Basque (2), Grenada (2), Montpellier (2), Toledo (3), Valencia (2)

Venice expands to Dubrovnik (3), Belgrade (2), St. Gali (1), Bessel (3),

Strasbourg (3), Breslau (1)

Genoa expands to Naples (2), Rome (4), Florence (4), Milan (3), Lyons (4)

Paris expands to Paris (3), Bruges (4), Toulouse (1)

Barcelona gains a card.

Turn 1, Phase 6: Income

London gains \$27

Hamburg gains \$27

Barcelona gains \$45

Venice gains \$39

Genoa gains \$39

Paris gains \$27

Surplus of Wine, Shortage of Grain (Venice gains a card).

Turn 1, Phase 7: Buy Tokens

Hamburg buys 11 tokens

Venice buys 29 tokens

Genoa buys 19 tokens

Barcelona buys 13 tokens

Paris buys 16 tokens

London buys 10 tokens

Turn 2, Phase 1: Draw Cards

Done

Turn 2, Phase 2: Buy Cards

None eligible

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Lowrey	Barcelona	40	13	\$34	3	6	2	5	
Christopher Hunt	Venice	40	29	\$10	6	5		4	I
Chris Geggus	Hamburg	40	11	\$20	2	2	2	3	N
Martin Burgdorf	Genoa	40	19	\$26	5	5	2	4	
Bob Robles	Paris	50	16	\$14	4	2		2	R
Geoff Richardson	London	50	10	\$17	1	2	2	4	I

Players are listed in reverse tie breaking order.

Commodity Log

Commodity	Christopher	Chris	Bob	Michael	Martin	Geoff
Stone (2)	--	1	1	1	2	1
Wool (3)	--	--	--	2	--	1
Timber (4)	1	1	--	--	--	--
Grain (5)	1	--	--	--	--	--
Cloth (6)	1	--	1	--	2	--
Wine (7)	1	--	--	1	--	--
Metal (8)	--	--	--	1	1	--
Fur (9)	1	--	--	--	--	--
Silk (10)	--	--	--	1	--	--
Spice (11)	--	--	--	--	--	--
Gold (12)	--	--	--	--	--	--
Ivory (12)	--	--	--	--	--	--

Notes

Remember that we are playing with the Eurogames rules. A link to the updated advance log and rules changes has been added to the main website page. By these rules, you have each been dealt three cards. You must select one to discard, which will be shuffled back into the deck.

Surplus, Shortage



Addresses

Dave Anderson	Forest Cole	Christopher Hunt	Ward Narhi	Bill Scharf "Doge"
Debbie Anderson	11210 Montverde Ln	c.hunt@zen.co.uk	521 Moreley	4814 Walnut Grove Ave.
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furyofthenorthmen@btopenworld.com	Dale Horsely	Westfront@westfront.com.au	Bob Robles "Howler"	Andrew York "Greyhound"
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kevinburt37@yahoo.com	Tom Howell "Whippet"	jwmchughjr@gmail.com	Orinda, CA 94563	Austin, TX 78720-1117
Dennis Cain "Red Dog"	365 Storm King Road	Lynn Mercer	RLrobles5@comcast.net	wandrew88@gmail.com
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iamthedbear@sbcglobal.net				

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