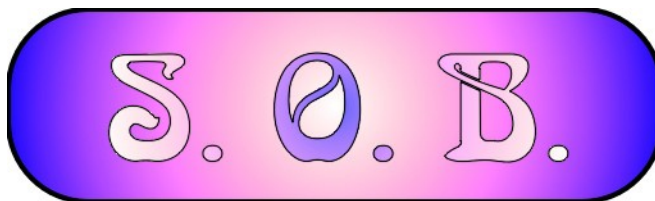


Number 215



September, 2016

Notes from Hades

My sons start school next week, and are currently in their second week of all-day band camp. In addition to the weekend at Big Bear that I mentioned last time, we also spent a weekend in the Sequoias right before we dropped the boys off at Boy Scout summer camp. Sequoias are truly impressive trees. One of them, the General Sherman, is the largest tree in the world by volume.

Next issue should be the last turn of Shaggy Dog, and Azawakh will start up shortly thereafter. Beauceron, the base Puerto Rico game, starts this issue. I also got a new game, 7 Wonders, for my birthday, and it seems suitable for pbm play, so I'm offering that as an option as well.

The next deadline is **Tuesday, October 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.

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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(\$), Dave Hooton(\$). **Starts this issue!**

Beagle. Puerto Rico. This will use the Buildings expansion and will be run via email. Have Chris Geggus(\$), Christopher Hunt, Dave Hooton, will take up to 2 more.

Players who have a (\$) after their name have paid the necessary game fee.

Wish List

Goa. Have Chris Geggus, Bill Scharf, will take up to 2 more.

Puerto Rico. This will use the Nobles expansion and will be run via email. Have Christopher Hunt, Dave Hooton, will take up to 3 more.

Kremlin: Will use the Revolution cards. Have Bob Robles, Bill Scharf, will take up to 4 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 use the advanced rules. Have Bill Scharf. Will take up to 5 more.

Agricola. Will be run via email. Have Chris Geggus, will take up to 4 more.

7 Wonders. This will be run continuously via email. Will take up to 7.

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

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

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

Chris Hassler a.k.a. Cerberus

11492 Harrisburg Road

Rossmoor, CA 90720

Phone: (562) 690-7827

cerberus@sob-zine.org

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

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

Dogleg

Summer 1503

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

Deadline for Fall 1503 8/23 Tuesday

Venice pushes Austria back, while the Pope stalemates him. Florence redeploys.

Spring 1503 Retreats

Austria retreats A Croatia to Istria

Outstanding Loans

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

Fall 1504: 13 ducats due from the Papacy (13 borrowed)

Orders

AUSTRIA (Burgdorf): A ISTRIA supports A Slavonia to Croatia, A SLAVONIA to Croatia, A Savoy to MONTFERRAT, A Swiss to TYROLEA, A Tyrolea to CARINTHIA, F WESTERN MEDITERRANEAN to Sardinia, F TYRRHENIAN SEA supports F Western Mediterranean to Sardinia, F Ionian Sea to LOWER

ADRIATIC, F OTRANTO supports F Ionian Sea to Lower Adriatic

FLORENCE (Robles): A Pisa to LUCCA, A Florence to SIENNA, A PIOMBINO supports A Florence to Sienna, F SARDINIA holds, F CORSICA supports F Sardinia

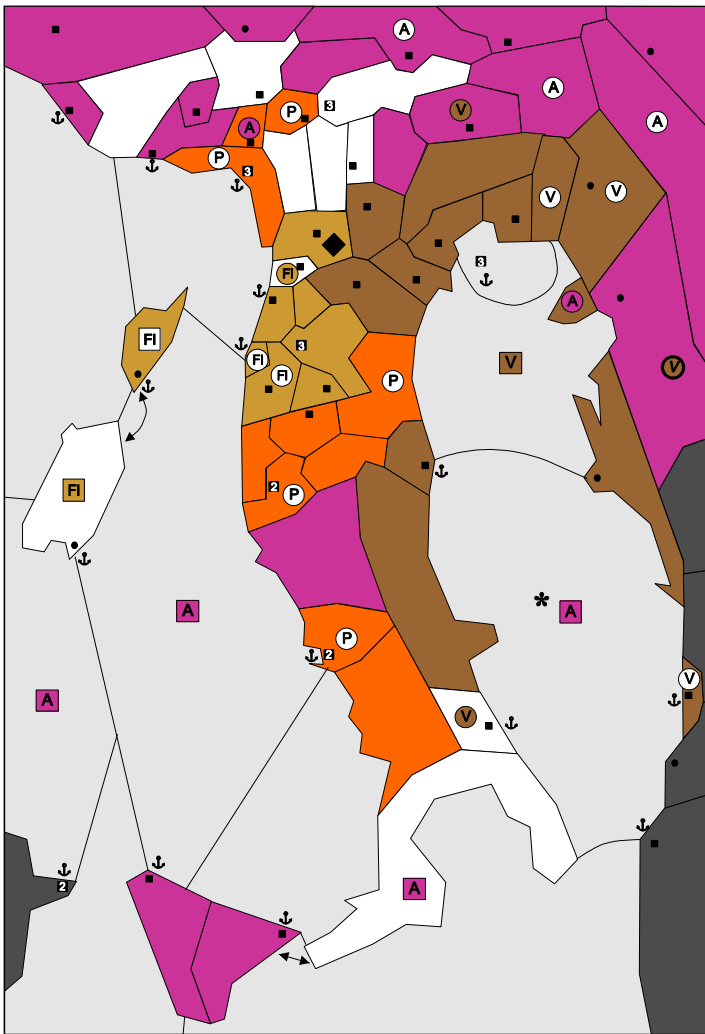
PAPACY (Anderson): A ROME holds, A NAPLES holds, A Spoleto to URBINO, A PAVIA to Milan, A Montferrat to GENOA

VENICE (Wilson): A TRENT to Milan, A FRIULI to Carniola, A CARNIOLA to Croatia, A (EM) CROATIA to Slavonia, A RAGUSA holds, A Aquila to BARI, F Lower Adriatic supports A Aquila to Bari (cut, DISLODGED, retreat Aquila, Ancona, Dalmatia,

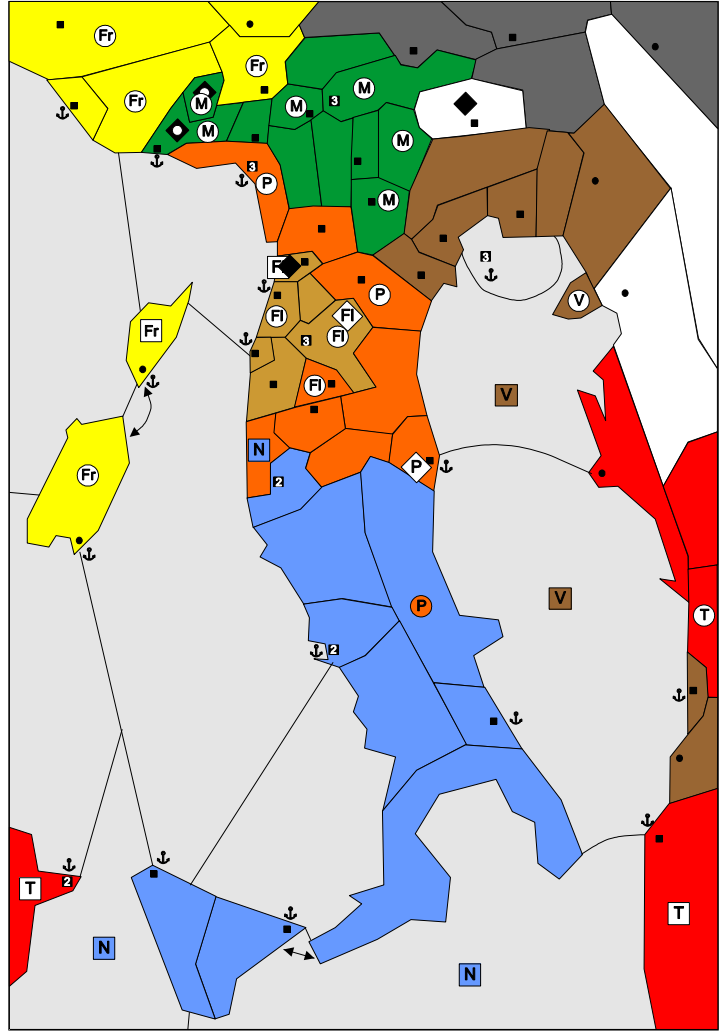
OTB, F UPPER ADRIATIC supports A Carniola to Croatia

Treasury:

Dogleg



Rescue Dog



Rescue Dog

Spring 1456

Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory
Deadline for Summer 1456 10/4 Tuesday

The Turks go deeper into debt to disband a Venetian fleet, while the Pope and Venice are now debt free. The Pope returns the invasion favor to Naples, while Florence and France bump heads in the Ligurian Sea. Milan bulks up his forces.

Builds

		Cost
Flo	Maintains all, builds G Florence, A Pisa	15
Fra	Maintains all, builds A Avignon	15
Mil	Maintains all, builds A Cremona, A Pavia, A Milan	21
Nap	Maintains all, no new builds	9
Pap	Maintains all, builds A Ancona, A Bologna	18
Tur	Maintains all, builds G Durazzo	12
Ven	Maintains A Ferrara, F Upper Adriatic, F Ragusa, F Albania, no new builds	12

Expenditures

Milan spends 3 ducats for Famine Relief in Savoy.

The Pope borrows 5 ducats for 1 year (6 ducats due Spring 1457) and pays off his existing loan.

The Turks borrow 10 ducats for 2 years (15 ducats due Spring 1458) and pays 12

ducats to disband Venetian F Albania

Venice spends 11 ducats to repay the loan from the moneylenders

Outstanding Loans

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

Spring 1457: 6 ducats due from the Papacy (5 borrowed)

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

Fall 1457: 26 ducats due from Florence (17 ducats borrowed)

Spring 1458: 15 ducats due from the Turks (10 ducats borrowed)

Orders

FLORENCE ☐ A Sienna to AREZZO, A FLORENCE supports A Sienna to Arezzo, A PISA to Lucca, F LUCCA to Ligurian Sea, G FLORENCE supports A Florence

FRANCE ☐ A TURIN supports Papal A Genoa to Montferat (nso), A PROVENCE supports A Turin, A AVIGNON supports A Provence,

	A SARDINIA holds, <u>F CORSICA to Ligurian Sea</u>
MILAN <input type="checkbox"/>	A Cremona to PARMA, <u>A MILAN to Trent</u> , <u>A PAVIA to Turin</u> , A SAVOY besieges, A SALUZZO besieges, <u>A BERGAMO to Trent</u> , A MANTUA supports A Cremona to Parma
NAPLES <input type="checkbox"/>	<u>F IONIAN SEA supports Venetian F Albania to Durazzo (nsu)</u> , F Western Mediterranean to CENTRAL MEDITERRANEAN, F Rome to PATRIMONY
PAPACY <input type="checkbox"/>	A GENOA supports A Modena, A MODENA supports A Bologna, A BOLOGNA supports A Modena, A ANCONA to AQUILA, F URBINO supports A Bologna, G ANCONA holds (u)
TURKS <input type="checkbox"/>	A Dalmatia to HERZEGOVINA, F DURAZZO to ALBANIA, F TUNIS holds, G DURAZZO converts to F
VENICE <input type="checkbox"/>	A Ferrara to ISTRIA, F UPPER ADRIATIC transports A Ferrara to Istria, F Ragusa to LOWER ADRIATIC, <u>F Albania to Durazzo (nsu)</u>

Your treasury:

Summer 1456 Plague

Poor Year – Column Only: Friuli, Sienna, Albania (Turkish F destroyed), Modena (Papal A destroyed), Parma (Milan A destroyed), Urbino (Papal F destroyed), Pistoia

Press

Milan to France: That wasn't very neighborly of you to support that Papal army

S.O.B.

into my territory. Can't we all just get along? Besides you will find me an excellent ally to have--my armies could work well with your fleets.

Milan to Papal Army Genoa: Are you lost? The prodigal son needs to march south. I understand there is an issue with Naples taking the Holy Father's house.

Milan to Venice: We have no wish to distract you from your fight with the heathen Turks. We support your attempts to keep Europe Christian.

Milan to Florence: Well played. We look forward to working with Florence to keep Italy for all Italians, not just those with the backward collars....

Naples to Venice: I hope you followed my lead last time and moved to Durazzo this time. I can't stand here supporting you forever while you pansy about in Albania!

Naples to Mr. Pope: Maybe he went north. I'll go look and see.

Naples to Florence: That should help you extricate yourself from a papa's embrace.

Naples to France: Bonjour! Nous sommes amis, oui oui?

Naples to Milan: No offence, but I will talk to you when we have something to talk about.

Naples to Turk: Out out, damned red spot.

Naples to GM: I feel blue.

Papacy to Naples: We only popped out for a pint of milk. When you head home can you make sure you've tidied up?

Pope to Florence: Ouch! Well done back.

Venice to Naples: Obviously the Pope was not home. He left his front door open.

Venice to Turkey: I have paid my debts. Can you say the same??

Pick of the Litter

End of Game Statements

Howard Bishop: A very enjoyable game. I had one very very lucky claim early on that seemed to spew out silver like it was water and was able to get a couple of the good passenger lines to boost my income. In the end, my incompetence with the rules and Dave's masterly management of his resources meant that I was well behind him at the end. Many thanks to Chris with his patient and careful adjudication and congratulations to Dave for a well deserved win.

Shaggy Dog

Epoch VII Manchu Dynasty, Netherlands, and France

Deadline Epoch VII Britain, United States, and Germany, Tuesday, October 4

Epoch VII

The Gardeners (Hunt) MANCHU DYNASTY: Plays Fanaticism and Elite Troops. Army and Capital Manchurian Plain, fleet Sea of Japan (vs. FAC-51; G: 6, 5, 1; F: 4; wins), army Great Plain of China (vs. Russia; M: 6, 3, 1; R: 4, 2; wins), Chekiang (vs. Civil War; M: 6, 5, 3; C: 3; wins, city eliminated), fleet South China Sea (vs. RMHS; G: 5, 3, 2; RMHS: 5; wins), army Malayan Peninsula (vs. Mongols; Ma: 4, 4, 4; Mo: 5, 2; loses, Elite Troops removed), Malayan Peninsula (vs. Mongols; Ma: 5, 4; Mo: 6, 1; loses), Malayan Peninsula (vs. Mongols; Ma: 5, 4; Mo: 4, 3; wins), Ganges Delta (vs. Mongols; Ma: 4, 3; Mo: 5, 1; loses), Ganges Delta (vs. Mongols; Ma: 2, 1; Mo: 5, 2; loses), Ganges Delta (vs. Mongols; Ma: 2, 2; Mo: 4, 4; loses), Ganges Delta (vs. Mongols; Ma: 4, 2; Mo: 1, 1; wins). Builds Monument Manchurian Plain. Points: Dominance in China (6), Presence in North Africa (1), Middle East (1), India (3), Southern Europe (2), Northern Europe (4), Southeast Asia (2), Eurasia (2), North America (3), South America (2), Sub-Saharan Africa (2), 3 Capitals (6), 2 cities (2), 3 Seas (3), and 5 Monuments (5) for 44 points.

Royal Manticoran Historical Society (Wilson) plays Disaster in the Pyrenees (Monument eliminated, Capital reduced to city). NETHERLANDS: Army and Capital Lower Rhein (Russian army retreats to Baltic Seaboard), fleet North Sea (vs. Great Giant; RMHS: 4, 1; GG: 1; wins), army Central Europe (vs. Seljuk Turks; N: 4, 2; F: 1; wins), Albion (vs. Goths; N: 5, 5; G: 4; wins), fleet Atlantic Ocean, army Appalachia, fleet Pacific Ocean, army Australia. Builds Monument Lower Rhein. Points: Dominance in Middle East (2), India (6), Northern Europe (8), Presence in China (3), Southern Europe (2), Southeast Asia (2), Eurasia (2), North America (3), Australia (1), 2 Capitals (4), 2 cities (2), 1 Sea (1), and 7 Monuments (7) for 43 points.

Stooges for All Time (Anderson) plays Civil War in Manchurian Plain (vs. Manchu Dynasty; C: 6, 1; M: 1; wins; Capital reduced to city), Great Plain of China (vs. Manchu Dynasty; C: 6, 5; M: 3; wins), Chekiang (vs. Manchu Dynasty; C: 6, 3; M: 2; wins). FRANCE: Plays Naval Supremacy. Army and Capital Western Gaul (Goth armies eliminated), army Central Massif (vs. Spain; F: 3, 2; S: 6; loses), Central Massif (vs. Spain; F: 6, 1; S: 4; wins), Pyrenees (vs. Spain; F: 5, 4; S: 5, 2; F: 6, 1; S: 6, 6; loses), Pyrenees (vs. Spain; F: 6, 3; S: 6, 6; F: 5, 1; S: 3, 1; wins, city eliminated), Western Iberia (vs. Spain; F: 6, 1; S: 6; F: 6, 2; S: 1; wins, city eliminated), fleet Atlantic Ocean, Indian Ocean, army Madagascar, Appalachia (vs. Netherlands; F: 4, 1; N: 2, 1; wins), Deep South (vs. Aztecs; F: 3, 2; A: 6; loses), Deep South (vs. Aztecs; F: 5, 3; A: 2; wins), Lower Indus (vs. Mughals; F: 5, 2; M: 5, 4; F: 6, 1; M: 6, 3; F: 5, 3; M: 5, 4; F: 6, 3; M: 6, 3; F: 4, 4; M: 5, 4; loses). Points: Dominance in Southern Europe (4), North America (6), Presence in North Africa (1), Middle East (1), China (3), India (3), Northern Europe (4), Eurasia (2), Sub-Saharan Africa (2), Nippon (2), 4 Capitals (8), 1 city (1), 2 Seas (2), and 6 Monuments (6) for 45 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	The Human Race (blue)	64	172
Christopher Hunt	The Gardeners (green)	65	172
Howard Bishop	FAC-51 (black)	56	120

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	59	157
Martin Burgdorf	Great Giant (red)	61	137
Dave Anderson	Stooges for All Time (orange)	77	170
Kevin Wilson	Royal Manticoran Historical Society (purple)	70	152

Positions

SfAT: Fleets Western Mediterranean, Eastern Mediterranean, Atlantic Ocean, Indian Ocean. NORTH AMERICAN MIGRANTS: Armies Great Lakes.

CARTHAGINIA: Army, Capital, Fortress Shatts Plateau. GOTHs: Army Caucuses. FUJIWARA: Army and Capital Hokkaido. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army and Monument Tarim Basin, armies Pindus, Morea, Hindu Kush. CIVIL WAR: Army, city, and Monument Manchurian Plain, army and Monument Great Plain of China, Chekiang. FRANCE: Army and Capital Western Gaul, army and Monument Western Iberia, armies Central Massif, Pyrenees, Appalachia, Deep South, Madagascar.

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. AZTECS: Army and Capital Mexican Valley.

FAC-51: SASSANIDS: Army and city Lower Tigris. SCOTS: Army, city, and fort Highlands. HOLY ROMAN EMPIRE: Armies Southern Appenines, Dalmatia, Northern Appenines. MING DYNASTY: Army and Monument Si-Kyang, army Honshu.

Great Giant: ARABS: Army Palestine. VIKINGS: Army Scandinavia.

The Gardeners: Fleets Black Sea, Sea of Japan, South China 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 Arabian Peninsula, armies Northern Andes, South Africa, Nile Delta. MANCHU DYNASTY: Army, Capital, and Monument Manchurian Plain, army and Monument Great Plain of China, Chekiang, Malayan Peninsula, Ganges 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. SPAIN: Armies Northern Gaul, Congo Basin, Brasil, Patagonia, Southern Andes. RUSSIA: Army and Capital North European Plain, army and Monument Turanian Plain, Wei River, Yangtse Kian, two armies Baltic Seaboard, army Eastern Steppe. **RMHS:** Fleets North Sea, Atlantic Ocean, Pacific Ocean. CHOU DYNASTY: Army and city Yellow River. MONGOLS: Two armies and Monument Upper Indus, 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. NETHERLANDS: Army, Capital, and Monument Lower Rhein, army and Monument Albion, armies Central Europe, Australia.

Event Cards

Epoch VII Empire

Boxer

Turn 12

Turn 13, Tuesday, October 4

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александрю Робот	Move 1 (500)	Rotate Left (330)	Move 1 (580)	Rotate Left (210)	Rotate Right (240)
GEGS	U-Turn (60)	Back Up (470)	Move 2 (720)	Move 2 (780)	Rotate Left (410)
Marvin	Move 2 (730)	Rotate Right (160)	Move 1 (550)	Rotate Right (80)	Move 3 (790)
Dalekbot	Shut down				
The Hand of Doom	Rotate Left (270)	Rotate Right (360)	Rotate Left (290)	Rotate Left (230)	Rotate Right (400)
UltraMan	Rotate Right (100)	Move 1 (530)	Move 1 (560)	U-Turn (10)	Move 2 (700)
Čapek	Move 2 (710)	Move 2 (760)	Rotate Right (260)	Rotate Right (200)	Move 1 (610)
Clockwork Hauler	Back Up (430)	Rotate Left (90)	Move 3 (810)	Move 2 (670)	Rotate Right (120)

Registers in italics are locked. GEGS schedules a shut down for next turn.

Phase 1

Marvin moves ahead 2 to A2, Čapek moves ahead 2 to B1, Александрю Робот moves ahead 1 to B7, Clockwork Hauler backs up to H21, The Hand of Doom rotates left to face south, UltraMan rotates right to face south, and GEGS makes a U-turn to face east. Conveyor belts: Александрю Робот is moved to B6, GEGS is moved to D11, Čapek is moved to C2 and rotated to face south, The Hand of Doom is moved to C9 and rotated to face west, UltraMan is moved to C7. UltraMan shoots The Hand of Doom and is shot by Marvin (register 3 locked).

Phase 2

Čapek moves ahead 2 to C4, UltraMan moves ahead 1 to C8, GEGS backs up to C11, The Hand of Doom rotates right to face north, Александрю Робот rotates left to face west, Marvin rotates right to face north, and Clockwork Hauler rotates left to face west. Conveyor belts: Александрю Робот is moved to B5, GEGS is moved to B11 and rotated to face south, The Hand of Doom is moved to C7, UltraMan is moved to C6, Čapek is moved to E4. UltraMan and the Hand of Doom shoot each other (UltraMan's register 2 locked).

Phase 3

Clockwork Hauler dashes ahead 3 to E21, GEGS moves 2 to B13, Александрю Робот moves ahead 1 to A5, UltraMan moves ahead 1 to C7, pushing The Hand of

Doom to C8, Marvin moves ahead 1 to A1 (archive relocated), The Hand of Doom rotates left to face west, and Čapek rotates right to face west. Conveyor belts: The Hand of Doom is moved to C6, UltraMan is moved to C5, and Čapek is moved to G4. The pusher pushes Александру Робот to B5. UltraMan shoots The Hand of Doom (register 5 locked).

Phase 4

GEGS moves ahead 2 to B15. Clockwork Hauler moves ahead 2 to C22, The Hand of Doom rotates left to face north, Александру Робот rotates left to face south, Čapek rotates right to face north, Marvin rotates right to face east, and UltraMan makes a U-turn to face north. Conveyor belts: Александру Робот is moved to B4, The Hand of Doom is moved to C4 and rotated to face east, UltraMan is moved to D4 and rotated to face east, Čapek is moved to I4 and rotated to face east, and Clockwork Hauler is moved to B21. Александру Робот shoots GEGS (register 3 locked), GEGS shoots Clockwork Hauler, The Hand of Doom shoots UltraMan (register 1 locked), UltraMan shoots Čapek, and Čapek shoots UltraMan with a rear-firing laser (UltraMan is destroyed).

Phase 5

Marvin dashes ahead 3 to D1 (archive moved), Čapek moves ahead 1 to J4, GEGS rotates left to face east, The Hand of Doom rotates right to face south, Александру Робот rotates right to face west, and Clockwork Hauler rotates right to face north. Conveyor belts: Александру Робот is moved to B3 and rotated to face north, The Hand of Doom is moved to E4, Čapek is moved to J5, and Clockwork Hauler is moved to A21.

Cleanup

UltraMan appears at archive location (C15) facing any desired direction with 2 damage. The Hand of Doom's Circuit Breaker is triggered, it is shut down next turn. GEGS is shut down next turn. Marvin is repaired one point.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александру Робот	Blue		B3>N	1	2	1
2	Chris Geggus	GEGS	Yellow	Extra Memory	B15>E	1, 2, 3	3	7
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	D1>E	1, 2	3	2
4	Andy York	Dalekbot	Black	Reverse Gear, Conditional Program	A9>N		2	0
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	E4>S	1, 2	3	5
6	Andy Lewis	UltraMan	Red		C15>?	1	1	10
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	J5>E	1, 2	3	1
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control, Radio Control	A21>N		2	1

GEGS is Geo-Enhanced Guard Sentinel

Program Cards

Poodle

Turn 12

Turn 13, Tuesday, October 4

Actions

Delta Indigo 8487 opens the bidding on the Outpost at 100 and gets it (Ti7, Ti8, Wa10, Ti10, Ti11, Ti13, Re16, HE discount, Ec discount). Buys a research factory (Re16, Re16) and 2 population factors (Ti10)

OLDHAM opens the bidding on Scientists at 40 and Jack and His Friends gets it for 65 (Or2, Or3, Or3, Wa7, MWa, DL discounts). Opens the bidding on an Orbital Lab at 50 and HALCYON gets it for 61 (MWa, Ti8, Ti10, Ti13). Opens the bidding on a second Orbital Lab at 50 and Skynet gets it for 60 (Wa7, Wa9, MTi). Buys a population factor (Ti10).

H.I.C.K. opens the bidding on the Laboratory for 80 and gets it for 82 (Wa5, Wa5, Wa8, Wa9, Ti11, MTi), moves a population factor from a water factory to man the research factory.

Skynet buys a population factor (Re11)

BarterTown buys a research factory (Wa5, Wa7, Wa9, Wa9) and moves a population factor from a water factory to man it.

HALCYON passes.

Jack and His Friends passes.

The Players

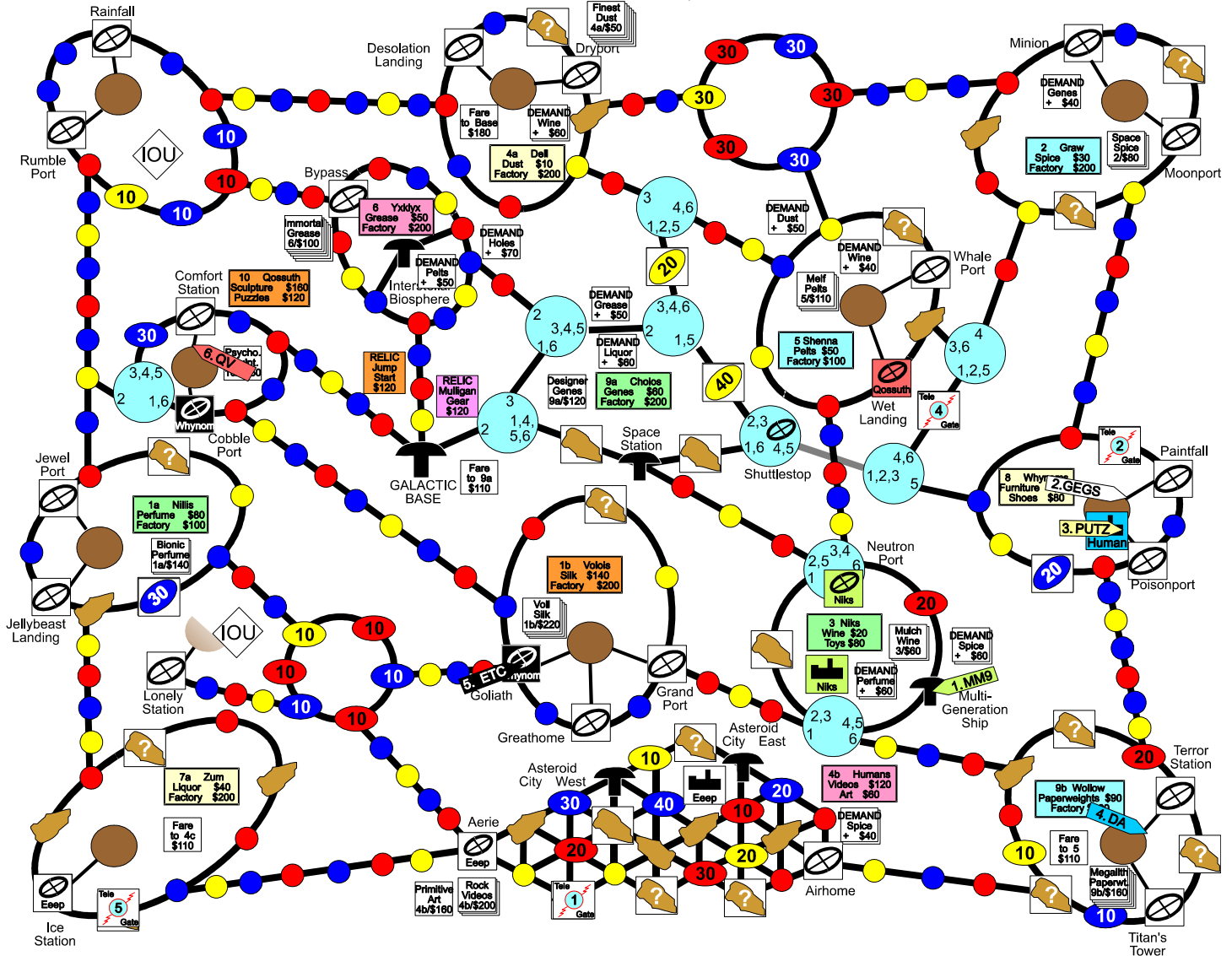
	Outpost Name	Commander	Factories	Upgrades	VP
1	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF	HE, La, Ec, Ou	29
2	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF	No, HE, Ro, La	26
3	Skynet	Dave Hooton	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, ReF	No, HE, La, OL	24
4	HALCYON	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	No, HE, Wa, Sc, OL	21
5	OLDHAM	Howard Bishop	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, ReF	No, HE, Wa, La	21
6	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF	3DL, La, Ec	20
7	Jack and His Friends	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, WaF	2DL, No, Wa, Sc	14

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.

Income

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

Deadline Turn 10.3 to 11.3, October 4



Sells Infinite Puzzles for \$250 (from the cup: Demand for Spice at 3). Buys Voll Silk for \$220. Gains \$47 in port commissions.

6th: Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 2 3 5
Comfort Station(o) – Comfort Station(s).

Turn 10

1st: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 3 4 6
Multi-Generation Ship.

Sells Voll Silk for \$220 (from the cup: Fare to 4c at 7a). Buys Neutron Port for \$160, Factory for \$160, Living Toys for \$80, and a Shield for \$60.
 Receives \$40 in factory commissions.

2nd: Chris Geggus (Eeepeeep/Guardians Enforce Galactic Security) Rolls

On the Board:

1a (Nillis): 2 Bionic Perfume

1b (Volois): 4 Voll Silk

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

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

4a (Dell): 6 Finest Dust, 2 Demand for Mulch Wine (+\$60), Fare to Base (\$180)

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

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

5 (Shenna): 3 Melf Pelts, Demand for Mulch Wine (+\$50), Demand for Finest Dust (+\$50)

6 (Yxklyx): Demand for Portable Holes (+\$70), 6 Immortal Grease, Demand for Melf Pelts (+\$50)

7a (Zum): Fare to 4c (\$110)

7b (Eeepeeep): 2 Demand for Immortal Grease (+\$50), Fare to Base (\$110), 2 Demand for Finest Dust (+\$50), 4 Servo-Mechanism

8 (Whynoms): Demand for Chicle Liquor (+\$60)

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): 1 Psychotic Sculpture

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

1. Mystery Machine 9 \$145		
Scout 11: 2 2 3		
Hold1	Hold2	Hull
Living Toys 3/\$180	Mulch Wine 3/\$60	6 \$100
Neutron Port \$200	Niks \$200	Shield (\$60)

2. GEGS \$93		
Scout 11: 3 5 6		
Hold1	Hold2	Hull
Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90	10 \$120
Aerie \$200	Ice Station \$200	Human \$100
		RELIC Gate Lock \$100

3. PUTZ \$180		
Scout 10: 3 3 6 // 11: 1 6 6		
Hold1	Hold2	Hull
Imposs. Furniture 8/\$180	Imposs. Furniture 8/\$180	RELIC Air Foll \$80
	RELIC Switch \$100	RELIC Spy Eye \$100
		3 \$80

4. DA \$420		
Scout 10: 1 2 4		
Hold1	Hold2	Hull
		90 \$90
Whynoms \$100		

5. ETC \$79		
Needle 10: 1 1 (use 1*3)		
Hold1	Hold2	Hull
Voll Silk 1b/\$220		
Cobble Port \$200	Qossuth \$200	Goliath \$200

6. Quo Vadis \$160		
Scout 10: 1 4 6		
Hold1	Hold2	Hull
Chicle Liquor 7a/\$90	Fare to Base \$140	
Wet Landing \$200		

Foxhound

Turn 3

Turn 4, Tuesday, October 4

Planning

English maintain 4 ships (\$16), and buys 4 soldiers (\$40) for \$56.

Portuguese maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Swedes maintain 5 ships (\$20) and buys 3 soldiers (\$30) for \$50.

Dutch maintain 2 ships (\$8), buys 2 ships (\$24) and 5 soldiers (\$50) for \$82.

Spanish maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

French maintains 3 ships (\$12), buys 1 ship (\$12) and 4 soldiers (\$40) for \$64.

Outbound Naval Movement

English Move to N. Dice: 2, 3, 3, 4. No losses.

Portuguese Move to M. Dice: 1, 1, 2, 5. Loses 2 soldiers.

Swedes Move to K. Dice: 3, 4, 5. No losses.

Dutch Move to R. Dice: 2, 2, 5, 6. No losses.

Spanish Move to J. Dice: 1, 3, 4, 6. Loses 1 ship containing 1 soldier and 1 colonist.

French Move to H. Dice: 1, 2, 6. Loses 1 ship containing 1 soldier and 1 colonist.

Exploration

No mines discovered.

Mining

Dutch mine 1 gold in R.

Land Movement

English 4 soldiers and 4 colonists move from fleet to N. It's a climate 3 area with 2 natives.

Portuguese move 4 colonists and 2 soldiers from fleet to M. One soldier each in M and D prospect.

Swedes move 3 soldiers and 1 colonist from K to G. Moves 3 soldiers and 4 colonists from fleet to K.

Dutch move 1 gold from R to fleet, 6 colonists and 1 soldier from R to T. One soldier prospects. Moves 3 colonists and 5 soldiers from fleet to R.

Spanish move 4 colonists and 4 soldiers from J to I. It is a climate 3 area with 2 natives. Moves 3 soldiers and 3 colonists from fleet to J.

French move 6 soldiers and 3 colonists from H to C. It is a climate 3 area with 1 site and 2 natives. Move 3 colonists and 3 soldiers from fleet to H.

in C.

Native Uprisings

Climate is a 5. No uprisings.

Survival

Climate is a 4.

Portuguese lose 1 soldier each in D and M, **French** lose 1 soldier each in C and H, **Swedes** lose 1 colonist in M, **Spanish** lose 1 soldier in I, **English** lose 1 soldier each in N and O, **Dutch** lose 1 colonist in U and 1 soldier in R.

Political Control

Portuguese gain political control of M. **French** gain political control of C. **Swedes** gain political control of K. **Spanish** gain political control of I. **English** gain political control of N. **Dutch** gain political control of U.

Homebound Naval Movement

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

Portuguese: Dice: 2, 4, 5, 5. No losses.

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

Dutch: Dice: 2, 2, 5, 6. No losses.

Spanish: Dice: 1, 4, 4, 5. No losses.

French: Dice: 2, 5, 6. No losses.

Income

English: Political Control: \$60, resources: \$10.

Dutch: Political Control: \$60, gold: \$40, resources: \$10.

French: Political Control: \$60, resources: \$11.

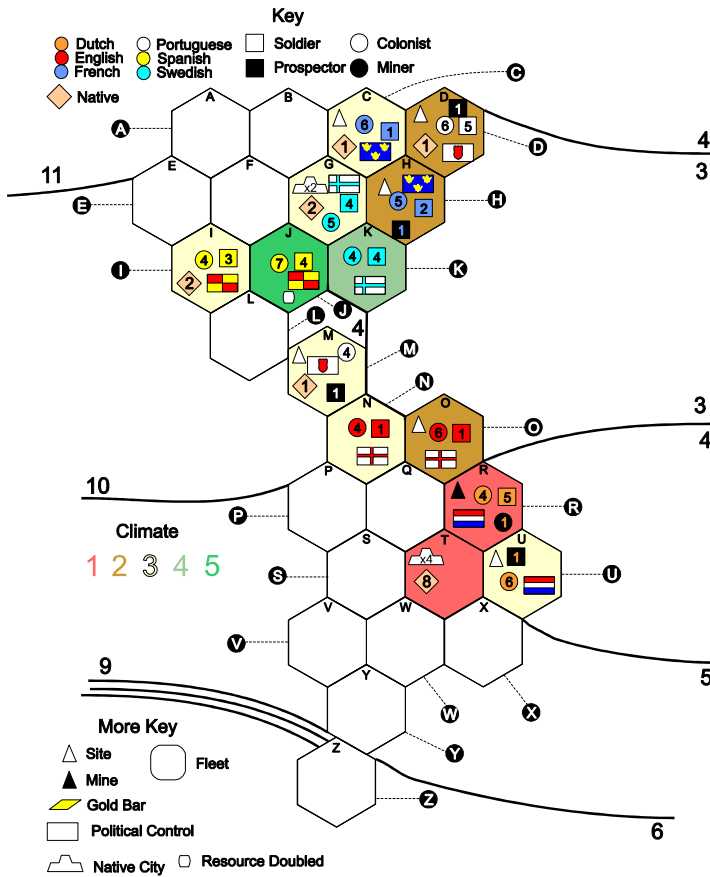
Portuguese: Political Control: \$60, resources: \$10.

Spanish: Political Control: \$60, resources: \$15.

Swedes: Political Control: \$60, resources: \$9.

Turn 4 Initiative

Dutch, Spanish, French, English, Swedes, Portuguese

Native Combat

English: 2 natives and 2 soldiers killed in N. **French:** 1 soldier and 1 native killed

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Bob Robles	\$83	14	2	4
Dutch	Andy York	\$155	14	4	6
French	Andy Lewis	\$109	13	3	4
Portuguese	Martin Burgdorf	\$96	13	4	4
Spanish	Bill Scharf	\$139	12	3	4
Swedes	Brendan Whyte	\$72	10	5	4

BasenjiTurn 3, Phase 5 through Turn 4, Phase 2Turn 3, Phase 5: Expansion

Paris expands to Copenhagen (1), Malmo (1), Konigsberg (1), Bergen (3), Stockholm (3)

Venice expands to Gallipoli (1), Varna (2), Prague (4, vs. Hamburg; dr = 3, 4, 4; success), Milan (6, vs. Genoa; dr = 4, 2, 5; success), Athens (1)

London expands to Portsmouth (4), Chester (2), Waterford (2), Armagh (1), Wales (1), St. Malo (4, vs. Paris; dr = 3, 4, 6; fails), Shetland (1)

Barcelona expands to West Africa (2), Sicily (2), Marseilles (5), Crete (3), Smyrna (2), Angora (2)

Hamburg expands to Riga (2), Stettin (2, vs. Venice; dr = 2, 5, 2; wins), Breslau (2, vs. Venice; dr = 3, 6, 2; wins), Salzburg (2, vs. Venice; dr = 5, 6, 2; wins), Nuremburg (7, vs. Venice; dr = 4, 6, 2; wins), Prague (4, vs. Venice; dr = 3, 5, 2; wins), Copenhagen (2, vs. Paris; dr = 5, 2, 6; loses), Mitau (1)

Genoa expands to Erzerum (3), Aleppo (4), Suez (3), Cyprus (3), Saloniki (6, vs. Venice; dr = 2, 5, 4; wins), Valencia (5, vs. Barcelona; dr = 5, 3, 6; loses), Crete (6, vs. Barcelona; dr = 4, 4, 5; loses), West Africa (4, vs. Barcelona; dr = 1, 5, 1; wins)

Bonus card goes to Genoa.

Turn 3, Phase 6: Income

Paris gains \$57

Venice gains \$75

London gains \$63

Barcelona gains \$105

Hamburg gains \$51

Genoa gains \$87

Shortage of grain, Surplus of metal.

Turn 3, Phase 7: Buy Tokens

Paris buys 8 tokens

Venice buys 23 tokens

London buys 20 tokens

Barcelona buys 15 tokens

Hamburg buys 28 tokens

Genoa buys 34 tokens

Turn 4, Phase 1: Draw Cards

Done

Turn 4, Phase 2: Buy Cards

Hamburg spends \$10 to buy a card.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Lowrey	Barcelona	100	15	\$96	2	15	4	2	A, R, W
Christopher Hunt	Venice	90	23	\$62	4	10		4	I, J, R
Chris Geggus	Hamburg	175	28	\$15	5	6	2	3	E, I, N, V
Martin Burgdorf	Genoa	200	34	\$62	6	12	6	7	A, E, I, R
Bob Robles	Paris	200	8	\$49	1	7	4	3	A, E, R
Geoff Richardson	London	250	20	\$58	3	8	6	2	A, I

Players are listed in reverse tie breaking order.

Commodity Log

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

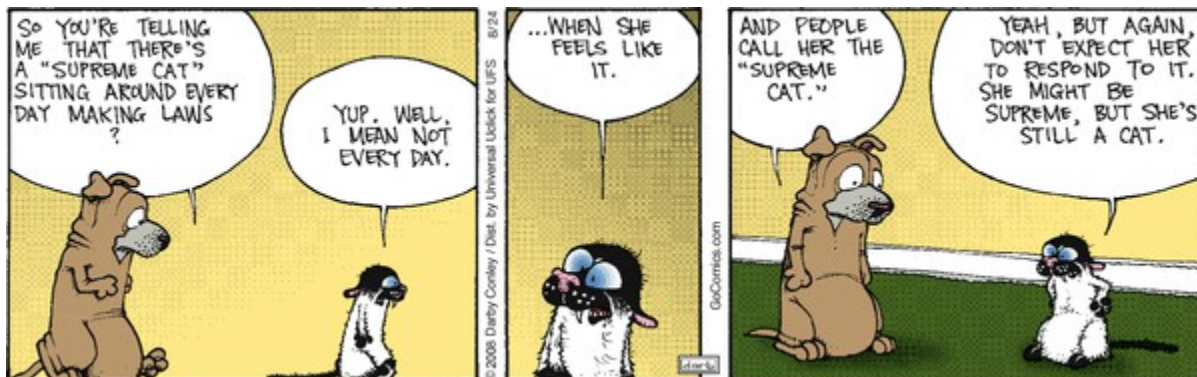
*Surplus, Shortage***Beauceron**
GamestartNotes

This game will be run continuously via email. It is the base game only.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Geoff Richardson		Indigo			4		
Chris Geggus		Indigo			4		
Christopher Hunt		Indigo			4		
Martin Burgdorf		Corn			4		
Dave Hooton		Corn			4		

Player in bold is the Governor. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.



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