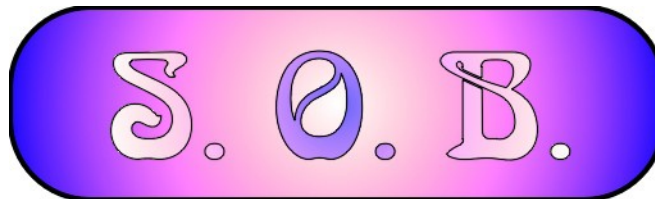


Number 221



May, 2017

Notes from Hades

Not much to report this time. Things have been plugging along fairly well.

Two more games have ended. Foxhound had a surprise Turn 9 ending. Congratulations to Bill Scharf on his victory. Airedale also ended, with a victory by Dave Hooton. Congratulations to him. We need more people to sign up for games, as they seem to be ending faster than they are starting.

The next deadline is **Tuesday, May 30 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

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.

Beagle. Puerto Rico. This will use the Buildings expansion and will be run via email. Have Chris Geggus(\$), Christopher Hunt(\$), Dave Hooton(\$), Martin Burgdorf(\$), will take up to 1 more.

Spaniel. Robo Rally. Have Chris Geggus(\$), Brendan Whyte(\$), Dave Hooton, Christopher Hunt(\$), Bill Scharf(\$), will take up to 3 more.

Boerboel. Puerto Rico. This will be the base game and will be run continuously 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

Dave Hooton, will take up to 4 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, Kevin Wilson, Martin Burgdorf, will take up to 4 more.

Machiavelli. Scenario and optional rules to be decided. Have Kevin Burt, Bob Robles, Jack McHugh, Martin Burgdorf, will take up to 3 more.

Silverton: Will use the advanced rules. Have Bill Scharf, Dave Hooton. Will take up to 4 more.

7 Wonders. This will be run continuously via email. Have the Wonder Pack, Leaders, and Cities expansions available. Have Chris Geggus, Bill Scharf, Christopher Hunt, will take up to 4.

Age of Renaissance: This will use the Eurogames rules and will be played continuously via email. Have Chris Geggus, Christopher Hunt, Bob Robles, will take up to 3.

New World: This will start after Foxhound ends and will use the Expansion variant. Have David Hood, Bob Robles, will take up to 4 more.

Outpost: This will use the usual rules. Have Dave Hooton, Chris Geggus, will take up to 8 more.

Power Grid: This will be run by email. Many maps and options available and will be decided on by vote among the players at the start of the game. 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-subbers.

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

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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).

Dogleg

Summer 1505

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

Deadline for Fall 1505 5/30 Tuesday

Florence and the Pope end their war while Venice makes gains against Austria in the south.

Spring 1505 Retreats

Austria retreats F Piombino to garrison

Papacy retreats A Florence to Sienna and F Tyrrhenian Sea to Ligurian Sea

Venice retreats A Carinthia to Carniola

Expenditures

Papacy spends 32 ducats to repay the moneylenders.

Venice borrows 2 ducats for 2 years (3 ducats due Summer 1507) and spends 12 ducats to disband Austrian F Bari

Outstanding Loans

Fall 1506: 18 ducats due from Venice (12 borrowed)

Summer 1507: 3 ducats due from Venice (2 borrowed)

Orders

AUSTRIA (Burgdorf): A MONTFERRAT to Genoa, A PAVIA supports A Milan, A MILAN besieges (Papal G eliminated), A BERGAMO to Trent, A (EP) CARINTHIA to Tyrolea, F MARSEILLES to Gulf of Lions, F GULF OF LIONS to Ligurian Sea, F TYRRHENIAN SEA supports F Salerno to Naples, F Palermo to IONIAN SEA, F Salerno to NAPLES, F Bari to Lower Adriatic (nsu), G PIOMBINO convert to F

FLORENCE (Robles): A FLORENCE holds, A Arezzo to SIENNA, F PISA to Ligurian Sea, F CORSICA holds (u), F PIOMBINO supports A Arezzo to Sienna (cut), G AREZZO convert to A

PAPACY (Anderson): A GENOA to Montferrat, A Perugia to ROME, A Sienna to PERUGIA, F Ligurian Sea to SAVOY, G Milan supports Venice A Tyrolea to Milan (nso, DESTROYED)

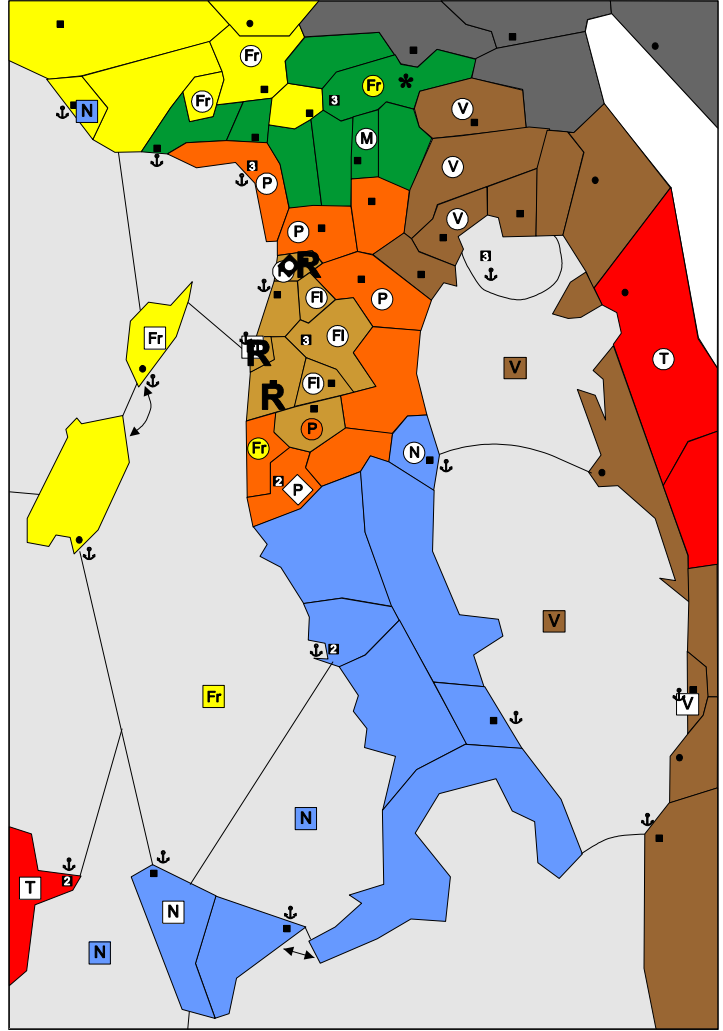
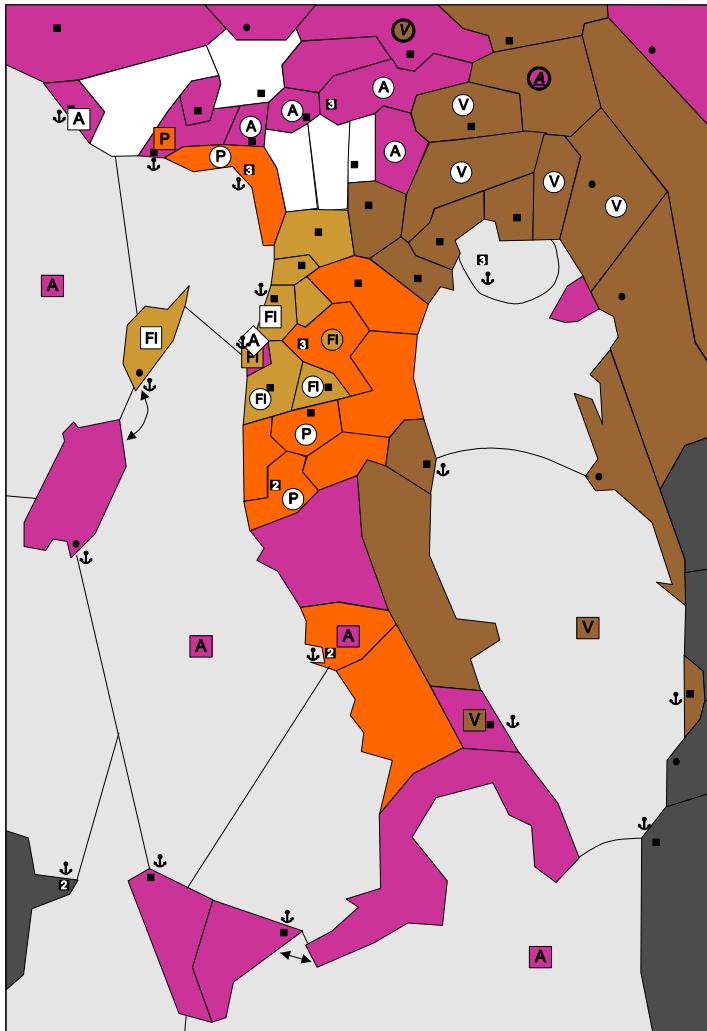
VENICE (Wilson): A (EM) TYROLEA supports Papal G Milan convert to A (nso), A TRENT supports A Carniola to Carinthia (cut), A VERONA to Bergamo, A Friuli supports A Carniola to Dogleg

Carinthia, A CARNIOLA to Carinthia, F Upper Adriatic to LOWER ADRIATIC, F Lower Adriatic to BARI

Treasury:

Press

Florence to Pope: We are done here.



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

Rescue Dog

Spring 1458

Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory
Deadline for Winter-Spring 1458 4/25 Tuesday

France turns his attention toward the Pope and gets a hand from Venice against Milan. Florence tries to cope with rebellion and Naples rearranges his forces.

Fall 1457 Retreats

Naples retreats F Tyrrhenian Sea to Gulf of Lions

Turks retreat A Ragusa to garrison

Builds

		Cost
Florence	Maintains all, builds A Pisa	15
France	Maintains all, builds A Avignon	18
Milan	Maintains all, builds A Cremona	9
Naples	Maintains F Gulf of Lions, F Ionian Sea, F Naples, F Western Mediterranean, no new builds	12
Papacy	Maintains all, builds G Rome	15
Turks	Maintains A Croatia, F Tunis	6
Venice	Maintains A Trent, A Verona, F Ragusa, F Albania, F Lower	18

Adriatic, builds A Padua

Expenditures

The Turks fails to repay the moneylenders and is assassinated. All units hold. No rebellions. Venice repays 24 ducats of loan.

Outstanding Loans

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

Summer 1458: 6 ducats due from Naples (5 ducats borrowed)

Fall 1458: 8 ducats due from Venice (8 ducats borrowed), 12 ducats due from the Papacy (10 ducats borrowed)

Spring 1459: 14 ducats due from Milan (9 ducats borrowed)

Orders

FLORENCE □ A LUCCA besieges, A FLORENCE holds, A AREZZO to Perugia, A

FRANCE ☐ Pisa to PISTOIA, F Ligurian Sea to PIOMBINO
A SALUZZO supports A Avignon to Turin, A Avignon to TURIN,
A Pavia to MILAN, A Sardinia to PATRIMONY, F CORSICA
supports F Tyrrhenian Sea, F TYRRHENIAN SEA transports A
Corsica to Patrimony

MILAN ☐ A SAVOY holds, A Milan supports A Cremona to Bergamo (cut,
DISLODGED, retreat Como, Parma, garrison, OTB), A CREMONA
to Bergamo

NAPLES ☐ F Gulf of Lions to MARSEILLES, F Ionian Sea to PALERMO, F
Naples to GULF OF NAPLES, F Western Mediterranean to
CENTRAL MEDITERRANEAN

PAPACY ☐ A GENOA holds, A BOLOGNA to Ferrara, A Mantua to MODENA,
A Rome to PERUGIA (rebellion liberated), G ROME holds (u)

TURKS ☐ A CROATIA holds, F TUNIS holds

VENICE ☐ A TRENT supports French A Pavia to Milan, A VERONA to
Bergamo, A PADUA to Ferrara, F Lower Adriatic to UPPER
ADRIATIC, F Albania to LOWER ADRIATIC, F RAGUSA besieges
(no garrison)

Your treasury:

Press

France to Naples: You can keep Capua and Ancona. Respect your northern border!

France to Venice: Milan is for me! You have got enough cities already!

Milan to Naples: Rather than an crowing over my bad luck, you should be more concerned with Venician expontial growth.

Milan to Venice: Seems you're surrounded by people who can't read a map or do

S.O.B.

basic math....lucky you..

Naples to France: Okily dokily, Monsieur, I see I must take the battle to you.

Naples to Turk: A plague upon you, a plague upon you!

Naples to Venice: Mmmm, a nice chocolatey-brown eastern Adriatic. So rich, so flavoursome, so well rid of Turkish undelight.

Naples to Milan: You might have a friend in me unless France sees reason.

Naples to Pope: Don't even think about it.

Naples to Florence: A nasty plague of rebels you have. But when you're ready to take on France, I'm with you. After all, he started it.

Papacy to Florence: Your home could be at risk of repossession if you fail to keep up with repayments. I would like Perugia back, but I will not twist the knife any further. We should both look outwards.

Papacy to Naples: Thanks for the warning. Got back home just in time.

Papacy to Venice: Rumours of my demise have been greatly exaggerated.

Venice to France: Just as you requested one support to Milan coming to you now.

Venice to World: Does anybody know how to pay your bills around here. ?? I may have to become a merchant.

Venice to Naples: I did my part. I have the Turkish mainland. Now back to our regularly scheduled programming.

Venice to Milan: Slight revision--The Pope is 2 cities away from elimination, One city between me and Florence and one that borders Naples. I still do not want to be Pope. You can be Pope.

Notes

Note that if Milan retreats A Milan to Parma, it will die of Famine.

Spring 1458 Famine Losses

Milan A Savoy.

Summer 1458 Plague

Plague results held until retreats received.

Poodle

End of Game Statements

Andy Lewis: Woot, woot I think this is my first win EVER in Output. I know it definitely is in SOB. Shoot probably the first time finishing in the top half in SOB. If we do this again, I'll have to review the tapes to figure out how I was smarter this time.

Thanks to all the other players and of course the GM for a fun ride.

Howard Bishop: And so it ends. Having never played Outpost before, I was stunned by how quickly it finishes once the big stuff comes out. Building a good production engine is vital, but good timing is just as important. You probably need a few games to master this.

I managed to avoid the wooden spoon only through a combination of good fortune and correction of invalid orders by Chris.

Congratulations to Andy Lewis for his victory and commiserations to Michael Lowrey for being pipped at the post. Thanks to Chris for running the game and keeping me from falling off a cliff.

Andy York: Another game I couldn't get my plans going well at all, but tying for 6th is better than a solo 7th place. Great run Andy, and thanks to Chris for running the game.

Bill Scharf: Man, I've seen people win by buying new chemical factories but I haven't been one of them....not even close....I should probably stick with heavy equipment....at least my losses won't be as one sided. Thanks for running it Chris.

Pug

Turns 17.2 to 19.2

Deadline Turn 19.3 to 21.3, May 30

Turn 17

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

Used: 4 4 4 5

Cobble Port(p) – R – Y – B – R – Y – B – R – B – Goliath(p).

Sells Psychotic Sculpture for \$250 (from the cup: Chicle Liquor at 7a). Buys Factory for \$200, Canned Traits for \$120, and Voll Silk for \$140. Receives \$60 in factory commissions. ETC receives \$71 in port commissions.

3rd: Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls

Used: 1 2 5

B – Rainfall(o) – B – R – Y – B – R – B – Y.

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

B – Y – R – B – Rainfall(o) – B – B – Rumble Port(o) – R – B – Y – B – R.

5th: Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 6 * 3

Rumble Port(s) – Rumble Port(o) – B – B – Rainfall(o) – B – R – Y – B – R – B – Y – B – R – Desolation Landing(o) – Desolation Landing(s).

Picks up Fare to Base, buys Desolation Landing for \$200.

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

B – R – Y – B – R – Bypass.

Sells Melf Pelts for \$110 (from the cup: Demand for Furniture at 9b). Sells Melf Pelts for \$110 (from the cup: Mulch Wine at 3). Buys 2 Immortal Grease for \$100. Mystery Machine 6 gains \$32 in port commissions.

- 2 (Graw):** 4 Space Spice, Demand for Designer Genes (+\$40), Demand for Psychotic Sculpture (+\$90)
- 3 (Niks):** 2 Demand for Bionic Perfume (+\$60), 2 Demand for Space Spice (+\$60), 2 Mulch Wine, Living Toys
- 4a (Dell):** 7 Finest Dust, 2 Demand for Mulch Wine (+\$60)
- 4b (Humans):** 4 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art
- 4c (Wraiths):** 4 Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)
- 5 (Shenna):** 2 Melf Pelts, Demand for Mulch Wine (+\$40), Demand for Finest Dust (+\$50), Pet Monsters
- 6 (Yxklyx):** Demand for Portable Holes (+\$70), 2 Immortal Grease, Demand for

Melf Pelts (+\$50), Fare to 4b (\$120)

- 7a (Zum):** Fare to 4c (\$110), Demand for Finest Dust (+\$50), 2 Chicle Liquor
- 7b (Eeepeeep):** 3 Demand for Immortal Grease (+\$50), 2 Demand for Finest Dust (+\$50), 4 Servo-Mechanism
- 8 (Whynoms):** Demand for Chicle Liquor (+\$60), 4 Impossible Furniture, Other Shoes
- 9a (Chola):** 3 Designer Genes, 2 Demand for Immortal Grease (+\$50), Demand for Chicle Liquor (+\$60), Life Project
- 9b (Wollow):** 5 Megalith Paperweight, Demand for Impossible Furniture (+\$70)
- 10 (Qossuth):** Demand for Designer Genes (+\$60), 1 Psychotic Sculpture
- Base:** Relic Gate Lock, Relic Mulligan Gear

1. Mystery Machine 9 **\$371**

Scout
20: 1 1 2//21: 2 3 5

Hold1	Hold2	Hull
Immortal Grease 6/\$100		Shield (\$60)
Neutron Port \$200	Niks \$200	Bypass \$200
Whale Port \$200	Shenna \$100	Cholos \$200
Yxklyx \$200	Rainfall \$200	

2. GEGS **\$942**

Clipper
20: 1 3 5 6//21: 1 3 5 5

Hold1	Hold2	Hull
Shining Slime 6/\$200		Shield (\$60)
Aerie \$200	Ice Station \$200	Human \$100
Volois \$200		Zum \$200

3. PUTZ **\$630**

Scout
19: 2 3 4//20: 1 5 6//21:3 4 4

Hold1	Hold2	Hull
Bionic Perfume 1a/\$140		RELIC Air Foll \$80
	RELIC Switch \$100	RELIC Spy Eye \$100
		3 \$80

4. DA **\$377**

Scout
19: 2 3 3//20: 3 4 4

Hold1	Hold2	Hull
Infinite Puzzles 10/\$250	Fare to Base \$150	
Whynoms \$100	Wollow \$100	Shuttlestop \$200

5. ETC **\$240**

Needle
19: 2 3//20: 3 4 (use 1*3)

Hold1	Hold2	Hull
Fare to Base \$180	Fare to Base \$110	Shield (\$60)
Cobble Port \$200	Qossuth \$200	To \$100
Lonley Station \$200	Goliath \$200	
Desolation Landing \$200		

6. Quo Vadis **\$516**

Scout
19: 1 4 6 // 20: 3 4 6

Hold1	Hold2	Hull
Immortal Grease 6/\$100	Immortal Grease 6/\$100	
Wet Landing \$200	Moonport \$200	

Foxhound

Turn 9

Deadline End of Game Statements, May 30

Planning

- Portuguese** maintain 3 ships (\$12), buy 1 ship (\$12) and 4 soldiers (\$40) for \$64.
- English** maintain 3 ships (\$12) and buy 1 ship (\$12) and 4 soldiers (\$40) for \$64
- French** maintain 3 ships (\$12) and buy 2 soldiers (\$20) for \$32.
- Dutch** maintain 5 ships (\$20) and buy 6 soldiers (\$60) for \$80.
- Spanish** maintain 4 ships (\$16) and buy 1 soldier (\$10) for \$26.
- Swedes** maintain 6 ships (\$24) and buys 1 soldier (\$10) for \$34.

Outbound Naval Movement

- Portuguese** Move to Y. Dice: 2, 4, 5, 6, 6. No losses.
- English** Move to M. Dice: 1, 2, 4, 6. Loses 1 ship containing 1 soldier and 1 colonist, along with 1 soldier.
- French** Move to K. Dice: 3, 4, 6. No losses.
- Dutch** Move to U. Dice: 1, 1, 4, 4. Loses 1 ship containing 1 colonist and 1 soldier.
- Spanish** Move to Y. Dice: 3, 4, 6, 6, 6. No losses.
- Swedes** Move to K. Dice: 2, 3, 6. Loses 1 soldier.

Exploration

Spain finds a mine in Z.

Mining

French mine 1 gold each in C and H. Portuguese mine 1 gold each in D, L, and M. Swedes loot 2 gold in G. English mine one gold in O. Dutch loot 4 gold in T.

Land Movement

Portuguese move 1 gold from L to anchorage point, 1 gold from M to anchorage point, 1 gold from D to anchorage point, 4 colonists and 4 soldiers from fleet to Y.

English move 1 gold from O to anchorage point, 2 soldiers from N to M, 1 colonist from N to O, 2 colonists from S to V (it's a climate 5 area with the x3 city and 6 natives), 3 colonists and 2 soldiers from fleet to M.

French move 1 gold from C to anchorage point, 1 gold from H to anchorage point, 2 soldiers from K to G, 4 colonists from W to V, 4 colonists and 2 soldiers from fleet to K.

Dutch move 2 soldiers and 6 colonists from U to T, 5 colonists from U to R, 4 colonists from T to Q, 2 colonists from R to Q, 1 colonist and 4 gold from T to U, 2 colonists and 5 soldiers from fleet to U.

Spanish move 1 colonist from Y to Z, 4 colonists and 1 soldier from fleet to Y. One colonist in Z mines.

Swedes move 2 gold from K to fleet, 1 soldier from A to F, 1 soldier from F to G, 2 gold from G to K, 1 soldier and 4 colonists from fleet to K.

Native Combat

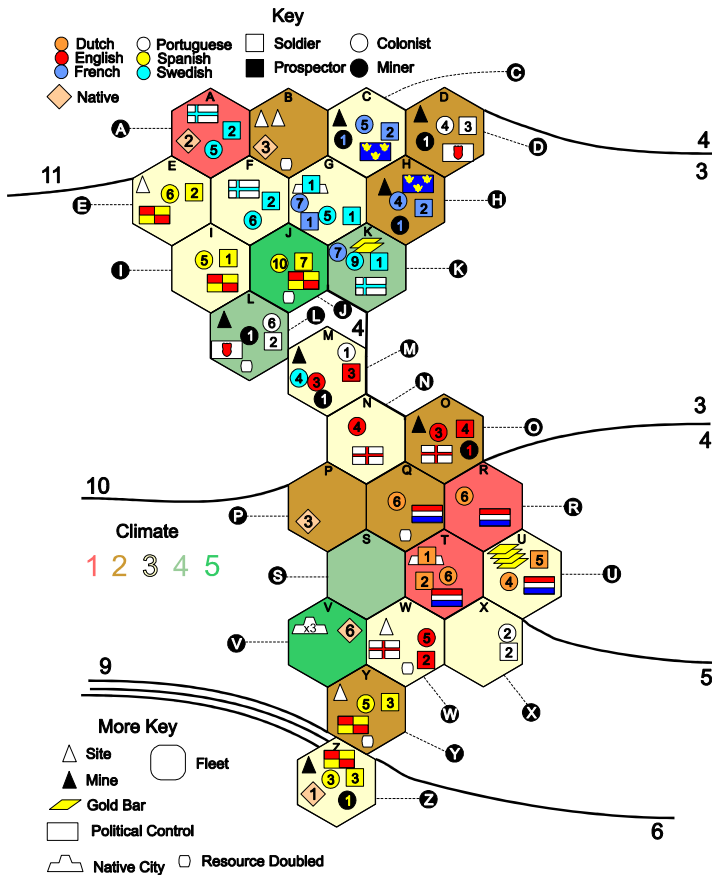
None

Combat

Portuguese attack Spanish in Y. Portuguese lose 3 soldiers, Spanish lose 1. English attack Portuguese in M. Spanish attack Portuguese in Y. Portuguese lose 1 soldier and 6 colonists. Swedes attack French in G. Swedes lose 1 soldier and French lose 2 soldiers. Swedes attack French in K. Swedes and French each lose 2 soldiers.

Native Uprisings

Climate is a 4. Uprisings in A (no losses) and V (4 French colonists and 2 English colonists lost).



Climate is a 6. No losses.

Political Control

Swedes gain political control of K. **English** gain political control of O.

Portuguese lose political control of M. **Dutch** gain political control of Q and R.

Spanish gain political control of Y and Z.

Homebound Naval Movement

Portuguese: Move to M: 1, 2, 3, 3. No losses, picks up gold. Move to L: 1. No losses, picks up gold. Moves to D: 1, 4. No losses, picks up gold. Dice: 1, 2, 6. Loses 2 ships each containing 1 gold.

English: Move to O: 4, 5. No losses, picks up gold. Dice: 4, 4, 5. No losses.

French: Move to C: 4, 4. No losses, picks up gold. Moves to H: 3, 5. No losses, picks up gold. Dice: 1, 3, 6. Loses 2 ships including 1 gold.

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

Spanish: Dice: 2, 2, 3, 3, 4. No losses.

Swedes: Dice: 2, 5, 5. No losses.

Income

English: Political Control: \$160, gold: \$40, resources: \$60.

Dutch: Political Control: \$200, resources: \$84.

French: Political Control: \$120, gold: \$40, resources: \$69.

Portuguese: Political Control: \$120, gold: \$40, resources: \$57.

Spanish: Political Control: \$240, resources: \$132.

Swedes: Political Control: \$160, gold: \$80, resources: \$87.

Notes

The Spanish have achieved 5 political controls in the new world, and thus have won. Congratulations to Bill Scharf on his victory.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Bob Robles	\$742	6	3	4
Dutch	Andy York	\$828	10	4	3
French	Andy Lewis	\$725	4	1	4
Portuguese	Martin Burgdorf	\$1,142	10	2	4
Spanish	Bill Scharf	\$1,080	4	4	4
Swedes	Brendan Whyte	\$1,049	5	6	4

Azawakh

Epoch II Empire Selection and Assyrians

Deadline Epoch II Chou Dynasty, Vedic City States, and Greek City States, May 30

Epoch II Empire Selection

Red Devils (Martin) gives to Republic of Texas

The Gardeners (Hunt) keeps

Royal Manticoran Historical Society (Wilson) keeps

Republic of Texas (York) gives to the Red Devils

Romulus and Remus (Anderson) keeps

GEKS (Geggus) keeps

NICE (Burgdorf) keeps

Epoch II

Royal Manticoran Historical Society (Wilson) Plays Jewis Revolt (army, city, and fort in Palestine. Egyptian army retreats to Nile Delta). ASSYRIA: Army and Capital Upper Tigris (Sumerian army retreats to Levant), army Middle Tigris (vs. Babylonians; plays Treachery; wins, Capital reduced to city), Lower Tigris (vs. Babylonians; A: 5, 4; B: 4; wins, city eliminated), Zagros (vs. Indus Valley; A: 3, 1; I: 3, 1; A: 5, 3; I: 3, 1; wins), Persian Salt Desert (vs. Indus Valley; A: 6, 1; I: 6; A: 4, 4; I: 5; loses), Persian Salt Desert (vs. Indus Valley; A: 5, 2; I: 1; wins), Lower Indus (vs. Aryans; As: 6, 3; Ar: 4; wins, city eliminated), Upper Indus (vs. Aryans; As: 6, 2; Ar: 1; wins). Builds monument Upper Tigris. Points: Dominance in Middle East (6), Presence in India (2), 1 Capital (2), 2 cities (2), and 3 Monuments (3) for 15 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Brad Martin	Red Devils (red)	4	9
Christopher Hunt	The Gardeners (green)	4	7
Kevin Wilson	Royal Manticoran Historical Society (purple)	12	21
Andy York	Republic of Texas (blue)	4	4

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Dave Anderson	Romulus and Remus (orange)	4	4
Chris Geggus	Galileo Earns Gold Star (yellow)	5	7
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	5	6

Positions

RMHS: SUMERIANS: Two armies Levant. JEWS: Army, city, and fort Palestine. ASSYRIANS: Army, Capital, and Monument Upper Tigris, army and city Middle Tigris, army and Monument Lower Tigris, Lower Indus, armies Zagros, Persian Salt Desert, Upper Indus.

NICE: EGYPT: Two armies, Capital, and Fort Nile Delta, army Arabian Peninsula.

Romulus and Remus: Fleet Eastern Mediterranean. MINOANS: Army, Capital, and Fort Crete.

Red Devils: HITTITES: Army, Capital, and Fort Eastern Anatolia, army Western Anatolia.

The Gardeners: None.

Republic of Texas: SHANG DYNASTY: Army and Capital Yellow River, armies Great Plain of China, Chekiang, Si-Kyang.

GEKS: ARYANS: Army, city, and Monument Lower Indus, army and fort Hindu Kush, armies Turanian Plain, Persian Plateau, Upper Indus, Tarim Basin.

Event Cards

Epoch II Empire

Airedale

Turns 6 to 9

Turn 6

Bidding

KGB² passes. Power plant 17 is discarded and replaced with power plant 23.
CU opens the bidding on power plant 27 at 27 and gets it. Power plant 3 is discarded. Power plant 24 is added to the current market.
TRUMP bids 30 on power plant 30 and gets it. Power plant 7 (and 1 oil) discarded. Power plant 33 is added to the future market, and power plant 31 is added to the current market.
GEKS passes.

Fuel Purchases

GEKS buys 2 oil for 4 and 3 coal for 9
TRUMP buys 3 trash for 12
CU buys 6 coal for 27
KGB² buys 2 coal for 12 and 1 uranium for 2

Grid Connections

GEKS expands to Novokuznetsk for 18, Barnaul for 19 and Yekaterinburg for 20.

Bidding

TRUMP bids 31 for power plant 31 and CU gets it for 33. CU discards power plant 12. Power plant 18 is added to the current market. TRUMP opens the bidding on power plant 23 at 23 and gets it. Power plant 13 discarded. Power plant 32 is added to the current market.
GEKS bids 32 on power plant 32 and KGB² gets it for 37. KGB² discards power plant 11. Power plant 26 is added to the current market. GEKS buys power plant 26 for 26. Power plant 8 is discarded. Power plant 34 is added to the future market, pushing power plant 33 into the current market.

Fuel Purchases

CU buys 3 coal for 16.
KGB² buys 3 oil for 5 and 2 coal for 12.
GEKS buys 4 oil for 11
TRUMP buys 1 oil for 4, 1 uranium for 1, and 3 trash for 12.

Bidding

TRUMP bids 34 for power plant 34 and KGB² gets it for 40. KGB² discards power plant 22. Power plant 38 is added to the market. Bids 38 on power plant 38 and gets it for 60. Discards power plant 23. Power plant 50 is added to the market.
CU bids 50 on power plant 50 and gets it for 56. Discards power plant 27. Power plant 42 is added to the market.

TRUMP expands to Kazan for 18, Saratoy Samara for 17, Kirov for 20, Naberezhnye Chelny for 18, and Orenburg for 21.
CU expands to Ufa for 19.
KGB² expands to Omsk for 26 and Tyumen for 24.

Bureaucracy

Power Cities

KGB² powers 9 cities using 2 coal and 1 uranium and gains 98
CU powers 8 cities using 3 coal and gains 90
TRUMP powers 11 cities using 3 trash and 1 oil and gains 112
GEKS powers 9 cities using 3 oil and 3 coal and gains 98

Adjust Power Plant Market

Power plant 38 is placed on the bottom of the deck and power plant 39 is added to the future market.

Turn 7

Grid Connections

CU connects to Cheboksarv for 17, Ulyanovsk for 18, Chelyabinsk for 23, and Perm for 21.
KGB² connects to Novosibirsk for 19, Kererovo for 18, and Tomsk for 18.
GEKS connects to Krasnoyarsk for 22, Bratsk for 25, and Irkutsk for 25.
TRUMP connects to Syktyvkar for 21, Arkhangelsk for 25, and Murmansk for 25.

Bureaucracy

Power Cities

TRUMP powers 14 cities using 1 oil, 3 trash, and 1 uranium, gaining 129.
GEKS powers 12 cities using 5 oil, gaining 118.
KGB² powers 12 cities using 2 coal and 3 oil, gaining 118.
CU powers 12 cities using 6 coal, gaining 118.

Adjust Power Plant Market

Power plant 39 is moved to the bottom of the deck, and the Step 3 card is drawn.
Step 3 begins next turn.

Turn 8

GEKS buys power plant 42 for 42. Discards power plant 16. Power plant 46 added to the market.

Fuel Purchases

GEKS buys 3 oil for 7 and 2 coal for 11.
CU buys 8 coal for 57.
KGB² buys 3 oil for 10 and 1 uranium for 1.

TRUMP buys 1 oil for 4 and 3 trash for 12.

Grid Connections

GEGS expands to Chelyabinsk for 23 and Perm for 25.

CU passes.

KGB² passes.

TRUMP expands to Tyumen for 25 and Omsk for 29.

Bidding

TRUMP passes. Power plant 28 is discarded and power plant 39 is added to the market.

GEGS bids 46 on power plant 46 and GECS gets it for 71. He discards power plant 29. Power plant 44 is added to the market. The power plant draw deck is now empty.

CU passes.

KGB² buys power plant 39 for 39, discarding power plant 34.

Fuel Purchases

KGB² buys 4 coal for 30, 3 oil for 10, and 1 uranium for 1.

CU buys 1 coal for 8.

GEGS buys 5 oil for 23 and 1 coal for 8.

TRUMP buys 6 trash for 25

TRUMP has built to 17 or more cities and has powered the most, so has therefore won. Congratulations to Dave Hooton.

Players

Order	Player Name	Company Name	Color	Power Plants	Cities	Money
3	Bill Scharf	CU	Black	20 Coal 3→5, 31 Coal 3→6, 50 Fusion X→6	16	148
2	Chris Geggus	GECS	Yellow	26 Oil 2→5, 42 Coal 2→6(1), 46 Hybrid 3→7	15	134
1	Dave Hooton	TRUMP	Orange	30 Trash 3→6, 35 Oil 1→5, 38 Trash 3→7	18	188
4	Andy York	KGB ²	Blue	25 Coal 2→5(2), 32 Oil 3→6, 39 Nuclear 1→6	16	150

TRUMP is Thermal Reactors Underwritten and Marketed by Putin. KGB² is Kremlin's Gas Burning Bureau. GECS is Gondwanaland Energy Generating Station. CU is Coal Unlimited.

Power Plant Market

33 Eco X→4

37 Eco X→4

44 Eco X→5

Fuel

Price	1	2	3	4	5	6	7	8	10	12	14	16
Uranium	1	1	1	1	1	1	1	1	1	1	1	1
Trash					1	3	3	3				
Oil						3	3	3				
Coal												

Bergamasco

Gamestart to Turn 7.6

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.

Turn 1

Geggus plays the Constable occupation for free, receiving 4 wood.

Hooton pays one grain to play the Street Musician occupation.

York collects 1 stone, 1 reed, and 1 food.

Hunt collects 3 wood from the 3 wood space.

Geggus stays as first player and pays 2 wood for a Moldboard Plow.

Hooton collects 2 clay from the 2 clay space.

York collects 2 wood from the 2 wood space.

Hunt pays 2 wood for a Ladder.

Bureaucracy

Power Cities

TRUMP powers 12 cities using 1 oil and 3 trash and gaining 118.

KGB² powers 11 cities using 3 oil and 1 uranium for 112.

CU powers 12 cities using 3 coal and gaining 118.

GECS powers 14 cities using 3 oil and 2 coal for 129.

Adjust Power Plant Market

Power plant 24 is removed from the market and replaced by power plant 28.

Turn 9

Grid Connections

KGB² expands to Yekaterinburg for 25, Ufa for 26, Naberezhnye Chelny for 24, and Kazan for 23.

CU expands to Surgut for 30, Tomsk for 35, Kemerovo for 23, and Novosibirsk for 24

GECS expands to Kirov for 26.

TRUMP expands to Barnaul for 31 and Novokuznetsk for 27.

Bureaucracy

Power Cities

TRUMP powers 18 cities using 6 trash and 1 oil and gaining 145

GECS powers 12 cities using 5 oil and gaining 118

CU powers 16 cities using 6 coal and gaining 138

KGB² powers 16 cities using 2 coal, 3 oil, and 1 uranium and gaining 138

Notes

Hooton collects 4 clay from the 2 clay space.

York becomes first player, and spends 2 wood to build the Grain Cart

Hunt goes fishing for 3 food.

Geggus collects 1 reed, 1 stone, and 1 food.

Turn 4

York stays as first player and builds the Corn Scoop for 1 wood.

Hunt spends 2 wood to build an Animal Yard.

Geggus spends 1 food to play the Storyteller occupation.

Hooton takes 2 reeds from the reed space.

York takes grain, gaining 4 grain (1 bonus from the Corn Scoop, and 2 bonus from the Grain Cart).

Hunt spends 1 food to play the Slaughterman occupation.

Geggus collects 1 stone, 1 reed, and 1 food.

Hooton collects 6 wood from the 3 wood space.

Harvest Phase 1

The Field Phase

No planted fields.

Feeding the Family

York uses 2 food and converts 2 grain 2 to food

Hunt uses 4 food

Geggus uses 4 food

Hooton uses 4 food

Breeding

No animal pairs.

Turn 5

York collects 5 clay from the 1 clay space.

S.O.B.

Hunt becomes first player and plays the Carp Pond.

Geggus plays a Wood Hut Extension, paying 5 wood and 1 reed and passing the card to Hunt.

Hooton collects 5 wood from the 1 wood space.

York converts 1 grain to 1 food and uses it to pay for the Clay Firer occupation.

Hunt collects 1 grain.

Geggus collects 4 wood from the 2 wood space.

Hooton spends 5 wood and 2 reeds to build a wooden room.

Turn 6

Hunt plows a field.

Geggus grows his family and spends 2 wood and 2 stone to build a Tavern.

Hooton becomes first player and spends 3 wood to build a Turnwrest Plow.

York spends 3 clay and 1 stone for the Clay oven and immediately bakes bread, spending 1 grain and gaining 5 food.

Hunt sows a field with grain.

Geggus collects 6 clay from the 2 clay space.

Hooton collects 2 reeds from the 1 reed space.

York pays 1 food to play the Plowman occupation.

Turn 7

Hooton grows his family and spends 1 wood to build a Rake.

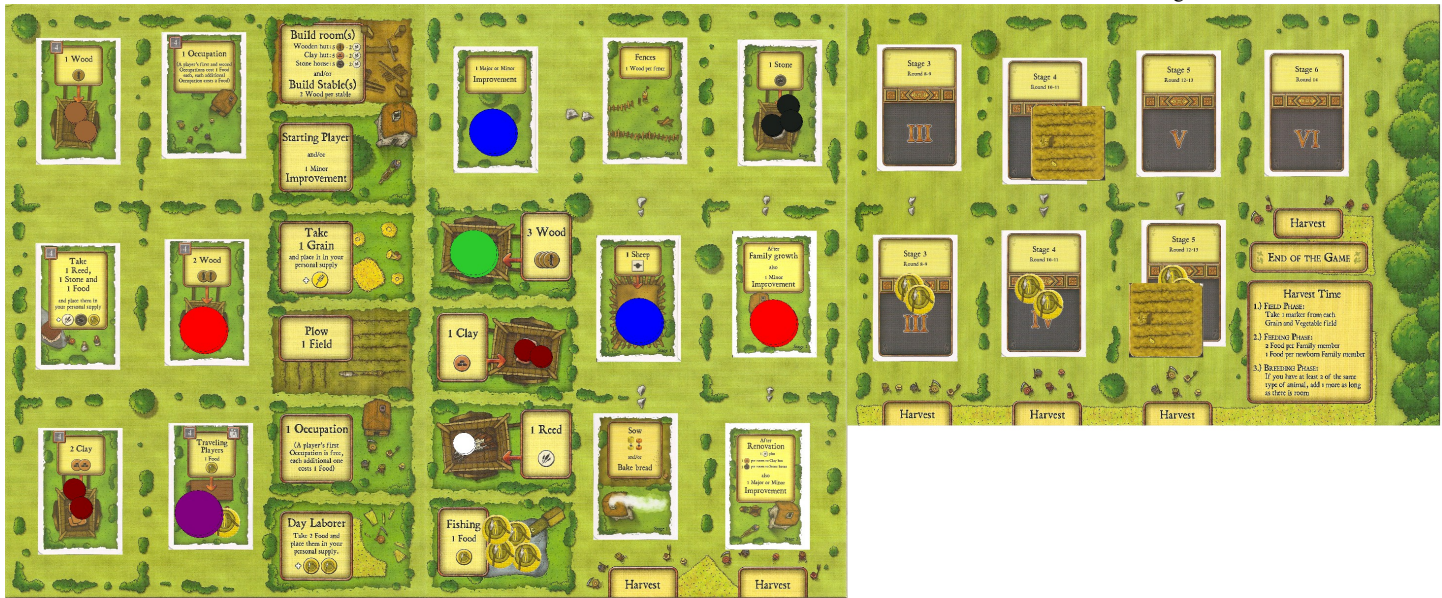
York spends 2 clay to build a Fireplace.

Hunt collects 9 wood from the 3 wood space.

Geggus collects 3 food from the Traveling Players space. Gains 1 vegetable by leaving 1 food behind due to the Storyteller. Hooton gains 1 food due to the Street Musician.

Hooton collects 4 wood from the 2 wood space.

York collects 5 sheep from the sheep space, keeps on 1 his house and cooks the others for 8 food. Hunt receives 1 food via the Slaughterman.



Players

Player	Color	Family Members	Hut Type	Occupations	Minor Improvements	Major Improvements	Begging Cards
Dave Hooton	Red	3	Wood	Street Musician, Conjurer, 5 unplayed	Duck Pond, Turnwrest Plow, Rake, 4 unplayed		0
Andy York	Blue	2	Wood	Tutor, Village Elder, Clay Firer, Plowman, 3 unplayed	Grain Cart, Corn Scoop, 5 unplayed	Clay Oven, Fireplace	0
Christopher Hunt	Green	2	Wood	Corn Profiteer, Slaughterman, 5 unplayed	Ladder, Animal Yard, Carp Pond, 5 unplayed		0
Chris Geggus	Purple	3	Wood	Constable, Storyteller, 4 unplayed	Moldboard Plow, Tavern, 4 unplayed		0

Players are listed in current turn order.

Player	Wood	Clay	Stone	Reeds	Grain	Vegetables	Sheep	Boar	Cattle	Food	VPs
Dave Hooton	6	6		2	1					4	
Andy York	3			3			1			12	
Christopher Hunt	11				1 (3)					3	
Chris Geggus	5	6	3	2		1				3	

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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!