Number 226

S.O.B.

November, 2017

Notes from Hades

We are currently right in the middle of marching band season. As I write this, the boys have had their first tournament and they are preparing for tournaments over the next four Saturdays. Their first tournament went very well. We are competing in a smaller organization than we usually do. This is because of the upcoming London trip over New Years, so it was a way of reducing overall costs. So, we were not as familiar with the way they scored events. Marching bands are categorized into divisions based on size, from 1A to 6A. Our band is currently in the 4A division. In the other organization, each division was evaluated separately. In this organization, you have divisional awards, but you also have a set of overall awards. Our band received three of those overall awards: Best Band, Best Overall Visuals, and Best Presentation. That was quite an achievement for their fist tournament of the season, especially considering that we only performed 3 of the 4 movements of the program. We have high hopes for the rest of the season.

No games ended this issue, but we do have some new games starting up, and other games that are close. Give some new games a shot.

The next deadline is **Tuesday, November 28 at 5:00 p.m. Pacific Time. Please do not call after 10:00 p.m. Pacific time**. My family tends to retire early.

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Game Openings

Spaniel. Robo Rally. Have Chris Geggus($), Brendan Whyte($), Dave Hooton($), Christopher Hunt($), Bill Scharf($), Andy York($), will take up to 2 more. **Starts this issue!**

Borzoi. Machiavelli. Will start when Dogleg ends. Scenario and optional rules to be decided. Have Kevin Burt($), Bob Robles($), Jack McHugh, Martin Burgdorf($), will take up to 3 more.

Affenpinscher. 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($), Bill Scharf($), will take up to 3 more. **Starts this issue!**

Briard. Age of Renaissance. This will use the Eurogames rules and will be played continuously via email. Have Chris Geggus($), Christopher Hunt($), Bob Robles($), Martin Burgdorf($), Dave Hooton($), will take up to 1 more. **Starts next issue!**

Brittany. New World. Have David Hood($), Bob Robles($), Andy York($), Martin Burgdorf($), will take up to 2 more.

Broholmer. 7 Wonders. This will be run continuously via email. Have the Wonder Pack, Leaders, and Cities expansions available. Have Chris Geggus, Bill Scharf($), Christopher Hunt($), Dave Hooton($), Martin Burgdorf($), will take up to 2 more. **Starts next issue!**

Bullmastiff: Agricola. This will be run by email. Have Dave Hooton, Chris Geggus, Christopher Hunt($), will take up to 2 more.

Chinook: Puerto Rico. This will be the base game and will be run by email. Have Christopher Hunt($), Dave Hooton, Chris Geggus, will take up to 2 more.

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

Drever: Terra Mystica. This will be run by 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, Christopher Hunt, will take up to 3 more.

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

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

Outpost: This will use the usual rules. Have Dave Hooton, Chris Geggus, Andy York, Bill Scharf, will take up to 6 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. Have Andy York, Dave Hooton, Chris Geggus, will take up to 3 more.

Caverna: A game of farming and mining very similar to Agricola. This will be run by email. Have Chris Geggus, will take up to 6 more.

Settlers/Seafarers of Catan: Choice of Settlers or Seafarers will be left up to the players at game start. Have Chris Geggus, Dave Hooton, will take up to 4 more.

Terraforming Mars: This will be run by email. Have Dave Hooton, Chris Geggus, will take up to 3 more.

Diskworld: Ankh-Morpork: This will be run by email. Have Andy York, Christopher Hunt, will take up to 2 more.

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

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

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

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

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

Dogleg

Spring 1507

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

Miller Number 2012Apw25

Deadline for Spring 1507 Retreats 11/7 Tuesday, Summer 1507 11/28 Tuesday

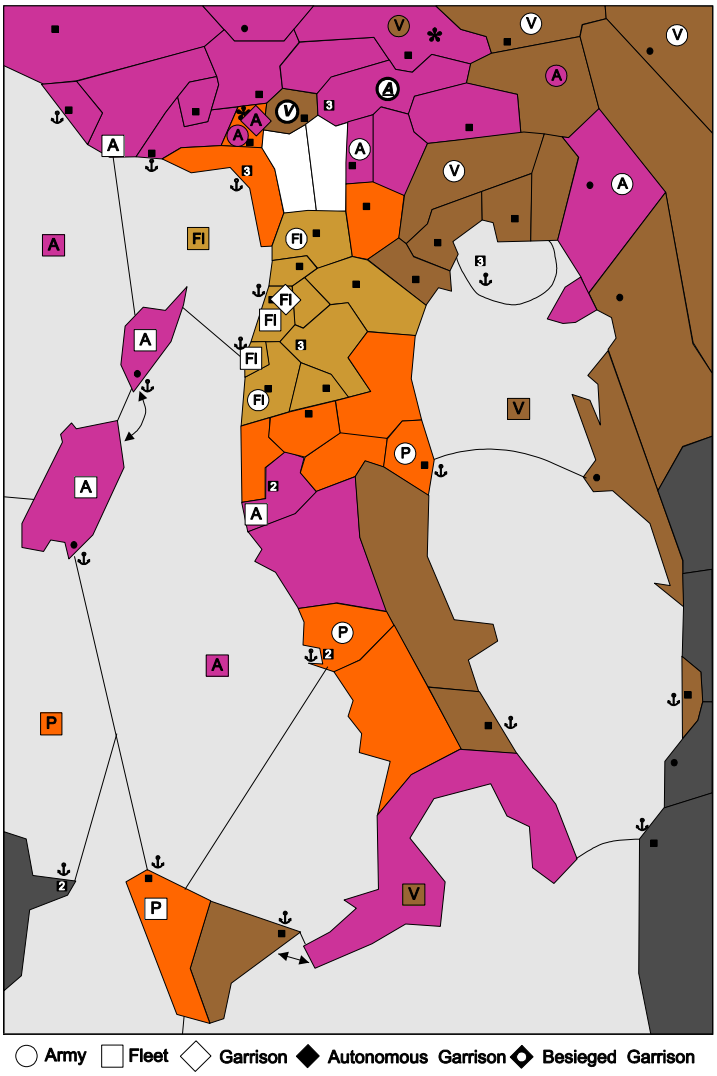
The resistance against Austria is continuing, although coordination could be better.

Fall 1506 Retreats

Austria retreats A Montferrat to garrison

Venice retreats A Trent to Carinthia

Dogleg



Builds

		Cost
Aus	Maintains all, builds A Tyrolea, F Marseilles	42
Flo	Maintains all, builds G Pisa	18
Pap	Maintains A Naples, A Montferrat, F Central Mediterranean, F Messina, Builds A Perugia	15
Ven	Maintains all, no new builds	24

Expenditures

The Papacy repays 11 ducats to the moneylenders.

Outstanding Loans

Fall 1507: 16 ducats due from Papacy (16 borrowed)
Fall 1508: 26 ducats due from Venice (17 borrowed)

Orders

Austria (Burgdorf): A Carniola to Slavonia, *A (EP) Trent to Milan*, A Milan to Carinthia, A Cremona supports A Trent to Milan, A Savoy to Montferrat, A Tyrolea supports A Milan to Carinthia (cut, Dislodged, retreat Como, Trent, Swiss, garrison, OTB), F Provence to Savoy, F Corsica supports F Tyrrhenian Sea, F Sardinia supports F Tyrrhenian Sea, F Tyrrhenian Sea supports F Rome to Patrimony (cut), F Rome to Patrimony, F Marseilles to Gulf of Lions

Florence (Robles): A Bologna to Modena, A Sienna to Patrimony, F Ligurian Sea to Savoy, F Pisa to Ligurian Sea, G Piombino convert to F, G Pisa holds (u)

Papacy (Anderson): A Montferrat supports Florentine F Ligurian Sea to Genoa(nso, Dislodged, retreat Fornova, Genoa, OTB), A Perugia to Rome, A Naples holds, F Central Mediterranean to Western Mediterranean, F Palermo to Tyrrhenian Sea

Venice (Wilson): A Hungary to Slavonia, A Austria supports A Carinthia to Tyroea, A Padua to Verona, *A (EM) Pavia to Milan*, A Carinthia to Tyrolea, F Venice to Upper Adriatic, F Messina to Otranto

Treasury:

Notes

If Austria retreats to Turin, the army will be eliminated by famine. Plague results held until retreats are received.

Rescue Dog

Fall 1459

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

Deadline for Winter-Spring 1460 11/28 Tuesday

Milan is eliminated while France versus Venice appear to be the next big conflict. Naples continues to put the squeeze on the Pope while Florence shows signs of joining in.

Outstanding Loans

Summer 1460: 30 ducats due from Naples (20 ducats borrowed)
Fall 1460: 9 ducats due from the Papacy (6 ducats borrowed)

Orders

Florence ☐ A Lucca besieges (autonomous garrison eliminated), A Florence to Bologna, A Piombino to Sienna, F Ligurian Sea to Piombino

France ☐ A Pavia to Milan, A Savoy supports A Genoa, A Genoa supports Florence F Ligurian Sea to Modena (nso), *F(EM) Marseilles to Gulf of Lions*

Milan ☐ No units

Naples ☐ A Spoleto to Rome, F Sardinia to Gulf of Lions, F Corsica supports F Sardinia to Gulf of Lions, F Ionian Sea to Durazzo

Papacy ☐ A Modena to Bologna, A Urbino to Spoleto, G Rome holds (u)

Venice ☐ A Milan to Pavia, A Cremona holds, A Mantua supports French A Genoa to Modena (nso), F Tyrrhenian Sea supports Naples F Sardinia to Gulf of Lions, F Western Mediterranean supports Naples F Sardinia to Gulf of Lions, F Upper Adriatic to Croatia, F Lower Adriatic to Dalmatia

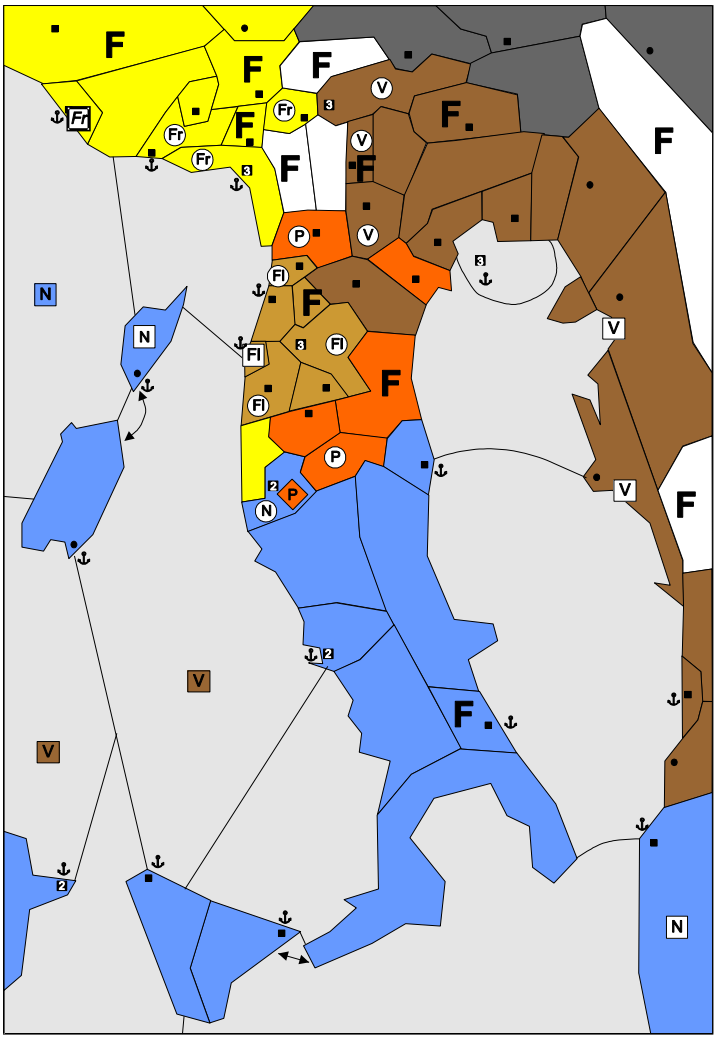
Your treasury:

Press

France to Naples: I shall attack Florence if and only if you let me move into Gulf of Lions.
France to Venice: Get out of Milan. Now!
Naples to France: If at first you ‘t succeed,…
Naples to Venice: I am in temporary need of the money…

Naples to Papacy: A blind Venetian told me to.
Naples to Milan: Bye bye greenie.
Naples to Florence: Support me to, Mr Tan.
Papacy to Florence: Infamy! Infamy! They've all got it in for me.
Venice to Naples: Welcome to French home waters. Even with his mercenaries. They cannot withstand our power.
Venice to Milan: I will add your distinctiveness to our own. Your culture will adapt to service us.
Venice to France: One army helps you. One army fights you. Which one do you prefer?? Give me Pavia and you will see more of one than the other.

Rescue Dog



Army Fleet Garrison Autonomous Garrison Besieged Garrison

Notes

Milan no longer controls any of his home cities and is thus eliminated.

Spring 1460 Famine

Bad Year – Row and Column: Bari, Slavonia, Montferrat, Urbino, Fornovo, Como, Trent, Cremona, Pistoia, Turin, Bosnia, Avignon

Spring 1459 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

FLO	Lucca, Pisa, Pistoia, Florence, Arezzo, Sienna, Piombino	6
FRA	Avignon, Swiss, Marseilles, Provence, Turin, Pavia, Montferrat, Savoy, Saluzzo, Genoa, Patrimony	8
NAP	Corsica, Sardinia, Tunis, Palermo, Messina, Otranto, Salreno, Bari, Aquila, Naples, Capua, Ancona, Rome, Durazzo	13
PAP	Modena, Ferrara, Urbino, Spoleto, Perugia	4
VEN	Milan, Trent, Cremona, Mantua, Bergamo, Verona, Padua, Treviso, Friuli, Carniola, Istria, Croatia, Dalmatia, Bologna, Herzegovina, Ragusa, Albania	15

Seas

NAP	Gulf of Lions	1
VEN	Venice, Central Mediterranian, Tyrrhenian Sea	3

Cities

FLO	Lucca, Pisa, Florence(3), Arezzo, Sienna, Piombino	8
FRA	Avignon, Swiss, Marseilles, Turin, Pavia, Montferrat, Savoy, Saluzzo, Genoa(3)	8
NAP	Corsica, Sardinia, Tunis(2), Palermo, Messina, Bari, Naples(2), Ancona, Durazzo	10
PAP	Modena, Ferrara, Perugia, Rome(2)	5
VEN	Milan(3), Trent, Cremona, Mantua, Padua, Treviso, Carniola, Croatia, Dalmatia, Bologna, Ragusa, Albania, Venice(3)	15

Totals

Variable income die roll was 5.

Country	Variable	Provinces	Seas	Cities	Total
FLORENCE:	8	6	0	8	22
FRANCE:	8	8	0	8	24
NAPLES:	3	13	1	10	27
PAPACY:	5	4	0	5	26
VENICE:	8	15	3	15	42

Total ducats:

Game Summary

	1454	1455	1456	1457	1458	1459	1460
Florence:	3	2	4	6	3	3	6
France:	3	6	6	6	8	8	9
Milan:	3	3	4	5	4	1	0
Naples:	4	4	5	3	5	8	9
Papacy:	4	6	6	6	5	6	3
Turks:	3	3	3	3	2	0	0
Venice:	4	6	7	9	10	10	13

Pug

Turns 28.1 to 30.1
Deadline Turn 30.2 to 32.2, November 28

Turn 28

1st: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 5 5 6
Ice Station(p) – A – R – Y – B – R – Y – A – Jellybeast Landing(o) – B – Jewel Port(p) – R – B – Y – NC6 – Cobble Port(p).
Sells Chicle Liquor for $90 (from the cup: Megalith Paperweight at 9b). Picks up Fare to Base.

2nd: Chris Geggus (Eeepeeep)
Guardians Enforce Galactic Security Rolls Used: 2 2 3 5
Open Port – Moonport(p) – Y – A – Y – R – NC5 – TeleGate4 – Telegate5 – Ice Station(p).
Sells Space Spice for $80 (from the cup: Designer Genes at 9a). Sells Space Spice for $80 (from the cup: Designer Genes at 9a). Buys Custom Hives for $140 and Chicle Liquor for $40. Receives $34 in port commissions and $70 in factory commissions.
Guardians Enforce Galactic Security 2 Rolls Used: 1 5

Open Port – B – Minion(o) – R – B – (Y) – B – R30.

3rd: Bob Robles (Dell/Publicly Underestimated Trading Zaibatsu) Rolls Used: 2 2 3

Multi-Generation Ship – NC2 – A – NC2 – R – Y – R – Space Station.

Sells Impossible Furniture for $180 (from the cup: Psychotic Sculpture at 10).

4th: Debbie Anderson (Human/DA) Rolls Used: 1 2 3

TeleGate 5 – Ice Station(p).

Sells Rock Videos for $200 (from the cup: Immortal Grease at 6). Sells Rock Videos for $200 (from the cup: Rock Videos at 4b). GEGS receives $40 in port commissions.

5th: Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 4 4 6 6

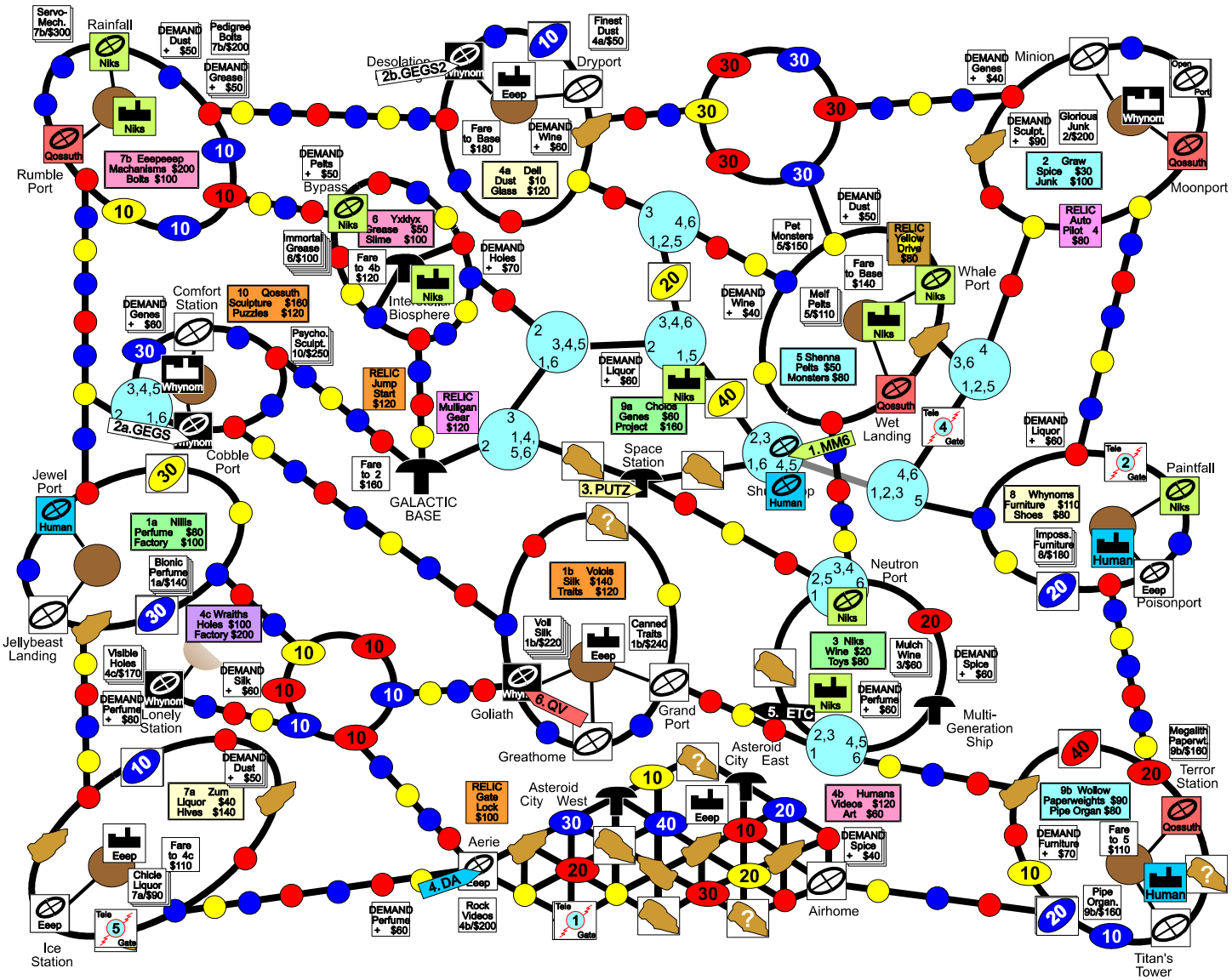
NC4 – NC4 – TeleGate 4 – NC4 – R – Y – A – Y – B – R – B – Y – B – R – B – Y – B20 – R – Poisonport(p).

Buys 2 Impossible Furniture for $220. GEGS receives $22 in port commissions.

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

Goliath(p) – B – Greathome(o) – B – Grand Port(o) – R – Y – R – NC5 – Multi-Generation Ship – R20 – Neutron Port.

Sells Voll Silk for $220 plus $60 demand (from the cup: Impossible Furniture at 8 and Demand for Spice at 3). Sells Voll Silk for $220 (from the cup: Immortal Grease at 6). Buys Living Toys for $80 and Mulch Wine for $20. Mystery Machine 6 gains $60 in port commissions and $40 in factory commissions.



Turn 29

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

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

Delivers fare to Base for $150 (from the cup: Megalith Paperweight at 9b). Picks up fares to 4a and 9a.

2nd: Chris Geggus (Eeepeeep)

Guardians Enforce Galactic Security Rolls Used: 3 4 5 6

Ice Station(p) – A – R – Y – B – R – Y – A – Jellybeast Landing(o) – B – Jewel Port(p) – R – B – Y – NC6 – Cobble Port(p).

Sells Custom Hives for $220 (from the cup: Demand for Genes at 2). Sells Chicle Liquor for $90 (from the cup: Voll Silk at 1b). Buys Infinite Puzzles for $120 and Psychotic Sculpture for $160. ETC receives $59 in port commissions and $60 in factory commissions.

Guardians Enforce Galactic Security 2 Rolls Used: 5 5

R30 – B30 – R30 – (Y30) – B – Y – A – Dryport(o) – B10 – B – Desolation Landing(p).

Sells Space Spice for $80 (from the cup: Immortal Grease at 6). Sells Space Spice for $80 (from the cup: Demand for Dust at 7b). Sells Space Spice for $80 (from the cup: Melf Pelts at 5). Discards Fare to Base (from the cup: Servo-Mechanism at 7b). Buys Dribble Glass for $120 and 3 Finest Dust for

$30. ETC receives $39 in port commissions. GEGS receives $60 in factory commissions.

3rd: Bob Robles (Dell/Publicly Underestimated Trading Zaibatsu) Rolls Used: 2 4 6
Space Station.
Sells Other Shoes for $160 (from the cup: Designer Genes at 9a). Buys 2 Designer Genes for $120.

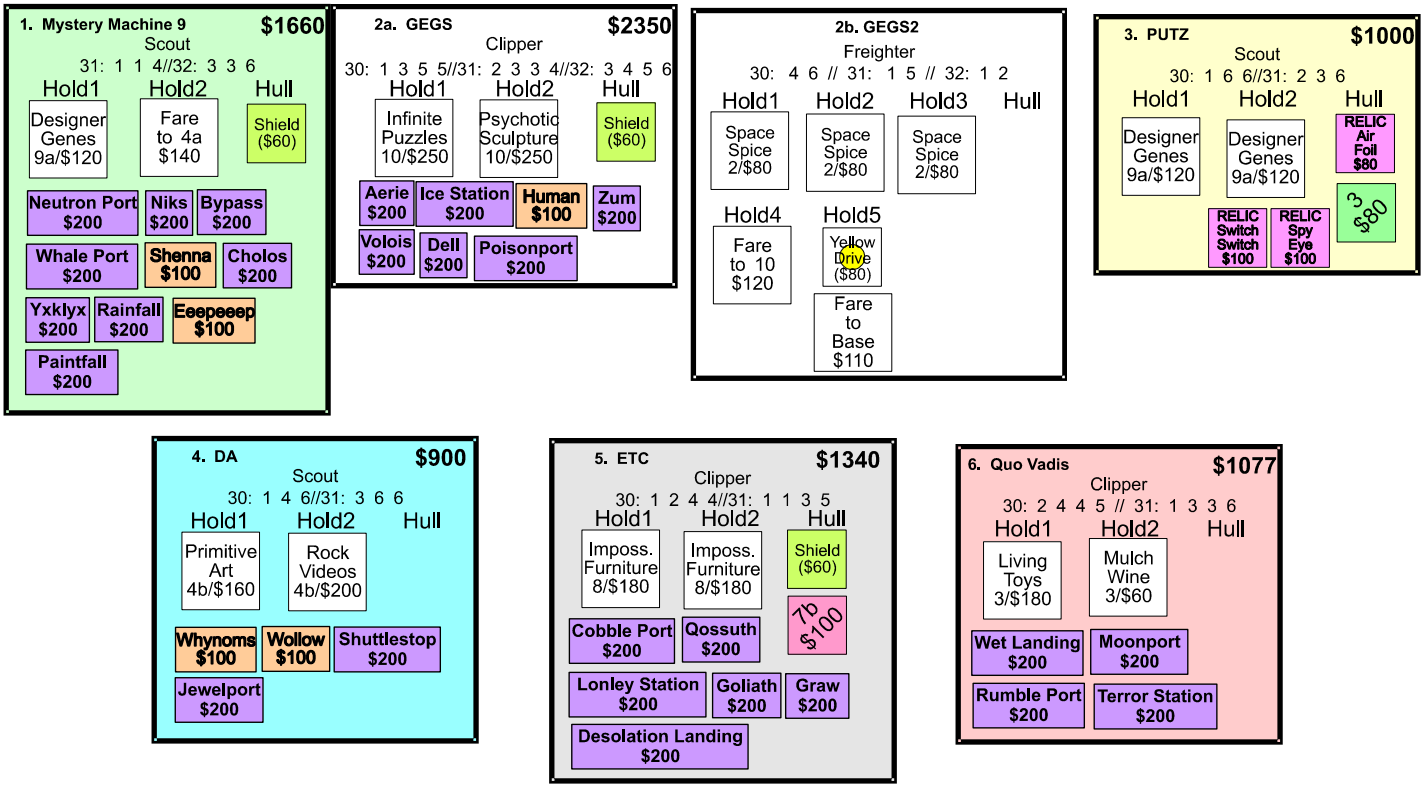
4th: Debbie Anderson (Human/DA) Rolls Used: 1 4 4
Ice Station(p) – TeleGate 5 – TeleGate 1 – Y – Aerie.
Buys Rock Videos for $120 and Primitive Art for $60. GEGS receives $18 in port commissions and $30 in factory commissions.

5th: Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 1 5 5 5
Poisonport(p) – R – B20 – Y – B – NC1 – NC1 – A – Space Station – R – Y – R – NC1 – A – NC1 – R – Y.

6th: Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 1 2 3 4
NC1 – A – NC1 – R – Y – R – Grand Port(o) – B – Greathome(o) – B – Goliath(p).

Turn 30

1st: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 3 4 6
Galactic Base – NC4 – A – Space Station – A – Shuttlestop.
Sells Chicle Liquor for $90 plus $120 demand (from the cup: Immortal Grease at 6 and Voll Silk at 1b). Delivers Fare to 9a for $110 (from the cup: Demand for Perfume at 4c). Buys Designer Genes for $60. DA receives $38 in port commissions.



On the Board:

1a (Nillis): 4 Bionic Perfume

1b (Volois): 5 Voll Silk, Canned Traits

2 (Graw): Demand for Psychotic Sculpture (+$90), Glorious Junk, Demand for Designer Genes (+$40)

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

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

4b (Humans): 1 Rock Videos, 3 Demand for Space Spice (+$40), Demand for Bionic Perfume (+$60)

4c (Wraiths): 3 Visible Holes, Demand for Voll Silk (+$60), Demand for Bionic Perfume (+$60)

5 (Shenna): 3 Melf Pelts, Pet Monsters, 2 Demand for Dust (+$50), Fare to Base ($140), Demand for Mulch Wine (+$40)

6 (Yxklyx): Demand for Portable Holes (+$70), 6 Immortal Grease, Fare to 4b ($120), Demand for Melf Pelts (+$50)

7a (Zum): Fare to 4c ($110), 3 Demand for Finest Dust (+$50), 3 Chicle Liquor

7b (Eeepeeep): 3 Demand for Immortal Grease (+$50), 2 Demand for Finest Dust (+$50), Pedigree Bolts, 2 Servo-Mechanism

8 (Whynoms): Demand for Chicle Liquor (+$60), 3 Impossible Furniture

9a (Chola): Demand for Chicle Liquor (+$60)

9b (Wollow): Demand for Impossible Furniture (+$70), Fare to 5 ($110), Portable Pipe Organ, 2 Megalith Paperweight

10 (Qossuth): 2 Demand for Designer Genes (+$60), 3 Psychotic Sculpture

Base: Relic Gate Lock, Relic Mulligan Gear, Fare to 2 ($160)

Azawakh

Epoch III Hsuing-nu, Rome, Sassanids

Deadline Epoch IV Empire Selection and Mauryans, November 28

Epoch III

Romulus and Remus (Anderson): Plays Mayans. Army, Capital, and Fort Central America. HSUING-NU: Army Mongolia Great Plain of China (vs. Han Dynasty, plays Surprise Attack; Hs: 6, 5; Ha: 3; wins, Capital reduced to a city), Chekiang (vs. Han Dynasty; Hs: 5, 3; Ha: 3; wins), Si-Kyang (vs. Shang Dynasty; H: 5, 1; S: 2; wins), Yangtse Kian (vs. Macedonians; H: 2, 1; M: 2; H: 5, 3; M: 4; wins), Wei River (vs. Han Dynasty; Hs: 2, 1; Ha: 5; loses), Wei River (vs. Han Dynasty; Hs: 4, 3;

Ha: 1; wins). Points: Dominance in Middle East (6), China (6), Presence in India (3), Southern Europe (3), 1 Capital (2), 1 city (1), 1 Sea (1), and 3 Monuments (3) for 25 points.

Republic of Texas (York): ROMANS: Plays Weaponry. Army and Capital Southern Apennines, army Northern Apennines, Dalmatia (vs. Macedonians; R: 4+1, 1+1; M: 2; wins), Pindus (vs. Macedonias; R: 3+1, 2+1; M: 4; R: 3+1, 3+1; M: 5; loses), Pindus (vs. Macedonians; R: 2+1, 1+1; M: 4; loses), Pindus (vs. Macedonians; R: 3+1, 1+1; M: 2; wins, Capital reduced to city), Danubia (vs. Macedonians; R: 1+1, 1+1; M: 6; loses), Danubia (vs. Macedonians; R: 5+1, 4+1; M: 4; wins), Dniepr, Central Europe (vs. Macedonians; R; 6+1, 4+1; M: 1; wins), Central Massif (vs. Celts; R: 3+1, 1+1; C: 6, 1; loses), Central Massif (vs. Celts; R: 5+1, 4+1; C: 2, 1; wins), Caucuses (vs. Scytheans; R: 6+1, 5+1; S: 2; wins), Eastern Anatolia (vs. Persia; R: 5+1, 3+1; P: 5, 3; wins), Zagros (vs. Persia; R: 3+1; 1+1; P: 2; wins), Persian Plateau (vs. Rebellion; Ro: 6+1, 6+1; Re: 1; wins, city eliminated), Levant (vs. Phoenicia; R: 4+1, 3+1; P: 1; wins, Capital reduced to city), Upper Tigris (vs. Assyrians; R: 6+1, 2+1; A: 6; wins, Capital reduced to city), Middle Tigris (vs. Assyrians; R: 6+1, 5+1; A: 1; wins, city eliminated), Lower Tigris (vs. Persia; R: 4+1, 2+1; P: 2; wins), Northern Gaul (vs. Celts; R: 5+1, 2+1; C: 3; wins), fleet North Sea, army Albion, Highlands. Builds Monuments Southern Apennines and Levant. Points: Dominance in Middle East (6), Southern Europe (6), Northern Europe (2), Presence in North Africa (2), India (3), Southeast Asia (1), 1 Capital (2), 4 cities (4), 1 Sea (1), and 6 Monuments (6) for 33 points.

The Gardeners (Hunt): plays Disaster in Southern Apennines. Monument destroyed and Capital reduced to city. SASSANIDS: Army and Capital Zagros (Roman army retreats to Upper Tigris), army Upper Tigris (vs. Romans; S: 4, 4; R: 2; S: 2, 2; R: 1;wins, city eliminated), Lower Tigris (vs. Romans; S: 3, 2; R: 5; loses), Lower Tigris (vs. Rome; S: 4, 3; R: 4; S: 6, 6; R: 1; wins), Persian Plateau (vs. Romans; S: 2, 1; R: 1; wins), Persian Salt Desert (vs. Persia; S: 5, 1; P: 2; wins), Lower Indus (vs. Maurya; S: 5, 2; M: 5; S: 4, 2; M: 3; wins), Western Deccan (vs. Persia; S: 6, 4; P: 4, 3; wins), Eastern Deccan (vs. Chou Dynasty; S: 5, 3; C: 1; wins). Points: Dominance Middle East (6), Presence India (3), 1 Capital (2), 4 Monuments (4) for 15 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Christopher Hunt	The Gardeners (green)	19	30
Kevin Wilson	Royal Manticoran Historical Society (purple)	20	40
Chris Geggus	Galileo Earns Gold Star (yellow)	24	49
Brad Martin	Red Devils (red)	24	34
Dave Anderson	Romulus and Remus (orange)	26	48
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	27	51
Andy York	Republic of Texas (blue)	35	53

Press

Romulus and Remus: The Romulan Commander was having a bad epoch , just 1 epoch before he felt the mastery of the world. The Federation rabble would never again exist and all would be right with the universe and then he talked to Commander Tal who with Captain Linville was to escort the Enterprise to Romulus or to leave it as space junk in the neutral zone. Now, let me get this straight. You had the Enterprise surrounded. Captain Kirk was dead killed by his own first officer and Captain Linville started having romantic feelings for Commander Spock and was not dressed in uniform when you interrupted her. Then somehow somebody stole the cloaking device. Took Captain Linville to their ship. installed the device and you cannot even track her or the Enterprise. And then you come back to the Guardian planet and debrief me after you unilaterally made a trade for a earth delicacy called Chinese take-out. Who knew ?? Hsuing-Nu they knew. sir. I traded the Romans for them,

To be continued..

Positions

RMHS: JEWS: Army, city, and fort Palestine. CELTS: Army and city Shatts Plateau, armies Pyrenees, Southern Iberia, Western Iberia.

NICE: Fleet Eastern Mediterranean. EGYPT: Two armies, Capital, and Fort Nile Delta, army Arabian Peninsula. MACEDONIANS: Army and city Morea, armies, Baltic Seaboard, North European Plain, Eastern Steppe.

Romulus and Remus: Fleet Black Sea. PERSIA: Armies Balkans, Western Anatolia, Western Ghats, Eastern Ghats, Ceylon. MAYANS: Army, Fort, and Capital Central America. HSUING-NU: Army, city, and Monument Great Plain of China, army and Monument Wei River, armies Mongolia, Yangtse Kian, Chekiang, Si-Kyang.

Red Devils: Fleet South China Sea. CARTHAGINIA: Army Libya. HAN DYNASTY: Armies Yellow River, Tarim Basin, Mekong.

The Gardeners: SASSANIDS: Army and Capital Zagros, army and Monument Upper Tigris, Lower Tigris, Persian Plateau, Lower Indus, armies Persian Salt Desert, Western Deccan, Eastern Deccan.

Republic of Texas: Fleet North Sea. CHOU DYNASTY: Two armies Malayan Peninsula. ROMANS: Army, city, and Monument Levant, army and Monument Central Europe, army and city Pindus, Southern Apennines, armies Northern Apennines, Central Massif, Dalmatia, Danubia, Northern Gaul, Albion, Highlands, Dneipr, Caucuses, Eastern Anatolia.

GEGS: ARYANS: Two armies and fort Hindu Kush, army Turanian Plain. GREEK CITY STATES: Army, city, and fort Crete. MAURYA: Army and Capital Ganges Delta, army and Monument Upper Indus, armies Ganges Valley, Irrawaddy, Szechuan.

Event Cards

Epoch IV Empire Draw

Affenpinscher

Gamestart

Power Selection, November 28

Epoch III

Players:

Bob Robles **Kevin Wilson** **Martin Burgdorf** **Bill Scharf**

Just a reminder of the rules. We are using the advanced rules with the addition of the treachery cards from the Spice Blow and Duel expansions. Please submit a preference list of the powers you want to play. We are using the six traditional powers plus the Lansraad, Ixians, and Bene Tleilax.

Spaniel

Gamestart

Turn 1, November 28

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus			Gyroscopic Stabilizer	F28>N		3	0
2	Brendan Whyte			High-Power Laser	G28>N		3	0
3	Dave Hooton			Ablative Coat	D27>N		3	0
4	Christopher Hunt			Scrambler	I27>N		3	0
5	Bill Scharf			Rear-Firing Laser	B26>N		3	0
6	Andy York			Double-Barreled Laser	K26>N		3	0

Notes

The version of the game that I have is the Avalon Hill version, so those are the rules we are using. We are also starting with one Option card each. There is a player's aid page on the website that describes all of the Option cards. Due next time are your robot name, color, and your program for the first turn.

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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. **Caverna:** None so far. **Terra Mystica:** None so far. **Terraforming Mars:** None so far.

Standby Calls

None this issue!