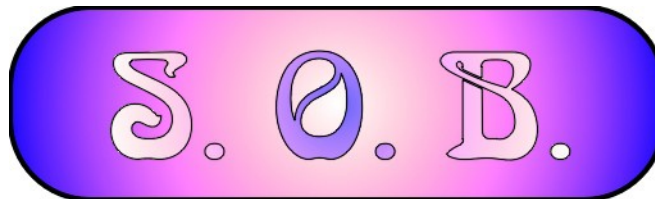


Number 227



December, 2017

Notes from Hades

Happy Holidays everyone! We are preparing for our own holiday season, with Thanksgiving out of the way. Marching band season also concluded, and the boys band did very well. We won our division in each of the tournaments we played at, and in the final overall tournament for our division, we placed fourth out of over 40 schools in the division. This is especially good because we were actually competing in a higher division than our size warranted. And, while we did not place in the medals, we did win high music and came in second in percussion. Now, it is all about preparation for their trip to London to march in the London New Years Parade.

Pug has ended this issue. Congratulations to Chris Geggus on his victory. Briard and Broholmer will start up shortly after this issue goes out.

The next deadline is **Tuesday, January 2 at 5:00 p.m. Pacific Time.**

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Spaniel	Robo Rally Gamestart	Page 6

Game Openings

Borzo. 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.

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 this 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 this 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(\$), will take up to 3 more.

Eurasier: Terraforming Mars. This will be run by email. Have Dave Hooton, Chris Geggus(\$), Dave Hood, 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.

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

Merchant of Venus: 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:

Chris Hassler a.k.a. Cerberus

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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 1507

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

Miller Number 2012Apw25

Deadline for Fall 1507 1/2 Tuesday

Despite losses, Florence, the Pope, and Venice continue to slow Austria's advance. But will it be enough?

Spring 1507 Retreats

Austria retreats A Tyrolea to Swiss

The Papacy retreats A Montferrat to Genoa

Summer 1507 Plague

Bad Year – Row and Column: Turin, Sienna (Florence A destroyed), Messina, Padua, Austria (Venice A destroyed), Ferrara, Slavonia, Verona (Venice A destroyed), Genoa (Papal A destroyed), Naples (Papal A destroyed), Ancona

Expenditures

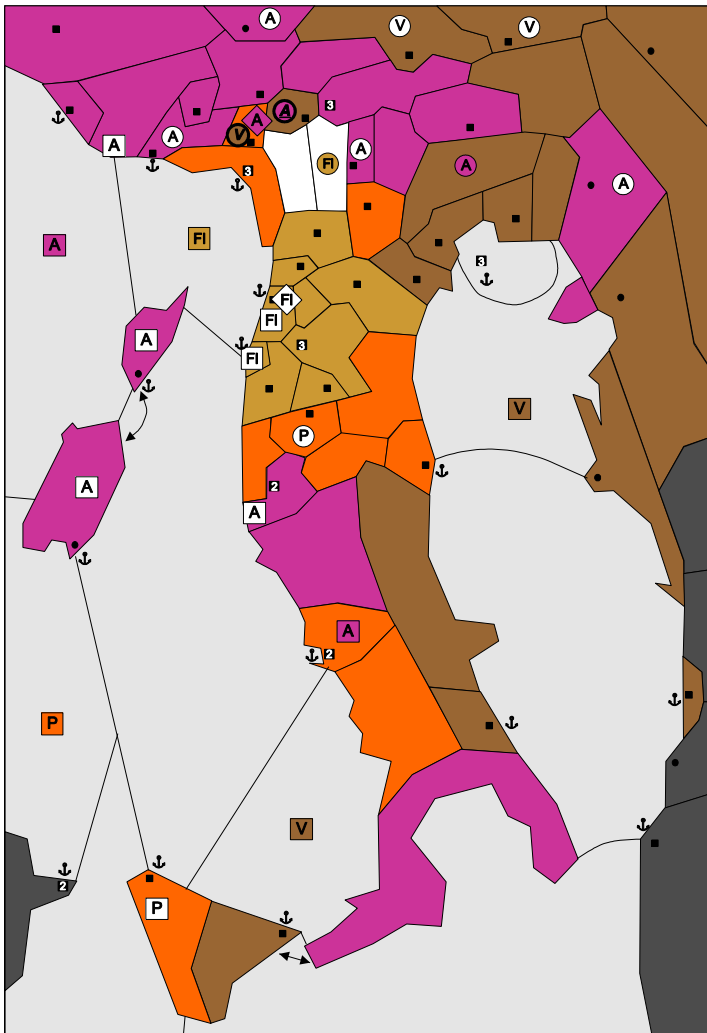
Venice gives the Papacy 7 ducats.

Outstanding Loans

Fall 1507: 16 ducats due from Papacy (16 borrowed)

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

Dogleg



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

Orders

AUSTRIA (Burgdorf): A CARNIOLA holds, A Carinthia to VERONA, A SWISS to Tyrolea, A (EP) Milan to PAVIA, A CREMONA to Milan, A Montferrat to SAVOY, F PROVENCE supports F Gulf of Lions, F GULF OF LIONS supports F Rome to Tyrrhenian Sea (cut), F CORSICA supports F Rome to Tyrrhenian Sea, F SARDINIA supports F Rome to Tyrrhenian Sea, F Tyrrhenian Sea to NAPLES (rebellion liberated), F ROME to Tyrrhenian Sea, G MONTFERRAT convert to A

FLORENCE (Robles): A Modena to PARMA, F LIGURIAN SEA supports F Piombino to Tyrrhenian Sea, F PISA to Piombino, F PIOMBINO to Tyrrhenian Sea, G PISA converts to F

PAPACY (Anderson): A PERUGIA to Rome, F CENTRAL MEDITERRANEAN to Gulf of Lions, F PALERMO supports Florence F Piombino to Tyrrhenian Sea

VENICE (Wilson): A Hungary to AUSTRIA, A TYROLEA to Milan, A (EM) Pavia to MONTFERRAT, F Upper Adriatic to CARNIOLA, F Otranto to GULF OF NAPLES

Treasury:

Press

Papacy to GM: As the head of the coordinating committee it is always hard to guess what the Hapsburg Emperor may do on any new build turn. My initial attempts in coordination was first to deny him his home provinces and then work our way back to France. We had success in the first and then fate came in and said screw you and wiped out our resistance. At least I will not have to worry about much maintained unit cost next year.

Venice to All: Wow, what a brutal plague season. 6 allied units wiped off the board to 0 for the evil empire. Might be hard now to slow him down.

Rescue Dog

Spring 1460

Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory
Deadline for Summer 1460 1/2 Tuesday

Naples objects to the presence of Venetian fleets in the western seas while Florence makes a move north. France shifts east and the Pope holds in place.

Builds

		Cost
Flo	Maintains all, builds G Florence, A Arezzo	18
Fra	Maintains all, builds G Marseilles	18
Nap	Maintains F Gulf of Lions, F Corsica, builds A Naples, F Messina, F Palermo	15
Pap	Maintains all, no new builds	9
Ven	Maintains A Milan, A Cremona, A Mantua, F Dalmatia, F Tyrrhenian Sea, F Central Mediterranean, builds F (Elite Professional) Venice, A Padua	30

Expenditures

Naples pays 23 ducats to the moneylenders and then takes out a loan of 7 ducats for 2 years (11 ducats due Spring 1462).

Outstanding Loans

Summer 1460: 7 ducats due from Naples (7 ducats borrowed)
 Fall 1460: 9 ducats due from the Papacy (6 ducats borrowed)
 Spring 1462: 11 ducats due from Naples (7 ducats borrowed)

Orders

FLORENCE ☐ A LUCCA supports A Florence to Bologna, A Florence to BOLOGNA, A SIENNA holds, A AREZZO holds (u), F PIOMBINO to Tyrrhenian Sea, G FLORENCE holds (u)

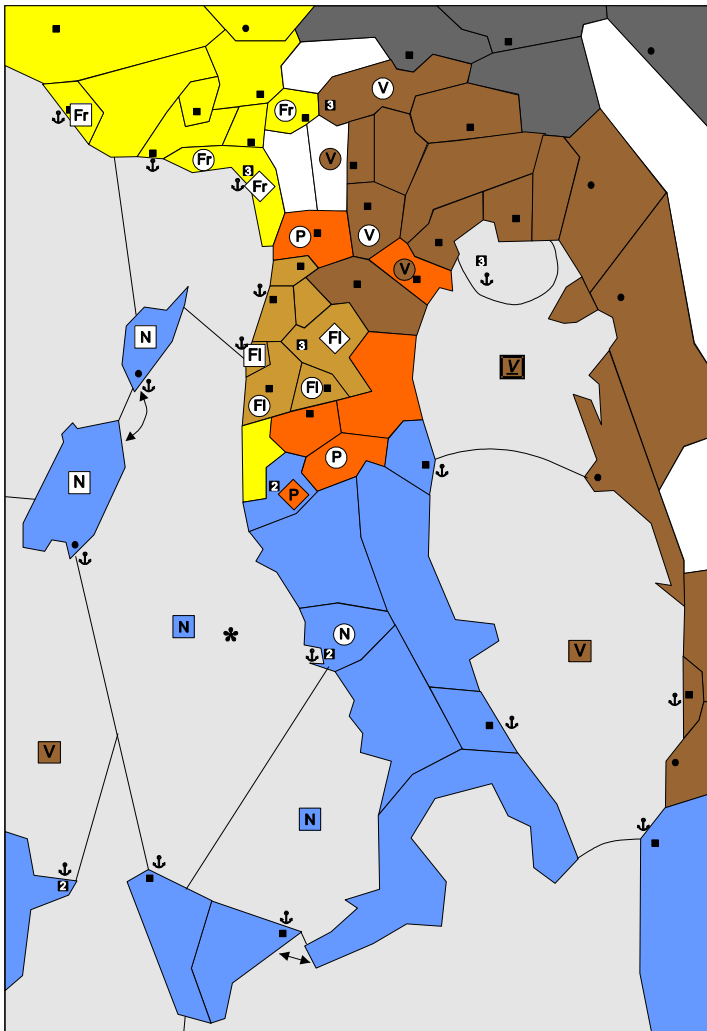
FRANCE ☐ A PAVIA to Milan, A SAVOY to GENOA, A GENOA convert to G, F (EM) Marseilles to PROVENCE, G MARSEILLES convert to F

NAPLES ☐ A NAPLES holds, F CORSICA supports F Palermo to Tyrrhenian Sea, F Gulf of Lions to SARDINIA, F Palermo to TYRRHENIAN SEA, F Messina to GULF OF NAPLES

PAPACY ☐ A MODENA holds, A SPOLETO holds, G ROME holds

VENICE ☐ A MILAN supports A Cremona to Parma (cut), A Cremona to PARMA, A MANTUA supports A Cremona to Parma, A Padua to FERRARA, F (EP) Venice to UPPER ADRIATIC, F Dalmatia to LOWER ADRIATIC, F CENTRAL MEDITERRANEAN supports Naples, F Gulf of Lions holds (nso), F Tyrrhenian Sea supports Naples F Corsica to Ligurian Sea (nso, DISLOGGED, retreat Gulf of Lions,

Rescue Dog



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

S.O.B.

Your treasury:

Press

France to Naples: Your F GoL is desperately needed in the South!

France to Venice: You cannot make war against N and Fr at the same time!

Naples to Venice: Most sorry; won't happen again. All yours now.

Naples to France: I'd call you yellow, but you already are.

Naples to Papacy: Your seem to be suffering geographical schisms. Pull yourself together!

Naples to Florence: With you all the way against France.

Naples to GM: Well cover me in pork-fat and roll me in clover! If this ain't the dagnabbest game, I'm a flying Dutchman.

Venice to France: You told me in fall 1458 that I could have Milan as Genoa and Montserrat was enough for you. Now you say you want me out of Milan and in a very demanding tone. Not very nice.

Venice to Naples: I understand about your hardship. Let me know how much you need and I will contact the Medici family personally on your behalf with ducats in hand, but do not try my patience. It does have a limit. Our EP is here to return Durazzo to us. Do not resist us.

Venice to Papacy: You had your chance for greatness by taking out Florence but you literally walked away from it and you went to Genoa instead. Please explain that one to me in your private villa that I am building for you in Croatia after Florence and Naples decide who gets what part of you. I have Bologna, Naples has Ancona and maybe Rome itself. Florence gets Perugia maybe?? You made Florence default on his money lenders loan.

Venice to Naples: Hey!! I am not blind, just very myopic.

Summer 1460 Plague

Poor Year – Row Only: Salerno, Verona, Dalmatia, Lucca (Florentine A destroyed), Bologna (Florentine A destroyed), Provence (French F destroyed)

Pug

Turn 30.2

Deadline End of Game Statements

Turn 30

2nd: Chris Geggus (Eeepeeeep)

Guardians Enforce Galactic Security Rolls Used: 1 3 5 5

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

Sells Infinite Puzzles for \$250 (from the cup: Space Spice at 2). Sells Psychotic Sculpture for \$250 (from the cup: Infinite Puzzles at 10). Buys Canned Traits for \$120 and Voll Silk for \$140. ETC receives \$76 in port commissions and GEGS receives \$60 in factory commissions.

Guardians Enforce Galactic Security 2 Rolls Used: 4 6

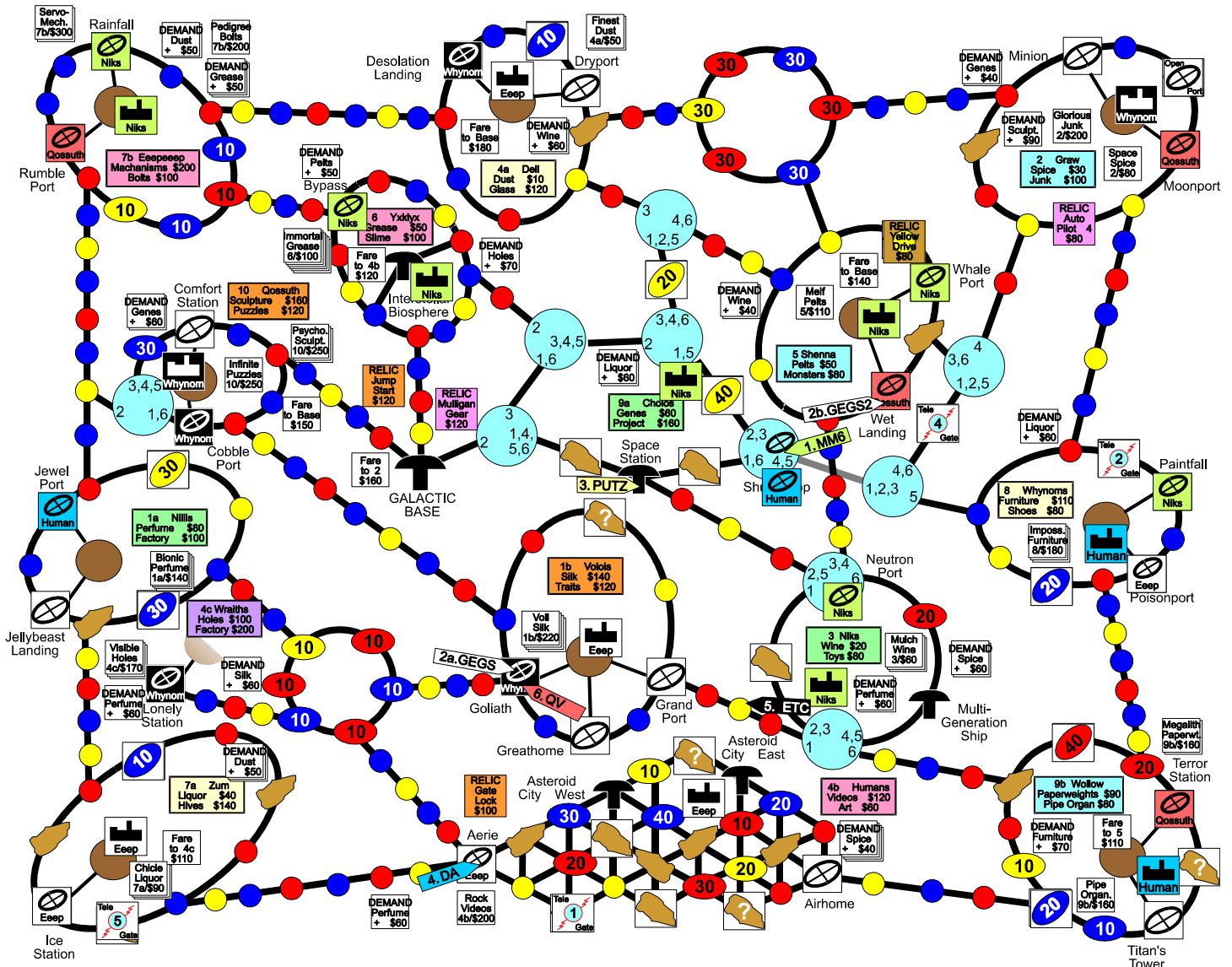
Desolation Landing(p) – R – B – R – (Y) – R – NC6 – R – (Y) – B – (Y) – R – Wet Landing(p).

Sells Finest Dust for \$50 plus \$100 demand (from the cup: Demand for Spice at 4b and Demand for Wine at 5). Sells Finest Dust for \$50 plus \$50 demand (from the cup: Demand for Liquor at 9a and Fare to Base at 10). Sells Finest Dust for \$50 (from the cup: Melf Pelts at 5). Discards Fare to Base (from the cup: Demand for Genes at 2). Buys Pet Monsters for \$80 and 3 Melf Pelts for \$150. Quo Vadis gains \$53 in port commissions and Mystery Machine 9 gains \$40 in factory commissions.

Notes

At the end of his turn, GEGS has a net worth of \$4020, which is more than the \$4000 victory condition. Congratulations to Chris on his victory. Here are the totals for all players:

	Mystery Machine 9	GEGS	PUTZ	DA	ETC	Quo Vadis
Cash	\$1,700	\$2,720	\$1,000	\$900	\$1,411	\$1,130
Deeds	\$1,800	\$1,300	\$0	\$600	\$1,200	\$800
Total	\$3,500	\$4,020	\$1,000	\$1,500	\$2,611	\$1,930



1. Mystery Machine 9 Scout \$1700		
Hold1	Hold2	Hull
Designer Genes 9a/\$120	Fare to 4a \$140	Shield (\$60)
Neutron Port \$200	Niks \$200	Bypass \$200
Whale Port \$200	Shenna \$100	Cholos \$200
Yxklyx \$200	Rainfall \$200	Eespeep \$100
Paintfall \$200		

2a. GEGS Clipper \$2720		
Hold1	Hold2	Hull
Canned Traits 1b/\$240	Voll Silk 1b/\$220	Shield (\$60)
Aerie \$200	Ice Station \$200	Human \$100
Volois \$200	Dell \$200	Poisonport \$200

2b. GEGS2 Freighter			
Hold1	Hold2	Hold3	Hull
Pet Monsters 5/\$150	Melf Pelts 5/\$110	Melf Pelts 5/\$110	
Hold4 Melf Pelts 5/\$110	Hold5 Yellow Drive (\$80)		Fare to 10 \$120

3. PUTZ Scout \$1000		
Hold1	Hold2	Hull
Designer Genes 9a/\$120	Designer Genes 9a/\$120	RELIC Air Foil \$80
	RELIC Switch \$100	RELIC Spy Eye \$100
		3 \$80

4. DA Scout \$900		
Hold1	Hold2	Hull
Primitive Art 4b/\$160	Rock Videos 4b/\$200	
Whynoms \$100	Wollow \$100	Shuttlestop \$200
Jewelport \$200		

5. ETC Clipper \$1411		
Hold1	Hold2	Hull
Imposs. Furniture 8/\$180	Imposs. Furniture 8/\$180	Shield (\$60)
Cobble Port \$200	Qossuth \$200	7b \$100
Lonley Station \$200	Goliath \$200	Graw \$200
Desolation Landing \$200		

6. Quo Vadis Clipper \$1130		
Hold1	Hold2	Hull
Living Toys 3/\$180	Mulch Wine 3/\$60	
Wet Landing \$200	Moonport \$200	
Rumble Port \$200	Terror Station \$200	

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 (Eeepeep): 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 IV Empire Selection and Guptas

Deadline Epoch IV Goths, Huns, and Byzantines, January 2

Epoch IV Empire Selection

The Gardeners (Hunt) passes to NICE.

Royal Manticoran Historical Society (Wilson) keeps

Red Devils (Martin) passes to GEGS

Romulus and Remus (Anderson) gives to the Gardeners

NICE (Burgdorf) gives to Republic of Texas

Republic of Texas (York) gives to the Red Devils

Epoch IV

Republic of Texas (York): GUPTAS: Army and Capital Eastern Deccan (Sassanid army retreats to Western Deccan), army Ganges Delta (vs. Mauryans; G: 5, 4; M: 3; wins, Capital reduced to city), fleet Bay of Bengal, army Ganges Valley (vs. Mauryans; G: 4, 4; M: 3; wins), Upper Indus (vs. Mauryans; G: 3, 3; M: 6; loses), Upper Indus (vs. Mauryans; G: 5, 2; M: 3; wins), Lower Indus (vs. Sassanids; G: 2, 1; S: 3; loses), Lower Indus (vs. Sassanids; G: 5, 2; S: 2; wins). Points: Dominance in India (6), Southern Europe (6), Northern Europe (4), Presence in North Africa (2), Middle East (3), Southeast Asia (2), 1 Capital (2), 5 cities (5), 2 Seas (2), and 4 Monuments (4) for 36 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)	43	89

Press

Romulus and Remus: The Romulan Commander studied Earth's history as the Guardian keeps replaying the first 3 epochs before him. He called into his communicator...Tal after your done cleaning the floor the engine room of the Decius with that tooth brush I gave you. Please come down here. I think I will need you to start reviving those Reman troops we have in suspended animation for the Epoch 5 or 6. This time I will just bide my time and make sure we do not leave China and India weak.

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, armies Persian Salt Desert, Western Deccan.

Republic of Texas: Fleets North Sea, Bay of Bengal. **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, Caucasus, Eastern Anatolia. **GUPTAS:** Army and Capital Eastern Deccan, army and Monument Upper Indus, Lower Indus, army and city Ganges Delta, army Ganges Valley.

GEGS: ARYANS: Two armies and fort Hindu Kush, army Turanian Plain. **GREEK CITY STATES:** Army, city, and fort Crete. **MAURYA:** Armies Irrawaddy, Szechuan.

Event Cards

Epoch IV Empire

Affenpinscher Power Selection Initial Setup, January 2

Epoch III

Players

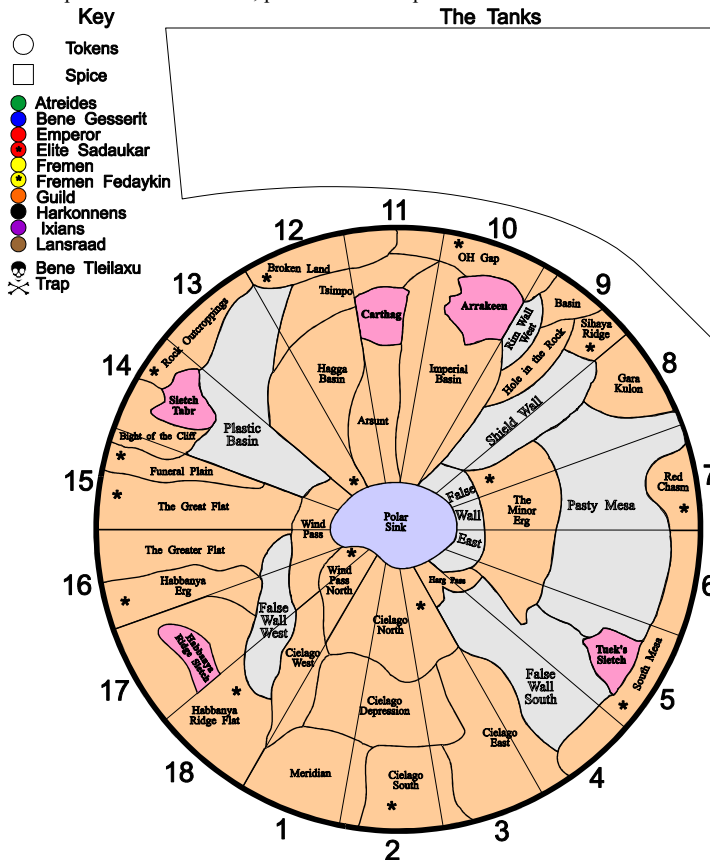
EMPEROR Kevin Wilson
GUILD Bob Robles
GAME MASTER Chris Hassler

FREMEN
HARKONNENS

Martin Burgdorf
Bill Scharf

Notes

Next up are traitor selections, plus initial token placement for the Fremmen.



Traitor Draw

Treachery Cards

Spaniel

Turn 1

Turn 2, January 2

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 2 (780)	Move 1 (600)	Move 1 (540)	U-Turn (30)	Back Up (450)
Robot Nick	Move 2 (710)	Move 2 (770)	Move 1 (490)	Move 1 (580)	Move 1 (650)
meRobot	Move 3 (840)	Rotate Right (140)	Move 1 (640)	Move 2 (740)	Rotate Left (330)
Huey	Move 1 (610)	Rotate Left (290)	Move 3 (800)	Rotate Right (280)	Move 2 (680)
SmaD	Move 2 (760)	Move 3 (810)	Move 2 (720)	Move 2 (750)	Rotate Left (410)
Dalekbot	Move 3 (830)	Rotate Right (240)	Back Up (430)	Rotate Right (420)	Move 1 (590)

Registers in italics are locked.

Phase 1

meRobot dashes ahead 3 to D24, Dalekbot dashes ahead 3 to K23, GEGS moves ahead 2 to F26, SmaD moves ahead 2 to B24, Robot Nick moves ahead 2 to G26, and Huey moves ahead 1 to I26. Conveyor belts: SmaD is moved to B25 and Dalekbot is moved to K22.

Phase 2

SmaD dashes ahead 3 to B22, Robot Nick moves ahead 2 to G24, GEGS moves ahead 1 to F25, Huey rotates left to face west, Dalekbot rotates right to face east, meRobot rotates right to face east. Conveyor belts: Robot Nick is moved to G23 and rotated to face east, Dalekbot is moved to K21.

Phase 3

Huey dashes ahead 3 to F26, SmaD moves ahead 2 to B20, meRobot moves ahead 1 to E24, GEGS moves ahead 1 to F24, Robot Nick moves ahead 1 to H23, Dalekbot backs up to J21. Conveyor belts: Robot Nick is moved to I23 and SmaD is moved to B21. The gear rotates SmaD to face east. meRobot shoots GEGS and SmaD shoots Dalekbot.

Phase 4

SmaD moves ahead 2 to D21, meRobot moves ahead 2 to G24, pushing GEGS to H24, Robot Nick moves ahead 1 to J23, Dalekbot rotates right to face south, Huey rotates right to face north, GEGS makes a U-turn to face south. Conveyor belts: Robot Nick is moved to K23 and rotated to face north, meRobot is moved to G23 and rotated to face south. SmaD shoots Dalekbot.

Phase 5

Huey moves ahead 2 to F24, Robot Nick moves ahead 1 to K22, Dalekbot moves ahead 1 J22 (archive relocated), GEGS backs up to H23, SmaD rotates left to face north, meRobot rotates left to face east. Conveyor belts: GEGS is moved to I23, Robot Nick is moved to K21, meRobot is moved to K23. meRobot shoots GEGS.

Cleanup

Dalekbot is repaired 1 point.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Gyroscopic Stabilizer	I23>S		3	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	K21>N		3	0
3	Dave Hooton	meRobot	Orange	Ablative Coat	H23>E		3	0
4	Christopher Hunt	Huey	Green	Scrambler	F24>N		3	0
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	D21>N		3	0
6	Andy York	Delekbot	Black	Double-Barreled Laser	J22>S		3	1

Notes

Remember that flags must be tagged in order to count.

Program Cards

Addresses

Dave Anderson	Forest Cole	Christopher Hunt	Ward Narhi	Bill Scharf "Doge"
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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!