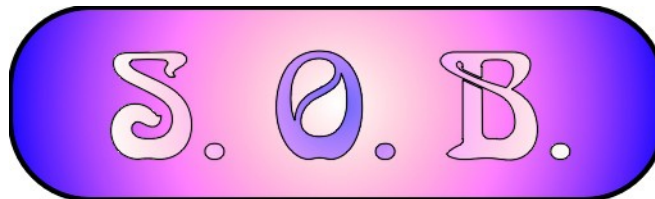


Number 208



November, 2015

Notes from Hades

Things are pretty quiet here. Our new dog is settling in nicely and we're learning to deal with his issues and get him to adapt to his new home. He seems happy and healthy.

The Agricola game is running at a very fast pace and should be complete before the next zine deadline., so I'm offering another one. Also, if you want a faster game experience than the regular zine provides, sign up for one of the email games. There are plenty of openings.

The next deadline is **Tuesday, December 8 at 5:00 p.m. Pacific Time. Please do not call after 10:00 p.m. Pacific time.** My family tend to retire early.

Contents

Purebred	Machiavelli	Page 1
Dogleg	Machiavelli	Page 2
Rescue Dog	Gunboat Machiavelli	Page 3
Pick of the Litter	Silverton	Page 4
Shaggy Dog	History of the World	Page 5
Boxer	Robo Rally	Page 6
Poodle	Outpost	Page 7
Pug	Merchant of Venus	Page 8
Working Dog	Agricola Gamestart	Page 9

Game Openings

Foxhound. New World. Have Bob Robles(\$), Andy York(\$), Andy Lewis(\$), Dave Hood(\$), will take up to 2 more.

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(\$), will take up to 2 more.

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.

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.

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, will take up to 3 more.

Puerto Rico. This will be the base game and it will be run via email. Have Chris Geggus, Christopher Hunt, will take up to 3 more.

Puerto Rico. This will use the Buildings expansion and will be run via email. Have Chris Geggus, Christopher Hunt, will take up to 3 more.

Puerto Rico. This will use the Nobles expansion and will be run via email. Have Christopher Hunt, will take up to 4 more.

Age of Renaissance. Will be run via email. Have Christopher Hunt, Chris Geggus, Bob Robles, will take 3 more.

Kremlin: Will use the Revolution cards. Will take up to 6.

Dune: Will use the Ixian, Lansraad, and Bene Tleilaxu variants, as well as the cards from the Spice Harvest and Duel variants. Will take up to 7.

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

Agricola. Will take up to 5.

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

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

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

Chris Hassler a.k.a. Cerberus

11492 Harrisburg Road

Rossmoor, CA 90720

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).

Purebred

Fall 1260

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

Deadline for Winter 1261 12/8 Tuesday

Florence strikes back against the Pope and manages to hold the line. Aragon makes advances against Venice while exchanging territory with Milan.

Summer 1260 Retreats

Aragon retreats F Savoy to garrison

Florence retreats A Arezzo to garrison

Expenditures

Florence borrows 18 ducats for 2 years (27 ducats due Fall 1262) and spends 21 ducats to buy Papal A Arezzo

Outstanding Debt

Fall 1262: 27 ducats due from Florence (18 borrowed)

Orders

ARAGON (McHugh): A NAPLES holds, A Palermo to MESSINA, F Western Mediterranean to GULF OF LIONS, F TYRRHENIAN SEA to Corsica, F SARDINIA supports F Western Mediterranean to Gulf of Lions, F Ionian Sea to DURAZZO, F ALBANIA holds, F Lower Adriatic to RAGUSA, G SAVOY holds

FLORENCE (Partridge): A LUCCA supports A Pistoia, A PISTOIA supports A Arezzo

to Florence, A AREZZO to Florence, G AREZZO convert to

A

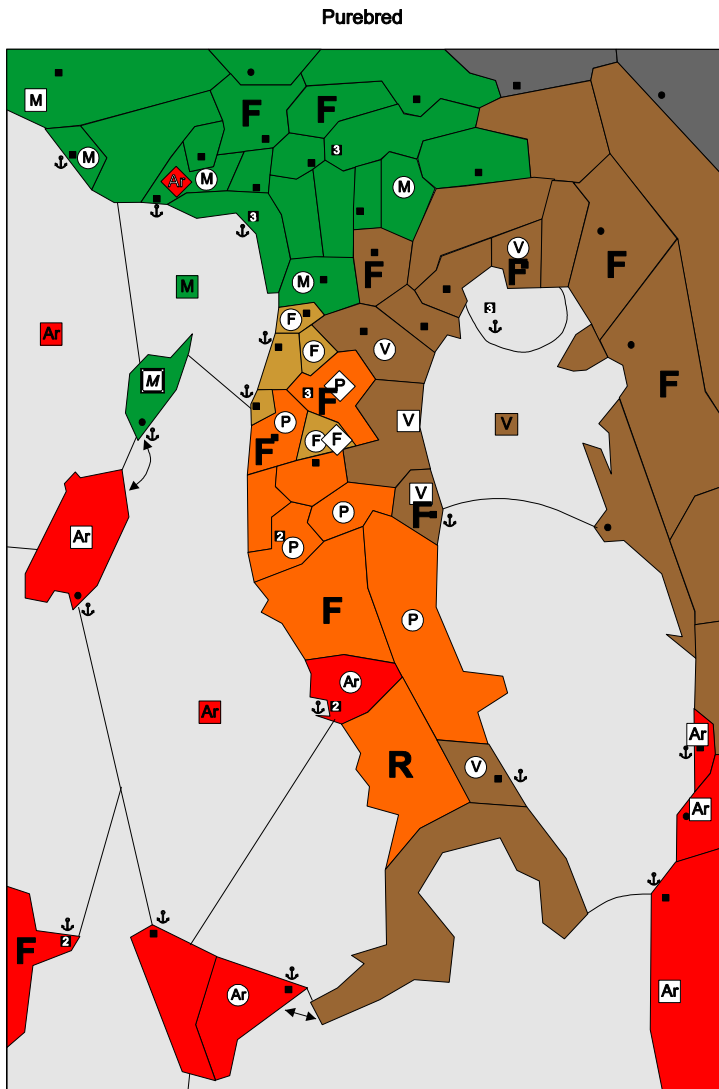
MILAN (Schoenfeldt): A Provence to MARSEILLES, A MODENA supports Venice A Bologna, A BERGAMO holds, F Genoa to LIGURIAN SEA, F (EM) Ligurian Sea to CORSICA, F Gulf of Lions supports F Ligurian Sea to Corsica (cut, Dislodged, retreats to AVIGNON)

PAPACY (Giovine): A SIENNA supports G Florence convert to A, A Arezzo besieges (nsu), A Capua to AQUILA, A SPOLETO supports A Capua to Aquila, A ROME supports A Spoleto, G FLORENCE convert to A

VENICE (Robles): A Padua to TREVISO, A BOLOGNA holds (u), A Aquila to BARI, F Ferrara to UPPER ADRIATIC, F URBINO supports F Ferrara to Upper Adriatic, F ANCONA supports F Urbino

Your treasury:

S.O.B.		2
ARA	Sardinia, <u>Tunis</u> , Palermo, Messina, Naples, Durazzo, Albania, Ragusa	7
FLO	Lucca, Pisa, Pistoia, Piombino, Arezzo	5
MIL	Avignon, Marseilles, Provence, Savoy, Genoa, Montferrat, Saluzzo, <u>Turin</u> , Swiss, Tyrolea, <u>Como</u> , Milan, Pavia, Fornova, Parma, Modena, Cremona, Bergamo, Trent, Corsica	18
PAP	<u>Florence</u> , <u>Sienna</u> , Patrimony, Perugia, Rome, Spoleto, <u>Capua</u> , Aquila, <u>Salerno</u>	5
VEN	<u>Ancona</u> , Urbino, Bologna, <u>Modena</u> , Ferrara, Padua, Verona, <u>Treviso</u> , Friuli, Carinthia, Slavonia, <u>Carniola</u> , Istria, <u>Croatia</u> , Dalmatia, Bosnia, Herzegovina, Bari, Otranto	14



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

Spring 1261 Famine

Bad Year, Row and Column: Croatia, Florence, Turin, Mantua, Capua, Treviso, Ancona, Tunis, Sienna, Como, Carniola

Spring 1261 Income

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

Provinces

Seas

ARA	Gulf of Lions, Tyrrhenian Sea	2
MIL	Ligurian Sea	1
VEN	Upper Adriatic, Venice	2

Cities

ARA	Sardinia, <u>Tunis(2)</u> , Palermo, Messina, Naples(2), Durazzo, Albania, Ragusa	8
FLO	Lucca, Pisa, Piombino, Arezzo	4
MIL	Avignon, Marseilles, Genoa(3), Montferrat, Saluzzo, <u>Turin</u> , Swiss, Tyrolea, Milan(3), Pavia, Modena, Cremona, Trent, Corsica	17
PAP	<u>Florence(3)</u> , <u>Sienna</u> , Perugia, Rome(2)	3
VEN	<u>Ancona</u> , Bologna, <u>Modena</u> , Ferrara, Padua, <u>Treviso</u> , <u>Carniola</u> , <u>Croatia</u> , Dalmatia, Bari, Venice(3)	8

Totals

Variable income die roll was 5.

Country	Variable	Provinces	Seas	Cities	Total
ARAGON:	4	7	2	8	21
FLORENCE:	4	5	0	4	13
MILAN:	7	18	1	17	43
PAPACY:	5	5	0	3	13
VENICE:	4	14	0	8	26

Total ducats:

Game Summary

	1253	1254	1255	1256	1257	1258	1259	1260	1261
Ara	3	5	5	4	5	7	7	6	8
Flo	3	5	5	5	7	8	6	5	4
Gen	3	5	7	6	3	1	0	0	0
Mil	3	6	8	9	11	13	12	14	14
Pap	3	5	7	5	3	1	2	3	4
Ven	3	5	8	10	11	11	14	13	11

Dogleg

Summer 1501

Deadline for Fall 1501 12/8 Tuesday

Venice continues his assault against the Pope while Austria and France continue their war. Florence reorganizes his troops.

Spring 1501 Retreats

Papacy retreats A Bologna to Modena

Expenditures

France borrows 15 ducats for 2 years (23 ducats due Summer 1503) and spends 15 ducats to disband Austrian A Milan

The Pope pays 10 ducats to the moneylenders. Borrows 11 ducats for 2 years (17 ducats due Spring 1503) and pays off the balance of his first loan.

Outstanding Loans

Fall 1501: 18 ducats due from Venice (15 borrowed)

Spring 1503: 17 ducats due from the Papacy (11 borrowed)

Summer 1503: 23 ducats due from France (15 borrowed)

Orders

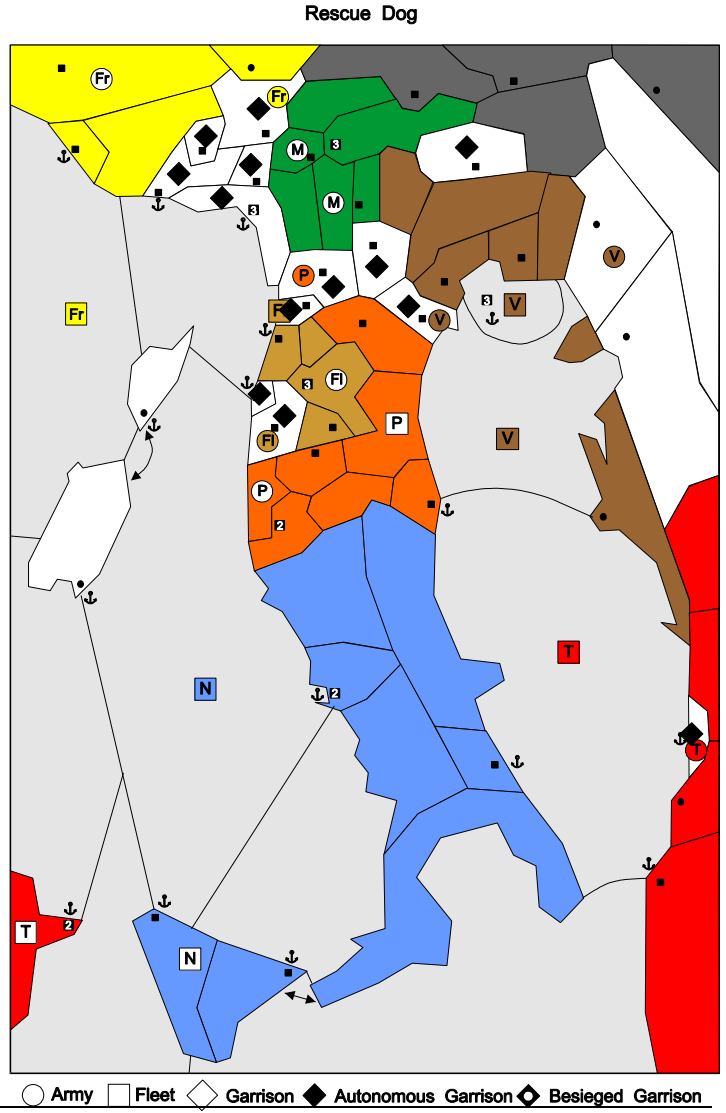
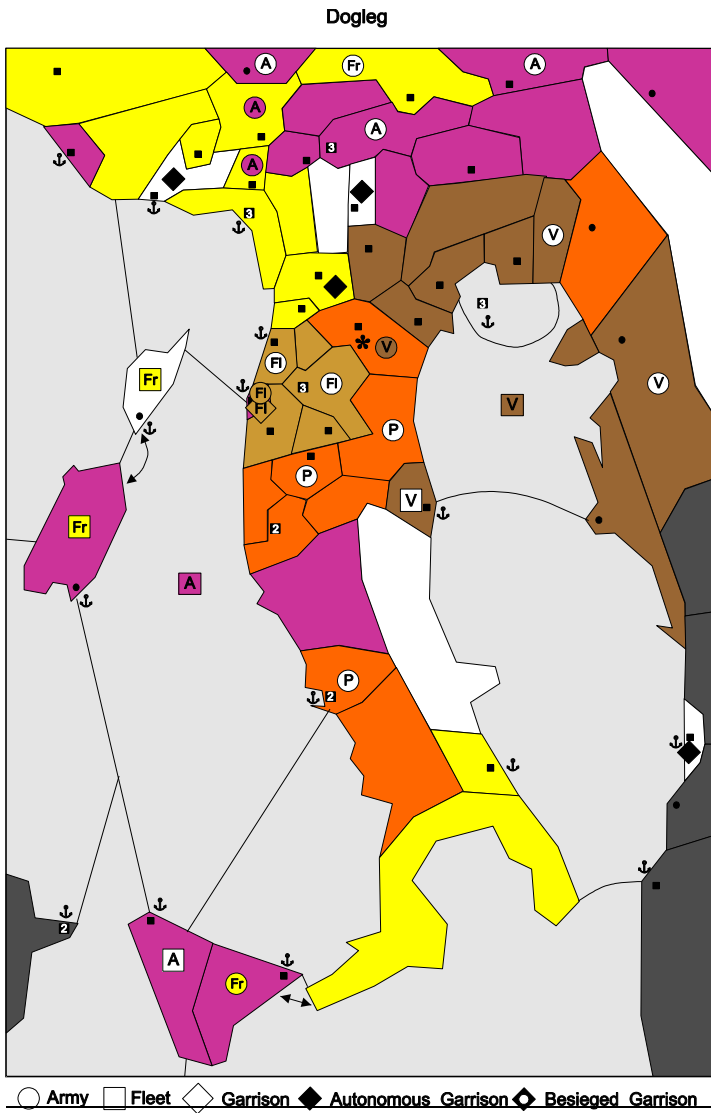
AUSTRIA (Burgdorf):	A Swiss to AVIGNON, A Austria to TYROLEA, <u>A Milan</u> supports A Austria to Tyrolea (nsu), A Turin to SAVOY, <u>A MONTFERRAT</u> to Genoa, <u>F TYRRHENIAN SEA</u> supports Papal <u>A to Sienna</u> (nso), F PALERMO supports F Tyrrhenian Sea
FLORENCE (Robles):	A Pisa to FLORENCE, A Florence to AREZZO, A Piombino to SIENNA, G PIOMBINO convert to F

FRANCE (Whyte): A Tyrolea to MILAN, A MESSINA holds, F SARDINIA supports F Corsica to Tyrrhenian Sea, F CORSICA to Tyrrhenian Sea

PAPACY (Anderson): A NAPLES holds, A MODENA to Genoa, A Perugia to ROME, A Urbino to Bologna (DISLODGED, retreat Spoleto, Perugia, OTB)

VENICE (Wilson): A Croatia to URBINO, A Friuli to CARNIOLA, A BOLOGNA supports A Croatia to Urbino, F UPPER ADRIATIC transports A Croatia to Urbino, F ANCONA supports A Croatia to Urbino

Treasury:



**Rescue Dog
Spring 1454**

**Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory
Deadline for Summer 1454 12/8 Tuesday**

The Pope moves against Florence and Naples and the Turks bump against each other in the Central Mediterranean. France and Venice start the grab for neutral territory and Milan positions himself for a push westward.

Positions

Florence☐: A FLORENCE holds, A Arezzo to SIENNA, F Pisa to LUCCA
 France☐: A AVIGNON supports A Swiss to Turin, A Swiss to TURIN, F Marseilles to GULF OF LIONS
 Milan☐: A Milan to PAVIA, A Pavia to FORNOVA, A Cremona to PARMA
 Naples☐: A Bari to AQUILA, A Messina to OTRANTO, F Naples to TYRRHENIAN SEA, F PALERMO to Central Mediterranean
 Papacy☐: A Bologna to MODENA, A Perugia to AREZZO, A Rome to PATRIMONY, F Ancona to URBINO

Turks☐: A Albania to RAGUSA, F Durazzo to LOWER ADRIATIC, F TUNIS to Central Mediterranean
 Venice☐: A Padua to FERRARA, A Treviso to FRIULI, F Dalmatia to UPPER ADRIATIC, G VENICE converts to F
 Your treasury

Summer 1454 Plague

Poor Year – Row Only: Arezzo (Papal A destroyed), Fornova (Milan A destroyed), Otranto (Naples A destroyed), Aquila (Naples A destroyed), Spoleto

Pick of the Litter

Turn 19, Phases IV-VI and Turn 20 Phases I-III Turn 20, Phases IV-VI and Turn 21, Phases I-III due 12/8 Tuesday Turn 19

Operations

Red (Bishop) operates #91 (\$30, 3 coal), #92 (\$40, 4 coal), #123 (\$40, depletes), #63 (\$50, depletes), #45 (\$30, 1 silver), #88 (\$50, 3 coal), #61 (\$20, 2 lumber), #49 (\$40, 1 silver), #31 (\$80, 4 gold), #50 (\$3 silver), #72 (\$30, 4 lumber), delivers 4 gold from Leadville to Pueblo for \$1000, 4 lumber from South Fork to Pueblo for \$800, receives \$1430 in passenger revenues.

Brown (Partridge) operates #54 (\$40, 1 lumber), #74 (\$20, 3 coal), #77 (\$20, 3 coal), #42 (\$40, 1 silver), #29 (\$20, 2 gold), delivers 1 lumber from Steamboat Springs to Salt Lake City for \$300, 1 silver from Leadville to Denver for \$200, 4 gold from Leadville to Denver for \$1000, 9 coal from Craig to Denver for \$720, receives \$1070 in passenger revenues.

Orange (Hooton) operates #83 (\$20, 3 coal), #116 (\$30, 3 lumber), #121 (\$30, 2

coal), #109 (\$20, 3 copper), #103 (\$30, 2 silver), #98 (\$60, 4 gold), delivers 6 coal from Durango to El Paso for \$840, 3 lumber from Pinos Altos to El Paso for \$480, 2 copper from Pinos Altos to El Paso for \$800, gain \$510 in passenger revenues.

Cyan (Scharf) operates #71 (\$20, 3 coal), #68 (\$20, 3 coal), #130 (\$80, 2 copper), #69 (\$30, depletes), #67 (\$30, 4 coal), #36 (\$50, 1 silver), #35 (\$50, depletes), #37 (\$40, 4 silver), delivers 9 coal from Schofield to Salt Lake City for \$900, 1 coal from Sunnyside to Salt Lake City for \$100, and 4 copper from Bingham to Salt Lake City for \$1600, gains \$20 in passenger revenues.

Blue (Anderson) operates #81 (\$40, 3 coal), #79 (\$40, 4 coal), #53 (\$30, 4 silver), #82 (\$20, 3 coal), #85 (\$30, 4 coal), delivers 3 coal from Crested Butte to Denver for \$360.

Determine Price Changes

Gold: -2 to \$225

Copper: -2 to \$280

Silver: +1 to \$240

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	Remains at \$300	Remains at \$200	Remains at \$160	-1 to \$120
Coal:	+1 to \$140	Remains at \$100	Remains at \$80	+1 to \$120	-2 to \$100

Turn 20

Move Prospectors and Surveyors

Red (Bishop) surveys Butte Junction to Rincon and Emery to Salina, prospects #107 (+2)

Brown (Partridge) surveys Rifle to Grand Junction, prospects #131

Orange (Hooton) surveys Carizozo to Alamogordo and Alimoso to Moffat,

prospect #107 (+2) and #125

Cyan (Scharf) surveys Salina to Emery, prospects the deck

Blue (Anderson) surveys Montrose to Ouray to Placerville and Gunnison to Lake City, passenger line 12.

Dispute Resolution

Red and Orange have a dispute over #107. Red dr = 5 + 2 = 7, Orange dr = 7 + 2 = 0. Orange wins. Red and Cyan have a dispute over the Salina to Emery line. Red dr = 10, Cyan dr = 10. Dispute continues to next turn. Cyan draws claim #26 (gold at Marysville) and has first right of refusal. Red spends \$100, Brown spends \$180, Orange spends \$320, Blue spends \$590.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$18,290	9, 15, 24, 72	+4	S, S, P+2, P
Dave Partridge	Brown	Denver	\$11,945	9, 24, 24, 42		S, S+2, P+2
Dave Hooton	Orange	El Paso	\$23,010	9, 24, 42		S, S, P+2, P
Bill Scharf	Cyan	Salt Lake City	\$6,315	9, 15, 42, 42		S, P, P+1
Debbie Anderson	Blue	Pueblo	\$2,115	9, 15		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	3	\$30
92	Raton	Red	Coal	8	\$40
123	Gallup	Red	Coal	3	Depleted
86	Canon City	Red	Coal	0	\$20
72	Emery	Red	Coal	4	\$30
63	Lumberton	Red	Lumber	3	Depleted
45	Westcliffe	Red	Silver	2	\$30
88	Walsenburg	Red	Coal	3	\$50
61	South Fork	Red	Lumber	0	\$20
84	Durango	Red	Coal	N	\$20
49	Silverton	Red	Silver	3	\$40
31	Cripple Creek	Red	Gold	4	\$80
50	Silverton	Red	Silver	3	\$50
54	Steamboat Springs	Brown	Lumber	0	\$40
74	Elk Springs	Brown	Coal	11	\$20
77	Craig	Brown	Coal	3	\$20

#	City	Owner	Type	Goods	Operation
42	Leadville	Brown	Silver	0	\$40
29	Leadville	Brown	Gold	4	\$20
131	Hot Sulphur Springs	Brown	Lumber	N	\$20
102	Hillsboro	Orange	Silver	1	Depleted
128	South Fork	Orange	Silver	4	Depleted
83	Durango	Orange	Coal	3	\$20
116	Pinos Altos	Orange	Lumber	0	\$30
121	York Canyon	Orange	Coal	6	\$30
109	Pinos Altos	Orange	Copper	1	\$20
103	Hillsboro	Orange	Silver	2	\$30
98	Pinos Altos	Orange	Gold	4	\$60
107	Santa Rita	Orange	Copper	N	\$50
71	Sunnyside	Cyan	Coal	9	\$20
68	Schofield	Cyan	Coal	4	\$20
130	Bingham	Cyan	Copper	0	\$80
67	Coalville	Cyan	Coal	4	\$30
36	Eureka	Cyan	Silver	5	\$50

#	City	Owner	Type	Goods	Operation
35	Heber City	Cyan	Silver	4	Depleted
37	Eureka	Cyan	Silver	4	\$40
81	Crested Butte	Blue	Coal	6	\$40
48	Ouray	Blue	Silver	2	Depleted
79	Bowie	Blue	Coal	7	\$40
53	Lake City	Blue	Silver	4	\$30
82	Crested Butte	Blue	Coal	0	\$20
85	Canon City	Blue	Coal	4	\$30

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
8	A	Denver – Leadville	\$260	Red	1
7	A	Pueblo – Santa Fe	\$120	Red	
17	C	Denver – Santa Fe	\$420	Red	
1	A	Denver – Boulder	\$20	Brown	
9	B	Denver – Leadville	\$120	Brown	
10	B	Denver – Aspen	\$130	Brown	
22	C	Denver – Salt Lake City	\$800	\$1,100	
4	A	El Paso – Deming	\$60	Orange	
14	B	El Paso – Albuquerque	\$220	Orange	
13	B	El Paso – Santa Fe	\$140	Orange	
6	A	Santa Fe – Albuquerque	\$90	Orange	

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	4	\$200
42	4	\$320
72	7	\$500

S.O.B.

#	Type	Route	Payoff	Owner	Notes
2	A	Salt Lake City – Provo	\$20	Cyan	
12	B	Pueblo – Grand Jct.	\$150	Blue	2

¹ Discard after 1 more Leadville depletion

² Discard when 20 is taken. Good for \$150 toward card 20 or 21

Available Claims

#	City	Type	Claim	Operation
125	Capitan	Coal	\$80	\$20
132	Steamboat Springs	Coal	\$80	\$50
78	Bowie	Coal	\$80	\$40
122	Lee Ranch West	Coal	\$60	\$20
117	Cloudcroft	Lumber	\$120	\$50
73	Hiawatha	Coal	\$60	\$20
47	Ouray	Silver	\$100	\$40
26	<i>Marysvale</i>	<i>Gold</i>	<i>\$120</i>	<i>\$40</i>

Claims in italics are under first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
23	C	Salt Lake City – Santa Fe	\$900	\$1340	
19	C	Salt Lake City – Albuquerque	\$600	\$975	
20	C	Salt Lake City – Pueblo	\$600	\$930	
11	B	Salt Lake City – Grand Jct.	\$140	\$310	1
24	C	Denver – El Paso	\$1000	\$1,380	

¹ Discard when 20 is taken. Good for \$140 toward card 20 or 21

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80
Die +4	4	\$140
Die +5	6	\$200

Shaggy Dog

Epoch V Empire Selection and Franks

Deadline Epoch V Vikings, Holy Roman Empire, and Chola, Tuesday, December 8

Epoch V Empire Selection

The Human Race (Scharf) keeps

Royal Manticoran Historical Society (Wilson) keeps

The Gardeners (Hunt) gives to Stooges for All Time

FAC-51 (Bishop) keeps

Stooges for All Time (Anderson) gives to Galactic Expeditionary Guard Ship

Galactic Expeditionary Guard Ship (Geggus) gives to Great Giant

Great Giant (Burgdorf) gives to The Gardeners

Epoch V

Stooges for All Time (Anderson) plays Fujiwara. Army and Capital Hokkaido, fleet Sea of Japan, army Great Plain of China (vs. T'ang Dynasty; F: 4, 1; T: 2, 1; wins). Plays Famine in Southern Europe. Roman armies eliminated in Dalmatia, Pindus, and Crete (2), Byzantine army eliminated in Balkans. **FRANKS:** Army and Capital Northern Gaul (Goth army retreats to Western Gaul), army Central Massif (vs. Goths; automatic victory), fleet Western Mediterranean (vs. The Gardeners; SFAT: 5, 3; G: 3; wins), army Southern Appenines (vs. Romans; F: 4, 1; R: 6, 5; loses), Lower Rhein, Central Europe (vs. Huns; F: 6, 1; H: 4; wins), Dniepr (vs. Byzantines; F: 4, 4; B: 1; wins), Western Steppe (vs. Huns; F: 1, 1; H: 2; loses), Western Steppe (vs. Huns; F: 3, 1; H: 6; loses), Western Steppe (vs. Huns; F: 6, 4; H: 4; wins). Points: Dominance in Northern Europe (4), Eurasia (2), Presence in North Africa (2), China (3), Southern Europe (3), North America (1), 3 Capitals (6), 2 Seas (2), and 3 Monuments (3) for 26 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	The Human Race (blue)	29	66
Kevin Wilson	Royal Manticoran Historical Society (purple)	30	53
Christopher Hunt	The Gardeners (green)	34	58
Howard Bishop	FAC-51 (black)	36	64

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	43	90
Martin Burgdorf	Great Giant (red)	44	79
Dave Anderson	Stooges for All Time (orange)	47	87

Positions

SfAT: Fleets Sea of Japan, Western Mediterranean. **NORTH AMERICAN MIGRANTS:** Armies Great Lakes, West Indies. **CARTHAGINIA:** Army, Capital, Fortress Shatts Plateau. **MACEDONIA:** Armies North European Plain. **GOTHS:** Army and Monument Albion, armies Western Gaul, Central Massif, Northern Gaul, Caucasus. **FUJIWARA:** Army and Capital Hokkaido, army and Monument Great Plain of China. **FRANKS:** Army and Capital Northern Gaul, army and Monument Central Europe, armies Central Massif, Lower Rhein, Dniepr, Western Steppe.

GEGS: Fleet Red Sea. **EGYPT:** Armies Nubia, Libya. **NILE KINGDOM:** Army, city, and fort Upper Nile. **ROMANS:** Army, Capital, and Monument Southern Appenines, army and city Pindus, Crete, armies Dalmatia, Northern Appenines, Morea. **KHMERS:** Army and Capital Mekong, armies Malayan Peninsula, Irrawaddy, Si-Kyang.

FAC-51: SASSANIDS: Army and city Lower Tigris. **HUNS:** Armies Eastern Steppe, Turanian Plain, Lower Indus.

Great Giant: PERSIA: Three armies Western Anatolia. **HSUING-NU:** Armies Mongolia, Szechuan. **ARABS:** Army, Capital, and Monument Arabian Peninsula, army, city, and Monument Zagros, Ganges Delta, army and city Nile Delta, army and Monument Upper Tigris, Upper Indus, armies Palestine, Levant, Persian Plateau, Ganges Valley.

The Gardeners: Fleets Black Sea, Eastern Mediterranean. **VEDIC CITY STATES:** Two armies and a Fortress Ceylon, two armies Eastern Ghats. **MAYANS:** Army, Fort, and Capital Central America, army Guiana Highlands. **HAN DYNASTY:** Army East Indies. **BYZANTINES:** Army, Fort, and Capital Balkans, two armies Danubia, armies Dnieper, Eastern Anatolia.

The Human Race: Fleet Bay of Bengal. **SUB-SAHARAN MIGRANTS:** Armies Central Africa, East Africa. **MAURYA:** Army Sumatra. **GUPTAS:** Army and city Eastern Deccan, armies Persian Salt Desert, Western Deccan, Western Ghats.

RMHS: Fleet South China Sea. **CHOU DYNASTY:** Army and city Yellow River. **CELTS:** Armies Pyrenees, Southern Iberia, Western Iberia. **T'ANG DYNASTY:** Army, Capital, and Monument Yangtse Kian, army and Monument Tarim Basin, Wei River, armies Chekiang.

Event Cards

Epoch V Empire

Sly Dog

End of Game Statement

Bill Scharf: I got lucky. Nestor A is a real gamble....I've seen a lot of games where he dies quickly without doing anything.....but if you can get a wave or two out of him....well....it means you can win easier later in the game....and if you get three waves, then it's a quick win and to be honest....what's the fun in that? Sorry about that guys....it doesn't make for all that interesting a game.

Like other games of this type it's best to declare right away....I've had more big point characters frozen out of anything because the other guy declares his points

first....and I'm like...."Oh man, why did I try to be sneaky....now I've got nothing...."

Thanks for Chris for running it....his rolls did kill my 10+ characters quickly....really quickly....so much so that my backups weren't in position....but I guess he felt sorry for Nestor A.....so my sickest and oldest character was the one that survived....who knew that would happen!?!?

Boxer

Turn 5

Turn 6, Tuesday, December 8

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александрю Робот	U-Turn (60)	Move 1 (510)	Move 1 (520)	U-Turn (50)	Rotate Right (380)
GEGS	Rotate Left (370)	Back Up (430)	Rotate Left (250)	Move 1 (500)	Move 2 (670)
Marvin	Rotate Left (210)	Rotate Left (270)	Move 3 (800)	<i>Move 3 (820)</i>	Rotate Left (350)
Dalekbot	Move 2 (730)	Rotate Left (150)	Move 1 (640)	U-Turn (40)	Rotate Right (220)
The Hand of Doom	Rotate Left (70)	Rotate Right (320)	Rotate Right (100)	Rotate Left (310)	Move 1 (540)
UltraMan	Move 2 (740)	Rotate Right (180)	Move 1 (490)	U-Turn (10)	Rotate Right (300)
Čapek	Move 1 (570)	Move 2 (690)	Rotate Left (230)	Back Up (440)	Rotate Right (140)
Clockwork Hauler	Rotate Right (340)	Move 1 (530)	Rotate Left (190)	Move 2 (680)	Rotate Left (410)

Registers in italics are locked.

Phase 1

UltraMan moves ahead 2 to C15, touching Flag 1 (archive moved), Dalekbot moves ahead 2 to L9 (archive moved), Čapek moves ahead 1 to C17, GEGS rotates left to face west, Clockwork Hauler rotates right to face east, Marvin rotates left to face west, The Hand of Doom rotates left to face south, and Александрю Робот makes a U-turn to face north. Conveyor belts move Marvin to G2. Čapek shoots UltraMan.

Phase 2

Čapek moves ahead 2 to C15, touching Flag 1 (archive moved) and pushing UltraMan into the pit, Clockwork Hauler moves ahead 1 to H20, Александрю Робот moves ahead 1 to G18, GEGS backs up to D1, touching Flag 2 (archive moved), The Hand of Doom rotates right to face west, Marvin rotates left to face south, and Dalekbot rotates left to face west. Conveyor belts move Marvin to I2. Marvin shoots Clockwork Hauler.

Phase 3

Marvin dashes ahead 3 to I5, Dalekbot moves ahead 1 to K9, Александру Робот moves ahead 1 to G17, GEGS rotates left to face south, Čapek rotates left to face west, Clockwork Hauler rotates left to face north, and The Hand of Doom rotates right to face north. Conveyor belts: Александру Робот is moved to G16, Marvin is moved to I7, and Dalekbot is moved to J10 and rotated to face north. Marvin and Clockwork Hauler shoot each other. Fire control locks Marvin's register 4.

Phase 4

Marvin dashes ahead 3 to I10, Clockwork Hauler moves ahead 2 to I18, GEGS moves ahead 1 to D2, Čapek backs up to D15, The Hand of Doom rotates left to face west, Александру Робот makes a U-turn to face south, and Dalekbot makes a U-turn to face south. Conveyor belts move Александру Робот to G15, GEGS to F2, Marvin to G10, Dalekbot to H10, Čapek to D14, and Clockwork Hauler to H18. Clockwork Hauler shoots The Hand of Doom, who shoots Čapek. Marvin shoots Александру Робот.

Phase 5

GEGS moves ahead 2 to F3 (hitting the wall), The Hand of Doom moves ahead 1 to G14, Clockwork Hauler rotates left to face west, Александру Робот rotates right to face west, Marvin rotates left to face east, Dalekbot rotates right to face west, and Čapek rotates right to face north. Conveyor belts move Clockwork Hauler to G18, Čapek to D13, The Hand of Doom to G13, Александру Робот to G14, Marvin to E10, Dalekbot to F10, and GEGS to G3. Marvin and Dalekbot shoot each other and The Hand of Doom shoots Čapek.

Cleanup

UltraMan returns to the board at C15 facing any direction with 2 damage.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александру Робот	Blue		G14>W		2	3
2	Chris Geggus	GEGS	Yellow	Extra Memory	G3>S	1, 2	3	2
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	E10>E	1	3	5
4	Andy York	Dalekbot	Black	Reverse Gear	F10>W		3	3
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	G13>W		3	2
6	Andy Lewis	UltraMan	Red		C15>?	1	2	2
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	D13>N	1	3	2
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control, Radio Control	G18>W		3	2

GEGS is Geo-Enhanced Guard Sentinel

Program Cards**Poodle****Turn 5****Turn 6, Tuesday, December 8**Actions

HALYCON opens the bidding on Heavy Equipment at 32 and gets it (Or3, Or3, Wa6, Wa6, Wa7, Wa7).

H.I.C.K. opens the bidding on Heavy Equipment at 30 and gets it (Or4, Or4, Wa5, Wa8, Wa9).

BarterTown buys a water factory (Or3, Or5, Or5, Wa7) and moves a population factor from an ore factory to man it.

Skynet buys a population factor (Or1, Or3, Wa6)

Jack and His Friends buys a population factor (Or3, Wa7)

OLDHAM opens the bidding on a Nodule at 25 and gets it (Or1, Or2, Or3, Wa4, Wa7, Wa8).

Delta Indigo 8487 buys a titanium factory (Or1, Or2, Or2, Or4, Wa6, Wa7, Wa8) and moves a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	HALYCON	Michael Lowrey	OrF, OrF, WaF, WaF, WaF	No, HE	8
2	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF, WaF	No, HE	8
3	OLDHAM	Howard Bishop	OrF, OrF, WaF, WaF, WaF, WaF	No	7
4	Skynet	Dave Hooton	OrF, OrF, WaF, WaF, WaF	No	7
5	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, WaF, TiF	HE	6
6	Jack and His Friends	Bill Scharf	OrF, OrF, WaF, WaF	2DL	6
7	BarterTown	Andy York	OrF, OrF, WaF, WaF	3DL	6

H.I.C.K. Is Hood Interstellar Construction Kingpins. OLDHAM is Orbital Luckless Dismal Horrible Awful Metropolis.. HALYCON is Highly Aggressive Large Combined Yield Optimizing Network.

Available Upgrades

Income

New Arrivals: Nodule, Heavy Equipment, Warehouse

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Library (DL)	15	0	0
Warehouse (Wa)	25	4	1
Heavy Equipment (HE)	30	2	0
Nodule (No)	25	1	0

Pug

Turns 1.1 to 2.1

Deadline Turn 2.2 to 3.2, December 8

Turn 1

1st: **Andy Lewis (Niks/Mystery Machine 9) Rolls Used: 1 3 3**

Galactic Base – Y – R – B – R – B – Interstellar Biosphere.

Discovers Yxklyx (from the cup: Demand for Perfume at 3, Megalith Paperweight at 9b, Visible Holes at 4c, and Demand for Dust at 7b).

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

Galactic Base – R – B – Y – B – R – B – R – Cobble Port(o) – Cobble Port(s).

Discovers Qossuth (from the cup: Demand for Holes at 6, Demand for Genes at 2, Mulch Wine at 3, and Demand for Wine at 5).

3rd: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 1 4 6**

Galactic Base – NC4 – ? (it's the Air Foil relic).

Stops and picks up relic.

4th: **Debbie Anderson (Dell/DA) Rolls Used: 3 5 6**

Galactic Base – R – B – Y – B – R – B – R – Cobble Port(o) - NC6.

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

Galactic Base – NC5 – A – Space Station.

Discovers Cholos (from the cup: Melf Pelts at 5, Demand for Silk at 3, Fare to Base at 5, and Chicle Liquor at 7a). Trades IOU for \$90 credit and buys Designer Genes for \$60.

6th: **Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 2 5 6**

Galactic Base.

Picks up Fare to 9a.

Turn 2

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

Interstellar Biosphere – R – B – R – NC5 – NC5 - ? (it's a Y40 penalty marker) – NC5 – NC5 – B – R.

On the Board:

1a (Nillis): Bionic Perfume

1b (Volois): 2 Voll Silk

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

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

4a (Dell): 3 Finest Dust

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

4c (Wraiths): 2 Visible Holes

5 (Shenna): 2 Melf Pelts, Demand for Mulch Wine (+\$50), Fare to Base (\$140)

6 (Yxklyx): Demand for Portable Holes (+\$70)

7a (Zum): 2 Chicle Liquor

7b (Eepeeep): Demand for Immortal Grease (+\$50), Fare to Base (\$110), Demand for Finest Dust (+\$50)

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

9a (Chola): Nothing

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

10 (Qossuth): Fare to Base (\$150)

Base: Relic Gate Lock, Relic Mulligan Gear

1. Mystery Machine 9 **\$95**
Scout
3: 1 2 3
Hold1 Hold2 Hull
RELIC Air Foil \$100

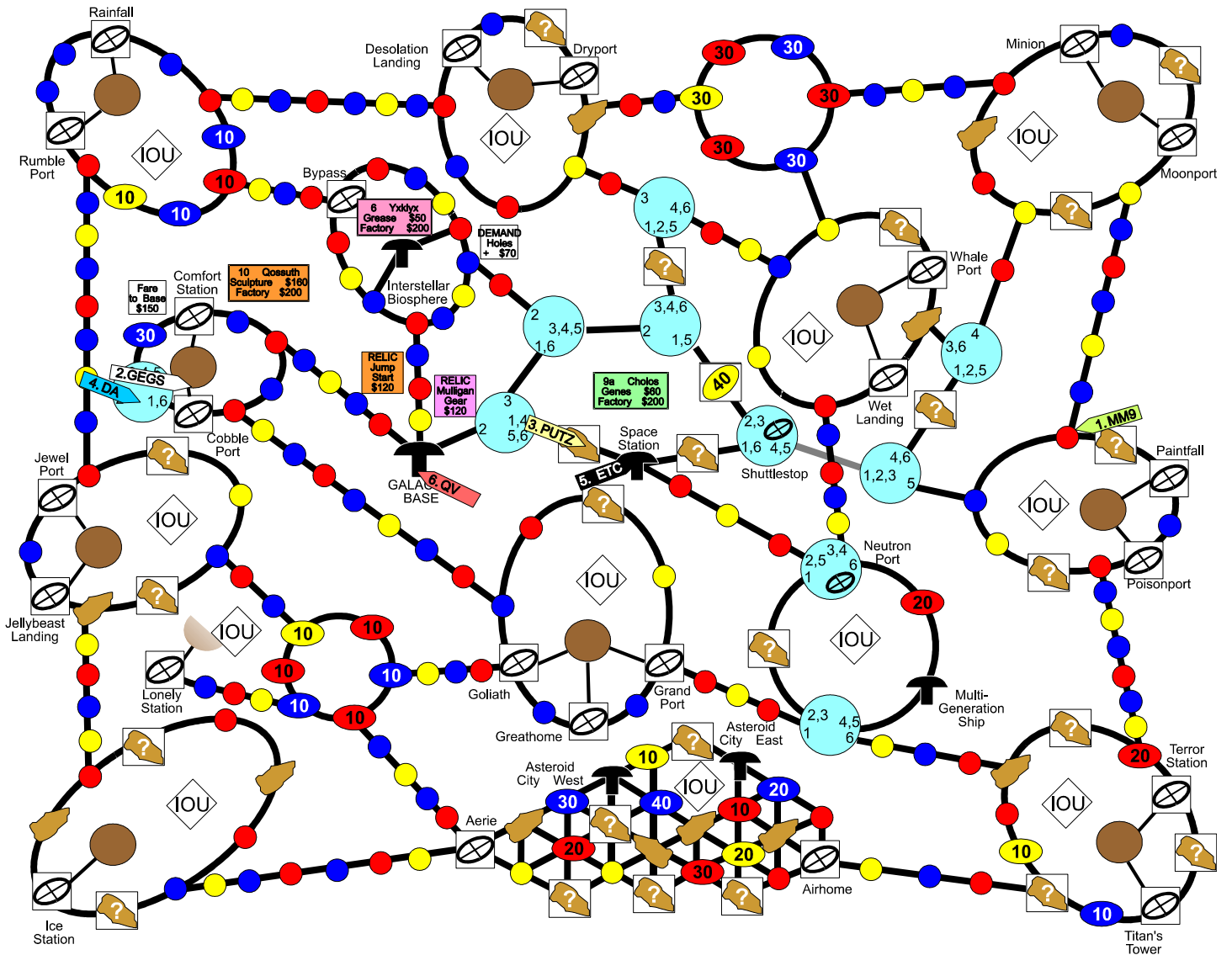
2. GEGS **\$139**
Scout
2: 2 4 4 // 3: 1 1 6
Hold1 Hold2 Hull
RELIC Air Foil \$120

3. PUTZ **\$140**
Scout
2: 2 3 6
Hold1 Hold2 Hull
RELIC Air Foil \$80

4. DA **\$140**
Scout
2: 1 2 6
Hold1 Hold2 Hull

5. ETC **\$140**
Needle
2: 3 6 (use 1*3)
Hold1 Hold2 Hull
Designer Genes 9a/\$120

6. Quo Vadis **\$140**
Scout
2: 4 4 5
Hold1 Hold2 Hull
Fare to 9a \$110



Working Dog

Turns 1 through 10

Turn 1

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

Hooton collects 3 wood.

Geggus plays the Occupation Reeve, gaining 4 wood immediately.

York collects 2 wood.

Hunt plays the Occupation Constable, paying 1 food and gaining 4 wood

immediately.

Hooton becomes first player and plays the Helpful Neighbor Minor Improvement, paying 1 wood and gaining 1 stone. Helpful Neighbor is passed to Geggus.

Geggus plows a field.

York collects 2 clay.

Turn 2

Hooton collects 2 reeds.

Geggus plays the Occupation Brushwood Collector, paying 1 food.

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

Hunt collects 2 clay.

Hooton plays the Occupation Wellbuilder, paying 1 food.

Geggus collects 3 wood.

York collects 2 wood.

Hunt pays 2 clay for the Fireplace major improvement.

Turn 3

Hooton stays as first player and buys the Well major improvement using the Well Builder occupation, spending 1 wood and 1 stone.

Geggus plays the Occupation Corn Profiteer, paying 1 food.

York collects 3 wood.

Hunt takes 1 reed, 1 stone, and 1 food.

Hooton collects 4 clay.

Geggus plays the Minor Improvement Grain Cart, paying 2 wood.

York builds 6 fences, creating a 2 space pasture and paying 6 wood.

Hunt takes 3 sheep, immediately converts 2 of them to 4 food via the Fireplace, keeping the third as a pet.

Turn 4

Hooton collects 4 wood.

Geggus collects 3 grain (using Grain Cart) and converts one to 3 food (using Corn

Profiteer).

York plays the Occupation Cattle Breeder, receiving 1 cattle.

Hunt becomes first player and plays the minor improvement Cooking Hearth, returning the Fireplace to the Major Improvements.

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

Geggus collects 3 wood.

York plows a field.

Hunt collects 2 clay.

Harvest Phase 1

The Field Phase

No planted fields.

Feeding the Family

Hooton uses 4 food

Geggus uses 4 food

York uses 4 food

Hunt uses 4 food

Breeding

No animal pairs.

Turn 5

Hunt collects 3 wood.

Hooton builds a room onto his wooden hut at the cost of 5 wood and 2 reeds.

Geggus becomes first player and plays the Fruit Tree minor improvement.

York moves the cattle to the house and collects 2 sheep, placing them in the pasture.

Hunt plows a field.

Hooton plays Family Growth. New family member will be available for actions during Turn 6.

Geggus collects 5 food from Traveling Players

York collects 5 food from Fishing.

Turn 6

Geggus adds a room to his wooden hut using 6 wood and the Brushwood Collector.

York plays the occupation Countryman, for 1 food.

Hunt becomes first player and plays Gypsy Crock, paying 2 clay.

Hooton collects 4 wood.

Geggus plays Family Growth. New family member will be available for actions during Turn 7. Also plays the minor improvement Milking Stool, paying 1 wood.

York renovates his hut into a clay hut, spending 1 reeds and 2 clay, and plays the minor improvement Field, plowing one field and spending 1 food. Field passes to Hunt.

Hunt plows a field.

Hooton takes the major improvement Cooking Hearth, spending 4 clay.

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

Turn 7

Hunt adds a room to his wooden hut, spending 5 wood and 2 reeds.

Hooton collects 2 sheep, cooking one in the Cooking Hearth for 2 food.

Geggus collects 6 wood.

York takes 1 grain.

Hunt plays Family Growth. New family member will be available for actions during Turn 8. Also plays the minor improvement Potato Dibbler, spending 1 wood.

Hooton collects 2 wood.

Geggus collects 6 clay.

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

Hooton becomes first player and plays the Fishing Rod minor improvement, spending 1 wood.

Geggus collects 5 reeds and uses the Corn Profiteer to convert 1 grain to 3 food.

York uses Countryman to move the family member from Take 1 Grain to Sow, sowing his grain and gaining 2 more.

Harvest Phase 2

The Field Phase

York harvests 1 grain.

Feeding the Family

Hunt cooks 1 sheep for 2 food and uses 5 food.

Hooton uses 6 food.
Geggus uses 6 food.

York uses 4 food.

Breeding

York gains 1 sheep.

Turn 8

Hooton adds a room to his wooded house, spending 5 wood and 2 reeds, and builds the Shepherd's Pipe minor improvement.

Geggus collects 2 stone.

York collects 6 clay.

Hunt collects 1 grain

Hooton goes fishing, collecting 5 food (2 bonus with the Fishing Rod).

Geggus selects the Major Improvement Clay Oven, spending 3 clay and 1 stone.

York collects 3 food from Traveling Players.

Hunt selects Sow and/or Bake Bread, sowing 1 grain and gaining 2 more.

Hooton plays Family Growth. New family member will be available for actions during turn 9.

Geggus becomes first player and plays the minor improvement Millstone, spending 1 stone.

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

Turn 9

Geggus builds a room, spending 5 wood and 2 reeds.

York renovates to a stone house, spending 2 stone and 1 reeds, and builds a Fireplace, spending 2 clay.

Hunt collects 4 clay.

Hooton collects 6 wood.

Geggus bakes bread, using the Clay Oven and Millstone gains 7 food, spending 1 grain.

York plays the occupation Plow Driver, spending 1 food.

Hunt collects 2 wild boar, cooking them immediately to create 6 food, plus 1 more with the Gypsy Crock.

Hooton collects 4 wood.

Geggus plays Family Growth. New family member will be available for actions during turn 10. Also plays Helpful Neighbors, gaining 1 stone in exchange for 1 clay. Helpful Neighbors goes to York.

Hunt becomes first player and plays Milking Shed, spending 2 clay and 3 stone. **Hooton** plays the Conservator occupation, paying 1 food.
Hooton collects 1 stone, 1 reeds, and 1 food.

Harvest Phase 3

The Field Phase

Hunt and **York** each harvest 1 grain.

Feeding the Family

Geggus uses 7 food. **Hunt** uses 6 food.
York cooks 1 sheep for 2 food and uses 4 food.

Hooton cooks 1 sheep for 2 food and uses 8 food.

Breeding

York gains 1 sheep.

Turn 10

Hunt collects 1 vegetable.
Hooton collects 2 stone.
Geggus collects 1 grain, plus 2 bonus grain from the Grain Cart.
York becomes first player, and plays the Brewery minor improvement, spending 2 stone and 2 grain.
Hunt selects Sow and sows 1 vegetable in his empty field, gaining 2 because of the Potatot Dibbler.
Hooton collects 3 sheep, cooking two of them for 4 food.

Geggus collects 3 wood.
York plays the minor improvement Forest Pasture.
Hunt collects 1 cattle.
Hooton plays the occupation Farm Steward, spending 1 food.
Geggus builds a room onto his wooden hut, spending 5 wood and 2 reeds.
Hooton rennovates from a wood hut to a stone house using the Conservator, spending 4 stone and 1 reeds. Also plays Duck Pond.
Geggus plays Family Growth.

Players

Player	Color	Family Members	Hut Type	Occupations	Minor Improvements	Major Improvements	Begging Cards
Christohper Hunt	Green	3	Wood	Constable, 6 unplayed	Cooking Hearth, Gypsy Crock, Potato Dibbler, Milking Shed, 4 unplayed		0
Dave Hooton	Red	4	Stone	Wellbuilder, Conservator, 5 unplayed	Fishing Rod, Shepherd's Pipe, Duck Pond, 3 unplayed	Well, Cooking Hearth	0
Chris Geggus	Purple	5	Wood	Reeve, Brushwood Collector, Corn Profiteer, 4 unplayed	Grain Cart, Fruit Tree, Miling Stool, Millstone, 3 unplayed	Clay Oven	0
Andy York	Blue	2	Stone	Cattle Breeder, Countryman, Plow Driver, 4 unplayed	Brewery, Forest Pasture, 5 unplayed	Fireplace	0

Player	Order	Wood	Clay	Stone	Reeds	Grain	Vegetables	Sheep	Boar	Cattle	Food	VPs
Christohper Hunt	2	1	2		1	1/2	0/3			1	2	4
Dave Hooton	3	10		1				1			4	6
Chris Geggus	4		2	1	1	3					6	3
Andy York	1	1	4			0/1		3		1	0	3

Addresses

Dave Anderson	Forest Cole	Christopher Hunt	Ward Narhi	Bill Scharf "Doge"
Debbie Anderson	11210 Montverde Ln	CJVHUNT@btinternet.com	521 Moreley	4814 Walnut Grove Ave.
20832 Tuck Rd., Site 32	Houston, TX 7099	Geoff Kemp	Akron, OH 44320	Rosemead, CA 91770
Farmington Hills, MI 48336	simply4est@yahoo.com	ggeoff510@aol.com	lurkertv@hotmail.com	(626) 286-4428
(248) 473-7482	Simply4est@aol.com	Doug Kent	(330) 835-4013	bear-hugs@sbcglobal.net
ravenclawnerdz@sbcglobal.net	Caleb Cousins	diplomacyworld@yahoo.com	Walt O'Hara	
andersond4@michigan.gov	96 Cedar St. #4	Robert Koehler	hussar@hotmail.com	Mike Scott
Howard Bishop	Bangor, ME 04401	rkhoeler@triad.rr.com	Dave Partridge	4040 E. Piedmont Dr.
43 Guinions Road	(207) 941-8568	Andy Lewis "Marmaduke"	15 Woodland Drive	Space 61
High Wycomb HP13 7NT UK	caleb_cousins@umit.maine.edu	16 Gossling Dr.	Brookline NH, 03033	Highland, CA 92346
laties@globalnet.co.uk	Chris Geggus "Davey Boy	Lewes, DE 19958	rebhuhn@rocketmail.com	mikesmag2@jsbcglobal.net
John Boardman	Smith"	Alewis161@hom.com	James Pratt	(909) 864-4343
Unit 508, 5820 Genesis Lane	10 Talbrook, Brentwood	(302) 644-1984	prattjames1960@yahoo.com	Gina Teh
Frederick, MD 21703-5103	Essex, CM14 4PY, UK	Michael Longdin	Berend Renken	lone_hammy@yahoo.com.sg
Jim Burgess	Geggus@sky.com	michasel.longdin@virgin.net	P.O. Box 249	Richard Weiss
664 Smith St.	Ron Fisher	Michael Lowrey	Roy, WA 98580-0249	richardweiss@higherquality.com
Providence, RI 02908-4327	skylark3@charter.net	6903 Kentucky Derby Drive	berend02@aol.com	Brendan Whyte
jfburgess@gmail.com	Pasquale Giovine	Charlotte, NC 28215	Paul Risner	Assistant Map Curator
Eric Brosius	Via Osanna N.2/e	Mlowrey@infionline.net	10325 NW 63rd Dr.	Map Section
53 Bird St.	I-89127 Reggio Calabria, Italia	(704) 569-4269	Parkland, FL 33076	National Library of Australia
Needham, MA	giovine@unirc.it	Brad Martin	goeben@aol.com	Paarkes, ACT 2600 Australia
Public.brosius@comcast.net	Dave Hood	180 Peninsula Road	Jerry Roalstad	obiwonfive@hotmail.com
Colin Bruce	dhood@phd-law.com	Maylands 6051	Gerald.roalstad@ang.af.mil	Kevin Wilson
30 Almoners' Avenue	Dave Hooton	Western Australia	Bob Robles "Howler"	4758 Doncaster Ct.
Cambridge, CB1 8PA, England	hootond@yahooc.com	Australia	67 Tara Rd.	Long Grove, IL 60047
furyofthenorthmen@btopenworl	Dale Horsely	Westfront@westfront.com.au	Orinda, CA 94563	ckeinw@comcast.net
d.com	dale.horsely@yahoo.com	Jack McHugh	Rlrobles5@comcast.net	Andrew York "Greyhound"
Kevin Burt	Tom Howell "Whippet"	jwmchughjr@gmail.com	(510) 254-6354	P.O. Box 201117
kevinburt37@yahoo.com	365 Storm King Road	Lynn Mercer	Bogislaw von Shcoenfeldt	Austin, TX 78720-1117
Dennis Cain "Red Dog"	Port Angeles, WA 98363	hancockfc@yahoo.com	coldcomfort@gmx.net	wandrew88@gmail.com
1218 N. 3 rd St.	off-the-shelf@olympus.net			Paul Zieske
Quincy, IL 62301-1727	(360) 928-9698			zieskep@juno.com
(217) 223-2284				
iamthedbear@sbcglobal.net				

Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Bill Scharf, Bob Robles, Ward Narhi, Pasquale Giovine, Andy York, Dave Partridge, Brad Martin, Jack McHugh **Dune:** Kevin Wilson, Ward Narhi, Andy York, Bill Scharf, Dave Partridge, Brad Martin, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf, Dave Partridge, Brad Martin **Merchant of Venus:** Carrie Lewis, Bob Robles, Andy York, Dave Partridge, Chris Geggus, Brad Martin **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Bill Scharf, Dave Partridge, Brad Martin **History of the World:** Andy Lewis, Kevin Wilson, Chris Geggus, Andy York, Dave Partridge, Brad Martin **Stellar Conquest:** Kevin Wilson, Andy York, Dave Partridge, Brad Martin **Liftoff!:** Dennis Cain, Andy York, Bill Scharf, Dave Partridge, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Dave Partridge, Michael Longdin, Brad Martin **Kremlin:** Andy York, Andy Lewis, Pasquale Giovine, Bill Scharf, Dave Partridge, Michael Longdin, Brad Martin, Chris Geggus **Silverton:** Bill Scharf, Dave Partridge, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Dave Partridge, Brad Martin, Andy York **Gunslinger:** Jack McHugh, Chris Geggus, Brad Martin **Industrial Waste:** Michael Longdin, Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus, Brad Martin **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus, Brad Martin **Phoenicia:** None so far.

Standby Calls

None this issue!