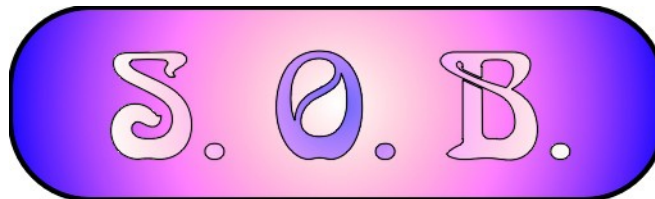


Number 210

January/February,
2016**Notes from Hades**

The new year has brought some changes to the Hassler household. Most of them involve my job. The company I worked for for almost 12 years was bought out by a bigger company, and so I started to work for them on the first. So far, the change seems to be a good one. I am still working on the same project, and the benefits appear to be better. There also appear to be more opportunities with the new company, so I am optimistic.

No games ended this time, but we are getting close on a couple. Purebred could end within the next couple of turns and Pick of the Litter has 3 more turns to completion. We still have a lot of game openings, so sign up.

The next deadline is **Tuesday, March 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.

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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.

Basenji. Age of Renaissance. Will be run via email. Have Christopher Hunt(\$), Chris Geggus(\$), Bob Robles(\$), Kevin Burt, will take 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.

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.

Kremlin: Will use the Revolution cards. Have Bob Robles, will take up to 5 more.

Dune: Will use the Ixian, Lansraad, and Bene Tleilaxu variants, as well as the cards from the Spice Harvest and Duel variants. Have Bob Robles, will take up to 6 more.

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

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

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

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11492 Harrisburg Road

Rossmoor, CA 90720

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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).

Purebred**Spring 1261**

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory
Deadline for Summer 1261 3/8 Tuesday**

Milan makes big gains against Aragon while the Pope advances against Florence. Venice is hit hard by plague.

Expenditures

Milan spends 21 ducats to buy Aragon F Gulf of Lions
The Papacy spends 3 ducats for Famine Relief in Sienna.

Outstanding Debt

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

Orders

ARAGON (McHugh): A NAPLES holds, A Messina to OTRANTO, F Gulf of Lions supports F Sardinia (nsu), F Sardinia supports F Gulf of Lions (nsu, DESTROYED), F TYRRHENIAN SEA supports F Sardinia (cut), F Durazzo to LOWER ADRIATIC, F ALBANIA supports F Durazzo to Lower Adriatic, F RAGUSA supports F Durazzo to Lower Adriatic

FLORENCE (Partridge): A Pisa to PIOMBINO, A Lucca to PISA, A PISTOIA supports A Lucca to Pisa, A Arezzo holds (DISLODGED, retreat

Florence, OTB), G AREZZO supports A Arezzo

MILAN (Schoenfeldt): A MARSEILLES convert to G, A SAVOY convert to G, A MODENA supports Venice A Bologna, F GENOA to Ligurian Sea, F Avignon to GULF OF LIONS, F Gulf of Lions to WESTERN MEDITERRANEAN, F LIGURIAN SEA to Tyrrhenian Sea, F (EM) Corsica to SARDINIA

PAPACY (Giovine): A SIENNA supports A Perugia to Arezzo, A (EM) Perugia to AREZZO, A ROME holds

VENICE (Robles): A Padua to FERRARA, A Treviso to ISTRIA, A BOLOGNA holds, A Dalmatia to HERZEGOVINA, A BARI supports F Ancona to Aquila, F Ancona to AQUILA, F URBINO supports A Bologna, F UPPER ADRIATIC transports A Treviso to Istria, F VENICE transports A Treviso to Istria

Your treasury:

Notes

The Florentine army in Arezzo must retreat either into a province with Famine or off the board. In either case, the result is the same and the army is eliminated.

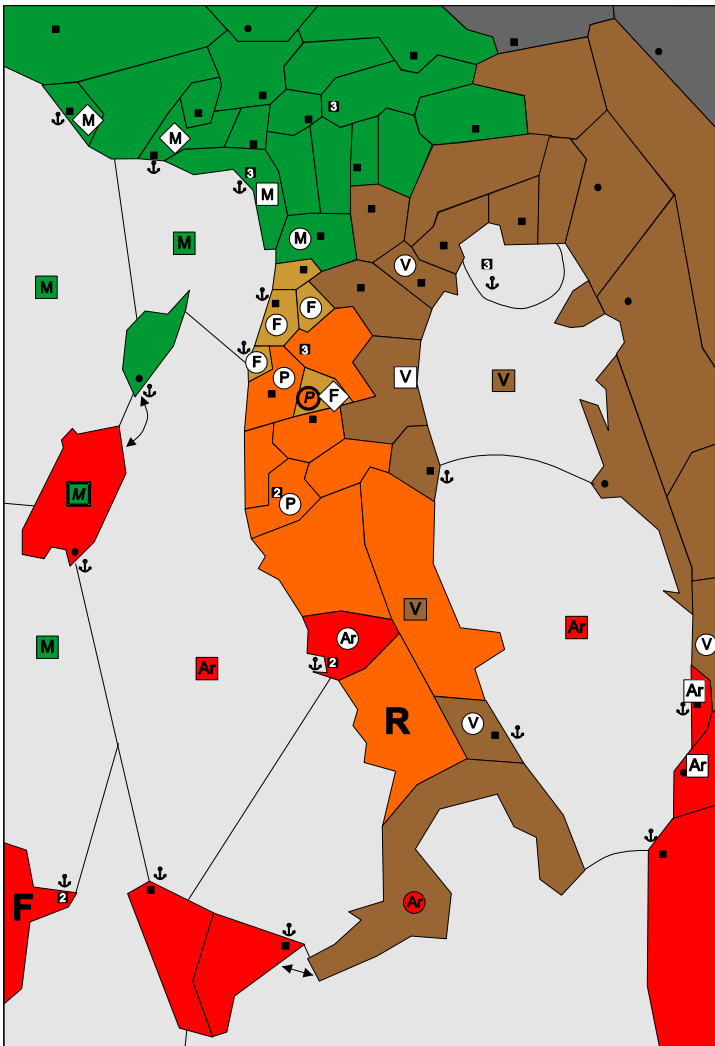
Spring 1261 Famine Losses

Florence A Florence

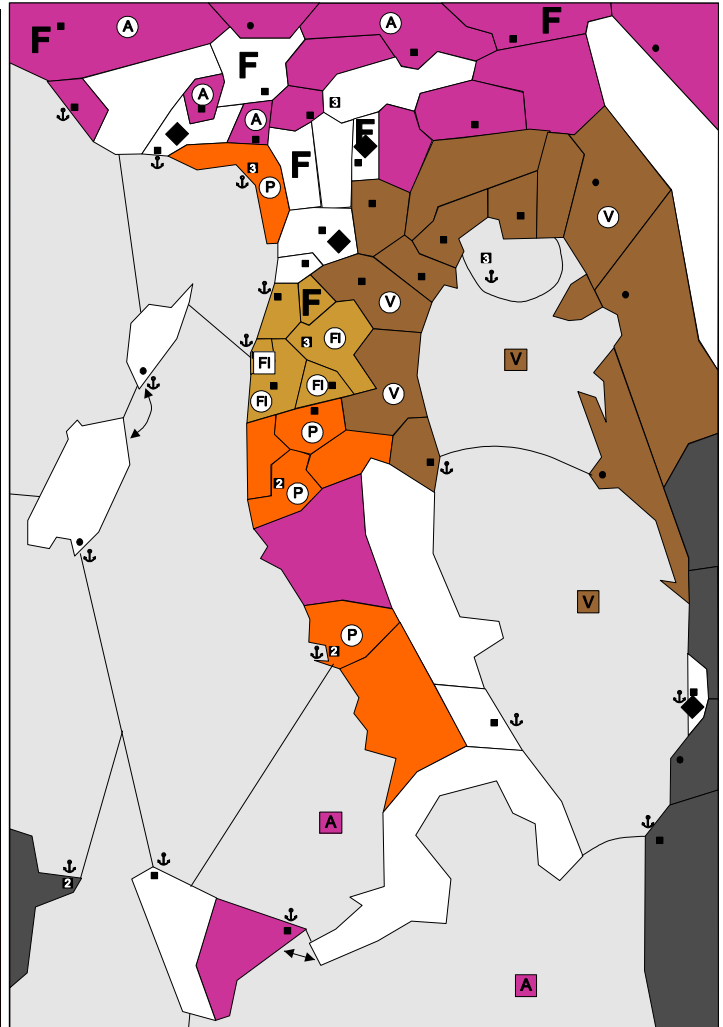
Summer 1261 Plague

Bad Year – Row and Column: Bergamo, Ancona, Parma, Mantua, Istria (Venice A eliminated), Croatia, Bologna (Venice A eliminated), Avignon, Venice (Venice F eliminated)

Purebred



Dogleg



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

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

Dogleg

Fall 1501

Deadline for Winter-Spring 1502 1/26 Tuesday

Austria makes major gains against France in the north, while losing some in the south. Venice consolidates the Pope's Adriatic coast while Florence evicts Austria from his territory.

Errata

It was brought to my attention too late to inform everyone about it, but according to the rules of this scenario, the only French home provinces are Avignon and Marseilles. Since Austria occupies both, France has been eliminated. This was a big enough change that I decided that the only way to make it fair for all players was to rerun the turn.

Spring 1501 Retreats

Papacy retreats A Urbino to Perugia

Expenditures

Venice borrows 10 ducats for 2 years (15 ducats due Fall 1503) and pays back the existing loan.

Outstanding Loans

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

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

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

Orders

AUSTRIA (Burgdorf): A AVIGNON holds, A TYROLEA to Milan, A SALUZZO holds, A MONTFERRAT holds, F Tyrrhenian Sea to GULF OF NAPLES, F Palermo to IONIAN SEA

FLORENCE (Robles): A FLORENCE supports Venetian F Upper Adriatic to Urbino (nsO), A AREZZO supports A Sienna to Perugia, A SIENNA to Perugia, F PIOMBINO to Tyrrhenian Sea

FRANCE (Whyte): A MILAN holds, A Messina to PALERMO, F Corsica to TYRRHENIAN SEA, F SARDINIA supports F Corsica to

Tyrrhenian Sea
 PAPACY (Anderson): A NAPLES holds, A ROME supports A Perugia, A PERUGIA supports Florence A Florence to Urbino (nso), A Modena to GENOA
 VENICE (Wilson): A CARNIOLA holds, A BOLOGNA supports A Urbino, A URBINO supports A Bologna, F UPPER ADRIATIC supports A Bologna, F ANCONA to LOWER ADRIATIC
 Treasury:

Notes

Since the Avignon and Marseilles are the only two French home provinces, Austria has succeeded in conquering France. France has been eliminated and Austria gains those two provinces as home provinces as well as the French variable income roll.

Press

France – All: We're getting an interesting bananaberry ripple in the north... but we need more banana at the bottom of the plate... the berries are going off, fast!

Spring 1502 Famine

Poor Year – Column Only: Cremona, Austria, Pistoia, Fornova, Turin, Avignon

Spring 1502 Income

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

Provinces

AUS Hungary, Austria, Carinthia, Tyrolea, Como, Trent, Bergamo, 13
 Pavia, Montferrat, Swiss, Avignon, Saluzzo, Marseilles, Capua, Messina
 FLO Pisa, Pistoia, Florence, Arezzo, Sienna, Piombino 5
 PAP Genoa, Patrimony, Perugia, Rome, Spoleto, Naples, Salerno 7
 VEN Dalmatia, Croatia, Istria, Carniola, Friuli, Treviso, Verona, 8

S.O.B.

Padua, Ferrara, Mantua, Bologna, Urbino, Ancona
Seas
 AUS Gulf of Naples, Ionian Sea 2
 PAP Venice 1
 VEN Upper Adriatic, Lower Adriatic 2
Cities
 AUS Hungary, Austria, Tyrolea, Trent, Pavia, Montferrat, Swiss, 9
Avignon, Saluzzo, Marseilles, Messina
 FLO Pisa, Florence (3), Arezzo, Sienna, Piombino 7
 PAP Genoa (3), Perugia, Rome (2), Naples (2), Venice (3) 11
 VEN Dalmatia, Croatia, Carniola, Treviso, Padua, Ferrara, Mantua, 9
 Bologna, Ancona

Totals

Variable income die roll was 5.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	9	13	2	9	3
FLORENCE:	8	5	0	7	20
PAPACY:	11	7	1	11	30
VENICE:	8	13	2	9	32

Game Summary

	1499	1500	1501	1502
Austria:	7	9	10	11
Florence:	3	5	4	5
France:	7	4	8	0
Papacy:	4	6	6	5
Venice:	4	5	7	9

Rescue Dog

Fall 1454

Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory Deadline for Winter-Spring 1455 3/8 Tuesday

The Turks return the favor on Venice, re-buying the fleet that Venice bought while staving off an attack by Naples. The Pope strikes Florence and France and Milan quietly build their empires.

Expenditures

The Turks borrow 14 ducats for 2 years (21 ducats due Fall 1456) and spend 18 ducats to buy Venice F Durazzo

Outstanding Loans

Summer 1456: 18 ducats due from Venice (12 ducats borrowed)
 Fall 1456: 21 ducats due from the Turks (14 ducats borrowed)

Orders

Florence☐: A Florence to SIENNA, A SIENNA to PIOMBINO, F LUCCA holds
 France☐: A SARDINIA holds, A TURIN besieges (autonomous garrison destroyed), F Gulf of Lions to CORSICA
 Milan☐: A MANTUA besieges, A MONTFERRAT besieges
 Naples☐: F Ionian Sea to PALERMO, F WESTERN MEDITERRANEAN to Tunis
 Papacy☐: A Perugia to AREZZO, A MODENA besieges (autonomous garrison destroyed), F ANCONA holds
 Turks☐: A RAGUSA to Albania, F CENTRAL MEDITERRANEAN to Tunis, F DURAZZO to Albania
 Venice☐: A FERRARA besieges (autonomous garrison eliminated), A CARNIOLA holds, F LOWER ADRIATIC to Albania, F Durazzo supports F Lower Adriatic to Albania (nsu), F UPPER ADRIATIC to Ancona

Your treasury

Press

Venice to Naples: Just enjoying some Turkey dinner for Christmas. Do not want

to eat it all at once. Saving you a small piece in North Africa.

Spring 1455 Famine

Poor Year – Row Only: Marseilles, Ragusa, Bergamo, Pistoia, Spoleto

Spring 1455 Income

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

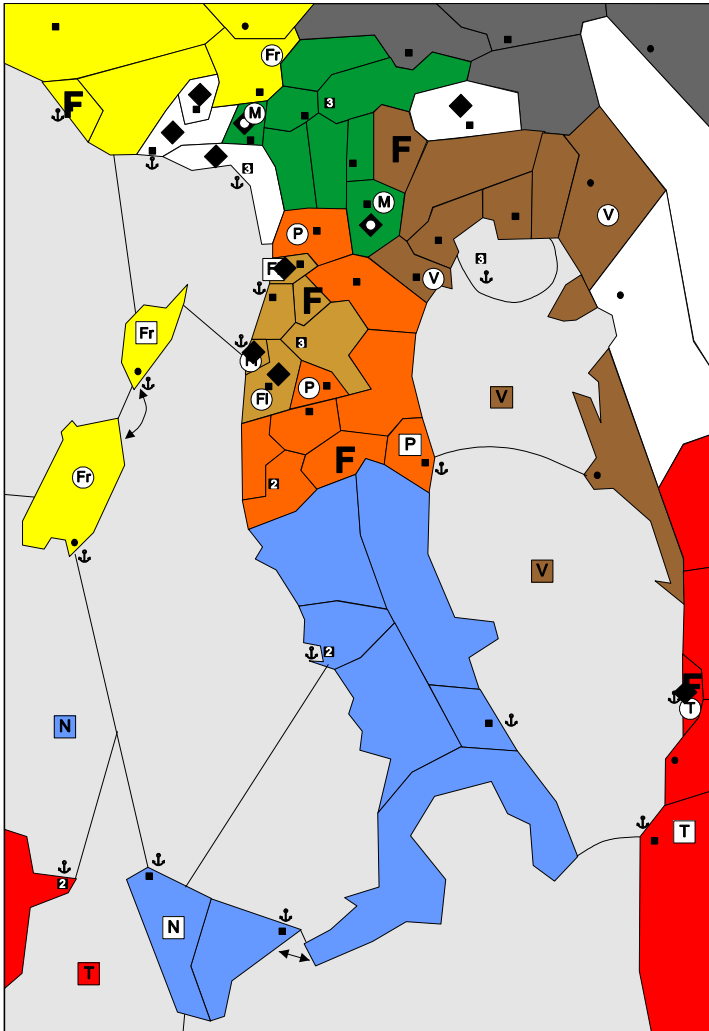
Provinces

FLO Lucca, Pisa, Pistoia, Florence, Sienna, Piombino 5
 FRA Avignon, Swiss, Turin, Provence, Marseilles, Corsica, Sardinia 6
 MIL Montferrat, Fornova, Pavia, Como, Milan, Parma, Cremona, Mantua 8
 NAP Capua, Aquila, Naples, Bari, Salerno, Otranto, Messina, Palermo 8
 PAP Modena, Bologna, Urbino, Ancona, Spoleto, Arezzo, Perugia, Patrimony, Rome 8
 TUR Bosnia, Herzegovina, Ragusa, Albania, Durazzo, Tunis 5
 VEN Bergamo, Verona, Ferrara, Padua, Treviso, Friuli, Carniola, Istria, Dalmatia 8

Seas

NAP Western Mediterranean 1
 TUR Central Mediterranean 1
 VEN Upper Adriatic, Lower Adriatic, Venice 3

Rescue Dog



Cities

FLO	Pisa, Florence (3)	4
FRA	Avignon, Swiss, Turin, <u>Marseilles</u> , Corsica, Sardinia	5
MIL	Pavia, Milan (3), Cremona	5
NAP	Naples (2), Bari, Messina, Palermo	5
PAP	Modena, Bologna, Ancona, Arezzo, Perugia, Rome (2)	7
TUR	Albania, Durazzo, Tunis (2)	4
VEN	Ferrara, Padua, Treviso, Carniola, Dalmatia, Venice (3)	8

Totals

Variable income die roll was 2.

Country	Variable	Provinces	Seas	Cities	Total
FLORENCE:	4	5	0	4	13
FRANCE:	2	6	0	5	13
MILAN:	3	8	0	5	16
NAPLES:	2	8	1	5	16
PAPACY:	3	8	0	7	18
TURKS:	2	5	1	4	12
VENICE:	6	8	3	8	25

Game Summary

	1454	1455
Florence:	3	2
France:	3	6
Milan:	3	3
Naples:	4	4
Papacy:	4	6
Turks:	3	3
Venice:	4	6

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

Pick of the Litter

**Turn 21, Phases IV-VI and Turn 22 Phases I-III
Turn 22, Phases IV-VI and Turn 23, Phases I-III due 3/8 Tuesday
Turn 21**

Operations

Red (Bishop) operates #91 (\$30, depletes), #92 (\$40, 4 coal), #72 (\$30, depletes), #88 (\$50, 5 coal), #61 (\$20, 2 coal), #31 (\$80, 4 gold), delivers 3 lumber from Lumberton to El Paso for \$600, 13 coal from Raton to Denver for \$1820, buys a +5 snowplow for \$200, and gains \$1170 in passenger revenues.

Brown (Partridge) operates #54 (\$40, 2 lumber), #29 (\$20, depletes, passenger line 8 removed), #131 (\$20, 4 lumber), delivers 2 lumber from Steamboat Springs to Salt Lake City for \$600, 4 lumber from Hot Sulphur Springs to Salt Lake City for \$1200, and 5 gold from Leadville to Denver for \$1125, gains \$1670 in passenger revenues.

Orange (Hooton) operates #83 (\$20, 3 coal), #116 (\$30, 1 lumber), #121 (\$30, 2

coal), #109 (\$20, depletes), #103 (\$30, depletes), #98 (\$60, depletes), #107 (\$50, 2 copper), #125 (\$20, 5 coal), #122 (\$20, 4 coal), #117 (\$50, 4 lumber), delivers 3 coal from Durango to El Paso for \$420 and 5 copper from Santa Rita to El Paso for \$1400, gain \$510 in passenger revenues.

Cyan (Scharf) operates #71 (\$20, 3 coal), #68 (\$20, 4 coal), #130 (\$80, 2 copper), #67 (30, 2 coal), #36 (\$50, depletes), #26 (\$40, depletes), delivers 4 gold from Marysville to Salt Lake City for \$900, 8 coal from Sunnyside to Salt Lake City for \$800, gains \$20 in passenger revenues.

Blue (Anderson) operates #79 (\$40, 3 coal), #82 (\$20, 3 coal), #85 (\$30, 4 coal), #47 (\$40, 1 silver), delivers 6 coal from Bowie to Denver for \$840.

Determine Price Changes

Gold: -2 to \$175

Copper: -1 to \$240

Silver: +5 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	-1 to \$240	Remains at \$200	Remains at \$160	Remains at \$200
Coal:	Remains at \$140	Remains at \$100	Remains at \$80	+1 to \$120	Remains at \$140

Turn 22

Move Prospectors and Surveyors

Red (Bishop) surveys Raton to French and Canon City to Cripple Creek, prospects passenger line 24

Brown (Partridge) no surveying, prospects passenger line 21
Orange (Hooton) surveys Durango to Silverton and Carrizozo to White Oaks, prospect #33 (+2) and #100

Cyan (Scharf) no prospecting or surveying
Blue (Anderson) no prospecting or surveying

Dispute Resolution

No disputes. Red spends \$1620, Brown spends \$930, Orange spends \$700.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$21,710	9, 15, 24, 72	+4, +5	S, S, P+2, P
Dave Partridge	Brown	Denver	\$15,800	9, 24, 24, 42		S, S+2, P+2
Dave Hooton	Orange	El Paso	\$26,730	9, 24, 24, 42		S, S, P+2, P
Bill Scharf	Cyan	Salt Lake City	\$11,735	9, 15, 42, 42		S, P, P+1
Debbie Anderson	Blue	Pueblo	\$2,995	9, 15, 24		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
91	Trinidad	Red	Coal	6	Depleted
92	Raton	Red	Coal	3	\$40
123	Gallup	Red	Coal	3	Depleted
86	Canon City	Red	Coal	0	\$20
72	Emery	Red	Coal	6	Depleted
45	Westcliffe	Red	Silver	0	\$30
88	Walsenburg	Red	Coal	12	\$50
61	South Fork	Red	Lumber	3	\$20
84	Durango	Red	Coal	N	\$20
49	Silverton	Red	Silver	3	Depleted
31	Cripple Creek	Red	Gold	10	\$80
50	Silverton	Red	Silver	3	Depleted
54	Steamboat Springs	Brown	Lumber	2	\$40
74	Elk Springs	Brown	Coal	4	\$20
77	Craig	Brown	Coal	3	\$20
42	Leadville	Brown	Silver	1	\$40
29	Leadville	Brown	Gold	5	Depleted
131	Hot Sulphur Springs	Brown	Lumber	4	\$20
128	South Fork	Orange	Silver	4	Depleted
83	Durango	Orange	Coal	1	\$20
116	Pinos Altos	Orange	Lumber	3	\$30
121	York Canyon	Orange	Coal	11	\$30
109	Pinos Altos	Orange	Copper	2	Depleted
103	Hillsboro	Orange	Silver	5	Depleted
98	Pinos Altos	Orange	Gold	5	Depleted
107	Santa Rita	Orange	Copper	0	\$50
125	Capitan	Orange	Coal	10	\$20
122	Lee Ranch West	Orange	Coal	4	\$20
117	Cloudcroft	Orange	Lumber	4	\$50
100	White Oaks	Orange	Gold	N	\$40
33	Silverton	Orange	Gold	N	\$50
71	Sunnyside	Cyan	Coal	0	\$20
68	Scotfield	Cyan	Coal	12	\$20
130	Bingham	Cyan	Copper	3	\$80
67	Coalville	Cyan	Coal	8	\$30
81	Crested Butte	Blue	Coal	6	Depleted
48	Ouray	Blue	Silver	2	Depleted
79	Bowie	Blue	Coal	4	\$40
53	Lake City	Blue	Silver	4	Depleted
82	Crested Butte	Blue	Coal	6	\$20

#	City	Owner	Type	Goods	Operation
85	Canon City	Blue	Coal	8	\$30
47	Ouray	Blue	Silver	1	\$40

Purchased Passenger Lines

#	Type	Route	Payoff	Owner	Notes
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
7	A	Pueblo – Santa Fe	\$120	Red	
17	C	Denver – Santa Fe	\$420	Red	
18	C	Gallup – Santa Rosa	\$500	Red	
24	C	Denver – El Paso	\$1000	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	Brown	
20	C	Salt Lake City – Pueblo	\$600	Brown	
21	C	Salt Lake City – Colorado Springs	\$600	Brown	
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	
2	A	Salt Lake City – Provo	\$20	Cyan	

Available Claims

#	City	Type	Claim	Operation
27	Dillon	Gold	\$120	\$40
73	Hiawatha	Coal	\$60	\$20
76	Craig	Coal	\$80	\$20
52	Lake City	Silver	\$100	\$40
65	El Vado	Lumber	\$100	\$30
64	Lumberton	Lumber	\$60	\$40
58	Dolores	Lumber	\$140	\$40
108	Lordsburg	Copper	\$140	\$40

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	

Available Trains

Type	# Available	Cost
9	1	\$80
15	3	\$120
24	2	\$200
42	4	\$320
72	7	\$500

Available Snowplows

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

Shaggy Dog**Epoch V Sung Dynasty, Seljuk Turks, and Mongols
Deadline Epoch VI Empire Selection and Ming Dynasty, Tuesday, March 8**Epoch V

The Gardeners (Hunt) plays Barbarians in the Sahara. Nile Delta (vs. Arabs; B: 4, 3; A: 2; wins, city eliminated), Libra (vs. Egypt; B: 6, 1; E: 6; B: 5, 2; E: 5; B: 2, 1; E: 3; loses). **SUNG DYNASTY:** Army and Capital Szechuan (Chola army retreats to Mekong), army Wei River (vs. Vikings; S: 3, 2; V: 1; wins), Yangtses Kian (vs. Vikings; S: 5, 3; V: 1; wins, city eliminated), fort Szechuan, army Szechuan, Szechuan, fortress Szechuan, army Great Plain of China (vs. Fujiwara; S: 4, 3; F: 1; wins). Points: Dominance in China (6), Presence in Middle East (2), India (3), Southern Europe (3), Northern Europe (2), Southeast Asia (2), North America (1), 3 Capitals (6), 1 city (1), 2 Seas (2), and 3 Monuments (3) for 31 points.

GEGS (Geggus) plays Disaster (Volcano) in the Eastern Ghats. Monument destroyed, Capital reduced to city. **SELJUK TURKS:** Army Turanian Plain (Hun army eliminated), army Hindu Kush (vs. Arabs; S: 6, 1; A: 2, 1; wins), Persian Plateau (vs. Arabs; S: 6, 3; A: 6; S: 2, 1; A: 5; loses), Persian Plateau (vs. Arabs; S: 4, 1; A: 3; wins), Western Steppe (vs. Franks; S: 4, 2; F: 3; wins), Dnieper (vs. Franks; S: 4, 4; F: 1; wins), Central Europe (vs. Holy Roman Empire; S: 5, 4; H: 2; wins, Capital reduced to city), Zagros (vs. Arabs; S: 3, 3; A: 2; wins, city eliminated), Upper Tigris (vs. Arabs; S: 3, 2; A: 1; wins), Levant (vs. Arabs; S: 3, 1; A: 1; wins), Tarim Basin (vs. T'ang Dynasty; S: 6, 6; T: 5, 3; wins), Upper Indus (vs. Arabs; S: 1, 1; A: 4; loses). Builds Monuments Turanian Plain, Levant. Points: Dominance in North Africa (4), Middle East (4), Presence in China (3), India (3), Southern Europe (3), Northern Europe (2), Eurasia (1), 4 cities (4), 1 Sea (1), 6 Monuments (6) for 31 points.

Royal Manticoran Historical Society (Wilson) **MONGOLS:** Plays Jihad. Army Mongolia (Hsuing-nu army eliminated), Manchurian Plain, fleet Sea of Japan (vs. Stooges for All Time; RMHS: 6, 2, 1; SfAT: 5; wins), army Great Plain of China (vs. Sung Dynasty; M: 6, 6, 6; S: 4, 3; wins), Chekiang (vs. Chola; M: 6, 4, 2; C: 3; wins), Yangtse-Kian (vs. Sung Dynasty; M: 4, 3, 1; S: 1; wins), Wei River (vs. Sung Dynasty; M: 5, 3, 1; S: 3; wins), plays Pirates, fleet South China Sea, army Mekong (vs. Chola; M: 5, 4, 2; C: 5, 4; wins, city eliminated), Malayan Peninsula (vs. Chola; M: 6, 6, 5; C: 2; wins), Ganges Delta (vs. Chola; M: 6, 5, 1; C: 6, 1; wins), Ganges Valley (vs. Arabs; M: 4, 1, 1; A: 6; loses), Ganges Valley (vs. Arabs; M: 6, 5; A: 5; wins), Upper Indus (vs. Arabs; M: 4, 4; A: 5; loses), Upper Indus (vs. Arabs; M: 3, 2; A: 4; loses), Upper Indus (vs. Arabs; M: 3, 3; A: 4; loses), Upper Indus (vs. Arabs; M: 6, 2; A: 3; wins), Eastern Deccan (vs. Guptas; M: 5, 2; G: 6, 3; loses), Eastern Deccan (vs. Guptas; M: 1, 1; G: 4, 4; loses), Eastern Deccan (vs. Guptas; M: 5, 4; G: 4, 1; wins, city eliminated), Eastern Ghats (vs. Chola; M: 1, 1; C: 1; M: 6, 1; C: 1; wins, city eliminated). Builds Monuments Chekiang and Malayan Peninsula. Points: Dominance in China (6), India (6), Presence in Southern Europe (2), Southeast Asia (2), Eurasia (1), 1 city (1), 2 Sea (2), and 7 Monuments (7) for 27 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	The Human Race (blue)	37	91
Christopher Hunt	The Gardeners (green)	43	89
Howard Bishop	FAC-51 (black)	46	86
Dave Anderson	Stooges for All Time (orange)	47	87
Kevin Wilson	Royal Manticoran Historical Society (purple)	50	80
Martin Burgdorf	Great Giant (red)	53	114
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	55	121

Positions

SfAT: Fleet Western Mediterranean. **NORTH AMERICAN MIGRANTS:** Armies Great Lakes, West Indies. **CARTHAGINIA:** Army, Capital, Fortress Shatts Plateau. **GOTHS:** Army and Monument Albion, two armies Western Gaul, army Caucuses. **FUJIWARA:** Army and Capital Hokkaido. **FRANKS:** Army Lower Rhein.

GEGS: Fleet Red Sea. **EGYPT:** Armies Nubia, Libya. **NILE KINGDOM:** Army, city, and fort Upper Nile. **ROMANS:** Army and city Pindus, Crete, army Morea. **KHMERS:** Army Irrawaddy. **SELJUK TURKS:** Army, Capital, and Monument Turanian Plain, army, city, and Monument Central Europe, army and Monument Levant, Upper Tigris, Zagros, armies Western Steppe, Dnieper, Hindu Kush, Persian Plateau.

FAC-51: **SASSANIDS:** Army and city Lower Tigris. **HUNS:** Army Lower Indus. **SCOTS:** Army, city, and fort Highlands. **HOLY ROMAN EMPIRE:** Army, city, and Monument Southern Appenines, army and city Northern Gaul, armies Dalmatia, Northern Appenines, Central Massif.

Great Giant: Fleet North Sea. **PERSIA:** Three armies Western Anatolia. **ARABS:** Army, Capital, and Monument Arabian Peninsula, army Palestine. **VIKINGS:** Armies Scandinavia, Baltic Seaboard, North European Plain, Eastern Steppe.

The Gardeners: Fleets Black Sea, Eastern Mediterranean. **VEDIC CITY STATES:** Three armies and a Fortress Ceylon. **MAYANS:** Army, Fort, and Capital Central America, army Guiana Highlands. **HAN DYNASTY:** Army East Indies. **GOLD COAST KINGDOM:** Army, city, and Fort Gold Coast. **BYZANTINES:** Army, Fort, and Capital Balkans, two armies Danubia, army Eastern Anatolia. **SUNG DYNASTY:** Three armies, Capital, and Fortress Szechuan.

The Human Race: Two fleets Bay of Bengal. **SUB-SAHARAN MIGRANTS:** Armies Central Africa, East Africa. **MAURYA:** Army and Fort Sumatra. **GUPTAS:** Armies Persian Salt Desert, Western Deccan, Western Ghats. **CHOLAS:** Army Si-Kyang.

RMHS: Fleets Sea of Japan, South China Sea. **CHOU DYNASTY:** Army and city Yellow River. **CELTS:** Armies Pyrenees, Southern Iberia, Western Iberia.

MONGOLS: Army and Monument Great Plain of China, Yangtse Kian, Chekiang, Wei River, Malayan Peninsula, Ganges Delta, Upper Indus, armies Mongolia, Manchurian Plain, Ganges Valley, Eastern Deccan, Eastern Ghats, Mekong.

Event CardsEpoch VI Empire Selection**Boxer****Turn 6****Turn 7, Tuesday, January 26**Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александрю Робот	Rotate Left (410)	Rotate Left (250)	Rotate Right (260)	Rotate Left (230)	Move 1 (620)
GEGS	Rotate Left (290)	Move 1 (580)	U-Turn (50)	<i>Move 2 (730)</i>	Rotate Right (340)
Marvin	Rotate Right (160)	Rotate Right (80)	<i>Rotate Right (140)</i>	<i>Move 3 (820)</i>	<i>Rotate Left (130)</i>
Dalekbot	Rotate Right (100)	Rotate Left (350)	Move 1 (550)	<i>U-Turn (20)</i>	<i>Rotate Right (120)</i>
The Hand of Doom	Shut Down				
UltraMan	Back Up (440)	Rotate Right (220)	Rotate Right (360)	Rotate Right (380)	<i>Move 2 (700)</i>
Čapek	Rotate Left (90)	Move 3 (840)	Rotate Left (310)	<i>Move 2 (670)</i>	<i>U-Turn (30)</i>
Clockwork Hauler	Rotate Left (150)	Back Up (450)	Rotate Right (200)	Move 1 (490)	Move 1 (600)

Registers in italics are locked. Čapek and Marvin will shut down at the end of this turn.

Phase 1

UltraMan backs up to B5, Александрю Робот rotates left to face north, GEGS rotates left to face east, Marvin rotates right to face east, Clockwork Hauler rotates left to face north, Dalekbot rotates right to face north, and Čapek rotates left to face west. Conveyor belts: GEGS is moved to K8, Marvin is moved to F4, Dalekbot is moved to B10, UltraMan is moved to B4, Čapek is moved to I4 and rotated to face north, and Clockwork Hauler is moved to G12. Александрю Робот shoots The Hand of Doom, Dalekbot shoots UltraMan (register 5 locked), UltraMan shoots Marvin, who is also shot by the on-board laser (registers 3 and 5 locked), Marvin shoots Čapek (register 5 locked).

Phase 2

Čapek dashes ahead 3 to I1, GEGS moves ahead 1 to L9 (archive relocated, flag 3 touched), Clockwork Hauler backs up to G13, Dalekbot rotates left to face west, Александрю Робот rotates left to face west, UltraMan rotates right to face south, and Marvin rotates right to face south. Conveyor belts: Marvin is moved to H4, Dalekbot is moved to B9, UltraMan is moved to B3 and rotated to face west, and Clockwork Hauler is moved to G12.

Phase 3

Dalekbot moves ahead 1 to A9 (archive relocated), UltraMan rotates right to face north, Čapek rotates left to face west, Александрю Робот rotates right to face north, Clockwork Hauler rotates right to face east, Marvin rotates right to face west, and GEGS makes a U-turn to face west. Conveyor belts: Marvin is moved to I5 and rotated to face north, UltraMan is moved to C3, and Clockwork Hauler is moved to G11 and rotated to face north. Александрю Робот shoots The Hand of Doom, GEGS shoots Dalekbot (register 4 locked), and Marvin shoots Čapek (register 4 locked).

Phase 4

Marvin dashes forward 3 to I2, GEGS moves ahead 2 to J9, Čapek moves ahead 2 to G1, Clockwork Hauler moves ahead 1 to G10, UltraMan rotates right to face east, Александрю Робот rotates left to face west, and Dalekbot makes a U-turn to face east. Conveyor belts: GEGS is moved to I9, Marvin is moved to K2 and rotated to face east, UltraMan is moved to D3, and Clockwork Hauler is moved to E10. GEGS and Dalekbot shoot each other (Dalekbot's register 3 is locked).

Phase 5

UltraMan moves ahead 2 to F3, Александрю Робот moves ahead 1 to D15, Clockwork Hauler moves ahead 1 to E9, GEGS rotates right to face north, Marvin rotates left to face north, Dalekbot rotates right to face south, and Čapek makes a U-turn to face east. Conveyor belts: Александрю Робот is moved to D14, GEGS is moved to H9, Marvin is moved to K4, UltraMan is moved to G3, and Clockwork Hauler is moved to D9 and rotated to face east. Clockwork Hauler shoots GEGS, using Fire Control to lock register 4.

Cleanup

Dalekbot is repaired 1 point (register 3 unlocked) and gains the Conditional Program option. Čapek and Marvin shut down.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александрю Робот	Blue		D14>W		2	4
2	Chris Geggus	GEGS	Yellow	Extra Memory	H9>N	1, 2, 3	3	4
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	K4>N	1	3	0
4	Andy York	Dalekbot	Black	Reverse Gear, Conditional Program	A9>E		3	6
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	E13>E	1	3	2
6	Andy Lewis	UltraMan	Red		G3>E	1	2	5
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	G1>E	1	3	0
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control, Radio Control	D9>E		3	3

GEGS is Geo-Enhanced Guard Sentinel

Program Cards**Poodle**

Turn 7

Turn 8, Tuesday, March 8

Actions**H.I.C.K.** buys a titanium factory (MWa) and transfers a population factor from an ore factory to man it.**Jack and His Friends** buys a population factor (Or1, Or4, Or5).**HALYCON** buys a titanium factory (MWa) and a population factor (Or5, Wa6).**Skynet** buys a titanium factory (Or1, Or2, Or5, Wa6, Wa7, Wa9) and moves a population factor from an ore factory to man it.**OLDHAM** buys a titanium factory (Wa6, Wa8, Wa9) and transfers a population factor from an ore factory to man it.**Delta Indigo 8487** buys a population factor (Ti10)**BarterTown** buys a water factory (Or2, Or3, Wa6, Wa7) and transfers 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, WaF, TiF	No, HE	10
2	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF, WaF, WaF, TiF	No, HE	9
3	OLDHAM	Howard Bishop	OrF, OrF, WaF, WaF, WaF, WaF, TiF	No, HE	9
4	Skynet	Dave Hooton	OrF, OrF, WaF, WaF, WaF, TiF	No, HE	9
5	Jack and His Friends	Bill Scharf	OrF, OrF, WaF, WaF, P	2DL, No	8
6	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF	HE	8
7	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF	3DL	7

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 UpgradesIncome

New Arrivals: Robots, Laboratory

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouse (Wa)	25	5	0
Scientists (Sc)	40	0	5
Orbital Lab (OL)	50	0	5
Robots (Ro)	50	1	4
Laboratory (La)	80	1	5
Ecoplants (Ec)	30	0	5
Outpost (Ou)	100	0	5

H.I.C.K., OLDHAM, and HALCYON all took MegaWater cards.

Pug

Turns 3.3 to 4.3

Deadline Turn 4.4 to 5.4, March 8

Turn 33rd: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 4 4 6****Multi-Generation Ship.**

Buys 1 Mulch Wine for \$20.

4th: **Debbie Anderson (Dell/DA) Rolls Used: 1 3 4****Jewel Port(s) – Jewel Port(o) – B – Jellybeast Landing(o) – A - ? (it's a B30 penalty marker).**5th: **Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 2 * 3 R – B – R – Desolation Landing(o) – Desolation Landing(s).**

Discovers Dell (from the cup: Demand for Wine at 4a, Voll Silk at 1b, Melf Pelts at 5, Designer Genes at 9a), picks up the Fare to Base.

6th: **Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 2 3 6****Space Station – R – Y – R – NC3 – Y – B – R – B – R – Wet Landing(o) – A.**Turn 41st: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 1 2 6****Paintfall(s) – Paintfall(o) – TeleGate 2 – R – B – NC6 - ? (it's TeleGate 4) – NC6 - A.**2nd: **Chris Geggus (Eepeeep/Guardians Enforce Galactic Security) Rolls****Used: 1 2 2****B – Y – R – A – Ice Station(o) (observes) - ? (it's TeleGate 5).**3rd: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 3 3 6****Multi-Generation Ship – NC3 - ? (It's the Spy Eye Relic).**

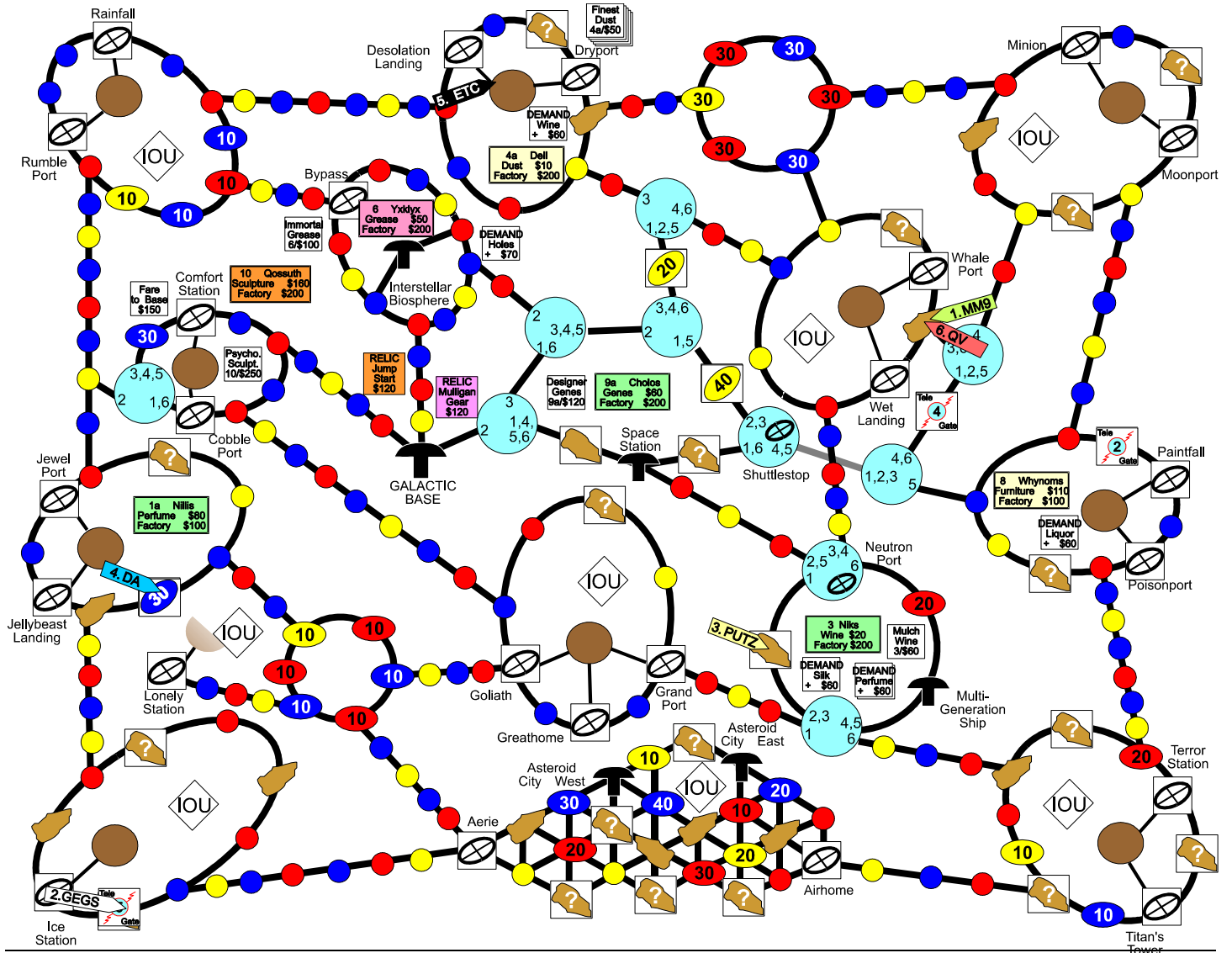
Stops and picks up relic.

On the Board:

1a (Nillis): Nothing**1b (Volois):** 3 Voll Silk**2 (Graw):** Demand for Designer Genes (+\$40)**3 (Niks):** 2 Demand for Bionic Perfume (+\$60), 1 Mulch Wine, Demand for Voll Silk (+\$60)**4a (Dell):** 5 Finest Dust, Demand for Mulch Wine (+\$60)

- 4b (Humans): Rock Videos, 2 Demand for Space Spice (+\$40), Demand for Bionic Perfume (+\$60)
- 4c (Wraiths): 4 Visible Holes
- 5 (Shenna): 4 Melf Pelts, Demand for Mulch Wine (+\$50), Fare to Base (\$140)
- 6 (Yxklyx): Demand for Portable Holes (+\$70), Immortal Grease
- 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): 1 Designer Genes
- 9b (Wollow): Fare to 5 (\$110), 3 Megalith Paperweight
- 10 (Qossuth): Fare to Base (\$150), Psychotic Sculpture
- Base: Relic Gate Lock, Relic Mulligan Gear



1. Mystery Machine 9 \$65		
Scout		
5: 2 4 5		
Hold1	Hold2	Hull
Imposs. Furniture 8/\$180		6 \$100

2. GEGS \$139		
Scout		
5: 5 5 6		
Hold1	Hold2	Hull
Bionic Perfume 1a/\$140		10 \$120

3. PUTZ \$80		
Scout		
5: 3 5 5		
Hold1	Hold2	Hull
Mulch Wine 3/\$60	Mulch Wine 3/\$60	RELIC Air Foil \$80
		3 \$80
		RELIC Spy Eye \$100

4. DA \$140		
Scout		
4: 1 4 6 // 5: 1 1 2		
Hold1	Hold2	Hull

5. ETC \$120		
Needle		
4: 1 4 (use 1*3)		
Hold1	Hold2	Hull
Designer Genes 9a/\$120	Fare to Base \$180	

6. Quo Vadis \$250		
Scout		
4: 3 3 6		
Hold1	Hold2	Hull

Addresses

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Standbys

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

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

Standby Calls

None this issue!