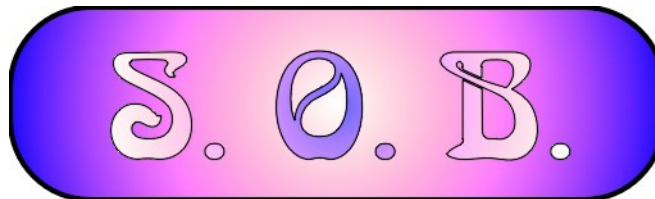


Number 211



March/April, 2016

Notes from Hades

Things are still pretty quiet around here. The new employer is still good, and the boys are approaching their 14th birthday, but aside from that, there is not a lot going on.

Foxhound will be starting up next issue, and there is spot remaining. If it is not taken, I will use the non-player nation rules as I have in the past. We are also getting close on a couple of other games, so grab those spots while you can.

The next deadline is **Tuesday, April 19 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(\$), Martin Burgdorf(\$), will take up to 1 more. **This game starts next issue.**

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(\$), Geoff Richardson, Martin Burgdorf(\$), this game is closed.

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, Martin Burgdorf(\$), will take 1 more.

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

Beauceron. Puerto Rico. This will be the base game and it will be run via email. Have Chris Geggus(\$), Christopher Hunt(\$), Martin Burgdorf(\$), Geoff Richardson, will take up to 1 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 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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On the Web at: <http://www.sob-zine.org>

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

Purebred

Summer 1261

Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory Deadline for Fall 1261 4/19 Tuesday

Aragon turns his full attention against Venice, allowing Milan full reign in the west. The Pope continues to move against Florence, while Florence moves to defend against Milan.

Outstanding Debt

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

Orders

ARAGON (McHugh): A Naples to AQUILA, A OTRANTO to Bari, F Tyrrhenian Sea to GULF OF NAPLES, F Lower Adriatic to DALMATIA, F Albania to LOWER ADRIATIC, F Ragusa to ALBANIA

FLORENCE (Partridge): A PISTOIA supports A Pisa to Lucca, A Pisa to LUCCA, A Piombino to PISA, G AREZZO holds (u)

MILAN (Schoenfeldt): A MODENA supports Venice A Ferrara to Bologna, F Genoa to LIGURIAN SEA, F (EM) Sardinia to TYRRHENIAN SEA, F Gulf of Lions to SARDINIA, F Ligurian Sea to GULF

OF LIONS, F Western Mediterranean to TUNIS, G

MARSEILLES convert to F, G SAVOY convert to F

A Sienna to AREZZO, A (EM) Arezzo to FLORENCE, A

PAPACY holds

PAPACY (Giovine):

VENICE (Robles):

A Ferrara to BOLOGNA, A Herzegovina to RAGUSA, A BARI

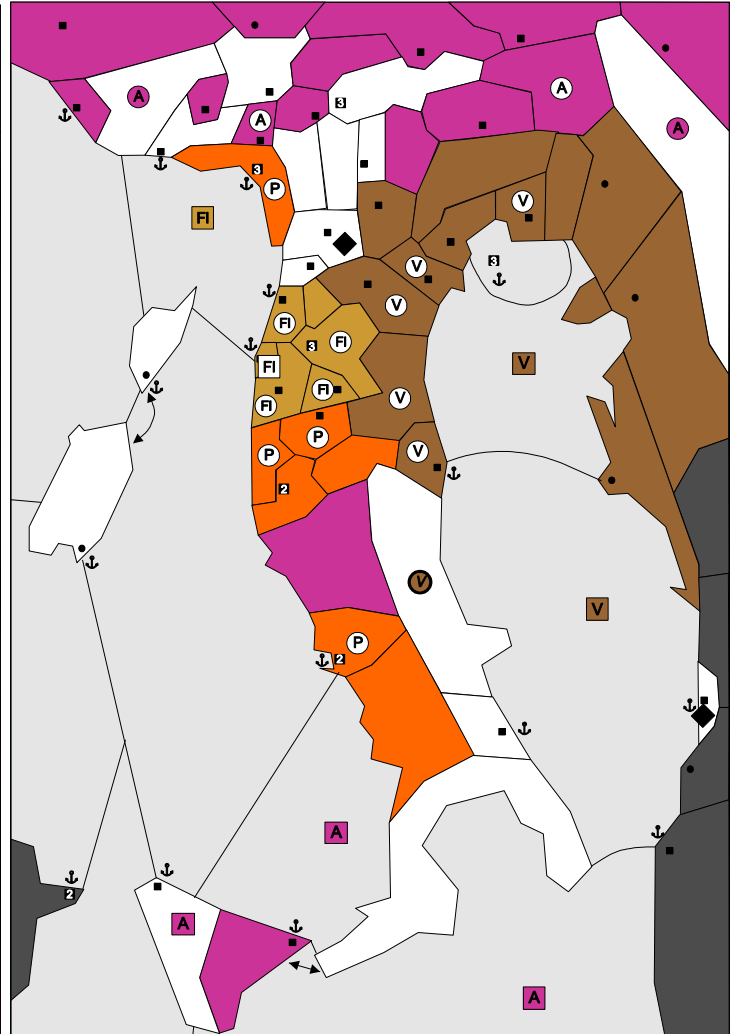
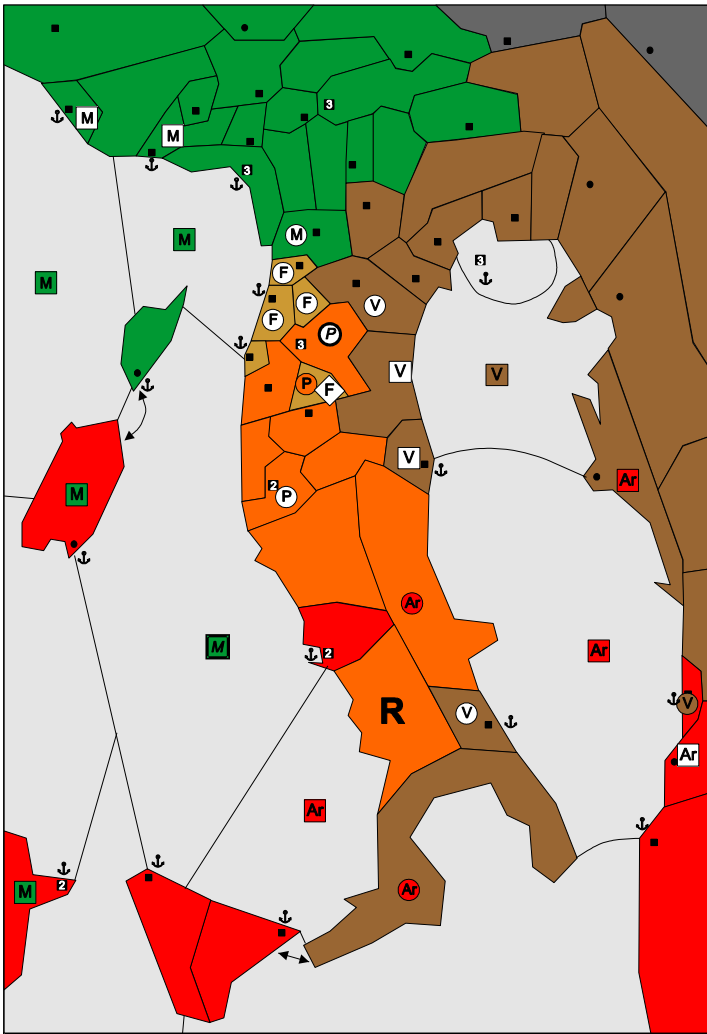
holds, F URBINO supports F Aquila to Ancona, F Aquila to

ANCONA, F UPPER ADRIATIC supports A Ferrara to Bologna

Your treasury:

Purebred

Dogleg



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

Dogleg

Spring 1502

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

Deadline for Summer 1502 4/19 Tuesday

Venice stages a massive amphibious invasion of the Italian peninsula, the Pope starts to move against Florence, and Austria finds his moves at sea blocked.

Builds

		Cost
Aus	Maintains all, builds A Hungary, F Messina	24
Flo	Maintains all, builds F Pisa, G Florence	18
Pap	Maintains all, no new builds	12
Ven	Maintains all, builds Elite Mercenary A Dalmatia, A Padua, A Treviso	27

Expenditures

Papacy repays 17 ducats to the moneylenders.
Venice spends 3 ducats for Famine Relief in Ancona.

Outstanding Loans

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

Orders

AUSTRIA (Burgdorf): A Avignon to PROVENCE, A Tyrolea to CARINTHIA, A Saluzzo to SAVOY, A MONTFERRAT supports A Saluzzo to Savoy, A Hungary to SLAVONIA, F GULF OF NAPLES to

Tyrrhenian Sea, F IONIAN SEA to Lower Adriatic, F Messina to PALERMO

FLORENCE (Robles): A Florence to PISA, A AREZZO support G Florence convert to A, A SIENNA supports A Arezzo, F PIOMBINO to Tyrrhenian Sea, F Pisa to LIGURIAN SEA, G FLORENCE convert to A

PAPACY (Anderson): A GENOA holds, A Rome to PATRIMONY, A PERUGIA to Urbino, A NAPLES to Aquila

VENICE (Wilson): A Carniola to ANCONA, A BOLOGNA supports A Urbino, A URBINO supports A Carniola to Ancona (cut), A (EM) Dalmatia to AQUILA, A Padua to FERRARA, A TREVISO holds, F UPPER ADRIATIC transports A Carniola to Ancona, F LOWER ADRIATIC transports A (EM) Dalmatia to Aquila

Treasury:

Notes

There has been a proposal for a concession to Austria. Please vote with your orders. As usual, NVR = No, NMR = Yes.

Press

Rome: The Holy See U Know --Financial Times--The Pontiff said the budgeted was balanced. We can at least now be invited to the Medici family gatherings near Lake Como in the summer. The Pontiff also announced mandatory Austrian speaking lessons for everyone.

S.O.B.

Spring 1502 Famine Losses

Autonomous garrison Cremona

Summer 1502 Plague

Poor Year – Row Only: Savoy (Austrian A and autonomous garrison eliminated), Friuli, Rome, Marseilles, Pavia

Rescue Dog

Winter 1455

**Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory
Deadline for Spring 1455 4/19 Tuesday**

A pause for building.

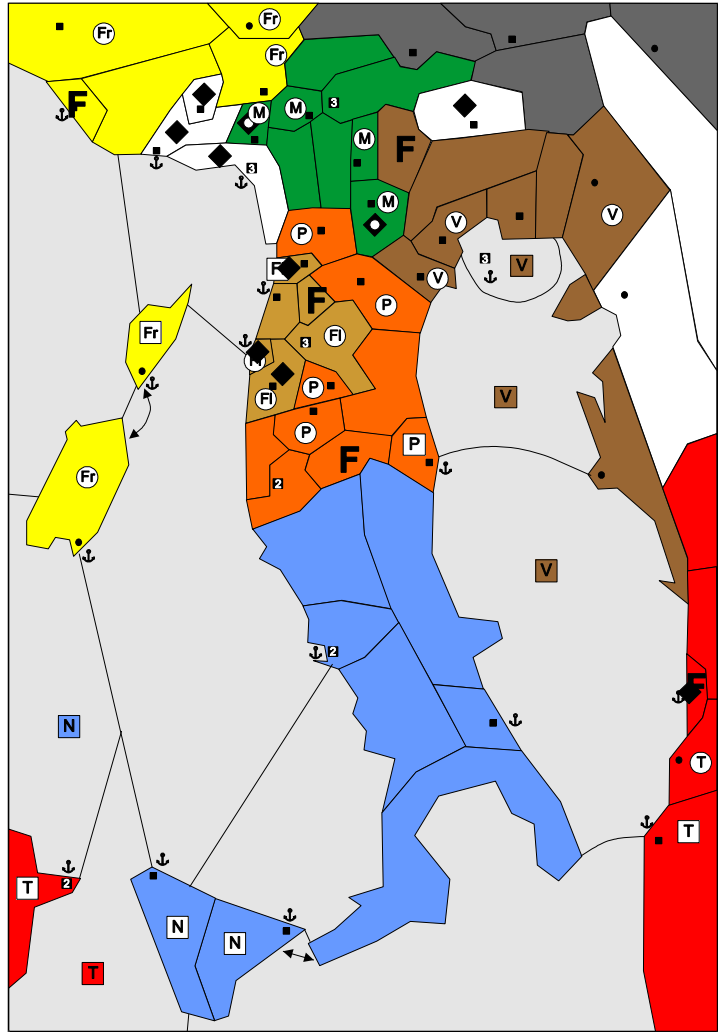
Builds

		Cost
Florence	Maintains all, builds A Florence	12
France	Maintains all, builds A Avignon, A Swiss	15
Milan	Maintains all, builds A Cremona, A Pavia	12
Naples	Maintains all, builds F Messina	9
Papacy	Maintains all, builds A Perugia, A Bologna, G Ancona	18
Turks	Maintains F Central Mediterranean, F Durazzo, builds F Tunis, A Albania	12
Venice	Maintains all, builds A Padua, F Venice	18

Press

Turks to All (except Venice and his Neapolitan friend): It is very mysterious that the Venetian snake did not attack the free city of Naples (Bari) instead of occupied ones (Ancona and Albania): WHY? Why he prevented my land in south Italy? Does this not be a gunboat game? Please, let you help the turkish fleets against the axis Naples-Venice before they become too strong for all.

Rescue Dog



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

Pick of the Litter

**Turn 22, Phases IV-VI and Turn 23 Phases I-III
Turn 23, Phases IV-VI and Turn 24, Phases I-III due 4/19 Tuesday
Turn 22**

Operations

Red (Bishop) operates #45 (\$30, depletes), #88 (\$50, 3 coal), #31 (\$80, 4 gold), #61 (\$20, depletes), delivers 6 coal from Emery to El Paso for \$840 and 6 coal from Trinidad to Denver for \$840
Brown (Partridge) operates #54 (\$40, 2 lumber), #74 (\$20, 2 coal), #77 (\$20, 2 coal), #42 (\$40, depletes), #131 (\$20, 4 lumber), delivers 8 lumber from Hot Sulphur Springs to Salt Lake City for \$1920, 1 silver from Leadville to Denver for

\$200, and 3 coal from Elk Springs to Denver for \$420, gains \$2270 in passenger revenues, trades in a 9 train for a 72 train spending \$460.
Orange (Hooton) operates #83 (\$20, 4 coal), #116 (\$30, 1 lumber), #121 (\$30, 2 coal), #107 (\$50, 3 copper), #125 (\$20, 3 coal), #122 (\$20, 4 coal), #117 (\$50, 2 lumber), #100 (\$40, 2 gold), #33 (\$50, 2 gold), delivers 8 coal from York Canyon to El Paso for \$1120, 4 coal from York Canyon to Santa Fe for \$480, 4 lumber

from Pinos Altos to El Paso for \$800, and 2 copper from Pinos Altos to El Paso for \$480, gain \$510 in passenger revenues, trades in 9 train for a 42 train for \$280.
Cyan (Scharf) operates #71 (\$20, 5 coal), #68 (\$20, 2 coal), #130 (\$80, 1 copper), #67 (\$30, 3 coal), delivers 10 coal from Sunnyside to Salt Lake City for \$1000,

gains \$20 in passenger revenues.
Blue (Anderson) operates #79 (\$40, 3 coal), #47 (\$40, 1 silver), delivers 6 coal from Crested Butte to Denver for \$840.

Determine Price Changes

Gold: +2 to \$225

Copper: Remains at \$240

Silver: +4 to \$400

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

Turn 23

Move Prospectors and Surveyors

Red (Bishop) surveys French to Las Vegas and dismantles Emery to Green River, no prospecting

prospect #64 (+2) and #65

Brown (Partridge) prospects #27, no surveying

Cyan (Scharf) no prospecting or surveying

Orange (Hooton) surveys Carizozo to Capitan and Alamagordo to Cloudcroft,

Blue (Anderson) no prospecting or surveying

Dispute Resolution

No disputes. Red spends \$90, Brown spends \$120, Orange spends \$500.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$22,280	9, 15, 24, 72	+4, +5	S, S, P+2, P
Dave Partridge	Brown	Denver	\$19,890	24, 24, 42, 72		S, S+2, P+2
Dave Hooton	Orange	El Paso	\$29,030	24, 24, 42, 42		S, S, P+2, P
Bill Scharf	Cyan	Salt Lake City	\$12,605	9, 15, 42, 42		S, P, P+1
Debbie Anderson	Blue	Pueblo	\$3,755	9, 15, 24		S, S, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
92	Raton	Red	Coal	3	\$40
123	Gallup	Red	Coal	3	Depleted
86	Canon City	Red	Coal	0	\$20
88	Walsenburg	Red	Coal	15	\$50
61	South Fork	Red	Lumber	3	Depleted
84	Durango	Red	Coal	N	\$20
49	Silverton	Red	Silver	3	Depleted
31	Cripple Creek	Red	Gold	14	\$80
50	Silverton	Red	Silver	3	Depleted
54	Steamboat Springs	Brown	Lumber	4	\$40
74	Elk Springs	Brown	Coal	3	\$20
77	Craig	Brown	Coal	5	\$20
29	Leadville	Brown	Gold	5	Depleted
131	Hot Sulphur Springs	Brown	Lumber	0	\$20
27	Dillon	Brown	Gold	N	\$40
128	South Fork	Orange	Silver	4	Depleted
83	Durango	Orange	Coal	5	\$20
116	Pinos Altos	Orange	Lumber	0	\$30
121	York Canyon	Orange	Coal	1	\$30
103	Hillsboro	Orange	Silver	5	Depleted
98	Pinos Altos	Orange	Gold	5	Depleted
107	Santa Rita	Orange	Copper	3	\$50
125	Capitan	Orange	Coal	13	\$20
122	Lee Ranch West	Orange	Coal	8	\$20
117	Cloudcroft	Orange	Lumber	6	\$50
100	White Oaks	Orange	Gold	2	\$40
33	Silverton	Orange	Gold	2	\$50
65	El Vado	Orange	Lumber	N	\$30
64	Lumberton	Orange	Lumber	N	\$40
71	Sunnyside	Cyan	Coal	5	\$20

#	City	Owner	Type	Goods	Operation
68	Scofield	Cyan	Coal	14	\$20
130	Bingham	Cyan	Copper	4	\$80
67	Coalville	Cyan	Coal	11	\$30
48	Ouray	Blue	Silver	2	Depleted
79	Bowie	Blue	Coal	7	\$40
53	Lake City	Blue	Silver	4	Depleted
82	Crested Butte	Blue	Coal	6	\$20
85	Canon City	Blue	Coal	8	\$30
47	Ouray	Blue	Silver	2	\$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
73	Hiawatha	Coal	\$60	\$20
76	Craig	Coal	\$80	\$20
52	Lake City	Silver	\$100	\$40
58	Dolores	Lumber	\$140	\$40
108	Lordsburg	Copper	\$140	\$40
127	Westcliffe	Silver	\$60	\$20
41	Leadville	Silver	\$120	\$50

Available Trains

Type	# Available	Cost
9	3	\$80
15	3	\$120
24	2	\$200
42	3	\$320
72	6	\$500

S.O.B.

#	City	Type	Claim	Operation
75	Rangely	Coal	\$80	\$20

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 Snowplows

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

Shaggy Dog**Epoch VI Empire Selection and Ming Dynasty**

Deadline Epoch VI Timurid Emirates, Incas & Aztecs, Ottoman Turks, Tuesday, April 19

Epoch VI Empire Selection

The Human Race (Scharf) keeps

The Gardeners (Hunt) passes to Great Giant

FAC-51 (Bishop) keeps

Stooges for All Time (Anderson) keeps

Royal Manticoran Historical Society (Wilson) gives to GEGS

Great Giant (Burgdorf) gives to Royal Manticoran Historical Society

GEGS (Geggus) gives to The Gardeners

Epoch VI

FAC-51 (Hunt) plays Disaster (Ships at Sea) in the Sea of Japan (RMHS ship eliminated). **MING DYNASTY**: Army and Capital Chekiang (Mongol army retreats to Great Plain of China), fleet Sea of Japan, army Honshu, Wei River (vs. Mongols; Mi: 4, 1; Mo: 3; wins), Tarim Basin (vs. Seljuk Turks; M: 3, 2; S: 6; loses), Tarim Basin (vs. Seljuk Turks; M: 6, 4; S: 2; wins), Turanian Plain (vs. Seljuk Turks; 5, 1; S: 1; wins), Yangtse Kian (vs. Mongols; Mi: 5, 2; Mo: 5; Mi: 6, 4; Mo: 2; wins), Si-Kyang (vs. Cholas; M: 4, 1; C: 4; M: 6, 3; C: 4; wins). Builds Monument Si-Kyang. Points: Dominance in China (6), Southern Europe (4), Presence in Middle East (2), India (3), Northern Europe (2), Eurasia (1), Nippon (1), 1 Capital (2), 4 cities (4), 1 Sea (1), and 8 Monuments (8) for 34 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
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	55	121
Martin Burgdorf	Great Giant (red)	63	138

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, city, and Monument Central Europe, army and Monument Levant, Upper Tigris, Zagros, armies Western Steppe, Dnieper, Hindu Kush, Persian Plateau.

FAC-51: Fleet Sea of Japan. **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. **MING DYNASTY**:

Army, Capital, and Monument Chekiang, army and Monument Great Plain of China, Yangtse Kian, Si-Kyang, Wei River, Tarim Basin, Turanian Plain, army Honshu.

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**:

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.

RMHS: Fleet South China Sea. **CHOU DYNASTY:** Army and city Yellow River. **CELTs:** Armies Pyrenees, Southern Iberia, Western Iberia. **MONGOLS:** Army and Monument Malayan Peninsula, Ganges Delta, Upper Indus, armies Mongolia, Manchurian Plain, Ganges Valley, Eastern Deccan, Eastern Ghats, Mekong.

Event Cards

Epoch VI Empire

Boxer
Turn 8
Turn 9, Tuesday, April 19

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александрю Робот	Back Up (470)	Rotate Left (370)	Rotate Left (150)	Rotate Left (130)	Rotate Left (70)
GEGS	Rotate Left (230)	Rotate Left (210)	Move 1 (650)	<i>Move 2 (730)</i>	<i>Rotate Left (330)</i>
Marvin	Shut Down				
Dalekbot	Move 2 (760)	Rotate Right (80)	Rotate Right (220)	<i>U-Turn (20)</i>	<i>Rotate Right (120)</i>
The Hand of Doom	Back Up (450)	Rotate Left (250)	Rotate Left (190)	Rotate Right (200)	Rotate Left (310)
UltraMan	Move 2 (740)	Move 1 (520)	U-Turn (10)	Move 1 (570)	<i>Move 2 (700)</i>
Čapek	Shut Down				
Clockwork Hauler	Move 2 (780)	Back Up (430)	<i>U-Turn (40)</i>	<i>Rotate Right (180)</i>	<i>Move 3 (840)</i>

Registers in italics are locked. Александрю Робот and GEGS will shut down at the end of this turn.

Phase 1

Clockwork Hauler moves ahead 2 to F9, Dalekbot moves ahead 2 to A11, UltraMan moves ahead 2 to I3, Александрю Робот backs up to E14, The Hand of Doom backs up to D13, and GEGS rotates left to face west. Conveyor belts: GEGS is moved to G9, Marvin is moved to K6, Dalekbot is moved to B11 and rotated to face east, The Hand of Doom is moved to D12, UltraMan is move to J3 and rotated to face south, and Clockwork Hauler is moved to E9. GEGS shoots Clockwork Hauler, Clockwork Hauler uses Radio Control on GEGS, and GEGS is shot by the on-board laser (register 5 locked).

Phase 2

UltraMan moves ahead 1 to J4, Clockwork Hauler backs up to D9, GEGS backs up to H9, Александрю Робот rotates left to face south, The Hand of Doom rotates left to face north, and Dalekbot rotates right to face south. Conveyor belts: GEGS is moved to G9, Marvin is moved to B8, Dalekbot is moved to B10, UltraMan is moved to J5, and Clockwork Hauler is moved to D8. The Hand of Doom shoots Clockwork Hauler (register 5 locked) and the on-board laser shoots GEGS.

Phase 3

Dalekbot rotates right to face west, The Hand of Doom rotates left to face west, Александрю Робот rotates left to face east, Clockwork Hauler makes a U-turn to face west, GEGS makes a U-turn to face east, and UltraMan makes a U-turn to face north. Conveyor belts: GEGS is moved to F9, Marvin is moved to K10 and rotated to face east, Dalekbot is moved to B9, UltraMan is moved to J6, and Clockwork Hauler is moved to D7. Clockwork Hauler is shot by the on-board laser (register 4 locked).

Phase 4

UltraMan moves ahead 1 to J5, The Hand of Doom rotates right to face north, Clockwork Hauler rotates right to face north, GEGS rotates right to face south, Александрю Робот rotates left to face north, and Dalekbot makes a U-turn to face east. Conveyor belts: GEGS is moved to E9, Marvin is moved to I10, Dalekbot is moved to B8, UltraMan is moved to J6, and Clockwork Hauler is moved to D6. The Hand of Doom shoots Clockwork Hauler (register 3 locked).

Phase 5

Clockwork Hauler dashes ahead 3 to D3, GEGS dashes ahead 3 to E12, UltraMan moves ahead 2 to J4, The Hand of Doom rotates left to face west, Dalekbot rotates right to face south, and Александрю Робот rotates left to face west. Conveyor belts: Marvin is moved to G10, Dalekbot is moved to B7, UltraMan is moved to J5, and Clockwork Hauler is moved to E3. The pusher moves GEGS to E11.

Cleanup

Александрю Робот and GEGS shut down.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александрю Робот	Blue		E14>W		2	0
2	Chris Geggus	GEGS	Yellow	Extra Memory	E11>S	1, 2, 3	3	0
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	G10>E	1	3	0
4	Andy York	Dalekbot	Black	Reverse Gear, Conditional Program	B7>S		3	6
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	D12>W	1	3	2
6	Andy Lewis	UltraMan	Red		J6>N	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	E3>N		3	7

GEGS is Geo-Enhanced Guard Sentinel

Program Cards**Poodle****Turn 8****Turn 9, Tuesday, April 19**Actions

HALYCON buys a titanium factory (MWa) and moves a population factor from an ore factory to man it.

H.I.C.K. buys a titanium factory (MWa) and a population factor (Or2, Ti8)

OLDHAM buys a population factor (Ti11)

Skynet buys a titanium factory (Or4, Or4, Wa5, Wa9, Ti8) and moves a population factor from an ore factory to man it.

Jack and His Friends buys a water factory (Or2, Wa9, Wa9).

Delta Indigo 8487 buys a titanium factory (Wa4, Wa6, Wa7, Ti13) and moves a population factor from an ore factory to man it.

BarterTown buys a water factory (Or1, Wa5, Wa7, Wa7) and transfers a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	No, HE	11
2	HALYCON	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	No, HE	11
3	OLDHAM	Howard Bishop	OrF, OrF, WaF, WaF, WaF, WaF, TiF	No, HE	10
4	Skynet	Dave Hooton	OrF, OrF, WaF, WaF, WaF, TiF, TiF	No, HE	10
5	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF, TiF	HE	9
6	Jack and His Friends	Bill Scharf	OrF, OrF, WaF, WaF, WaF	2DL, No	9
7	BarterTown	Andy York	OrF, OrF, WaF, 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. OLDHAM discards Or1, Or3, Or3.

Pug**Turns 4.4 to 5.4****Deadline Turn 5.5 to 6.5, April 19**Turn 4

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

B30 – A – Y – R – B – Y – R – A – Ice Station(o) – Ice Station(s).

Discovers Zum (from the cup: Bionic Perfume at 1a, Melf Pelts at 5, Servo-Mechanism at 7b, Servo-Mechanism at 7b).

5th: **Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 4 * 3**

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

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

A – Wet Landing(o) – Wet Landing(s).

Discovers Shenna (From the cup: Demand for Silk at 4c, Demand for Spice at 3, Megalith Paperweight at 9b, Demand for Grease at 7b). Buys 1 Melf Pelts for \$50.

Turn 5

1st: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 2 4 5**

A – NC4 – R – Y – R – A – R – Minion(o) – Minion(s).

Discovers Graw (from the cup: Demand for Genes at 10, Voll Silk at 1b, Voll Silk at 1b, Chicle Liquor at 7a).

2nd: **Chris Geggus (Eeepeep/Guardians Enforce Galactic Security) Rolls Used: 5 5 6**

TeleGate 5 – B – Y – B – R – B – R – Y – Aerie – Y – ? (it's TeleGate 1) – Y – ? (it's the Gate Lock relic) – Asteroid City West.

Discovers Humans (from the cup: Demand for Dust at 5, Immortal Grease at 6, Megalith Paperweight at 9b, Mulch Wine at 3). Uses the IOU to buy Aerie for \$110.

3rd: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 3 5 5**

A – NC5 – R – Y – R – Space Station - ? (it's the Switch Switch relic).

Stops and picks up relic.

4th: **Debbie Anderson (Dell/DA) Rolls Used: 1 1 2**

Ice Station(s).

Trades in IOU and uses the credit to buy 2 Chicle Liquor.

On the Board:

1a (Nillis): 1 Bionic Perfume

1b (Volois): 5 Voll Silk

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

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

5 (Shenna): 4 Melf Pelts, Demand for Mulch Wine (+\$50), Fare to Base (\$140), Demand for Finest Dust (+\$50)

6 (Yxklyx): Demand for Portable Holes (+\$70), 2 Immortal Grease

7a (Zum): 1 Chicle Liquor

7b (Eeepeep): 2 Demand for Immortal Grease (+\$50), Fare to Base (\$110), Demand for Finest Dust (+\$50), 2 Servo-Mechanism

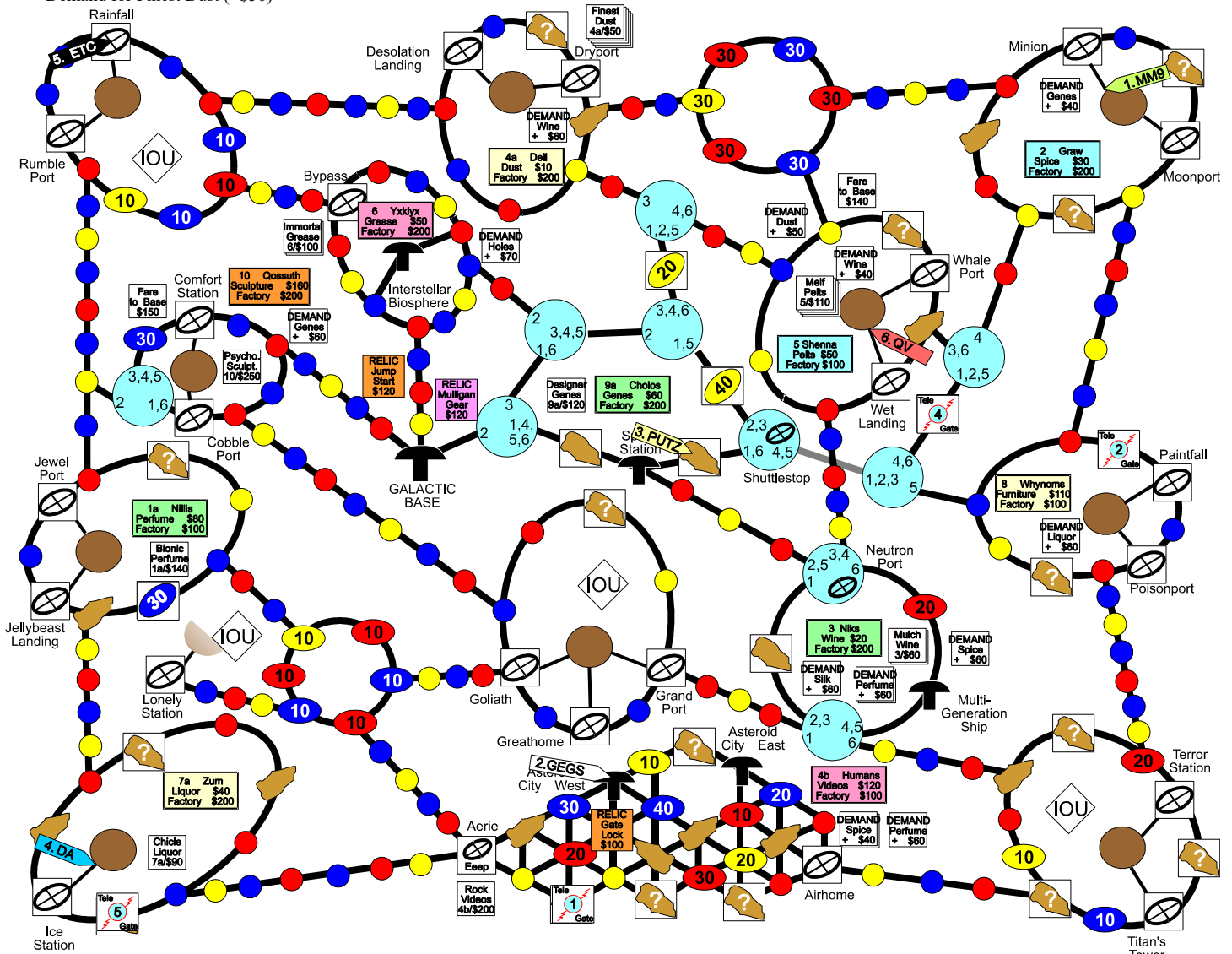
8 (Whynoms): Demand for Chicle Liquor (+\$60)

9a (Chola): 1 Designer Genes

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

10 (Qossuth): Fare to Base (\$150), Psychotic Sculpture, Demand for Designer Genes (+\$60)

Base: Relic Gate Lock, Relic Mulligan Gear



1. Mystery Machine 9			\$65
Scout			
6: 3 5 6			
Hold1	Hold2	Hull	
Imposs. Furniture 8/\$180		6 \$100	

2. GEGS			\$29
Scout			
6: 1 1 3			
Hold1	Hold2		Hull
Bionic Perfume 1a/\$140			70 \$120
			Aerie \$200

3. PUTZ			\$80
Scout			
6: 1 5 6			
Hold1	Hold2		Hull
Mulch Wine 3/\$60	Mulch Wine 3/\$60		RELIC Air Foil \$80
RELIC Switch Switch \$100	RELIC Spy Eye \$100	3 \$80	

4. DA		Scout	\$140
6: 2 3 6			
Hold1	Hold2	Hull	
Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90		

5. ETC		Needle	\$120
5: 5 6 // 6: 2 5 (use 1*3)			
Hold1	Hold2	Hull	
Designer Genes 9a/\$120	Fare to Base \$180		

6. Quo Vadis		Scout	\$200
5: 4 5 6			
Hold1	Hold2	Hull	
Melf Pelts 5/\$110		\$90	

Hall of Fame

This is ranking of all players who have won games in *S.O.B.*

Player	Total Wins	Game List	Game Types
Andy Lewis	18	Mailman's Bane, Dog Food, Mongrel, Hair of the Dog, Astro, Dogpaddle, Lupine, Coyote, Dog Days, Hounds of Tindalos, Hyena, Doggerel, Dogface, Hot Dog, Dogwood, Outlaw Dogs, Cats and Dogs, Gaspode	Die Macher (2), Merchant of Venus (3), History of the World (6), Modern Art, Liftoff!, New World (3), Gunslinger, Puerto Rico
Bill Scharf	12	Mastiff, Pack of Curs, Anubis, Chihuahua, Pooch, Doggin' It, Rover, Watchdog, Pavlov, Sled Dog, Russian Wolfhound, Sly Dog	Machiavelli (2), New World (3), Silverton, Liftoff! (2), Dune, Kremlin (3)
Dave Partridge	11	Wolfhound, Wolfbane, Wild Dog, Warg, Gray Wolf, Dogged, Dirty Deeds Done Dirt Cheap, Sirius, Barking Up the Wrong Tree, Akita, Hunter	Seafarers of Catan (2), Outpost, Machiavelli (3), Downfall XIII, New World, Silverton (2), Merchant of Venus
Andy York	11	Dog Breath, Running Dogs, Laika, Jackal, Malamute, Husky, Dogbreath, Rottweiler, Grommit, Mirzam, Dalmatian	Outpost, Dune, Liftoff!, New World (2), Power Grid (2), History of the World, Industrial Waste, Merchant of Venus, Phoenicia
Chris Geggus	10	Lassie, Dirty Dogs, Dog Tired, Guard Dog, Procyon, Flea Collar, Plantation Dog, Robover, Dachshund, Portuguese Water Dog	Wembley, Kremlin (4), Merchant of Venus, Puerto Rico, Robo Rally, Age of Renaissance, Goa
Pasquale Giovine	8	Fleabag, Feral Dogs, Citizen Dog, Shepherd, Off the Leash, Dogfight, Pateel, Bolognese	Machiavelli (7), Kremlin
Eric Brosius	6	Retriever, Junk Yard Dog, Hound, Basset, Doberman, Dog Show	Outpost (4), Industrial Waste (2)
Dave Anderson	4	Fenris Wolf, Doghouse, Not Guilty, Dog Biscuit	History of the World, Machiavelli (2), Slapshot
Paul Bolduc	3	Prairie Dog, Canine, Dog Chow	Gunslinger, Dune, Age of Renaissance
Dennis Cain	3	Dogged, Dog Pound, Dog Show	Merchant of Venus, Liftoff!, Age of Renaissance
Brad Martin	3	Benji, Sun Dog, Kennel Club	Settlers of Catan, Solar Quest, Age of Renaissance
Ward Narhi	3	Rude Dog, Rabid Dog, Fenris	Machiavelli (2), Settlers of Catan
Kevin Wilson	3	Dogstar, Salty Dog, Sand Flea	Outpost, Seafarers of Catan, Dune
Dave Hood	3	Boston Terrier, Greyhound, Newfoundland	New World (2), Age of Renaissance
Dave Hooton	3	Terrier, Golden Retriever, Working Dog	Silverton, Seafarers of Catan, Agricola
Caleb Cousins	2	Dingo's Delight, Rock Hound	Merchant of Venus, 2038
Chris Hurley	2	The Gates of Hades, Sand Dog	Machiavelli, Dune
Mike Scott	2	Dog Park, Bulldog	Machiavelli, Seafarers of Catan
Brendan Whyte	2	Rin Tin Tin, Robodog	Settlers of Catan, Robo Rally
Sean Cousins	1	Wolfpack	History of the World
Ron Fisher	1	Daquiri	Puerto Rico
Ray Grib	1	Fleabag	Machiavelli
Doug Kent	1	Boris	Kremlin
Kevin Kinsel	1	Mutt	Outpost
Michael Lowrey	1	Canes Venatici	Outpost
Ken Marcinonis	1	The River	Machiavelli
Cary Nichols	1	Pavlov	Dune
James Pratt	1	Frontier Dog	Gunslinger
Berend Renken	1	Fleabag	Machiavelli
Jerry Roalstad	1	Sand Flea	Dune
Phil Reynolds	1	New Tricks	Machiavelli
Richard Weiss	1	Whippet	Puerto Rico

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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!