

### Notes from Hades

**S**till not much to report on the home front. The boys' 14<sup>th</sup> birthday was good, and we had a nice relaxing spring break.

Purebred finishes this issue. Congratulations to Boger von Schoenfeldt on his victory. Also, we are one turn away from completion on Pick of the Litter. A number of games are close to starting, so please sign up so we can get them underway.

The next deadline is **Tuesday, May 31 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(\$), Brendan Whyte(\$). **This game starts this 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(\$), Geoff Richardson(\$). **This game will start next issue!**

**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.

**Machiavelli.** Scenario and optional rules to be decided. Have Kevin Burt, 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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Subscriptions cost \$3.00 per issue (\$4.50 overseas).

## Purebred

### Fall 1261

#### Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory Deadline for End of Game Statements 5/31 Tuesday

*Venice and Milan combine to squeeze Aragon while Florence and the Pope go on the defensive.*

#### Expenditures

Venice borrows 19 ducats for 2 years (29 ducats due Summer 1263) and spends 12 ducats each to disband Aragon F Dalmatia and Aragon F Lower Adriatic

#### Outstanding Debt

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

Fall 1263: 29 ducats due from Venice (19 borrowed)

#### Orders

ARAGON (McHugh): A OTRANTO supports A Aquila to Bari, A Aquila to BARI, F Gulf of Naples to NAPLES, F Lower Adriatic supports F Albania to Ragusa (nsu), F Dalmatia supports F Lower Adriatic (nsu), F Albania to RAGUSA

FLORENCE (Partridge): A LUCCA support Venice A Bologna to Modena (nso), A

PISTOIA supports A Lucca, A PISA supports A Lucca, G AREZZO holds (u)

MILAN (Schoenfeldt): A MODENA supports Venice A Bologna holds, F Savoy to LIGURIAN SEA, F Marseilles to GULF OF LIONS, F Ligurian Sea to TYRRHENIAN SEA, F Gulf of Lions to WESTERN MEDITERRANEAN, F SARDINIA supports F Ligurian Sea to Tyrrhenian Sea, F (EM) Tyrrhenian Sea to PALERMO, F TUNIS holds

PAPACY (Giovine): A ROME holds, A AREZZO besieges, A (EM) FLORENCE supports Florence A Pistoia to Bologna (nso)

VENICE (Robles): A BOLOGNA holds (u), A Ragusa to HERZEGOVINA, A Bari holds (DISLODGED, retreat Salerno, garrison, OTB), F

URBINO supports F Ancona to Upper Adriatic, F Upper Adriatic to CROATIA, F Ancona to UPPER ADRIATIC

Your treasury:

Notes

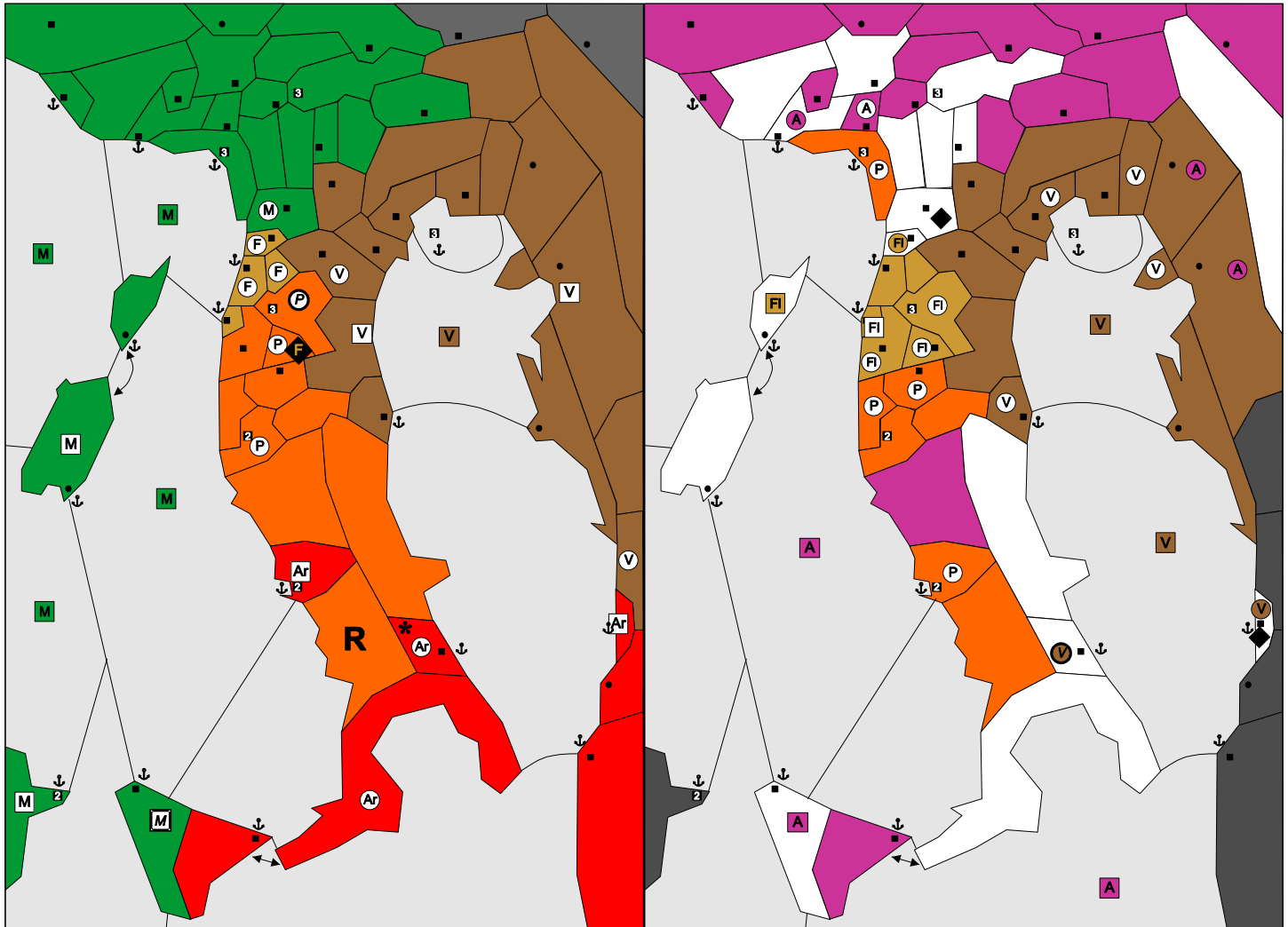
And with that, Milan now controls 17 cities, which is more than the 15 required for victory. Congratulations to Boger von Schoenfeldt on his victory.

*Game Summary*

	'53	'54	'55	'56	'57	'58	'59	'60	'61	'62
Ara	3	5	5	4	5	7	7	6	8	5
Flo	3	5	5	5	7	8	6	5	4	4
Gen	3	5	7	6	3	1	0	0	0	0
Mil	3	6	8	9	11	13	12	14	14	17
Pap	3	5	7	5	3	1	2	3	4	4
Ven	3	5	8	10	11	11	14	13	11	10

Purebred

Dogleg



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

**Dogleg**

Summer 1502

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

Miller Number 2012Apw25

Deadline for Fall 1502 5/31 Tuesday

*Austria invades Venetian territory while Florence and the Pope stay defensive.*

Outstanding Loans

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

Orders

AUSTRIA (Burgdorf): A Provence to SAVOY, A MONTFERRAT supports A Provence to Savoy, A Carinthia to CARNIOLA, A Slavonia to CROATIA, F PALERMO supports F Gulf of Naples to Tyrrhenian Sea, F Gulf of Naples to TYRRHENIAN SEA, F

IONIAN SEA to Lower Adriatic

FLORENCE (Robles): A Pisa to LUCCA, A FLORENCE supports A Arezzo, A AREZZO supports A Florence, A SIENNA holds (u), F Ligurian Sea to CORSICA, F PIOMBINO to Tyrrhenian Sea  
 PAPACY (Anderson): A GENOA holds, A NAPLES holds, A PATRIMONY supports A Perugia, A PERUGIA supports A Patrimony  
 VENICE (Wilson): A Treviso to FRIULI, A Ferrara to PADUA, A Bologna to ISTRIA, A Urbino to ANCONA, A Ancona to RAGUSA, A

(EM) Aquila to BARI, F UPPER ADRIATIC transports A Bologna to Istria, F LOWER ADRIATIC transports A Ancona to Ragusa

S.O.B.

Press

**The Austrian Emperor to the Pope:** There is no Austrian language. There is only a German language. One world one nation

**Venice to Austria:** Oh, what tangled webs and all that...

Treasury:

Notes

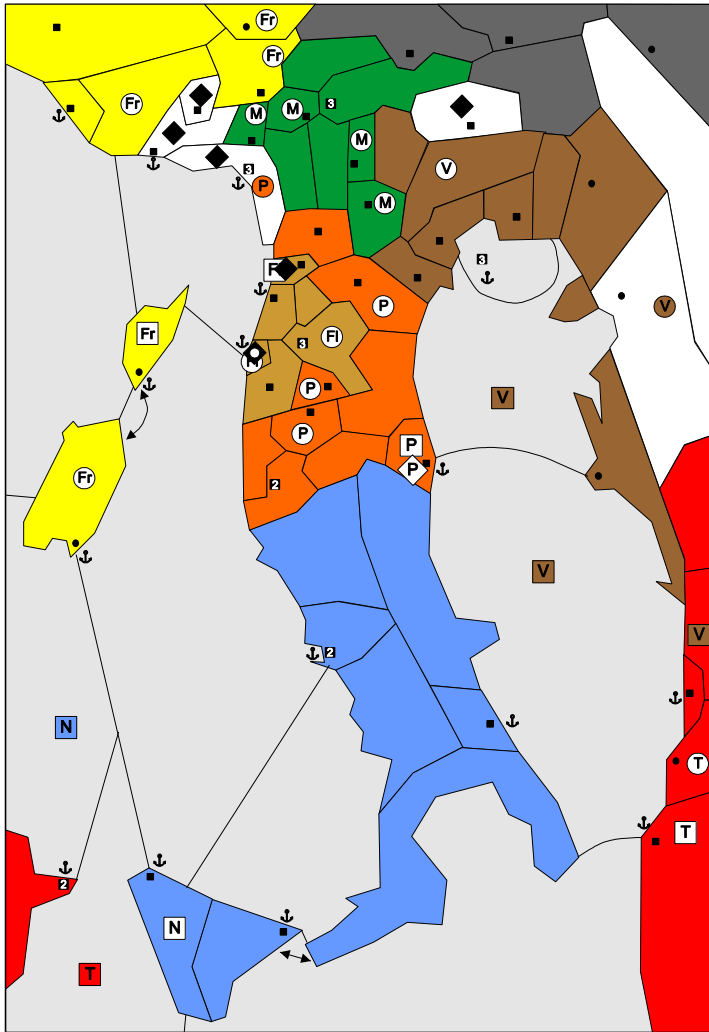
The concession to Austria fails with 2 votes against and 2 votes for.

**Rescue Dog**  
**Spring 1455**

**Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory**  
**Deadline for Wummer 1455 5/31 Tuesday**

Venice continues its war against the Turks while the Turks and Naples stalemate each other. Milan and France consolidate their positions and Florence and the Pope continue on the defensive.

**Rescue Dog**



Orders

- FLORENCE  A SIENNA supports A Florence, A PIOMBINO besieges, A FLORENCE holds, F LUCCA besieges (not a port)
- FRANCE  A TURIN supports A Avignon to Provence, A SARDINIA holds, A Avignon to PROVENCE, A SWISS supports A Turin, F CORSICA holds
- MILAN  A MANTUA besieges (autonomous garrison eliminated), A MONTFERRAT besieges (autonomous garrison eliminated), A CREMONA supports A Mantua, A PAVIA supports A Montferrat
- NAPLES  F WESTERN MEDITERRANEAN to Tunis, F PALERMO supports F Messina to Ionian Sea, F MESSINA to Ionian Sea
- PAPACY  A Modena to GENOA, A AREZZO supports A Perugia, A PERUGIA supports A Arezzo, A BOLOGNA supports Milan A Mantua to Ferrara (nso), F ANCONA holds (u), G ANCONA holds (u)
- TURKS  A ALBANIA holds, F DURAZZO to Ionian Sea, F CENTRAL MEDITERRANEAN supports F Durazzo to Ionian Sea, F TUNIS to Western Mediterranean
- VENICE  A FERRARA supports A Padua to Verona, A Padua to VERONA, A Carniola to CROATIA, F Venice to UPPER ADRIATIC, F Upper Adriatic to LOWER ADRIATIC, F Lower Adriatic to HERZEGOVINA

Your treasury:

Press

**Pope to Milan:** My Milanese friend. It is pleasant in Ferrara at this time of year. I can provide directions.

**Venice to Turkey:** In response to your question--The Papacy and the Naples player are not interfering with Mare Adriatic. When I control everything from Venice to Durazzo then I will stop attacking you. As you see in my other moves I am just taking over the neutral centers. I take on only power at a time unless provoked or attacked by them. I even repay my debts.

Spring 1455 Famine Losses

Autonomous garrison Ragusa

Summer 1455 Plague

**Poor Year – Row Only:** Turin (Turkish F eliminated), Sienna (Florence A and autonomous garrison eliminated), Messina (Naples F eliminated), Padua, Ferrara (Venice A eliminated)

- Army
- Fleet
- Garrison
- Autonomous Garrison
- Besieged Garrison

Expenditures

Venice repays 7 ducats to the moneylenders.

Outstanding Loans

Summer 1456: 11 ducats due from Venice (11 ducats borrowed)

Fall 1456: 21 ducats due from the Turks (14 ducats borrowed)

## Pick of the Litter

**Turn 23, Phases IV-VI and Turn 24 Phases I-III**

**Turn 24, Phases IV-VI due 5/31 Tuesday**

### Turn 23

#### Operations

**Red** (Bishop) operates #92 (\$40, 3 coal), #86 (\$20, 3 coal), #88 (\$50, 3 coal), #84 (\$20, 5 coal), #31 (\$80, depletes), delivers 14 gold from Cripple Creek to Pueblo for \$3150, 3 coal from Canon City to Pueblo for \$240, and 6 coal from Raton to Denver for \$840, gains \$2170 from passenger revenues. Trades in a 9 train and buys a 42 train for net \$280.

**Brown** (Partridge) operates #54 (\$40, depletes), #74 (\$20, 5 coal), #77 (\$20, 3 coal), #131 (\$20, 2 lumber), #27 (\$40, 2 gold), delivers 5 gold from Leadville to Denver for \$1125, 4 lumber from Steamboat Springs to Denver for \$800, 8 coal from Elk Springs to Denver for \$1120, and 3 coal from Craig to Denver for \$420, gains \$2270 in passenger revenues.

**Orange** (Hooton) operates #83 (\$20, 3 coal), #116 (\$30, depletes), #121 (\$30, 2 coal), #107 (\$50, 3 copper), #125 (\$20, 5 coal), #117 (\$50, 2 lumber), #100 (\$40,

depletes), #33 (\$50, depletes), #65 (\$30, 2 lumber), #64 (\$40, 3 lumber), delivers 7 lumber from Cloudcroft to El Paso for \$1120, 7 coal from Capitan to Santa Fe for \$840, 5 silver from Hillsboro to El Paso for \$2000, and 5 gold from Pinos Altos to El Paso for \$1125, gains \$510 in passenger revenues. Buys a +2 snowplow for \$40.

**Cyan** (Scharf) operates #71 (\$20, 3 coal), #68 (\$20, 2 coal), #130 (\$80, 1 copper), #67 (\$30, 3 coal), delivers 10 coal from Schofield to Salt Lake City for \$1000, gains \$20 in passenger revenues, buys a 72 train with \$460 and credit from returning a 9 train.

**Blue** (Anderson) operates #47 (\$40, 1 silver), delivers 6 coal from Bowie to Denver for \$840, buys a 42 train for \$320.

#### Determine Price Changes

Gold: -2 to \$175

Copper: +1 to \$280

Silver: Remains at \$400

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	+3 to \$300	Remains at \$200	Remains at \$160	+1 to \$200
Coal:	Remains at \$140	Remains at \$100	Remains at \$80	Remains at \$120	+1 to \$120

### Turn 24

#### Move Prospectors and Surveyors

**Red** (Bishop) no prospecting or surveying

**Brown** (Partridge) no surveying, prospects #41.

**Orange** (Hooton) no prospecting or surveying

**Cyan** (Scharf) no prospecting or surveying

**Blue** (Anderson) prospects #53, no surveying.

#### Dispute Resolution

No disputes. Brown spends \$140, Blue spends \$100.

#### Notes

Remember that Turn 24 is the final turn of the game and that it is a winter turn.

#### The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Howard Bishop	Red	Denver	\$30,360	15, 24, 42, 72	+4, +5	S, S, P+2, P
Dave Partridge	Brown	Denver	\$25,485	24, 24, 42, 72		S, S+2, P+2
Dave Hooton	Orange	El Paso	\$34,225	24, 24, 42, 42	+2	S, S, P+2, P
Bill Scharf	Cyan	Salt Lake City	\$13,015	15, 42, 42, 72		S, P, P+1
Debbie Anderson	Blue	Pueblo	\$4,135	9, 15, 24, 42		S, S, P+1

#### Purchased Claims

#	City	Owner	Type	Goods	Operation
92	Raton	Red	Coal	0	\$40
123	Gallup	Red	Coal	3	Depleted
86	Canon City	Red	Coal	0	\$20
88	Walsenburg	Red	Coal	18	\$50
61	South Fork	Red	Lumber	3	Depleted
84	Durango	Red	Coal	5	\$20
49	Silverton	Red	Silver	3	Depleted
50	Silverton	Red	Silver	3	Depleted
74	Elk Springs	Brown	Coal	0	\$20
77	Craig	Brown	Coal	5	\$20
131	Hot Sulphur Springs	Brown	Lumber	2	\$20
27	Dillon	Brown	Gold	2	\$40
41	Leadville	Brown	Silver	N	\$50
128	South Fork	Orange	Silver	4	Depleted
83	Durango	Orange	Coal	8	\$20
121	York Canyon	Orange	Coal	1	\$30

#	City	Owner	Type	Goods	Operation
107	Santa Rita	Orange	Copper	6	\$50
125	Capitan	Orange	Coal	11	\$20
122	Lee Ranch West	Orange	Coal	8	\$20
117	Cloudcroft	Orange	Lumber	1	\$50
100	White Oaks	Orange	Gold	2	Depleted
33	Silverton	Orange	Gold	2	Depleted
65	El Vado	Orange	Lumber	2	\$30
64	Lumberton	Orange	Lumber	3	\$40
71	Sunnyside	Cyan	Coal	8	\$20
68	Scofield	Cyan	Coal	6	\$20
130	Bingham	Cyan	Copper	5	\$80
67	Coalville	Cyan	Coal	14	\$30
48	Ouray	Blue	Silver	2	Depleted
79	Bowie	Blue	Coal	1	\$40
53	Lake City	Blue	Silver	4	Depleted
82	Crested Butte	Blue	Coal	6	\$20
85	Canon City	Blue	Coal	8	\$30

#	City	Owner	Type	Goods	Operation
47	Ourray	Blue	Silver	3	\$40
52	Lake City	Blue	Silver	N	\$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	

Available Trains

Type	# Available	Cost
9	5	\$80
15	3	\$120
24	2	\$200
42	1	\$320
72	5	\$500

**S.O.B.**

#	Type	Route	Payoff	Owner	Notes
6	A	Santa Fe – Albuquerque	\$90	Orange	
2	A	Salt Lake City – Provo	\$20	Cyan	

Available Claims

#	City	Type	Claim	Operation
127	Westcliffe	Silver	\$60	\$20
55	Walden	Lumber	\$100	\$50
120	Cuba	Coal	\$40	\$30
73	Hiawatha	Coal	\$60	\$20
40	Aspen	Silver	\$40	\$40
126	Santa Rita	Coal	\$60	\$30
70	Price	Coal	\$80	\$40
118	Cimarron	Lumber	\$60	\$20

Claims in italics are under first right of refusal. Card #94 is drawn, resulting in the deck being reshuffled.

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	2	\$40
Die +3	4	\$80
Die +4	4	\$140
Die +5	5	\$200

## Shaggy Dog

### **Epoch VI Timurid Emirates, Incas & Aztecs, Ottoman Turks Deadline Epoch VI Ottoman Turks, Portugal, Spain, Mughals, Tuesday, May 31**

Epoch VI

**Great Giant** (Burgdorf) plays Disaster against Central Europe (city and Monument destroyed). Plays Crusade. Army Nile Delta, Libya (vs. Egypt; C: 3+1, 3+1; E: 6; loses), Libya (vs. Egypt; C: 2+1, 2+1; E: 5; loses). **TIMURID EMIRATES:** Army and Capital Turanian Plain (Ming army retreats to Tarim Basin), army Hindu Kush (vs. Seljuk Turks; T: 4, 3; S: 4, 1; T: 5, 1; S: 4, 2; wins), Tarim Basin (vs. Ming Dynasty; T: 3, 2; M: 4, 4; loses), Tarim Basin (vs. Ming Dynasty; T: 6, 2; M: 5, 3; T: 6, 6; M: 3, 2; wins), Wei River (vs. Ming Dynasty; T: 3, 1; M: 6, 5; loses), Wei River (vs. Ming Dynasty; T: 4, 1; M: 6, 4; loses), Wei River (vs. Ming Dynasty; T: 3, 3; M: 5, 1; loses), Wei River (vs. Ming Dynasty; T: 6, 4; M: 5, 1; wins). Points: Dominance in Eurasia (2), Presence in North Africa (2), Middle East (2), China (3), India (3), Northern Europe (2), 2 Capitals (4), 1 Sea (1), and 4 Monuments (4) for 23 points.

**GEES** (Geggus) plays Black Death in Eurasia and Northern Europe. Mongol army Manchurian Plain eliminated. Plays Safavids. Army and Capital Persian Salt Desert (Gupta army eliminated), army Hindu Kush (vs. Timurid Emirates; S: 6, 4; T: 4; wins), Upper Indus (vs. Mongols; S: 2, 1; M: 2; S: 6, 3; M: 6; M: 4, 2; M: 6; loses). **INCAS:** Army and Capital Northern Andes, army Southern Andes. **AZTECS:** Army and Capital Mexican Valley, army Deep South. Points: Dominance in North Africa (4), Middle East (4), Presence in India (3), Southern Europe (2), Northern Europe (2), Southeast Asia (2), Eurasia (1), North America (1), South America (2), 3 Capitals (6), 3 cities (3), 1 Sea (1), and 5 Monuments (5) for 36 points.

**Stooges for All Time** (Anderson) NMRs.

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
Dave Anderson?	Stooges for All Time (orange)	47	87
Kevin Wilson	Royal Manticoran Historical Society (purple)	50	80
Howard Bishop	FAC-51 (black)	56	120
Chris Geggus	Galactic Expeditionary Guard Ship (yellow)	59	157
Martin Burgdorf	Great Giant (red)	61	127

Notes

Dave Anderson had NMRed. **Will Dave Partridge please submit standby orders for the Ottoman Turks!**

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:** Two armies Nubia, army Libya. **NILE KINGDOM:** Army, city, and fort Upper Nile. **ROMANS:** Army and city Pindus, Crete, army Morea. **KHMERS:** Army Irrawaddy. **SELJUK TURKS:** Army and Monument Levant, Upper Tigris, Zagros, armies Western Steppe, Dnieper, Persian Plateau, Central Europe.

**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, 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. **TIMURID EMIRATES:** Army, Capital, and Monument Turanian Plain, army and Monument Tarim Basin, Wei River, army Hindu Kush.

**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.

**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, Ganges Valley, Eastern Deccan, Eastern Ghats, Mekong.

Event CardsEpoch VI Empire**Boxer****Turn 9****Turn 10, Tuesday, May 31**Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александрю Робот	Shut Down				
GEGS	Shut Down				
Marvin	Rotate Right (80)	Move 1 (550)	Rotate Right (140)	Rotate Left (170)	Rotate Right (260)
Dalekbot	Rotate Left (270)	Rotate Left (250)	U-Turn (60)	<i>U-Turn (20)</i>	<i>Rotate Right (120)</i>
The Hand of Doom	Rotate Right (220)	Move 1 (530)	Move 3 (790)	Rotate Left (110)	Move 1 (540)
UltraMan	Rotate Right (400)	Rotate Left (150)	U-Turn (30)	<i>U-Turn (10)</i>	<i>Move 2 (700)</i>
Čapek	Back Up (430)	Move 1 (560)	Rotate Left (290)	Rotate Left (190)	Rotate Left (370)
Clockwork Hauler	<i>Move 1 (500)</i>	<i>Back Up (450)</i>	<i>U-Turn (40)</i>	<i>Rotate Right (180)</i>	<i>Move 3 (840)</i>

Registers in italics are locked.

Phase 1

Clockwork Hauler moves ahead 1 to E2, Čapek backs up to F1, UltraMan rotates right to face east, Dalekbot rotates left to face east, The Hand of Doom rotates right to face north, and Marvin rotates right to face south. Conveyor belts: GEGS is moved to D11, Marvin is moved to E10, Dalekbot is moved to B6, and UltraMan is moved to J6. Čapek and Clockwork Hauler are not moved because the belts would move them to the same space. The Hand of Doom shoots GEGS.

Phase 2

Čapek moves ahead 1 to G1, Marvin moves ahead 1 to E11, The Hand of Doom moves ahead 1 to D11, pushing GEGS to D10, Clockwork Hauler backs up to E3, Dalekbot rotates left to face north, and UltraMan rotates left to face north. Conveyor belts: GEGS is moved to C9 and rotated to face east, Marvin is moved to D11, Dalekbot is moved to B5, The Hand of Doom is moved to C11, UltraMan is moved to J7, and Clockwork Hauler is moved to F3. The Hand of Doom shoots GEGS.

Phase 3

The Hand of Doom dashes forward 3 to C8, pushing GEGS to C7, Čapek rotates left to face north, Marvin rotates right to face west, Dalekbot makes a U-turn to face south, Clockwork Hauler makes a U-turn to face south, and UltraMan makes a U-turn to face south. Conveyor belts: GEGS is moved to C5, Marvin is moved to C11, Dalekbot is moved to B4, The Hand of Doom is moved to C5, UltraMan is moved to J8, and Clockwork Hauler is moved to G3. The Hand of Doom shoots GEGS and Čapek shoots Clockwork Hauler with its rear-firing laser (register 2 locked).

Phase 4

Čapek rotates left to face east, Clockwork Hauler rotates right to face east, Marvin rotates right to face north, The Hand of Doom rotates left to face west, Dalekbot makes a U-turn to face north, and UltraMan makes a U-turn to face east. Conveyor belts: GEGS is moved to D4 and rotated to face north, Marvin is moved to B11 and rotated to face east, Dalekbot is moved to B3 and rotated to face east, The Hand of Doom is moved to C4 and rotated to face north, UltraMan is moved to J9 and rotated to face west, and Clockwork Hauler is moved to H3. Dalekbot shoots Clockwork Hauler, locking register 1.

Phase 5

Clockwork Hauler dashes ahead 3 to K3, UltraMan moves ahead 2 to H9, The Hand of Doom moves ahead 1 to C3, Čapek rotates left to face south, Marvin rotates right to face south, and Dalekbot rotates right to face south. Conveyor belts: GEGS is moved to F3, Marvin is moved to B10, Dalekbot is moved to C3, The Hand of

Doom is moved to D3, UltraMan is moved to G9, and Clockwork Hauler is moved to K5. GEGS is shot by an on-board laser, UltraMan is shot by an on-board laser (register 4 locked).

### Cleanup

None

### Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александр РобоТ	Blue		E14>W		2	0
2	Chris Geggus	GEGS	Yellow	Extra Memory	F4>N	1, 2, 3	3	4
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	B10>S	1	3	0
4	Andy York	Dalekbot	Black	Reverse Gear, Conditional Program	C3>S		3	6
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	D3>N	1	3	2
6	Andy Lewis	UltraMan	Red		G9>W	1	2	6
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	G1>S	1	3	0
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control, Radio Control	K5>E		3	9

GEGS is Geo-Enhanced Guard Sentinel

### Program Cards

## Poodle

### Turn 9

### Turn 10, Tuesday, May 31

### Actions

**H.I.C.K.** buys a titanium factory (MWa) and a population factor (Ti12)

**HALYCON** buys a titanium factory (MWa) and a population factor (Or3, Ti8)

**OLDHAM** buys 2 titanium factories (MWa, MWa) and a population factor (Ti10)

**Skynet** buys a titanium factory (Wa8, Ti11, Ti13) and a population factor (Wa5, Wa5).

**Delta Indigo 8487** opens the bidding on a Laboratory at 80 and gets it (Wa6, Wa7, Wa10, Ti10, Ti11, Ti12, Ti12, Ti12). Moves a population factor from a water factory to man the research factory.

**Jack and His Friends** buys a water factory (Wa5, Wa7, Wa8) and a population factor (Or5, Or5)

**BarterTown** buys a population factor (Wa5, Wa6)

### The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, <b>WaF, TiF, TiF, TiF, ReF</b>	HE, La	15
2	OLDHAM	Howard Bishop	OrF, OrF, <b>WaF, WaF, WaF, WaF, TiF, TiF, TiF</b>	No, HE	13
3	H.I.C.K.	David Hood	OrF, OrF, <b>WaF, WaF, WaF, WaF, TiF, TiF, TiF</b>	No, HE	13
4	HALYCON	Michael Lowrey	OrF, OrF, <b>WaF, WaF, WaF, WaF, TiF, TiF, TiF</b>	No, HE	13
5	Skynet	Dave Hooton	OrF, OrF, <b>WaF, WaF, WaF, TiF, TiF, TiF</b>	No, HE	12
6	Jack and His Friends	Bill Scharf	<b>OrF, OrF, WaF, WaF, WaF, WaF</b>	2DL, No	10
7	BarterTown	Andy York	OrF, <b>OrF, WaF, WaF, WaF, WaF</b>	3DL	8

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: 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	3
Ecoplants (Ec)	30	0	5
Outpost (Ou)	100	0	5

Jack and His Friends discard Or3.



### Pug

Turns 5.5 to 6.5

Deadline Turn 6.6 to 7.6, May 31

#### Turn 5

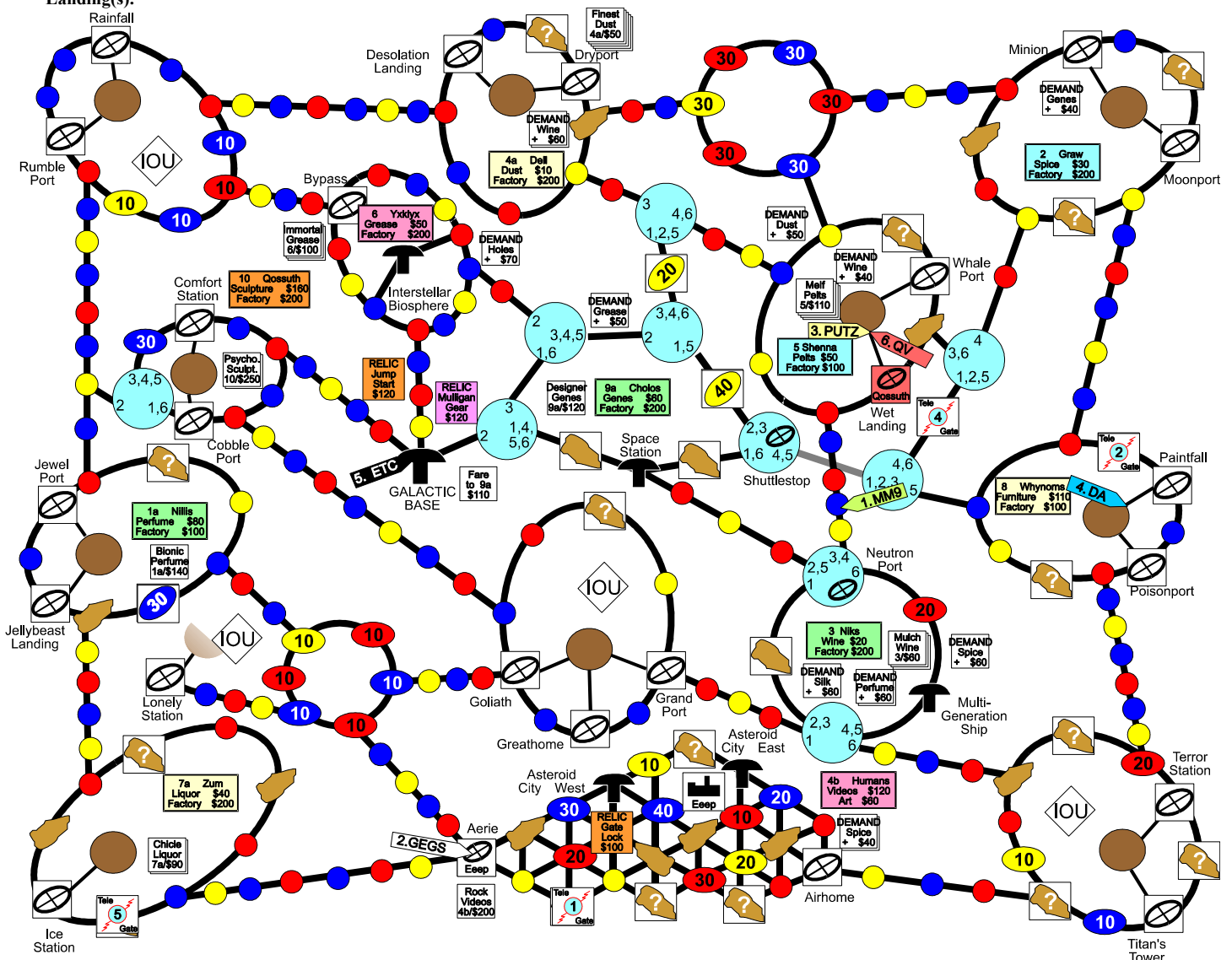
5<sup>th</sup>: Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 6 \* 3  
 Rainfall(o) – B – B – Rumble Port(o) – R – B – Y – B – R – B – Y – NC6  
 – Cobble Port(o) – Cobble Port(s).  
 Sells Designer Genes for \$120 plus \$60 demand (from the cup: Fare to 9a at Base and Immortal Grease at 6). Buys Cobble Port for \$200 and picks up

Fare to Base.  
 6<sup>th</sup>: Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 4 5 6  
 Wet Landing(s).  
 Picks up Fare to Base. Trades in the IOU for \$90 credit and with that and \$110 cash buys Wet Landing.

#### Turn 5

1<sup>st</sup>: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 3 5 6  
 Minion(s) – Minion(o) – R – A – R – Y – A – NC6 – A – Wet Landing(p)  
 – R – B – R – B.  
 2<sup>nd</sup>: Chris Geggus (Eeeppeep/Guardians Enforce Galactic Security) Rolls Used: 1 1 3  
 Asteroid City West – A – Y – TeleGate 1 – Y – Aerie.  
 Sells Bionic Perfume for \$140 plus \$60 demand (from the cup: Voll Silk at 1b and Chicle Liquor at 7a). Buys Factory for \$100 and Primitive Art for \$60. Gains \$36 in port commissions and \$30 in factory commissions.  
 3<sup>rd</sup>: Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 3 5 5  
 A – NC5 – NC6 – TeleGate 4 – NC6 – A – Wet Landing(p) – Wet

Sells Mulch Wine for \$60 plus \$40 demand (from the cup: Demand for Grease at 9a and Psychotic Sculpture at 10).  
 4<sup>th</sup>: Debbie Anderson (Dell/DA) Rolls Used: 2 3 6  
 Ice Station(s) – Ice Station(o) – TeleGate 5 – TeleGate 2 – Paintfall(o) – Paintfall(s).  
 Sells Chicle Liquor for \$90 plus \$60 demand (from the cup: Mulch Wine at 3 and Servo-Mechanism at 7b).  
 5<sup>th</sup>: Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 5 \* 3  
 Cobble Port(s) – Cobble Port(o) – R – B – R – B – Y – B – R – Galactic Base.  
 Delivers Fare for \$150 (from the cup: Demand for Dust at 7b). Delivers Fare for \$180 (from the cup: Demand for Wine at 4a)





On the Board:

- 1a (Nillis): 1 Bionic Perfume
- 1b (Volois): 6 Voll Silk
- 2 (Graw): Demand for Designer Genes (+\$40)
- 3 (Niks): 2 Demand for Bionic Perfume (+\$60), 3 Mulch Wine, Demand for Voll Silk (+\$60), Demand for Space Spice (+\$60)
- 4a (Dell): 5 Finest Dust, 2 Demand for Mulch Wine (+\$60)
- 4b (Humans): Rock Videos, 2 Demand for Space Spice (+\$40)
- 4c (Wraiths): 4 Visible Holes, Demand for Voll Silk (+\$60)
- 5 (Shenna): 4 Melf Pelts, Demand for Mulch Wine (+\$50), Demand for Finest Dust (+\$50)

- 6 (Yxklyx): Demand for Portable Holes (+\$70), 3 Immortal Grease
- 7a (Zum): 2 Chicle Liquor
- 7b (Eepeeep): 2 Demand for Immortal Grease (+\$50), Fare to Base (\$110), 2 Demand for Finest Dust (+\$50), 3 Servo-Mechanism
- 8 (Whynoms): Demand for Chicle Liquor (+\$60)
- 9a (Chola): 1 Designer Genes, Demand for Immortal Grease (+\$50)
- 9b (Wollow): Fare to 5 (\$110), 5 Megalith Paperweight
- 10 (Qossuth): 2 Psychotic Sculpture
- Base: Relic Gate Lock, Relic Mulligan Gear, Fare to 9a (\$110)

**1. Mystery Machine 9 \$65**  
 Scout  
 7: 1 4 5  
 Hold1 Hold2 Hull  
 Imposs. Furniture 8/\$180  
 \$100

**2. GEGS \$135**  
 Scout  
 7: 2 3 6  
 Hold1 Hold2 Hull  
 Primitive Art 4b/\$160  
 Human \$100 Aerie \$200  
 \$120

**3. PUTZ \$180**  
 Scout  
 7: 2 4 5  
 Hold1 Hold2 Hull  
 Mulch Wine 3/\$60  
 RELIC Air Foil \$80  
 RELIC Switch Switch \$100 RELIC Spy Eye \$100  
 \$80

**4. DA \$290**  
 Scout  
 7: 1 5 6  
 Hold1 Hold2 Hull  
 Chicle Liquor 7a/\$90

**5. ETC \$430**  
 Needle  
 7: 4 4 (use 1\*3)  
 Hold1 Hold2 Hull

**6. Quo Vadis \$90**  
 Scout  
 6: 4 5 6 // 7: 1 3 5  
 Hold1 Hold2 Hull  
 Melf Pelts 5/\$110  
 Fare to Base \$140  
 Wet Landing \$200

**Foxhound  
 Gamestart  
 Turn 1, Tuesday, May 31**

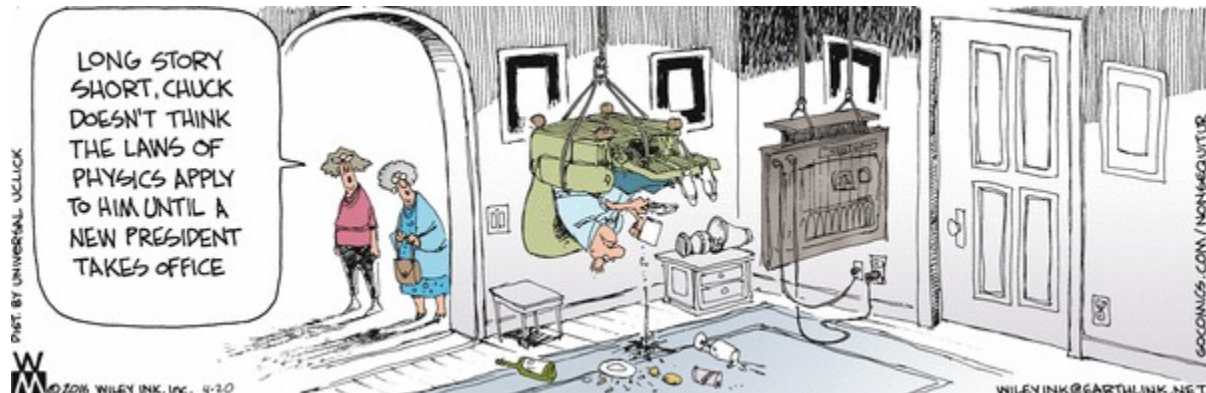
*Players*

Country	Player	Money	Available Soldiers	Ships	Colonists
	Bob Robles	\$160	24	0	0
	Andy York	\$160	24	0	0
	Andy Lewis	\$160	24	0	0
	Martin Burgdorf	\$160	24	0	0
	Bill Scharf	\$160	24	0	0
	Brendan Whyte	\$160	24	0	0

*Notes*

As a rules recap, we will be using all regular rules except 13.3 (Secrecy) and we will be using optional rule 16 (Piracy). This will also be the exploration game. Since we only have 5 players, the sixth will be run using the non-player rules.

For this first turn, I will need your complete first turn orders including Initial Anchorage Bids and whether you want to roll for colonists or take the automatic 4. If you express no preferences, your bid will be 0 and you will get 4 colonists.



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### Addresses

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iamthedbear@sbcglobal.net				

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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.

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### Standby Calls

Dave Partridge for Stooges for All Time in Shaggy Dog