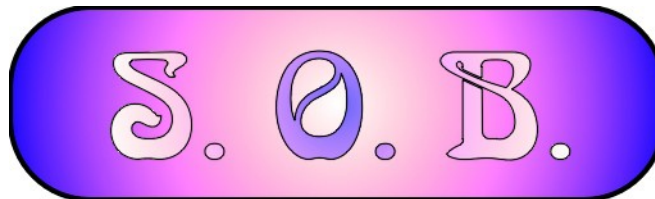


Number 217



December, 2016

Notes from Hades

Last issue, I talked about the marching band program at my sons' high school. Well, as I write this, they are preparing to leave for the Western Band Association championships in Fresno this weekend. Their band is heading into the competition first place overall in their division, so we have high hopes. We saw them perform at a competition last week, and their program is pretty amazing. It is based on a short story called "The Yellow Wallpaper" and it was the most innovative in its use of props of all of the bands I saw perform.

Azawakh starts up this issue, and I will be starting up Airedale in the next few days, so if you are signed up, watch for the email. There is still one more space available in the game, so if you want in, let me know right away.

The next deadline is **Tuesday, December 27 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

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(\$), Andy York(\$), will take up to 1 more.

This game will start before the next issue!

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. **Starts this issue.**

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.

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.

Beagle. Puerto Rico. This will use the Buildings expansion and will be run via email. Have Chris Geggus(\$), Christopher Hunt(\$), Dave Hooton, will take up to 2 more.

Bergamasco. Agricola. Will be run via email. Have Chris Geggus, Dave Hooton, Andy York(\$), Christopher Hunt(\$), 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 Nobles expansion and will be run via email. Have Christopher Hunt, Dave Hooton, will take up to 3 more.

Kremlin: Will use the Revolution cards. Have Bob Robles, Bill Scharf, will take up to 4 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, Kevin Wilson, will take up to 5 more.

Machiavelli. Scenario and optional rules to be decided. Have Kevin Burt, Bob Robles, Jack McHugh, will take up to 4 more.

Silverton: Will use the advanced rules. Have Bill Scharf. Will take up to 5 more.

7 Wonders. This will be run continuously via email. Have Chris Geggus, Bill Scharf, Christopher Hunt, will take up to 4.

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

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

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

Chris Hassler a.k.a. Cerberus
11492 Harrisburg Road
Rossmoor, CA 90720
Phone: (562) 690-7827
cerberus@sob-zine.org

On the Web at: <http://www.sob-zine.org>

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

Dogleg

Spring 1504

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

Miller Number 2012Apw25

Deadline for Summer 1504 12/27 Tuesday

Austria continues to put the squeeze on the Pope and Florence, while Venice makes some gains.

Errata

There were a couple of minor errors last turn. First, the map did not reflect the fact that the Venetian fleet in Ancona successfully moved to the Lower Adriatic. Secondly, the map and game report did not correctly record the fact that the Venetian army in Carniola and the Austrian army in Istria bounced in Croatia. Therefore, the Venetian army should be in Carniola, not Croatia.

Fall 1503 Retreats

Austria retreats A Slavonia to Hungary

Venice retreats A Bari to garrison

Builds

		Cost
Aus	Maintains all, builds A Austria, A Saluzzo, F Marseilles	36
Flo	Maintains all, builds F Pisa, A Arezzo	21
Pap	Maintains all, builds G Bologna	18
Ven	Maintains A Carinthia, A (EM) Slavonia, A Croatia, F Upper Adriatic, F Lower Adriatic, G Bari, builds A Padua	24

Expenditures

Papacy repays 13 ducats to the moneylenders.

Outstanding Loans

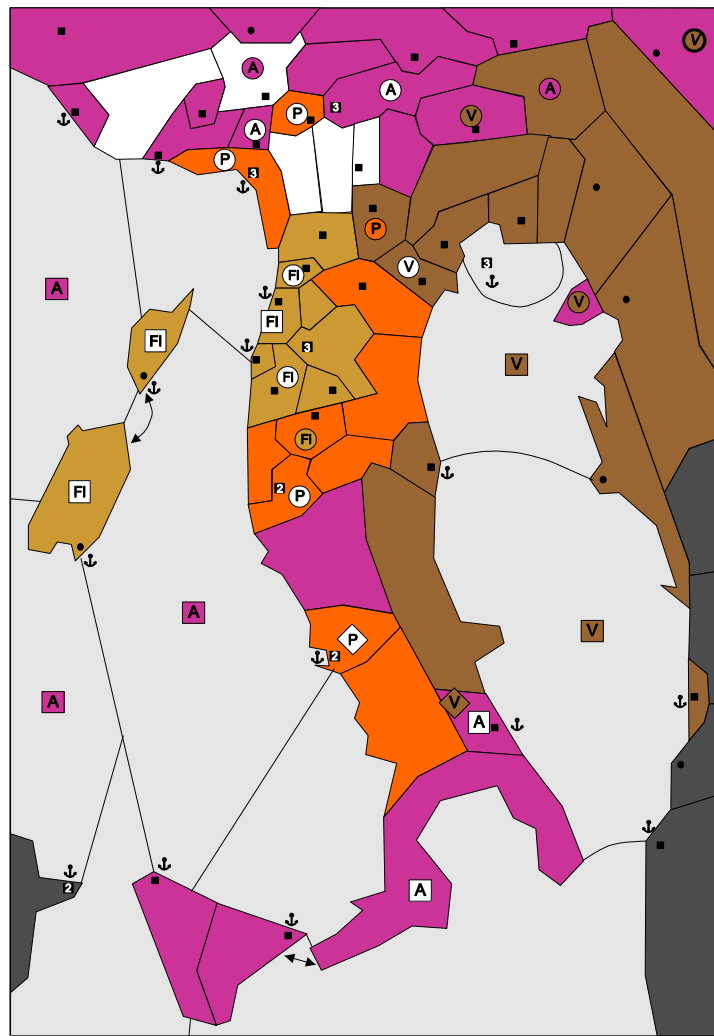
Fall 1504: 15 ducats due from Venice (12 borrowed)

Orders

AUSTRIA (Burgdorf): A Tyrolea to CARINTHIA, A MILAN supports A Montferrat to Pavia, A Hungary supports A Austria (DESTROYED), A AUSTRIA supports A Tyrolea to Carinthia, A Istria to CROATIA, A MONTFERRAT to Pavia, A Saluzzo to TURIN, F BARI supports F Otranto to Lower Adriatic (cut), F OTRANTO to Lower Adriatic, F TYRRHENIAN SEA supports F Marseilles to Gulf of Lions, F WESTERN MEDITERRANEAN supports F Marseilles to Gulf of Lions, F Marseilles to GULF OF LIONS

FLORENCE (Robles): A LUCCA supports A Florence to Bologna, A Florence to BOLOGNA, A SIENNA to PERUGIA, A Arezzo to SIENNA, F CORSICA supports F Sardinia, F SARDINIA supports F

Dogleg



Sienna, F PISA holds (u)

PAPACY (Anderson): A Bologna to MANTUA, A PAVIA to Montferrat, A GENOA supports A Pavia to Montferrat, A ROME holds, A NAPLES convert to G, G BOLOGNA convert to A

VENICE (Wilson): A Carinthia to TRENT, A (EM) Slavonia to HUNGARY, A Padua to FERRARA, A Carniola to ISTRIA, G BARI converts to A, F UPPER ADRIATIC supports A Carniola to Istria, F LOWER ADRIATIC supports G Bari convert to A (cut)

Treasury:

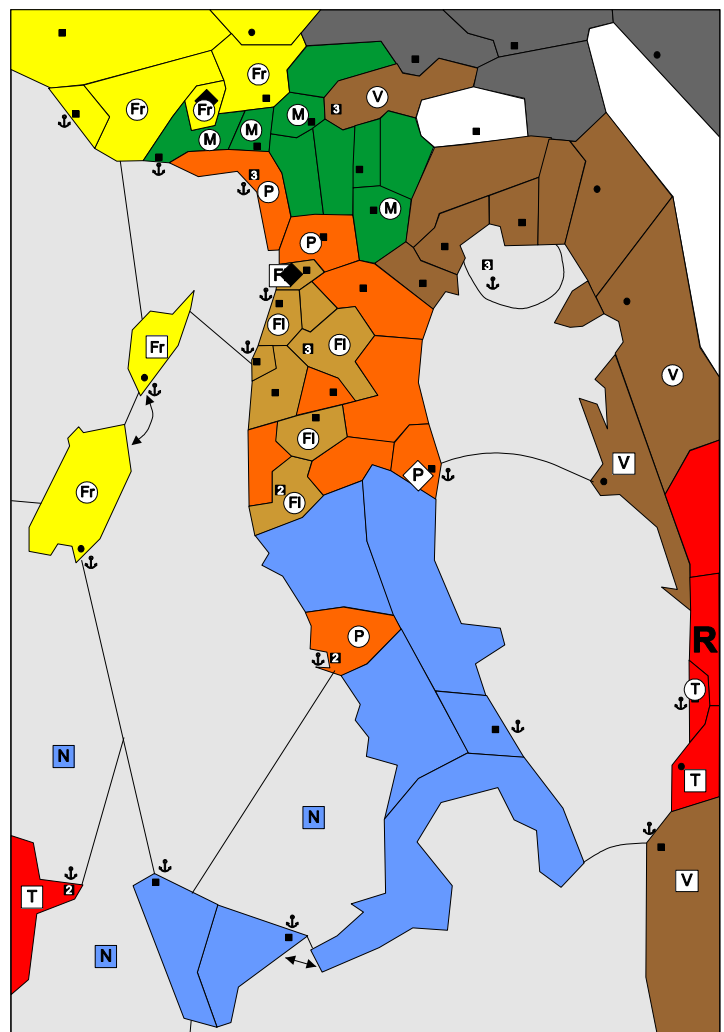
Spring 1504 Famine Losses

Autonomous garrison Modena

Summer 1504 Plague

Poor Year – Column Only: Croatia (Austrian A eliminated), Bologna (Florentine A and Papal G eliminated), Austria (Austrian A eliminated), Avignon, Venice

Rescue Dog



Rescue Dog

Fall 1456

**Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory
Deadline for Winter/Spring 1457 12/27 Tuesday**

Florence strikes deep into Papal territory while the Pope takes Naples' capital. France stalemates Milan but Venice takes the Milanese capital. The moneylenders assassinate the Turkish sultan.

Expenditures

Milan spends 6 ducats to disband autonomous garrison Trent.
 The Turks fail to repay their loan to the moneylenders and are assassinated. All units must hold this turn. Rebellion in Herzegovina.
 Venice borrows 21 ducats for 2 years (32 ducats due Fall 1458) and buys Milan A Trent

Outstanding Loans

Fall 1456: 21 ducats due from the Turks (14 ducats borrowed)
 Spring 1457: 6 ducats due from the Papacy (5 borrowed)
 Summer 1457: 15 ducats due from Naples (10 ducats borrowed)
 Fall 1457: 26 ducats due from Florence (17 ducats borrowed)
 Spring 1458: 15 ducats due from the Turks (10 ducats borrowed)
 Fall 1458: 32 ducats due from Venice (21 ducats borrowed)

Orders

- FLORENCE A FLORENCE to Bologna, A Perugia to ROME, A Arezzo to PERUGIA, A PISA supports F Lucca, F LUCCA holds
- FRANCE A TURIN supports Papal A Genoa to Montferra (nso), A SALUZZO supports A Turin, A PROVENCE supports A Turin, A Corsica to SARDINIA, F Ligurian Sea to CORSICA
- MILAN A PAVIA supports Montferrat to Turin, A MONTFERRAT to Turin, A SAVOY supports A Montferrat to Turin, A Trent besieges (nsu), A MANTUA holds
- NAPLES F CENTRAL MEDITERRANEAN supports F Tyrrhenian Sea to Western Mediterranean, F Ionian Sea to GULF OF NAPLES, F Tyrrhenian Sea to WESTERN MEDITERRANEAN
- PAPACY A GENOA holds, A MODENA to Bologna, A NAPLES besieges (no garrison), G ANCONA holds
- TURKS A RAGUSA holds, F ALBANIA holds, F TUNIS holds
- VENICE A Trent to MILAN, A CROATIA holds, F DALMATIA holds, F DURAZZO holds

Your treasury:

Press

The Doge to Naples: The Turks have no money. So you get his harem and Tunis.

Spring 1457 Famine

Good Year – No Famine!

Spring 1457 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, Perugia, Rome 8

S.O.B.

FRA	Avignon, Swiss, Turin, Provence, Marseilles, Saluzzo, Corsica, Sardinia	7
MIL	Savoy, Montferrat, Fornova, Pavia, Como, Parma, Cremona, Mantua, Bergamo	9
NAP	Capua, Aquila, Bari, Salerno, Otranto, Messina, Palermo	7
PAP	Genoa, Modena, Bologna, Urbino, Ancona, Spoleto, Arezzo, Patrimony, Naples	9
TUR	Bosnia, <u>Herzegovina</u> , Ragusa, Albania, Tunis	4
VEN	Milan, Verona, Ferrara, Padua, Treviso, Friuli, Carniola, Istria, Croatia, Dalmatia, Durazzo	11

Seas

NAP	Western Mediterranean, Central Mediterranean, Ionian Sea	3
VEN	Venice	1

Cities

FLO	Pisa, Florence (3), Sienna, Piombino, Perugia, Rome (2)	9
FRA	Avignon, Swiss, Turin, Marseilles, Corsica, Sardinia	6
MIL	Savoy, Montferrat, Pavia, Cremona, Mantua	5
NAP	Bari, Messina, Palermo	3
PAP	Genoa (3), Modena, Bologna, Ancona, Arezzo, Naples (2)	9
TUR	Ragusa, Albania, Tunis (2)	4
VEN	Milan (3), Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia, Durazzo, Venice (3)	13

Totals

Variable income die roll was 5.

Country	Variable	Provinces	Seas	Cities	Total
FLORENCE	8	8	0	9	25
FRANCE:	5	7	0	6	18
MILAN:	5	9	0	5	19
NAPLES:	3	7	3	3	16
PAPACY:	8	9	0	9	26
TURKS:	5	4	0	4	13
VENICE:	8	11	1	13	33

Game Summary

	1454	1455	1456	1457
Florence:	3	2	4	6
France:	3	6	6	6
Milan:	3	3	4	5
Naples:	4	4	5	3
Papacy:	4	6	6	6
Turks:	3	3	3	3
Venice:	4	6	7	9

Shaggy Dog

End of Game Statements

Chris Geggus: Always enjoyable and the Romans helped. I was surprised that I wasn't totally eviscerated after playing them, but I guess people were jostling for places. Also weird how the 2 leaders exchanged USA and Germany on the last turn. Frustrating, but it still worked out well for me.

Thanks to Chris for coping with my occasional odd calls and errors and running yet another pleasurable game.

Bill Scharf: Eh, I did ok with what I drew....I had a pretty good victory point to strength ratio. There's good variation between the cards you get at game start, and the nationalities you draw during the game. I prefer 5 or 6 players though, for even more variation. A prime example of that is Macedonia....which is usually a bad card to play because the much larger Romans start out next to you and are likely to wipe out all your gains for the turn. In a 5 or 6 player game sometimes the Romans don't come out....making the Macedonians not so bad after all....Good game Chris, thanks for running it.

Boxer

Turn 14

Turn 15, Tuesday, December 27

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александрю Робот	Move 1 (610)	Rotate Right (80)	Rotate Right (160)	Rotate Right (420)	Move 1 (650)

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	U-Turn (10)	Rotate Left (390)	Rotate Left (350)	Move 1 (530)	<i>Rotate Left (70)</i>
Marvin	Rotate Right (180)	Back Up (480)	Rotate Right (240)	U-Turn (20)	Move 2 (760)
Dalekbot	Rotate Right (280)	Move 2 (670)	Move 2 (720)	Back Up (440)	Move 1 (660)
The Hand of Doom	Rotate Right (220)	Move 2 (780)	Rotate Left (230)	Back Up (450)	Move 1 (490)
UltraMan	Move 2 (680)	Move 2 (700)	Move 2 (690)	Rotate Left (310)	Rotate Left (330)
Čapek	Move 1 (570)	Move 2 (710)	Move 3 (800)	Rotate Right (100)	Rotate Left (370)
Clockwork Hauler	Rotate Right (380)	Move 1 (560)	Rotate Left (210)	Move 2 (740)	Rotate Left (250)

Registers in italics are locked.

Phase 1

UltraMan moves ahead 2 to B5, Александру Робот moves ahead 1 to F3, Čapek moves ahead 1 to J11, Clockwork Hauler rotates right to face north, Dalekbot rotates right to face south, The Hand of Doom rotates right to face east, Marvin rotates right to face west, and GEGS makes a U-turn to face west. Conveyor belts: Александру Робот is moved to G3, Marvin is moved to K9, The Hand of Doom is moved to E8 and rotated to face south, UltraMan is moved to B4, and Čapek is moved to I11. The gear rotates Clockwork Hauler to face west.

Phase 2

The Hand of Doom moves ahead 2 to E10, Čapek moves ahead 2 to I13, UltraMan moves ahead 2 to B2, Dalekbot moves ahead 2 to B14, Clockwork Hauler moves ahead 1 to C16, Marvin backs up to L9 (Flag 3 touched, archive moved), GEGS rotates left to face south, and Александру Робот rotates right to face east. Conveyor belts: Александру Робот is moved to H3, The Hand of Doom is moved to C10 and rotated to face east, UltraMan is moved to D2, Čapek is moved to I14, and Clockwork Hauler is moved to D16. The gear rotates Clockwork Hauler to face south.

Phase 3

Čapek dashes ahead 3 to I17, Dalekbot moves ahead 2 to B16, UltraMan moves ahead 2 off the board, GEGS rotate left to face east, Marvin rotates right to face north, The Hand of Doom rotates left to face south, Clockwork Hauler rotates left to face east, Александру Робот rotates right to face north. Conveyor belts: Александру Робот is moved to I3, Dalekbot is moved to C16, The Hand of Doom is moved to C8. The gear rotates Clockwork Hauler to face north.

Phase 4

Clockwork Hauler moves ahead 2 to D14, GEGS moves ahead 1 to B15, The Hand of Doom backs up to C7, Dalekbot backs up to C15 (flag 1 touched, archive moved), Александру Робот rotates right to face east, Čapek rotates right to face west, and Marvin makes a U-turn to face south. Conveyor belts: Александру Робот is moved to J3 and rotated to face south, The Hand of Doom is moved to C5, and Clockwork Hauler is moved to D13. GEGS shoots Dalekbot.

Phase 5

Marvin moves ahead 2 to L11, Dalekbot moves ahead 1 to C16, Александру Робот moves ahead 1 to J4, The Hand of Doom moves ahead 1 to C6, Čapek rotates left to face south, Clockwork Hauler rotates left to face west, and GEGS rotates left to face north. Conveyor belts: Александру Робот is moved to J5, Dalekbot is moved to D16, The Hand of Doom is moved to C4 and rotated to face west, and Clockwork Hauler is moved to D12. The gear rotates Dalekbot to face east.

Cleanup

UltraMan has lost its last life token and is eliminated.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александру Робот	Blue		J5>S	1, 2	2	1
2	Chris Geggus	GEGS	Yellow	Extra Memory	B15>N	1, 2, 3	3	5
3	Howard Bishop	Marvin	Orange	Gyroscopic Stabilizer	L11>S	1, 2, 3	3	2
4	Andy York	Dalekbot	Black	Reverse Gear, Conditional Program	D16>E	1	2	1
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	C4>W	1, 2	3	2
6	Andy Lewis	UltraMan	Red		Out	1	0	--
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	I17>S	1, 2, 3	3	1
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control, Radio Control	D12>W		2	1

GEGS is Geo-Enhanced Guard Sentinel

Program Cards

Poodle

Turn 14

Turn 15, Tuesday, December 27

Actions

Delta Indigo 8487 opens the bidding on the Outpost at 100 and HALCYON gets it for 136 (Wa8, Wa10, Ti8, Ti9, Ti10, Ti11, Ti12, Ti13, Ti13, Re11, Re16, Mi16, NC18, HE discount, Ec discount). Opens the bidding on Robots at 50 and gets it (Wa5, Ti7, Ti8, Ti9, Re9, Re12).

Skynet buys a population factor (Ti10)

H.I.C.K. opens the bidding on the Orbital Lab at 50 and gets it for 56 (Wa5, Wa7, MTi). Opens the bidding on the Warehouse at 25 and Jack and His Friends gets it for 30 (MWA). Buys a robot (Ti10).

HALCYON buys a population factor (Wa5)

BarterTown buys 3 robots (Wa5, Wa7, Wa9, Re9)

OLDHAM opens the bidding on Ecoplants at 30 and gets it (MWa). Opens the bidding on Robots at 50 and gets it (Wa4, Wa8, Wa8, MWa). Buys a research factory (Ti7, Ti10, Ti13). Buys 3 robots (Wa4, Ti8, Ti10, Re9).

Jack and His Friends buys a new chemicals factory (Or2, Or3, MWa, Re10, NC16) and transfers a population factor from an ore factory to man it.

The Players

	Outpost Name	Commander	Factories	Upgrades	VP
1	Delta Indigo 8487	Andy Lewis	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF, ReF, ReF	HE, La, Ec, Ou, Ro	36
2	HALCYON	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, NCF	No, HE, Wa, Sc, OL, Ec, Ou	35
3	OLDHAM	Howard Bishop	<i>OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, ReF, ReF</i>	No, HE, 2Wa, La, Ec, Ro	34
4	H.I.C.K.	David Hood	OrF, OrF, <i>WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF</i>	No, HE, Ro, La, 2OL	33
5	Skynet	Dave Hooton	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF	No, HE, La, OL, Ou	31
6	BarterTown	Andy York	<i>OrF, OrF, WaF, WaF, WaF, WaF, ReF, ReF</i>	3DL, La, Ec, Ro	26
7	Jack and His Friends	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, WaF, NCF, NCF	2DL, No, 2Wa, Sc	19

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: Scientists, Ecoplants, Outpost, Orbital Lab, Scientists, Scientists

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	3	0
Orbital Lab (OL)	50	1	0
Robots (Ro)	50	1	0
Ecoplants (Ec)	30	1	0
Outpost (Ou)	100	1	1

OLDHAM and Jack and His Friends take Mega Water cards. H.I.C.K. and Skynet take Mega Titanium cards. H.I.C.K. discards Wa5, Wa6

Pug

Turns 11.4 to 12.4

Deadline Turn 12.5 to 13.5, October 4

Turn 11

4th: **Debbie Anderson (Dell/DA) Rolls Used: 1 3 5**

Terror Station(s) – Terror Station(o) – R20 – Y – B – R – B – Y – B.

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

Y – B – R – Goliath(p) – B – Greathome(o) – B – Grand Port(o) – R – Y – R – NC4 – Multi-Generation Ship.

Sells Voll Silk for \$220 plus \$60 demand (from the cup: Demand for Wine at 5, Mulch Wine at 2). Buys Mulch Wine for \$20.

6th: **Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 1 4 5**

Galactic Base – NC4 – A – Space Station.

Drops off Fare to 9a for \$110 (from the cup: Demand for Spice at 4b). Sells Chiclé Liquor for \$90 plus \$60 demand (from the cup: Impossible Furniture at 8 and Impossible Furniture at 8). Buys Designer Genes for \$60.

Turn 11

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

R – Wet Landing(p).

Sells Mulch Wine for \$60 plus \$80 demand (from the cup: Demand for Wine at 5, Demand for Grease at 9a). Sells Living Toys for \$160 (from the cup: Demand for Grease at 7b). Buys Whale Port for \$200. Quo Vadis gains \$50 in port commissions.

2nd: **Chris Geggus (Eeepeep/Guardians Enforce Galactic Security) Rolls Used: 2 4 5 6**

Aerie – Y – TeleGate 1 – TeleGate 5 – Ice Station(p) – A – R – Y – B – R – Y – A – Jellybeast Landing(o) – Jellybeast Landing(s).

Sells Other Shoes for \$160 (from the cup: Rock Videos at 4b). Buys Bionic Perfume for \$80.

3rd: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 5 5 6**

Terror Station(s) – Terror Station(o) – R20 – Y – B – R – B – Y – B – R – Poisonport(o) – B – Paintfall(o) – TeleGate2 – TeleGate5 – Ice Station(p) – A.

4th: **Debbie Anderson (Dell/DA) Rolls Used: 1 2 3**

B – Y – B20 – Y – B – NC1 – NC1.

On the Board:

1a (Nillis): 1 Bionic Perfume

1b (Volois): 4 Voll Silk

2 (Graw): Demand for Designer Genes (+\$40), 3 Space Spice, Fare to 10 (\$120)

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

4a (Dell): 6 Finest Dust, 2 Demand for Mulch Wine (+\$60), Fare to Base (\$180)

4b (Humans): 4 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art

4c (Wraiths): 4 Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)

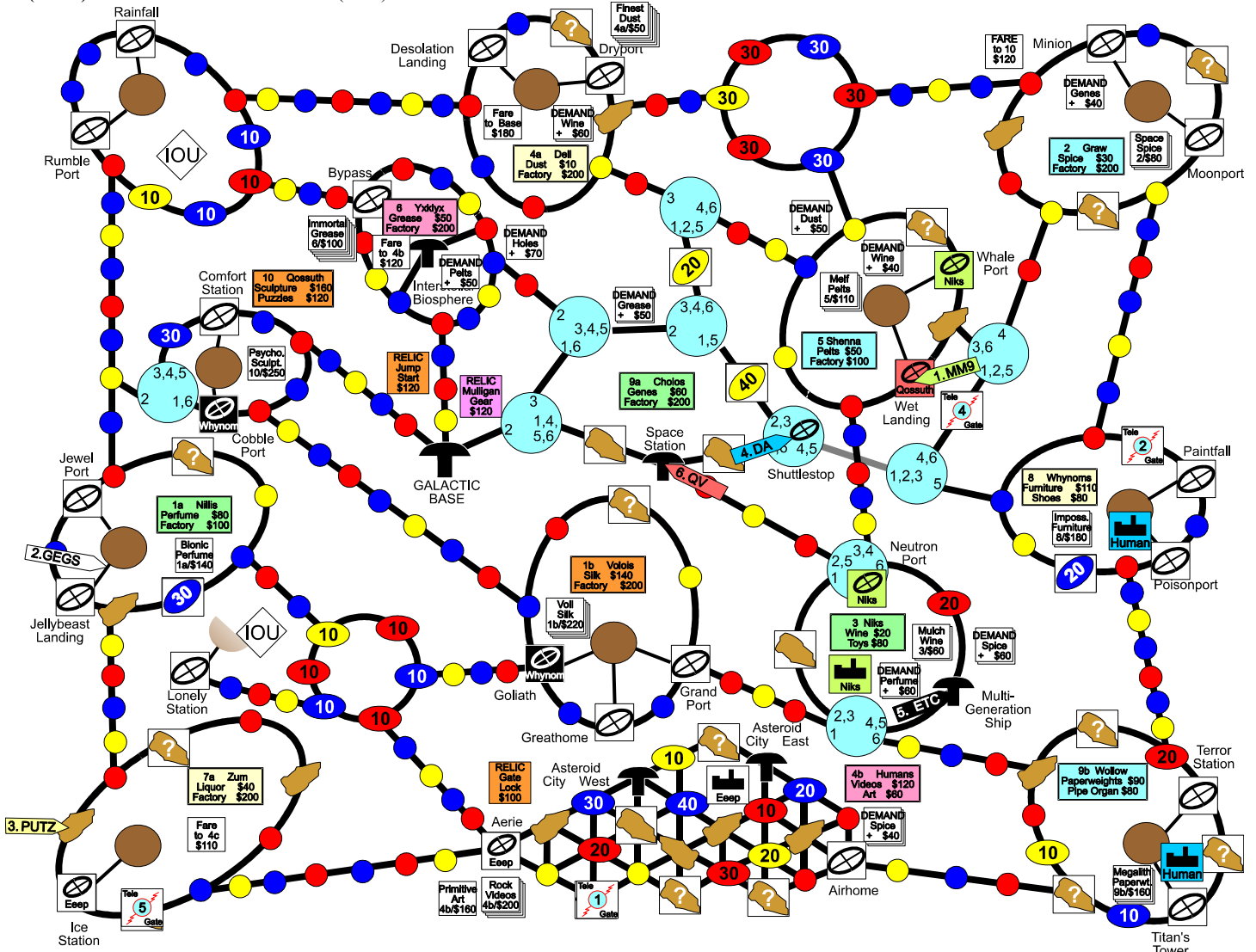
5 (Shenna): 3 Melf Pelts, 2 Demand for Mulch Wine (+\$50), Demand for Finest Dust (+\$50)

6 (Yxklyx): Demand for Portable Holes (+\$70), 6 Immortal Grease, Demand for Melf Pelts (+\$50), Fare to 4b (\$120)

7a (Zum): Fare to 4c (\$110)

7b (Eepeeep): 3 Demand for Immortal Grease (+\$50), Fare to Base (\$110), 2 Demand for Finest Dust (+\$50), 4 Servo-Mechanism
8 (Whynoms): Demand for Chicle Liquor (+\$60), 2 Impossible Furniture
9a (Chola): 2 Demand for Immortal Grease (+\$50)

9b (Wollow): 3 Megalith Paperweight
10 (Qossuth): 1 Psychotic Sculpture
Base: Relic Gate Lock, Relic Mulligan Gear



1. Mystery Machine 9			\$245
Scout			
13: 2 4 6			
Hold1	Hold2	Hull	
			\$100
			(\$60)
			\$200
			\$200

2. GEGS			\$156
Clipper			
13: 2 2 4			
Hold1	Hold2	Hull	
			\$120
			\$100

3. PUTZ			\$340
Scout			
13: 5 5 6			
Hold1	Hold2	Hull	
			\$80
			\$80

4. DA			\$330
Scout			
13: 3 4 6			
Hold1	Hold2	Hull	
			\$110
			\$100

5. ETC			\$339
Needle			
12: 1 6 // 13: 3 6 (use 1*3)			
Hold1	Hold2	Hull	
			3/\$60
			\$200

6. Quo Vadis			\$410
Scout			
12: 4 5 6			
Hold1	Hold2	Hull	
			9a/\$120
			\$200

Foxhound

Turn 5

Deadline Turn 6, December 27

Planning

French maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
Spanish maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
Swedes maintain 5 ships (\$20) and buy 4 soldiers (\$40) for \$60.
Portuguese maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
Dutch maintain 5 ships (\$20) and buy 5 soldiers (\$50) for \$70.
English maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Outbound Naval Movement

French Move to C. Dice: 2, 2, 3, 5. No losses.
Spanish Move to J. Dice: 1, 2, 4, 5. Loses 1 soldier.
Swedes Move to K. Dice: 1, 2, 3. No losses.
Portuguese Move to M. Dice: 3, 3, 5, 6. No losses.
Dutch Move to U. Dice: 2, 3, 5, 5. No losses.
English Move to N. Dice: 2, 2, 3, 5. No losses.

Land Movement

French move 2 colonists from B to A. It is a climate 1 area with 2 natives. Move 4 colonists and 4 soldiers from fleet to C.
Spanish move 5 colonists and 3 soldiers from I to E. It is a climate 3 area with 1 site and 2 natives. Moves 1 soldier from L to I, 3 soldiers and 4 colonists from J to I, and 3 soldiers and 4 colonists from fleet to J.
Swedes move 2 soldiers and 2 colonists from G to F, 4 soldiers and 4 colonists from K to G, 2 gold G to K, and 4 soldiers and 4 colonists from fleet to K.
Portuguese move 4 colonists and 4 soldiers from fleet to M. One colonist mines each in L and M.
Dutch move 6 colonists and 2 soldiers from U to X, 1 colonist from X to W. It is a resource rich climate 3 area with 2 natives and 1 site. Moves 6 soldiers and 8 colonists from R to T and 5 colonists and 5 soldiers from fleet to U.
English move 1 soldier from N to O, 3 soldiers from N to Q, 3 colonists from P to S. It is a climate 4 area with 2 natives. Move 4 soldiers and 4 colonists from fleet to N. One colonist in O mines.

Native Combat

French: 2 soldiers and 1 native killed in C. **Spanish:** 1 native and 2 soldiers killed in E. **Swedes:** 2 soldiers and 3 natives killed in F. **Dutch:** 1 soldier killed in X, 2 soldiers and 4 natives killed in T.

Native Uprisings

Climate is a 1. Uprisings in A (French lose 1 colonist), D (no losses), E (Spanish lose 2 colonists), L (Portuguese lose 1 colonist), M (no losses), S (English lose 2 colonists), T (no losses), W (Dutch lose 1 colonist), and X (Dutch lose 3 colonists).

Survival

Climate is a 6.
 No losses.

Political Control

Portuguese lose political control of L. **English** gain political control of N. **Dutch** lose political control of R and gain political control of T.

Homebound Naval Movement

French: Dice: 4, 4, 6, 6. No losses.
Spanish: Dice: 1, 1, 1, 2. Loses 1 ship.
Swedes: Dice: 1, 3, 4. No losses.
Portuguese: Dice: 5, 6, 6, 6. No losses.
Dutch: Dice: 3, 4, 6, 6. No losses.
English: Dice: 2, 3, 4, 5. No losses.

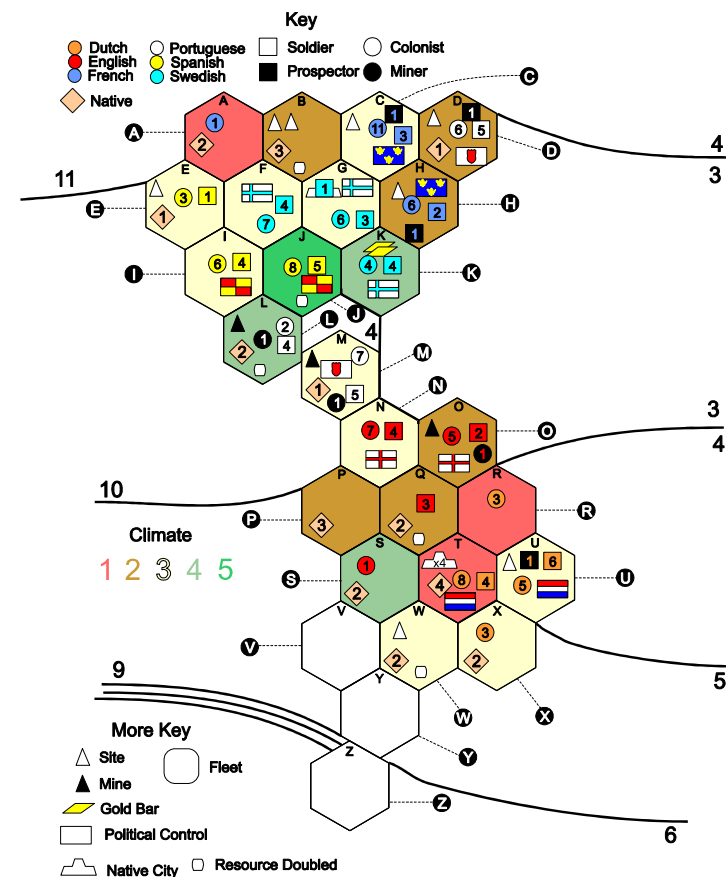
Income

English: Political Control: \$90, resources: \$26.
Dutch: Political Control: \$90, resources: \$38.
French: Political Control: \$90, resources: \$36.
Portuguese: Political Control: \$90, resources: \$34.
Spanish: Political Control: \$90, resources: \$50.
Swedes: Political Control: \$120, resources: \$34.

Turn 6 Initiative

Dutch, Spanish, English, Swedes, Portuguese, French

Players



Exploration

Portuguese discover mines in L and M. English discover a mine in O.

Mining

Swedes loot 2 gold in G.

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Bob Robles	\$179	14	4	4
Dutch	Andy York	\$262	10	5	5
French	Andy Lewis	\$188	12	4	4
Portuguese	Martin Burgdorf	\$206	9	4	4
Spanish	Bill Scharf	\$242	9	3	4
Swedes	Brendan Whyte	\$199	8	5	4

Basenji**Turn 5, Phases 3 through 6**Turn 5, Phase 3: Play Cards

Paris plays Black Death in Area II.

Venice plays Metal (Venice, Hamburg, and Paris each gain \$24, Barcelona gains \$54, shortage removed) and Grain (Hamburg receives \$16, Barcelona receives \$36, and Venice receives \$64, shortage removed).

Barcelona plays Stone (London and Hamburg each gain \$1, Genoa, Paris, and Venice each gain \$4), Spice (Venice gains \$9, Barcelona gains \$36), and Timber (Venice and Paris each gain \$3, Hamburg and Barcelona each gain \$12).

Hamburg plays Ibn Majid (20: T, Y) and Mongol Armies (gains \$10, Marco Polo now worth 40 discount/rebate, The Crusades is now an unplayable Misery burden).

London passes.

Genoa plays Long Bow, Johann Gutenberg (30: O), and Wine (Venice, Paris, and Barcelona each gain \$5, Genoa gains \$80).

Played Leaders

Ibn Majid (20: T, Y) (Hamburg only)

Johann Gutenberg (30: O) (Genoa and one other)

Turn 5, Phase 4: Purchases

Paris buys Holy Indulgence (F, \$10 credit from Religion, \$50, Misery increases to 250), Caravan (I, \$20), stabilization (\$3)

Venice buys Interest and Profit (L, \$30 credit from Commerce, \$50), Holy Indulgence (F, \$60, Misery increases to 175), Nationalism (W, \$60), and stabilization (\$1)

Barcelona buys Institutional Research (X, \$50 credit from Civics, \$50), Patronage (E, \$20 credit for Religion, \$10, Misery increases to 125), Seaworthy Vessels (S, \$20 credit for Exploration, \$10 credit for Institutional Research, \$50), Printed Word (O, \$30 credit for Communication, \$30 credit for Johann Gutenberg, \$0), Caravan (I, \$10 credit for Institutional Research, \$10), Improved Agriculture (J, \$10 credit for Institutional Research, \$30, Misery reduced to 100), Laws of Matter (C, \$20 credit from Science, \$10 credit from Institutional Research, \$60), and stabilization (\$6). Misery Relief reduces Misery to 90.

Hamburg buys The Heavens (A, \$30), Overland East (R, \$40), Galley 6 (\$10), and stabilization (\$3)

London buys stabilization (\$3)

Genoa buys Printed Word (O, \$30 credit from Communication, \$30 credit from Johann Gutenberg, \$0), Nationalism (W, \$20 credit from Civics, \$40),

Wind/Watermill (K, \$20 credit from Commerce, \$30), Ocean Navigation (T, \$40

credit from Exploration, \$80), stabilization (\$3)

Turn 5, Phase 5: Expansion

Holy Indulgence: Barcelona, Venice, Paris, and Genoa each gain 4 tokens (Genoa gains \$4 due to lack of tokens), Hamburg and London each lose 8 tokens.

Paris expands to St. Malo (4, vs. London; dr = 3, 5, 4; wins), Chester (4, vs. London; dr = 5, 2, 5; wins), York (4, vs. London; dr = 5, 2, 4; wins), Amsterdam (2, vs. Hamburg; dr = 1, 6, 3; wins)

Venice expands to Kamishim (1), Serai (2), Abasgia (1), Poti (4, vs. Barcelona; dr = 2, 3, 3; loses), Poti (4, vs. Barcelona; dr = 6, 2, 5; wins), Marseilles (11, vs.

Genoa; dr = 1, 4, 5; loses), Salzburg (2, vs. Hamburg; dr = 6, 1, 2; wins) Barcelona takes a card (3) and expands to Barcelona (3, vs. Genoa; dr = 3, 4, 5; loses), Barcelona (3, vs. Genoa; dr = 4, 3, 4; wins), Kaffa (2, vs. Venice; dr = 3, 2, 3; loses), Kaffa (2, vs. Venice; dr = 6, 5, 6; wins), Tana (4, vs. Venice; dr = 2, 6, 4; wins), Varna (5, vs. Venice; dr = 3, 2, 6; loses), Varna (5, vs. Venice; dr = 2, 3, 5; loses), Novogorod (4, vs. Hamburg; dr = 1, 5, 4; wins).

Hamburg expands to Novogorod (4, vs. Barcelona; dr = 6, 1, 6; wins), Kiev (4, vs. Venice; dr = 1, 4, 3; wins; uses Written Record to trade a card with Venice),

Malmö (2, vs. Paris; dr = 4, 2, 3; loses), Malmö (2, vs. Paris; dr = 2, 3, 3; loses), Malmö (2, vs. Paris; dr = 1, 6, 4; wins), Stockholm (6, vs. Paris; dr = 2, 5, 3; wins).

London expands to London (4), Portsmouth (4), Edinburgh (1), Wales (1), Waterford (1), Iceland (1), Bergen (2), York (6, vs. Paris; dr = 2, 6, 4; wins), Shetland (1).

Genoa expands to East Indies (5), Poti (3, vs. Venice; dr = 3, 5, 3; wins), Dubrovnik (6, vs. Venice; dr = 2, 5, 2; wins), Riga (4, vs. Hamburg; dr = 5, 2, 2; wins), Bergen (5, vs. London; dr = 4, 6, 3; wins), Fez (3, vs. Barcelona; dr = 1, 5, 2; wins), Bordeaux (7, vs. Paris; dr = 6, 6, 5; wins), Sicily (2, vs. Barcelona; dr = 4, 4, 2; wins).

Expansion bonus goes to Genoa.

Expansion bonus goes to Genoa.

Turn 5, Phase 6: Income

Interest and Profit: Venice gains \$54

Paris gains \$45

Venice gains \$93

Barcelona gains \$99

Hamburg gains \$75

London gains \$51

Genoa gains \$141

Surplus of Cloth (Genoa pays \$3), Shortage of Silk (Genoa gains a card).

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Lowrey	Barcelona	90		\$103		14	10	4	A, C, F, E, I, J, N, O, R, S, V, W, X
Christopher Hunt	Venice	175		\$201		13		1	F, I, J, K, L, R, W
Chris Geggus	Hamburg	200		\$87		10	6	2	A, E, I, N, R, V
Martin Burgdorf	Genoa	200		\$151		21	O-1	4	A, B, E, F, I, J, K, N, O, R, S, T, V, W
Bob Robles	Paris	250		\$60		5	4	2	A, E, F, I, N, R
Geoff Richardson	London	350		\$125		6	8	3	A, I, V

Players are listed in reverse tie breaking order.

Commodity Log

Commodity	Christopher	Chris	Bob	Michael	Martin	Geoff
Stone (2)	2	1	3	--	2	--
Wool (3)	--	--	--	5	--	4
Timber (4)	--	1	--	--	6	--
Grain (5)	1	2	--	1	1	1
Cloth (6)	2	2	--	--	3	--
Wine (7)	1	--	1	2	3	--

Commodity	Christopher	Chris	Bob	Michael	Martin	Geoff
Metal (8)	1	2	1	2	--	--
Fur (9)	2	1	--	1	--	--
Silk (10)	1	--	--	1	3	--
Spice (11)	1	--	--	2	1	--
Gold (12)	1	1	--	--	1	--
Ivory (12)	1	--	--	--	2	1

Surplus, Shortage

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (x3, 1d, 1vp)	Indigo Plant (3d, 2vp)	Tobacco Storage (x2, 5d, 3vp)	Guild Hall (10d, 4vp)
Small Sugar Mill (x3, 2d, 1vp)	Sugar Mill (x2, 4d, 2vp)	Coffee Roaster (x3, 6d, 3vp)	Residence (10d, 4vp)
		Factory (x2, 7d, 3vp)	Fortress (10d, 4vp)
Hacienda (2d, 1vp)	Office (x2, 5d, 2vp)	University (x2, 8d, 3vp)	Customs House (10d, 4vp)
Construction Hut (x2, 2d, 1vp)	Large Market (x2, 5d, 2vp)	Harbour (x2, 8d, 3vp)	City Hall (10d, 4vp)
	Large Warehouse (x2, 6d, 2vp)	Wharf (x2, 9d, 3vp)	

Roles

~~Builder, Captain, Craftsman, Mayor, Prospector, Settler, Trader (1d), Prospector~~

Plantations

Quarry (x5), Corn, Corn, Corn, Sugar, Sugar, Coffee

Discard Pile: Sugar, Tobacco, Indigo, Indigo, Tobacco, Tobacco, Coffee

AzawakhGame Start

Deadline Epoch I Empire Selection and Sumerians, December 27

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy York	?	0	0
Kevin Wilson	Royal Manticoran Historical Society (purple)	0	0
Chris Geggus	? (yellow)	0	0
Christopher Hunt	?	0	0
Dave Anderson	?	0	0
Martin Burgdorf	?	0	0
Geoff Richardson	?	0	0

Event CardsEpoch I Empire DrawBest in Show

This is a partial list of all games that have finished in this zine, as well as who won.

Machiavelli

Name	Winner
The Gates of Hades	Chris Hurley
Mastiff	Bill Scharf
Pack of Curs	Bill Scharf
Doghouse	Dave Anderson
Rude Dog	Ward Narhi
The River ¹	Ken Marcinonis
Not Guilty ¹	Dave Anderson
Rabid Dog	Ward Narhi
Fleabag	Berry Renken/Ray Grib/Pasquale Giovine
Feral Dogs	Pasquale Giovine
Citizen Dog	Pasquale Giovine
New Tricks	Phil Reynolds
Wild Dog	Dave Partridge
Off the Leash	Pasquale Giovine
Shepherd	Pasquale Giovine
Dogfight	Pasquale Giovine
Dirty Deeds Done Dirt Cheap ²	Dave Partridge
Dog Park	Mike Scott
Barking Up the Wrong Tree	Dave Partridge
Bolognese	Pasquale Giovine

¹ Rehoused from Jason Wilke's *Won if by Land*

² Rehoused from Phil Reynolds' *ishkibibble*

Merchant of Venus

Name	Winner
Dingo's Delight	Caleb Cousins
Dog Food	Andy Lewis
Dogged	Dennis Cain
Hyena	Andy Lewis
Hot Dog	Andy Lewis
Sirius	Dave Partridge
Procyon	Chris Geggus
Mirzam	Andy York

Dune

Name	Winner
Sand Dog	Chris Hurley
Canine	Paul Bolduc
Running Dogs	Andy York
Pavlov	Bill Scharf and Cary Nichols
Sand Flea	Jerry Roalstad and Kevin Wilson
Hound Dog	Doug Kent

Die Macher

Name	Winner
Mailman's Bane	Andy Lewis
Lupine	Andy Lewis

Outpost

Name	Winner
Dog Breath	Andy York
Mutt	Kevin Kinsel
Dogstar	Kevin Wilson
Canes Venatici	Michael Lowrey
Wolfbane	Dave Partridge
Retriever	Eric Brosius
Hound	Eric Brosius
Basset	Eric Brosius
Dog Show	Eric Brosius

History of the World

Name	Winner
Fenris Wolf	Dave Anderson
Mongrel	Andy Lewis
Wolfpack	Sean Cousins
Dogpaddle	Andy Lewis
Dog Days	Andy Lewis
Dogface	Andy Lewis
Dogwood	Andy Lewis
Cats and Dogs	Andy Lewis
Dogbreath	Andy York
Shaggy Dog	Chris Geggus

New World

Name	Winner
Anubis	Bill Scharf
Chihuahua	Bill Scharf
Pooch	Bill Scharf
Coyote	Andy Lewis
Hounds of Tindalos	Andy Lewis
Doggerel	Andy Lewis
Gray Wolf	Dave Partridge
Jackal	Andy York
Malamute	Andy York
Boston Terrier	Dave Hood ¹
Newfoundland	Dave Hood

¹ This game was played with the Non-Player Nations variant, and the non-player actually ended up with the most money. The player noted here was the highest scorer among the players.

Settlers/Seafarers of Catan

Name	Winner
Rin Tin Tin ¹	Brendan Whyte
Benji ¹	Brad Martin
Fenris	Ward Narhi
Wolfhound	Dave Partridge
Salty Dog	Kevin Wilson
Bulldog	Mike Scott
Akita	Dave Partridge
Golden Retriever	Dave Hooton

¹ GMed by Andy Lewis

Liftoff!

Name	Winner
Astro	Andy Lewis
Dog Pound	Dennis Cain
Rover	Bill Scharf
Watchdog	Bill Scharf
Laika	Andy York

Age of Renaissance

Name	Winner
Kennel Club	Brad Martin
Dog Show	Dennis Cain
Dog Chow	Paul Bolduc
Greyhound	Dave Hood
Dachshund	Chris Geggus

Kremlin

Name	Winner
Dirty Dogs	Chris Geggus
Dog Tired	Chris Geggus
Guard Dog	Chris Geggus
Sled Dog	Bill Scharf
Flea Collar	Chris Geggus
Pateel	Pasquale Giovine
Russian Wolfhound	Bill Scharf
Sly Dog	Bill Scharf

Silverton

Name	Winner
Doggin' It	Bill Scharf
Dogged	Dave Partridge
Terrier	Dave Hooton
Hunter	Dave Partridge
Pick of the Litter	Dave Hooton

Puerto Rico

Name	Winner
Gaspede	Andy Lewis
Plantation Dog	Chris Geggus
Daquiri*	Ron Fisher
Whippet	Richard Weiss

*Rehoused from Paul Bolduc's *Boris the Spider*

Power Grid

Name	Winner
Husky	Andy York
Grommit	Andy York

Robo Rally

Name	Winner
Robover	Chris Geggus
Robodog	Brendan Whyte

Other

Name	Game	Winner
Dog Biscuit ¹	Slapshot	Dave Anderson
Rockhound	2038	Caleb Cousins
Hair of the Dog	Modern Art	Andy Lewis
Lassie ¹	Wembley	Chris Geggus
Sun Dog	Solar Quest	Brad Martin
Warg	Downfall XIII	Dave Partridge
Portugese Water Dog	Goa	Chris Geggus
Dalmatian	Phoenicia	Andy York
Working Dog	Agricola	Dave Hooton

¹ GMed by Andy Lewis

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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