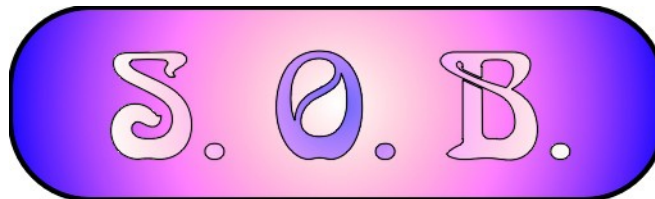


Number 218



January, 2017

Notes from Hades

I hope the new year goes well for everyone. Things are quiet around here. The big news is that at this time next year, Erik and Scott will be in London. Their high school marching band has received an invitation to march in the London New Year Parade in 2018. Unfortunately, it does not look like Celeste and I will be able to go, but we are sure that the boys will enjoy themselves.

One note when sending in orders. I typically don't read the email in detail until I start working on the game, so if you have questions for me, please put them prominently at the top of the email so I know that I have to answer them.

The next deadline is **Tuesday, February 7 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(\$), Andy York(\$). **This game is currently starting.**

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-subscribers.

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

Chris Hassler a.k.a. Cerberus

11492 Harrisburg Road

Rossmoor, CA 90720

Phone: (562) 690-7827

cerberus@sob-zine.org

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

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

Dogleg

Summer 1504

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

Deadline for Fall 1504 2/7 Tuesday

Venice and the Pope work together to partially thwart Austria in the north, while Florence loses an island.

Expenditures

Papacy borrows 21 ducats from the moneylenders for 2 years and spends 21 ducats to buy Florence A Sienna.

Outstanding Loans

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

Summer 1506: 32 ducats due from the Papacy (21 borrowed)

Orders

AUSTRIA (Burgdorf): A CARINTHIA supports A Milan to Trent, A Milan to Trent, A MONTFERRAT to Genoa, A Turin to PAVIA, F BARI besieges, F Otranto supports F Bari, F Western Mediterranean to SARDINIA, F TYRRHENIAN SEA supports F Western Mediterranean to Sardinia, F GULF OF LIONS supports F Western Mediterranean to Sardinia

FLORENCE (Robles): A LUCCA to Modena, A Sienna supports A Perugia (nsu).

A PERUGIA supports A Sienna (nsu), F Pisa to LIGURIAN SEA, F CORSICA supports F Sardinia, F Sardinia supports F Corsica (ELIMINATED)

PAPACY (Anderson): A Sienna to FLORENCE, A ROME to Perugia, A GENOA to Modena, A Pavia to MILAN, A Mantua to BOLOGNA, G NAPLES convert to F

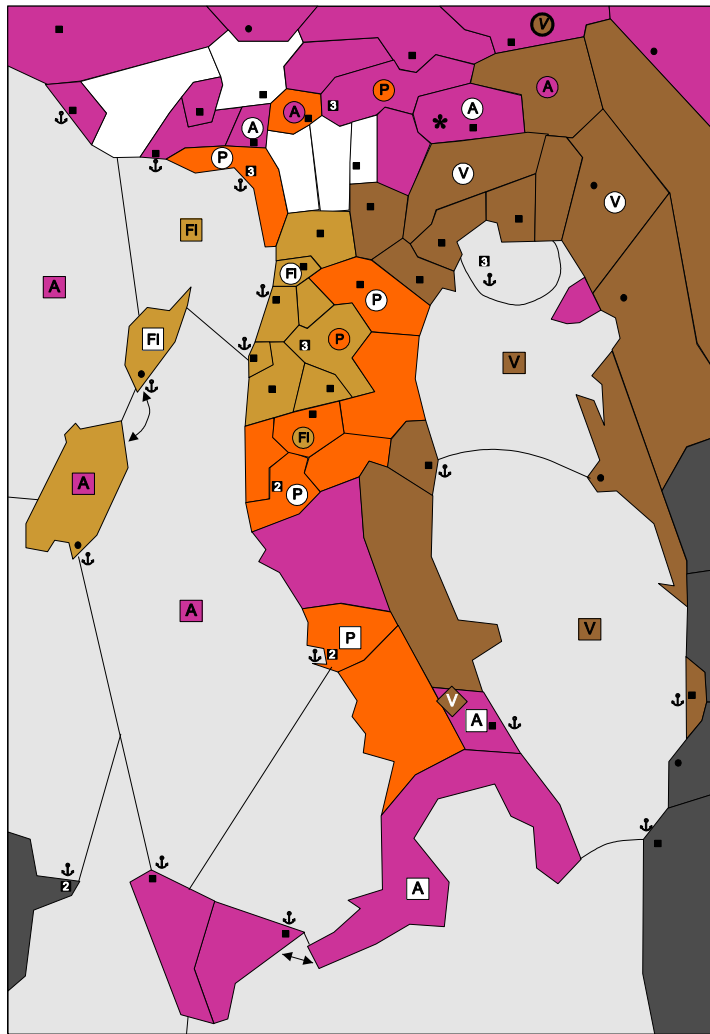
VENICE (Wilson): A Trent supports Papal A Pavia to Milan (cut, DISLOGGED, retreat Bergamo, garrison, OTB), A (EM) Hungary to AUSTRIA, A Istria to CARNIOLA, A Ferrara to VERONA, F UPPER ADRIATIC to Lower Adriatic, F LOWER ADRIATIC to Bari, G BARI supports F Lower Adriatic to Bari

Treasury:

Press

Papacy to Florence: Just as we were making a little headway against the

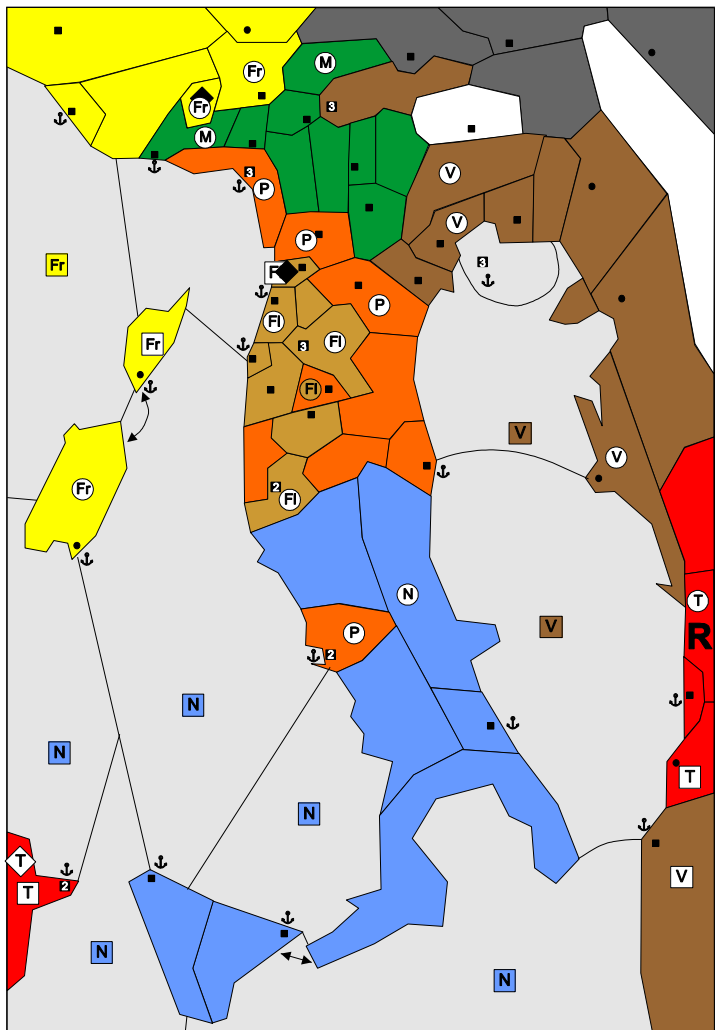
Dogleg



Rescue Dog

Austrian tide. You go for the stab without even a carrier pigeon reply. Now you may penance.

Rescue Dog



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

Rescue Dog
Spring 1457

Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory
Deadline for Summer 1457 2/7 Tuesday

Milan takes out a loan to counter Venetian treachery while France tries to enlist the help of a sleeping Pope. Florence consolidates its position and Naples tightens his grip on the seas, further boxing in the Turks.

Builds

		Cost
Flo	Maintains all, no new builds	15
Fra	Maintains all, builds F Marseilles	18
Mil	Maintains all, builds A Cremona	15
Nap	Maintains all, builds A Bari, F Palermo, F Messina	18
Pap	Maintains all, builds A Ancona, A Bologna	18
Tur	Maintains all, builds G Tunis	12
Ven	Maintains all, builds A Treviso, A Padua, F Venice	21

Expenditures

Milan borrows 9 ducats for 2 years (14 ducats due Spring 1459) and spends 12 ducats to disband Venice A Milan
The Pope repays the moneylenders 6 ducats.

Outstanding Loans

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)
Spring 1459: 14 ducats due from Milan (9 ducats borrowed)

Orders

FLORENCE □ A PISA supports F Lucca, A FLORENCE to Bologna, A Perugia to AREZZO, A ROME holds (u), F LUCCA besieges (impossible, not a port)
FRANCE □ A TURIN supports Papal A Genoa to Montferrat (nso), A SALUZZO supports A Turin, A PROVENCE supports A Turin, A SARDINIA holds, F Marseilles to GULF OF LIONS, F CORSICA

MILAN supports F Marseilles to Gulf of Lions
 A SAVOY to Milan (*impossible*), A Montferrat to PAVIA, A Pavia to COMO, A MANTUA to Ferrara, A Cremona to BERGAMO

NAPLES A Bari to AQUILA, F GULF OF NAPLES to Naples, F CENTRAL MEDITERRANEAN supports F Western Mediterranean, F WESTERN MEDITERRANEAN supports F Central Mediterranean, F Palermo to TYRRHENIAN SEA, F Messina to IONIAN SEA

PAPACY NMR! A GENOA holds, A MODENA holds, A NAPLES holds, A BOLOGNA holds, A ANCONA holds, G ANCONA holds

TURKS A Ragusa to HERZEGOVINA, F ALBANIA to Durazzo, F TUNIS supports French F Gulf of Lions to Central Mediterranean (nsu), G TUNIS supports F Tunis

VENICE A Milan to Pavia (nsu), A PADUA to Ferrara, A Treviso to VERONA, A Croatia to DALMATIA, F Dalmatia to LOWER ADRIATIC, F Venice to UPPER ADRIATIC, F DUAZZO supports F Dalmatia to Lower Adriatic (cut)

Your treasury:

S.O.B.

Press

Naples to Pope: Oooh, you are a BAD Pope. I mitre(!) have to expulse you outta Napoli.

Naples to Venice: Along with Professor Jimmy Edwards, You should be able to take it from here.

Naples to Turk: I still gotta da boner to pick wid you.

Naples to Florentine: Hey, getta your hands offa my Roma! Bad roaming hands...

Naples to GM: Come onna da plague in Tunis...

Venice to Milan: Oops !! Did I do That. ???

Venice to Turkey: Good News!!! You cannot be assassinated twice. Bad News. You are almost surrounded and no cash from the Medici family available.

Venice to France: I hope my move to Pavia helps you.

Venice to Florence: I am impressed by the comeback!! Good Job!!

Venice to Papacy: You may want to reconsolidate your armies and go back home.

Summer 1457 Plague

Bad Year – Row and Column: Bergamo (Milan A destroyed), Ancona (Papal A and G destroyed), Parma, Mantua (Milan A destroyed), Istria, Pavia (Milan A destroyed), Provence (French A destroyed), Treviso

Shaggy Dog End of Game Statement

Kevin Wilson: Congrats to Chris on a well played game. Close too. 13 VP really isn't that many. Not with 4 more within 15 points! I don't keep game files any more so I don't have any history but I think this may be my worst HotW game ever finishing last. I could easily be wrong though. Just seemed like I was running behind the hole game. I would have to go back and flip through to see when things went south but I think it was only getting 27 VP with the Mongols in Epoch V. I wasted 9 armies to take 3 territories. That hurt. But, I'm looking forward to Azawakh to make a comeback.

Boxer

Turn 15

Turn 15, Tuesday, December 27

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
Александрю Робот	Rotate Left (190)	Rotate Left (130)	Rotate Left (110)	Rotate Right (160)	Move 2 (780)
GEGS	Back Up (470)	Rotate Right (420)	Move 1 (600)	Move 1 (580)	<i>Rotate Left (70)</i>
Marvin	Move 3 (830)	Move 3 (840)	Move 3 (790)	Rotate Right (360)	Move 1 (530)
Dalekbot	Back Up (460)	Move 1 (650)	Move 2 (750)	Rotate Right (280)	Rotate Left (90)
The Hand of Doom	Move 1 (500)	Rotate Right (380)	Move 2 (740)	Move 2 (720)	Move 2 (760)
UltraMan	Move 1 (620)	Move 2 (770)	Move 3 (810)	Rotate Right (200)	Rotate Left (410)
Čapek	Move 2 (690)	Rotate Right (400)	Move 1 (590)	Move 1 (490)	U-Turn (40)
Clockwork Hauler	Rotate Right (380)	Move 1 (560)	Rotate Left (210)	Move 2 (740)	Rotate Left (250)

Registers in italics are locked. Marvin activates the Gyroscopic Stabilizer.

Phase 1

Marvin dashes ahead 3 to L14, Clockwork Hauler moves ahead 2 to B12, Čapek moves ahead 1 to I18, The Hand of Doom moves ahead 1 to B4, GEGS backs up to B16, Dalekbot backs up to C16, and Александрю Робот rotates left to face east. Conveyor belts: Александрю Робот is moved to J6, GEGS is moved to C16, Marvin is moved to K14, Dalekbot is moved to D16, The Hand of Doom is moved to B3 and rotated to face north, and Čapek is moved to G18. The gear rotates Dalekbot to face north, but the Gyroscopic Stabilizer keeps Marvin pointed south.

Phase 2

Marvin dashes ahead 3 to J17, Čapek moves ahead 2 to G19, hitting a wall, Dalekbot moves ahead 1 to D15, GEGS rotates right to face east, Clockwork Hauler rotates right to face north, The Hand of Doom rotates right to face east, and Александрю Робот rotates left to face north. Conveyor belts: Александрю Робот is moved to J7, GEGS is moved to D16, Dalekbot is moved to D14, The Hand of Doom is moved to C3, and Čapek is moved to G19. The gear rotates GEGS to face north. GEGS shoots Dalekbot.

Phase 3

Čapek dashes forward 3 to G22, Marvin dashes forward 3 to K20, Dalekbot moves ahead 2 to D12, The Hand of Doom moves ahead 2 to E3, GEGS moves ahead 1 to D15, Clockwork Hauler moves ahead 1 to B11, and Александрю Робот rotates left to face west. Conveyor belts: Александрю Робот is moved to J8, GEGS is moved to D14, The Hand of Doom is moved to F3, Čapek is moved to G21, and Clockwork Hauler is moved to B10. GEGS shoots Dalekbot.

Phase 4

The Hand of Doom moves ahead 2 to H3, GEGS moves ahead 1 to D13, Clockwork Hauler moves ahead 1 to B9, Marvin rotates right to face west, Dalekbot rotates right to face east, Čapek rotates right to face west, and Александрю Робот rotates right to face north. Conveyor belts: Александрю Робот is moved to J9 and rotated to face east, The Hand of Doom is moved to I3, Čapek is moved to G20, and Clockwork Hauler is moved to B8. GEGS shoots Dalekbot.

Phase 5

Александрю Робот moves ahead 2 to L9 (flag 3 touched, archive moved), The Hand of Doom moves ahead 2 to K3, Marvin moves ahead 1 to J20, Čapek rotates left to face south, Dalekbot rotates left to face north, GEGS rotates left to face west, and Clockwork Hauler makes a U-turn to face south. Conveyor belts: The Hand of Doom is moved to K5, Čapek is moved to G19, and Clockwork Hauler is moved to B7.

Cleanup

Александрю Робот repairs one damage point.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Brendan Whyte	Александрю Робот	Blue		L9>E	1, 2, 3	2	0
2	Chris Geggus	GEGS	Yellow	Extra Memory	D13>W	1, 2, 3	3	5
3	Howard Bishop	Marvin	Orange	Gyrosopic Stabilizer	J20>W	1, 2, 3	3	2
4	Andy York	Dalekbot	Black	Reverse Gear, Conditional Program	D12>N	1	2	4
5	Bill Scharf	The Hand of Doom	Gray	Circuit Breaker	K5>E	1, 2	3	2
6	Andy Lewis	UltraMan	Red		Out	1	0	--
7	Dave Hooton	Čapek	Purple	Rear-Firing Laser	G19>S	1, 2, 3	3	1
8	Christopher Hunt	Clockwork Hauler	Green	Fire Control, Radio Control	B7>S		2	1

GEGS is Geo-Enhanced Guard Sentinel

Program CardsPoodleTurn 15Turn 16, Tuesday, February 7Actions

Delta Indigo 8487 opens the bidding on Ecoplants at 30 and gets it (Ti9, Ti10, Ti11). Opens the bidding on Scientists at 40 and HALCYON gets it for 67 (Ti8, Ti8, Ti11, Ti11, Ti13, Mi16, NC20). Opens the bidding on Scientists at 40 and Jack and His Friends gets it for 61 (MWa, Re11, DL discounts). Opens the bidding on Scientists and Jack and His Friends gets it for 66 (Wa6, NC20, NC20, DL discounts). Opens the bidding on the Outpost at 100 and OLDHAM gets it for 136 (Or1, Or3, MWa, Ti9, Ti13, Ti13, Re13, Re13, Re16, HE discount, Ec discount). Opens the bidding on the Orbital Lab at 50 and BarterTown gets it for 60 (Or1, Or3, Wa5, Wa5, Wa7, Wa8, Wa10, Re10, Re11). Buys 2 population factors (Wa10)

HALCYON buys new chemicals factory (MWa, Re12, NC18) and population (Wa5)

OLDHAM buys a population factor (Ti9)

H.I.C.K. builds 2 new chemicals factories (Wa6, Wa7, Wa8, Ti7, Ti9, MTi, Re11, Re12, Mi16) and transfers 2 population factors from water factories to man them.

Skynet buys a population factor (Re10)

BarterTown passes

Jack and His Friends passes

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, 2Ec, Ou, Ro	43
2	OLDHAM	Howard Bishop	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF	No, HE, 2Wa, La, Ec, Ro, Ou	41
3	HALCYON	Michael Lowrey	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, NCF, NCF	No, HE, Wa, 2Sc, OL, Ec, Ou	41
4	H.I.C.K.	David Hood	OrF, OrF, WaF, WaF, <i>WaF</i> , WaF, TiF, TiF, TiF, TiF, TiF, ReF, NCF, NCF	No, HE, Ro, La, 2OL	37
5	Skynet	Dave Hooton	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF	No, HE, La, OL, Ou	32
6	BarterTown	Andy York	<i>OrF, OrF, WaF</i> , WaF, WaF, WaF, ReF, ReF	3DL, La, Ec, Ro, OL	29
7	Jack and His Friends	Bill Scharf	OrF, OrF, WaF, WaF, WaF, WaF, WaF, NCF, NCF	2DL, No, 2Wa, 3Sc	23

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

New Arrivals: Outpost, Moon Base, Planetary Cruiser, Planetary Cruiser, Planetary Cruiser, Space Station

Upgrade	Minimum Bid	Available	Not Yet Delivered
Robots (Ro)	50	1	0
Outpost (Ou)	100	1	0
Space Station (SS)	120	1	4
Planetary Cruiser (PC)	160	3	2

Upgrade	Minimum Bid	Available	Not Yet Delivered
Moon Base (MB)	200	1	4

Income

OLDHAM, HALCYON, and Jack and His Friends take Mega Water cards. H.I.C.K. and Skynet take Mega Titanium cards. Skynet discards Or2, Wa5, Wa5, Wa6, Wa7, Wa7, Wa8, Wa8.

Pug

Turns 12.5 to 13.5

Deadline Turn 13.6 to 14.6, February 7

Turn 12

5th: **Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 1 * 3**
Multi-Generation Ship.
Buys a shield for \$60.

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

1st: **Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 2 4 5**
Wet Landing(p) – R – B – R – B – Y – Neutron Port.
Buys 2 Mulch Wine for \$40. Gains \$4 in port commissions.

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

Jellybeast Landing(s) – Jellybeast Landing(o) – A – Y – R – B – Y – R – ? (it's a B10 penalty marker).

3rd: **Bob Robles (Human/Publicly Underestimated Trading Zaibatsu) Rolls Used: 5 5 6**
A – R – Y – B – R – Y – A – Jellybeast Landing(o) – Jellybeast Landing(s).

Space Station – A – NC4 – NC4 – TeleGate 4 – NC4 – R – Y – R – A – R – Minion(o) – Minion(s).

Sells Designer Genes for \$120 plus \$40 demand (from the cup: Melf Pelts at 5 and Space Spice at 2). Buys Moonport for \$200 and loads the Fare to 10.

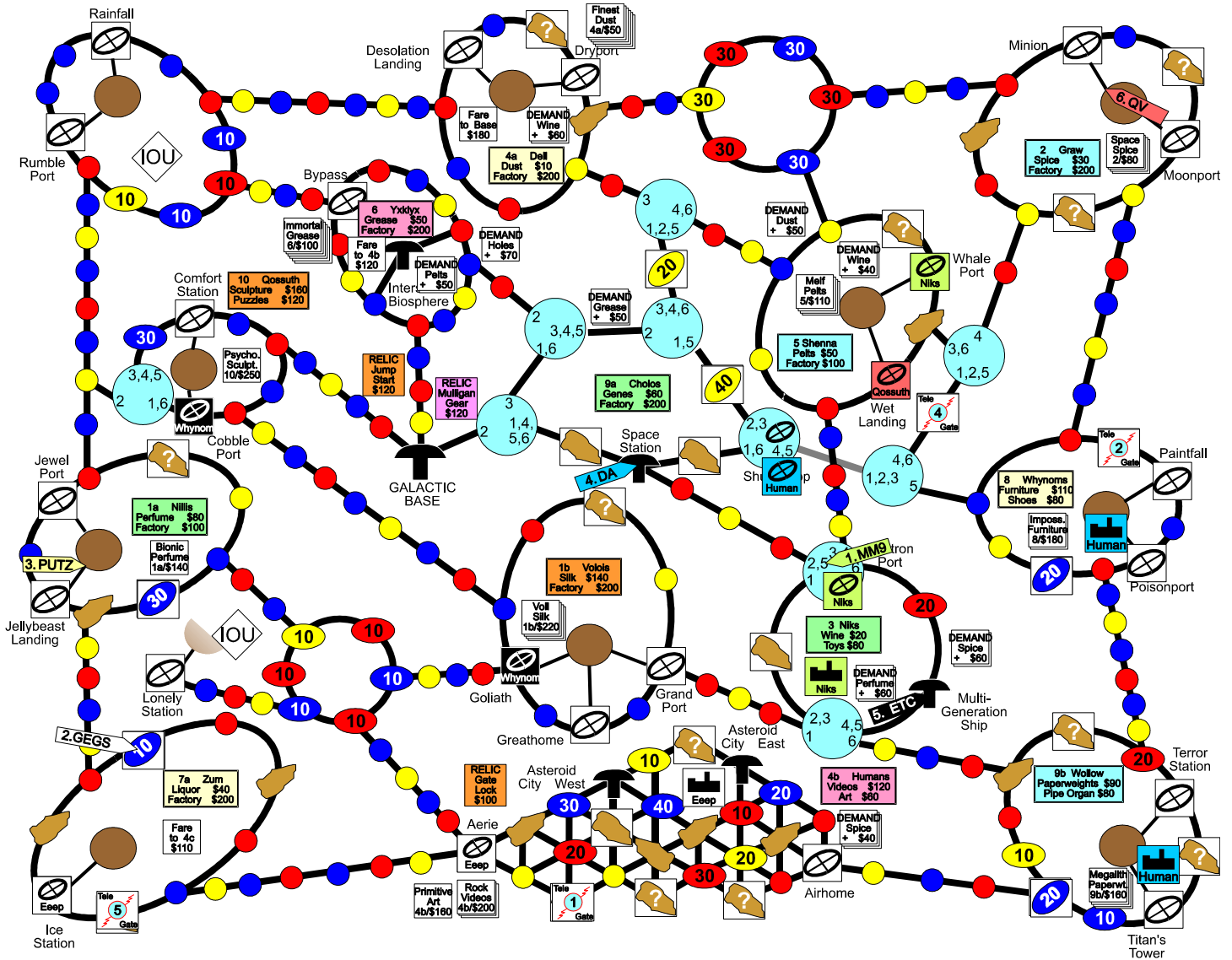
Turn 13

Sells Megalith Paperweight for \$160 (from the cup: Megalith Paperweight at 9b).

4th: **Debbie Anderson (Dell/DA) Rolls Used: 3 4 6**
NC6 – A – Space Station.
Buys Shuttlestop for \$200.

5th: **Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 6 * 3**
Multi-Generation Ship – NC6 – Y – B – R – A – R – Y10 – ? (it's a B20 penalty marker) – R – B – Y – Airhome - A – R10 – A – A – A – Asteroid City West.

Sells Mulch Wine for \$60 (from the cup: Demand for Pelts at 6). Buys Rock Videos for \$120.



On the Board:

1a (Nillis): 1 Bionic Perfume

1b (Volois): 4 Voll Silk

2 (Graw): 4 Space Spice

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

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

4b (Humans): 3 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): 4 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): 4 Megalith Paperweight

10 (Qossuth): 1 Psychotic Sculpture

Base: Relic Gate Lock, Relic Mulligan Gear

1. Mystery Machine 9 **\$209**
Scout
14: 4 4 6

Hold1	Hold2	Hull
Mulch Wine 3/\$60	Mulch Wine 3/\$60	6 \$100
Neutron Port \$200	Niks \$200	Shield (\$60)
Whale Port \$200		

2. GEGS **\$156**
Clipper
14: 1 4 5 6

Hold1	Hold2	Hull
Bionic Perfume 1a/\$140	Primitive Art 4b/\$160	10 \$120
Aerie \$200	Ice Station \$200	Human \$100

3. PUTZ **\$500**
Scout
14: 1 2 6

Hold1	Hold2	Hull
Megalith Paperwt. 9b/\$160		RELIC Air Fall \$80
	RELIC Switch \$100	RELIC Spy Eye \$100
		3 \$80

4. DA **\$130**
Scout
14: 2 6 6

Hold1	Hold2	Hull
Portable Organ. 9b/\$160	Fare to 9a \$110	
Whynoms \$100	Wollow \$100	Shuttlestop \$200

5. ETC **\$219**
Needle
14: 3 5 (use 1*3)

Hold1	Hold2	Hull
Rock Videos 4b/\$200		Shield (\$60)
Cobble Port \$200	Qossuth \$200	Goliath \$200

6. Quo Vadis **\$370**
Scout
13: 4 5 5 // 14: 1 2 5

Hold1	Hold2	Hull
	Fare to 10 \$120	
Wet Landing \$200	Moonport \$200	

Foxhound

Turn 6

Deadline Turn 7, February 7

Planning

- Dutch** maintain 5 ships (\$20) and buy 5 soldiers (\$50) for \$70.
- Spanish** maintain 3 ships (\$12), buy 1 ship (\$12) and 4 soldiers (\$40) for \$64.
- English** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Swedes** maintain 5 ships (\$20), 1 buy 1 ship (\$12) and 8 soldiers (\$80) for \$112.
- Portuguese** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- French** maintain 4 ships (\$16), buy 1 ship (\$12) and 6 soldiers (\$60) for \$88.

Outbound Naval Movement

- Dutch** Move to U. Dice: 1, 4, 4, 6. Loses 1 ship containing 1 colonist and 1 soldier, plus an additional soldier.
- Spanish** Move to J. Dice: 2, 4, 5, 6. No losses.
- English** Move to O. Dice: 4, 5, 5. No losses.
- Swedes** Move to K. Dice: 1, 1, 6. Loses 1 ship containing 1 colonist and 1 soldier, plus an additional colonist.
- Portuguese** Move to L. Dice: 1, 4, 5, 6. Loses 1 soldier.
- French** Move to C. Dice: 2, 2, 3, 6. No losses.

Exploration

Dutch discover a mine in U. French discover mines in C and H.

Mining

English mine 1 gold in O. Swedes loot 2 gold in G. Portuguese mine one gold each in L and M.

Land Movement

Dutch move 2 colonists and 2 soldier from U to R, 2 colonists and 3 soldiers from U to X, 1 colonist from T to X, 1 colonist from T to R, 2 soldiers from U to T, 3 soldiers from T to W, and 4 colonists and 3 soldiers from fleet to U. One colonist

in U mines.

Spanish move 3 colonists and 4 soldiers from I to E, one soldier prospect in E, 3 soldiers and 2 colonists from J to I, and 4 soldiers and 4 colonists from fleet to J.

English move 1 gold from O to fleet, 3 soldiers from Q to S, 2 soldiers and 5 colonists from O to Q, 2 colonists from N to Q, and 4 soldiers and 4 colonists from fleet to N.

Swedes move 2 gold from K to fleet, 2 soldiers from G to F, 2 soldiers and 4 colonists from K to G, 2 gold G to K, and 7 soldiers and 2 colonists from fleet to K.

Portuguese move 1 gold from L to fleet, 1 gold from M to anchorage point, 4 colonists and 4 soldiers from fleet to L.

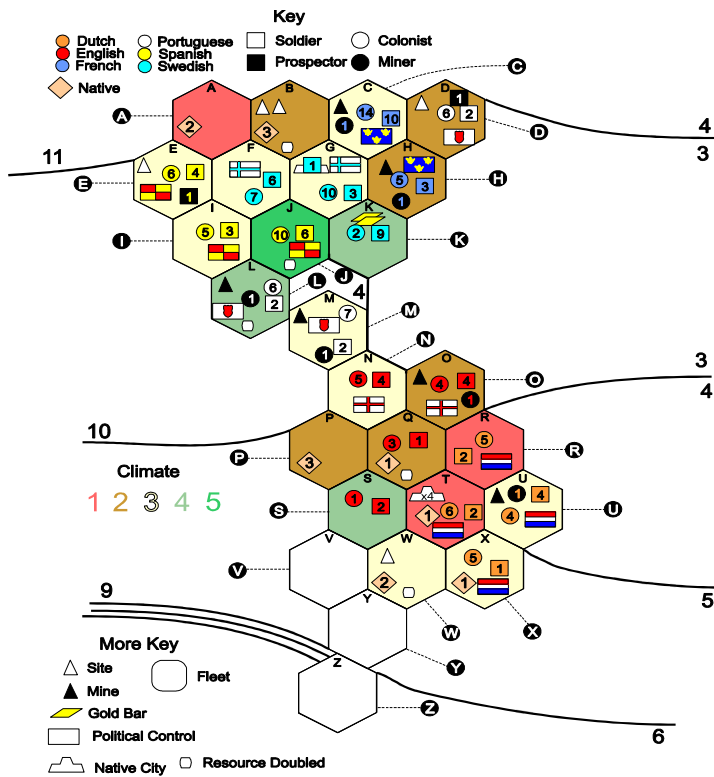
French move 1 colonist from A to B and 4 colonists and 6 soldiers from fleet to C. One colonist mines in each of C and H.

Native Combat

Dutch: 1 soldier and 3 natives killed in T, 2 soldiers and 1 native killed in X, 3 soldiers killed in W. **Spanish:** 1 native killed in E. **English:** 1 native and 1 soldier killed in Q, 2 natives and 1 soldier killed in S. **Portuguese:** 1 native and 3 soldiers killed in D, 2 natives and 5 soldiers killed in L, and 1 native and 3 soldiers killed in M. **French:** 2 soldiers and 1 native killed in C.

Native Uprisings

Climate is a 6. Uprisings in Q (English lose 3 colonists) and X (Dutch lose 1 colonist).



S.O.B.

Climate is a 5.

French lose 1 colonist in B, English lose 1 colonist in Q, Dutch lose 1 colonist in R.

Political Control

Spanish gain political control of E. Swedes lose political control of K.

Portuguese gain political control of L. Dutch gain political control of R and X.

Homebound Naval Movement

Dutch: Dice: 1, 2, 3, 4. Loses 1 ship..

Spanish: Dice: 1, 4, 6, 6. Loses 2 ships.

English: Dice: 3, 3, 4. No losses.

Swedes: Dice: 3, 5, 6. No losses.

Portuguese: Move to M: Dice: 3, 4. Picks up gold. Dice: 4, 5, 6, 6. No losses.

French: Dice: 2, 4, 5, 6. No losses.

Income

English: Political Control: \$90, gold: \$40, resources: \$32.

Dutch: Political Control: \$150, gold: \$80, resources: \$40.

French: Political Control: \$90, resources: \$38.

Portuguese: Political Control: \$120, gold: \$80, resources: \$50.

Spanish: Political Control: \$120, resources: \$62.

Swedes: Political Control: \$90, gold: \$80, resources: \$42.

Turn 7 Initiative

Spanish, Dutch, English, Swedes, Portuguese, French

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Bob Robles	\$285	11	4	4
Dutch	Andy York	\$462	4	3	5
French	Andy Lewis	\$228	9	5	4
Portuguese	Martin Burgdorf	\$456	5	4	4
Spanish	Bill Scharf	\$360	7	2	4
Swedes	Brendan Whyte	\$299	2	5	4

Basenji

Turn 5, Phase 7 through Turn 6, Phase 4

Turn 5, Phase 7: Purchase Tokens

Paris buys 10 tokens

Venice buys 26 tokens

Barcelona buys 30 tokens

Hamburg buys 31 tokens

London buys 30 tokens

Genoa buys 35 tokens

Genoa plays Timber (Hamburg gains \$3 and Genoa gains \$108).

Played Leaders

Prince Henry (20: T, X) (Paris only)

Desiderius Erasmus (20: O, Q) (Barcelona and one other)

Marco Polo (40: Y, R) (Barcelona and two others)

Turn 6, Phase 1: Draw Cards

Done

Turn 6, Phase 2: Buy Cards

Paris declines to buy off a shortage or surplus. London pays \$10 for a card.

Barcelona pays \$10 for a card. Hamburg pays \$10 for a card. Genoa does not use Wind/Watermill.

Turn 6, Phase 4: Purchases

Paris buys Galley 6 (\$10), Improved Agriculture (J, \$10 credit from Commerce, pays \$30, Misery reduced to 200), and stabilization (\$3).

Venice buys Industry (M, \$40 credit from Commerce, \$70), Urban Ascendancy (V, \$30 credit from Civics, free), Written Record (N, \$30), and stabilization (\$3).

London buys Patronage (E, \$30, Misery increases to 400) and stabilization (\$15)

Barcelona buys Human Body (B, \$40 credit from Science, \$10 credit from Institutional Research, \$10, Misery reduced to 80), Cosmopolitan (Y, \$90 credit from Civics, \$40 credit from Marco Polo, \$20), Cathedral (H, \$30 credit from Religion, \$90, Misery increases to 90), and stabilization (\$6)

Hamburg buys Printed Word (O, \$30 credit from Communication, \$20 credit from Desiderius Erasmus, \$10), Human Body (B, \$20 credit from Science, \$40, Misery reduced to 175), and stabilization (\$3)

Genoa buys Cosmopolitan (Y, \$50 credit from Civics, \$40 credit from Marco Polo, \$60), Master Art (P, \$50 credit from Communication, \$40), Interest and Profit (L, \$30 credit from Commerce, \$50), Laws of Matter (C, \$40 credit from Science, \$50), ship upgrade (\$10), and stabilization (\$10). Misery reduction reduces Misery to 125.

Turn 6, Phase 3: Play Cards

Paris plays Prince Henry (20: T, X)

Venice passes

London passes

Barcelona plays grain (Hamburg gains \$16, Venice, Barcelona, Genoa, and London each gain \$4), Desiderius Erasmus (20: O, Q, receives \$20 in rebates for O), Marco Polo (40: Y, R, receives \$40 in rebates for R)

Hamburg plays Civil War on Barcelona (Barcelona discards 15 tokens and goes last during Expansion, dominance in Barcelona reduced to token), and Papal Decree (no Exploration advances).

Notes

Dave Partridge has replaced Geoff Richardson.

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Michael Lowrey	Barcelona	90	15	\$1	6	13	10	3	A, B, C, E, F, H, I, J, N, O, R, S, V, W, X, Y
Christopher Hunt	Venice	175	26	\$76	2	13		2	F, I, J, K, L, M, N, R, V, W
Chris Geggus	Hamburg	175	31	\$12	4	10	6	2	A, B, E, I, N, O, R, V
Martin Burgdorf	Genoa	125	35	\$8	5	21	O-2	4	A, B, C, E, F, I, J, K, L, N, O, P, R, S, T, V, W, Y
Bob Robles	Paris	200	10	\$7	1	5	6	2	A, E, F, I, J, N, R
Dave Partridge	London	400	30	\$44	3	6	8	5	A, E, I, V

Players are listed in reverse tie breaking order.

Commodity Log

Commodity	Christopher	Chris	Bob	Michael	Martin	Dave
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	1	3	--

Commodity	Christopher	Chris	Bob	Michael	Martin	Dave
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

BeauceronTurns 5 through 7Turn 5

Governor Dave selects the Mayor, placing one colonist on the Tobacco plantation and one on the Small Warehouse, and moving a colonist from a Corn plantation to a Tobacco plantation, Geoff places a colonist on the Sugar plantation, Chris places a colonist on the Small Indigo Plant, Christopher places a colonist on the Indigo Plant, and Martin places a colonist on a Sugar plantation and moves a colonist from the Sugar Mill to the Hacienda. Five colonists moved to the Colonist Ship. **Geoff** selects a Prospector, gaining 2 doubloons.

Chris selects the Captain, gaining 1 doubloon, and shipping 1 sugar on ship 1 for 2 VP, Christopher ships 3 indigo on ship 2 for 3VP, Martin ships 2 corn on Ship 3 (ship 3 sails) and 1 sugar on ship 1 for 3 VP, and Geoff ships 1 indigo on ship 2 for 1 VP.

Christopher selects the settler and chooses a Quarry, including a colonist because of the Hospice, Martin takes a Sugar plantation, plus an Indigo plantation from the Hacienda, Dave takes an Indigo plantation, Geoff takes a Coffee plantation, and Chris takes a Coffee plantation with a colonist due to the Hospice. New plantations are Corn, Corn, Corn, Sugar, Sugar, Coffee.

Martin selects the Builder and builds a Construction Hut (1d discount for Builder, spends 1d), Dave passes, Andy buys a Hacienda (2d), Chris passes, and Christopher buys a Construction Hut (1d discount for Quarry, spends 1d).

Turn 6

Governor Andy selects the Mayor, placing colonists on the Hacienda and Indigo Plant, Chris places a colonist in San Juan, Christopher places a colonist on the Construction Hut, Martin places his colonist on the Construction Hut, and Dave places his colonist on a corn plantation. 5 colonists placed on the Colonist Ship.

Chris selects the Builder, and buys a Coffee Roaster (1d discount for Builder, 1d discount for Quarry, 4d spent), Christopher passes, Martin builds a Small Indigo

Plant (1d), Dave buys a Small Indigo Plant (1d), and Andy passes.

Christopher selects the Trader, gaining 2 doubloons. No actual trading is possible.

Martin selects the Craftsman, gains 1 doubloon, and produces 2 corn and 3 sugar, Dave produces 2 corn and 2 tobacco, Andy produces 1 indigo, Chris produces 1 indigo and 1 sugar, and Christopher produces 2 indigo.

Dave selects a Prospector and gains 2 doubloons.

Turn 7

Governor Chris selects the Captain, gaining 1 doubloon and shipping 1 indigo on ship 2 (ship sails) for 2 VP, Christopher can't ship, Martin ships 3 sugar on ship 1 for 3VP, Dave ships 3 corn on ship 3 for 3VP, Andy can't ship, Chris ships 1 sugar on ship 1 for 1VP (ship 1 sails), Martin ships 2 corn on ship 3 for 2 VP.

Christopher discards 1 indigo.

Christopher selects the Settler, gains 1 doubloon, and gains a manned Quarry, Martin uses the Construction Hut to take a Quarry, and the Hacienda provides a coffee plantation, Dave takes a corn plantation, Andy takes a sugar plantation and the Hacienda gives him a tobacco plantation, and Chris takes a corn plantation with a colonist because of the Hospice. New plantations are corn, corn, indigo, indigo, indigo, sugar.

Martin selects the Mayor, and places colonists on the quarry and the sugar plantation, Dave places a colonist on the corn plantation, Andy places a colonist on the sugar plantation, Chris places a colonist on the Coffee Roaster, and transfers a population from San Juan to the Coffee Roaster, and Christopher places a colonist on the corn plantation. Five new colonists placed on the colonist ship.

Dave selects the Trader and trades tobacco for a total of 4 doubloons with the bonus. No further trading is possible.

Andy selects a Prospector and gains 2 doubloons.

The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Andy York		Indigo, Quarry, Tobacco, Sugar, Coffee, Sugar, Tobacco	Small Warehouse, Indigo Plant (x3), Hacienda		4	1 indigo	1
Chris Geggus		Indigo, Sugar, Quarry, Coffee, Coffee, Corn	Hospice, Small Sugar Mill, Small Indigo Plant, Coffee Roaster (x2)	1	1		5

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
Christopher Hunt		Indigo, Corn, Indigo, Indigo, Quarry, Quarry	Indigo Plant (x3), Hospice, Construction Hut		3	1 indigo	6
Martin Burgdorf		Corn, Corn, Sugar, Sugar, Sugar, Indigo, Quarry, Coffee	Small Market, Sugar Mill (x2), Hacienda, Construction Hut, Small Indigo Plant		1		9
Dave Hooton		Corn, Corn, Tobacco, Tobacco, Indigo, Corn	Small Market, Tobacco Storage (x2), Small Warehouse, Small Indigo Plant		6	1 tobacco	8

Player in bold is the Governor. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

Available Items

Colonists: Supply: 37 Colonist Ship: 5

Trading House: Empty

Cargo Ships: Ship 1 (capacity 6): empty Ship 2 (capacity 7): empty Ship 3 (capacity 8): 5 corn

Victory Points: 87

Commodities

Corn: 4 **Indigo:** 9 **Sugar:** 11 **Tobacco:** 8 **Coffee:** 9

Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (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 (x2, 6d, 3vp)	Residence (10d, 4vp)
		Factory (x2, 7d, 3vp)	Fortress (10d, 4vp)
	Office (x2, 5d, 2vp)	University (x2, 8d, 3vp)	Customs House (10d, 4vp)
	Large Market (x2, 5d, 2vp)	Harbour (x2, 8d, 3vp)	City Hall (10d, 4vp)
	Large Warehouse (x2, 6d, 2vp)	Wharf (x2, 9d, 3vp)	

Roles

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

Plantations

Quarry (x3), Corn, Corn, Indigo, Indigo, Indigo, Sugar

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

Notes

Andy York has replaced Geoff Richardson.

Azawakh

Epoch I Empire Selection and Sumerians Deadline Egypt, Minoans, and Indus Valley, February 7

Epoch I Empire Selectino

Republic of Texas (York) keeps

RMHS (Wilson) keeps

GEGS (Geggus) gives to The Gardeners

The Gardeners (Hunt) gives to Romulus and Remus

Romulus and Remus (Anderson) gives to NICE

NICE (Burgdorf) gives to Red

Red (Richardson?) gives to GEGS

Epoch I

RMHS (Wilson) SUMERIANS: Army and Capital Lower Tigris, armies Zagros, Upper Tigris, Levant. Builds Monument Lower Tigris. Points: Dominance in Middle East (4), 1 Capital (2), and 1 Monument (1) for 6 points.

Notes

Geoff Richardson has NMRed! **Will Brad Martin please submit standby orders for Red!**

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy York	Republic of Texas (blue)	0	0
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	6
Chris Geggus	Galileo Earns Gold Star (yellow)	0	0
Christopher Hunt	The Gardeners (green)	0	0
Dave Anderson	Romulus and Remus (orange)	0	0
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	0	0

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Geoff Richardson?	? (red)	0	0

Positions

RMHS: Army, Capital, and Monument Lower Tigris, armies Zagros, Upper Tigris, Levant.

Event CardsEpoch I EmpireAddresses

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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

Brad Martin for Geoff Richardson in Azawakh