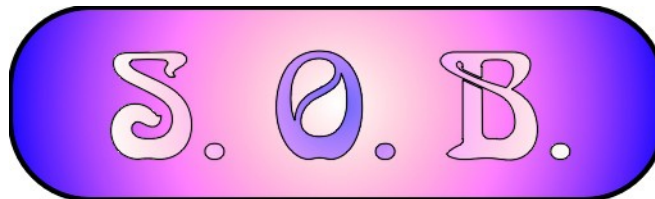


Number 230



March/April, 2018

Notes from Hades

We are edging into spring here in Southern California, and we are finally getting our rain. Usually, our rainy season is December or January, sometimes edging into February. However, this has been one of the rainiest Marches I can remember. The rain is quite welcome because the winter was so dry.

No games ended this time, but we only have seven active games. There are plenty of game openings available, so sign up for something. If you have an interest in a game that is not listed, let me know and I will see if I can add it.

The next deadline is **Tuesday, April 17 at 5:00 p.m. Pacific Time.**

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Game Openings

Borzo. Machiavelli. Scenario and optional rules to be decided. Have Kevin Burt(\$), Bob Robles(\$), Martin Burgdorf(\$), Kevin Wilson(\$), will take up to 2 more. **Starts this issue!**

Brittany. New World. Have David Hood(\$), Bob Robles(\$), Andy York(\$), Martin Burgdorf(\$), will take up to 2 more. **Starts this issue!**

Bullmastiff: Agricola. This will be run by email. Have Dave Hooton(\$), Chris Geggus(\$), Christopher Hunt(\$), will take up to 2 more.

Chinook: Puerto Rico. This will be the base game and will be run by email. Have Christopher Hunt(\$), Dave Hooton(\$), Chris Geggus(\$), will take up to 2 more.

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

Drever: Terra Mystica. This will be run by email. Have Chris Geggus(\$), Christopher Hunt(\$), will take up to 3 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 Dave Hooton, Christopher Hunt, will take up to 3 more.

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

Silverton: Will use the advanced rules. Have Bill Scharf, Dave Hooton. Will take up to 4 more.

Outpost: This will use the usual rules. Have Dave Hooton, Chris Geggus, Andy York, Bill Scharf, will take up to 6 more.

Power Grid: This will be run by email. Many maps and options available and will be decided on by vote among the players at the start of the game. Have Andy York, Dave Hooton, Chris Geggus, will take up to 3 more.

Caverna: A game of farming and mining very similar to Agricola. This will be run by email. Have Chris Geggus, will take up to 6 more.

Settlers/Seafarers of Catan: Choice of Settlers or Seafarers will be left up to the players at game start. Have Chris Geggus, Dave Hooton, will take up to 4 more.

Diskworld: Ankh-Morpork: This will be run by email. Have Andy York, Christopher Hunt, will take up to 2 more.

Merchant of Venus: Have Andy York, Bob Robles, will take up to 4 more.

7 Wonders: This will be run by email. Have the Leaders, Cities, Wonder Pack, and Babel expansions available. Will take up to 8.

Machiavelli: Scenario and optional rules to be determined by player vote. Will take up to 8.

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:

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

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

Rescue Dog**End of Game Statements**

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

Game Summary

	1454	1455	1456	1457	1458	1459	1460	1461
Florence:	3	2	4	6	3	3	6	6
France:	3	6	6	6	8	8	9	9
Milan:	3	3	4	5	4	1	0	0
Naples:	4	4	5	3	5	8	9	3
Papacy:	4	6	6	6	5	6	3	2
Turks:	3	3	3	3	2	0	0	0
Venice:	4	6	7	9	10	10	13	21

The Players

FLORENCE:	Bob Robles	3 rd place
FRANCE:	Martin Burgdorf	2 nd place
MILAN:	Jack McHugh (out, Fall 1459)	6 th place
NAPLES:	Brendan Whyte	4 th place
PAPACY:	Howard Bishop	5 th place
TURKE:	Pasquale Giovine (out, Fall 1458)	7 th place
VENICE:	Dave Anderson	1 ST PLACE

Statements

Brendan Whyte (Naples): Congratulations to Dave for his long-expected win, but I'm surprised he tried to move Milan-Pavia instead of Como, so he'd have a double attack on Turin next time. The Turks caused trouble early on, and were first in my sights. Then with them out of the way France's unprovoked attack on me cost him my support, and the game, even after Venice attacked me. In retrospect it was silly of me to take Durazzo for a turn, but I did need the cash, and I didn't expect Venice's overreaction. Of course he had gravity on his side... easier for his units to come down the map than mine to go up it! Looking at the map, there's about the same amount of blue as yellow, orange and tan combined, so I'll pretend I came second!

Dave Anderson (Venice): It is nice to win one out right. The whole Venetian strategy for me is always Mare Adriatic. If Venice controls all of the centers in the Adriatic Region then they are way ahead in winning the game. I went after the only real threat in that early. Turkey. Turkey went after Naples and so when I

grabbed that Turkish fleet. I not only grabbed Durazzo for a moment but I gained a ally in Naples. Once I gained the Turkish dots, I worked on the other side of the Adriatic. Grabbing Bologna and Ferrara. Milan had to be dealt with, but he helped me in his own way by letting me walk into Trent after he bribed the garrison away and the plague did its work and destroyed his army.

So my armies were working on finishing Milan with French help as France has no where to go. My fleets swung round to help my ally Naples. As I had no real intention to destroy Naples. I was helping him get to France.

And then inexplicably he stole Durazzo from me and then just as we were on the verge of making his fleets to France and mine right behind him. He attacks me. So, I just to decide to put a end to it.

I would like to try this again.

Bob Robles (Florence): Wow, that was a fast victory. Well played by Venice.

Borzo!**Gamestart****Deadline/Setup Preferences 4/17 Tuesday**Players

Kevin Burt	Bob Robles	Martin Burgdorf	Kevin Wilson
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Here is the usual pre-game voting. Here are the options:

Scenarios

Scenario I: Balance of Power. Each player takes 2 powers.

Scenario II: The Struggle for Dominance, Part One. One player takes Venice and the Turks, one takes Florence and the Papacy, each other player takes one of the remaining two.

Scenario III: The Struggle for Dominance, Part Two. One player takes France and the Turks, one takes Milan and the Papacy, each other player takes one of the remaining two.

Scenario IV: The Spanish Preponderance. One player takes France and the Turks, one takes Venice and the Papacy, each other player takes one of the remaining two. Florence gets a fleet in Genoa plus an additional 4 starting ducats.

Scenario V: The Fall of the Lombards.

Scenario VI: Empire and Invaders. The Muslims, Pisa, and the Holy Roman Empire are inactive.

Scenario VII: Papal Ascendancy and Mongol Threat. The Mongols are inactive.

Scenario VIII: To the Renaissance. Avignon is inactive. One player takes Papacy and Florence, one takes Genoa and Milan, each other player takes one of the remaining two powers.

Please rank all scenarios in preference order, plus your country of preference in each scenario. The scenario with the highest overall preference will be played.

Victory Conditions

Please vote whether you want Standard or Ultimate victory conditions. This could vary based on the scenario.

Optional Rules

Natural Disasters (Plague and Famine)	Special Units	Moneylenders	Conquest
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Please indicate your preference (yes or no) on each optional rule. Majority vote wins for each rule.

Press

White	Gray	Black
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Please indicate your press preference. Just as a reminder, in White press, the source is clearly identified. In Gray press, anonymous press (or press coming from a source that is clearly not another player) is allowed. In Black press, anything goes. The press type that gets the most votes will be used.

Azawakh**Epoch V Empire Selection and Franks****Deadline, Epoch V Vikings, Holy Roman Empire, and Chola, April 17****Epoch V Empire Selection****GEGS (Geggus):** gives to The Gardeners**The Gardeners (Hunt):** gives to Romulus and Remus**Romulus and Remus (Anderson):** gives to GEGS.**NICE (Burgdorf):** keeps**RMHS (Wilson):** gives to Red Devils**Red Devils (Martin):** gives to RMHS**Republic of Texas (York):** keeps**Epoch V**

Republic of Texas (York): Plays Disaster (Tidal Wave) in Great Plain of China. Monument and city eliminated. Plays Rebellion in Tarim Basin (vs. Han Dynasty; R: 5, 5; H: 3; wins). **FRANKS:** Army and Capital Northern Gaul (Hun army retreats to Central Massif), army Western Gaul, Central Massif (vs. Huns; F: 4, 2; H: 3; F: 6, 4; H: 3; wins), Central Europe (vs. Byzantines; F: 2, 1; B: 4, 2; loses), Central Europe (vs. Byzantines; F: 5, 1; B: 5, 2; F: 5, 4; B: 4, 2; wins), Dniepr (vs. Byzantines; F: 6, 2; B: 6; F: 5, 4; B: 1; wins), Western Steppe (vs. Huns; F: 5, 1; H: 6; loses), Western Steppe (vs. Huns; F: 4, 3; H: 2; wins), Turanian Plain (vs. Huns; F: 3, 1; H: 5; loses), Turanian Plain (vs. Huns; T: 2, 1; H: 4; loses). Points: Dominance in Northern Europe (4), Eurasia (2), Presence in North Africa (2), Middle East (3), China (3), India (3), Southern Europe (3), Southeast Asia (2), 2 Capitals (4), 1 city (1), 1 Sea (1), and 1 Monuments (1) for 29 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Chris Geggus	Galileo Earns Gold Star (yellow)	29	67
Christopher Hunt	The Gardeners (green)	31	52
Dave Anderson	Romulus and Remus (orange)	37	79
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	37	68
Kevin Wilson	Royal Manticoran Historical Society (purple)	38	68
Brad Martin	Red Devils (red)	38	56
Andy York	Republic of Texas (blue)	53	118

Positions

RMHS: CELTS: Army and city Shatts Plateau, armies Pyrenees, Southern Iberia, Western Iberia. **ARABS:** Army, Capital, and Monument Arabian Peninsula, army, city, and Monument Nile Delta, army and Monument Levant, Upper Tigris, Zagros, Lower Indus, Upper Indus, Persian Plateau, armies Palestine, Nubia, Persian Salt Desert, Ganges Valley, Ganges Delta.

NICE: MACEDONIANS: Army and city Morea, armies North European Plain, Eastern Steppe. **GOTHS:** Two armies Dalmatia, armies Western Anatolia, Eastern Anatolia.

Romulus and Remus: PERSIA: Armies Western Ghats, Eastern Ghats, Ceylon. **MAYANS:** Army, Fort, and Capital Central America. **HSUING-NU:** Two armies, city, and Monument Great Plain of China, army and Monument Wei River, army Mongolia. **T'ANG DYNASTY:** Army, Capital, and Monument Yangtse Kian, armies Szechuan, Western Deccan.

Red Devils: CARTHAGINIA: Army Libya. **HAN DYNASTY:** Armies Yellow River. **HUNS:** Armies Lower Rhein, Turanian Plain.

The Gardeners: Fleets North Sea, Black Sea, Eastern Mediterranean, Western Mediterranean. **SASSANIDS:** Army and Monument Lower Tigris. **ANGLO-SAXONS:** Armies Baltic Seaboard, Ireland. **BYZANTINES:** Two armies, Capital, Fortress Balkans, armies Danubia, Crete.

Republic of Texas: Fleet Bay of Bengal. **CHOU DYNASTY:** Two armies Malayan Peninsula. **ROMANS:** Two armies Albion, armies Caucuses, Middle Tigris.

GUPTAS: Army and Capital Eastern Deccan. **REBELLION:** Army Tarim Basin. **FRANKS:** Army and Capital Northern Gaul, army and Monument Central Europe, armies Western Gaul, Central Massif, Dniepr, Western Steppe.

GEGS: Fleet South China Sea. **ARYANS:** Two armies and fort Hindu Kush. **SCOTTS:** Army, city, fort Highlands. **CIVIL WAR:** Armies Northern Apennines, Southern Apennines, Pindus. **KHMERS** Army and Capital Mekong, armies East Indies, Si-Kyang, Irrawaddy.

Event Cards**Epoch V Empire****Affenpinscher****Turn 1 Battle to Turn 2 Bidding****Turn 1 Battle, March 13****Players**

EMPEROR

Kevin Wilson

GUILD

Bob Robles

GAME MASTER

Chris Hassler

FREMEN

Martin Burgdorf

HARKONNENS

Bill Scharf

Turn 1**Battle Round****Habbanya Ridge Flat**

	Emperor	Fremen
Leader	Bashar (2)	Otheym (5)

	Emperor	Fremen
Offense	None	None
Defense	None	Snooper
Number Dialed	2	3
Spice Paid	0	0
Total	4	8

Conveyor belts: meRobot is moved to K15 and SmaD is moved to K13. meRobot shoots SmaD and Dalekbot shoots meRobot.

Phase 3

SmaD moves ahead 1 to J13, meRobot moves ahead 1 to K14, GEGS moves ahead 1 to L24 (archive moved), Dalekbot moves ahead 1 to K25, and Robot Nick rotates left to face north. Conveyor belt moves meRobot to K13. Dalekbot shoots meRobot (register 5 locked), SmaD shoots meRobot with his rear-firing laser (register 4 locked), and meRobot shoots Robot Nick.

Phase 4

SmaD moves ahead 2 to H13, Robot Nick rotates left to face west, GEGS rotates left to face east, Dalekbot rotates left to face west, and meRobot rotates left to face west. Conveyor belt moves meRobot to K12.

Phase 5

Robot Nick moves ahead 2 to I8, SmaD moves ahead 1 to G13, meRobot moves ahead 1 to J12 (archive relocated), GEGS rotates left to face north, and Dalekbot rotates left to face south. Conveyor belts: Robot Nick is moved to I7 and SmaD is moved to G12. meRobot shoots SmaD and SmaD shoots meRobot with his rear-firing laser (register 3 locked).

Cleanup

GEGS and meRobot each repaired 1 (meRobot register 3 unlocked). Huey reappears at I27 facing any desired direction.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Gyroscopic Stabilizer	L24>N		3	1
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	I7>E		3	4
3	Dave Hooton	meRobot	Orange		J12>E		3	6
4	Christopher Hunt	Huey	Green		I27>?		2	2
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	G12>E		3	2
6	Andy York	Delekbob	Black	Double-Barreled Laser	K25>S		3	2

GEGS is Gyroscopic Enhancement Gains Stability. SmaD is Smash the Destroyer.

Program Cards

Briard

Turn 3, Phase 2 through Turn 4, Phase 5

Turn 3, Phase 2: Buy Cards

None.

Turn 3, Phase 3: Play Cards

Genoa plays Pirates/Vikings against Pairs and Rome, reducing both to tokens.

Venice plays Rashid ad Din (10: N, R).

Barcelona plays Metal (Barcelona gains \$24, Paris and London each gain \$6), Cloth/Wine as Wine (Barcelona and Genoa each gain \$45, shortage removed), Alchemist's Gold on Genoa (Genoa loses \$35), and Timber (Paris, Barcelona, and Venice each receive \$3).

Paris plays Fur (Paris receives \$7) and Rebellion in Marseilles (Genoa dominance reduced to a token).

London passes.

Played Leaders

Rashid ad Din (10: N, R) (Venice only)

Turn 3, Phase 4: Purchases

Genoa buys Seaworthy Vessels (S, \$80). Misery increases to 70 due to lack of stabilization.

Venice buys Written Record (N, \$10 credit for Rashid ad Din, \$20 spent) and Overland East (R, \$10 credit for Rashid ad Din, \$30 spent). Misery increases to 40 due to lack of stabilization.

Barcelona buys the Heavens (A, \$30), Holy Indulgence (F, \$60, Misery increases to 60), Urban Ascendancy (V, \$20), and stabilization (\$3).

Paris buys Written Record (N, \$30) and stabilization (\$3).

London buys a shipp upgrade (\$10) and stabilization (\$6).

Turn 3, Phase 5: Expansion

Holy Indulgence: London, Geno, Paris, and Venice each lose 2 tokens and Barcelona gains 8.

Genoa expands to Paris (6, vs. Paris; dr = 5, 1, 2; wins), Rome (2), and Naples (1).

Venice expands to Budapest (3), Rome (6, vs. Genoa; dr = 3, 4, 5; wins), Varna (2).

Barcelona buys a card (3), then expands to Marseilles (6, vs. Genoa; dr = 2, 5, 3; wins, uses Written Record to trade a card with Genoa), West Africa (2), Tripoli (2), Tunis (4), Bari (2, vs. Venice; dr = 6, 6, 5; wins), Sicily (4, vs. Venice; dr = 3, 1, 2; loses), Oran (1).

Paris buys a card (6), Loire (3), Strassbourg (6, vs. Genoa; dr = 2, 5, 3; wins, uses Written Record to trade a card with Genoa), Paris (4, vs. Genoa; dr = 6, 2, 4; wins).

London expands to Bergen (3), Leon (2, vs. Barcelona; dr = 1, 4, 1; wins), Toulouse (2, vs. Barcelona; dr = 6, 2, 5; wins), Basque (4, vs. Barcelona; dr = 4, 2, 5; loses), Oran (2, vs. Barcelona; dr = 2, 3, 1; wins), Fez (4, vs. Barcelona; dr = 3, 4, 6; loses), Grenada (4, vs. Barcelona; dr = 1, 2, 3; loses), St. Malo (4, vs. Paris; dr = 2, 6, 6; loses), Cornwall (1), Wales (1), Armaugh (1), Shetland (1).

Barcelona gains a card.

Turn 3, Phase 6: Income

Genoa gains \$45

Venice gains \$75

Barcelona gains \$85

Paris gains \$65

London gains \$55

Surplus of Grain (Venice loses \$2), Surplus of Cloth (Venice loses \$3).

Turn 3, Phase 7: Buy Tokens

Paris buys 20 tokens

London buys 12 tokens

Genoa buys 25 tokens

Barcelona buys 19 tokens

Venice buys 8 tokens

Turn 4, Phase 1: Draw Cards

Done

Turn 4, Phase 2: Buy Cards

Venice does not buy a card. Barcelona buys a card for \$10.

Turn 4, Phase 3: Play Cards

Venice plays Civil War on Barcelona. Barcelona dominance reduced to a token, his Misery is increased to 70, he loses \$35, and Barcelona will move last during Expansion.

London plays Wool (London gains \$32 and Barcelona gains \$18).

Barcelona plays Wool (London gains \$32 and Barcelona gains \$18), Ivory/Gold as Ivory (Barcelona gains \$40, London and Genoa each gain \$10), Mongol Armies (Barcelona gains \$10, The Crusades is now an unplayable Misery burden, Marco Polo's discounts are doubled), and Long Bow.

Paris plays Papal Decree, banning the purchase of Exploration advances, Gunpowder, War! on Venice (Resolution: Paris dr = 2 +1, Venice dr = 6; Paris loses, cedes St. Malo, Loire, and Bordeaux to Venice, Paris Misery increases to 60, Venice to 50).

Genoa passes.

Turn 4, Phase 4: Purchases

Venice buys Patronage (E, \$30, Misery increases to 60), Improved Agriculture (J,

10 discount from Commerce, \$30, Misery reduced to 50), and stabilization (\$6) London buys Holy Indulgence (F, \$60, Misery increased to 40), Written Record (N, \$30), a ship upgrade (\$10), Urban Ascendancy (V, \$20), and stabilization (\$6) Barcelona buys Human Body (B, 20 discount for Science, \$40, Misery reduced to 60), Nationalism (W, 20 credit for Civics, \$40), a ship upgrade (\$10), and stabilization (\$3).

Paris buys Holy Indulgence (F, 10 discount for Religion, \$50, Misery increases to 70) and stabilization (\$1).

Genoa buys Written Record (N, \$30). Lack of stabilization increases Misery to 80.

Turn 4, Phase 5: Expansion

Genoa and Venice each lose 6 tokens and London, Paris, and Barcelona each gain 4 due to Holy Indulgence. Barcelona is moved to last position due to the Civil War.

Venice expands to Kiev (2).

London expands to Crete (3), Smyrna (2), Dubrovnik (6, vs. Venice; dr = 6, 1, 4; wins), Fez (5, vs. Barcelona; dr = 3, 3, 4; wins).

Paris expands to Bordeaux (7, vs. Venice; dr = 3, 5, 2; wins), buys a card (3), expands to Prague (3, vs. Venice; dr = 5, 4, 4; wins), Milan (5, vs. Venice; dr = 1, 5, 1; wins), Toulouse (1, vs. London; dr = 3, 4, 3; wins), Salzburg (1), Breslau (1), Esseg (1), St. Malo (3, vs. Venice; dr = 1, 4, 2; wins).

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Dave Hooton	London	40	16	\$3	2	12	6	3	A, F, N, V
Martin Burgdorf	Genoa	80	19	\$0	4	6	10	4	I, N, S
Christopher Hunt	Paris	70	24	\$0	3	11		2	E, F, I, N
Chris Geggus	Barcelona	60	23	\$18	5	12	6	2	A, B, F, I, N, V, W
Bob Robles	Venice	50	2	\$0	1	11	2	3	E, I, J, N, R, V

Players are listed in reverse tie breaking order.

Commodity Log

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

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

Surplus, Shortage

Euasier

Generations 3 and 4

The Players

Player	Name	Company	Color	Cards	Terraform Rating
David Hood	Hood Interplanetary Construction Kingpins (HICK)	Mining Guild	Red	5	22
Chris Geggus	Galactic Elevated Geo-static Systems (GEGS)	Terractor	Yellow	11	25
Dave Hooton	UNMIgated	UNMI	Blue	6	27
Christopher Hunt	Credit Hansa	Credicor	Green	10	26
Martin Burgdorf	Thor-Tor	Thorgate	Black	7	20

Player	MegaCredits		Steel		Titanium		Plants		Energy		Heat	
	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand	Prod.	On Hand
David Hood	3	33	7	7	1	4	0	0	3	3	2	8
Chris Geggus	8	37	0	0	0	0	0	2	0	0	2	8
Dave Hooton	-1	31	0	0	0	0	2	2	1	1	0	1
Christopher Hunt	0	29	0	4	0	0	0	0	0	0	8	15
Martin Burgdorf	3	24	0	0	0	0	0	0	2	2	3	16

Clockwise passing will go down this list, while counterclockwise passing will go up.

Generation 3Research Phase

UNMIItigated buys 2 cards, spending 6M€.
Credit Hansa buys 4 cards, spending 12M€.
Thor-Tor buys 3 cards, spending 9M€.

HICK buys 3 cards, spending 9M€
GEGS buys 2 cards, spending 6M€.

Action Phase

UNMIItigated spends 13M€ on Deep Well Heating, gaining 1 energy production and 1 Terraform Rating, then spends 3M€ to gain a second Terraform Rating.
Credit Hansa spends 35M€ to play the Soletta, gaining 7 heat production, and gains a 4M€ rebate.
Thor-Tor spends 2M€ to play Dust Seals.
HICK spends 11M€ to build a Restricted Area at I8, gaining 2M€, 1 titanium, and 1 steel production. He then spends 2M€ to use the Restricted Area to draw a card.
GEGS spends 23M€ to play Ice Asteroid, placing ocean tiles on D1 and F2, gaining 3 cards and increasing his Terraform Rating to 23.
UNMIItigated exercises his Business Network to draw a card, which he then discards.

Credit Hansa passes.
Thor-Tor spends 13M€ to play Extreme Cold Fungus, then uses the Extreme Cold Fungus action to gain a plant.
HICK spends 7 steel to build the Medical Lab, gaining 3 megacredit production for 6 building tags, then uses the Tardigrades action to add a resource to that card.
GEGS passes.
UNMIItigated passes.
Thor-Tor spends 10M€ for Pets, placing one resource on the card to start.
HICK passes.
Thor-Tor passes.

Production Phase

HICK gains 24M€, 7 steel, 1 titanium, and 2 heat.
GEGS gains 31M€ and 1 heat.

UNMIItigated gains 24M€, 2 plants, and 1 energy.
Credit Hansa gains 22M€ and 7 heat.

Thor-Tor converts 2 energy to heat, then gains 23M€, 2 energy, and 3 heat.

Generation 4Research Phase

Credit Hansa buys 2 cards for 6M€
Thor-Tor buys 1 card for 3M€

HICK buys 9 cards for 9M€
GEGS buys 3 cards for 9M€

UNMIItigated buys 0 cards

Action Phase

Credit Hansa spends 31M€ for Deimos Down, gaining a 4M€ rebate, 4 steel, and increasing the temperature 3 steps to -24 and gaining 1 heat production and 3 TR as a result. Eliminates 4 plants from UNMIItigated. Then spends 14M€ on the Asteroid Standard Project, raising the temperature one more step to -22 and gaining 1 TR.
Thor-Tor spends 23M€ on the Earth Catapult.
HICK spends 2M€ to use his Restricted Area, drawing one card, then spends 11M€ for the Subterranean Reservoir, placing an ocean at E1, gaining 4M€ for 2 adjacent oceans, and increasing TR to 22.
GEGS spends 21M€ on a Comet, placing an ocean at D5 (2 plants gained), increasing the temperature to -20 (1 heat production gained), and removing one plant from Thor-Tor. TR increased to 25.
UNMIItigated spends 23M€ to play the Greenery standard project, placing a

greenery tile at E2, increasing the oxygen percentage to 1%, and increasing TR to 26. Tile placement provides a 6M€ bonus.
Credit Hansa passes.
Thor-Tor passes.
HICK spends 8 steel and 2M€ to play Tectonic Stress Power, gaining 3 energy production.
GEGS passes.
UNMIItigated uses Business Network to draw a card, which is then discarded. He then spends 3M€ to increase his TR to 27.
HICK adds a Tardigrade.
UNMIItigated passes.
HICK passes.

Production Phase

HICK gains 25M€, 7 steel, 1 titanium, 3 energy, and 2 heat.
GEGS gains 33M€ and 2 heat.

UNMIItigated converts 1 energy to heat, gains 26M€ and 2 plants, and 1 energy.
Credit Hansa gains 26M€ and 8 heat.

Thor-Tor converts 2 energy to heat, gains 23M€, 2 energy, and 3 heat.

Brittany**Gamestart****Country Preferences and Turn 1, April 17**Players

Country	Player	Money	Available Soldiers	Ships	Colonists
	David Hood	\$160	24	0	0
	Bob Robles	\$160	24	0	0
	Andy York	\$160	24	0	0
	Martin Burgdorf	\$160	24	0	0
	Non-player 1	\$160	24	0	0
	Non-player 2	\$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 4 players, the fifth and sixth will be run using the non-player rules.

For this first turn, I will need your country preference list, 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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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. **Caverna:** None so far. **Terra Mystica:** None so far. **Terraforming Mars:** None so far.

Standby Calls

None this issue!