

Notes from Hades

One of our own, David Anderson, has had a serious medical issue recently. You may have noticed that I forwarded on a GoFundMe link set up by his wife Deborah. On April 2nd, he underwent heart surgery to replace both his aortic and his mitral heart valves. My dad underwent a similar surgery about 20 years ago and he recovered from it fine. I haven't heard yet from him or Deborah how it went, but I wish him a complete and speedy recovery.

Over the past couple of years, participation in this zine has been in a steady decline. This has led me to consider options for the future of the zine. I am willing to continue running games for as long as there is interest, but I'm not sure if the current format is sustainable. For one thing, only four people receive paper copies of the zine. Secondly, most of the action appears to be in the play-by-email games that I am running. As such, I put the question out to you all: What would you like to see in the future of S.O.B.? Should I move to an all email format and abandon the issue-based turns for all games? Should I ditch the paper version? I do want your feedback, because without you, there is no zine.

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, May 22 at 5:00 p.m. Pacific Time.**

Contents

Borzoï	Machiavelli Gamestart	Page 2
Azawakh	History of the World	Page 2
Affenpinscher	Dune Gamestart	Page 3
Spaniel	Robo Rally Gamestart	Page 4
Briard	Age of Renaissance	Page 5
Eurasier	Terraforming Mars	Page 6
Brittany	New World	Page 8

Game Openings

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.

Terraforming Mars: This will be run by email. Have the Hellas and Elysium boards as well as the Venus Next expansion. Will take up to 5.

Age of Renaissance: This will be run by email. Will be using the Eurogames rules. Will take up to 6.

Robo Rally: Will take up to 8.

History of the World: Will start after Azawakh ends. Will take up to 7.

New World: Will start after Brittany ends. Will take up to 6.

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).

Borzoi

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

Deadline/Spring 725 5/22 Tuesday

Players

BYZANTINES	Kevin Wilson	FRANCE	Bob Robles
LOMBARDS	Martin Burgdorf	PAPACY	Kevin Burt
GAME MASTER	Chris Hassler		

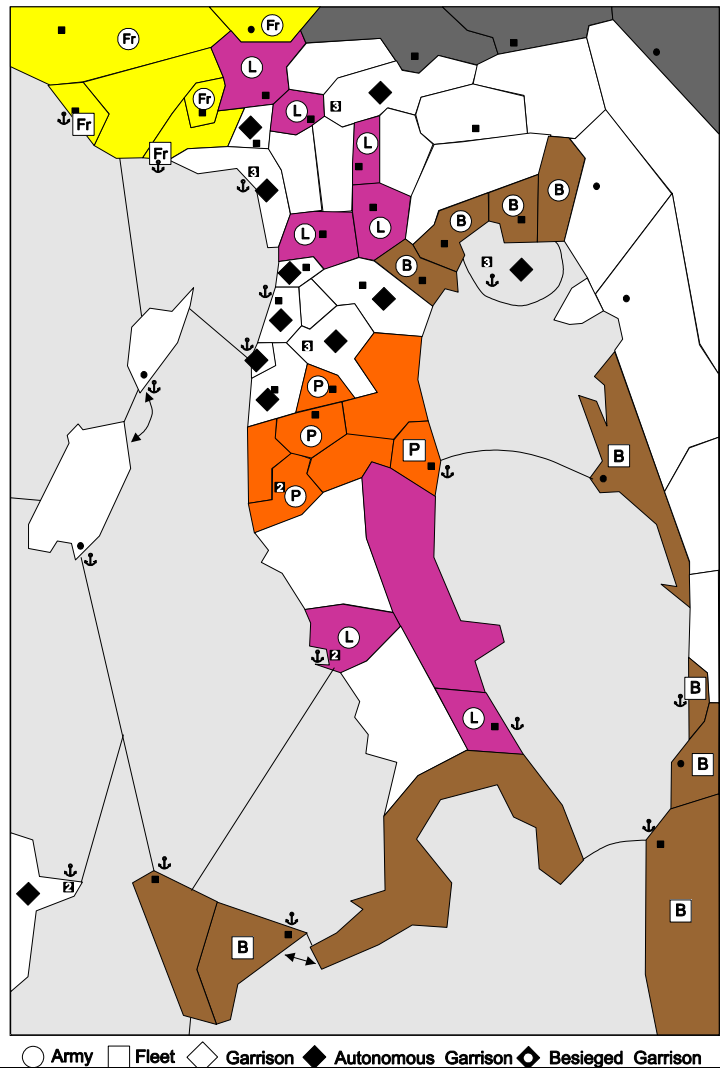
The Positions

Byzantines:	A Messina, A Friuli, A Treviso, A Ferrara, A Padua, F Durazzo, F Albania, F Ragusa, F Dalmatia, 4 ducats
France:	A Avignon, A Swiss, A Saluzzo, F Marseilles, F Savoy, 2 ducats
Lombards:	A Turin, A Pavia, A Modena, A Mantua, A Cremona, A Naples, A Bari, 6 ducats
Papacy:	A Rome, A Perugia, A Arezzo, F Ancona, 6 ducats
Autonomous Garrisons:	Tunis, Sienna, Piombino, Pisa, Florence, Bologna, Lucca, Genoa, Montferrat, Milan, Venice

Notes

Here's a recap of the rules we'll be using. First, all advanced rules are in use, including assassination. Each player starts with one assassination chit for each other player. In addition, the following optional rules are in use: Natural Disasters, Special Military Units, Moneylenders, and Conquest. Press will be Gray. We are playing this one to Standard Victory Conditions: 18 cities. The house rules are available on the website.

Borzoi



Azawakh

Epoch V Vikings, Holy Roman Empire, Chola, and Sung Dynasty Deadline, Epoch V Seljuk Turks and Mongols, May 22

Epoch V

GEGS (Geggs): Plays Disaster (Volcano) in Persian Plateau. Monument eliminated. VIKINGS: Army Scandinavia, fleet North Sea (vs. Gardeners; GEKS: 5, 2; G: 6; loses), North Sea (vs. Gardeners; GEKS: 6, 5; G: 4; wins), army Lower Rhein (vs. Huns; V: 6, 5; H: 4, 1; wins), Northern Gaul (vs. Franks; V: 3, 1; F: 5, 5; loses), Northern Gaul (vs. Franks; V: 3, 1; F: 4, 1; loses), Northern Gauls (vs. Franks; V: 6, 5; V: 6, 1; V: 3, 2; F: 6, 3; loses), Northern Gaul (vs. Franks; V: 5, 1; F: 4, 2; wins, Capital reduced to city), Central Massif (vs. Franks; V: 5, 3; F: 2; wins). Points: Dominance in Southern Europe (6), Northern Europe (4), Southeast Asia (4), Presence in China (3), India (3), 1 Capital (2), 2 cities (2), and 2 Seas (2) for 26 points.

The Gardeners (Hunt): Plays Kingdom in the Malay Peninsula. Army, city, and fort Malay Peninsula. Chou Dynasty armies eliminated. Plays Crusades. Army Palestine (vs. Arabs; C: 3+1, 1+1; A: 4, 4; C: 6+1, 1+1; A: 6, 2; wins, places city and fort), Arabian Peninsula (vs. Arabs; C: 6+1, 3+1; A: 2; wins, Capital reduced to city), Levant (vs. Arabs; C: 5+1, 2+1; A: 2; wins). HOLY ROMAN EMPIRE: Army and Capital Central Europe (Frank army eliminated), army Lower Rhein (vs. Vikings; H: 5, 3; V: 4; wins), Dnieper (vs. Franks; H: 4, 2; F: 6; loses), Dnieper (vs. Franks; H: 6, 4; F: 6; H: 3, 1; F: 4; loses), Dnieper (vs. Franks; H: 5, 3; F: 6; loses), Dnieper (vs. Franks; H: 6, 5; F: 4; wins), Western Steppe (vs. Franks; H: 5, 2; F: 3; wins), Turanian Plain (vs. Huns; HRE: 3, 3; H: 2; wins), Tarim Basin (vs. Rebellion; H: 6, 1; R: 3, 3; wins), Persian Plateau (vs. Arabs; H: 5, 1; A: 3, 2; wins). Builds Monument Tarim Basin. Points: Dominance in Middle East (4), Northern Europe (4), Eurasia (2), Presence in China (3), Southern Europe (3), Southeast Asia (2), 2 Capitals (4), 3 cities (3), 3 Seas (3), and 4 Monuments (4) for 28 points.

Royal Manticoran Historical Society (Wilson): Plays Fujiwara. Army and Capital Hokkaido, fleet Sea of Japan, army Manchurian Plain. Plays North American Migrants. Army Great Plains, Great Lakes. CHOLA: Army and Capital Eastern Ghats (Persian army retreats to Western Ghats), fleet Bay of Bengal (vs. Republic of Texas; RMHS: 5, 2; RoT: 5; RMHS: 5, 4; RoT: 3; wins), army Sumatra, Eastern Deccan (vs. Guptas; C: 6, 3; G: 4; wins, Capital reduced to city), Malayan Peninsula (vs. Malayan Kingdom; C: 4, 3; M: 6+1; loses), Malayan Peninsula (vs. Malayan Kingdom; C: 4, 3; M: 2+1; wins, city eliminated), Mekong (vs. Khmers; C: 5, 1; K: 6,

4; loses), Mekong (vs. Khmers; C: 3, 3; K: 5, 2; loses). Builds Monument Eastern Ghats. Points: Dominance in North Africa (4), India (6), Presence in Middle East (2), Southern Europe (3), Southeast Asia (2), Eurasia (1), North America (1), 2 Capitals (4), 3 cities (3), 3 Seas (3), and 4 Monuments (4) for 33 points.

Romulus and Remus (Anderson): SUNG DYNASTY: Army and Capital Szechuan (Tang Dynasty army retreats to Yangtse Kian), plays Elite Troops, army Si-Kyang (vs. Khmers; S: 5, 1, 1; K: 5, 5; S: 5, 2, 2; K: 5, 2; S: 5, 4, 2; K: 3, 3; wins), Mekong (vs. Khmers; S: 6, 5, 5; K: 6, 3; S: 5, 3, 3; K: 6, 5; loses, Elite Troops lost), Mekong (vs. Khmers; S: 3, 2; K: 6, 5; loses), Mekong (vs. Khmers; S: 3, 1; K: 6, 3; loses), Mekong (vs. Khmers; S: 6, 3; K: 4, 3; wins, Capital reduced to city), fleet South China Sea (vs. GEGS; R&R: 2, 2; GEGS: 3; loses), Wei River (vs. Hsuing-nu; automatic victory), Yellow River (vs. Han Dynasty; S: 6, 5; H: 6; S: 4, 3; H: 2; wins). Points: Dominance in China (6), Presence in India (3), Southeast Asia (2), Eurasia (1), North America (1), 3 Capitals (6), 1 city (1), and 2 Monuments (2) for 22 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	37	68
Chris Geggus	Galileo Earns Gold Star (yellow)	38	94
Brad Martin	Red Devils (red)	38	56
Christopher Hunt	The Gardeners (green)	41	80
Dave Anderson	Romulus and Remus (orange)	46	101
Kevin Wilson	Royal Manticoran Historical Society (purple)	46	101
Andy York	Republic of Texas (blue)	53	118

Positions

RMHS: Fleets Sea of Japan, Bay of Bengal. **CELTS:** Army and city Shatts Plateau, armies Pyrenees, Southern Iberia, Western Iberia. **ARABS:** Army, city, and Monument Nile Delta, army and Monument Upper Tigris, Zagros, Lower Indus, Upper Indus, armies Nubia, Persian Salt Desert, Ganges Valley, Ganges Delta. **FUJIWARA:** Army and Capital Hokkaido, army Manchurian Plain. **NORTH AMERICAN MIGRANTS:** Armies Great Lakes, Great Plains. **CHOLA:** Army, Capital, and Monument Eastern Ghats, army and city Eastern Deccan, armies Sumatra, Malayan Peninsula.

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: Two armies Western Ghats, army Ceylon. **MAYANS:** Army, Fort, and Capital Central America. **HSUING-NU:** Two armies, city, and Monument Great Plain of China, army Mongolia. **TANG DYNASTY:** Two armies, Capital, and Monument Yangtse Kian, armies Chekiang, Western Deccan. **SUNG DYNASTY:** Army and Capital Szechuan, army and city Mekong, armies Yellow River, Wei River, Si-Kyang.

Red Devils: CARTHAGINIA: Army Libya.

The Gardeners: Fleets 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. **CRUSADERS:** Army, city and fort Palestine, army, city, and Monument Arabian Peninsula, army Levant. **HOLY ROMAN EMPIRE:** Army, Capital, and Monument Central Europe, army and Monument Tarim Basin, armies Lower Rhein, Dnieper, Western Steppe, Turanian Plain, Persian Plateau.

Republic of Texas: ROMANS: Two armies Albion, armies Caucuses, Middle Tigris. **FRANKS:** Army Western Gaul.

GEGS: Fleets South China Sea, North Sea. **ARYANS:** Two armies and fort Hindu Kush. **SCOTTS:** Army, city, fort Highlands. **CIVIL WAR:** Armies Northern Apennines, Southern Apennines, Pindus. **KHMERS:** Armies East Indies, Irrawaddy. **VIKINGS:** Army and city Northern Gaul, armies Scandinavia, Central Massif.

Event Cards

Epoch V Empire

Affenpinscher

Turn 2 Bidding through Turn 3 Bidding

Turn 2 Bidding and Movement, May 22

Players

EMPEROR Kevin Wilson
 GUILD Bob Robles
 GAME MASTER Chris Hassler

FREMEN Martin Burgdorf
 HARKONNENS Bill Scharf

Turn 2

Bidding Round

CARD 1 () goes to the Emperor for 2 spice.
 CARD 2 () goes to the Guild for 2 spice.
 CARD 3 () goes to the Fremmen for 2 spice.
 CARD 4 is not bid on and goes back to the top of the deck.

Revival and Movement Round

The Guild chooses to move first.

Revival

Emperor revives 1 token, spending 0 spice.

Fremmen revive 3 tokens (1 Fedaykin), spending 0 spice.

Shipping

Empeor ships 4 tokens (2 Elite Sadaukar) to Arrakeen

Fremmen ship 5 tokens to Hagga Basin (13).

Movement

Fremmen move 5 tokens (2 Fedaykin) from False Wall South to Ceilago North (3).

Battle Round

No battles.

Spice Collection

Emperor collects 2 spice (Arrakeen)

Fremmen collect 16 spice (6 from Hagga Basin, 8 from Cielago North, 2 from Habbanya Ridge Sietch)

Guild collects 1 spice (Tuek's Sietch)

Harkonnens collect 2 spice (Carthag)

right to face west, and Robot Nick rotates left to face east. Conveyor belts: GEGS is moved to K22, Robot Nick is moved to I6, and SmaD is moved to F8. Dalekbot shoots GEGS (register 5 locked).

Phase 4

Huey moves ahead 2 to E26, Robot Nick moves ahead 2 to K6, SmaD moves ahead 2 to F6 (archive moved), Dalekbot moves ahead 1 to K23, GEGS moves ahead 1 to K21, and meRobot rotates left to face south. Conveyor belts: GEGS is moved to K20, Dalekbot is moved to K22. GEGS is shot by an on-board laser and by Dalekbot (registers 2, 3, and 4 locked).

Phase 5

Huey moves ahead 1 to D26, meRobot moves ahead 1 and runs into a wall, Dalekbot moves ahead 1 to K21, GEGS rotates left to face west, Robot Nick rotates right to face south, and SmaD makes a U-turn to face south. Conveyor belts: GEGS is moved to K19 and rotated to face north and Dalekbot is moved to K20. Robot Nick shoots GEGS (register 1 locked), Dalekbot shoots GEGS (destroyed), and an on-board laser shoots Dalekbot.

Cleanup

Robot Nick is repaired 1 point. SmaD is repaired one point and gains the Fire Control option. GEGS reappears at L24 with 2 damage facing any desired direction. meRobot shuts down.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Gyroscopic Stabilizer	L24>?		2	2
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	K6>S		3	4
3	Dave Hooton	meRobot	Orange		J12>S		3	0
4	Christopher Hunt	Huey	Green		D26>W		2	4
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	F6>S		3	1
6	Andy York	Delekbob	Black	Double-Barreled Laser	K20>N		3	3

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

Program Cards

Briard

Turn 4, Phase 5 through Turn 6, Phase 1

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).

Genoa expands to Naples (4), Barcelona (1), Montpellier (5, vs. Barcelona; dr = 6, 4, 3; wins), Saloniki (4, vs. Venice; dr = 2, 2, 5; loses), St. Malo (5, vs. Paris; dr = 2, 1, 3; loses).

Barcelona expands to Barcelona (2, vs. Genoa; dr = 1, 4, 4; wins), Constantinople (4), Cyprus (3), Sicily (3, vs. Venice; dr = 2, 6, 4; wins), Salonika (3, vs. Venice; dr = 6, 1, 5; wins), Smyrna (3, vs. London; dr = 2, 6, 4; wins), St. Malo (4, vs. Paris; dr = 1, 5, 3; wins), Leon (1, vs. London; dr = 6, 5, 1; wins), Wales (vs. London; dr = 6, 6, 3; wins).

Barcelona receives a card.

Turn 4, Phase 6: Income

Venice gains \$60

London gains \$70

Paris gains \$65

Genoa gains \$55

Barcelona gains \$105

Surplus of Fur, Shortage of Wool.

Turn 4, Phase 7: Buy Tokens

Venice buys 15 tokens

London buys 16 tokens

Paris buys 3 tokens

Genoa buys 35 tokens

Barcelona buys 17 tokens

Turn 5, Phase 1: Draw Cards

Done. Paris does not buy off a shortage or surplus.

Turn 5, Phase 2: Buy Cards

Venice declines to buy a card. London buys a card for \$10. Barcelona buys a card for \$10.

Turn 5, Phase 3: Play Cards

Paris plays Johann Gutenberg (30: O) and Famine (Misery increases: London to 70, Genoa to 150, Paris to 100, Barcelona to 80, Venice to 60).

Venice plays Enlightened Ruler and Mysticism Abounds (Misery increases: London to 100, Genoa to 250, Paris to 200, and Barcelona to 100).

London plays Walter the Penniless (20: R) and Timber (Paris gains \$3 and London gains \$27).

Barcelona plays Wine (Paris, Venice, and London each gain \$5, Barcelona gains \$45), Ibn Majid (20: T, Y), and Marco Polo (40: Y, R)

Genoa passes.

Played Leaders

Johann Gutenberg (30: O), Paris only.

Walter the Penniless (20: R), London and one other.

Ibn Majid (20: T, Y), Barcelona and two others.

Marco Polo (40: Y, R), Everyone.

Turn 5, Phase 4: Purchases

Paris buys Nationalism (W, \$60), Printed Word (O, 30 discount for Communication, 30 discount for Johann Gutenberg, free), Overland East (R, 40 discount for Marco Polo, free), stabilization (\$1).

Venice buys Holy Indulgence (F, 10 credit for Religion, \$50 spent, Misery increases to 70), ship upgrade (\$10), and stabilization (\$3).

London buys Nationalism (W, 20 discount for Civics, \$40), Patronage (E, 20 discount for Religion, \$10, Misery increases to 125), Overland East (R, 40 discount for Marco Polo, free), Caravan (I, \$20), and stabilization (\$6).

Barcelona buys Overland East (R, 40 discount for Marco Polo, free),

Cosmopolitan (Y, 50 credit for Civics, 40 credit for Marco Polo, 20 credit for Ibn Majid, \$40), Laws of Matter (C, 40 credit for Science, \$50), Improved Agriculture (J, 10 credit for Commerce, \$30, Misery reduced to 90), and stabilization (\$3).

Genoa buys Overland East (R, 20 credit for Exploration, \$20). Lack of stabilization increases Misery to 275.

Turn 5, Phase 5: Expansion

Holy Indulgence: Paris, Venice, London, and Barcelona each receive 2 tokens, and Genoa loses 8.

Paris expands to St. Malo (3, vs. Barcelona; dr = 6, 5, 6; wins).

Venice expands to Sicily (5, vs. Barcelona; dr = 5, 3, 6; wins), Duborovnik (6, vs. London; dr = 1, 4, 6; loses), Salonika (4, vs. Barcelona; dr = 2, 5, 1; wins), Bari (2, vs. Barcelona; dr = 5, 6, 4; wins).

London expands to Wales (1, vs. Barcelona; dr = 2, 1, 4; loses), Wales (1, vs. Barcelona; dr = 5, 4, 6; wins), Tana (2), Poti (2), Erzerum (3), Trebizond (4), Angora (2), and buys a card (3).

Barcelona expands to Angora (4, vs. London; dr = 5, 5, 1; wins), Tana (4, vs.

London; dr = 1, 5, 4; wins), Sicily (4, vs. Venice; dr = 3, 3, 2; wins), Salonika (4,

vs. Venice; dr = 1, 2, 5; loses), Oran (2, vs. London; dr = 1, 6, 3; wins), Durazzo (1).

Genoa expands to Grenada (4, vs. Barcelona; dr = 6, 1, 2; wins), Constantinople (8, vs. Barcelona; dr = 6, 3, 4; wins), Valencia (5, vs. Barcelona; dr = 1, 5, 4; wins), Erzerum (6, vs. London; dr = 5, 1, 3; loses), Salonika (4, vs. Venice; dr = 5, 6, 2; wins).

Genoa gain a card.

Turn 5, Phase 6: Income

Paris gains \$70.

Venice gains \$60.

London gains \$85.

Barcelona gains \$90.

Genoa gains \$75.

Shortage of Timber (London gains a card). Surplus of Wine (Barcelona loses \$3).

Turn 5, Phase 7: Buy Tokens

London buys 33 tokens.

Genoa buys 35 tokens.

Paris buys 18 tokens.

Barcelona buys 16 tokens.

Venice buys 14 tokens

Turn 6, Phase 1: Draw Cards

Done

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Cards	Advances
Dave Hooton	London	100	33	\$55	4	14	6	6	A, E, F, I, N, V, W
Martin Burgdorf	Genoa	275	35	\$40	5	12	10	7	I, N, R, S
Christopher Hunt	Paris	200	18	\$61	3	11		2	E, F, I, N, O, R, W
Chris Geggus	Barcelona	90	16	\$89	2	15	6	3	A, B, C, F, I, J, N, R, V, W, Y
Bob Robles	Venice	70	14	\$48	1	9	4	3	E, F, I, J, N, R, V

Players are listed in reverse tie breaking order.

Commodity Log

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

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

Surplus, Shortage

Euasier

Generations 5 through 7, Action Phase

The Players

Player	Name	Company	Color	Cards	Terraform Rating
David Hood	Hood Interplanetary Construction Kingpins (HICK)	Mining Guild	Red	7	25
Chris Geggus	Galactic Elevated Geo-static Systems (GEGS)	Terractor	Yellow	11	28
Dave Hooton	UNMIigated	UNMI	Blue	5	35
Christopher Hunt	Credit Hansa	Credicor	Green	13	28
Martin Burgdorf	Thor-Tor	Thorgate	Black	7	21

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	4	33	9	9	2	2	1	3	2	2	2	9
Chris Geggus	10	37	0	0	0	0	0	2	0	0	2	7
Dave Hooton	-1	18	0	0	0	0	3	2	1	1	0	3
Christopher Hunt	0	17	0	0	0	0	0	0	4	4	8	15
Martin Burgdorf	8	30	0	0	0	0	1	4	3	3	3	27

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

Generation 5

Research Phase

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

UNMItigated buys 1 card, spending 3M€.
Credit Hansa buys 3 cards, spending 9M€.

Action Phase

Thor-Tor spends 4M€ to play Archaeobacteria, increasing his plant production by one.
HICK spends 2M€ and 4 titanium to play Asteroid, increasing temperature and TR by one step, gaining 2 titanium, and removing 2 plants from GEGS. Then spends 9M€ and 2 titanium to play Convoy from Europa, placing an ocean at E5, gaining 2 plants and 2M€, increasing TR to 24 and gaining a card.
GEGS spends 11M€ to play Solar Power, gaining 1 energy production, then spends 16M€ to play Cupola City, losing 1 energy production and gaining 3 megacredit production, then placing a city on D4, gaining 1 plant and 4M€.
UNMItigated spends 16M€ to play Imported Hydrogen, gaining 3 plants and placing an ocean at F5, gaining 2 plants, 2M€, and increasing TR to 28. He then spends 10M€ to play Nuclear Zone, placing a nuclear zone at G5, gaining 2 plants and 2M€, and increasing the temperature two steps, thus increasing his TR to 30.
Credit Hansa spent 8 heat to increase the temperature one step, increasing his TR to 27.
Thor-Tor spends 9M€ (including 2M€ discount for Earth Catapult) for a Corporate Stronghold at F3, gaining 2M€, as well as a pet on the Pets card, then gains a plant from Extreme Cold Fungus.
HICK spends 3 steel to build the Fuel Factory, losing 1 energy production and gaining 1 megacredit production and 1 titanium production, then spends 8M€ to claim the Builder milestone. (Note that the milestone the map is incorrect – the correct value is 8, not 10 build tags.)

GEGS spends 7M€ to play Optimal Aerobraking.
UNMItigated spends 8 plants to place a greenery tile at D2, gaining 2M€ and increasing his TR to 31. He then uses the Business Network to draw a card, which is discarded.
Credit Hansa passes.
Thor-Tor spends 7M€ to play Great Dam (2M€ discount from Earth Catapult, 3M€ discount from Thorgate special ability) which increases his energy production by 2.
HICK gains a Tardigrade.
GEGS spends 8 heat to raise the temperature one step and thus increase his TR to 26.
UNMItigated spends 3M€ to use UNMI's special action to increase his TR to 32, then spends 4M€ for Moss, losing 1 plant and gaining 1 plant production.
Thor-Tor passes.
HICK spends 3 steel for Building Industries, losing 1 power production and gaining 2 steel production, then spends 1 steel and 2M€ for a Power Plant, increasing energy production by 1.
GEGS passes.
UNMItigated passes.
HICK spends 2M€ to use the Restricted Area's ability to draw a card, then converts 8 heat into a temperature increase, increasing his TR to 25.
HICK passes.

Production Phase

HICK converts 3 energy to heat, then gains 29M€, 9 steel, 2 titanium, 2 energy, and 2 heat.
GEGS gains 37M€ and 2 heat.

UNMItigated converts 1 energy into heat, then gains 31M€, 3 plants, and 1 energy.
Credit Hansa gains 27M€ and 8 heat.

Thor-Tor converts 2 energy to heat, then gains 26M€, 1 plant, 3 energy, and 3 heat.

Generation 6

Research Phase

HICK buys 2 cards for 6M€
GEGS buys 1 card for 3M€

UNMItigated buys 0 cards
Credit Hansa buys 3 cards for 9M€

Thor-Tor buys 1 card for 3M€

Action Phase

HICK spends 2 titanium, 8 steel, and 5M€ to play Space Elevator, then 5M€ for Protected Habitats.
GEGS spends 33M€ (including 3M€ discount for being Terracor) to play Large Convoy. He gains 2 cards and 5 plants, places an ocean at H4, gaining 2 plants and increasing TR to 27. Through Optimal Aerobraking, he gains 3 heat and 3M€. He then converts his 8 plants to a greenery tile at E4, gaining 2 plants and 4M€, increasing the oxygen level 1 step and increasing his TR to 28.
UNMItigated spends 23M€ to place a greenery space at H5, increasing the oxygen level 1 step and his TR to 33 and gaining 2 plants and 2M€. He then spends 8M€ to claim the Gardener milestone.
Credit Hansa spends 8M€ to claim the Planner milestone.
Thor-Tor spends 21M€ (2M€ discount for Earth Catapult) to play Protected Valley, gaining 2 megacredit production and placing a greenery tile in G6, gaining 2M€ and 1 plant, and increasing the oxygen level one step and his TR to 21.
HICK spends 2M€ to use Restricted Area to draw a card.
GEGS spends 8M€ on a Colonizer Training Camp.

UNMItigated uses Business Network to draw a card, which he discards. He then spends 3M€ to increase his TR to 34.
Credit Hansa uses the Sell Patents action to discard 2 cards for 2M€, then converts 8 heat to a temperature increase, increasing his TR to 28.
Thor-Tor passes.
HICK uses the Space Elevator to convert 1 steel into 5M€, then spends 8M€ for Worms, increasing his plant production by one.
GEGS uses Sell Patents to discard 1 card and gain 1M€.
UNMItigated passes.
Credit Hansa spends 8M€ for Wave Power, increasing power production by one, then spends 2 steel for Power Infrastructure.
HICK passes.
GEGS passes.
Credit Hansa spends 11M€ for Research, gaining 2 cards. He then spends 2 steel and 10M€ for Fusion Power, gaining 3 energy production.
Credit Hansa passes.

Production Phase

HICK moves 2 energy to heat, gains 28M€, 9 steel, 2 titanium, 1 plant, 2 energy, and 2 heat.
GEGS gains 39M€ and 2 heat.

UNMItigated converts 1 energy to heat, gains 33M€, 3 plants, and 1 energy.
Credit Hansa gains 28M€, 4 energy, and 8 heat.

Thor-Tor converts 3 energy to heat, gains 29M€, 1 plant, 3 energy, and 3 heat.

Generation 7

Research Phase

HICK buys 2 cards for 6M€.
 GEGS buys 2 cards for 6M€.

UNMIitigated buys 1 card for 3M€.
 Credit Hansa buys 3 cards for 9M€.

Thor-Tor buys 1 card for 3M€.

Action Phase

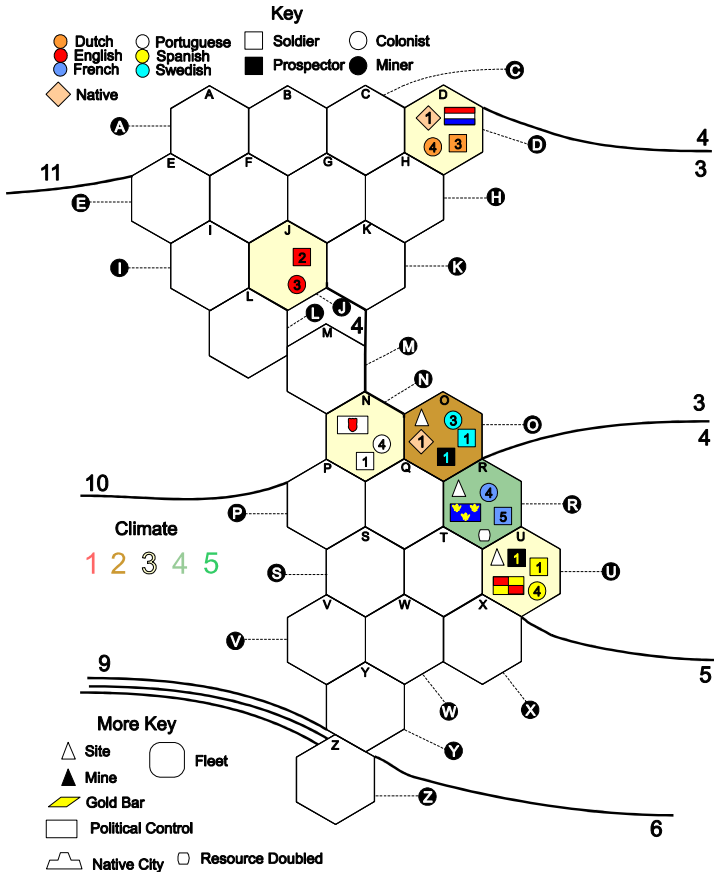
GEGS spends 8M€ to fund the Banker Award, then plays Investment Loan (free with discount), reducing his megacredit production by 1 and gaining 10M€.
 UNMIitigated spends 8 plants to place a greenery tile at I5, increasing oxygen level one step and gaining 2 plants, 2M€, and TR increasing to 35. Then he spends

14M€ to fund the Landlord Award.
 Credit Hansa play Indentured Workers (free), then spends 5M€ on an Ore Processor (8M€ discount from Indentured Workers).

Brittany

Turn 1

Turn 2, May 22



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

Land Movement

English move 4 soldiers and 3 colonists into area J. It is a climate 3 area with 2 natives.
Portuguese move 4 colonists and 4 soldiers into area N. It is a climate 3 area with 2 natives.
French move 4 colonists and 6 soldiers into area R. It is a resource rich climate 4 area with 1 site and 2 natives.
Dutch move 4 colonists and 4 soldiers into area D. It is a climate 3 area with 1 native.
Spanish move 4 colonists and 6 soldiers into area U. It is a climate 3 area with 1 site and 2 natives. One soldier prospectors.
Swedes move 6 soldiers and 4 colonists into area O. It is a climate 2 area with 1 site and 2 natives. One soldier prospectors.

Native Combat

English: 2 natives and 1 soldier killed. **Portuguese:** 2 natives and 2 soldiers killed. **French:** 2 natives and 1 soldier killed. **Spanish:** 2 natives and 2 soldiers killed. **Swedes:** 1 native and 4 soldiers killed.

Native Uprisings

Climate is a 5. No uprisings.

Survival

Climate is a 4.

Dutch lose 1 soldier, **English** lose 1 soldier, **Portuguese** lose 1 soldier, **Swedes** lose 1 colonist, and **Spanish** lose 1 soldier.

Political Control

Dutch gain political control of D. Portuguese gain political control of N. French gain political control of R. Spanish gain political control of U.

Homebound Naval Movement

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

Income

Dutch: Political Control: \$40, resources: \$4.
English: Political Control: \$20, resources: \$3.
French: Political Control: \$40, resources: \$4.
Portuguese: Political Control: \$40, resources: \$4.
Spanish: Political Control: \$40, resources: \$4.
Swedes: Political Control: \$20, resources: \$3.

Bidding

Bob Robles bids \$0, selects landing J
Dave Hood bids \$0, selects landing N
Andy York bids \$0, selects landing R
Martin Burgdorf bids \$0, selects landing D

Non-Player Attitude

Since the Spanish and Swedes have no holdings in the New World, their attitudes are automatically Exploration. Initial landing is U for the Spanish and O for the Swedes.

Planning

English buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
Portuguese buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
French buy 5 ships (\$60) and 6 soldiers (\$60) for \$120.
Dutch buy 4 ships (\$48) and 4 soldiers (\$40) for \$88.
Spanish buy 5 ships (\$60) and 6 soldiers (\$60) for \$120.
Swedes buy 5 ships (\$60) and 6 soldiers (\$60) for \$120.

Outbound Naval Movement

English Dice: 1, 5, 5, 6. Loses 1 colonist.

Turn 2 Initiative

Spanish attitude is (dr = 8 - 2 = 6) Expansion.

Swedes attitude is (dr = 7 - 5 = 2) Statis Quo

French, English, Swedes, Portuguese, Dutch, Spanish

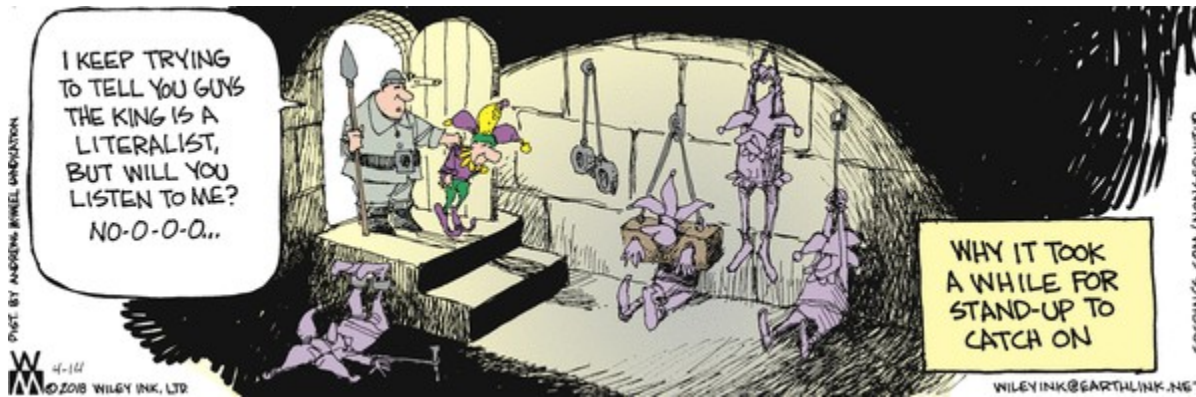
Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Martin Burgdorf	\$116	20	4	4
English	Bob Robles	\$95	20	4	4
French	Andy York	\$84	18	5	3
Portuguese	Dave Hood	\$116	20	4	4
Spanish	Non-player 1	\$84	18	4	4
Swedes	Non-player 2	\$73	18	5	4

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!