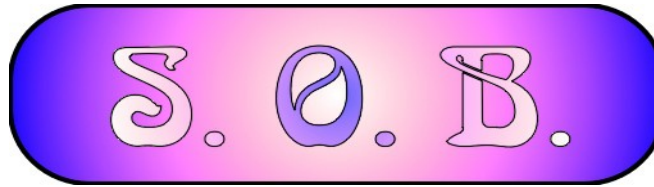


Number 255



September, 2020

Notes from Hades

This is the first issue where I have completely omitted detailed reports for Kevin Wilson(\$), Andy York(\$), will take up to 2 more. the games being run by email. This has resulted in a much smaller zine **Bedlington**. Terra Mystica: Have Chris Geggus(\$), Kevin Wilson(\$), Bill Scharf(\$), Martin Burgdorf(\$), will take up to 1 more. So, the New World and Silverton games start off this issue. I will have brief **Lackenois**. Discworld: Ankh Morpork: Have Kevin Wilson(\$), Andy York(\$), summaries of the current status of the email games as of the writing of this issue Bill Scharf(\$), will take up to 1 more. toward the end of the zine, but if you want more detailed information, visit the web Players who have a (\$) after their name have paid the necessary game fee. site for all the details. Also, the status of game openings and the wish list for email games will change more frequently than the zine comes out, so if you are interested, Your publisher is: that is the place to look. I will continue to list them here, but if you want to sign up, check the web site first to make sure it hasn't already started. The games run by email will have their names underlined in the lists below.

Aside from that, things are pretty quiet here. We are all staying healthy, so at least there is that. I am working on a project that I hope will lead to a Kickstarter campaign in a couple of months or so. More details on that when things get closer to fruition. I may enlist some of you here as beta testers when the time is right.

Since the last issue, 3 games have ended. The first one is Otterhound, the Stellar Conquest game, which was won by Bill Scharf. The second was Schipperke, **Goa**. Have Chris Geggus, Bill Scharf, will take up to 2 more. the Seafarers of Catan game, which was won by Chris Geggus. And finally, we **Kremlin**: Will use the Revolution cards. Have Bob Robles, Bill Scharf, Kevin have Visla, the Agricola game, which was won by Dave Hooton. Congratulations to Wilson, will take up to 3 more.

The next deadline is **Tuesday, September 22 at 5:00 p.m. Pacific Time.**

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Game Openings

Kishu Ken: 4000AD: This is a science fiction based expansion game and will be run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf(\$), Martin Burgdorf(\$), will take up to 2 more.

Norrbottenspets: History of the World: Will start after Hamiltonstovare ends. Have Kevin Wilson(\$), Chris Geggus(\$), Christopher Hunt(\$), Andy York(\$), Dave Anderson(\$), Martin Burgdorf(\$), Bill Scharf(\$). This game is full.

Sloughi. Robo Rally: Will start after Spaniel ends. Have Chris Geggus(\$), Brendan Whyte(\$), Dave Hooton, Andy York(\$), Bill Scharf(\$), will take up to 3 more.

Yorkie. Puerto Rico: This will include the nobles expansion. Have Kevin Wilson(\$), Dave Hooton, Christopher Hunt(\$), will take up to 2 more.

Anatolian Shepherd. Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansion. Have Bob Robles(\$), Christopher Hunt(\$), Bill Scharf(\$), will take up to 2 more.

Kelpie. 7 Wonders: Have the Cities, Leaders, Wonder Pack, Babel, and Armada expansion available. Have Christopher Hunt(\$), Chris Geggus, Kevin Wilson(\$), Bill Scharf(\$), Dave Hooton, Martin Burgdorf(\$), will take up to 2 more.

Barbet. Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Christopher Hunt(\$), Bill Scharf(\$), Chris Geggus, Kevin Wilson(\$), will take up to 2 more.

Malinois. Gunboat Machiavelli: Scenario to be decided by player vote on game start. Have 5, will take up to 3 more.

Bearded Collie. Puerto Rico: This will be the base game. Have Chris Geggus(\$), Kevin Wilson(\$), will take up to 2 more.

Bedlington. Terra Mystica: Have Chris Geggus(\$), Kevin Wilson(\$), Bill Scharf(\$), Martin Burgdorf(\$), will take up to 1 more.

Lackenois. Discworld: Ankh Morpork: Have Kevin Wilson(\$), Andy York(\$), Bill Scharf(\$), will take up to 1 more.

Players who have a (\$) after their name have paid the necessary game fee.

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).

Wish List

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

Caverna: A game of farming and mining very similar to Agricola. Have Chris Geggus, Bill Scharf, will take up to 5 more.

Merchant of Venus: Have Andy York, Bob Robles, Chris Geggus, will take up to 3 more.

Machiavelli: Scenario to be decided by player vote on game start. Have Bob Robles, Kevin Wilson, Ward Narhi, Mike Pollard, will take up to 4 more.

Dune: Have the Tleilaxu, Ixians, and Lansraad variants available. Have Kevin Wilson, Bob Robles, Bill Scharf, will take up to 3 more.

2038: Have Bill Scharf, Dave Hooton, will take up to 4 more.

Titan: Have Christopher Hunt, Bill Scharf, will take up to 4 more.

Dominion: Many expansions available. Have Christopher Hunt, Bill Scharf, will take up to 4 more.

Gaia Project: Have Kevin Wilson, Bill Scharf, will take up to 2 more.

Agricola: Have Chris Geggus, will take up to 4 more.

Terra Mystics: Have Chris Geggus, will take up to 4 more.

Puerto Rico: This will include the Buildings expansion. Have Chris Geggus, Kevin Wilson, will take up to 3 more.

Power Grid: Have multiple maps and the alternate expansion deck and the Energy Crisis expansion available. Have Chris Geggus, Kevin Wilson, Bill Scharf, will take up to 3 more.

Settlers of Catan: Have the Seafarers and Cities and Knights expansions available. Have Kevin Wilson, Andy York, Chris Geggus, will take up to 3 more.

Suburbia: Have the Suburbia, Inc. and 5 Star expansions available. Have Andy York, Bill Scharf, will take up to 3 more.

Age of Renaissance: This will use the Eurogames rules and the usual map changes. Have Chris Geggus, Bob Robles, will take up to 4 more.

Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Bill Scharf, Martin Burgdorf, will take up to 3 more.

A Game of Thrones: This is the Second Edition and will be GMed by Kevin Wilson. Will take up to 6.

Power Grid Factory Manager: Will take up to 5.

Citadels: Have the Dark City expansion cards. Have Kevin Wilson, will take up to 3 more.

to 7 more.

Concordia: Have Kevin Wilson, will take up to 4 more.

Downfall XIII: This is a Diplomacy variant that takes place in Tolkien's Middle Earth. Will take up to 8.

Century Spice Road: Will take up to 5.

In general, game ownership is recommended, but not required. Game names that are underlined will be played by email, and the status of those games may be updated more frequently than the zine issues.

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.

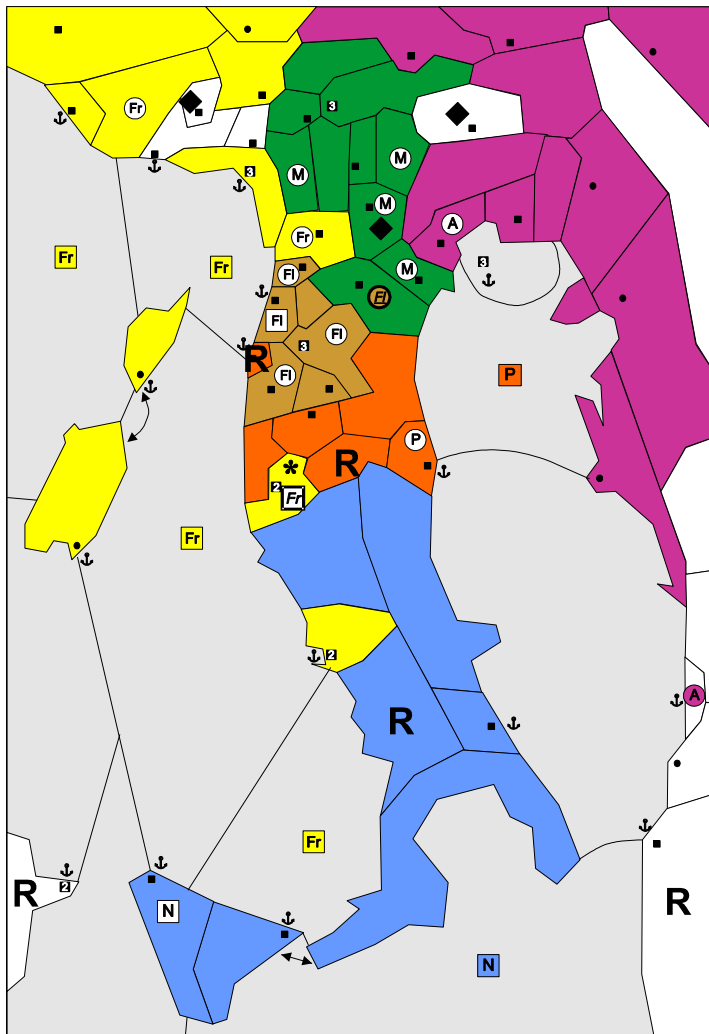
Kai Ken

Spring 1457

Deadline/Summer 1457 8/18 Tuesday

Florence manages to advance against Milan, but Austria is stalemated by the same power. France advances in the ocean, Naples, moves south, and the Pope is assassinated for failure to pay debts.

Kai Ken



Expenditures

Milan gives 3 ducats to France.
 France spends 12 ducats to disband the Papal fleet in the Ligurian Sea.
 The Papacy fails to pay back their loan and is assassinated! All units hold.
 Rebellions in Piombino and Spoleto.

Outstanding Loans

Fall 1457: 15 ducats from France (10 borrowed).
 Summer 1458: 27 ducats from Austria (18 borrowed).

Orders

- AUSTRIA (Wilke): A PADUA to Verona, A Herzegovina to RAGUSA
- FLORENCE (Robles): A Lucca to Modena, A (EP) Pistoia supports Papal A Urbino to Bologna, A Florence supports Papal A Urbino to Bologna, A Sienna to Patrimony (nsu), A Arezzo holds (u), F Pisa supports Papal F Ligurian Sea
- FRANCE (Wilson): A MODENA supports Milan A Ferrara to Bologna, A Turin to PROVENCE, F GULF OF LIONS supports F Genoa to Ligurian Sea, F Genoa to LIGURIAN SEA, F Corsica to TYRRHENIAN SEA, F (EM) Tyrrhenian Sea to ROME, F GULF OF NAPLES supports F Corsica to Tyrrhenian Sea
- MILAN (Wilson): A MANTUA to Ferrara, A FERRARA to Bologna, A FORNOVA supports French A Modena, A BERGAMO to Verona
- NAPLES (Martin): F Lower Adriatic to IONIAN SEA, F PALERMO supports F Lower Adriatic to Ionian Sea
- PAPACY (Robles): A ANCONA holds, A Rome holds (DISLODGED, retreat Patrimony, Perugia, Spoleto, Capua, garrison, OTB), F Ligurian Sea holds (nsu), F UPPER ADRIATIC holds
- Your treasury:

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

Spaniel

Turn 29

Turn 30, September 22

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
GEGS	Move 1 (620)	Back Up (450)	Back Up (440)	<i>U-Turn (20)</i>	<i>Rotate Left (130)</i>
Robot Nick	Shut down				
meRobot	Move 2 (700)	Rotate Left (250)	Move 1 (530)	Rotate Left (350)	Move 2 (750)
SmaD	Move 2 (690)	Move 1 (560)	U-Turn (30)	Move 1 (570)	Rotate Left (330)

Registers in italics are locked.

Phase 1

meRobot moves ahead 2 to A12, SmaD moves ahead 2 to C16, pushing GEGS to C17, GEGS moves ahead 1 to C16 pushing SmaD to C15. SmaD shoots GEGS and GEGS shoots SmaD with the Pressor Beam, pushing it back to C14.

Phase 2

SmaD moves ahead 1 to C15, GEGS backs up to C17, and meRobot rotates left to face south.. GEGS is shot by SmaD and the on-board laser (registers 4 and 5 locked), and GEGS shoots SmaD with the Pressor Beam, pushing it back to C14.

Phase 3

meRobot moves ahead 1 to A13 (archive relocated), GEGS backs up to C18, and SmaD makes a U-turn to face north. The conveyor belt moves SmaD to D13 and rotates it to face east. SmaD shoots meRobot.

Phase 4

SmaD moves ahead 1 to C13, meRobot rotates left to face east, and GEGS makes a U-turn to face south. SmaD and meRobot shoot each other.

Phase 5

meRobot moves ahead 2 to C13, pushing SmaD to D13, SmaD rotates left to face south, and GEGS rotates left to face east. The conveyor belt moves SmaD to D12.

Cleanup

Robot Nick reactivates.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Chris Geggus	GEGS	Yellow	Pressor Beam, Dual Processor	C18>E	1, 2	1	6
2	Brendan Whyte	Robot Nick	Blue	High-Power Laser	E12>S	1, 2	3	0
3	Dave Hooton	meRobot	Orange	Circuit Breaker, Fourth Gear	C13>E	1, 2	1	2
4	Christopher Hunt	Huey	Green		Eliminated		0	
5	Bill Scharf	SmaD	Red	Rear-Firing Laser	D12>S	1, 2, 3	3	3
6	Andy York	Delekbot	Black		Eliminated	1	0	

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

Program Cards**Hamiltonstovare****Epoch VI Empire Selection and Ming Dynasty****Deadline, Epoch VI Timruid Emirates, Incas & Aztecs, Ottoman Turks, September 22**Epoch VI Empire Selection

CUTE (Scharf): Keeps.

CJVH (Hunt): Keeps.

Republic of Texas (York): Passes to HICK.

HICK (Hood): Passes to RMHS.

RMHS (Wilson): Passes to Romulus & Remus.

GEGS (Geggus): Keeps.

Romulus & Remus (Anderson): Passes to Republic of Texas.

Epoch VI

Republic of Texas (York): Plays Crusade. Army Palestine (vs. Arabs; C: 3+1, 2+1; A: 6, 1; loses), Palestine (vs. Arabs; C: 4+1, 1+1; A: 5, 3; C: 6+1, 4+1; A: 4, 1; wins, city established), Nile Delta (vs. Arabs; C: 4+1, 3+1; A: 2; wins). **MING DYNASTY:** Army and Capital Chekiang (Mongol army retreats to Great Plain of China), fleet South China Sea (vs. HICK; R: : 3, 2; H: 2; wins), army Great Plain of China (vs. Mongols; Mi: 4, 1; Mo: 2; Mi: 4, 2; Mo: 1; wins), fleet Sea of Japan (vs. Romulus & Remus; RoT: 5, 4; R&R: 5; RoT: 6, 2; R&R: 2; wins), army Wei River (vs. Mongols; Mi: 6, 2; Mo: 5; wins), Szechuan (vs. Sung Dynasty; M: 5, 2; S: 5; M: 3, 2; S: 5; loses), Szechuan (vs. Sung Dynasty; M: 4, 2; S: 4; M: 5, 3; S: 4; wins, Capital reduced to city), Hokkaido (vs. Mongols; Mi: 6, 2; Mo: 6, 4; Mi: 3, 1; Mo: 3, 1; Mi: 6, 6; Mo: 6, 1; Mi: 6, 2; Mo: 5, 1; wins, city eliminated), Tarim Basin (vs. Mongols; Mi: 3, 2; Mo: 4; loses), Tarim Basin (vs. Mongols; Mi: 5, 5; Mo: 3; wins). Builds Monument Chekiang. Points: Dominance in China (6), Presence in North Africa (2), Middle East (2), Southern Europe (2), Northern Europe (2), Nippon (1), 1 Capital (2), 2 cities (2), 3 Seas (3), and 4 Monuments (4) for 26 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	35	82
Christopher Hunt	Christian Juvenile Volunteer Host (green)	42	95
David Hood	Hood's InterContinental Kingdom (red)	48	108
Kevin Wilson	Royal Manticoran Historical Society (purple)	50	97
Chris Geggus	Greco-Etruscan Great Sword (yellow)	51	88
Andy York	Republic of Texas (blue)	55	111
Dave Anderson	Romulus & Remus (orange)	60	92

Positions

CUTE: Fleets North Sea, Atlantic Ocean. **SUMERIANS:** Two armies, Capital, and Fort Lower Tigris. **SUB-SAHARAN MIGRANTS:** Armies Central Africa, East Africa. **SCYTHEANS:** Two armies Caucuses, army Eastern Steppe. **GUPTAS:** Two armies Ceylon, army Western Ghats. **VIKINGS:** Armies Scandinavia, Lower Rhein, Western Gaul, Deep South.

HICK: **NORTH AMERICAN MIGRANTS:** Armies West Indies and Great Plains. **CARTHAGINIA:** Army, Capital, and Fort Shatts Plateau, army Western Iberia.

HAN DYNASTY: Two armies and a Fort Yellow River. **HUNS:** Two armies Lower Indus. **SUNG DYNASTY:** Army, city, and fort Mekong, army and city Yangtze Kian, army and fort Irrawaddy, Malayan Peninsula.

RMHS: Fleets Black Sea, Eastern Mediterranean. SASSANIDS: Armies Persian Salt Desert, Ganges Valley. ANGLO-SAXONS: Two armies Baltic Seaboard. BYZANTINES: Army and Capital Balkans, armies Western Anatolia, Southern Appenines. HOLY ROMAN EMPIRE: Army and Monument Albion, armies Northern Gaul, Dalmatia, Northern Apennines, Central Massif.

CJVH: Fleet Bay of Bengal. MAURYA: Three armies Sumatra. SCOTS: Army, city, and fort Highlands. CHOLA: Army and city Eastern Ghats, army and Monument Eastern Deccan, army and Fort Western Deccan.

Romulus & Remus: UPPER NILE KINGDOM: Army, city, and fort Upper Nile. MAYANS: Army, Capital, and Fort Central America. ROMANS: Army and fort Crete, army Middle Tigris. KHMERS: Army and Fort East Indies, army Si-Kyang. MONGOLS: Armies Honshu, Korean Peninsula, Manchurian Plain, Mongolia, Taranian Plain, Western Steppe, Dneipr.

Republic of Texas: Fleets Western Mediterranean, South China Sea, Sea of Japan. SOUTH IBERIA KINGDOM: Army, city, and fort Southern Iberia.

MACEDONIANS: Army Morea. GOTHs: Two armies Danubia, army Pyrenees. FRANKS: Army Pindus. CRUSADERS: Army, city, and fort Palestine, army Nile Delta. MING DYNASTY: Army, Capital, and Monument Chekiang, army and Monument Hokkaido, Great Plain of China, Wei River, Tarim Basin, army and city Szechuan.

GEGS: Fleet Red Sea. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. ARABS: Army and city Arabian Peninsula, army and Monument Upper Tigris, Persian Plateau, Nubia, armies Libya, Levant, Eastern Anatolia, Zagros, Hindu Kush. SELJUK TURKS: Army, city, and Monument Central Europe, army and Monument Upper Indus, Ganges Delta, armies Hindu Kush, Ganges Valley.

Event Cards

Epoch VI Empire

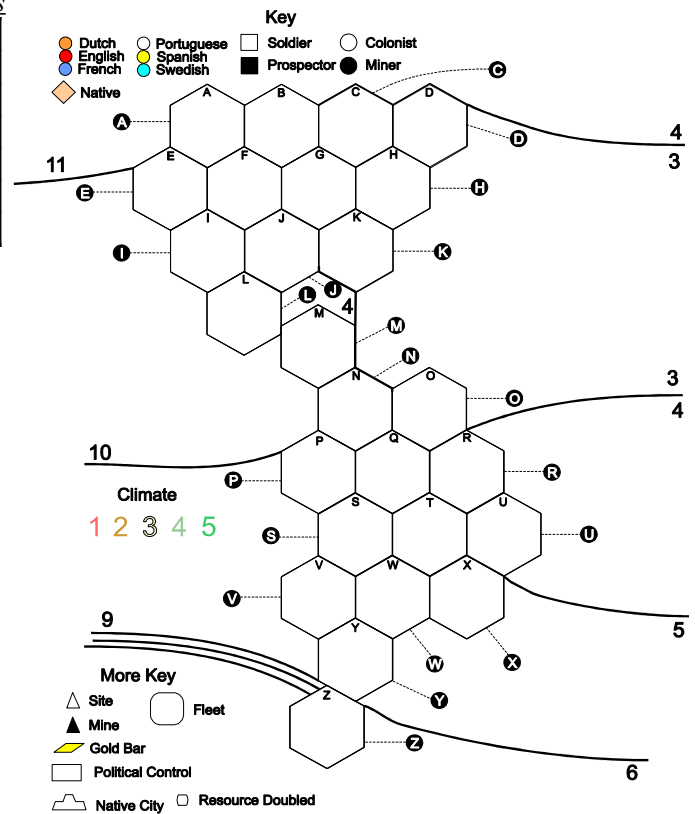
Pekingese

Game Start

Initial Bids and Turn 1 due Tuesday, 9/22

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.

Sheltie

Game Start

Initial Personnel Selections and Turn 1, Phases I-III due Tuesday, September 22

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf		Denver	\$2400	9		14 points
Brendan Whyte		Denver	\$2400	9		14 points
Andy York		El Paso	\$2400	9		14 points
Dave Hooton		Salt Lake City	\$2400	9		14 points

Available Claims

#	City	Type	Claim	Operation
26	Marysvale	Gold	\$120	\$40; 2-7: D; 8-9: 1; 10-11: 2; 12: 4
45	Westcliffe	Silver	\$120	\$30; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 3
120	Cuba	Coal	\$40	\$30; 2-4: D; 5: 1; 6: 2; 7-10: 3; 11-12: 4
125	Capitan	Coal	\$80	\$20; 2-3: D; 4: 1; 5-9: 3; 10: 4; 11-12: 5
40	Aspen	Silver	\$40	\$40; 2-8: D; 9: 2; 10: 3; 11-12: 4
52	Lake City	Silver	\$100	\$40; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 3
72	Emery	Coal	\$60	\$30; 2-4: D; 5: 1; 6: 2; 7-10: 3; 11-12: 4
49	Silverton	Silver	\$140	\$40; 2-5: D; 6-7: 1; 8-9: 2; 10-12: 3

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
2	A	Salt Lake City – Provo	\$20	\$50	
6	A	Santa Fe – Albuquerque	\$90	\$180	
7	A	Pueblo – Santa Fe	\$120	\$280	
1	A	Denver – Boulder	\$20	\$45	
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
3	A	Denver – Colorado Springs	\$50	\$105	
5	A	Denver – Pueblo	\$80	\$165	
4	A	El Paso – Deming	\$60	\$135	

Available Trains

Type	# Available	Cost
9	2	\$80
15	6	\$120

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40

Notes

Maps have been included with all of your zines. Please look them over. We are playing the Advanced Rules, with the Hiring and Advancing Optional Rule. Additional prospectors and surveyors may be purchased at \$400 each (and if your prospector gets killed, this is the cost of rehiring, not what is on the card). You may have a total of six prospectors and/or surveyors at any one time. In the event that a prospector or surveyor wins a dispute, that piece gains a bonus, to a maximum of +2, and keeping counter limits in mind (you may only have one +1 and one +2 prospector and surveyor in play at any one time). In addition, we are using the Freight Transfer optional rule. Instead of delivering your freight to a market, you may deliver it to another claim of the same type. The freight capacity of your trains is calculated the same, with the exception that any claim in the same location (two silver claims in Leadville, for example) is treated as being a distance of 1 away. So, using the example of two silver claims in Leadville, a power 9 train could transfer 18 silver from one claim to the other. Victory conditions are as in the Campaign game – we are playing 24 turns, and whoever has the most money at the end of that period wins. Finally, please come up with a color for track on the map, and make sure it is something visible and distinguishable from the other players. Good luck.

Email Games Report**Otterhound**

This game had hidden movement, and thus interim game reports were not possible. However, the game has ended now. Here are the results:

Andy York (Player 1) controls colonies on Scorpii T80 (3), Aurigae T60 (3), and Mirach S40 (1) for 7 points.

Kevin Wilson (Player 2) controls colonies on Ceti T60 (3), Alcor T80 (3), Hydrae S60 (1), Mira S60 (1), Rastaban S40 (1), Sadir S40 (1), Eridani S60 (1), Pherda S20 (1), Sirius S20 (1), and Alphard T60 (3) and controls uncolonized planets Capella S40 (1) and Kaptyen S40 (1) for 18 points.

Bob Robles (Player 3) controls colonies on Canis T80 (3), Indi T40 (3), Kochab MT10MR (0), Ophiuchi MT30MR (0), and Diphda T80 (3) for 9 points.

Bill Scharf (Player 4) controls colonies on Bootis T60 (3), Tauri T80 (3), Wezen T60 (3), Spica T60 (3), Arcturus S40 (1), Wolf S40 (1), Dubhe T60 (3), Polaris S40 (1), Crucis MT20 (0), Draconis T80 (3), Cygni MT40 (0), Lyrae S40 (1), and Scheat S40 (1) for 23 points.

Congratulations to Bill Scharf on his victory!

End of game statements can be found on the website.

Schipperke

This game completed when Chris Geggus built 2 roads during a special build turn, gaining the longest trade route, then in his own turn, played a University for his 12th victory point. Congratulations to Chris!

End of game statements can be found on the website.

Shiba Inu

This game is currently in Turn 5, Phase 3. We are in Age II, but only 3 cards remain in the deck before Age III begins. Barcelona has the most territory, followed by Paris, then Venice.

Tornjak

This game is currently in Generation 8, near the beginning of the Action phase. The oxygen level is 14% (the maximum), all the oceans have been placed, and the temperature is 2C, only 3 steps from maximum. There is a good chance that the game will end this generation.

Visla

This game has completed, with Dave Hooton claiming victory. Congratulations to Dave!

Water Spaniel

This game is currently in Generation 6 Research. Oxygen level is 7% and there are 2 oceans left to place. The temperature is 8C (the maximum). We probably still have a generation or two to go.

Appenzeller

This Power Grid game began since the last issue. It is currently in Turn 7 bidding. We just crossed into step 2 in the last turn.

Basset Fauvre

This Terraforming Mars game began since the last issue and is currently in Generation 3, toward the end of the action phase. Oxygen level is currently 5%, there are 8 ocean tiles left to place, and the temperature is -12C.

Weimeraner

This Terra Mystica game began since the last issue and is currently in Turn 3 Actions. The factions in play are the Cultists, Nomads, Auren, and Darklings.

Xoloitzcuintli

This game has just started and is currently in Turn 1.

Addresses

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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, Dave Hooton **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:** Brad Mrtin. **Terraforming Mars:** Brad Martin, Andy York., Dave Hooton **Gaia Project:** Brad Martin

Standby Calls

None this issue!