

Number 260



March, 2021

Notes from Hades

I hope that 2021 is treating everyone well so far. Despite some early 3 more incidents, things are already looking better. On a personal level, my new job is going well and the whole family has managed to stay healthy, so I'm happy with things so far.

Since the last issue, 5 games have completed, 4 of the email games and one in the zine. They are: Berger Picard, a Terraforming Mars game won by Christopher Hunt; Griffon, a Terraforming Mars game won by Dave Hooton; Cane Cosrso, a Terra Mystica game won by Kevin Wilson; Yorkie, a Puerto Rico game won by Dave Hooton; and Hamiltonstovare, a History of the World game won by David Hood. Congratulations to all the winners. Note that I had been running many as 8 email games concurrently.

The next deadline is **Tuesday, March 16 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: Have Kevin Wilson(\$), Chris Geggus(\$), Christopher Hunt(\$), Andy York(\$), Dave Anderson(\$), Martin Burgdorf(\$), Bill Scharf(\$). **This game will start next issue!**

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.

Malinois. Gunboat Machiavelli: Scenario to be decided by player vote on game start. Have 4, will take up to 4 more.

Boykin. Puerto Rico: This will include the Buildings expansion. Have Chris Geggus(\$), Kevin Wilson(\$), Dave Hooton(\$), will take up to 2 more.

Bracco Italiano. Settlers of Catan: Have the Seafarers and Cities and Knights expansions available. Have Kevin Wilson(\$), Andy York(\$), Chris Geggus, Dave Hooton(\$), will take up to 2 more.

Catahoula. Concordia: Have Kevin Wilson, Dave Hooton(\$), Bill Scharf(\$), will take up to 2 more.

Clumber Spaniel. Suburbia: Have the Suburbia, Inc. and Suburbia 5Star expansions available. Have Christopher Hunt(\$), Andy York(\$), Bill Scharf(\$), Dave Hooton(\$), will take up to 1 more.

Coton de Tulear. Kremlin: Will use the Revolution cards. Have Bob Robles(\$), Bill Scharf(\$), Kevin Wilson, Chris Geggus, will take up to 2 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.

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, will take up to 5 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, Andy York, will take up to 3 more.

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

A Game of Thrones: This is the Second Edition and will be GMed by Kevin Wilson. Have Bill Scharf, will take up to 5 more.

Power Grid Factory Manager: Have Andy York, Chris Geggus, will take up to 3 more.

Citadels: Have the Dark City expansion cards. Have Kevin Wilson, Christopher Hunt, Chris Geggus, Bill Scharf, will take up to 4 more.

Downfall XIII: This is a Diplomacy variant that takes place in Tolkien's Middle Earth. Have Bill Scharf, Bob Robles, will take up to 6 more.

Century Spice Road: Have Christopher Hunt, Bill Scharf, will take up to 3 more.

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansion. Have Kevin Wilson, Bill Scharf, Chris Geggus, will take up to 5 more.

Dominion: Have most of the expansion sets plus some extras. Have Christopher Hunt, Bill Scharf, Chris Geggus, will take up to 3 more.

Robo Rally: Have Bill Scharf, Chris Geggus, will take up to 6 more.

Discworld: Ankh-Morpork: Have Andy York, Kevin Wilson, will take up to 2 more.

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Kevin Wilson, Bill Scharf, Chris Geggus, will take up to 3 more.

Age of Renaissance: Will use the Eurogames rules and map changes. Have Bill Scharf, Bob Robles, Chris Geggus, will take up to 3 more.

Terra Mystica: Have Kevin Wilson, Bill Scharf, will take up to 3 more.

Puerto Rico: This will include the Nobles expansion. Have Kevin Wilson, will take up to 4 more.

Agricola: This is the first edition (Z-Man Games) version. Have Andy York, will take up to 4 more.

Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Andy York, Kevin Croskery, will take up to 3 more.

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.

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

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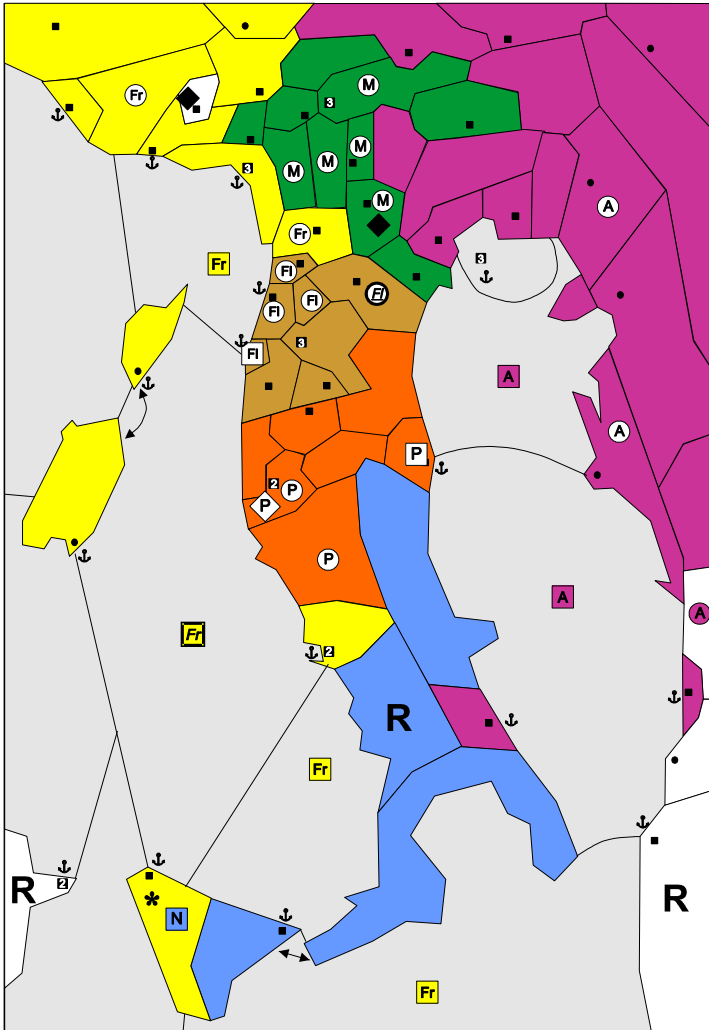
Kai Ken

Spring 1459

Deadline/Summer 1459 3/16 Tuesday

Naples manages to evict France from Sicily while the stalemate between Florence on the one hand and Austria and Milan on the other continues in the north. France and the Pope also stalemate over Naples. Plague ravages the region.

Kai Ken



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

Builds

		Cost
Austria	Maintains A Slavonia, A Bosnia, F Bari, builds F Venice, A	18

	Padua, A Dalmatia	
Florence	Maintains all, builds A Florence	18
France	Maintains all, builds A Avignon	24
Milan	Maintains all, builds A Milan	18
Naples	Maintains all, no new builds	9
Papacy	Maintains all, builds F Ancona	12

Outstanding Loans

Fall 1459: 15 ducats from Milan (12 borrowed).

Orders

- AUSTRIA (Wilke):** A Slavonia to CARNIOLA, A Bosnia to HERZEGOVINA, A PADUA supports A Ferrara hold (nso), A DALMATIA holds, F Bari to LOWER ADRIATIC, F Venice to UPPER ADRIATIC
- FLORENCE (Robles):** A LUCCA supports A Bologna, A (EP) BOLOGNA supports A Lucca (cut), A Florence to PISA, A SIENNA supports F Piombino, A PISTOIA supports A Lucca, F PIOMBINO supports A Florence to Pisa
- FRANCE (Wilson):** A MODENA to Naples, A Avignon to PROVENCE, F Central Mediterranean to IONIAN SEA, F LIGURIAN SEA transports A Modena to Naples, F (EM) TYRRHENIAN SEA transports A Modena to Naples, F GULF OF NAPLES supports F Central Mediterranean to Ionian Sea, F Palermo to Messina (DISLODGED, retreat garrison, Central Mediterranean, OTB)
- MILAN (Wilson):** A MANTUA supports A Ferrara to Bologna, A FORNOVA to Modena, A CREMONA supports A Mantua, A Trent to MILAN, A Milan to PARMA, A FERRARA to Bologna
- NAPLES (Martin):** F MESSINA supports F Ionian Sea to Palermo, F Ionian Sea to PALERMO, G MESSINA supports F Messina
- PAPACY (Robles):** A CAPUA to Naples, A ROME holds, F ANCONA holds (u), G ROME supports A Rome

Notes

I have gotten a question regarding the victory conditions. Just to be clear, victory conditions are based on the number of players, not the number of countries being played. Therefore, a power attains victory when it controls 18 cities. Note that this is a single power, not the sum of the two powers that a player controls.

Summer 1459 Plague

Poor Year – Row Only: Turin, Siena (Florence A eliminated), Messina (Naples F and G eliminated), Padua (Austria A eliminated), Austria, Ferrara (Milan A eliminated).

Hamiltonstovare

Epoch VII Britain, United States, and Germany
Deadline, End of Game Statements, March 16

Epoch VII

CUTE (Scharf): BRITAIN: Plays Weaponry and Jihad. Army and Capital Albion (Holy Roman Empire army retreats to Northern Gaul), fleet North Sea (vs. CJVH; CU: 6+1, 2+1, 1+1; CJ: 6 wins), army Northern Gaul (vs. Holy Roman Empire; B: 6+1, 5+1, 2+1; H: 2; B: 2+1, 1+1, 1+1; H: 1; wins), Western Gaul (vs. France; B: 4+1, 4+1, 3+1; F: 3; wins, Capital reduced to city), army Lower Rhein (vs. Netherlands; B: 4+1, 3+1, 3+1; N: 2; wins, Capital reduced to city), Guiana Highlands (vs. Netherlands; B: 3+1, 2+1, 2+1; N: 4, 3; wins), West Indies (vs. France; B: 5+1, 4+1, 3+1; F: 6, 5; B: 4+1, 3+1, 1+1; F: 3, 3; wins), Lower Indus (vs. France; B: 6+1, 3+1, 1+1; F: 5, 2; wins), Upper Indus (vs. France; B: 6+1, 6+1, 5+1; F: 3; wins), fleet Pacific Ocean, army Great Plain of China (vs. Japan; B: 2+1, 1+1, 1+1; J: 4, 1; loses), Great Plain of China (vs. Japan; B: 4+1, 4+1; J: 3, 1; wins), Wei River (vs. Japan; B: 5+1, 3+1; J: 3; wins), Chekiang (vs. Manchu Dynasty; B: 6+1, 3+1; M: 6; wins), Honshu (vs. Japan; B: 3+1, 1+1; J: 4, 2; wins, Capital reduced to city), fleet Sea of Japan unsupported), fleet Sea of Japan, army Korean Peninsula (vs. Mongols; B: 6+1, 5+1; M: 3; B: 5+1, 5+1, M: 3; B: 5+1, 3+1; M: 3; wins), Hokkaido (vs. Ming Dynasty; B: 2+1, 2+1; M: 4; loses), Hokkaido (vs. Ming Dynasty; B: 5+1, 4+1; M: 3; wins), Malayan Peninsula (vs. Manchu Dynasty; B: 6+1, 3+1; M: 5, 1; wins). Builds Monuments Lower Rhein and Honshu. Points: Control of Nippon (6), Dominance in China (6), India (6), Northern Europe (8), South America (4), Sub-Saharan Africa (4), Presence in Middle East (1), Southern Europe (2), Southeast Asia (2), Eurasia (2), North America (3), 3 Capitals (6), 3 cities (3), 3 Seas (3), and 9 Monuments (9) for 65 points.

Romulus & Remus (Anderson): Plays Empires Fortify. Forts in Si-Kyang and Mongolia, and East Indies is upgraded to a fortress. Plays Civil War. Army Albion (vs. Britain; C: 6, 6, B: 5; wins, Capital reduced to city), Northern Gaul (vs. Britain; C: 1, 1; B: 6; loses), Upper Indus (vs. Britain; C: 5, 3; B: 6; loses). UNITED STATES: Army and Capital Appalachia (Spanish army retreats to Great Lakes), army Deep South (vs. Netherlands; U: 6, 1; N: 2; wins), fleet Caribbean Sea (vs. CUTE; R: 5, 1; C: 6; loses), Caribbean Sea (vs. CUTE; R: 3, 3; C: 4; loses), Caribbean Sea (vs. CUTE; R: 4, 2; C: 1; wins), army West Indies (vs. Britain; U: 6, 1; B: 4; wins), Great Lakes (vs. Spain; U: 5, 2; S: 3; U: 4, 1; S: 5; loses), Great Lakes (vs. Spain; U: 6, 2; S: 6; U: 4, 2; S: 2; wins), Great Plains (vs. North American Migrants; U: 6, 6; N: 4; wins), Guiana Highlands (vs. Britain; U: 6, 3; B: 5, 5; wins). Points: Control of North America (9), Presence in North Africa (1), Middle East (1), China (3), Southern Europe (2), Northern Europe (4), Southeast Asia (2), Eurasia (2), South America (2), 3 Capitals (6), 2 cities (2), 1 Sea (1), and 2 Monuments (2) for 37 points.

GEGS (Geggus): GERMANY: Plays Allies. Army and Capital Baltic Seaboard (Netherlands army retreats to North European Plain), army Lower Rhein (vs. Britain; G: 6, 1; B: 2; wins, city eliminated), Central Europe (vs. Netherlands; G: 6, 1; N: 4; wins), Northern Gaul (vs. Britain; G: 3, 1; B: 4, 3; loses), Northern Gaul (vs. Britain; G: 6, 1; B: 6, 5; G: 5, 2; B: 5, 3; G: 6, 3; B: 5, 1; wins), fleet North Sea (vs. CUTE; G: 2, 1; C: 1; wins), Atlantic Ocean, army Appalachia (vs. United States; G: 3, 1; U: 2, 1; wins, Capital reduced to city), Deep South (vs. United States; G: 1, 1; U: 2; loses), Deep South (vs. United States; G: 5, 3; U: 2; wins). Points: Dominance in Northern Europe (8), Presence in North Africa (1), Middle East (1), North America (3), Sub-Saharan Africa (2), 1 Capital (2), 2 cities (2), 2 Seas (2), and 3 Monuments (3) for 24 points.

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
David Hood	Hood's InterContinental Kingdom (red)	68	176
Bill Scharf	Courageous Underlings Terrorizing Evil (black)	65	175
Christopher Hunt	Christian Juvenile Volunteer Host (green)	65	172
Kevin Wilson	Royal Manticoran Historical Society (purple)	72	170
Dave Anderson	Romulus & Remus (orange)	74	156
Andy York	Republic of Texas (blue)	70	148
Chris Geggus	Greco-Etruscan Great Sword (yellow)	73	137

Notes

Congratulations to David Hood on a very close win!

Positions

CUTE: Fleets Atlantic Ocean, Indian Ocean, Pacific Ocean, Sea of Japan. SUMERIANS: Army, Capital, and Fort Lower Tigris. SUB-SAHARAN MIGRANTS: Armies Central Africa, East Africa. SCYTHEANS: Two armies Caucuses. GUPTAS: Two armies Ceylon, army Western Ghats. VIKINGS: Army Scandinavia. PORTUGAL: Army and Capital Western Iberia, armies Brazil, Patagonia, Madagascar. BRITAIN: Army, city, and Monument Western Gaul, Honshu, army and Monument Upper Indus, Great Plain of China, Wei River, Hokkaido, Chekiang, armies Lower Indus, Korean Peninsula. HICK: Fleet South China Sea. HAN DYNASTY: Two armies and a Fort Yellow River. SONG DYNASTY: Army, city, and fort Mekong, army and city Yangtse Kian, army and fort Irrawaddy. TIMURID EMIRATES: Armies Western Steppe. MANCHU DYANSTY: Army, Capital, and Monument Manchurian Plain. RMHS: Two fleets Black Sea, fleet Eastern Mediterranean. BYZANTINES: Two armies and Capital Balkans, army Southern Appenines. HOLY ROMAN EMPIRE: Armies Dalmatia, Northern Appenines. OTTOMAN TURKS: Army, Capital, and Monument Western Anatolia, army and Monument Eastern Deccan, armies Eastern Anatolia, Zagros, Hindu Kush, Levant. RUSSIA: Armies Dniepr, Eastern Steppe, Tarim Basin, Turanian Plain. CJVH: Fleets Atlantic Ocean, Indian Ocean, Western Mediterranean. 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. JEWS: Army, city, fort Palestine. SPAIN: Army and city Shatts Plateau, armies Southern Andes, Congo Basin, South Africa. Romulus & Remus: Fleet Caribbean Sea. UPPER NILE KINGDOM: Army, city, and fort Upper Nile. MAYANS: Army, Capital, and Fort Central America. ROMANS: Army and Fort Crete, Middle Tigris. KHMERS: Army and Fort East Indies, Si-Kyang. MONGOLS: Army Mongolia. AZTECS: Army, Capital, fort, and Monument Mexican Valley, army Pacific Seaboard. CIVIL WAR: Army, city, and Monument Albion. UNITED STATES: Armies Great Lakes, Great Plains, West Indies, Guiana Highlands. Republic of Texas: Fleets Atlantic Ocean, Indian Ocean, Pacific Ocean. SOUTH IBERIA KINGDOM: Army, city, and fort Southern Iberia. MACEDONIANS: Army Morea. GOTHs: Two armies Danubia. FRANKS: Army Pindus. MING DYNASTY: Army and city Szechuan. FRANCE: Army and Monument Pyrenees, Ganges Valley, Ganges Delta, armies Northern Andes, Central Massif, Australia, New Guinea. GEGS: Fleets Red Sea, North Sea, Atlantic Ocean. GOLD COAST KINGDOM: Army, city, and fort Gold Coast. ARABS: Army and Monument Upper Tigris, Nubia, armies Libya. MUGHALS: Army and Monument Persian Plateau, armies Persian Salt Desert. GERMANY: Army and Capital Baltic Seaboard, army and Monument Lower Rhein, Central Europe, army and city Appalachia, armies Northern Gaul, Deep South.

Pekingese

Turn 5

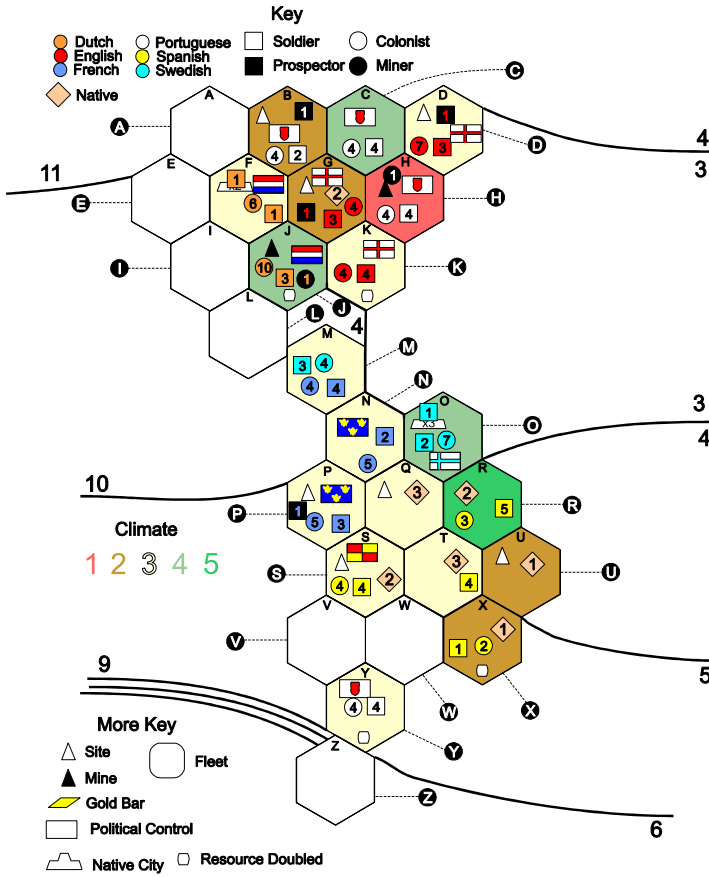
Turn 6 due Tuesday, 3/16

Planning

Spanish maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.
Swedes maintain 3 ships (\$12), buy 1 ship (\$16) and 4 soldiers (\$40) for \$68.
Dutch maintain 4 ships (\$16) and buy 3 ships (\$36) for \$52. Five ships are pirates.
Portuguese maintain 4 ships (\$16), buy 1 ship (\$12) and 6 soldiers (\$60) for \$88
French maintain 5 ships (\$20) and buy 6 soldiers (\$60) for \$80.
English maintains 4 ships (\$16) and buys 4 soldiers (\$40) for \$56.

Outbound Naval Movement

Spanish Move to R. Dice: 2, 2, 4, 5. No losses.
Swedes Move to M. Dice: 1, 1, 2, 3. Loses 1 soldier, disembarks 3 soldiers and 4 colonists and moves to O: Dice: 1, 5. No losses.
Dutch Move to J. Dice: 2, 2, 3, 6. No losses.
Portuguese Move to Y. Dice: 2, 3, 4, 6, 6. No losses.
French Move to M. Dice: 1, 3, 3, 4. No losses.
English Move to K. Dice: 1, 3, 3. No losses.



Mining

The Swedes loot 3 gold in O. The Portuguese mine 1 gold in H. The Dutch mine 1 gold in J.

Discovery

No successful discovery.

Land Movement

Spanish move 4 colonists and 1 soldier from T to S, 1 colonist from X to U, 1 soldier from X to T, and 3 colonists and 4 soldiers from fleet to R.

Swedes move 3 gold from O to the fleet, 3 soldiers and 4 colonists moves from anchorage point to M (it's a climate 3 area with 2 natives).

Dutch move 1 gold from J to fleet, 1 soldier and 1 colonist from J to F, and 4

colonists from fleet to J.

Portuguese move 1 gold from H to anchorage point and 4 colonists and 6 soldiers from fleet to Y (it's a resource rich climate 3 area).

French move 1 colonist from P to N, 1 colonist from N to M and 3 colonists and 6 solders from fleet to M. One soldier in P prospects.

English move 4 soldiers and 4 colonists from K to G (1 soldier prospects) and 4 soldiers and 4 colonists from fleet to K.

Native Combat

Swedes: 2 natives lost in M. **Dutch:** 2 natives and 1 soldier lost in F. One soldier loots. **French:** 2 soldiers lost in M.

Native Uprisings

Climate is a 3. Uprising in X (2 colonists lost).

Survival

Climate is a 5. English lose 1 soldier in G. Spanish lose 1 colonist in U.

Political Control

English gain political control over G. Spanish lose political control over T and X and gain political control over S. Portuguese gain political control over Y.

Homebound Naval Movement

Spanish: Dice: 1, 3, 5, 5. No losses.

Swedes: Dice: 1, 2, 2. No losses.

Dutch: Move to H. Dice: 4, 5. No losses. Dutch attack port. They lose 3 ships but capture the gold. Dice: 1, 5, 5. No losses.

Portuguese: Dice: 1, 1, 4, 5, 6. Loses 2 ships.

French: Dice: 2, 3, 6, 6. No losses.

English: Dice: 1, 2, 3. No losses.

Income

Dutch: Political Control: \$90, gold: \$80, resources: \$54.

English: Political Control: \$120, resources: \$38.

French: Political Control: \$90, resources: \$28.

Portuguese: Political Control: \$150, resources: \$40.

Spanish: Political Control: \$60, resources: \$22.

Swedes: Political Control: \$60, gold: \$120, resources: \$22.

Turn 6 Initiative

Dutch, Swedes, Spanish, English, Portuguese, French

Dutch attitude is (dr = 11 + 2 = 13) Balancing.

Portuguese attitude is (dr = 7 + 1 = 8) Exploration.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Non-player 1	\$291	16	4	4
English	Martin Burgdorf	\$200	8	4	4
French	Andy York	\$118	12	5	6
Portuguese	Non-player 2	\$260	9	3	4
Spanish	Chris Geggus	\$116	10	4	4
Swedes	Bob Robles	\$313	15	4	4

Sheltie

Turn 4, Phases IV-VI and Turn 5, Phases I-III

Turn 5, Phases IV-VI and Turn 6 Phases I-III due Tuesday, February 9

Turn 4

Operations

Pink (Scharf) does not operate any claims. Gains \$20 in passenger revenue.

Red (Whyte) operates #45 (\$30, depletes), #87 (\$30, 3 coal), #108 (\$40, 3 copper), #120 (\$30, 3 coal), #92 (\$40, 5 coal), delivers 4 silver from Westcliffe to Pueblo for \$800 and gains \$130 in passenger revenue.

Blue (York) operates Capitan (\$20, 3 coal) and Santa Rita (\$50, 1 copper), delivers 7 copper from Santa Rita to El Paso for \$1680, gains \$60 in passenger revenues.

Orange (Hooton) operates #25 (\$60, 1 gold), delivers 1 gold from Marysvale to Salt Lake City for \$250 and 5 gold from Bingham to Salt Lake City for \$1250. Gains \$20 in passenger revenue.

Determine Price Changes

Gold: -2 to \$225

Copper: -4 to \$140

Silver: -2 to \$160

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	+3 to \$200	Remains at \$80	-1 to \$100	-1 to \$30	-1 to \$160
Coal:	+1 to \$120	-1 to \$20	Remains at \$20	Remains at \$40	+1 to \$60

Turn 5

Move Prospectors and Surveyors

Pink (Schaf) surveys Buena Vista to Leadville and Salida to Gunnison, no prospecting.

Red (Whyte) surveys Antonito to La Medera and La Madera to Vallecitos (dr = 8; success), prospects #62 (P+1) and #104 (P+2).

Blue (York) surveys Torrance to Willard and dismantles Deming to Lordsburg, prospects #104 (P+1) and #62.

Orange (Hooton) surveys Cisco to Mack and Mack to Grand Junction (dr = 5; success), prospects #54 and #73.

Dispute Resolution

Claim #104: Red versus Blue. Red dr = 5+2 = 7, Blue dr = 7+1 = 8. Blue wins, prospector becomes +2. Claim #62: Blue versus Red. Blue dr = 7. Red dr = 3+1 = 4. Blue wins, prospector becomes +1. Pink spends \$380, Red spends \$200, Blue spends \$170, and Orange spends \$260.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Pink	Denver	\$585	9, 15		S, S, P, P
Brendan Whyte	Red	Denver	\$1320	9		S, S, P+1, P+2
Andy York	Blue	El Paso	\$2155	9, 15, 15		S, S, P+1, P+2
Dave Hooton	Orange	Salt Lake City	\$1300	9, 15		S, S, P, P+1

Purchased Claims

#	City	Owner	Type	Goods	Operation
40	Aspen	Pink	Silver	7	Depleted
52	Lake City	Pink	Silver	1	\$40; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 3
132	Steamboat Springs	Pink	Coal	4	\$50; 2-3: D; 4: 1; 5: 2; 6-7: 3; 8-12: 4
45	Westcliffe	Red	Silver	2	Depleted
87	Alamo	Red	Coal	6	\$30; 2-4: D; 5-6: 2; 7-8: 3; 9-10: 4; 11-12: 5
108	Lordsburg	Red	Copper	3	\$40; 2-4: D; 5-6: 1; 7-10: 2; 11-12: 3
120	Cuba	Red	Coal	3	\$30; 2-4: D; 5: 1; 6: 2; 7-10: 3; 11-12: 4
92	Raton	Red	Coal	5	\$40; 2-3: D; 4: 1; 5-8: 3; 9-10: 4; 11-12: 5
125	Capitan	Blue	Coal	6	\$20; 2-3: D; 4: 1; 5-9: 3; 10: 4; 11-12: 5
107	Santa Rita	Blue	Copper	7	\$50; 2-4: D; 5-7: 1; 8-9: 2; 10-12: 3
62	Taos	Blue	Lumber	N	\$30; 2-5: D; 6-7: 1; 8-9: 2; 10-12: 3
104	Mogollon	Blue	Silver	N	\$50; 2-5: D; 6-8: 1; 9-10: 2; 11-12: 4
72	Emery	Orange	Coal	6	Depleted
43	Leadville	Orange	Silver	N	\$50; 2-5: D; 6-7: 1; 8-10: 2; 11-12: 4
25	Bingham	Orange	Gold	0	\$60; 2-6: D; 7: 1; 8-9: 2; 10-12: 4
49	Silverton	Orange	Silver	N	\$40; 2-5: D; 6-7: 1; 8-9: 2; 10-12: 3
50	Silverton	Orange	Silver	N	\$50; 2-6: D; 7-8: 2; 9-10: 3; 11-12: 4
130	Bingham	Orange	Copper	N	\$80; 2: D; 3-9: 1; 10-11: 2; 12: 3
130	Bingham	Orange	Copper	N	\$80; 2: D; 3-9: 1; 10-11: 2; 12: 3

Owned Passenger Lines

#	Type	Route	Payout	Owner	Notes
2	A	Salt Lake City – Provo	\$20	Orange	
1	A	Denver – Boulder	\$20	Pink	
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
4	A	El Paso – Deming	\$60	Blue	

Available Claims

#	City	Type	Claim	Operation
27	Dillon	Gold	\$120	\$40; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 4
32	Fairplay	Gold	\$100	\$50; 2-7: D; 8-9: 1; 10: 2; 11-12: 4
74	Elk Spings	Coal	\$60	\$20; 2-4: D; 5-6: 2; 7-9: 3; 10: 4; 11-12: 5
81	Crested Butte	Coal	\$80	\$40; 2-5: D; 6: 1; 7: 3; 8-9: 4; 10-12: 5
106	Cuba	Copper	\$80	\$30; 2-5: D; 6-8: 1; 9-10: 2; 11-12: 3
82	Crested Butte	Coal	\$60	\$20; 2-4: D; 5-6: 2; 7-9: 3; 10-11: 4; 12: 5

#	City	Type	Claim	Operation
129	Dillon	Copper	\$100	\$40; 2-4: D; 5-8: 1; 9-10: 2; 11-12: 3
39	Aspen	Silver	\$60	\$30; 2-7: D; 8-9: 1; 10-11: 2; 12: 4

Claims in italics are under first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
16	B	Salt Lake City – Grand Jct.	\$250	\$465	Discard when 22 is taken. Good for \$250 toward card 22
6	A	Santa Fe – Albuquerque	\$90	\$180	
7	A	Pueblo – Santa Fe	\$120	\$280	
12	B	Pueblo – Grand Jct.	\$150	\$310	Discard when 20 is taken. Good for \$150 toward card 20 or 21
8	A	Denver – Leadville	\$260	\$500	Discard after 4 Leadville depletions
13	B	El Paso – Santa Fe	\$140	\$320	
10	B	Denver – Aspen	\$130	\$250	
15	B	Denver – Grand Jct.	\$270	\$435	Discard when 2 is taken. Good for \$270 toward card 22

Available Trains

Type	# Available	Cost
9	2	\$80
15	2	\$120
24	8	\$200

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80

Sloughi

Turn 2

Turn 3, March 16

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
RBS	Move 1 (640)	Move 2 (750)	Move 2 (780)	Move 1 (560)	Move 1 (580)
Minimus Prime	Move 3 (830)	Rotate Left (90)	Back Up (460)	Rotate Left (310)	Move 2 (690)
KrisKiller	Rotate Right (260)	Back Up (450)	Back Up (470)	Move 2 (770)	Move 2 (730)
Dalekbot	Rotate Left (110)	Move 1 (600)	Move 1 (520)	Rotate Right (200)	Move 3 (800)
Robot Nick	Rotate Right (320)	Move 1 (510)	Rotate Left (250)	Move 2 (670)	Rotate Left (290)
GEGS	Move 1 (500)	Move 1 (490)	Rotate Right (240)	U-Turn (60)	Rotate Right (120)

Registers in italics are locked.

Phase 1

Minimus Prime dashes ahead 3 to G22, RBS moves ahead 1 to E22, GECS moves ahead 1 to K24, Robot Nick rotates right to face north, KrisKiller rotates right to face east, and Dalekbot rotates left to face east. KrisKiller shoots RBS with its Radio Control.

Phase 2

Dalekbot moves ahead 1 to I2, Robot Nick moves ahead 1 to J4, GECS moves ahead 1 to J24, KrisKiller backs up into the wall, RBS Backs up to E23, , and Minimus Prime rotates left to face west. KrisKiller shoots Minimus Prime with its Radio Control and Minimus Prime shoots KrisKiller.

Phase 3

Dalekbot moves ahead 1 to J2, KrisKiller backs up into the wall, RBS backs up to E24, Minimus Prime backs up to H22, Robot Nick rotates left to face west, and GECS rotates right to face north. KrisKiller and Minimus Prime shoot each other. Minimus Prime touches Flag 2 and relocates its archive.

Phase 4

KrisKiller moves ahead 2 to C22, RBS moves ahead 2 to E22, Minimus Prime moves ahead 2 into a pit, Robot Nick moves ahead 2 to H4, Dalekbot rotates right to face south, and GECS makes a U-turn to face south. KrisKiller shoots RBS.

Phase 5

Dalekbot dashes ahead 3 to J5, KrisKiller moves ahead 2 to E22, pushing RBS into the pit, Robot Nick rotates left to face south, and GECS rotates right to face west.

Cleanup

Minimus Prime reappears at H22 with 2 damage facing any desired direction. RBS reappears at F28 with 2 damage facing any desired direction.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Bill Scharf	Roast Beef Sandwich (RBS)	Brown		F28>?		2	2
2	Dave Hooton	Minimus Prime	Orange		H22>?	2	2	2
3	Kevin Croskery	KrisKiller	Green	Radio Control	E22>E		3	2
4	Andy York	Dalekbot	Black	Fourth Gear	J5>S		3	0

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
5	Brendan Whyte	Robot Nick	Red	Power-Down Shield	H4>S		3	0
6	Chris Geggus	Gas-Enabled Gear Shifts (GEGS)	Yellow	Conditional Program	J24>W		3	0

Program Cards

Email Games Report

Berger Picard

This Terraforming Mars game did in fact end in Generation 7. Christopher Hunt won a close victory on this, coming in only 3 points ahead of Bill Scharf and 4 points ahead of Martin Burgdorf. Congratulations to Christopher!

Griffon

This Terraforming Mars game finished in Generation 8, with a victory by Dave Hooton. Congratulations to Dave!

Braque

This is an Age of Renaissance game is currently in Turn 5 Expansion.

Cane Corso

This Terra Mystica game ended with a commanding victory by Kevin Wilson. Congratulations to Kevin!

Yorkie

This Puerto Rico game using the Nobles expansion ended in Turn 17 with Dave Hooton just edging out Christopher Hunt by 2 points. Congratulations to Dave!

Canaan

This is an Agricola game with Andy York, Bill Scharf, Chris Geggus, Dave

Hooton, and Christopher Hunt. We are currently in Round 12 and progressing rapidly.

Corgi

This is a Terraforming Mars game on the Elysium map with all expansions. Players are Chris Geggus (Lakefront Resrots), Andy York (Point Luna), Dave Hooton (Utopia), Bill Scharf (Robinson Industries), and Kevin Wilson (UNMI). We are currently in Generation 4 actions.

Cocker Spaniel

This is a Terraforming Mars game on the Hellaas map with Venus Next, Prelude, and Colonies. Players are Dave Hooton (MSI), Andy York (Phoblog), Kevin Wilson (Robinson Industries), and Paul Hentricks (Manutech). We are currently in Generation 4 research.

Shar-Pei

This is a Power Grid game using a custom Power Grid+ deck on the Central Europe map. Playera are: Kevin Wilson, Dave Hooton, Andy York, Chris Geggus, and Bill Scharf. We are currently in Turn 1 bidding.



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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. **Suburbia:** None yet. **Lords of Waterdeep:** None yet. **Dominion:** None yet.

Standby Calls

None this issue!

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