



Notes from Hades

As I write this, it is the day after my deadline, which was also my sons' 19th birthday. That milestone got me to thinking how long I have been at this. I started publishing as a subzine in Kevin Kinsel's D.O.G.S. Of War zine in 1991, which means that I have been doing this for 30 years now. That's hard to fathom, but at the same time, it feels like it is a part of me. I still very much enjoy running games and will continue to do so as long as I do and as long as there are those of you willing to play the games I run. Thank you for giving me this opportunity, and let's see if we can get 30 more years.

Since the last issue, 3 games have completed, all email games. They are: Canaan, an Agricola game won by Dave Hooton; Clumber Spanial, a Suburbia game won by Dave Hooton, who currently is 3 for 3 in Suburbia in this zine; and Dogo Argentino, a Discworld: Ankh Morpork game won by Bill Scharf. Congratulations to all the winners. We have one new startup in the zine, Norbottenspets, a History of the World game replacing Hamiltonstovare.

The next deadline is **Tuesday, April 20 at 5:00 p.m. Pacific Time.**

Contents

Kai Ken	Machriavelli	Page 2
Hamiltonstovare	History of the World	Page 2
Pekingese	New World	Page 3
Sheltie	Silverton	Page 4
Sloughi	Robo Rally	Page 5
Norbottenspets	History of the World	Page 6
Email Games Report		Page 6

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.

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.

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

Vleak. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Andy York(\$), Kevin Croskery, Chris Geggus(\$), Christopher Hunt, Kevin Wilson(\$). This game is full and will start when all game fees have been received and after the conclusion of the next Terraforming Mars game.

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

English Setter. Age of Renaissance: Will use the Eurogames rules and map changes, and will start after Braque ends. Have Bill Scharf(\$), Bob Robles(\$), Chris Geggus(\$), Christopher Hunt, Martin Burgdorf, will take up to 1 more.

Estrela Mountain Dog. Terra Mystica: Have Kevin Wilson(\$), Bill Scharf(\$), Christopher Hunt, Martin Burgdorf, will take up to 1 more.

Field Spaniel. Agricola: This is the first edition (Z-Man Games) version. Have Andy York(\$), Chris Geggus, Christopher Hunt, will take up to 2 more.

Finnish Lapphund. Gaia Project: Have Kevin Wilson, Bill Scharf(\$), Martin Burgdorf, will take up to 1 more.

French Spaniel. Dune: Have the Tleilaxu, Ixians, and Lansraad variants available. Have Kevin Wilson, Bob Robles(\$), Bill Scharf(\$), Martin Burgdorf, will take up to 2 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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 Subscriptions cost \$3.00 per issue (\$4.50 overseas).

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.

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.

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.

Puerto Rico: This will include the Nobles expansion. Have Kevin Wilson, Christopher Hunt, will take up to 3 more.

Discworld: Ankh-Morpork: Have Andy York, will take up to 3 more.

Suburbia: Have the Suburbia, Inc. and 5Star expansions. Have Andy York, will take up to 4 more.

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

Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Will take up to 5 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.

Kai Ken

Summer 1459

Deadline/Fall 1459 4/20 Tuesday

Florence goes defensive just in time to stave off a double assault by France. Austria stages a double invasion of the Italian peninsula, threatening both Florence and the Pope, while Milan consolidates his position on the Florentine border. Naples continues to survive.

Kai Ken

Spring 1459 Retreats

France retreats F Palermo to garrison

Expenditures

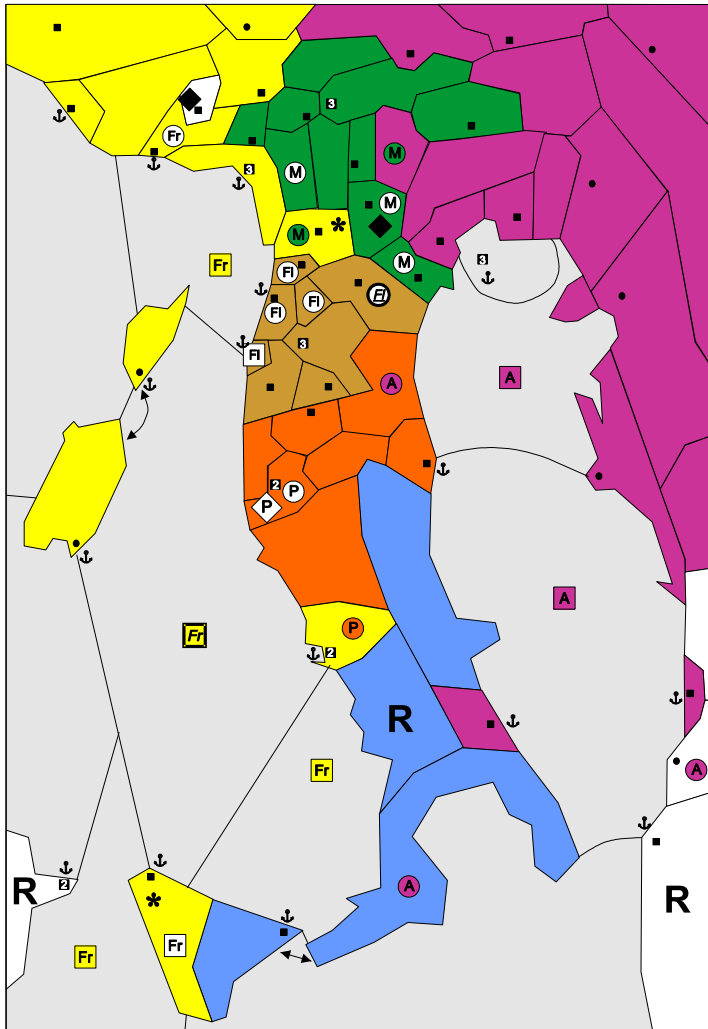
Austria spends 15 ducats to disband Papal F Ancona.

Outstanding Loans

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

Orders

- AUSTRIA (Wilke): A Carniola to URBINO, A Herzegovina to ALBANIA, A Dalmatia to OTRANTO, F LOWER ADRIATIC transports F Dalmatia to Otranto, F UPPER ADRIATIC transports A Carniola to Urbino
- FLORENCE (Robles): A LUCCA holds, A (EP) BOLOGNA holds, A PISA supports F Piombino, A PISTOIA supports A Lucca, F PIOMBINO holds (u)
- FRANCE (Wilson): A Modena to LUCCA (DISLODGED, retreat Genoa, garrison, OTB), A Provence to SAVOY, F Ionian Sea to CENTRAL MEDITERRANEAN, F LIGURIAN SEA supports A Modena to Lucca, F (EM) TYRRHENIAN SEA to Piombino, F GULF OF NAPLES supports G Palermo, G PALERMO convert to F (DISLODGED, retreat garrison, Central Mediterranean, OTB)
- MILAN (Wilson): A Mantua to FERRARA, A FORNOVA supports A Parma to Modena, A Cremona to MANTUA, A Milan to BERGAMO, A Parma to MODENA
- NAPLES (Martin): F Palermo to Tyrrhenian Sea (DISLODGED, retreat Messina, Ionian Sea, OTB)
- PAPACY (Robles): A Capua to NAPLES, A ROME holds, F Ancona to Aquila (nsu), G ROME supports A Rome



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

Hamiltonstovare

End of Game Statements

Christopher Hunt (Christian Juvenile Volunteer Host): Congratulations to David on his victory. Many thanks to Chris H for running the game. Very close. All of will be thinking if only I..., but for ... Interesting that the number of armies is almost in inverse proportion to the number of VPs.

Kevin Wilson (Royal Mantican Historical Society): Congrats to David on a nice, tight, win. Sometimes I'd rather lose by enough you don't ask "what could I have done differently to get those last X VP?" but sometimes it's just not in the cards.

Still one of my favorites so I'll play anytime.

Thanks to Chris for running the game. Thanks to all for playing and, again, nice win to David.

Chris Geggus (Greco-Etruscan Great Sword): From my distant last I could only see everyone else disappearing into the ether. Horrendous game for me. Nothing went right and I got decimated early on. But kudos to David for a good win and thanks to Chris for running. Will endeavour to do better next time.

Bill Scharf (Courageous Underlings Terrorizing Evil): Congrats to David on his win, and thanks to Chris for running it.

I kept my strength low enough I was pulling cards early. The extremes are easy, good empires you keep, bad ones you pass along (evil cackle). I drew a lot of eh that's okay empires...but through round five I was a bit underpowered. Then I drew Portugal and Britain the last two rounds, sheer luck of course, and did pretty well with them. Can't get much closer in final score than that!

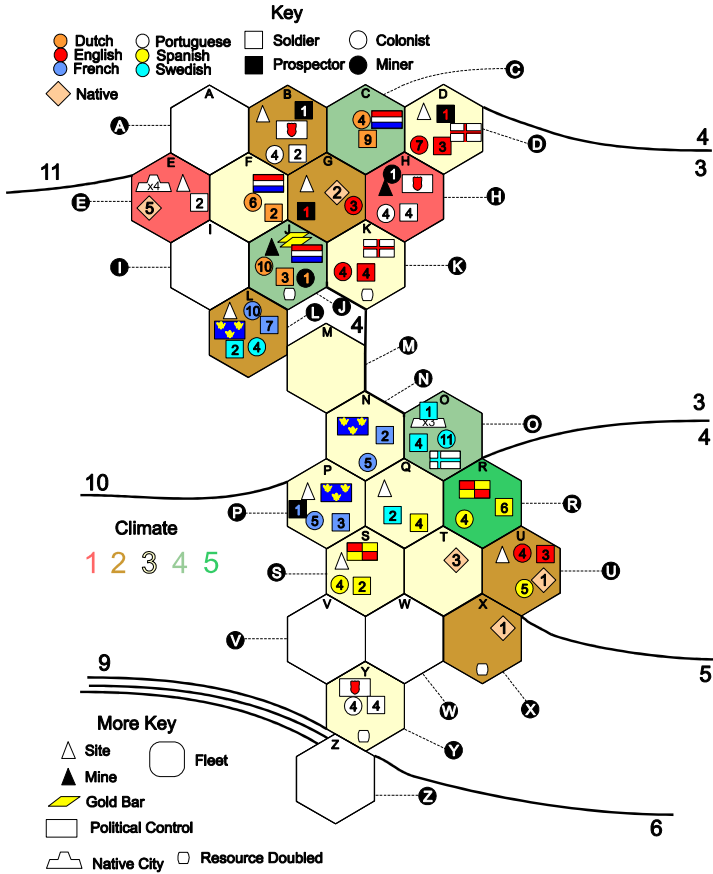
David Hood (Hood's InterContinental Kingdom): Yeah that was a thrilling end.

Andy York (Republic of Texas): Congrats to David on his close run win, and thanks to Chris for running this game. The four at the top, with a spread of only 6 points, really did a fine job. Those of us at the bottom of the pack not so much...

Pekingese

Turn 6

Turn 7 due Tuesday, 4/20



Land Movement

Dutch move 1 gold from J to anchorage point, 2 gold from F to J, and 16 soldiers and 4 colonists from fleet to C.

Swedes move 3 gold from O to the fleet, 2 soldiers from O to Q, 3 soldiers and 4 colonists from M to L (it's a climate 2 area with 2 natives and 1 site), and 4 colonists and 4 soldiers from fleet to O.

Spanish move 1 soldier and 2 colonists from X to U, 4 soldiers from T to Q, 1 colonist and 4 soldiers from anchorage point to R, 3 colonists from fleet to U.

English move 3 soldiers from G to B, 4 soldiers and 4 colonists from fleet to U.

Portuguese move 1 gold from H to anchorage point and 3 colonists and 4 soldiers from fleet to E (it's a climate 1 area with a x4 city, a site, and 8 natives).

French move 4 soldiers and 4 colonists from M to L and 4 soldiers and 6 colonists from fleet to M.

Combat

Dutch attack the Portuguese in C. Dutch lose 7 soldiers, Portuguese lose 4 soldiers and 4 colonists. Portuguese attack the English in B. English lose 3 soldiers.

Native Combat

Swedes: 3 natives lost in Q, 2 natives lost in L. **Spanish:** 3 soldiers and 2 natives lost in R. 2 soldiers and 2 natives lost in S. **Portuguese:** 2 soldiers and 3 natives lost in E.

Native Uprisings

Climate is a 5. Uprisings in E (0 colonists lost), and G (1 colonist lost).

Survival

Climate is a 5. Portuguese lose 1 colonist in E. Swedes and French each lose 1 soldier in L. English and Spanish each lose 1 soldier in U.

Political Control

Portuguese lose political control over C. English lose political control over G. Dutch gain political control over C. French gain political control over L. Spanish gain political control over R.

Homebound Naval Movement

Dutch: Move to J. Dice: 2, 3, 5. No losses. Pick up gold. Dice: 1, 1, 4, 4. Loses 2 ships.

Swedes: Dice: 1, 4, 6. No losses.

Spanish: Dice: 4, 4, 4, 5. No losses.

English: Dice: 2, 3, 5, 5. No losses.

Portuguese: Move to H. Dice: 1, 2, 3, 4, 5, 6, 6. No losses. Pick up gold. Dice: 2, 3, 6. No losses.

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

Income

Dutch: Political Control: \$120, gold: \$40, resources: \$60.

English: Political Control: \$90, resources: \$44.

French: Political Control: \$120, resources: \$40.

Portuguese: Political Control: \$120, gold: \$40, resources: \$40.

Spanish: Political Control: \$90, resources: \$22.

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

Turn 7 Initiative

English, French, Swedes, Dutch, Portuguese, Spanish
 Dutch attitude is (dr = 5 + 2 = 13) Expansion.
 Portuguese attitude is (dr = 5) Expansion.

Planning

Dutch maintain 4 ships (\$16), buy 7 ships (\$84) and 16 soldiers (\$160) for \$260.

Swedes maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Spanish maintains 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

English maintains 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Portuguese maintain 3 ships (\$12), buy 2 ships (\$24) and 6 soldiers (\$60) for \$96

French maintain 5 ships (\$20) and buy 4 soldiers (\$40) for \$60.

Outbound Naval Movement

Dutch Move to C. Dice: 2, 4, 5, 5. No losses.

Swedes Move to O. Dice: 2, 5, 6. No losses.

Spanish Move to R. Dice: 2, 2, 3, 4. No losses, drops off 1 colonist and 4 soldiers, moves to U. Die: 3. No losses.

English Move to U.

Portuguese Move to E. Dice: 1, 1, 2, 2, 3, 4, 4, 5, 6. Loses 1 ship containing 1 colonist and 1 soldier plus an additional soldier.

French Move to L. Dice: 2, 2, 6, 6. No losses.

Mining

The Swedes loot 3 gold in O. The Portuguese mine 1 gold in H. The Dutch mine 1 gold in J and loot 2 gold in F (city depletes).

Discovery

No successful discovery.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Non-player 1	\$251	2	11	4
English	Martin Burgdorf	\$278	8	4	4
French	Andy York	\$218	8	5	5
Portuguese	Non-player 2	\$164	4	5	4
Spanish	Chris Geggus	\$252	6	4	4
Swedes	Bob Robles	\$467	13	4	4

Sheltie

**Turn 5, Phases IV-VI and Turn 6, Phases I-III
Turn 6, Phases IV-VI and Turn 7 Phases I-III due Tuesday, April 20
Turn 5**

Operations

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

Red (Whyte) operates #87 (\$30, 3 coal), #108 (\$40, depletes), #120 (\$30, 4 coal), #92 (\$40, 3 coal). Gains \$130 in passenger revenue.

Blue (York) operates #125 (\$20, 3 coal), #107 (\$50, 3 copper), #62 (\$30, 2 lumber), #104 (\$50, 4 silver). Delivers 7 copper from Santa Rita to El Paso for \$980. Gains \$60 in passenger revenues. Buys a 24 train for \$200.

Orange (Hooton) operates #25 (\$60, 1 gold), #130 (\$80, 1 copper), #73 (\$20, 3 coal). Gains \$20 in passenger revenues.

Determine Price Changes

Gold: +1 to \$250

Copper: -2 to \$100

Silver: +2 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	+2 to \$120	-1 to \$80	Remains at \$30	+1 to \$200
Coal:	+1 to \$140	Remains at \$20	+1 to \$20	Remains at \$40	+1 to \$80

Turn 6Move Prospectors and Surveyors

Pink (Schaf) surveys Leadville to Aspen and Gunnison to Montrose, prospects #82.

Red (Whyte) surveys La Medera to Santa Fe and Trinidad to Raton, prospects #106 (P+2) and the deck (P+1).

Blue (York) surveys Willard to Moriarty and Moriarty to Santa Fe (dr = 8, successful), and prospects #106 (P+2) and #39 (P+1).

Orange (Hooton) surveys Grand Junction to Rifle and Rifle to Glenwood Springs (dr = 8, successful), and prospects #39 (P+1) and passenger line 16.

Dispute Resolution

Red draws #37 (Silver at Eureka) and has first right of refusal. Claim #106: Red versus Blue. Red dr = 7+2 = 9, Blue dr = 6+2 = 8. Red wins. Claim #39: Blue versus Orange. Blue dr = 7+1 = 8. Orange dr = 11+1 = 12. Orange wins, prospector becomes +2. Pink spends \$560, Red spends \$360, Blue spends \$220, and Orange spends \$725.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Pink	Denver	\$45	9, 15		S, S, P, P
Brendan Whyte	Red	Denver	\$950	9		S, S, P+1, P+2
Andy York	Blue	El Paso	\$2625	9, 15, 15, 24		S, S, P+1, P+2
Dave Hooton	Orange	Salt Lake City	\$435	9, 15		S, S, P, P+2

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
82	Crested Butte	Pink	Coal	N	\$20; 2-4: D; 5-6: 2; 7-9: 3; 10-11: 4; 12: 5
45	Westcliffe	Red	Silver	2	Depleted
87	Alamo	Red	Coal	9	\$30; 2-4: D; 5-6: 2; 7-8: 3; 9-10: 4; 11-12: 5
108	Lordsburg	Red	Copper	3	Depleted
120	Cuba	Red	Coal	7	\$30; 2-4: D; 5: 1; 6: 2; 7-10: 3; 11-12: 4
92	Raton	Red	Coal	8	\$40; 2-3: D; 4: 1; 5-8: 3; 9-10: 4; 11-12: 5
106	Cuba	Red	Copper	N	\$30; 2-5: D; 6-8: 1; 9-10: 2; 11-12: 3
125	Capitan	Blue	Coal	9	\$20; 2-3: D; 4: 1; 5-9: 3; 10: 4; 11-12: 5
107	Santa Rita	Blue	Copper	3	\$50; 2-4: D; 5-7: 1; 8-9: 2; 10-12: 3
62	Taos	Blue	Lumber	2	\$30; 2-5: D; 6-7: 1; 8-9: 2; 10-12: 3
104	Mogollon	Blue	Silver	4	\$50; 2-5: D; 6-8: 1; 9-10: 2; 11-12: 4
72	Emery	Orange	Coal	6	Depleted

#	City	Owner	Type	Goods	Operation
43	Leadville	Orange	Silver	N	\$50; 2-5: D; 6-7: 1; 8-10: 2; 11-12: 4
25	Bingham	Orange	Gold	1	\$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	1	\$80; 2: D; 3-9: 1; 10-11: 2; 12: 3
54	Steamboat Springs	Orange	Lumber	N	\$40; 2-4: D; 5-7: 1; 8-10: 2; 11-12: 4
73	Hiawatha	Orange	Coal	3	\$20; 2-5: D; 6: 1; 7: 2; 8-9: 3; 10-12: 4
39	Aspen	Orange	Silver	N	\$30; 2-7: D; 8-9: 1; 10-11: 2; 12: 4

Owned Passenger Lines

#	Type	Route	Payout	Owner	Notes
2	A	Salt Lake City – Provo	\$20	Orange	
16	B	Salt Lake City – Grand Jct.	\$250	Orange	Discard when 22 is taken. Good for \$250 toward card 22
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
129	Dillon	Copper	\$100	\$40; 2-4: D; 5-8: 1; 9-10: 2; 11-12: 3
34	Heber City	Silver	\$80	\$40; 2-7: D; 8: 1; 9-10: 2; 11-12: 4
42	Leadville	Silver	\$100	\$40; 2-7: D; 8: 1; 9-11: 2; 12: 4
37	<i>Eureka</i>	<i>Silver</i>	<i>\$60</i>	<i>\$40; 2-7: D; 8: 1; 9-10: 2; 11-12: 4</i>

Claims in italics are under first right of refusal.

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
19	C	Salt Lake City – Albuquerque	\$600	\$975	
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	7	\$200

Available Snowplows

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

Sloughi

Turn 3

Turn 4, April 20

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
RBS	U-Turn (20)	Move 1 (540)	Rotate Left (210)	Move 2 (780)	Rotate Right (140)
Minimus Prime	Move 2 (720)	Rotate Right (180)	Move 1 (620)	U-Turn (40)	Rotate Left (230)
KrisKiller	Move 2 (770)	Move 3 (820)	Move 1 (650)	Move 1 (630)	Rotate Right (100)
Dalekbot	Rotate Right (380)	Move 2 (670)	Move 2 (760)	Move 1 (560)	Move 1 (550)
Robot Nick	Move 1 (510)	Back Up (470)	Rotate Right (420)	Move 3 (840)	Rotate Left (70)
GEGS	Move 2 (740)	Rotate Right (360)	Move 2 (680)	Rotate Left (370)	Rotate Left (170)

Registers in italics are locked. Minimus Prime reappears facing north. RBS reappears facing north.

Phase 1

KrisKiller moves ahead 2 into a pit, GEGS moves ahead 2 to H24, Minimus Prime moves ahead 2 to H20, Robot Nick moves ahead 1 to H5, Dalekbot rotates right to face west, and RBS makes a U-turn to face south. Dalekbot shoots Robot Nick. Robot Nick touches flag 3 and relocates its archive.

Phase 2

Dalekbot moves ahead 2, hitting Robot Nick and stopping at I5, RBS moves ahead 1 to F1, Robot Nick backs up to H4, GEGS rotates right to face north, Minimus Prime rotates right to face east. The conveyor belt moves RBS to F2. GEGS shoots Minimus Prime and the on-board laser shoots Dalekbot.

Phase 3

Dalekbot moves ahead 2, hitting a wall and stopping at H5, GEGS moves ahead 2 to H22, Minimus Prime moves ahead 1 to I20, Robot Nick rotates right to face west, and RBS rotates left to face east. The conveyor belt moves RBS to F3. Dalekbot touches flag 3 and relocates its archive. GEGS touches flag 2 and relocates its archive.

Phase 4

Robot Nick dashes ahead 3 to E4, RBS moves ahead 2 to H3, Dalekbot moves ahead 1, hitting a wall, GEGS rotates left to face west, Minimus Prime makes a U-turn to face west. RBS relocates its archive.

Phase 5

Dalekbot moves ahead 1 into a wall, Minimus Prime rotates left to face south, GEGS rotates left to face south, RBS rotates right to face south, and Robot Nick rotates left to face south. RBS shoots Dalekbot.

Cleanup

RBS is repaired 1 point and has Crab Legs installed. Dalekbot is repaired 1 point. KrisKiller reappears at D27 facing any desired direction.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Bill Scharf	Roast Beef Sandwich (RBS)	Brown	Crab Legs	H3>S		2	1
2	Dave Hooton	Minimus Prime	Orange		I20>S	2	2	3
3	Kevin Croskery	KrisKiller	Green		D27>?		2	2
4	Andy York	Dalekbot	Black	Fourth Gear	H5>W	3	3	1
5	Brendan Whyte	Robot Nick	Red	Power-Down Shield	E4>S	3	3	1
6	Chris Geggus	Gas-Enabled Gear Shifts (GEGS)	Yellow	Conditional Program	H22>S	2	3	0

Program Cards

Norbottenspets

Gamestart

Epoch I Empire Selection and Sumerians, April 20

Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Martin Burgdorf	?	0	0
Andy York	?	0	0
Christopher Hunt	?	0	0
Kevin Wilson	Royal Manticoran Historical Society (purple)	0	0
Chris Geggus	? (yellow)	0	0
Bill Scharf	?	0	0
Dave Anderson	?	0	0

Event Cards

Epoch I Empire Draw

Email Games Report

Braque

This is an Age of Renaissance game is currently in Turn 7 Purchases.

Canaan

This is an Agricola game ended with Dave Hooton edging out Chris Geggus by 2 points for the victory. Congratulations to Dave for a close victory!

Corgi

This is a Terraforming Mars game on the Elysium map with all expansions. We are currently in Generation 8 research.

Cocker Spaniel

This is a Terraforming Mars game on the Hellaas map with Venus Next, Prelude, and Colonies. We are currently in Generation 7 research.

Shar-Pei

This is a Power Grid game using a custom Power Grid+ deck on the Central Europe map. We are currently in Turn 9 bidding and have just entered Step 3.

Clumber Spaniel

This is a Suburbia game using the Suburbia, Inc. expansion. Players were Dave

Hooton, Andy York, Christopher Hunt, and Bill Scharf. It began since the last issue and as is usually the case with this game, it progressed quickly and has ended. Congratulations to Dave Hooton on his third consecutive victory in Suburbia!

Dodo Argentino

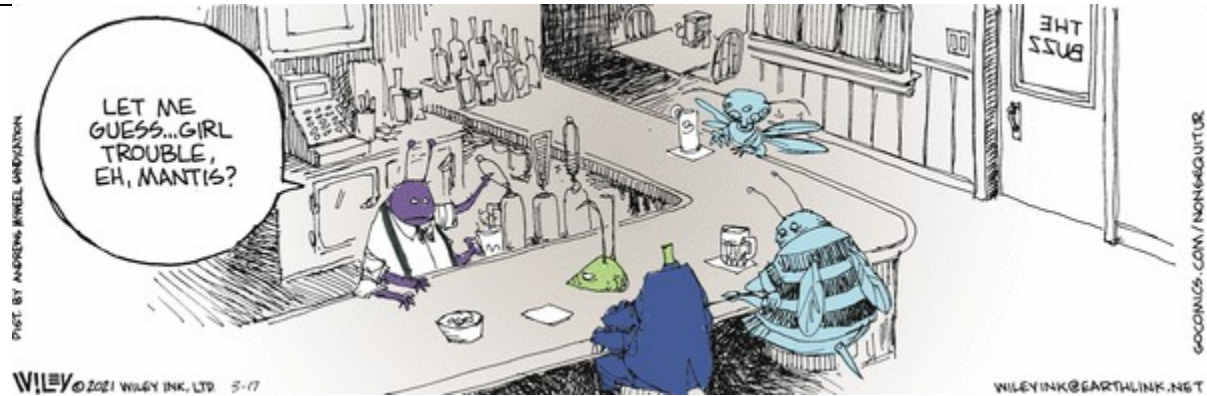
This is a Discworld: Ankh Morpork game which started just a couple of weeks before the deadline for this zine. Players are Christopher Hunt, Andy York, Kevin Wilson, and Bill Scharf. This game ended the week before the zine deadline when Demons from the Dungeon Dimensions created Trouble all over the board and not

S.O.B.

enough of it was able to be removed before the start of Bill's turn, when he revealed that he was Dragon King of Arms for his victory. Congratulations to Bill Scharf!

Anatolian Shepherd

This is the first Race for the Galaxy game I am running, and it is still in the setup phase, where the players are selecting the cards for their initial hands. The players are Christopher Hunt (starting world Alpha Centauri), Bob Robles (starting world Old Earth), and Bill Scharf (starting world Epsilon Eridani).



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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!