

Number 262

May, 2021



### Notes from Hades

Things are going well here. We have managed to stay healthy, I've gotten my first shot, and my job is going well. Beyond that, not much to report. Since the last issue, 3 games have completed, all email games. They are: Corgi, a Terraforming Mars game won by Christopher Hunt; Cocker Spaniel, another Terraforming Mars game won by Dave Hooton; and Shar-Pei, a Power: Grid game won by Kevin Wilson. Congratulations to all the winners.

The next deadline is **Tuesday, May 25 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.

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

**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.

**German Spitz.** Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Martin Burgdorf, Andy York(\$), Dave Hooton, will take up to 2 more.

**Gordon Setter.** Suburbia: Have the Suburbia, Inc. and 5Star expansions. Have Andy York(\$), Christopher Hunt(\$), Dave Hooton, 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.

**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, Christopher Hunt, will take up to 4 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:** Will start after Sloughi ends. Have Bill Scharf, Chris Geggus, will take up to 6 more.

**Puerto Rico:** This will include the Nobles expansion. Have Kevin Wilson, Dave Hooton, will take up to 3 more.

**Discworld: Ankh-Morpork:** Have Andy York, Christopher Hunt, will take up to 2 more.

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

**Puerto Rico:** This is the base game. Will take up to 5.

**Puerto Rico:** This will include the Buildings expansion. 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.

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

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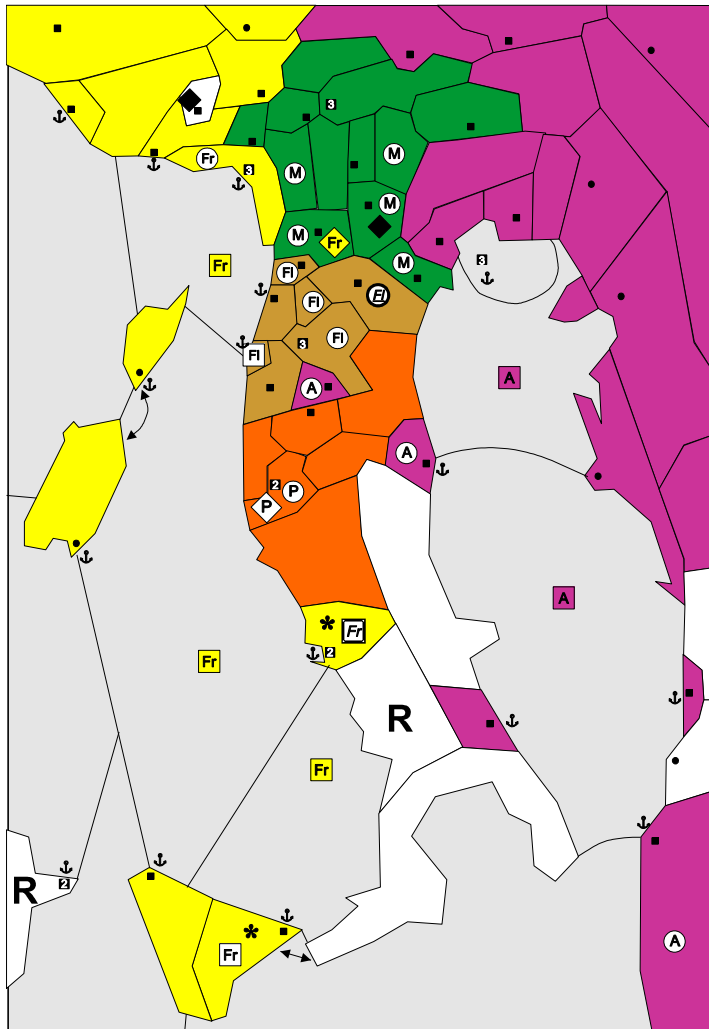
# Kai Ken

Fall 1459

Deadline/Winter-Spring 1460 5/25 Tuesday

Florence and Milan continue to engage in trench warfare in the north, while Austria sneaks in and takes Arezzo and Ancona. France manages to eliminate Naples and the Pope is on the ropes.

## Kai Ken



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

### Summer 1459 Retreats

France retreats A Modena to garrison

Naples retreats F Palermo to Messina

### Expenditures

France gives 8 ducats to Milan.

Milan borrows 5 ducats for 1 year (6 ducats due Fall 1460) and repays the moneylenders.

### Outstanding Loans

Fall 1460: 6 ducats from Milan (5 borrowed).

### Orders

AUSTRIA (Wilke): A Urbino to AREZZO, A Albania to DURAZZO (rebellion liberated), A Otranto to ANCONA, F LOWER ADRIATIC transports A Otranto to Ancona, F UPPER ADRIATIC holds

FLORENCE (Robles): A LUCCA supports A Bologna (cut), A (EP) BOLOGNA holds, A Pisa to FLORENCE, A PISTOIA supports A Bologna, E PIOMBINO to Ligurian Sea

FRANCE (Wilson): A Savoy to GENOA, F Central Mediterranean to TYRRHENIAN SEA, F LIGURIAN SEA to LUCCA, F (EM) Tyrrhenian Sea to

NAPLES, F GULF OF NAPLES supports F Palermo to Messina, F Palermo to MESSINA, G MODENA supports Milan A Modena

MILAN (Wilson): A FERRARA supports A Mantua to Bologna, A FORNOVA supports A Modena, A MANTUA to Bologna, A BERGAMO to Mantua, A MODENA supports A Mantua to Bologna

NAPLES (Martin): F Messina holds (DISLODGED, retreat Ionian Sea, garrison, OTB)

PAPACY (Robles): A Naples holds (DISLODGED, retreat Capua, Aquila, Salerno, garrison, OTB), A Rome holds, G Rome supports A Rome

### Notes

Regardless of where the Neapolitan fleet retreats, he will no longer control a home nation city and will thus be eliminated.

### Spring 1460 Famine

Good Year – No Famine!

### Spring 1460 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

### Provinces

AUS	Tyrollea, Austria, Hungary, Carinthia, Slavonia, Verona, Carniola, Croatia, Padua, Treviso, Friuli, Istria, Dalmatia, Bosnia, Ragusa, Bari, Arezzo, Ancona, Durazzo	19
FLO	Lucca, Pisa, Piombino, Pistoia, Florence, Siena, Bologna	7
FRA	Avignon, Swiss, Turin, Provence, Marseilles, Savoy, Genoa, Corsica, Sardinia, Naples, Palermo, Messina	12
MIL	Como, Pavia, Milan, Cremona, Parma, Fornova, Montferrat, Mantua, Modena, Ferrara, Trent, Bergamo	12
PAP	Patrimony, Rome, Perugia, Spoleto, Urbino, Capua	6

### Seas

AU	Venice, Upper Adriatic, Lower Adriatic	3
S		
FRA	Ligurian Sea, Tyrrhenian Sea, Gulf of Naples	3

### Cities

AU	Tyrollea, Austria, Hungary, Carniola, Croatia, Padua, Treviso, S Dalmatia, Ragusa, Bari, Arezzo, Ancona, Durazzo, Venice (3)	16
FLO	Lucca, Pisa, Piombino, Florence (3), Siena, Bologna	8
FRA	Avignon, Swiss, Turin, Marseilles, Savoy, Genoa (3), Corsica, Sardinia, Modena, <i>Naples (2)</i> , Palermo, <i>Messina</i>	15
MIL	Pavia, Milan (3), Cremona, Montferrat, Ferrara, Trent	8
PAP	Rome (2), Perugia	3

### Totals

Variable income die roll was 6.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	14	19	3	16	52
FLORENCE:	10	7	0	8	25
FRANCE:	10	12	3	15	40
MILAN:	5	12	0	8	25
PAPACY:	6	6	0	3	15

### Game Summary

	1454	1455	1456	1457	1458	1459	1460
Austria:	3	4	5	9	10	11	14
Florence:	3	4	5	5	6	7	6
France:	3	4	7	10	11	11	11*

	1454	1455	1456	1457	1458	1459	1460
Milan:	3	3	4	6	6	6	6
Naples:	4	7	6	3	2	1	0
Papacy:	4	4	4	4	4	3	2

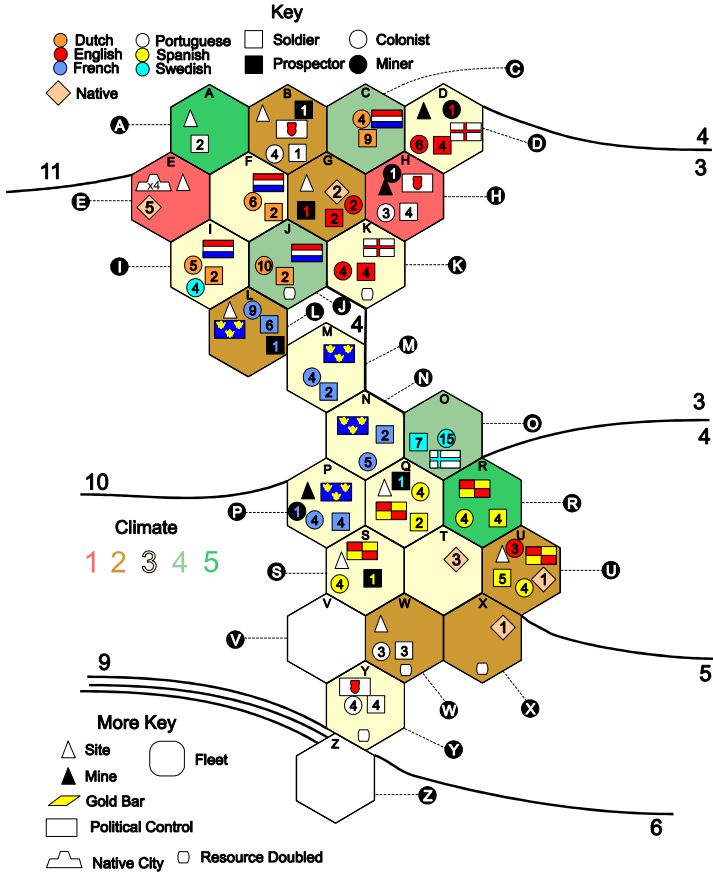
	1454	1455	1456	1457	1458	1459	1460
Turks:	3	0	0	0	0	0	0
Venice:	4	6	7	0	0	0	0

\*Depends on retreat

**Pekingese**

**Turn 7**

**Turn 8 due Tuesday, 5/25**



Planning

**English** maintains 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.  
**French** maintain 5 ships (\$20) and buy 5 soldiers (\$50) for \$70.  
**Swedes** maintain 4 ships (\$16), buy 1 ship (\$12) and 6 soldiers (\$60) for \$88.  
**Dutch** maintain 4 ships (\$16) and buy 2 soldiers (\$20) for \$36.  
**Portuguese** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56  
**Spanish** maintains 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.

Outbound Naval Movement

**English** Move to K. Dice: 3, 6, 6. No losses, drops off 2 colonists and 2 soldiers.  
 Move to U: Dice: 4, 5. No losses.  
**French** Move to M. Dice: 1, 1, 5, 6. Loses 1 ship containing 1 colonist and 1 soldier, and 1 soldier in addition.  
**Swedes** Move to O. Dice: 2, 5, 6. No losses.  
**Dutch** Move to J. Dice: 2, 2, 3, 6. No losses.  
**Portuguese** Move to W. Dice: 1, 2, 5, 6, 6. Loses 1 colonist.  
**Spanish** Move to O. Dice: 3, 4, 4. No losses.

Mining

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

Discovery

English discover a mine in D. French discover a mine in P.

Land Movement

**English** move 2 soldiers and 2 colonists from K to G, 2 soldiers and 2 colonists

from anchorage point to K, 2 soldiers and 2 colonists from fleet to U. One colonist in D mines.

**French** one soldier in L prospects, move 3 soldiers and 4 colonists from fleet to M. One colonist in P mines.

**Swedes** move 3 gold from O to fleet, 2 soldiers and 4 colonists from L to I (it's a climate 3 area with 1 native), 4 soldiers from O to Q, 6 soldiers and 4 colonists from fleet to O. One soldier in Q prospects.

**Dutch** move 3 gold from J to fleet, 5 colonists and 3 soldiers from J to I and 4 colonists and 2 soldiers from fleet to J.

**Portuguese** move 1 gold from H to anchorage point, 2 soldiers from E to A (it's a climate 5 area with 1 site and 1 native), 4 colonists and 4 soldiers from fleet to W (it's a resource rich climate 2 area with 1 site and 1 native).

**Spanish** move 6 soldiers from R to U, 4 colonists from R to Q, 1 soldier from S to Q, 1 soldier in S prospects, and 4 soldiers and 4 colonists from fleet to R.

Combat

Spanish attack the English in U. English lose 5 soldiers, Spanish lose 1. Spanish attack the Swedes in Q. Swedes lose 4 soldiers, Spanish lose 2.

Native Combat

Swedes: 1 native and 1 soldier lost in I. Portuguese: 1 native and 1 soldier lost in W, 1 native lost in A.

Native Uprisings

Climate is a 2. Uprisings in G (2 colonists lost) and U (vs. English, 2 colonists lost).

Survival

Climate is a 4. Portuguese lose 1 soldier in B and 1 colonist each in H and W. Dutch lose 1 soldier in I. English lose 1 colonist each in G and U. Swedes lose 1 soldier each in I and Q. French lose 1 colonist in L and 1 soldier in M. Spanish lose 1 soldier in Q and 1 colonist in U.

Political Control

Dutch gain political control over I. French gain political control over M. Spanish gain political control over Q and U.

Homebound Naval Movement

**English:** Dice: 1, 2, 5, 6. Loses 2 ships.  
**French:** Dice: 1, 2, 4, 5. No losses.  
**Swedes:** Dice: 1, 2, 3. No losses.  
**Dutch:** Dice: 5, 5, 5, 6. No losses.  
**Portuguese:** Move to H. Dice: 2, 3, 5. No losses. Pick up gold. Dice: 1, 2, 6. No losses.  
**Spanish:** Dice: 2, 3, 5, 6. No losses.

Income

**Dutch:** Political Control: \$150, gold: \$120, resources: \$70.  
**English:** Political Control: \$90, resources: \$38.  
**French:** Political Control: \$150, resources: \$44.  
**Portuguese:** Political Control: \$120, gold: \$40, resources: \$42.  
**Spanish:** Political Control: \$150, resources: \$32.  
**Swedes:** Political Control: \$60, gold: \$120, resources: \$38.

Turn 8 Initiative

Spanish, Dutch, French, English, Swedes, Portuguese  
 Dutch attitude is (dr = 2 + 1 = 3) Status Quo.  
 Portuguese attitude is (dr = 5 + 1 = 6) Expansion.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Non-player 1	\$555	1	4	4
English	Martin Burgdorf	\$350	4	2	4
French	Andy York	\$342	5	5	6
Portuguese	Non-player 2	\$290	0	4	4
Spanish	Chris Geggus	\$378	2	4	4
Swedes	Bob Robles	\$597	8	5	4

Sheltie

**Turn 6, Phases IV-VI and Turn 7, Phases I-III  
Turn 7, Phases IV-VI and Turn 8 Phases I-III due Tuesday, May 25  
Turn 6**

Operations

**Pink** (Scharf) operates #82 (\$20, 4 coal). Delivers 7 silver from Aspen to Pueblo for \$1400. Gains \$20 in passenger revenue.

**Red** (Whyte) operates #87 (\$30, 4 coal), #120 (\$30, 3 coal), #92 (\$40, depletes), #106 (\$30, 3 copper). Delivers 2 silver from Westcliffe to Pueblo for \$400. Gains \$130 in passenger revenue. Buys a 24 train for \$200.

**Blue** (York) operates #125 (\$20, 3 coal), #107 (\$50, 2 copper), #62 (\$30, 2 lumber), #104 (\$50, 1 silver). Delivers 8 coal from Capitan to El Paso for \$640 and 3 copper from Santa Rita to El Paso for \$300. Gains \$60 in passenger revenues.

**Orange** (Hooton) operates #43 (\$50, 2 silver), #25 (\$60, depletes), #130 (\$80, 2 copper), #54 (\$40, 1 lumber), #73 (\$20, depletes), and #39 (\$30, 1 silver). Gains \$270 in passenger revenues.

Determine Price Changes

Gold: +1 to \$250

Copper: Remains at \$100

Silver: -4 to \$100

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	+1 to \$160	+1 to \$100	Remains at \$30	-1 to \$160
Coal:	Remains at \$140	+3 to \$40	+1 to \$30	-1 to \$30	-2 to \$60

Turn 7Move Prospectors and Surveyors

**Pink** (Scharf) surveys Gunnison to Crested Butte and Leadville to Minturn, prospects #81 and #129.

**Red** (Whyte) surveys Vallecitos to El Vado and La Madera to White Rock, prospects #129 (P+2) and passenger line 7 (P+1).

**Blue** (York) surveys Santa Fe to Taos and Santa Fe to Lamy, and the deck (P+2) and passenger line 13 (P+1).

**Orange** (Hooton) surveys Glenwood Springs to Aspen and Glenwood Springs to Minturn, and prospects #74 (P+1) and #34.

Dispute Resolution

Red declines #37 and draws #126 (Coal at Santa Rita) and has first right of refusal. Claim #129: Pink versus Red. Pink dr = 11, Red dr = 5+2 = 7. Pink wins, prospector goes to +1. Pink spends \$460, Red spends \$520, Blue spends \$580, and Orange spends \$360.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Pink	Denver	\$985	9, 15		S, S, P, P+1
Brendan Whyte	Red	Denver	\$630	9, 24		S, S, P+1, P+2
Andy York	Blue	El Paso	\$2835	9, 15, 15, 24		S, S, P+1, P+2
Dave Hooton	Orange	Salt Lake City	\$65	9, 15		S, S, P, P+2

Purchased Claims

#	City	Owner	Type	Goods	Operation
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	4	\$20; 2-4: D; 5-6: 2; 7-9: 3; 10-11: 4; 12: 5
81	Crested Butte	Pink	Coal	N	\$40; 2-5: D; 6: 1; 7: 3; 8-9: 4; 10-12: 5
129	Dillon	Pink	Copper	N	\$40; 2-4: D; 5-8: 1; 9-10: 2; 11-12: 3
87	Alamo	Red	Coal	13	\$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	10	\$30; 2-4: D; 5: 1; 6: 2; 7-10: 3; 11-12: 4
92	Raton	Red	Coal	8	Depleted
106	Cuba	Red	Copper	3	\$30; 2-5: D; 6-8: 1; 9-10: 2; 11-12: 3
125	Capitan	Blue	Coal	4	\$20; 2-3: D; 4: 1; 5-9: 3; 10: 4; 11-12: 5
107	Santa Rita	Blue	Copper	2	\$50; 2-4: D; 5-7: 1; 8-9: 2; 10-12: 3
62	Taos	Blue	Lumber	4	\$30; 2-5: D; 6-7: 1; 8-9: 2; 10-12: 3
104	Mogollon	Blue	Silver	5	\$50; 2-5: D; 6-8: 1; 9-10: 2; 11-12: 4

#	City	Owner	Type	Goods	Operation
72	Emery	Orange	Coal	6	Depleted
43	Leadville	Orange	Silver	2	\$50; 2-5: D; 6-7: 1; 8-10: 2; 11-12: 4
25	Bingham	Orange	Gold	1	Depleted
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	3	\$80; 2: D; 3-9: 1; 10-11: 2; 12: 3
54	Steamboat Springs	Orange	Lumber	1	\$40; 2-4: D; 5-7: 1; 8-10: 2; 11-12: 4
73	Hiawatha	Orange	Coal	3	Depleted
39	Aspen	Orange	Silver	1	\$30; 2-7: D; 8-9: 1; 10-11: 2; 12: 4
74	Elk Spings	Orange	Coal	N	\$20; 2-4: D; 5-6: 2; 7-9: 3; 10: 4; 11-12: 5
34	Heber City	Orange	Silver	N	\$40; 2-7: D; 8: 1; 9-10: 2; 11-12: 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	
7	A	Pueblo – Santa Fe	\$120	Red	
4	A	El Paso – Deming	\$60	Blue	
13	B	El Paso – Santa Fe	\$140	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
42	Leadville	Silver	\$100	\$40; 2-7: D; 8: 1; 9-11: 2; 12: 4
37	Eureka	Silver	\$60	\$40; 2-7: D; 8: 1; 9-10: 2; 11-12: 4
31	Cripple Creek	Gold	\$320	\$80; 2-5: D; 6-8: 2; 9-10: 4; 11-12: 6
46	Telluride	Silver	\$160	\$40; 2-4: D; 5-8: 1; 9-10: 2; 11-12: 4
79	Bowie	Coal	\$80	\$40; 2: D; 3: 1; 4: 2; 5-9: 3; 10-12: 4
126	<i>Santa Rita</i>	<i>Coal</i>	<i>\$60</i>	<i>\$30; 2-5: D; 6-7: 2; 8-9: 3; 10-11: 4; 12: 5</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	
11	B	Salt Lake City – Grand Jct.	\$140	\$310	Discard when 20 is taken. Good for \$140 toward card 20 or 21
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
17	C	Denver – Santa Fe	\$420	\$585	
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	6	\$200

*Available Snowplows*

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

**Sloughi**  
**Turn 4**  
**Turn 5, April 25**

*Program Robots*

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
RBS	Move 2 (690)	Rotate Right (120)	Move 1 (640)	Move 1 (500)	U-Turn (10)
Minimus Prime	Rotate Left (410)	Move 1 (560)	Move 2 (720)	Rotate Left (110)	Rotate Left (150)
KrisKiller	Move 1 (580)	Rotate Right (180)	Move 1 (520)	Move 1 (660)	Move 1 (620)
Dalekbot	Rotate Right (100)	Rotate Right (340)	Move 3 (810)	Move 2 (740)	Move 1 (510)
Robot Nick	Rotate Left (330)	U-Turn (20)	U-Turn (40)	Rotate Right (380)	Move 2 (680)
GEGS	Rotate Left (90)	U-Turn (60)	Back Up (450)	Rotate Left (390)	Rotate Right (220)

Registers in italics are locked. KrisKiller reappears facing north.

Phase 1

RBS moves ahead 2, hitting Dalekbot at H4, KrisKiller moves ahead 1 to D26, Minimus Prime rotates left to face east, Robot Nick rotates left to face east, Dalekbot rotates right to face north, GEGS rotates left to face east. RBS shoots Dalekbot, and Dalekbot and Robot Nick each shoot RBS.

Phase 2

Minimus Prime moves ahead 1 to J20, Dalekbot rotates right to face east, KrisKiller rotates right to face east, RBS rotates right to face west, GEGS makes a U-turn to face west, Robot Nick makes a U-turn to face west. RBS shoots Robot Nick.

Phase 3

Dalekbot dashes ahead 3 to K5, Minimus Prime moves ahead 2 to L20, RBS moves ahead 1 to G4, KrisKiller moves ahead 1 to E26, GEGS backs up to I22, and Robot Nick makes a U-Turn to face east. Conveyor belts: RBS is moved to G3, Dalekbot is moved to K6 and rotated to face south, GEGS is moved to I23. GEGS is shot by the on-board laser.

Phase 4

Dalekbot moves ahead 2 to K8, KrisKiller moves ahead 1 to F26, RBS moves ahead 1 to F3, GEGS rotates left to face south, Robot Nick rotates right to face south, and Minimus Prime rotates left to face north. Conveyor belts: RBS is moved to F4, GEGS is moved to I24. RBS shoots Robot Nick.

Phase 5

Robot Nick moves ahead 2 to E6, KrisKiller moves ahead 1 to G26, Dalekbot moves ahead 1 to K9, GEGS rotates right to face west, Minimus Prime rotates left to face west, RBS makes a U-turn to face east. Conveyor belts: RBS is moved to F5 and is rotated to face south, Robot Nick is moved to D6, GEGS is moved to I25.

Cleanup

None.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Bill Scharf	Roast Beef Sandwich (RBS)	Brown	Crab Legs	F5>S		2	3
2	Dave Hooton	Minimus Prime	Orange		L20>W	2	2	3
3	Kevin Croskery	KrisKiller	Green		G26>E		2	2
4	Andy York	Dalekbot	Black	Fourth Gear	K9>S	3	3	2
5	Brendan Whyte	Robot Nick	Red	Power-Down Shield	D6>S	3	3	3
6	Chris Geggus	Gas-Enabled Gear Shifts (GEGS)	Yellow	Conditional Program	I25>W	2	3	1

Program Cards

**Norbottenspets**

**Epoch I Empire Selection and Sumerians**  
**Epoch I Egypt, Minoans, and Indus Valley, May 25**

Epoch I Empire Selection

**Burgdorf** keeps.

**Republic of Texas (York)** keeps.

**The Minotaurs (Hunt)** keeps.

**RMHS (Wilson)** keeps.

**GEGS (Geggus)** passes to Bad Cards.

**Bad Cards (Scharf)** passes to Romulus & Remus.

**Romulus & Remus (Anderson)** pass to GEGS.

Epoch I

**RMHS (Wilson): SUMERIA:** Army and Capital Lower Tigris, army Zagros, Eastern Anatolia, Levant, plays Engineering, fortress Lower Tigris. Builds Monument Lower Tigris. Points: Dominance in Middle East (2), 1 Capital (2), 1 Monument for 5 points. Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	5
Martin Burgdorf	? (orange)	0	0
Andy York	Republic of Texas (blue)	0	0

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Christopher Hunt	The Minotaurs (green)	0	0
Chris Geggus	Guide to European Geographical Studies (yellow)	0	0
Bill Scharf	Bad Cards (turquoise)	0	0
Dave Anderson	Romulus & Remus (red)	0	0

### Positions

RMHS: SUMERIANS: Army, Capital, Monument, and Fortress Lower Tigris, armies Zagros, Eastern Anatolia, Levant.

### Event Cards

### Epoch I Empire

## Email Games Report

### **Braque**

This is an Age of Renaissance game is currently in Turn 9 Card Play.

### **Corgi**

This is a Terraforming Mars game on the Elysium map with all expansions. It ended in Generation 8, with a victory by Christopher Hunt. Congratulations to Christopher!

### **Cocker Spaniel**

This is a Terraforming Mars game on the Hellaas map with Venus Next, Prelude, and Colonies. It ended in Generation 9, with a convincing victory by Andy York. Congratulations to Andy!

### **Shar-Pei**

This is a Power Grid game using a custom Power Grid+ deck on the Central Europe map. It ended in Turn 10 with a very close game. All players were able to connect to 18 cities, so it came down to who powered the most, and that went to Kevin Wilson, who powered 20 cities. Congratulations to Kevin on his win!

### **Anatolian Shepherd**

This is a Race for the Galaxy game and it is currently on Turn 3 Settle Phase.

### **Vlcek**

This is a Terraforming Mars game on the Hellas map with Prelude, Colonies and Turmoil. Players are: Andy York (Vitor), Chris Geggus (Valley Trust), Kevin Croskery (Pristar), Kevin Wilson (Cheung Shing Mars), and Christopher Hunt (Terralabs). We are currently in Generation 4 Research.

### **Boykin**

This is a Puerto Rico game with the Buildings expansion. Players are Dave Hooton, Kevin Wilson, Chris Geggus, and Christopher Hunt. We are currently in Turn 12, which will be the last turn.

### **Bracco Italiano**

This is a Seafarers of Catan game playing the Greater Catan scenario. Players are Andy York, Chris Geggus, Kevin Wilson, and Dave Hooton. We are in Turn 7.



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

### Standby Calls

None this issue!