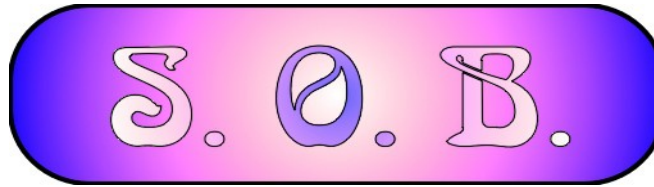


Number 263



June, 2021

Notes from Hades

The family continues to be healthy, and we've gotten our shots, so are prepared for things getting back to normal. Since the last issue, 2 games have completed, both email games. They are: Braque, an Age of Renaissance game won by Dave Hooton and Boykin, a Puerto Rico game won by Chris Geggus. Congratulations to all the winners.

The next deadline is **Tuesday, June 29 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.

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.

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(\$), Dave Hooton, will take up to 1 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: Will start when I have an opening after all game fees are paid. Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Martin Burgdorf(\$), Andy York(\$), Dave Hooton, Chris Geggus, Kevin Wilson. This game is full.

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

Great Dane. Diseworld: Ankh Morpork: Have Andy York(\$), Christopher Hunt(\$), Kevin Wilson, Bill Scharf(\$). This game is full.

Hanoverian Scenthound. Dominion: Have most of the expansion sets plus some extras. Have Christopher Hunt(\$), Bill Scharf(\$), Chris Geggus, Dave Hooton, will take up to 2 more. Players who have a (\$) after their name have paid the necessary game fee.

Ibizan Hound. Puerto Rico: This will include the Nobles expansion. Have Kevin Wilson, Dave Hooton, Chris Geggus, will take up to 2 more.

Icelandic Sheepdog. Puerto Rico: This is the base game. Have Kevin Wilson,

Chris Geggus, Andy York(\$), will take up to 2 more.

Irish Terrier. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Christopher Hunt, Bill Scharf(\$), Andy York(\$), will take up to 2 more.

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.

Robo Rally: Will start after Sloughi ends. Have Bill Scharf, Chris Geggus, Dave Hooton, will take up to 5 more.

Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Have Bill Scharf, will take up to 4 more.

Puerto Rico: This will include the Buildings expansion. Christopher Hunt, Chris Geggus, will take up to 3 more.

Concordia: Will take up to 5.

Age of Renaissance: This game will start only after English Setter has completed. Will take up to 6.

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:

Chris Hassler a.k.a. Cerberus
 11152 Wallingsford Road Unit 7L
 Rossmoor, CA 90720
 Phone: (562) 882-1763
 cerberus@sob-zine.org

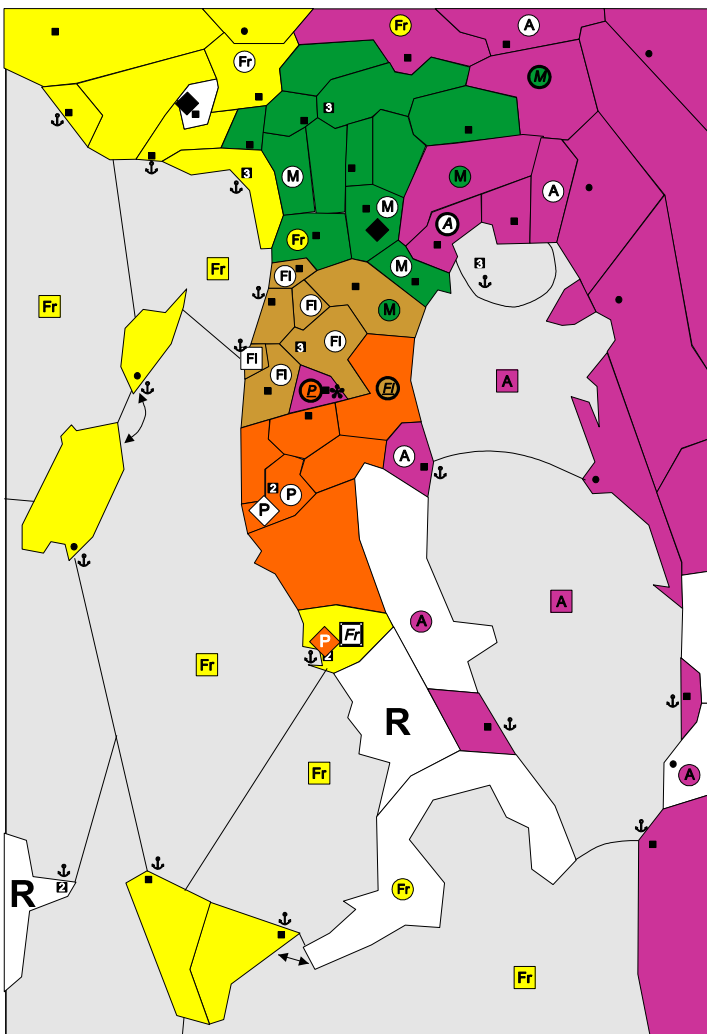
On the Web at: <http://www.sob-zine.org>
 Subscriptions cost \$3.00 per issue (\$4.50 overseas).

Kai Ken

Spring 1460

Deadline/Summer 1460 6/29 Tuesday

France and Milan launch a surprise invasion of Austria while Austria conducts an amphibious assault against the Pope and Florence.

Kai Ken

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

Fall 1459 Retreats

Papacy retreats A Naples to garrison

Naples retreats F Messina to garrison

Expenditures

The Pope gives 1 ducat to Florence.

Builds

		Cost
Austria	Maintains all, builds A (Elite Mercenary) Padua, A Dalmatia, A Treviso, A Austria, F Venice	33
Florence	Maintains all, builds A Pisa, G Florence	27
France	Maintains all, builds A Swiss, A Avignon, F Marseilles	33
Milan	Maintains all, builds A (Elite Mercenary) Milan	21
Papacy	Maintains all, builds A (Elite Professional) Perugia	18

Outstanding Loans

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

Orders

- AUSTRIA (Wilke): A (EM) PADUA to Urbino, A Treviso to FRIULI, A Arezzo to Perugia (DISLOGGED, retreat garrison, OTB), A Durazzo to ALBANIA, A AUSTRIA holds (u), A Dalmatia to AQUILA, A ANCONA to Spoleto, F LOWER ADRIATIC transports A Dalmatia to Aquila, F UPPER ADRIATIC transports A Padua to Urbino, F VENICE holds
- FLORENCE (Robles): A Pisa to SIENNA, A LUCCA holds, A (EP) Bologna to URBINO, A FLORENCE supports A Bologna to Urbino, A PISTOIA to Bologna, F PIOMBINO supports A Pisa to Sienna, G FLORENCE holds (u)
- FRANCE (Wilson): A Genoa to OTRANTO, A SWISS to TYROLIA, A Avignon to TURIN, F TYRRHENIAN SEA transports A Genoa to Otranto, F LIGURIAN SEA transports A Genoa to Otranto, F (EM) NAPLES besieges, F GULF OF NAPLES transports A Genoa to Otranto, F Messina to IONIAN SEA, F Marseilles to GULF OF LIONS, G MODENA convert to A
- MILAN (Wilson): A FERRARA to Padua, A FORNOVA supports French G convert to A, A MANTUA supports A Modena to Bologna, A Bergamo to VERONA, A Modena to BOLOGNA, A (EM) Milan to CARINTHIA
- PAPACY (Robles): A ROME to Spoleto, A (EP) Perugia to AREZZO, G ROME convert to A, G NAPLES convert to A

Summer 1460 Plague

Good Year – No Plague!

Pekingese

Turn 8

Turn 9 due Tuesday, 6/29

Planning

Spanish maintain 4 ships (\$16) and buy 2 soldiers (\$20) for \$36.

Dutch maintain 4 ships (\$16) and buy 1 soldier (\$10) for \$26.

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

English maintain 2 ships (\$8) and buy 2 ships (\$24) and 4 soldiers (\$40) for \$72.

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

Portuguese maintain 4 ships (\$16) for \$16.

Outbound Naval Movement

Spanish Move to X. Dice: 1, 2, 2, 6, 6. Loses 1 soldier.

Dutch Move to J. Dice: 2, 5, 5, 6. No losses.

French Move to X. Dice: 1, 2, 4, 6, 6. Loses 1 ship containing 1 colonist and 1 soldier.

English Move to K. Dice: 1, 2, 3. No losses.

Swedes Move to O. Dice: 3, 4, 6. No losses.

Portuguese Move to W. Dice: 1, 2, 3, 3, 6. Loses 1 colonist.

Mining

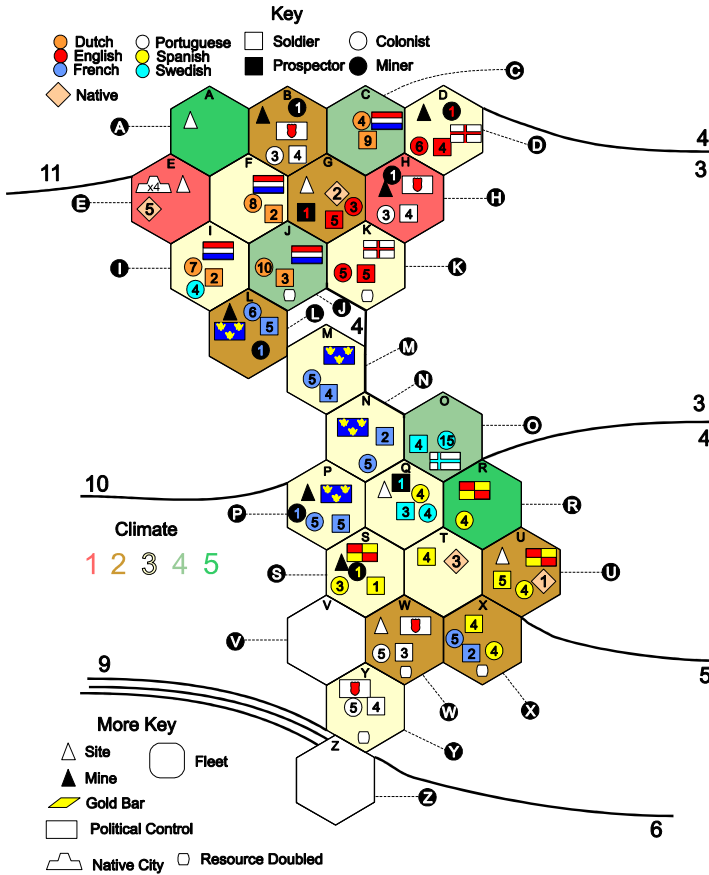
The English mine 1 gold in D. The Portuguese mine 1 gold in H. The French mine 1 gold in P.

Discovery

The Portuguese discover a mine in B (1 colonist mines). The French discover a mine in L (1 colonist mines). The Spanish discover a mine in S (1 colonist mines).

Land Movement

Spanish move 4 soldiers from R to T and 4 colonists and 1 soldier from fleet to X. One soldier in Q prospects.



Dutch move 2 colonists from J to I, 2 colonists from J to F, and 4 colonists and 1 soldier from fleet to J.

French move 1 gold from P to anchorage point, 2 soldiers and 2 colonists from L to M, 1 soldier and 1 colonist from M to N, 1 soldier and 1 colonist from N to P, and 5 colonists and 3 soldiers from fleet to X.

English move 1 gold from D to anchorage point, 3 soldiers and 3 colonists from K to G and 4 colonists and 4 soldiers from fleet to K.

Swedes move 7 soldiers and 4 colonists from O to Q, and 4 colonists and 4 soldiers from fleet to O.

S.O.B.

Portuguese move 1 gold from H to anchorage point, 2 soldiers from A to B, 1 colonist from W to Y, and 3 colonists from the fleet to W.

Combat

Spanish attack the English in U. English lose 3 colonists. Swedes attack Spanish in Q. Spanish lose 1 soldier, 1 prospector, and the political control, Swedes lose 4 soldiers.

Native Combat

Swedes: 1 native and 1 soldier lost in X.

Native Uprisings

Climate is a 2. Uprising in G (2 colonists lost).

Survival

Climate is a 6. No losses.

Political Control

Portuguese gain political control over W.

Homebound Naval Movement

Spanish: Dice: 1, 1, 2, 5, 5. No losses.

Dutch: Dice: 3, 5, 5, 6. No losses.

French: Move to P: Dice: 1, 1, 2, 3, 3. No losses, picks up gold. Dice: 2, 2, 3, 3, 3, 4, 5, 5, 6. No losses.

English: Move to D. Die: 6. No losses, picks up gold. Dice: 1, 3, 6. No losses.

Swedes: Dice: 1, 3, 4. No losses.

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

Income

Dutch: Political Control: \$200, resources: \$117.

English: Political Control: \$120, gold: \$40, resources: \$57.

French: Political Control: \$200, gold: \$40, resources: \$93.

Portuguese: Political Control: \$200, gold: \$40, resources: \$42.

Spanish: Political Control: \$160, resources: \$32.

Swedes: Political Control: \$80, resources: \$69.

Turn 9 Initiative

Spanish, English, French, Swedes, Dutch, Portuguese
Dutch attitude is (dr = 10 + 1 = 11) Balancing.

Portuguese attitude is (dr = 5 + 1 = 5) Expansion.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Non-player 1	\$846	7	4	5
English	Martin Burgdorf	\$495	4	4	4
French	Andy York	\$615	1	4	3
Portuguese	Non-player 2	\$592	7	4	4
Spanish	Chris Geggus	\$607	3	4	4
Swedes	Bob Robles	\$686	5	5	4

Sheltie

Turn 7, Phases IV-VI and Turn 8, Phases I-III

Turn 8, Phases IV-VI and Turn 9 Phases I-III due Tuesday, June 29

Turn 7

Operations

Pink (Scharf) operates #52 (\$40, 2 silver), #132 (\$50, 1 coal), #82 (\$20, 4 coal), #81 (\$40, 4 coal), and #129 (\$40, 3 copper). Delivers 3 coal from Crested Butte (#81) to Denver for \$420. Gains \$20 in passenger revenue. Buys a 24 train for \$200.

Red (Whyte) operates #87 (\$30, 4 coal), #120 (\$30, 3 coal), #106 (\$30, 1 copper), delivers 4 coal from Raton to Denver for \$560, and gains \$250 in passenger revenue.

Blue (York) buys claim #126 for \$60, operates #125 (\$20, 3 coal), #107 (\$50, 2 copper), #62 (\$30, 1 lumber), #104 (\$50, 1 silver), #126 (\$30, 4 coal), delivers 5 lumber from Taos to El Paso for \$800 and 4 copper from Santa Rita to El Paso for \$400, and gains \$200 in passenger revenue. Sells a 9 train for \$40 and buys a 24 train for \$200.

Orange (Hooton) operates #39 (\$30, 1 silver). Delivers 1 gold from Bingham to Salt Lake City for \$250 and 2 silver from Aspen to Salt Lake City for \$200. Gains \$270 in passenger revenues.

Determine Price Changes

Gold: -1 to \$250

Copper: Remains at \$100

Silver: +1 to \$120

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	-1 to \$160	-2 to \$100	+3 to \$200	+2 to \$60	-3 to \$80
Coal:	-1 to \$120	+1 to \$60	+1 to \$40	+1 to \$40	+1 to \$60

Turn 8Move Prospectors and Surveyors**Pink** (Schaf) surveys Minturn to Orestod and Montrose to Placerville, prospects #46 (P+1) and #79.**Red** (Whyte) surveys Walsenburg to Alamo and White Rock to Albuquerque, prospects #31 (P+1) and the deck (P+2).**Blue** (York) surveys Lamy to Albuquerque and Taos to Alamosa, prospects the deck twice.**Orange** (Hooton) surveys Grand Junction to Delta and Minturn to Orestod, and prospects #37 (P+1) and passenger line 11.Dispute Resolution

Red draws #52 and has first right of refusal. Blue draws #86 and #29 and has first right of refusal. Dispute: Minturn to Orestod: Pink versus Orange. Pink dr = 9, Orange dr = 7. Pink wins, surveyor goes to +1. Pink spends \$460, Red spends \$500, Blue spends \$440, and Orange spends \$470.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Pink	Denver	\$615	9, 15, 24		S, S+1, P, P+1
Brendan Whyte	Red	Denver	\$850	9, 24		S, S, P+1, P+2
Andy York	Blue	El Paso	\$2395	15, 15, 24, 24		S, S, P+1, P+2
Dave Hooton	Orange	Salt Lake City	\$1085	9, 15		S, S, P, P+2

Purchased Claims

#	City	Owner	Type	Goods	Operation
52	Lake City	Pink	Silver	3	\$40; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 3
132	Steamboat Springs	Pink	Coal	5	\$50; 2-3: D; 4: 1; 5: 2; 6-7: 3; 8-12: 4
82	Crested Butte	Pink	Coal	8	\$20; 2-4: D; 5-6: 2; 7-9: 3; 10-11: 4; 12: 5
81	Crested Butte	Pink	Coal	1	\$40; 2-5: D; 6: 1; 7: 3; 8-9: 4; 10-12: 5
129	Dillon	Pink	Copper	3	\$40; 2-4: D; 5-8: 1; 9-10: 2; 11-12: 3
46	Telluride	Pink	Silver	N	\$40; 2-4: D; 5-8: 1; 9-10: 2; 11-12: 4
79	Bowie	Pink	Coal	N	\$40; 2: D; 3: 1; 4: 2; 5-9: 3; 10-12: 4
87	Alamo	Red	Coal	17	\$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	13	\$30; 2-4: D; 5: 1; 6: 2; 7-10: 3; 11-12: 4
92	Raton	Red	Coal	4	Depleted
106	Cuba	Red	Copper	4	\$30; 2-5: D; 6-8: 1; 9-10: 2; 11-12: 3
31	Cripple Creek	Red	Gold	N	\$80; 2-5: D; 6-8: 2; 9-10: 4; 11-12: 6
125	Capitan	Blue	Coal	7	\$20; 2-3: D; 4: 1; 5-9: 3; 10: 4; 11-12: 5
107	Santa Rita	Blue	Copper	0	\$50; 2-4: D; 5-7: 1; 8-9: 2; 10-12: 3
62	Taos	Blue	Lumber	0	\$30; 2-5: D; 6-7: 1; 8-9: 2; 10-12: 3
104	Mogollon	Blue	Silver	6	\$50; 2-5: D; 6-8: 1; 9-10: 2; 11-12: 4
126	Santa Rita	Blue	Coal	4	\$30; 2-5: D; 6-7: 2; 8-9: 3; 10-11: 4; 12: 5
72	Emery	Orange	Coal	6	Depleted
43	Leadville	Orange	Silver	2	\$50; 2-5: D; 6-7: 1; 8-10: 2; 11-12: 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	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	0	\$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
37	Eureka	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
11	B	Salt Lake City – Grand Jct.	\$140	Orange	Discard when 20 is taken. Good for \$140 toward card 20 or 21

#	Type	Route	Payout	Owner	Notes
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
86	Canon City	Coal	\$40	\$20; 2-5: D; 6: 1; 7-8: 2; 9-10: 3; 11-12: 4
29	Leadville	Gold	\$100	\$20; 2-7: D; 8: 1; 9-10: 2; 11-12: 4
53	Lake City	Silver	\$60	\$30; 2-7: D; 8: 1; 9-10: 2; 11-12: 4
41	Leadville	Silver	\$120	\$50; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 4
113	Porter	Lumber	\$60	\$30; 2-5: D; 6-9: 1; 10: 3; 11-12: 4

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	
24	C	Denver – El Paso	\$1000	\$1380	
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	3	\$80
15	2	\$120
24	4	\$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 1 (530)	Move 2 (780)	Back Up (460)	Rotate Left (250)	Rotate Left (130)
Minimus Prime	Move 1 (500)	Move 1 (660)	Move 1 (490)	Move 3 (820)	Rotate Right (160)
KrisKiller	Rotate Right (300)	Rotate Left (90)	Rotate Left (210)	Move 1 (590)	Move 2 (700)
Dalekbot	Rotate Left (110)	Rotate Left (230)	Rotate Left (350)	Move 1 (630)	Move 2 (770)
Robot Nick	Move 2 (690)	Rotate Right (100)	Rotate Right (340)	Rotate Left (150)	U-Turn (40)
GEGS	U-Turn (50)	Move 3 (830)	Move 2 (750)	Move 2 (680)	Rotate Left (330)

Registers in italics are locked.

Phase 1

Robot Nick moves ahead 2 to D8, RBS moves ahead 1 into the pit, Minimus Prime moves ahead 1 to K20, KrisKiller rotates right to face south, Dalekbot rotates left to face east, and GEGS makes a u-turn to face east. The conveyor belt moves Robot Nick to E8 and rotates it to face west.

Phase 2

GEGS dashes forward 3 to L25, Minimus Prime moves ahead 1 to J20, Dalekbot rotates left to face north, Robot Nick rotates right to face north, and KrisKiller rotates left to face east. The conveyor belt moves Robot Nick to E9 and rotates it to face west.

Phase 3

GEGS moves ahead 2 to B25, Minimus Prime moves ahead 1 to I20, Dalekbot rotates left to face west, Robot Nick rotates right to face north, and KrisKiller rotates left to face north. The conveyor belt moves Robot Nick to F9 and rotate it to face east. Robot Nick and Dalekbot shoot each other.

Phase 4

Minimus Prime dashes ahead 3 to F20, GEGS moves ahead 2 to D25, Dalekbot moves ahead 1 to J9, KrisKiller moves ahead 1 to G25, and Robot Nick rotates left to face north. The conveyor belt moves Robot Nick to F10.

Phase 5

Dalekbot moves ahead 2 to H9, KrisKiller moves ahead 2 to G23, GEGS rotates right to face south, Minimus Prime rotates right to face north, and Robot Nick makes a u-turn to face south. The conveyor belt moves Robot Nick to F11.

Cleanup

RBS reappears at H3 facing any desired direction with 2 damage.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Bill Scharf	Roast Beef Sandwich (RBS)	Brown		H3>?		1	2
2	Dave Hooton	Minimus Prime	Orange		F20>N	2	2	3
3	Kevin Croskery	KrisKiller	Green		G23>N		2	2
4	Andy York	Dalekbot	Black	Fourth Gear	H9>W	3	3	3
5	Brendan Whyte	Robot Nick	Red	Power-Down Shield	F11>S	3	3	4
6	Chris Geggus	Gas-Enabled Gear Shifts (GEGS)	Yellow	Conditional Program	D25>S	2	3	1

Program CardsNorbottenspets

**Epoch I Egypt, Minoans, and Indus Valley
Epoch I Babylonians, Shang Dynasty, and Aryans, June 29**

Epoch I

Atlantis (Burgdorf): EGYPT: Army and Capital Nile Delta, army Nubia, fleet Eastern Mediterranean, army Shatts Plateau, Southern Iberia, plays Allies, army Palestine, Arabian Peninsula. Builds Monument Nile Delta. Points: Dominance in North Africa (2), Presence in Middle East (2), 1 Capital (2), 1 Sea (1), and 1 Monument (1) for 8 points.

The Minotaurs (Hunt): Plays Disaster (Ships at Sea) in Eastern Mediterranean. MINOANS: Army and Capital Crete, fleet Eastern Mediterranean, plays Allies, armies Western Anatolia, Libya, Nile Delta (vs. Egypt; M: 6, 1; E: 2; wins, Capital reduced to city), fort Crete. Points: Presence in North Africa (1), Middle East (2), 1 Capital (2), 1 Sea (1), 1 city (1), and 1 Monument (1) for 8 points.

Romulus & Remus (Anderson): Plays Disaster (Tidal Wave) Lower Tigris. Monument and fortress eliminated, Capital reduced to a city. INDUS VALLEY: Army and Capital Lower Indus, plays Allies, armies Western Deccan, Western Ghats, Hindu Kush, fort Hindu Kush, army Persian Plateau. Points: Dominance in India (2), Presence in Middle East (1), and 1 Capital (2) for 5 points.

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy York	Republic of Texas (blue)	0	0
Bill Scharf	Bad Cards (turquoise)	0	0
Chris Geggus	Guide to European Geographical Studies (yellow)	0	0
Christopher Hunt	The Minotaurs (green)	4	8
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	7
Dave Anderson	Romulus & Remus (red)	4	5
Martin Burgdorf	Atlantis (orange)	5	8

Press

Romulus & Remus: The Romulan was starting to phase in and out of consciousness and time. The use of the Guardian of Forever plus the added strain of the time displacement because of having to jump to his present reality had taken their toll on the older commander. Tal, he said to his sub commander. You have a loyal servant of the empire and therefore you must try and finish my work and try new things in the time and space continuum. New stratagem to make sure the dreaded Federation does not exist. This is to be the rise instead of the Tal Shiar. Tal thanked his commander and went to the bridge. Destination: Guardian of Forever-- Ancient Earth India.

Positions

RMHS: SUMERIANS: Army and city Lower Tigris, armies Zagros, Eastern Anatolia, Levant.

Atlantis: EGYPT: Armies Southern Iberia, Shatts Plateau, Nubia, Palestine, Arabian Peninsula.

The Minotaurs: Fleet Eastern Mediterranean. MINOANS: Army, Capital, and fort Crete, army, city, and Monument Nile Delta, armies Western Anatolia, Libya.

Romulus & Remus: INDUS VALLEY: Army and Capital, Lower Indus, army and fort, Hindu Kush, armies Persian Plateau, Western Deccan, Western Ghats.

Event CardsEpoch I Empire

Email Games Report

Braque

This is an Age of Renaissance game completed in Turn 10 with a victory by Barcelona, played by Dave Hooton. Congratulations to Dave on his win!

Anatolian Shepherd

This is a Race for the Galaxy game and it is currently in Turn 8 phase selection.

Vlcak

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 6 Research.

Boykin

This is a Puerto Rico game with the Buildings expansion. The game ended in

Turn 13 with a victory by Chris Geggus. Congratulations to Chris on his victory!

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 21.

Catahoula

This is a Concordia game on the Imperium map. Players are Bill Scharf, Dave Hooton, and Kevin Wilson. All players have run through their hands once, and are most of the way through it a second time.

English Setter

This is a new Age of Renaissance game. We have just completed initial bidding, and we have Dave Hooton at Barcelona, Martin Burgdorf at Genoa, Chris Geggus at Hamburg, Bill Scharf at Venice, Christopher Hunt at Paris, and Bob Robles at London. We are current doing initial token purchases.



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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!