

Notes from Hades

It occurs to me that I haven't really said much about my current job. I work extras. Have Christopher Hunt(\$), Bill Scharf(\$), Chris Geggus(\$), Dave for a company called SNA Associates, LLC. We market a couple of Hooton(\$), will take up to 2 more.

different software packages: Proteus, a data visualization software, and **Ibizan Hound**. Puerto Rico: This will include the Nobles expansion. Have Kevin EnvisionData, which is an ETL (Extract/Transform/Load) package, that takes data in Wilson(\$), Dave Hooton(\$), Christopher Hunt(\$), will take up to 2 more.

different formats, converts it to a common format, and loads it into the Envision **Icelandic Sheepdog**. Puerto Rico: This is the base game. Have Kevin Wilson(\$), database, which Proteus uses. I actually worked alongside them for quite a while Chris Geggus(\$), Andy York(\$), will take up to 2 more.

when I was at DCMA. They were one of the first software companies to get fully **Akitainu**. Race for the Galaxy: Have The Gathering Storm and Rebel vs. onboard with the UN/CEFACT standard I developed. As such, I had a bit of a head Imperium expansions. Have Bill Scharf(\$), Christopher Hunt(\$), Bob Robles(\$), start joining them, since I not only knew the data, but I had also worked with Kevin Wilson(\$), will take up to 1 more.

Proteus toward the end of my tenure at DCMA. I am currently the primary support **Karelian Bear Dog**. Terraforming Mars: Have the Hellas & Elysium, Venus person for NASA at SNA, but we are primarily working on a single project: The Next, Prelude, Colonies, and Turmoil expansions. Have Kevin Croskery, Andy Electrified Powertrain Flight Demonstration, or EPFD. This is a project within the York(\$), Kevin Wilson(\$), Dave Hooton(\$), Chris Geggus. This game is full.

NASA Aeronautics division based out of Langley. The objective is to partner with **Komondor**. Discworld: Ankh Morpork: Have Andy York(\$), Kevin Wilson(\$), industry to create workable megawatt-scale powertrain prototypes with an eye Bill Scharf(\$), will take up to 1 more.

toward getting them into commercial use on civilian aircraft by 2035. While many **Lagotto Romagnolo**. Citadels: Have the Dark City expansion cards. Have parts of the transportation sector are decarbonizing rapidly, air travel is not among Kevin Wilson(\$), Christopher Hunt(\$), Chris Geggus(\$), Bill Scharf(\$), will take them. By exploring new technologies and driving those technologies toward up to 4 more.

production, we hope to change that and to make air travel, cheaper, safer, and less **Lakeland Terrier**. 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, polluting. It's great working at a job where I can really get behind what we are and Armada expansions. Have Kevin Wilson(\$), Bill Scharf(\$), Chris Geggus, trying to do.

Since the last issue, 4 games have completed, 3 of them email games. The **Lhasa Apso**. Puerto Rico: This will include the Buildings expansion. Have email games are: Anatolian Shepherd, a Race for the Galaxy game won by Bill Christopher Hunt(\$), Chris Geggus, Dave Hooton, will take up to 2 more.

Scharf, Great Dane, a Discworld: Ankh Morpork game won by Andy York, and **Mountain Cur**. Terraforming Mars: Ares Expedition: A more card-focused Vlcak, a Terraforming Mars game also won by Chris Geggus. Finally, in the zine, version of Terraforming Mars. Have Andy York(\$), Bill Scharf(\$), Kevin we have the conclusion of Pedkingese, the New World Game, won by Chris Wilson(\$), will take up to 1 more.

Geggus. Congratulations to the winners! Since a game in the zine has completed, I **Neapolitan Mastiff**. Age of Renaissance: This game will start only after English will be starting a new one. It will be Coton de Tulear, the Kremlin game. I will be Setter has completed. Have Christopher Hunt(\$), Bob Robles(\$), Dave Hooton, accepting new players up to the next deadline, so if you want in, let me know.

The next deadline is **Tuesday, August 3 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 A. Have 4, will take up to 4 more.

Coton de Tulear. Kremlin: Will use the Revolution cards. Have Bob Robles(\$), **Power Grid Factory Manager**: Have Andy York, Chris Geggus, will take up to 3 Bill Scharf(\$), Kevin Wilson(\$), Chris Geggus, will take up to 2 more. **Will start more.**

next issue with whoever is signed up!

Finnish Lapphund. Gaia Project: Have Kevin Wilson(\$), Bill Scharf(\$), Martin Earth. Have Bill Scharf, Bob Robles, will take up to 6 more.

Burgdorf(\$), will take up to 1 more.

French Spaniel. Dune: Have the Tleilaxu, Ixians, and Lansraad variants available. **Robo Rally**: Will start after Sloughi ends. Have Bill Scharf, Chris Geggus, Dave Have Kevin Wilson(\$), Bob Robles(\$), Bill Scharf(\$), Martin Burgdorf(\$), will Hooton, will take up to 5 more.

take up to 2 more.

Gordon Setter. Suburbia: Have the Suburbia, Inc. and 5Star expansions. Have **Age of Renaissance**: This game will start only after English Setter has completed. Andy York(\$), Christopher Hunt(\$), Dave Hooton(\$), Bill Scharf (\$), will take up Will take up to 6.

to 1 more.

Hanoverian Scenthound. Dominion: Have most of the expansion sets plus some

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.

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.

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.

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

New World: Will take up to 6.

Silverton: Will take up to 6.

Power Grid: Have many different maps, the alternate deck and the Power Crisis unofficial expansion. Have Andy York, Kevin Wilson, Dave Hooton, will take up to 3 more.

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

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Kevin Wilson, will take up to 5 more.

Terra Mystica: 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:

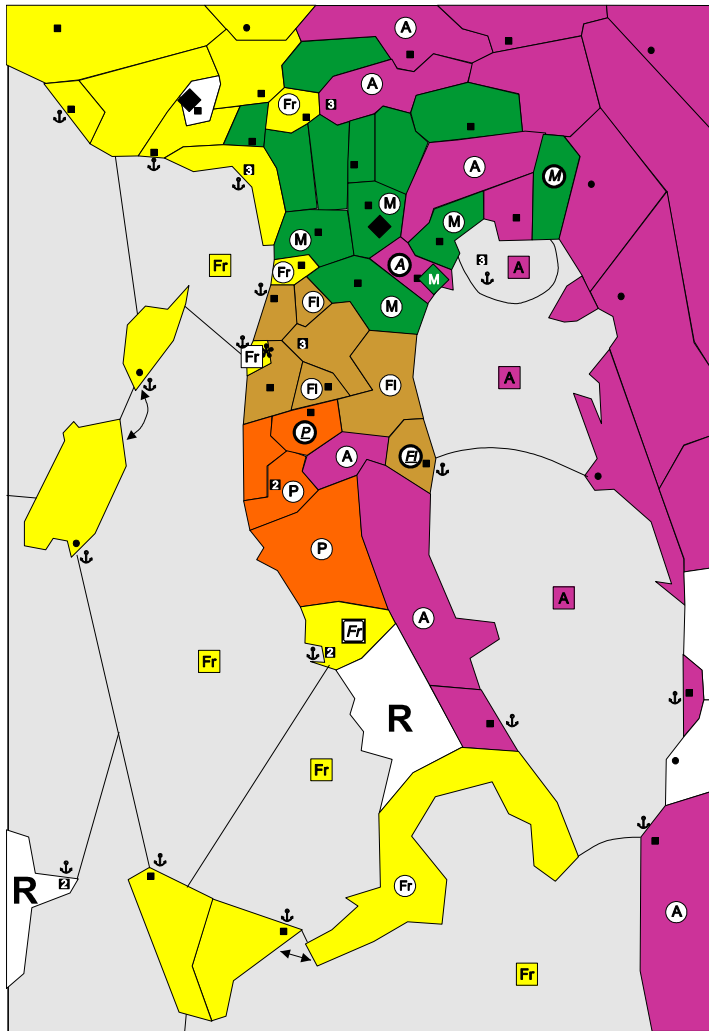
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 Subscriptions cost \$3.00 per issue (\$4.50 overseas).

Kai Ken Fall 1460

Deadline/Winter-Spring 1461 9/7 Tuesday

The struggle over Ferrara ends in a stalemate, which favors Austria, who also advances against Milan and France in the north. France stalemates Austria in the south and takes Piombino from an inactive Florence. The Pope is also curiously inert.

Kai Ken



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison
Summer 1460 Retreats

Austria retreats A Ancona to Spoleto
 Florence NRRs, retreats A Lucca OTB.
 Milan retreats A Ferrara to G

Expenditures

Milan borrows 5 ducats for 2 years (8 ducats due Fall 1462) and spends 6 ducats to repay the previous loan.

Outstanding Loans

Summer 1462: 12 ducats from Austria (8 borrowed).
 Fall 1462: 8 ducats from Milan (5 borrowed).

Orders

- AUSTRIA (Wilke):** *A (EM) FERRARA besieges*, A Friuli to VERONA, A DURAZZO holds, A Austria to TYROLEA, A AQUILA to Bari, A SPOLETO to Aquila, A MILAN supports A Austria to Tyrolea, F LOWER ADRIATIC supports A Aquila to Bari (cut), F UPPER ADRIATIC supports A Ferrara, F VENICE to Padua
- FLORENCE (Robles):** NMR! A AREZZO holds, *A (EP) ANCONA holds*, A URBINO holds, A PISTOIA holds, F Piombino holds (DISLODGED, retreat Pisa, Sienna, garrison, OTB)
- FRANCE (Wilson):** A OTRANTO to Bari, A Turin to PAVIA, A LUCCA holds, F TYRRHENIAN SEA supports F Ligurian Sea to Piombino, F Ligurian Sea to PIOMBINO, *F (EM) NAPLES holds*, F GULF OF NAPLES supports F Naples, F IONIAN SEA to Lower Adriatic, F Gulf of Lions to LIGURIAN SEA
- MILAN (Wilson):** A MODENA supports French A Lucca, A MANTUA supports G Ferrara convert to A, A PADUA support A Bologna convert to A (cut), A BOLOGNA supports G Ferrara convert to A, *A (EM) Carniola to FRIULI*, G FERRARA convert to A
- PAPACY (Robles):** NMR! A CAPUA holds, *A (EP) PERUGIA holds*, A ROME holds

Notes

Bob Robles has NMRed. **Will Andy York please submit standby ordes for Florence and the Papacy!**

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	Tyrolea, Austria, Hungary, Milan, Carinthia, Slavonia, Ferrara, Verona, Carniola, Croatia, Treviso, Istria, Dalmatia, Bosnia, Ragusa, Bari, Spoleto, Aquila, Durazzo	19
FLO	Pisa, Pistoia, Florence, Siena, Arezzo, Urbino, Ancona	7
FRA	Avignon, Swiss, Turin, Provence, Marseilles, Savoy, Genoa, Corsica, Sardinia, Naples, Palermo, Messina, Pavia, Lucca, Piombino, Otranto	16
MIL	Como, Cremona, Parma, Fornova, Montferat, Mantua, Modena, Trent, Bergamo, Padua, Bologna, Friuli	12
PAP	Patrimony, Rome, Perugia, Capua	4

Seas

AUS Venice, Upper Adriatic, Lower Adriatic
 FRA Ligurian Sea, Tyrrhenian Sea, Gulf of Naples, Ionian Sea

Cities

AUS Tyrolea, Austria, Hungary, Milan (3), Carniola, Croatia, Treviso, Dalmatia, Ragusa, Bari, Durazzo, Venice (3)
 FLO Pisa, Florence (3), Siena, Arezzo, Ancona
 FRA Avignon, Swiss, Turin, Marseilles, Savoy, Genoa (3), Corsica, Sardinia, Naples (2), Palermo, Messina, Pavia, Lucca, *Piombino*
 MIL Cremona, Montferrat, Modena, Trent, Padua, Bologna, Ferrara
 PAP Rome (2), Perugia

Totals

Variable income die roll was 3.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	9	19	3	16	47

S.O.B.

FLORENCE:	6	7	0	7	20
FRANCE:	5	16	4	17	42
MILAN:	3	12	0	6	21
PAPACY:	3	4	0	3	10

Game Summary

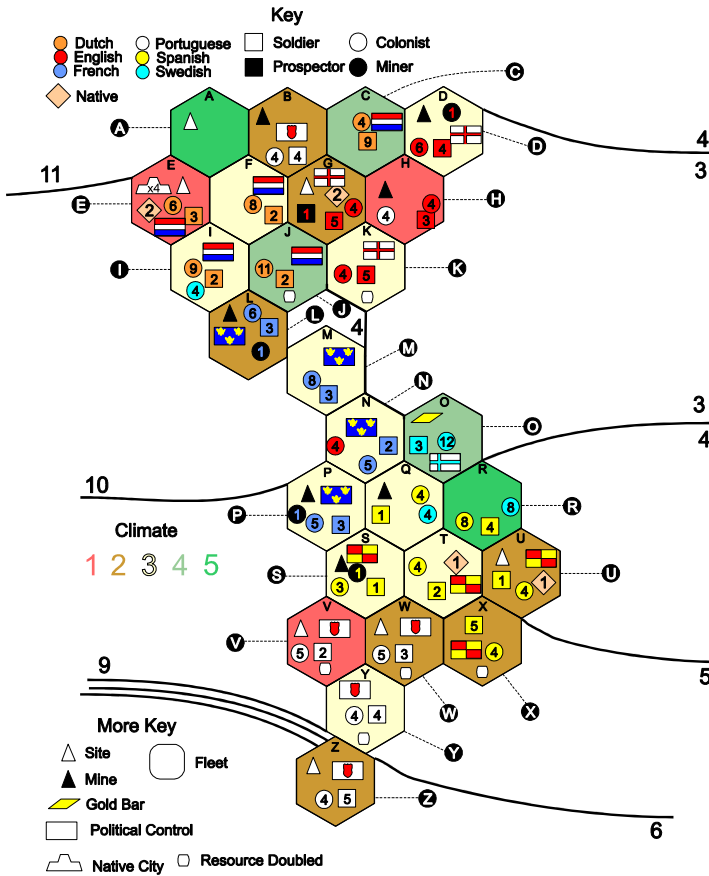
	1454	1455	1456	1457	1458	1459	1460	1461
Austria:	3	4	5	9	10	11	14	12
Florence:	3	4	5	5	6	7	6	5
France:	3	4	7	10	11	11	10	14*
Milan:	3	3	4	6	6	6	6	6
Naples:	4	7	6	3	2	1	0	0
Papacy:	4	4	4	4	4	3	2	2
Turks:	3	0	0	0	0	0	0	0
Venice:	4	6	7	0	0	0	0	0

*Depends on retreat

Pekingese

Turn 9

Turn 10 due Tuesday, 8/3



Planning

The Swedes have NMRed. They will be run as a non-player country with an attitude of Status Quo.

- English** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Spanish** maintain 4 ships (\$16) and buy 4 soldiers (\$40) for \$56.
- Swedes** maintain 5 ships (\$20) and buy 2 soldiers (\$20) for \$40.
- Dutch** maintain 3 ships (\$12) and buy 1 soldier (\$10) for \$22.
- French** maintain 4 ships (\$16) and buy 3 soldiers (\$30) for \$46.
- Portuguese** maintain 4 ships (\$16), buy 1 ship (\$12) and 5 soldiers (\$50) for \$78.

Outbound Naval Movement

- English** Move to H. Dice: 3, 5, 5. No losses.
- Spanish** Move to R. Dice: 3, 5, 6, 6. No losses.
- Swedes** Move to O. Dice: 3, 4, 5. No losses.

- Dutch** Move to J. Dice: 2, 3, 4, 5. No losses.
- French** Move to M. Dice: 2, 3, 4, 4. No losses.
- Portuguese** Move to Z. Dice: 2, 5, 6, 6, 6, 6. No losses.

Mining

The English mine 1 gold in D. The Portuguese mine 1 gold in H. The French mine 1 gold in L and P. The Swedes mine 1 gold in Q. The Spanish mine gold in S.

Discovery

No successful discovery.

Land Movement

- English** move 1 gold from D to anchorage dot, 1 gold from N to anchorage dot, and 4 soldiers and 4 colonists from fleet to H.
- Spanish** move 1 gold from S to anchorage dot, 4 soldiers and 4 colonists from X to T, and 4 soldiers and 4 colonists from fleet to R.
- Swedes** move 1 gold from Q to O, 2 soldiers and 2 colonists from O to R, and 2 soldiers and 4 colonists from fleet to O.
- Dutch** move 3 colonists and 2 soldiers from I to E, 3 colonists and 2 soldiers from F to E, 1 soldier from L to J, 5 colonists and 2 soldiers from L to I, 2 soldiers and 3 colonists from J to F, and 4 colonists and 1 soldier from fleet to J.
- French** move 1 gold from P to anchorage dot, 1 gold from L to anchorage dot, 1 gold from M to fleet, 2 soldiers from P to N, 2 soldiers from M to N, 2 soldiers from M to L, and 3 colonists and 3 soldiers from fleet to M.
- Portuguese** move 1 gold from H to anchorage dot, 1 gold from A to anchorage dot, 1 soldier from A to B, and 4 colonists and 5 soldiers from fleet to Z (it's a climate 2 area with 1 site and 3 natives).

Combat

Spanish attack the Swedes in R. Swedes lose 3 soldiers, the political control, and 3 colonists. Spanish attack the Swedes in T. Spanish and Swedes each lose 1 soldier. English attack the Portuguese in H. English lose 1 soldiers, Portuguese lose 4 soldiers. French attack the English in N. French and English each lose 2 soldiers.

Native Combat

Spanish: 2 natives and 2 soldiers lost in T. **Dutch:** 3 natives and 1 soldiers lost in E. **Portuguese:** 3 natives lost in Z.

Native Uprisings

Climate is a 5. Uprising in E (0 colonists lost).

Survival

Climate is a 6. No losses.

Political Control

Spanish gain political control of T and lose political control of Q. Dutch gain political control of E. French gain political control of L and N. Portuguese lose political control of H but gain political control of Z.

Homebound Naval Movement

English: Move to D. Die: 2. No losses, picks up gold. Move to N. Dice: 3, 6. No losses, picks up gold. Dice: 3, 3, 4, 4. No losses.

Spanish: Move to S. 2, 3, 3, 3, 5, 6. No losses, pick up gold. Dice: 1, 1, 2, 2, 3, 4, 5, 5, 6. No losses.

Swedes: Dice: 3, 4, 6, 6. No losses.

Dutch: Dice: 1, 1, 1, 3. Loses 2 ships.

French: Move to L. Die: 3. No losses, picks up gold. Move to P. Dice: 1, 1, 1, 3, 3, 3, 4, 5. Loses 1 ship, picks up gold. Dice: 1, 3, 3, 3, 4, 5, 6, 6. No losses.

Portuguese: Move to A. Dice: 1, 3, 5, 5, 6, 6. No losses, picks up gold. Move

to H. Dice: 1, 1, 1, 2, 3, 4, 4, 6, 6. Loses 1 ship with 1 gold, picks up gold. Dice: 2, 2, 3. No losses.

Income

Dutch: Political Control: \$240, resources: \$147.

English: Political Control: \$160, gold: \$80, resources: \$78.

French: Political Control: \$200, gold: \$120, resources: \$72.

Portuguese: Political Control: \$240, gold: \$40, resources: \$120.

Spanish: Political Control: \$200, gold: \$40, resources: \$69.

Swedes: Political Control: \$80, resources: \$84.

Conclusion

Turn 10 is the end of the game and since no player earned a 5 political control victory by Turn 9, we decide the winner on cash. Congratulations to Chris Geggus on his close victory!

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Non-player 1	\$1,433	0	1	4
English	Martin Burgdorf	\$967	1	4	4
French	Andy York	\$1,118	0	4	3
Portuguese	Non-player 2	\$1,243	0	4	4
Spanish	Chris Geggus	\$1,147	0	4	4
Swedes	Bob Robles	\$926	5	5	4

Sheltie**Turn 9, Phases IV-VI and Turn 10, Phases I-III****Turn 10, Phases IV-VI and Turn 11 Phases I-III due Tuesday, September 7****Turn 9**Operations

Pink (Scharf) operates #81 (\$40, 1 coal), #132 (\$50, 1 coal), #46 (\$40, 2 silver), #79 (\$40, 3 coal), and #86 (\$20, 2 coal). Delivers 9 coal from Crested Butte to Denver for \$1260. Gains \$20 in passenger revenue.

Red (Whyte) operates #87 (\$30, 3 coal), #120 (\$30, 4 coal), #106 (\$30, 1 copper), #31 (\$80, 2 gold), delivers 3 coal from Alamo to Denver for \$420 and 3 coal from Raton to Denver for \$420, and gains \$670 in passenger revenue. Buys a 42 train for \$320.

Blue (York) declines claim #91, operates #125 (\$20, 4 coal), #107 (\$50, 1 copper), #62 (\$30, depletes), #126 (\$30, 3 coal), #113 (\$30, 1 lumber), delivers 2 lumber from Taos to El Paso for \$320, gains \$290 in passenger revenues, and sells a 15 train for \$60 credit and buys a 42 train for \$320.

Orange (Hooton) operates #39 (\$30, 1 silver), #130 (\$80, 1 copper), #54 (\$40, 1 lumber), #34 (\$40, 4 silver), gains \$410 in passenger revenue, and hires a prospector for \$400.

Determine Price Changes

Gold: +2 to \$275

Copper: +2 to \$140

Silver: +2 to \$200

	Denver	Salt Lake City	Pueblo	Santa Fe	El Paso
Lumber:	Remains at \$200	-1 to \$80	Remains at \$200	+2 to \$160	-2 to \$100
Coal:	Remains at \$140	+1 to \$60	Remains at \$60	+2 to \$80	Remains at \$40

Turn 10Move Prospectors and Surveyors

Pink (Schaf) surveys Placerville to Rico and Rico to Dolores (dr = 7, success), prospecting passenger line 9 and #27 (P+2).

Red (Whyte) surveys San Ysidro to Cuba and Belen to Socorro, prospecting the deck (P+1) and #91 (P+2).

Blue (York) surveys Pinos Altos to Mogollon and Alimosa to Moffat, prospecting the deck (P+2) and the deck (P+1).

Orange (Hooton) surveys Moab to Monticello and Rifle to Meeker, and prospecting the deck (P) and the deck (P+2).

Dispute Resolution

No disputes. Red draws #90 and has first right of refusal. Blue draws #103 and #58 and has first right of refusal. Orange draws #55 and #6 and has first right of refusal. Pink spends \$630, Red spends \$300, Blue spends \$360, and Orange spends \$280.

Notes

Remember that in this game, you are allowed to have up to 6 personnel at a time.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Pink	Denver	\$655	9, 15, 24, 24		S, S+1, P, P+2
Brendan Whyte	Red	Denver	\$985	24, 24, 42		S, S+1, P+1, P+2
Andy York	Blue	El Paso	\$2,255	24, 24, 24, 42		S, S, P+1, P+2
Dave Hooton	Orange	Salt Lake City	\$625	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	6	\$50; 2-3: D; 4: 1; 5: 2; 6-7: 3; 8-12: 4
81	Crested Butte	Pink	Coal	4	\$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	2	\$40; 2-4: D; 5-8: 1; 9-10: 2; 11-12: 4
79	Bowie	Pink	Coal	3	\$40; 2: D; 3: 1; 4: 2; 5-9: 3; 10-12: 4
86	Canon City	Pink	Coal	2	\$20; 2-5: D; 6: 1; 7-8: 2; 9-10: 3; 11-12: 4
27	Dillon	Pink	Gold	N	\$40; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 4
87	Alamo	Red	Coal	19	\$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	20	\$30; 2-4: D; 5: 1; 6: 2; 7-10: 3; 11-12: 4
92	Raton	Red	Coal	1	Depleted
106	Cuba	Red	Copper	6	\$30; 2-5: D; 6-8: 1; 9-10: 2; 11-12: 3
31	Cripple Creek	Red	Gold	8	\$80; 2-5: D; 6-8: 2; 9-10: 4; 11-12: 6
91	Trinidad	Red	Coal	N	\$30; 2-4: D; 5: 1; 6-8: 3; 9-10: 4; 11-12: 5
125	Capitan	Blue	Coal	11	\$20; 2-3: D; 4: 1; 5-9: 3; 10: 4; 11-12: 5
107	Santa Rita	Blue	Copper	1	\$50; 2-4: D; 5-7: 1; 8-9: 2; 10-12: 3
104	Mogollon	Blue	Silver	6	Depleted
126	Santa Rita	Blue	Coal	4	\$30; 2-5: D; 6-7: 2; 8-9: 3; 10-11: 4; 12: 5
113	Porter	Blue	Lumber	5	\$30; 2-5: D; 6-9: 1; 10: 3; 11-12: 4
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	5	\$80; 2: D; 3-9: 1; 10-11: 2; 12: 3
54	Steamboat Springs	Orange	Lumber	2	\$40; 2-4: D; 5-7: 1; 8-10: 2; 11-12: 4
73	Hiawatha	Orange	Coal	3	Depleted
39	Aspen	Orange	Silver	2	\$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	5	\$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
1	A	Denver – Boulder	\$20	Pink	
9	B	Denver – Leadville	\$120	Pink	
3	A	Denver – Colorado Springs	\$50	Red	
5	A	Denver – Pueblo	\$80	Red	
7	A	Pueblo – Santa Fe	\$120	Red	
17	C	Denver – Santa Fe	\$420	Red	
4	A	El Paso – Deming	\$60	Blue	
13	B	El Paso – Santa Fe	\$140	Blue	
6	A	Santa Fe – Albuquerque	\$90	Blue	

Available Claims

#	City	Type	Claim	Operation
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
127	Westcliffe	Silver	\$60	\$20; 2-8: D; 9: 1; 10: 2; 11-12: 3
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
90	Trinidad	Coal	\$80	\$40; 2: D; 3: 1; 4: 2; 5-9: 3; 10-12: 4
103	Hillsboro	Silver	\$60	\$30; 2-7: D; 8: 1; 9-10: 2; 11-12: 4
58	Dolores	Lumber	\$140	\$40; 2-3: D; 4-5: 1; 6-9: 2; 10-12: 3

#	City	Type	Claim	Operation
55	<i>Walden</i>	<i>Lumber</i>	<i>\$100</i>	<i>\$50; 2-3: D; 4-5: 1; 6-9: 2; 10-12: 3</i>
6	<i>Georgetown</i>	<i>Gold</i>	<i>\$80</i>	<i>\$30; 2-8: D; 9: 2; 10: 3; 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	
22	C	Denver – Salt Lake City	\$800	\$1100	
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
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	4	\$80
15	4	\$120
24	1	\$200
42	6	\$320

Available Snowplows

Type	# Available	Cost
Die +2	3	\$40
Die +3	4	\$80
Die +4	5	\$140

Sloughi

Turn 6

Turn 7, August 3

Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
RBS	Move 3 (800)	U-Turn (50)	Rotate Right (120)	Move 3 (830)	Move 1 (610)
Minimus Prime	Shut down				
KrisKiller	Move 2 (670)	Rotate Left (410)	Rotate Left (70)	Move 3 (850)	Rotate Right (80)
Dalekbot	Rotate Left (330)	Rotate Left (370)	Rotate Left (150)	Rotate Left (190)	Rotate Right (100)
Robot Nick	Move 1 (550)	Move 1 (620)	Move 1 (510)	Rotate Right (220)	<i>Rotate Left (210)</i>
GEGS	U-Turn (20)	Move 1 (600)	Rotate Right (420)	Rotate Right (280)	U-Turn (40)

Registers in italics are locked. Robot Nick has NMRed! Orders determined randomly.

Phase 1

RBS dashes ahead 3, hitting a wall at H1, KrisKiller moves ahead 2 to G25, Robot Nick moves ahead 1 to B11, Dalekbot rotates left to face south, GEGS makes a U-turn to face west. The conveyor belt moves Robot Nick to B10.

Phase 2

Robot Nick moves ahead 1 to B11, GEGS moves ahead 1 to D16, KrisKiller rotates left to face east, Dalekbot rotates left to face east, RBS makes a U-turn to face south.. Conveyor belts: Robot Nick is moved to B10 and GEGS is moved to D14.

Phase 3

Robot Nick moves ahead 1 to B11, GEGS rotates right to face north, Dalekbot rotates left to face north, RBS rotates right to face west, and KrisKiller rotates left to face north. Conveyor belts: Robot Nick is moved to B10 and GEGS is moved to D13. GEGS shoots Minimus Prime.

Phase 4

KrisKiller dashes ahead 3 to G22, RBS dashes ahead 3 to E1, GEGS rotates right to face east, Robot Nick rotates right to face west, and Dalekbot rotates left to face west. The conveyor belt moves Robot Nick to B9.

Phase 5

RBS moves ahead 1 to D1, Robot Nick rotates left to face south, Dalekbot rotates right to face north, KrisKiller rotates right to face east, GEGS makes a U-turn to face west. The conveyor belt moves Robot Nick to B8 and the on-board laser shoots it, locking register 5.

Cleanup

Dalekbot is repaired 1 point and has Ramming Gear installed.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Bill Scharf	Roast Beef Sandwich (RBS)	Brown	Gyroscopic Stabilizer	D1>W	3	1	1
2	Dave Hooton	Minimus Prime	Orange		D12>E	2	2	1
3	Kevin Croskery	KrisKiller	Green		G22>E		2	2

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
4	Andy York	Dalekbot	Black	Fourth Gear, Mechanical Arm, Ramming Gear	D10>N	3, 1	3	1
5	Brendan Whyte?	Robot Nick	Red	Power-Down Shield	B8>S	3	3	5
6	Chris Geggus	Gas-Enabled Gear Shifts (GEGS)	Yellow	Conditional Program	D13>W	2, 4	3	0

Notes

Will Brad Martin please submit standby orders for Robot Nick!

Program Cards

Norbottenspets

Epoch II Empire Selection and Assyrians

Epoch II Chou Dynasty, Vedic City States, and Greek City States, September 7

Epoch II Empire Selection

Bad Cards (Scharf) keeps.

The Minotaurs (Hunt) keeps.

RMHS (Wilson) passes to Atlantis.

Romulus & Remus (Anderson) passes to GEGS.

Republic of Texas (York) keeps.

Atlantis (Burgdorf) passes to RMHS.

GEGS (Geggus) passes to Romulus & Remus.

Epoch II

Romulus & Remus (Anderson): ASSYRIANS: Army and Capital Upper Tigris (Babylonians retreat to Middle Tigris), armies Eastern Anatolia (vs. Hittites, plays Surprise Attack, A: 4, 3; H: 3; wins, capital reduced to city), Middle Tigris (vs. Babylonians; A: 2, 1; B: 2, A: 4, 2; B: 6; loses), Middle Tigris (vs. Babylonians; A: 6, 2; B: 4; A: 6, 4; B: 1; wins, Capital reduced to city), Lower Tigris (vs. Sumerians; A: 6, 5; S: 1; wins, city eliminated), Western Anatolia (vs. Minoans; A: 6, 2; M: 4; wins), Balkans, fort Balkans. Points: Dominance in Middle East (6) and India (4), Presence in Southern Europe (2), 2 Capitals (4), 2 cities (2), and 1 Monument (1) for 19 points.

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Bill Scharf	Bad Cards (turquoise)	4	11
Christopher Hunt	The Minotaurs (green)	4	8
Kevin Wilson	Royal Manticoran Historical Society (purple)	4	7
Andy York	Republic of Texas (blue)	4	4
Martin Burgdorf	Atlantis (orange)	5	8
Chris Geggus	Guide to European Geographical Studies (yellow)	5	4
Dave Anderson	Romulus & Remus (red)	12	24

Positions

RMHS: SUMERIANS: None.

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, army Libya.

Romulus & Remus: INDUS VALLEY: Army and Capital, Lower Indus, armies Western Deccan, Western Ghats. ASSYRIA: Army and Capital Upper Tigris, Army, city, and Monument Eastern Anatolia, army and city Middle Tigris, army and fort Balkans, armies Lower Tigris, Western Anatolia.

Republic of Texas: None.

Bad Cards: HITTITES: Armies Levant, Zagros. SHANG DYNASTY: Army and Capital Yellow River, armies Wei River, Szechuan, Yangtse Kian.

GEGS: ARYANS: Armies Turanian Plain, Tarim Basin, Persian Plateau, Hindu Kush.

Event Cards

Epoch II Empire

Email Games Report

Anatolian Shepherd

This is a Race for the Galaxy game and it ended in Turn 13 with a victory by Bill Scharf. Congratulations to Bill!

Vlcak

This is a Terraforming Mars game which ended in Generation 8 with a victory by Chris Geggus. Congratulations to Chris!

English Setter

This is a Age of Renaissance game. We are current doing in Turn 4, Phase 4, Purchases.

German Spitz

This is a Terraforming Mars game that is currently in Generation 4 Actions.

Great Dane

This is a Discworld: Ankh Morpork game. It ended in Turn 9 with a victory by Andy York as Commander Vimes. Congratulations to Andy!

Dutch Shepherd

This is a Lords of Waterdeep game using both the Skullport and Undermountain expansions. We are currently in Turn 6.

Estrela Mountain Dog

This is a Terra Mystica game. Players are Bill Scharf (Nomads), Martin Burgdorf (Engineers), Kevin Wilson (Swarmings), and Christopher Hunt (Alchemists). We are currently in Turn 4.

Field Spaniel

This is an Agricola game. Players are Christopher Hunt, Andy York, Chris Geggus, and Dave Hooton. We are currently in Round 11.

Irish Terrier

This is a Terraforming Mars game on the Elysium map with Prelude, Colonies, and Turmoil. Players are Kevin Wilson (Stormcraft), Bill Scharf (UNMI), Christopher Hunt (Robinson Industries), Andy York (Lakefront Resorts), and Chris Geggus (Polyphemos). We are currently in Generation 2 Research.

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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

Andy York for Florence and the Papacy in Kai Ken and Brad Martin for Robot Nick in Sloughi.

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