

Notes from Hades

It has been about a year now since I split out the email games from the paper and Armada expansions. Have Kevin Wilson(\$), Bill Scharf(\$), Chris Geggus(\$), zine, only giving brief status reports on the games run by email in the zine. I Christopher Hunt(\$), Dave Hooton(\$), will take up to 3 more.

I think that the experiment has gone very well, with the games running quite smoothly. There are a number of advantages to running games via email, including quicker response and play times, better communication and responsiveness within the game, and the ability to quickly correct errors or rule misunderstandings. After Setter has completed. Have Christopher Hunt(\$), Bob Robles(\$), Dave Hooton, being asked about this by a player, it occurred to me that all of the games here could easily be run in a similar fashion. In the past, when I have inquired among you about whether to ditch the paper zine entirely, there have always been a few holdouts. In this case, I will make the offer to the players of each game independently and give them the choice about whether they want to convert the game to be run via email. I will also be making that same offer for any new games that start up here. In this case, the decision must be unanimous. So, expect an email from me in the next few days, making the offer and describing the changes to how the game will be run if done via email.

Since the last issue, 5 games have completed, all of them email games. The games are: Dutch Shepherd, a Lords of Waterdeep game won by Chris Geggus, Field Spaniel, an Agricola game won jointly by Chris Geggus and Dave Hooton, Mountain Cur, the first Terraforming Mars: Ares Expedition game won by Christopher Hunt, Gordon Setter, a Suburbia game, in which Dave Hooton continues to be undefeated, and Hanoverian Scenthound, a Dominion game in which Dave Hooton scored a narrow, 1-point victory. Congratulations to the winners!

The next deadline is **Tuesday, October 12 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.

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.

Icelandic Sheepdog. Puerto Rico: This is the base game. Have Kevin Wilson(\$), Chris Geggus(\$), Andy York(\$), Dave Hooton (\$), will take up to 1 more.

Karelian Bear Dog. Terraforming Mars: Have the Hellas & Elysium, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Kevin Croskery, Andy York(\$), Kevin Wilson(\$), Dave Hooton(\$), Chris Geggus. This game is full and will start after the conclusion of whichever of Irish Terrier or German Spitz ends first.

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

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

Lakeland Terrier. 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, Have Kevin Wilson(\$), Bill Scharf(\$), Chris Geggus(\$), will take up to 3 more.

Lhasa Apso. Puerto Rico: This will include the Buildings expansion. Have Christopher Hunt(\$), Chris Geggus(\$), Dave Hooton(\$), will take up to 2 more.

Neapolitan Mastiff. Age of Renaissance: This game will start only after English Setter has completed. Have Christopher Hunt(\$), Bob Robles(\$), Dave Hooton, will take up to 1 more.

Outpost: This will use the usual rules. Have Dave Hooton, Andy York, Bill Scharf, will take up to 6 more.

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

Pharaoh Hound. Lords of Waterdeep: Have the Scoundrels of Skullport that start up here. In this case, the decision must be unanimous. So, expect an email from me in the next few days, making the offer and describing the changes to how the game will be run if done via email.

Plott Hound. Terra Mystica: Have Kevin Wilson(\$), Christopher Hunt(\$), Bill Scharf(\$), 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.

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.

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: Have Kevin Wilson, Dave Hooton, will take up to 3 more.

Age of Renaissance: This game will start only after English Setter has completed. Have Bob Robles, will take up to 5 more.

New World: Have Bob Robles, will take up to 5 more.

Silverton: Have Bill Scharf, will take up to 5 more.

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.

Terraforming Mars: Ares Expedition: Have Kevin Wilson, will take up to 3 more.

Agricola: This is the first edition, published by Z-Man Games. Will take up to 5.

Gaia Project: Will take up to 4.

Suburbia: Have the Suburbia, Inc. and 5 Star expansions. Will take up to 5.

Dominion: Have most of the expansion sets plus some extras. Have Bill Scharf, will take up to 5 more.

Puerto Rico: This will include the Nobles 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.

Kai Ken

Spring 1461

Deadline/Summer 1461 10/12 Tuesday

Florence and the Pope gain a reprieve as France and Milan square off against Austria.

Summer 1460 Retreats

Florence retreats F Piombino to Pisa.

Builds

		Cost
Aus	Maintains A Friuli, A Durazzo, A Tyrolea, A Aqula, A Spoleto, A Milan, F Lower Adriatic, F Upper Adriatic, F Venice, builds A (Elite Mercenary) Treviso, A Dalmatia, A Austria, G Tyrolea	42
Flo	Maintains A Pistoia, A Sienna, A Urbino, A (EP) Ancona	18
Fra	Maintains all, builds A Swiss	33
Mil	Maintains all, no new builds	21
Pap	Maintains A Rome, A Capua, builds G Perugia	9

Expenditures

France borrows 14 ducats for 2 years (21 ducats due Spring 1463) and spends 12 ducats each to disband Austrian A Milan and A Tyrolea.

Outstanding Loans

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

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

Spring 1463: 21 ducats from France (14 borrowed).

Orders

AUSTRIA (Wilke): A (EM) Treviso to PADUA, A Verona to BERGAMO, A DURAZZO holds, A Tyrolea to Turin (nsu), A Aquila to SALERNO (rebellion liberated), A Spoleto to AQUILA, A Milan to Cremona (nsu), A DALMATIA to Bari, A Austria to CARINTHIA, F LOWER ADRIATIC transports A Dalmatia to Bari, F UPPER ADRIATIC supports A Treviso to Padua, F VENICE supports A Treviso to Padua, G TYROLEA convert to A

FLORENCE (Robles): A AREZZO supports A Pistoia to Florence, A (EP) ANCONA supports Papal A Rome to Spoleto, A URBINO supports A Ancona, A Pistoia to FLORENCE

FRANCE (Wilson): A SWISS to Tyrolea, A OTRANTO to Bari, A Pavia to MILAN, A LUCCA supports Milan A Bologna, F TYRRHENIAN SEA supports F Naples, F LIGURIAN SEA supports F Tyrrhenian Sea, F (EM) NAPLES holds, F GULF OF NAPLES to Ionian Sea, F IONIAN SEA to Durazzo, F PIOMBINO holds

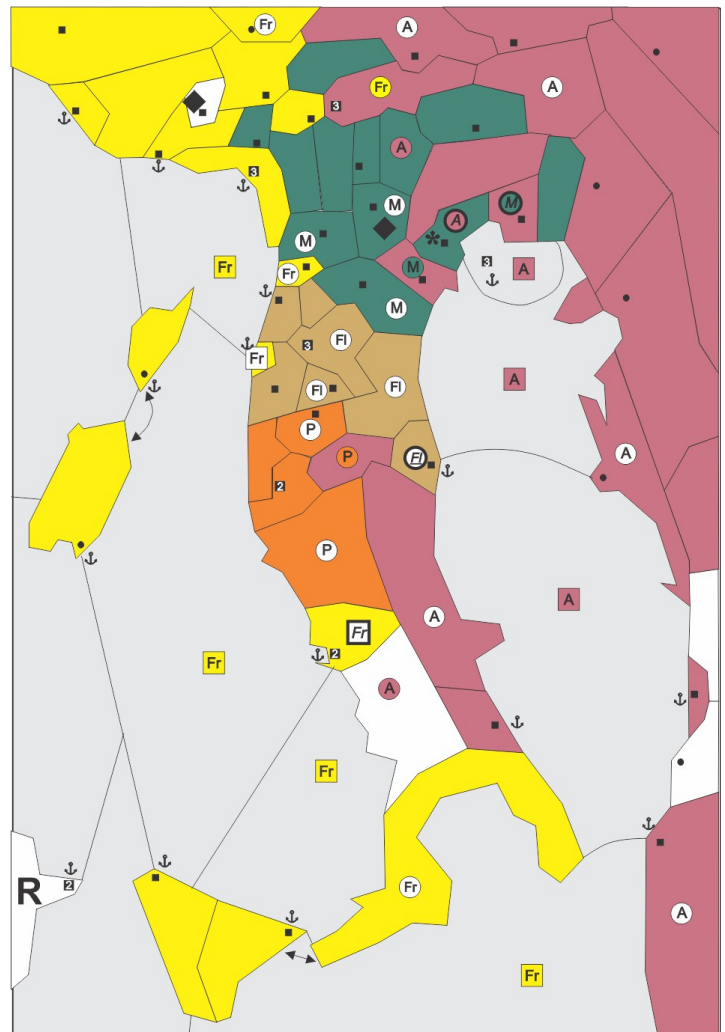
MILAN (Wilson): A MODENA supports A Bologna, A MANTUA supports G Ferrara convert to A, A Padua support A Ferrara convert to A (cut, DISLODGED, retreat Verona, garrison, OTB), A BOLOGNA supports G Ferrara convert to A, A (EM) Friuli to TREVISO, G FERRARA convert to A

PAPACY (Robles): A CAPUA supports A Rome to Spoleto, A Rome to SPOLETO, G PERUGIA convert to A

Notes

Thanks to Andy York for his unused standby orders!

Kai Ken



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

Summer 1460 Plague

Plague results held pending retreats.

Pekinges

End of Game Statements

Andy York (French): Interesting that the two "leaders" were the non-players - can randomly generated moves really do better than an actual player consistently? [GM: I did optimize their moves within the constraints of their attitudes.]

Congrats to Chris G. for edging me as the best actual player. I actually thought I was going to be much further back in the pack, so I'm happy with how it ended up.

And, as always, thanks to Chris H. for giving us the opportunity to enjoy playing a great game!

Chris Geggus (Spanish): My first game knowing absolutely nothing about it, so the win was blind luck with no skill whatsoever. My only tactic was to attack whenever in a majority (very Spanish) to try to keep other nations down. Plus I always welcome any game involving dice rolls! Thanks to all for the game and especially to Chris who had to correct and unravel almost all of my turn orders throughout the game.

Sheltie

Turn 10, Phases IV-VI and Turn 11, Phases I-III Turn 11, Phases IV-VI and Turn 12 Phases I-III due Tuesday, October 12

Turn 10

Operations

Pink (Scharf) operates #52 (\$40, depletes), #132 (\$50, 3 coal), #81 (\$40, 1 coal), #129 (\$40, 1 copper), \$46 (\$40, 2 silver), #79 (\$40, 3 coal), #86 (\$20, 1 coal), and #27 (\$40, 4 gold), delivers 9 coal from Steamboat Springs to Denver for \$1260 and 1 coal from Crested Butte to Denver for \$140. Gains \$140 in passenger revenue.

Red (Whyte) buys #90 for \$80, operates #87 (\$30, 3 coal), #120 (\$30, depletes), #106 (\$30, 2 copper), #31 (\$80, 2 gold), #91 (\$30, 3 coal), #90 (\$40, 4 coal), delivers 11 coal from Cuba to Denver for \$1540, gains \$670 in passenger revenues.

Blue (York) buys #103 for \$60 but declines #58, operates #125 (\$20, 3 coal), #107 (\$50, 1 copper), #126 (\$30, depletes), #103 (\$30, 2 silver), delivers 6 silver from Mogollon to El Paso for \$2400, 8 coal from Capitan to Santa Fe for \$640, and 6 coal from Capitan to El Paso for \$240. Gains \$290 in passenger revenue. Spends \$400 to hire a third prospector.

Orange (Hooton) buys #55 for \$100 but declines #6, operates #39 (\$30, 2 silver), #130 (\$80, 1 copper), #54 (\$40, 2 lumber), #34 (\$40, depletes), delivers 4 silver from Aspen to Salt Lake City for \$800, gains \$410 in passenger revenue.

Determine Price Changes

Gold: Remains at \$275

Copper: +2 to \$200

Silver: -2 to \$160

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

Turn 11

Move Prospectors and Surveyors

Pink (Scharf) surveys Dolores to Durango (S+2), prospects #29 (P+2).

Red (Whyte) surveys Socorro to Butte Junction and Canon City to Cripple Creek, prospects the deck (P+1) and the deck (P+2).

Blue (York) surveys Santa Rita to Hillsboro and Moffat to Salida, prospects the deck (P+2) and the deck (P+1).

Orange (Hooton) surveys Monticello to Dolores and Meeker to Craig, and prospects #58 (P+2) and the deck (P).

Dispute Resolution

No disputes. Red draws #96 (P+1 prospector shot dead) and #123 (Coal at Gallup) and has first right of refusal. Blue draws #105 (Silver at Silver City) and #65 (Lumber at El Vado) and has first right of refusal. Orange draws #116 (Lumber at Pinos Altos) and has first right of refusal. Pink spends \$280, Red spends \$300, Blue spends \$400, and Orange spends \$420.

The Players

Player	Color	Starting Location	Money	Trains	Snowplows	Personnel
Bill Scharf	Pink	Denver	\$1,885	9, 15, 24, 24		S, S+1, P, P+2
Brendan Whyte	Red	Denver	\$2,575	24, 24, 42		S, S+1, P+2
Andy York	Blue	El Paso	\$4,545	24, 24, 24, 42		S, S, P, P+1, P+2
Dave Hooton	Orange	Salt Lake City	\$1,125	9, 15		S, S, P, P+2

Purchased Claims

#	City	Owner	Type	Goods	Operation
52	Lake City	Pink	Silver	3	Depleted
132	Steamboat Springs	Pink	Coal	0	\$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	4	\$40; 2-4: D; 5-8: 1; 9-10: 2; 11-12: 3
46	Telluride	Pink	Silver	4	\$40; 2-4: D; 5-8: 1; 9-10: 2; 11-12: 4
79	Bowie	Pink	Coal	6	\$40; 2: D; 3: 1; 4: 2; 5-9: 3; 10-12: 4
86	Canon City	Pink	Coal	3	\$20; 2-5: D; 6: 1; 7-8: 2; 9-10: 3; 11-12: 4
27	Dillon	Pink	Gold	4	\$40; 2-6: D; 7-8: 1; 9-10: 2; 11-12: 4
29	Leadville	Pink	Gold	N	\$20; 2-7: D; 8: 1; 9-10: 2; 11-12: 4

#	City	Owner	Type	Goods	Operation
87	Alamo	Red	Coal	22	\$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	9	Depleted
92	Raton	Red	Coal	1	Depleted
106	Cuba	Red	Copper	8	\$30; 2-5: D; 6-8: 1; 9-10: 2; 11-12: 3
31	Cripple Creek	Red	Gold	10	\$80; 2-5: D; 6-8: 2; 9-10: 4; 11-12: 6
91	Trinidad	Red	Coal	3	\$30; 2-4: D; 5: 1; 6-8: 3; 9-10: 4; 11-12: 5
90	Trinidad	Red	Coal	4	\$40; 2: D; 3: 1; 4: 2; 5-9: 3; 10-12: 4
125	Capitan	Blue	Coal	10	\$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
104	Mogollon	Blue	Silver	6	Depleted
126	Santa Rita	Blue	Coal	4	Depleted
113	Porter	Blue	Lumber	5	\$30; 2-5: D; 6-9: 1; 10: 3; 11-12: 4
103	Hillsboro	Blue	Silver	2	\$30; 2-7: D; 8: 1; 9-10: 2; 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	6	\$80; 2: D; 3-9: 1; 10-11: 2; 12: 3
54	Steamboat Springs	Orange	Lumber	4	\$40; 2-4: D; 5-7: 1; 8-10: 2; 11-12: 4
73	Hiawatha	Orange	Coal	3	Depleted
39	Aspen	Orange	Silver	4	\$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
55	Walden	Orange	Lumber	N	\$50; 2-3: D; 4-5: 1; 6-9: 2; 10-12: 3
58	Dolores	Orange	Lumber	N	\$40; 2-3: D; 4-5: 1; 6-9: 2; 10-12: 3

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
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
6	Georgetown	Gold	\$80	\$30; 2-8: D; 9: 2; 10: 3; 11-12: 4
123	Gallup	Coal	\$60	\$40; 2-5: D; 6: 1; 7-8: 3; 9-10: 4; 11-12: 5
105	Silver City	Silver	\$40	\$40; 2-8: D; 9: 2; 10: 3; 11-12: 4
65	El Vado	Lumber	\$100	\$30; 2-4: D; 5-6: 1; 7-10: 2; 11-12: 3
116	Pinos Altos	Lumber	\$60	\$30; 2-5: D; 6-7: 1; 8-10: 2; 11-12: 3

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 8****Turn 9, October 12**Program Robots

Robot	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
RBS	Rotate Left (290)	Move 1 (540)	Move 3 (820)	Rotate Right (400)	Move 1 (570)
Minimus Prime	Move 2 (710)	Back Up (480)	Rotate Left (190)	Rotate Left (150)	Rotate Left (70)
KrisKiller	Move 1 (640)	Rotate Left (250)	Move 2 (750)	Rotate Left (310)	U-Turn (10)
Dalekbot	Rotate Left (170)	Move 1 (490)	Rotate Left (330)	Move 2 (730)	Rotate Right (280)
Robot Nick	Move 2 (700)	<i>Rotate Left (350)</i>	<i>Move 1 (580)</i>	<i>Rotate Right (100)</i>	<i>Rotate Left (210)</i>
GEGS	Rotate Right (340)	Move 1 (600)	Rotate Left (230)	Move 1 (620)	Move 1 (550)

Registers in italics are locked. Last turn, Dalekbot was able to use the Mechanical Arm to repair a second point.

Phase 1

Minimus Prime moves ahead 2 to F2, Robot Nick moves ahead 2 to B10, KrisKiller moves ahead 1 to H22, GEGS rotates right to face north, RBS rotates left to face south, and Dalekbot rotates left to face west. Conveyor belts: Minimus Prime is moved to F13 and Robot Nick to B9. KrisKiller touches Flag 1 and relocates its archive.

Phase 2

GEGS moves ahead 1 to D12, RBS moves ahead 1 to D2, Dalekbot moves ahead 1 to C10, Minimus Prime backs up to E13, Robot Nick rotates left to face east, and KrisKiller rotates left to face north. The conveyor belt moves Robot Nick to B8 and he onboard laser shoots it, locking register 4.

Phase 3

RBS dashes ahead 3 to D5, KrisKiller moves ahead 2 to H20, Robot Nick moves ahead 1 to C8, Dalekbot rotates left to face south, GEGS rotates left to face west, and Minimus Prime rotates left to face north. The on-board laser shoots Robot Nick, locking register 3.

Phase 4

Dalekbot moves ahead 2 to C12, GEGS moves ahead 1 to C12, pushing Dalekbot to B12, RBS rotates right to face west, KrisKiller rotates left to face west, Minimus Prime rotates left to face west, and Robot Nick rotates right to face south. The on-board laser shoots Robot Nick, locking register 2, and GEGS shoots Dalekbot.

Phase 5

RBS moves ahead 1 to C5, GEGS moves ahead 1 to B12, pushing Dalekbot to A12, Dalekbot rotates right to face west, Robot Nick rotates left to face east, Minimus Prime rotates left to face south, and KrisKiller makes a U-turn to face east. The on-board laser shoots Robot Nick, locking register 1, and GEGS shoots Dalekbot.

Cleanup

Robot Nick powers down, repairing all damage and activating the Power-Down Shield.

Players

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
1	Bill Scharf	Roast Beef Sandwich (RBS)	Brown	Gyroscopic Stabilizer	C5>W	3	1	1
2	Dave Hooton	Minimus Prime	Orange		E13>S	2	2	1
3	Kevin Croskery	KrisKiller	Green		H20>E	1	2	2
4	Andy York	Dalekbot	Black	Fourth Gear, Mechanical Arm, Ramming Gear	A12>W	3, 1	3	2
5	Brendan Whyte?	Robot Nick	Red	Power-Down Shield	C8>E	3	3	0

#	Player Name	Robot Name	Color	Options	Position	Flags	Lives	Damage
6	Chris Geggus	Gas-Enabled Gear Shifts (GEGS)	Yellow	Conditional Program	B12>W	2, 4	3	0

Notes

Thanks to Brad Martin for his unused standby orders!

Program Cards

Norbottenspets

**Epoch II Chou Dynasty, Vedic City States, and Greek City States
Epoch II Scytheans, Carthagina, and Persia, October 12**

Epoch II

Royal Manticoran Historical Society (Wilson): CHOU DYNASTY: Army and Capital Wei River (Shang Dynasty retreats to Yellow River), army Yellow River (vs. Shang Dynasty, plays Treachery, wins, capital reduced to city), Great Plain of China, Chekiang, Tarim Basin (vs. Aryans; C: 3, 1; A: 6; loses), Tarim Basin (vs. Aryans; C: 4, 2; A: 3; wins). Builds Monument Wei River. Points: Dominance in China (4), 1 Capital (2), 1 city (1), and 1 Monument (1) for 8 points.

Bad Cards (Scharf): VEDIC CITY STATES: Army and Capital Upper Indus, armies Ganges Valley, Ganges Delta, Eastern Deccan, Eastern Ghats, Ceylon. Builds Monument Upper Indus. Points: Dominance in India (4), Presence in Middle East (3), China (2), 1 Capital (2), and 1 Monument (1) for 12 points.

The Minotaurs (Hunt): GREEK CITY STATES: Army and Capital Morea, fleet Western Mediterranean, army Southern Iberia (vs. Egypt; G: 5, 5; E: 1, 1; wins), fleet Black Sea, army Danubia, Central Europe, Shatts Plateau (vs. Egypt; G: 6, 1; E: 6; G: 4, 3; E: 6; loses), Shatts Plateau (vs. Egypt; G: 4, 1; E: 6; loses), Shatts Plateau (vs. Egypt; G: 3, 2; E: 2; wins). Builds Monument Morea. Points: Dominance in North Africa (4) and Southern Europe (4), 2 Capitals (4), 1 city (1), 3 Seas (3), and 2 Monuments (2) for 22 points.

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy York	Republic of Texas (blue)	4	4
Martin Burgdorf	Atlantis (orange)	5	8
Chris Geggus	Guide to European Geographical Studies (yellow)	5	4
Bill Scharf	Bad Cards (turquoise)	10	23
Kevin Wilson	Royal Manticoran Historical Society (purple)	10	15
Dave Anderson	Romulus & Remus (red)	12	24
Christopher Hunt	The Minotaurs (green)	13	30

Positions

RMHS: CHOU DYNASTY: Army, Capital, and Monument Wei River, army and city Yellow River, armies Great Plain of China, Chekiang, Tarim Basin.

Atlantis: EGYPT: Armies Nubia, Palestine, Arabian Peninsula.

The Minotaurs: Fleet Eastern Mediterranean, Western Mediterranean, Black Sea. MINOANS: Army, Capital, and fort Crete, army, city, and Monument Nile Delta, army Libya. GREEK CITY STATES: Army, Capital, and Monument Morea, armies Danubia, Central Europe, Southern Iberia, Shatts Plateau.

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: Armies Szechuan, Yangtse Kian. VEDIC CITY STATES: Army, Capital, and Monument Upper Indus, armies Ganges Valley, Ganges Delta, Eastern Deccan, Eastern Ghats, Ceylon.

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

Event Cards

Epoch II Empire

Coton de Tulear Kremlin Gamestart

Faction Names, Initial Influence Allocation, and Turn 1, Cure through Health Phases, October 12

Politburo

Politician	Condition	Influence
Nestor Aparatschik (A)	80 +	
Anagol Mischif (I)	67	
Karel Krakemheds (E)	72, weak	
Boris Badenuff (X)	53	
Mikhail Strychnin (T)	57, strong	
Andrej Purgemoff (F)	71	
Leonid Bungloff (W)	54	
Iwan Manjak (P)	61	

Candidates: G, L, O, Y, Z
People: B, C, D, H, J, K, M, N, Q, R, S, U, V
Siberia: None (yet)

Players

Player	Faction Name	Cards
Bob Robles		3
Bill Scharf		3
Kevin Wilson		3
Chris Geggus		3

Notes

We are using all of the Intrigue cards provided by the Revolution variant, as well as a few more provided in *The General*. Please let me know if you need explanations of any of your cards. Also we are using free allocation of your initial IP's. You may allocate 55 total IP's to in any politicians of your choice, so long as you do not allocate more than 55

Intrigue Cards

Undeclared Influence

Email Games Report

English Setter

This is a Age of Renaissance game. We are current doing in Turn 6, Phase 3, Card Play.

German Spitz

This is a Terraforming Mars game that is currently in Generation 6 Actions.

Dutch Shepherd

This is a Lords of Waterdeep game using both the Skullport and Undermountain expansions. This game ended with a convincing victory by Chris Geggus. Congratulations to Chris!

Estrela Mountain Dog

This is a Terra Mystica game. Players are Bill Scharf (Nomads), Martin Burgdorf (Engineers), Kevin Wilson (Swarmlings), and Christopher Hunt (Alchemists). We are currently in Turn 6.

Field Spaniel

This is an Agricola game. Players are Christopher Hunt, Andy York, Chris Geggus, and Dave Hooton. This game ended in a tie between Chris Geggus and Dave Hooton. Congratulations to the co-winners!

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 5 Research.

Mountain Cur

This was the inaugural game of Terraforming Mars: Ares Expedition. The players were Kevin Wilson (Mining Guild), Bill Scharf (Thorgate), Christopher Hunt (Launch Star, Inc.), and Andy York (Interplanetary Cinematics). Just as in face-

to-face, this is a fast paced game and it both started and ended within a couple of weeks, with a close victory by Christopher Hunt. Congratulations to Christopher!

Finnish Lapphund

This is a Gaia Project game with Martin Burgdorf (Ambas), Bill Scharf (Lantids), and Kevin Wilson (Gleens). We are currently in Turn 1.

Gordon Setter

This is a Suburbia game using the Suburbia, Inc. and 5Star expansions. Players are Dave Hooton, Christopher Hunt, Andy York, and Bill Scharf. It ran 16 turns and Dave Hooton has continued his reign as the champion of Suburbia. Congratulations to Dave.

Hanoverian Scenthound

This is a Dominion game using version 2 of both the base game and Intrigue as well as Hinterlands. Players are Bill Scharf, Chris Geggus, Dave Hooton, and Christopher Hunt. The game ran 14 turns at which point the last Province was purchased. Dave Hooton edged out Bill Scharf to win by 1 point. Congratulations to Dave on a very close victory!

Ibizan Hound

This is a Puerto Rico game using the Nobles expansion. Players are Dave Hooton, Christopher Hunt, and Kevin Wilson. We are currently in Turn 4.

Akitainu

This is a Race for the Galaxy game, using both The Gathering Storm and the Rebels vs. Imperium expansions, but not using the Takeover rule in Rebel vs. Imperium.. Players are Bill Scharf, Christopher Hunt, Kevin Wilson, and Bob Robles. We are still in the initial setup.

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!