

Notes from Hades

The main thing happening around here right now is my sons' imminent 21st birthday. We're planning on taking them out for a fancy dinner to celebrate, and they are also planning on taking some friends bowling. They originally wanted to go to the bowling alley in Santa Monica where *The Big Lebowski* was filmed. Unfortunately, it is no longer a going concern, so they had to look elsewhere. In any event, it should be a fun time.

Since the last issue, 1 game has completed. It is: Dorkie, a 7 Wonders game won by Bill Scharf. Congratulations to Bill.

The next deadline is **Tuesday, April 25 at 5:00 p.m. Pacific Time.**

Contents

Malinois	Gunboat Machiavelli	Page 2
Zine Report		Page 2
Email Games Report		Page 3

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.

Dobredor: Terraforming Mars: Have the Hellas & Elysium and 3 fan created boards, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Kevin Wilson(\$), Bill Scharf(\$), Dave Hooton(\$), Andy York(\$), Christopher Hunt(\$). This game is full.

Dogue de Bordeaux: History of the World: Have Kevin Wilson(\$), Bill Scharf(\$), Andy York(\$), Chris Geggus(\$), will take up to 2 more.

Doxie: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Andy York(\$), Kevin Wilson(\$), Chris Geggus(\$), Dave Hooton(\$), Bill Scharf(\$). This game is full.

Drentsche Patrijshond: Machiavelli: Scenario to be decided by player vote on game start. Have Bob Robles, Kevin Wilson(\$), Ward Narhi, Martin Burgdorf(\$), will take up to 4 more.

English Cocker Spaniel: Agricola: This is the first edition, published by Z-Man Games. Have Chris Geggus(\$), Dave Hooton(\$), Christopher Hunt(\$), will take up to 2 more.

English Foxhound: Citadels: Have the Deluxe version. Have Kevin Wilson(\$), Bill Scharf(\$), Chris Geggus(\$), Christopher Hunt(\$), will take up to 4 more.

English Springer Spaniel: Dominion: Have most of the expansion sets plus some extras. Have Bill Scharf(\$), Dave Hooton(\$), Kevin Wilson(\$), Christopher Hunt(\$), Chris Hibbert(\$), will take up to 1 more.

English Toy Spaniel: Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Have Dave Hooton(\$), Christopher Hunt(\$), Bill Scharf(\$), will take up to 2 more.

Fila Brasileiro: Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus expansions. Have Christopher Hunt(\$), Kevin Wilson(\$), Bill Scharf(\$), will take up to 2 more.

Finnish Spitz: Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Have Kevin Wilson(\$), Christopher Hunt(\$), Bill Scharf(\$), Chirs Hibbert(\$), Bob Robles(\$), will take up to 1 more.

Flat-Coated Retriever: Puerto Rico: This is the base game. Have Chris Geggus(\$), Kevin Wilson(\$), Chris Hibbert(\$), will take up to 1 more.

Fox Terrier: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus(\$), Kevin Wilson(\$), 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.

Caverna: A game of farming and mining very similar to Agricola. Have Bill Scharf, will take up to 6 more.

Merchant of Venus: Have Andy York, Bob Robles, Chris Geggus, will take up to 3 more.

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

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

2038: Have Bill Scharf, Dave Hooton, will take up to 4 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, Chris Geggus, Mike Pollard, will take up to 4 more.

New World: Have Bob Robles, Andy York, will take up to 4 more.

Gaia Project: Have Kevin Wilson, Bill Scharf, will take up to 2 more.

Liftoff: Have the Mars Landing variant I created as an option. Have Andy York, Bill Scharf, will take up to 2 more.

Dune: Have the Teilaxu, Ixians, and Lansraad variants available, and can potentially play with the Spice Harvest and Duel expansions if playing by email.

Machiavelli: Scenario and optional rules by player vote. Have Kevin Wilson, Bob Robles, will take up to 6 more.

Krenlin: Will use the cards from the Revolution expansion and the extra cards originally published in The General. Have Kevin Wilson, Bill Scharf, Bob Robles, will take up to 3 more.

Terra Mystica: Have Kevin Wilson, Bill Scharf, will take up to 3 more.

Silverton: Have Dave Hooton, Bill Scharf, will take up to 4 more.

Puerto Rico: This will include the Buildings expansion. Have Chris Geggus, Kevin Wilson, will take up to 2 more.

Century Spice Road: Have Chris Geggus, Christopher Hunt, will take up to 4 more.

Puerto Rico: This will include the Nobles expansion. Have Christopher Hunt, Kevin Wilson, will take up to 2 more.

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

Discworld: Ankh Morpork: Have Kevin Wilson, Bill Scharf, will take up to 2 more.

Outpost: This will use the expert rules. Have Dave Hooton, will take up to 9 more.

Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Dave Hooton, will take up to 5 more.

Power Grid: Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Have Dave Hooton, will take up to 5 more.

Titan: Will take up to 6.

Wingspan: Have the European and Oceana birds expansions. Have Bill Scharf, Dave Hooton, will take up to 3 more.

Robo Rally: I have the Avalon Hill version. Have Dave Hooton, will take up to 7 more.

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Will take up to 6.

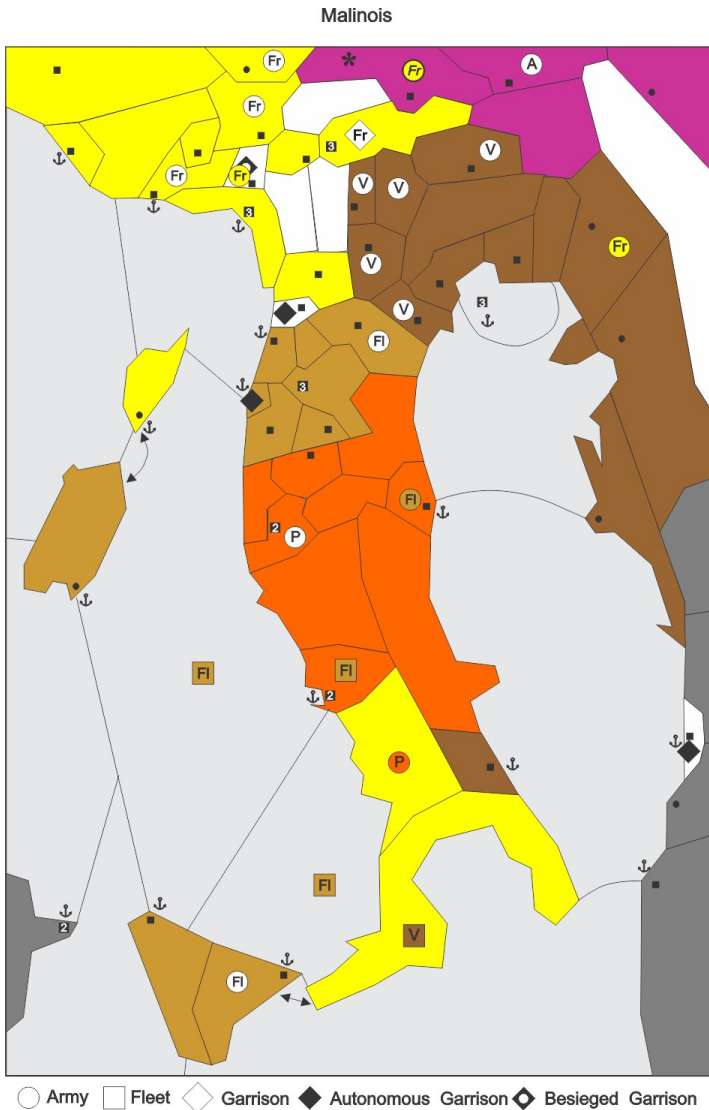
7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Dave Hooton, will take up to 7 more.

Age of Renaissance: Will take up to 6.

Terraforming Mars: Ares Expedition: Will take up to 4.
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-subscribers.

Malinois
Gunboat Machiavelli
Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press
Summer 1501
Deadline/Fall 1502 4/25 Tuesday

France borrows heavily to turn an Austrian Army, while Venice/Austrian coordination fails. Florence turns against the Pope.



Expenditures

France borrows 25 ducats from the moneylenders (38 ducats due Summer 1504) and spends 18 ducats to take over the Austrian A Carinthia.

Outstanding Loans

Spring 1503: 27 ducats due from Austria (18 borrowed).
 Summer 1503: 24 ducats due from Florence (16 borrowed).
 Summer 1504: 38 ducats due from France (25 borrowed).

Orders

AUSTRIA: A Carinthia supports A Tyrolea (nsu), A Tyrolea support Venice A Trent to Milan (nso, DISLOADED, retreat Como, garrison, OTB), A AUSTRIA supports A Tyrolea

FLORENCE: A BOLOGNA holds, A MESSINA holds, A Urbino to ANCONA, F GULF OF NAPLES supports F Tyrrhenian Sea to Naples, F Tyrrhenian Sea to NAPLES, F Ligurian Sea to TYRRHENIAN SEA

FRANCE: A Carinthia to CARNIOLA, A MONTFERRAT besieges, A TURIN supports A Milan to Tyrolea, A Provence to SAVOY, A Avignon to SWISS, A (EM) Milan to TYROLEA, G MILAN holds (u)

PAPACY: A SALERNO to Naples, A Perugia to ROME

VENICE: A FERRARA supports Florence A Bologna, A BERGAMO supports A Trent, A CREMONA supports A Carinthia to Milan (nso), A TARENT supports A Carinthia to Milan (nso), F Ionian Sea to OTRANTO

Press

Florence to France: Can't protect it all so just trying to minimize his gains. Now we must tighten up our mutual front.

Florence to the Pope: You're welcome. ;-)

France to Florence: I hope you are not heading to the dark side, We have way better cookies.

France to Austria: Since you were not doing what was needed. I am borrowing one of your armies.

Pope to All: The end is here.

Venice to All: France is making so much more money than I am, or the rest of us. Next year he must be opposed.

Venice to Florence: Friends? Or at least non-aggression?

Venice to Austria: As you can see, I am trying to rebuild you.

Venice to France: I've never seen anyone so defensive about their superior position. You know you are in the cat-bird seat. Everyone else can see it too.

Zine Report
Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 228. Runs Banbury Merton St (number game), Bonnie Brae (number game), Roborally, Railway Rivals, Where the #\$\$%& on the Tube is Kendo Nagasaki?, Choice. Current openings Banbury Merton St (number game), Bonnie Brae (number game), Beatlemania, Pandemic (Covid variant), Napoleonic Diplomacy, Wooden Ships & Iron Men, Café International, Backpacks and Blisters, Sopwith, Diplomacy, McMulti, NOMIC, Britannia, Air Charter, Dot Boom, Machiavelli, Poleconomy, Maneater, Railway Rivals, Bus Boss.

Western Front Published by Brad Martin. Current issue: 204. Currently running quizzes, Railway Rivals, Bus Boss, and Britannia. Current openings for Britannia, Bus Boss, Hare & Tortoise, Puerto Rico, Railway Rivals, Settlers of Catan.

UK Zines

Dane's Games Published by Dane Maslen. Current issue: 226. Runs 6 Nimmit!, Average Card Outpost, Bourse, By Popular Demand, Choice, Dead Pool, Where is my Mind?, Where in the World is Kendo Nagasaki?, Word Puzzle. Current openings for 6 Nimmit!, Bier Börse, Outpost, Grand National, Reduced Randomness Railway Rivals, Where in the World is Kendo Nagasaki?.

Fury of the Northmen Published by Colin Bruce. Current issue: 117. Currently running Chess, Britannia, Civilization. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 2. Currently running Diplomacy. Game openings for Diplomacy, Black Hole Diplomacy II, Intimate Diplomacy Tournament, Cannibalism IV, The Known World, other potential Diplomacy variants.

Variable Pig Edited by Jim Reader, published by Richard Smith. Current issue: 198. Currently running a song lyric quiz, By Popular Demand, 6 Nimmit!, Breaking Away, Bus Boss, Fair Means or Foul, The Golden Strider, Grand National, Hare and Tortoise, Maneater, More Backpacks and Blisters, Puerto Rico, Rail Baron, Railway Rivals, Robo Rally, Sopwith. Subzine Here Be Dragons, runs Rock, Paper, Scissors, and Parkrun. Subzine on-the-shelf by Tom Howell runs Snakes and Ladders and Breaking Away. Subzine The Celestial Steam Locomotive by Richard Smith runs House of Games, A Game of Thrones, Century Spice Road, Crystal Ball, Choice, Feudality, Bus Boss, and Railway Rivals. Subzines offer Let's Play Darts, Nearly the Best Game in the World, Parkrun, Rock, Paper, Scissors, Puerto Rico, 6-NIMMIT!, Speedway, Maximise, Where in the World is Kendo Nagasaki (Three Wishes variant), Railway Rivals. Note, Jim has announced that he is running it down to a fold, targeting issue 204 as the final issue.

US Zines

Back of the Envelope Published by Tom Howell. Current issue: #19. Currently running Railway Rivals, Golden Strider, Breaking Away!, Machi Koro, Love Letter, Dominion. Current game openings: Diplomacy, Dominion, Dream Mile, Eat Me!, Fuzzy Borders, Jabba's Palace, Railway Rivals, 6-Nimmit!, Snakes and Ladders.

Cheesecake Published by Andy Lischett. Current issue: 415. Currently running Diplomacy. Current opening for Diplomacy.

Eternal Sunshine Published by Doug Kent. Current issue: 166. Currently running Diplomacy, By Popular Demand. Subzine Out of the Way, by Andy York runs Gunboat Diplomacy, "Hangman, by Definition", Facts in Five. No current game openings. Doug has announced that he is currently running down to a fold. All current games will finish, but no new games will start.

Email Games Report

Chiweenie – Terraforming Mars; Utopia Planitia, Drafting, Venus Next, Prelude, Colonies, and Turmoil

Player	Corporation
Dave Hooton	Vitor
Chris Geggus	Point Luna
Kevin Wilson	Viron
Martin Burgdorf	Teractor
Christopher Hunt	Saturn Systems

We are playing with drafting, Venus Next, Prelude, Colonies, and Turmoil, and using the new fan-created Utopia Planitia map.

Generation 6 Actions: Vitor joins an Asteroid Mining Consortium and trades with Luna. Point Luna launches an Interplanetary Colony Ship to Callisto and trades with Triton. Viron trades with Callisto and spends heat to raise the temperature.

Teractor uses its Business Network to draw a card, which is discarded, and trades with Europa. Saturn Systems sponsors Public Celebrations and stages a Mining Expedition. Viron builds a Mine and claims the Metallurgist milestone. Point Luna adds a delegate to the Scientists. Viron uses Extractor Balloons to increase Venus terraforming and adds a resource to Refugee Camps. Teractor gains Lunar Exports. Saturn Systems adds a delegate to Mars First. Vitor uses heat to raise the temperature 2 steps. Point Luna funds Ecology Research. Viron obtains an Investment Loan and builds a Jovian Embassy. Teractor adds a delegate to the Reds. Saturn Systems adds a delegate to Mars First. Vitor adds a resource to Psychrophiles. Point Luna uses GHG Producing Bacteria to raise the temperature and adds a resource to Regolith Eaters. Viron spends resources from Sulphur-Eating Bacteria to gain cash, and uses Power Infrastructure to convert energy to cash. Teractor uses heat to raise the temperature. Saturn Systems adds a resource to Tardigrades. Vitor uses Extremophiles to add a resource to Psychrophiles, then places a Mangrove. Point Luna trades with Io. Viron uses Extractor Balloons and builds a Commercial District. Vitor invokes Sister Planet Support. Viron adds a delegate to the Reds. Vitor sells a card and goes Ishtar Mining, then adds a delegate to the Kelvinists.

Generation 6 Solar Phase: Diversity is the global event, and Vitor, Point Luna, and Viron all benefit. The Scientists become the ruling party and Point Luna takes the chair.

Cockapoo – Terraforming Mars; Terra Cimmeria, Drafting, Venus Next, Prelude, Colonies, and Turmoil

Player	Corporation
Dave Hooton	Aphrodite
Martin Burgdorf	Stormcraft
Chris Geggus	Factorum
Kevin Croskery	Pharmacy Union
Kevin Wilson	Point Luna

We are playing on the Terra Cimmeria map and all four expansions are in play.

Generation 4 Actions: Pharmacy Union trades with Luna and adds a delegate to the Scientists. Point

Luna builds a Restricted Area and adds a delegate to Unity. Aphrodite builds a Titan Floating Launch-Pad and uses it to trade with Ceres. Stormcraft gains Methane from Titan. Factorum plants Grass, then places a greenery tile. Pharmacy Union uses Extremophiles to add a resource to Regolith Eaters, then uses Regolith Eaters to increase the oxygen level. Point Luna develops Sub-Crust Measurements, then uses it to draw a card. Stormcraft adds a delegate to the Kelvinists. Factorum trades with Pluto and gains an energy production. Pharmacy Union introduces Tardigrades and gains an Acquired Company. Point Luna takes out an Investment Loan and builds a Colonizer Training Camp. Aphrodite uses Space Mirrors then builds a Commercial District. Stormcraft adds a resource to itself. Factorum builds a Toll Station. Pharmacy Union constructs a SF Memorial and adds a resource to Tardigrades. Point Luna elects a Luna Governor. Aphrodite imports Luxury Foods. Factorum adds a delegate to the Greens and builds an Industrial Center.

Dachsador – Settlers of Catan, Seafarers Expansion

Player	Color
Chris Geggus	Yellow
Dave Hooton	Orange
Andy York	Brown
Brendan Whyte	Red
Kevin Wilson	Green

We are playing the A New World scenario.

Round 9: Dave buys a development card. Andy trades grain for wool and lumber, moves a ship, builds a ship, and builds a settlement. Brendan steals wool from Dave. Kevin trades lumber for wool

Round 10: Chris trades lumber to Andy for wool, buys a card, and builds a ship. Dave buys a card, Andy builds a ship. Dave plays Roadbuilding. Andy steals from Kevin and builds a road. Brendan steals from Dave and builds a ship. Dave builds a ship as well.

Round 11: Chris plays a Knight, steals from Kevin, and builds a road. Dave steals from Chris and moves a ship.

Round 12: Chris plays a Knight, stealing from Andy, buys a development card and builds a ship. Dave builds a settlement and buys a development card. Andy upgrades a settlement to a city and builds a road. Kevin builds a settlement.

Round 13: Chris trades with Andy, builds a road, and buys a development card. Andy builds a road. Dave plays a Knight and steals from Andy, builds a settlement, and moves a ship. Brendan builds a road, then steals from Dave and builds another road.

Round 14: Chris plays a Knight, steals from Andy, and trades grain for wool. Dave moves a ship and builds 2 ships. Brendan trades ore for wool and builds a settlement. Dave builds a ship and buys a development card.

Round 15: Chris trades grain and wool to Brendan

Player	Company
Kevin Wilson	Die Energiegesellschaft
Bill Scharf	Bauernschlau, Unlimited
Dave Hooton	Platz des Funke Musik
Andy York	TRC

We are playing on the Germany map with Power Grid+ and the Promo cards.

Turn 6 Grid Connections: Die Energiegesellschaft connects to Berlin and Nuremberg. TRC connects to Mannheim and Trier. Platz des Funke Musik connects to Frankfurt am Main, Wiesbaden, and Fulda. Bauernschlau, Unlimited connects to Munster and Ösnabruck.

Turn 7 Bidding: Platz des Funke Musik gains power

Player	Color
Andy York	Blue
Christopher Hunt	Green
David Hood	Gold
Bill Scharf	Red

Round 15: David does not split, rolls a 1, and musters a guardian. Bill splits 2 characters into a new legion, rolls a 6, and musters a centaur, cyclops, and griffon.

Round 16: David does not split, rolls a 6, and musters a cyclops and a gorgon. Bill does not split, rolls a 6, and musters a cyclops, lion, troll, and gorgon.

Round 17: David does not split any legions and rolls a 2, mustering a ranger, behemoth, and serpent. Bill splits a legion and rolls a 4, mustering a ranger and gorgon, and engaging 2 different legions. In the first, the result is a battle where Bill's legion containing 2 centaurs and 2 gorgons defeats David's legion containing 2 gargoyles, 2 cyclopes, and 1 gorgon after summoning an angel and having only a gorgon and an angel remaining. The second engagement is between David's 3 centaurs and an angel versus Bill's 2 gargoyles and a cyclops. In this one, Bill's legion is eliminated while killing 2 centaurs and an angel. David gains the angel back.

Round 18: David does not split any legions, rolls a 6, and musters a gorgon. Bill does not split any legions,

Player
Christopher Hunt
Kevin Croskery
Kevin Wilson
Chris Geggus
Dave Hooton

Round 3: Kevin W. draws bird cards, gaining the Greater Prairie-Chicken and Red-Backed Shrike, and

for ore, wool to Kevin for ore, plays a Knight, stealing ore from Andy, builds a settlement, trades brick and wool for grain, and upgrades a settlement to a city. Brendan builds a settlement. Dave plays a Knight and steals from Chris, trades with Kevin and trades brick for ore and moves a ship. Andy trades ore for brick and lumber for wool and builds a settlement. Brendan builds a road, as does Kevin, who also trades with Andy.

Round 16: Chris moves a ship, trades brick for lumber and builds a ship.

Deutscher Wachtelhund – Power Grid

plant 31. TRC buys power plant 29.

Turn 7 Fuel Purchases: Die Energiegesellschaft buys coal. TRC buys uranium, coal, and oil. Platz des Funke Musik buys uranium, coal, and oil. Bauernschlau, Unlimited buys oil and coal.

Turn 7 Grid Connections: Die Energiegesellschaft connects to Hannover, Bremen, and Hamburg. TRC connects to Erfurt and Stuttgart. Platz des Funke Musik connects to Würzburg, Nürnberg, and Kassel. Bauernschlau, Unlimited connects to Essen, Duisburg, Dortmund, and Düsseldorf.

Turn 8 Bidding: TRC gains power plant 33. Die Energiegesellschaft buys power plant 27. The Theme Park is drawn and goes to Bauernschlau, Unlimited after fierce bidding.

Turn 8 Fuel Purchase: Die Energiegesellschaft buys garbage. TRC buys garbage and coal. Platz des Funke Musik buys uranium, oil, and coal. Bauernschlau, Unlimited buys oil and coal.

Turn 8 Grid Connections: Die Energiegesellschaft connects to Lubeck, Kiel, and Schwerin. TRC connects to Halle, Leipzig, and Augsburg. Platz des Funke Musik connects to Mannheim, Stuttgart, Saarbrücken, and Trier. Bauernschlau, Unlimited connects to Köln and Aachen.

Turn 8 Bureaucracy: During the Adjust Power Plant Market sub-phase, the Transformer is drawn. After fierce bidding, it goes to TRC.

Docker – Titan

rolls a six, musters a ranger and a gorgon, and engages one of David's legions, winning, losing a ranger and gaining an angel and a ranger. David loses a centaur and an angel.

Round 19: David does not split any legions, rolls a 4, musters a serpent, a behemoth, and a gorgon, and engages one of Bill's legions. In the battle, David wins, eliminating 2 gorgons and an angel, while losing 2 gargoyles, a cyclops, and a gorgon, while gaining a gorgon. Bill splits 2 legions, rolls a 2, and musters a ranger, gorgon, and troll.

Round 20: David splits a legion, rolls a 2, and musters a gorgon, ranger, and dragon. Bill splits a legion, rolls a 2, and musters a gorgon and a ranger.

Round 21: David splits 2 legions, rolls a 1, musters a gorgon, a guardian, and a lion. Bill splits a legion, rolls a 2, and musters 2 gorgons and 2 rangers.

Round 22: David does not split any legions, rolls a 5, and musters 3 gorgons and a dragon. Bill does not split any legions, rolls a 1, and musters a centaur, minotaur, gorgon, and guardian.

Round 23: David does not split any legions, rolls a 6, and musters 2 gorgons, a griffon, and a serpent. Bill splits a legion, rolls a 2, and musters a lion and a ranger.

Round 24: David does not split any legions, rolls a 1, and musters a guardian. Bill splits a legion, rolls a 6, and musters a ranger, gorgon, griffon, and cyclops.

Round 25: David does not split any legions, and engages three of Bill's legions. In the first battle, David kills off 2 rangers and 2 gorgons while losing a gorgon and a behemoth. In the second he kills off 2 gorgons and a cyclops while losing a gorgon, but gaining an angel and a cyclops. In the third battle, he kills off 3 rangers, 2 lions, and a minotaur while losing a gorgon, behemoth, angel, and guardian, but gains an angel. Bill does not split any legions, rolls a 2, and musters a cyclops and a ranger.

Round 26: David does not split any legions, rolls a 2, and musters a cyclops. Bill does not split any legions, rolls a 2, and musters a ranger.

Round 27: David does not split any legions, rolls a 5, and musters a colossus. Bill splits 2 legions, rolls a 1, and musters a cyclops and a guardian.

Round 28: David does not split any legions, rolls a 4, and musters 2 rangers and a cyclops. Bill does not split any legions, rolls a 4 and does not muster.

Round 29: David does not split any legions, rolls a 4, and does not muster. Bill does not split any legions, rolls a 2, and musters a behemoth, a ranger, and a centaur.

Doxiepoo – Wingspan, European Expansion

moves the Yellow-Breasted Chat to the grasslands. Chris lays eggs and the Ferruginous Hawk catches a rodent.

Dave lays eggs, as does Chris's Common Cuckoo. Christopher draws bird cards, taking the Eurasian Sparrowhawk and a card from the deck. Kevin C. takes food, gaining 2 invertebrates and a seed, and gaining another seed with the Hawfinch. Kevin W. plays the Wood Duck in the wetlands habitat. Chris draws bird cards, taking the Clark's Grebe and a card from the deck, then uses the Anna's Hummingbird to take a fish. Dave gains an invertebrate, Christopher gains a rodent, Kevin C. gains a fish, and Kevin W. gains a berry.

Dave takes bird cards, drawing 2 from the deck. All players gain a card from the Purple Gallinule, and Dave takes the Prothonotary Warbler with the Squacco Heron. Christopher gains 2 seeds and caches a seed on the

Mountain Chickadee. Kevin C. lays eggs, allowing Chris' Common Cuckoo to do so as well. Kevin W. takes food, gaining a seed and a berry, caching a seed on the Coal Tit, and gaining an invertebrate with the Blue-Gray Gnatcatcher. Chris takes food, gaining 2 fish. Dave plays the Common Merganser in the wetlands habitat. Christopher takes food, gaining an invertebrate and a berry and caching a seed on the Mountain Chickadee. Kevin C. lays eggs. Kevin W. takes food, gaining a fish, seed, and berry, caching a seed on the Coal Tit, and gaining an invertebrate from the Blue-Gray Gnatcatcher. Chris takes food, gaining 2 fish. Dave plays the Common Merganser in the wetlands habitat. Christopher takes food, gaining an invertebrate and a berry and caching a seed on the Mountain Chickadee. Kevin C. plays the White-Crowned Sparrow in the wetlands habitat. Kevin W. lays eggs, moves the Yellow-Breasted Chat to the forest habitat, and gains a berry. Chris plays the Black Skimmer in the wetlands habitat. Dave lays eggs. Christopher lays eggs. Kevin C. draws

Player	Faction
Kevin Wilson	City Guard
Chris Geggus	Knights of the Shield
Bill Scharf	Red Sashes

Both the Undermountain and Skullport expansions are in play.

Round 3: The City Guard go to Waterdeep Harbor and play Black Market Money. The Knights of the Shield go to Waterdeep Harbor and play Demolish, destroying The Golden Horn and replacing it with The Thrown Gauntlet. The Red Sashes go to The Plinth and complete the Perform Penance of Duty quest. The City Guard go to The Thrown Gauntlet. The Knights of the Shield go to The Tower of Luck and complete the Place a Sleeper Agent in Skullport quest. The Red Sashes go to the Builders' Hall and build the House of Wonder. The Knights of the Shield go to Waterdeep Harbor and play Lack of Faith. The Red Sashes go to the Grim Statue. The City Guard go to Skull Island and completes Battle in Muiral's Gauntlet quest. The Knights of the Shield go to Cliffwatch Inn, take the Establish a New Merchant Guild quest and complete the Give Honor to Mask quest. The Red Sashes go to Waterdeep Castle. The City Guard go from Waterdeep Harbor to The Field of Triumph. Chris moves an agent from Waterdeep Harbor to Cliffwatch Inn, discards the face-up quests, draws 4 more, and taking the Root Out Lovithar's Faithful quest, then moves another agent from Waterdeep Harbor to the Hall of the Voice, taking the Defame Rival Business quest.

Round 4: The Red Sashes go to the House of Wonder. The City Guard go to the Builders' Hall and build the Skulkway. The Knights of the Shield go to

bird cards, taking the Eastern Screech Owl, Red-Breasted Grossbeak, and Ash-Throated Flycatcher, then moves the White-Crowned Sparrow to the grassland habitat. Kevin W. takes food, gaining a rodent, seed, and berry, moves the Yellow-Breasted Chat to the grasslands habitat, caches a seed on the Coal Tit, and gains an invertebrate with the Blue-Gray Gnatcatcher. Chris plays the Clarke's Grebe in the wetlands habitat. Dave lays eggs. Christopher plays the Eurasian Golden Oriole in the forest habitat. Kevin C. lays eggs and moves the White-Crowned Sparrow to the wetlands habitat. Kevin W. lays eggs and moves the Yellow-Breasted Chat to the forest habitat. Chris lays eggs. Dave lays eggs. Christopher takes a seed, fish, and rodent, and caches a seed on the Mountain Chickadee. Kevin C. draws the American Bittern and Bald Eagle, then moves the White-Crowned Sparrow to the grasslands.

Round 3 End: Christopher discards 5 food to tuck 5 cards behind the Common Starling. Kevin W. lays 4 eggs on the Dunnock. Dave leads in the round goal, followed by Chris, Kevin W., then Christopher and Kevin C. Round 4: Chris plays the Red-Cockaded Woodpecker in the forest habitat. Dave takes a berry and rodent, caches a seed on the Red-Headed Woodpecker, and successfully hunts with the Cooper's Hawk. Chris gains an invertebrate. Christopher draws 2 cards from the deck. Kevin C. takes 2 rodents and an invertebrate. Kevin W. plays the Snowy Egret in the wetlands. Chris plays the American Crow in the forest. Dave plays the Whooping Crane in the wetlands. Christopher plays the California Condor in the wetlands and gains a fish and a bonus card. Kevin C. plays the Bald Eagle in the wetlands habitat and gains a fish. Kevin W. plays the Greater Prairie-Chicken in the grasslands and gains a bonus card. Chris draws cards from the deck and gains a rodent. Dave and Christopher each gain an invertebrate. Kevin C. gains a berry. Kevin W. gains a seed. Dave lays eggs, and Chris' Common Cuckoo also lays an egg.

Dorgi – Lords of Waterdeep

Waterdeep Harbor and play Call in a Favor. The Red Sashes go to Waterdeep Harbor and play the Quell Riots mandatory quest on the Knights of the Shield. The City Guard go to Cliffwatch Inn and take the Raid Orc Stronghold quest. The Knights of the Shield go to The Plinth and complete the Quell Riots mandatory quest. The Red Sashes deploy an agent to Waterdeep Harbor and play the Foil the Zhentarim mandatory quest on the City Guard. The City Guard go to Blackstaff Tower and complete the Foil the Zhentarim mandatory quest. The Knights of the Shield go to the Entry Well, take the Recruit Academy Castoffs quest, play Research Agreement, and complete the Research Chronomancy quest. The Red Sashes go to Skull Island. The City Guard go to the Field of Triumph and complete the Raid on the Orc Stronghold quest. The Knights of the Shield go to The Thrown Gauntlet and complete the Recruit Academy Castoffs quest, then The Tower of Luck and complete the Establish New Merchant Guild Quest, then go from Waterdeep Harbor to Waterdeep Castle. The Red Sashes go from Waterdeep Harbor to the Grinning Lion Tavern and complete the Institute Reforms quest, then go from Waterdeep Harbor to Cliffwatch Inn and take the Unleash Crime Spree quest.

Round 5: The Knights of the Shield go to Cliffwatch Inn and take the Break Into Blackstaff Tower quest. The Red Sashes go to the House of Wonder. The City Guard go to Cliffwatch Inn and take the Recruit for City Watch quest. The Knights of the Shield go to The Thrown Gauntlet. The Red Sashes go to the Grinning Lion Tavern. The City Guard go to Skull Island and complete the Recruit for the City Watch quest. The Knights of the Shield go to Aurora's Realms Shop. The Red Sashes go to the Slavers' Market and complete the Unleash Crime Spree quest. The City Guard go to the Hall of Mirrors. The Knights of the Shield go to The Tower of Luck and complete the Defame Rival Business quest. The Red Sashes go to Cliffwatch Inn, refresh the quests and take the Recover Magister's Orb quest. The City Guard go to the Builders' Hall and build the Three Pearls. The Knights of the Shield go to the Three Pearls and complete the Root Out Loviatar's Faithful quest. The Red Sashes go to the Hall of the Voice and take the Seal Gate to Cyric's Realm quest. The City Guard go to Waterdeep Harbor and play Recall Agent, then go to Blackstaff Tower, and finally go from Waterdeep Harbor to The Plinth and complete the Investigate Aberrant Infestation quest.

Round 6: The Knights of the Shield go to Cliffwatch Inn and take the Pay Fines quest. The Red Sashes go to the House of Wonder. The City Guard go to the Three Pearls. The Knights of the Shield go to Waterdeep Harbor, play Inevitable Betrayal on the Red Sashes, and complete the Pay Fines quest. The Red Sashes go to the Grim Statue. The City Guard go to Cliffwatch Inn and take the Repel Seawraiths quest. The Knights of the Shield go to the Skulkway. The Red Sashes go to Waterdeep Harbor and play Proselytize. The City Guard go to Waterdeep Harbor and play Corrupting Influence and complete the Repel Seawraiths quest. The Knights of the Shield go to the Hall of the Voice and complete the Extort Aurora quest. The Red Sashes go to the Entry Well, gain the Defeat Uprising from Undermountain quest and play Expose Corruption. The City Guard go to Cliffwatch Inn, reset the quests, and the the Establish Harpers' Safe House quest. The Knights of the Shield go to the Builders' Hall and build the Eye's Lair. The Red Sashes go to the Grining Lion Tavern.

Dorkie – 7 Wonders

Player	Wonder
Dave Hooton	Rome A
Kevin Wilson	Manneken Pis A

Bill Scharf	Alexandria B
Chris Geggus	Byzantium B
Christopher Hunt	Helicarnassos B

The Leaders, Cities, Wonder Pack, and Armada expansions are in play.

Age II, Round 2: Rome plays a Forum and advances on the Commerce track. Manneken Pis plays a Glassworks. Alexandria plays a Courthouse and advances on the Commerce track. Byzantium plays a Pirate Lair and advances on the Commerce track. Helicarnassos plays a Press.

Age II, Round 3: Rome plays a Laboratory, advances on the Exploration track, and gains Lost Island. Manneken Pis discards a card for gold. Alexandria plays a Statue and advances on the Civics track. Byzantium plays a Dispensary and advances on the Exploration track, gaining Wondrous Harbor. Helicarnassos plays a Brickyard.

Age II, Round 4: Rome builds Walls and advances on the Military track. Manneken Pis builds Stables and advances on the Military track. Alexandria builds a Quarry. Byzantium builds a School and advances on the Exploration track. Helicarnassos builds the first stage of its wonder, advances on the Military track, and builds the Stables out of the discards.

Age II, Round 5: Rome plays a Consulate. Manneken Pis builds a Lair. Alexandria plays a Vineyard and advances on the Commerce track. Byzantium builds an Aqueduct and advances on the Civics track. Helicarnassos builds a Quay, creating an incursion versus Alexandria, and advances on the Military track.

Age II, Round 6: Rome builds a Fortified Port and advances on the Military track. Manneken Pis plays a Bazaar and advances on the Commerce track. Alexandria builds a Temple and advances on the Civics track. Byzantium builds the first stage of its wonder and advances on the Commerce track. Helicarnassos builds an Architect's Cabinet.

Age II, Round 7: Rome builds a Courthouse and advances on the Civics track. Manneken Pis builds the second stage of its wonder and advances on the Civics track. Alexandria builds the third stage of its

wonder and advances on the Military track. Byzantium builds a Laboratory and advances on the Exploration track, gaining the Golden Archipelago. Helicarnassos discards a card to advance on the Commerce track.

Age II, Round 8: Rome builds the first stage of its wonder and advances on the Commerce track. Manneken Pis plays a Press. Alexandria builds the Tabularium. Byzantium discards a card to advance on the Commerce track. Helicarnassos builds the Western Emporium and advances on the Commerce track.

Age II Conflict: Rome and Byzantium sit out land conflict. Manneken Pis loses on and wins one, Alexandria loses 3 (including an incursion), and Helicarnassos wins 3. Rome comes out on top with the naval conflict; Manneken Pis, Alexandria, and Helicarnassos tie for second, and Byzantium comes in last.

Age III Leader Recruitment: Rome plays Pythagoras. Manneken Pis plays Zenobia. Alexandria discards a leader to advance on the Commerce track. Byzantium plays Cleopatra. Helicarnassos plays Pericles.

Age III, Round 1: Rome plays an Observatory and advances on the Exploration track. Manneken Pis play the Scientists' Guild. Alexandria builds Coastal Fortifications and advances on the Military Track. Byzantium plays an Academy. Helicarnassos builds a Siege Workshop and advances on the Military track.

Age III, Round 2: Rome plays a University and advances on the Exploration track, gaining Windy Harbor. Manneken Pis plays a Study and advances on the Exploration track, gaining Virgin Island. Alexandria builds a Forum and advances on the Commerce track. Byzantium builds a Study. Helicarnassos builds a Naval Ministry and advances on the Military track.

Age III, Round 3: Rome builds the second stage of its wonder and advances on the Civics track. Manneken Pis discards a card to advance on the Commerce track. Alexandria plays a Pantheon and advances on the Civics track. Byzantium plays a Lodge. Helicarnassos discards a card to advance on the Civics track.

Age III, Round 4: Rome plays a Torture Chamber. Manneken Pis plays Fortifications and advances on the Military track. Alexandria plays a Philosophers' Guild. Byzantium plays a Captain's Circle. Helicarnassos plays a Haven and advances on the Commerce track.

Age III, Round 5: Rome plays an Embassy. Manneken Pis plays a Haven and advances on the Commerce track. Alexandria plays a Palace. Byzantium plays Gardens and advances on the Civics track. Helicarnassos builds the second stage of its wonder and plays the Sepulcher from the discards.

Age III, Round 6: Rome plays a Pirate Brotherhood. Manneken Pis plays a Town Hall. Alexandria plays a Senate. Byzantium plays an Arena and advances on the Commerce track. Helicarnassos discards a card for gold.

Age III, Round 7: Rome builds a Siege Workshop and advances on the Military track. Manneken Pis plays a Chamber of Commerce and advances on the Commerce track. Alexandria plays a Capitol. Byzantium discards a card for gold. Helicarnassos builds the third stage of its wonder and plays the Magistrates' Guild from the discards.

Age III, Round 8: Rome discards a card to advance on the Commerce track. Manneken Pis plays an Arsenal and advances on the Military track. Alexandria plays the Traders' Guild. Byzantium builds the final stage of its wonder. Helicarnassos plays a Workers' Guild.

Age III Conflict: Rome and Byzantium sit out land conflict. Helicarnassos wins twice, Alexandria loses twice, and Manneken Pis wins one and loses one. For naval conflict, Helicarnassos is first, Rome and Alexandria are tied for second, Manneken Pis is next, and Byzantium is last.

Final scores are: Alexandria at 106, Byzantium at 92, Helicarnassos at 79, Rome at 76, and Manneken Pis at 54. Congratulations to Bill Scharf on his win!

Cockalier – Age of Renaissance

buys a ship upgrade. Paris buys Caravan. Genoa buys Caravan.

Turn 1 Expansion: Barcelona expands to Basque, Valencia, Toledo, Montpellier, Seville, and Lisbon. London expands to York, Portsmouth, Chester, Edinburgh, St. Malo, and buys a card. Paris expands to Basel, Bordeaux, Dijon, Lyon, Nuremburg, and St. Gali. Genoa expands to Genoa, Rome, Milan, Marseilles, and Florence. Venice expands to Salzburg, Vienna, and Dubrovnik.

Turn 2 Play Cards: Barcelona plays Spice and Silk. Venice plays Timber. London plays Famine, Stirrups, and War! on Barcelona, winning and taking Montpellier. Paris plays Rebellion in Marseilles, Timber, and Walter the Penniless.

Turn 2 Purchases: Barcelona buys a ship upgrade and The Heavens. Genoa buys a ship upgrade. Venice buys Caravan. London buys The Heavens. Paris buys Overland East.

Turn 2 Expansion: Barcelona expands to Grenada, Fez, Palma, Lyon, Toulouse, and Oran. Genoa expands to Marseilles, Naples, and unsuccessfully to St. Gali.

Entelbacher Mountain Dog – Terraforming Mars: Ares Expedition

Player	Corporation
Andy York	Teractor
Bill Scharf	Tharsis Republic
Kevin Wilson	Zetasel
Kevin Croskery	Ecoline

Initial Card Selection: Andy takes Teractor, Bill

takes Tharsis Republic, Kevin W. takes Zetasel, and Kevin C. takes Ecoline.

Round 1 Phase Selection: Teractor chooses Development, Zetasel and Ecoline choose Construction, and Tharsis Republic chooses Research.

Round 1 Development: Teractor acquires Blueprints. Tharsis Republic builds Laboratories. Zetasel launches Space Heaters. Ecoline builds an Industrial Center.

Round 1 Construction: Teractor brings down a Comet. Tharsis Republic founds a Think Tank. Zetasel

develops Nitrite Reducing Bacteria and hires Interns.
 Ecoline funds a Bribe Committee.
 Round 2 Phase Selection: Ecoline chooses
 Development, Tharsis Republic chooses
 Construction, and Teractor and Zetasel both choose
 Production.
 Round 2 Development: Teractor joins the Great
 Escarpment Consortium. Tharsis Republic plants

Lichen. Zetasel joins the Astroid Mining Consortium. Ecoline builds a Power Grid.
 Round 2 Construction: Teractor develops Viral Enhancers. Tharsis Republic develops Standard Technology
 and draws a card. Zetasel uses Work Crews to build an Ironworks.
 Round 3 Phase Selection: Teractor selects Development, Ecoline selects Production, and Tharsis Republic and
 Zetasel both select Research.
 Round 3 Development: Teractor builds Fueled Generators. Tharsis Republic develops Lighting Harvest.
 Ecoline builds a Trading Post.



Dipcon at Dixiecon - 52nd North American Diplomacy Championship

The 37th Annual Dixiecon —Chapel Hill NC— May 26-28, 2023

Tournament Director: David Hood **Assistant TD:** Michael Lowrey

Overview

Dixiecon is the longest-running Diplomacy tournament location in the world. Just like in 1990, 1994, 1998 and 2002, Dixiecon will serve as host location for the 2023 Dipcon, sponsored by the North American Diplomacy Federation.

This Year's Details

1. One round each on Friday, Saturday, Sunday — best two scores count, using Dixiecon scoring
2. Unlimited rounds except for Sunday round which has random end time 7 to 9 hours from the start
3. BBQ Dinner on Saturday afternoon
4. Diplomacy variant event (Ancient Med) Saturday night after BBQ
5. Open Gaming, Iron Man Event for non-Dip gaming, and Social Activities start Thursday night
6. \$50 registration, \$50/night double or \$80/night single to stay in dorm, hotel options also available
7. Full tournament coverage on the Diplomacy Broadcast Network YouTube and Twitch channels

For More Information: Email davidhood@dixiecon or visit www.dixiecon.com

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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, Jack McHugh **Dune:** Kevin Wilson, Ward Narhi, Andy York, Bill Scharf, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf **Merchant of Venus:** Bob Robles, Andy York, Chris Geggus **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Bill Scharf **History of the World:** Kevin Wilson, Chris Geggus, Andy York **Stellar Conquest:** Kevin Wilson, Andy York **Liftoff!:** Dennis Cain, Andy York, Bill Scharf, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Brad Martin **Kremlin:** Andy York, Pasquale Giovine, Bill Scharf, Brad Martin, Chris Geggus **Silverton:** Bill Scharf, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Brad Martin, Andy York **Industrial Waste:** Brad Martin **Puerto Rico:** Brad Martin, Andy York, Chris Geggus, Dave Hooton **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus **Phoenicia:** None so far. **Caverna:** Brad Martin **Terra Mystica:** Brad Martin. **Terraforming Mars:** Brad Martin, Andy York., Dave Hooton **Gaia Project:** Brad Martin. **Suburbia:** None yet. **Lords of Waterdeep:** Brad Martin **Dominion:** None yet. **Race for the Galaxy:** None yet. **Concordia:** None yet. **Terraforming Mars: Ares Expedition:** None yet. **7 Wonders:** None yet. **Titan:** None yet. **Wingspan:** None yet.

Standby Calls

None this issue!