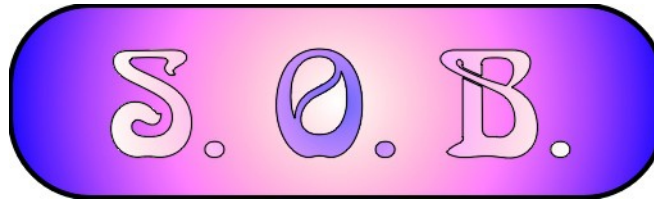


Number 225



October, 2017

Notes from Hades

**W**ell, the school year has begun, and so things have settled down to the normal grind. The boys are back in marching band and preparations are well underway for their trip to London to march in the London New Years Day Parade. They are excited about that, but concentrating on school work in the short term.

Both Beagle and Papillon have ended this time. Congratulations to Dave Hooton in Beagle and Andy York in Papillon. This, however, leaves us with only 4 active games at this time. I will go ahead and start Spaniel and Briard next time to help fill the gap, but I still need more people to sign up. Also, if you have signed up and there is no \$ after your name, please send in your game fee so I can start that game as soon as possible.

The next deadline is **Tuesday, October 24 at 5:00 p.m. Pacific Time.** Please do not call after 10:00 p.m. Pacific time. My family tends to retire early.

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Game Openings

**Spaniel.** Robo Rally. Have Chris Geggus(\$), Brendan Whyte(\$), Dave Hooton(\$), Christopher Hunt(\$), Bill Scharf(\$), Andy York(\$), will take up to 2 more. **Starts next issue!**

**Borzo.** Machiavelli. Will start when Dogleg ends. Scenario and optional rules to be decided. Have Kevin Burt(\$), Bob Robles(\$), Jack McHugh, Martin Burgdorf(\$), will take up to 3 more.

**Affenpinscher.** Dune. Will use the Ixian, Lansraad, and Bene Tleilaxu variants, as well as the cards from the Spice Harvest and Duel variants. Have Bob Robles(\$), Kevin Wilson(\$), Martin Burgdorf(\$), Bill Scharf(\$), will take up to 3 more. **Starts next issue!**

**Briard.** Age of Renaissance. This will use the Eurogames rules and will be played continuously via email. Have Chris Geggus(\$), Christopher Hunt(\$), Bob Robles(\$), Martin Burgdorf(\$), Dave Hooton, will take up to 2 more.

**Brittany.** New World. Have David Hood(\$), Bob Robles(\$), Andy York(\$), Martin Burgdorf(\$), will take up to 2 more.

**Broholmer.** 7 Wonders. This will be run continuously via email. Have the Wonder Pack, Leaders, and Cities expansions available. Have Chris Geggus, Bill Scharf(\$), Christopher Hunt(\$), Dave Hooton, will take up to 3 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.

**Puerto Rico.** This will use the Nobles expansion and will be run via email. Have Dave Hooton, will take up to 4 more.

**Kremlin:** Will use the Revolution cards. Have Bob Robles, Bill Scharf, will take up to 4 more.

**Silverton:** Will use the advanced rules. Have Bill Scharf, Dave Hooton. Will take up to 4 more.

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

**Power Grid:** This will be run by email. Many maps and options available and will be decided on by vote among the players at the start of the game. Have Andy York, Dave Hooton, Chris Geggus, will take up to 3 more.

**Agricola:** This will be run by email. Have Dave Hooton, Chris Geggus, will take up to 3 more.

**Caverna:** A game of farming and mining very similar to Agricola. This will be run by email. Have Chris Geggus, will take up to 6 more.

**Settlers/Seafarers of Catan:** Choice of Settlers or Seafarers will be left up to the players at game start. Have Chris Geggus, will take up to 5 more.

**Terra Mystica:** This will be run by email. Have Chris Geggus, will take up to 4 more.

**Terraforming Mars:** This will be run by email. Have Dave Hooton, Chris Geggus, will take up to 3 more.

**Diskworld: Ankh-Morpork:** This will be run by email. Have Andy York, will take up to 3 more.

**Puerto Rico:** This will be the base game and will be run by email. Will take up to 5.

**Puerto Rico:** This will use the Buildings expansion and will be run by email. Will take up to 5.

**In general, game ownership is recommended, but not required.**

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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**On the Web at: <http://www.sob-zine.org>**

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

Dogleg

**Fall 1506**

**Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Standard Victory  
Miller Number 2012Apw25**

**Deadline for Winter-Spring 1507 10/24 Tuesday**

*Venice, Florence, and the Papacy are starting to coordinate their resistance to Austria, holding him to a stand still.*

Summer 1506 Retreats

Austria retreats F Palermo to Gulf of Naples

Venice retreats A Milan to Pavia

Expenditures

Venice repays the moneylenders 18 ducats. Venice then borrows 17 ducats for 2 years (26 ducats due in Fall 1508) and spends 18 ducats to buy Austrian F Upper

Adiratic.

Outstanding Loans

Fall 1507: 27 ducats due from Papacy (18 borrowed)

Fall 1508: 26 ducats due from Venice (17 borrowed)

Orders

AUSTRIA (Burgdorf): A Carinthia to CARNIOLA, A (EP) Milan to TRENT, A

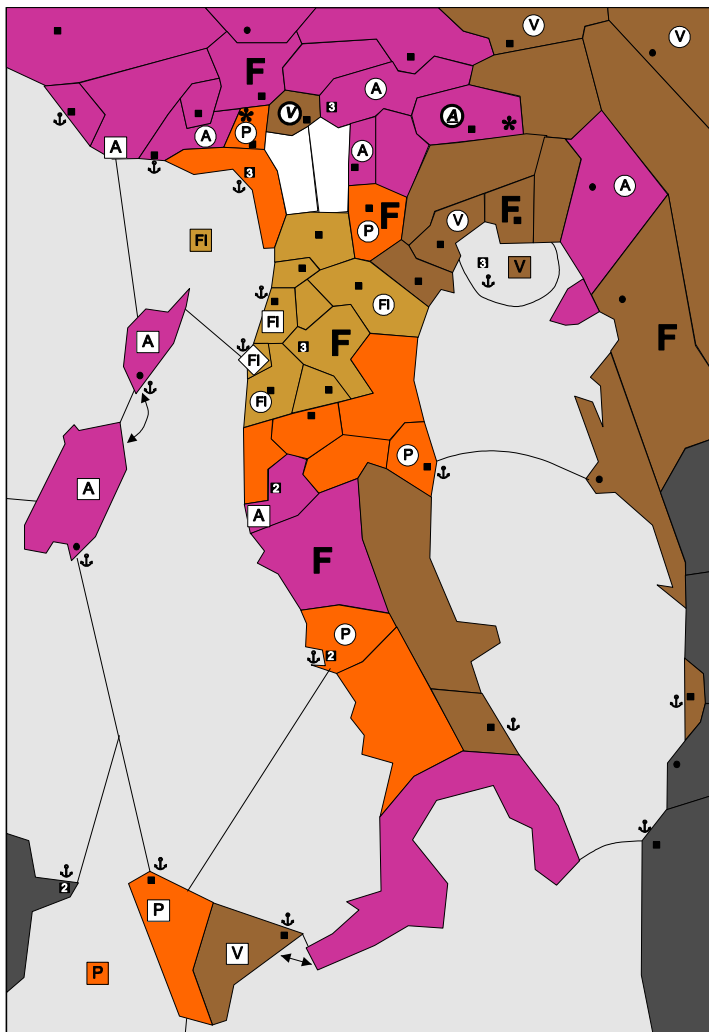
Montferrat to Genoa (DISLODGED, retreat Turin, Como, Parma, garrison, OTB), A SAVOY besieges (Papal garrison destroyed), A CREMONA to Mantua, F CORSICA to Ligurian Sea, F SARDINIA to Corsica, F PROVENCE supports A Savoy, F Gulf of Naples to TYRRHENIAN SEA, F Tyrrhenian Sea to ROME, F Upper Adriatic to Venice (nsu), G MILAN convert to A

FLORENCE (Robles): A PIOMBINO convert to G, A SIENNA holds, A Florence to BOLOGNA, F LIGURIAN SEA to Savoy, F PISA to Ligurian Sea

PAPACY (Anderson): A Genoa to MONTFERRAT, A NAPLES holds, A MANTUA to Cremona, A ANCONA holds, F Palermo to CENTRAL MEDITERRANEAN, G PALERMO convert to F, G Savoy supports Florence F Ligurian Sea to Savoy (ELIMINATED)

VENICE (Wilson): A Austria to HUNGARY, A Tyrolea to AUSTRIA, A (EM) PAVIA supports Papal A Genoa to Montferrat, A Trent to Milan (DISLODGED, retreat Bergamo, Verona, Carinthia, garrison, OTB), A Verona to PADUA, F MESSINA supports Papal G Palermo convert to F, F Upper Adriatic to VENICE

Dogleg



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

Treasury:

### Press

**Austria to the Pope:** The Emperor of Austria congratulates the Pope to his successful conquests of Ancona and Mantua. It is better to finish second than last.

### Spring 1506 Famine

**Poor Year – Row Only:** Croatia, Florence, Turin, Mantua, Capua, Treviso

### Spring 1506 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

### Provinces

AUS	Tyrolea, Como, <i>Bergamo</i> , Swiss, Avignon, Marseilles, Provence, Saluzzo, Savoy, <u>Turin</u> , Milan, Cremona, Trent, Sardinia, Corsica, Rome, <u>Capua</u> , Otranto, Carniola, Istria	18
FLO	Modena, Lucca, Bologna, Pistoia, Pisa, Piombino, Sienna, Arezzo, <u>Florence</u>	8
PAP	Montferrat, Genoa, <u>Mantua</u> , Urbino, Ancona, Spoleto, Perugia, Patrimony, Naples, Salerno, Palermo	10
VEN	Messina, Bari, Aquila, Ragusa, Dalmatia, <u>Croatia</u> , Slavonia, Hungary, Austria, Carinthia, Friuli, <u>Treviso</u> , Verona, Padua, Ferrara	14

### Seas

FLO	Ligurian Sea	1
PAP	Central Mediterranean	1
VEN	Venice	1

### Cities

AUS	Tyrolea, Swiss, Avignon, Marseilles, Saluzzo, Savoy, <u>Turin</u> , Milan(3), Cremona, <i>Trent</i> , Sardinia, Corsica, Rome(2), Carniola	16
FLO	Modena, Lucca, Bologna, Pisa, Piombino, Sienna, Arezzo, <u>Florence(3)</u>	7
PAP	Montferrat, Genoa(3), <u>Mantua</u> , Ancona, Perugia, Naples(2), Palermo	9
VEN	Messina, Bari, Ragusa, Dalmatia, <u>Croatia</u> , Hungary, Austria, <u>Treviso</u> , Padua, Ferrara, Venice(3)	11

### Totals

Variable income die roll was 3.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	9	18	0	16	43
FLORENCE:	6	8	1	7	22
PAPACY:	7	10	1	9	27
VENICE:	6	13	1	11	31

### Game Summary

	1499	1500	1501	1502	1503	1504	1505	1506	1507
Austria:	7	9	10	11	12	14	14	14	14*
Florence:	3	5	4	5	6	9	6	7	8
France:	7	4	8	0	0	0	0	0	0
Papacy:	4	6	6	5	7	7	7	7	7*
Venice:	4	5	7	9	8	9	11	11	12

\* Depends on retreat

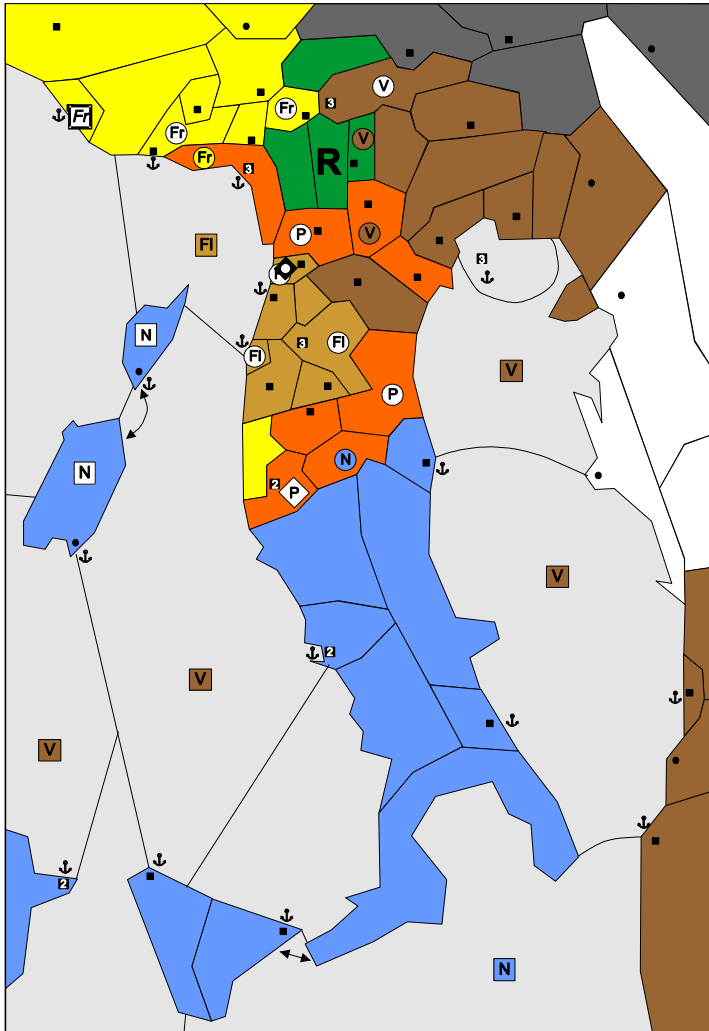
## Rescue Dog

Summer 1459

### Gunboat, Advanced Rules, Natural Disasters, Special Military Units, Moneylenders, Conquest, White Press, Ultimate Victory Deadline for Fall 1459 10/24 Tuesday

Milan takes a dive and retreats into famine, while the war between France on one side, and Naples, Venice, and the Papacy on the other continues. Florence has not quite entered the fray.

#### Rescue Dog



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

#### Spring 1459 Retreats

Milan retreats A Cremona to Parma

#### Spring 1459 Famine Losses

Milan A Parma

#### Outstanding Loans

Summer 1460: 30 ducats due from Naples (20 ducats borrowed)

Fall 1460: 9 ducats due from the Papacy (6 ducats borrowed)

#### Orders

- FLORENCE □ A LUCCA besieges, A PIOMBINO holds, A SIENNA to FLORENCE, F LIGURIAN SEA to Tyrrhenian Sea
- FRANCE □ A TURIN to PAVIA, A PROVENCE to SAVOY, A GENOA supports A PROVENCE to SAVOY, F (EM) MARSEILLES to Gulf of Lions
- MILAN □ No units
- NAPLES □ A CAPUA to SPOLETO, F SARDINIA to Gulf of Lions, F CORSICA supports F Sardinia to Gulf of Lions, F IONIAN SEA holds
- PAPACY □ A MANTUA to MODENA, A PERUGIA to URBINIO, G ROME holds (u)
- VENICE □ A MILAN supports A CREMONA, A CREMONA besieges (no garrison), A FERRARA to MANTUA, F UPPER ADRIATIC holds, F LOWER ADRIATIC holds, F TYRRHENIAN SEA supports Naples A Capua to Rome (cut, nso), F CENTRAL MEDITERRANEAN to WESTERN MEDITERRANEAN

Your treasury:

#### Press

**France to Naples:** You should rather defend against V than attack me.

**France to Venice:** Let us attack the Pope together.

**Naples to France:** Attack the Florentines. Please attack the Florentines.

**Naples to Florence:** Attack the French! Please attack the French.

**Naples to Papacy:** Hello Sir, are you in need of a good reformation?

**Naples to Venice:** I'm surrounded by brown floaties! Or to put it another way: what the shat is that?

**Naples to Milan:** It's not easy being green...

**Naples to GM:** Am I blue?

**GM to Naples:** Do you want to be?

**Venice to Naples:** Silly me. I am supporting you to Rome. I cannot besiege it and it does not look like he is leaving willingly. I have gotten in CM will support you into GOL next turn.

**Venice to Milan:** Did you go quietly or do I have to besiege you out??

**Venice to Papacy:** Now are you going to play nice and keep out of my homeland??

**Venice to France:** I have never attacked Naples. You did.

**Venice to Florence:** Now that you have gotten those nasty rebellions out of the way where do you go from here??

## Pug

Turns 25.6 to 27.6

Deadline Turn 28.1 to 30.1, October 24

#### Turn 25

6<sup>th</sup>: Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 1 2 3 3

Terror Station(p) – R20 – R40 – A – R – B – Y – NC1 – R – Y.

1<sup>st</sup>: Andy Lewis (Niks/Mystery Machine 6) Rolls Used: 1 2 3

Aerie – Y – R20 – Y – ? (it's the Relic Shield).

Picks up relic.

2<sup>nd</sup>: Chris Geggus (Eeepeeep)

#### Turn 26

Guardians Enforce Galactic Security Rolls Used: 2 3 4 5

Terror Station(s) – Terror Station(p).

**Terror Station(p) – R20 – Y – B – R – B – Y – B – R – B20 -Y – B – R – B – Y – B – R – B – Y – Moonport(p) – Open Port.**

Sells Megalith Paperweight for \$160 (from the cup: Demand for Grease at 7b). Sells Megalith Paperweight for \$160 (from the cup: Impossible Furniture at 8). Buys 2 Space Spice for \$60.

**Guardians Enforce Galactic Security 2 Rolls Used: 4 6**

**NC4 – NC4 – TeleGate 4 – NC4 – R – Y – A – Y – Moonport(p) – Open Port.**

Sells Designer Genes for \$120 with \$40 demand (from the cup: Portable Pipe Organ at 9b and Pedigree Bolts at 7b). Sells Designer Genes for \$120 (from the cup: Finest Dust at 4a). Sells Designer Genes for \$120 (from the cup: Space Spice at 2). Sells Designer Genes for \$120 (from the cup: Fare to 9a at Base). Buys 3 Space Spice for \$90 and picks up Fare to 10.

**3<sup>rd</sup>: Bob Robles (Dell/Publicly Underestimated Trading Zaibatsu) Rolls Used: 3 3 5**

**Terror Station(s) – Terror Station(p) – R20 – R40 – A – R – B – Y – NC5**

1. Mystery Machine 9 Scout \$1060		
28: 5 5 8//29: 1 4 4//30: 3 4 6	Hold1	Hold2 Hull
Chicle Liquor 7a/\$90	Chicle Liquor 7a/\$90	Shield (\$60)
Neutron Port \$200	Niks \$200	Relic Shield (\$60)
Whale Port \$200	Shenna \$100	Cholos \$200
Yxklyx \$200	Rainfall \$200	Eeppeep \$100
Paintfall \$200	Bypass \$200	

2a. GEGS Clipper \$2006		
28: 2 2 3 5//29: 3 4 5 6	Hold1	Hold2 Hull
Space Spice 2/\$80	Space Spice 2/\$80	Shield (\$60)
Aerie \$200	Ice Station \$200	Human \$100
Volois \$200	Dell \$200	Poisonport \$200
		Zum \$200

2b. GEGS2 Freighter			
28: 1 5 // 29: 5 5	Hold1	Hold2	Hold3 Hull
Space Spice 2/\$80	Space Spice 2/\$80	Space Spice 2/\$80	
Fare to 10 \$120	Fare to Base \$110		

3. PUTZ Scout \$780		
28: 2 2 3//29: 2 4 6	Hold1	Hold2 Hull
Other Shoes 8/\$160	Imposs. Furniture 8/\$180	RELIC Air Foil \$80
	RELIC Switch \$100	RELIC Spy Eye \$100
		3 \$80

4. DA Scout \$642		
28: 1 2 3//29: 1 4 4	Hold1	Hold2 Hull
Rock Videos 4b/\$200	Rock Videos 4b/\$200	
Whynoms \$100	Wollow \$100	Shuttlestop \$200
Jewelport \$200		

5. ETC Clipper \$1302		
28: 4 4 6 6//29: 1 5 5 5	Hold1	Hold2 Hull
		Shield (\$60)
Cobble Port \$200	Qossuth \$200	To \$100
Lonley Station \$200	Goliath \$200	Graw \$200
Desolation Landing \$200		

6. Quo Vadis Clipper \$697		
28: 4 4 5 6 // 29: 1 2 3 4	Hold1	Hold2 Hull
Voll Silk 1b/\$220	Voll Silk 1b/\$220	
Wet Landing \$200	Moonport \$200	
Rumble Port \$200	Terror Station \$200	

On the Board:

**1a (Nillis):** 4 Bionic Perfume

**1b (Volois):** 3 Voll Silk, Canned Traits

**2 (Graw):** Demand for Psychotic Sculpture (+\$90), Glorious Junk

**3 (Niks):** 2 Demand for Bionic Perfume (+\$60), Demand for Space Spice (+\$60), 4 Mulch Wine, Demand for Voll Silk (+\$60), Living Toys

**4a (Dell):** 5 Finest Dust, 2 Demand for Mulch Wine (+\$60), Fare to Base (\$180), Dribble Glass

**4b (Humans):** 1 Rock Videos, 3 Demand for Space Spice (+\$40), Primitive Art, Demand for Bionic Perfume (+\$60)

**4c (Wraiths):** 3 Visible Holes, Demand for Voll Silk (+\$60), Demand for Bionic Perfume (+\$60)

**5 (Shenna):** 2 Melf Pelts, Pet Monsters, 2 Demand for Dust (+\$50), Fare to Base (\$140), Demand for Mulch Wine (+\$40)

**6 (Yxklyx):** Demand for Portable Holes (+\$70), 2 Immortal Grease, Fare to 4b

**S.O.B.**

– **Multi-Generation Ship.**

**4<sup>th</sup>: Debbie Anderson (Human/DA) Rolls Used: 1 3 4**

**Aerie – Y – R – B – R – B – Y – B – TeleGate 5.**

**5<sup>th</sup>: Andy York (Whynom/Errands, Tasks and Chores) Rolls Used: 2 2 3 5**

**Bypass – R – B – Y – R – B – R – NC5 – NC5 – Y40 – Suttlestop.**

Sells Immortal Grease for \$100 (from the cup: Glorious Junk at 2). Sells Immortal Grease for \$100 (from the cup: Servo-Mechanism at 7b). DA receives \$20 in port commissions.

**6<sup>th</sup>: Dave Partridge (Qossuth/Quo Vadis) Rolls Used: 2 3 3 3**

**Cobble Port(p) – R – Y – B – R – B – Y – B – R – B – Goliath(p).**

Sells Infinite Puzzles for \$250 (from the cup: Demand for Pelts at 6). Sells Psychotic Sculpture for \$250 (from the cup: Demand for Wine at 5). Buys 2 Voll Silk for \$280. ETC gains \$78 in port commissions.

(120), Demand for Melf Pelts (+\$50)

**7a (Zum):** Fare to 4c (\$110), 3 Demand for Finest Dust (+\$50), 4 Chicle Liquor, Custom Hives

**7b (Eeppeep):** 3 Demand for Immortal Grease (+\$50), Demand for Finest Dust (+\$50), Pedigree Bolts, 1 Servo-Mechanism

**8 (Whynoms):** Demand for Chicle Liquor (+\$60), 4 Impossible Furniture

**9a (Chola):** 2 Demand for Chicle Liquor (+\$60)

**9b (Wollow):** Demand for Impossible Furniture (+\$70), Fare to 5 (\$110), Portable Pipe Organ

**10 (Qossuth):** 2 Demand for Designer Genes (+\$60), Fare to Base (\$150), 2 Psychotic Sculpture

**Base:** Relic Gate Lock, Relic Mulligan Gear, Fare to 4a (\$140), Fare to 2 (\$160), Fare to 9a (\$110)

## Azawakh

**Epoch III Macedonia, Maurya, Han Dynasty**

**Deadline Epoch III Hsuing-nu, Rome, Sassanids, October 24**

### Epoch III

**NICE (Burgdorf):** Plays Rebellion in Persian Plateau (vs. Persia; R: 5, 1; P: 4; wins, Capital reduced to city). **MACEDONIA:** Plays Leader. Army and Capital Pindus (Greek army retreats to Morea), fleet Eastern Mediterranean (vs. GEGS; NICE: 5, 3, 3; GEGS: 5; NICE: 6, 4, 3; GEGS: 6; NICE: 6, 5, 2; GEGS: 1; wins), Morea (vs.



Greek City States; M: 5, 5, 1; G: 1; M: 4, 3, 2; G: 1; wins, Capital reduced to city), Dalmatia (vs. Carthagina; M: 2, 1, 1; C: 2; M: 6, 6, 5; C: 3; wins), Danubia, Central Europe (vs. Celts; M: 5, 2, 1; C: 5, 2; M: 4, 3, 3; C: 6, 4; loses), Central Europe (vs. Celts; M: 6, 6, 3; C: 5, 3; wins); Baltic Seaboard, North European Plain, Eastern Steppe, Wei River (vs. Chou Dynasty; M: 2, 2, 1; C: 6, 1; loses), Wei River (vs. Chou Dynasty; M: 3, 2, 1; C: 5, 2; loses), Wei River (vs. Chou Dynasty; M: 6, 5, 4; C: 2, 2; wins, Capital reduced to city), Yangtse Kian, Szechuan (vs. Chou Dynasty; M: 6, 4, 3; C: 6; M: 6, 6, 4; C: 2; wins). Points: Dominance in Northern Europe (2), Presence in North Africa (2), Middle East (3), China (3), India (3), Southern Europe (3), 3 Capitals (6), 3 cities (3), 1 Sea (1), and 3 Monuments (3) for 27 points.

**GEGS (Geggus):** plays Barbarians out of Plateau of Tibet. Irrawaddy (vs. Chou Dynasty; B: 3, 1; C: 3; B: 4, 1; C: 1; wins), Szechuan (vs. Macedonians; B: 6, 6; M: 3; wins), Wei River (vs. Macedonians; B: 3, 1; M: 5, 1; loses). **MAURYA:** Army and Capital Ganges Delta (Chou Dynasty army retreats to Malayan Peninsula), army Ganges Valley (vs. Scythians; M: 6, 3; S: 3; wins), Upper Indus (vs. Persians; M: 2, 2; P: 4; loses), Upper Indus (vs. Persians; M: 4, 1; P: 1; wins), Lower Indus (vs. Persians; M: 5, 1; P: 1; wins), Irrawaddy, Szechuan, Wei River (vs. Macedonians; M: 6, 3; Mac: 3; wins, city eliminated), Yellow River (vs. Shang Dynasty; M: 3, 2; S: 4; loses), Yellow River (vs. Shang Dynasty; M: 2, 2; S: 1; wins, Capital reduced to city). Points: Dominance in China (6), India (6), Presence in Southern Europe (3), Southeast Asia (1), 1 Capital (2), 2 cities (2), and 3 Monuments (3) for 23 points.

**Red Devils (Martin):** plays Barbarians out of the Plateau of Tibet. Upper Indus (vs. Maurya; B: 2, 1; M: 5; loses). **HAN DYNASTY:** Army and Capital Great Plain of China (Shang army retreats to Chekiang), fort Great Plain of China, army Chekiang (vs. Shang Dynasty; H: 1, 1; S: 4; loses), Chekiang (vs. Shang Dynasty; H: 5, 4; S: 6; loses), Chekinag (vs. Shang Dynasty; H: 6, 4; S: 3; H: 6, 3; S: 3; wins), Wei River (vs. Maurya; H: 6, 1; M: 4; wins), Tarim Basin (vs. Aryans; H: 4, 4; A: 6; loses), Tarim Basin (vs. Aryans; H: 5, 5; A: 3; wins), Yellow River (vs. Maurya; H: 5, 3; M: 3; wins, city eliminated), fleet South China Sea, army Mekong, Malayan Peninsula (vs. Chou Dynasty; H: 3, 2; C: 4; loses). Builds Monument Great Plain of China. Points: Dominance China (6), Presence North Africa (2), Southeast Asia (1), 1 Capital (2), 1 Sea (1), 2 Monuments (2) for 13 points.

### Players

Player Name	Player Faction Name/Color	Empire Strength Points	Victory Points
Andy York	Republic of Texas (blue)	10	20
Christopher Hunt	The Gardeners (green)	10	15
Dave Anderson	Romulus and Remus (orange)	19	23
Kevin Wilson	Royal Manticoran Historical Society (purple)	20	40
Chris Geggus	Galileo Earns Gold Star (yellow)	24	49
Brad Martin	Red Devils (red)	24	34
Martin Burgdorf	National Institute for Co-ordinated Experiments (black)	27	51

### Positions

**RMHS: JEWS:** Army, city, and fort Palestine. **ASSYRIANS:** Army, Capital, and Monument Upper Tigris, army and city Middle Tigris. **CELTS:** Army and city Shatts Plateau, armies Northern Gaul, Central Massif, Pyrenees, Southern Iberia, Western Iberia.

**NICE:** Fleet Eastern Mediterranean. **EGYPT:** Two armies, Capital, and Fort Nile Delta, army Arabian Peninsula. **PHOENICIA:** Army and Capital Levant.

**SCYTHIANS:** Army Caucuses. **REBELLION:** Army, city, Monument Persian Plateau. **MACEDONIANS:** Army and Capital Pindus, army and city Morea, army and Monument Central Europe, armies, Dalmatia, Danubia, Baltic Seaboard, North European Plain, Eastern Steppe, Yangtse Kian.

**Romulus and Remus:** Fleet Black Sea. **PERSIA:** Army and Monument Lower Tigris, armies Balkans, Western Anatolia, Eastern Anatolia, Zagros, Persian Salt Desert, Western Deccan, Western Ghats, Eastern Ghats, Ceylon.

**Red Devils:** Fleet South China Sea. **CARTHAGINIA:** Army Libya. **HAN DYNASTY:** Army, Capital, Monument, and Fort Great Plain of China, army and Monument Wei River, armies Yellow River, Chekiang, Tarim Basin, Mekong.

**The Gardeners:** None.

**Republic of Texas:** SHANG DYNASTY: Army Si-Kyang. CHOU DYNASTY: Two armies Malayan Peninsula, army Eastern Deccan.

**GEGS:** ARYANS: Two armies and fort Hindu Kush, army Turanian Plain. **GREEK CITY STATES:** Army, city, and fort Crete. **MAURYA:** Army and Capital Ganges Delta, army and Monument Upper Indus, Lower Indus, armies Ganges Valley, Irrawaddy, Szechuan.

### Event Cards

### Epoch III Empire

## **Beagle**

### **Turn 8 through End of Game Statements**

#### Turn 8

**Governor Christopher** selects the Craftsman, gains 1 doubloon, and produces 2 corn, Dave produces 1 indigo and 1 coffee, Martin produces 1 indigo and 1 coffee, and Chris produces 2 corn and 1 tobacco.

**Dave** selects the Builder, gains 1 doubloon, and builds an Office (1 doubloon discount from Builder, 1 doubloon discount from Quarry, 3 doubloons spent), Martin builds an Indigo Plant (2 doubloon discount from Quarries, 1 doubloon spent), Chris builds a Large Market (2 doubloon discount from Quarries, 1 doubloon discount discarding a corn with the Black Market, 2 doubloons spent), and Christopher buys a Small Sugar Mill (2 doubloons spent).

**Martin** selects the Captain and ships 1 coffee on Ship 1 for 2VP, Chris ships 1 corn on Ship 3 for 1VP (Ship 3 sails), Dave ships 1 coffee on Ship 1 for 1VP, Martin ships 1 indigo on Ship 2 for 1 VP, and Dave ships 1 indigo on Ship 2 for

1VP. Christopher discards 1 corn.

**Chris** selects the Trader, gains 1 doubloon, and trades tobacco for 4 doubloons (3 base +1 for Trader).

#### Turn 9

**Governor Dave** selects the Mayor, gains 1 doubloon, and places colonists on the Office, Coffee Roaster, and a coffee plantation, Martin places colonists on the Coffee Roaster and a Quarry, Chris places a colonist on the Large Market, and Christopher places a colonist on the Small Sugar Mill. Seven colonists are placed on the colonist ship.

**Martin** selects the Prospector, gaining 2 doubloons.

**Chris** selects the Settler, gains 1 doubloon, and takes a tobacco plantation (with a colonist from the Hospice), Christopher takes a corn plantation, Dave discards a

sugar plantation and takes a forest, and Martin uses the Construction Hut to take a Quarry, and the Hacienda to receive an indigo plantation. New plantations are corn, corn, sugar, sugar, tobacco.

**Christopher** selects the Captain and ships 1 corn on Ship 3 for 3VP. No other shipping is possible.

### Turn 10

**Governor Martin** selects the Mayor and places colonists on the Indigo Plant, an indigo plantation, and the Quarry, Chris places colonists on the Small Indigo Plant and Tobacco Storage, Christopher places colonists on the corn plantation and in San Juan, and Dave places a colonist on the Small Market. Four colonists are placed on the colonist ship.

**Chris** selects the Builder, collects 1 doubloon, and builds the Harbour (1 doubloon discount from the Builder, 2 doubloon discount from Quarries, 1 doubloon discount from discarding a colonist with the Black Market, 4 doubloons spent), Christopher passes, Dave builds a Church (1 doubloon discount for Quarry, 1 doubloon discount for forests, 3 doubloons spent), and Martin builds a Small Warehouse (1 doubloon discount for Quarry, 2 doubloons spent).

**Christopher** selects the Craftsman, gains 1 doubloon, and produces 3 corn and 1 sugar, Dave produces 2 indigo and 2 coffee, Martin produces 2 indigo and 2 coffee, and Chris produces 2 corn and 2 tobacco. Christopher produces 2 corn with the Craftsman bonus doubled via the Library.

**Dave** selects the Trader, collects 1 doubloon, and trades coffee for 6 doubloons (4 base, +1 for Trader, +1 for Small Market). No further trading is possible.

### Turn 11

**Governor Chris** selects the Trader and trades tobacco for 6 doubloons (3 base, +1 for Trader, +2 for Large Market), Christopher trades sugar for 2 doubloons, Dave trades coffee for 5 doubloons (4 base +1 for Small Market), and Martin trades indigo for 1 doubloon.

**Christopher** selects the Captain, gains 1 doubloon, and ships 5 corn on Ship 3 for 7VP, Dave ships 1 indigo on ship 2 for 1VP (Ship 2 sails), Martin ships 2 coffee on Ship 1 for 2VP, Chris ships 1 corn on Ship 3 for 1VP (Ship 3 sails). Dave discards 1 indigo and Chris discards 1 corn.

**Dave** selects the Mayor, placing colonists in the Church and San Juan, Martin places a colonist on the Small Warehouse, Chris places a colonist on the Harbour, and Christopher places a colonist in San Juan. Four new colonists added to the colonist ship.

**Martin** selects the Prospector and gains 2 doubloons.

### S.O.B.

### Turn 12

**Governor Christopher** selects the Settler, gains 2 doubloons, and takes the last Quarry, Dave discards a corn plantation to gain a forest, Martin selects a sugar plantation and gains another sugar plantation with the Hacienda, Chris selects a tobacco plantation (with a colonist due to the Hospice), and Christopher uses the Library to take a corn plantation. New plantations are corn, corn, corn, tobacco, coffee.

**Dave** selects the Builder, gains 1 doubloon, and build the City Hall (1 doubloon discount for Builder, 1 doubloon discount for a Quarry, 1 doubloon discount for Forests, 7 doubloons spent, 2VP gained for Church), Martin builds a Sugar Mill (2 doubloon discount for Quarries, 2 doubloons spent), Chris builds the Fortress (2 doubloon discount from Quarries, 8 doubloons spent), Christopher passes.

**Martin** selects the Trader and trades indigo for 2 doubloons (1 base +1 for Trader), Chris trades tobacco for 5 doubloons (3 base +2 for Large Market). No further trading is possible.

**Chris** selects the Craftsman, gains 1 doubloon, and gains 2 corn and 3 tobacco, Christopher gains 3 corn and 1 sugar, Dave gains 2 indigo and 2 coffee, and Martin gains 2 indigo and 2 coffee. Chris gains 1 more tobacco from the Craftsman bonus.

### Turn 13

**Governor Dave** selects the Builder and builds the Statue (1 doubloon discount for Builder, 1 doubloon discount for Quarry, 1 doubloon discount for Forests, 7 doubloons spent, +2VP for Church). Note that this build fills up Dave's city, meaning this is the last turn. Martin builds a Factory (3 doubloon discount from Quarries, 4 doubloons spent), Chris builds a Wharf (2 doubloon discount for Quarries, 7 doubloons spent), and Christopher passes.

**Martin** selects the Captain, gains 1 doubloon, and ships 1 coffee in Ship 1 for 2VP, Chris ships 4 tobacco on Ship 2 for 5VP, Christopher ships 3 corn on Ship 3 for 3VP, Dave and Martin can't ship, and Chris ships 2 corn on Ship 3 for 3VP.

**Chris** selects the Mayor, gains 1 doubloon, and places colonists on the Wharf and the Fortress, Christopher places a colonist on the Quarry and moves a colonist from San Juan to a corn plantation, Dave places a colonist on the City Hall, and **Martin** places a colonist on the Factory, moves colonists from the Quarries to the indigo plantation, both sugar plantations, and the Small Sugar Mill, then moves a colonist from the Hacienda to the Indigo Plant and from the Construction Hut to the Sugar Mill. Six new colonists placed on the colonist ship.

Christopher selects the Prospector, gaining 2 doubloons.

### The Players

Player Name	Role	Plantations	Buildings	San Juan	Doubloons	Stored Production	VP
<b>Dave Hooton</b>	Builder	<b>Indigo, Quarry, Coffee, Coffee, Forest, Forest, Forest</b>	<b>Small Indigo Plant, Forest House, Aqueduct, Small Market, Coffee Roaster (x2), Storehouse, Office, Church, City Hall, Statue</b>	1	1	2 indigo, 2 coffee	9
Martin Burgdorf	Captain	<b>Indigo, Coffee, Quarry, Quarry, Coffee, Quarry, Indigo, Quarry, Indigo, Sugar, Sugar</b>	<b>Small Indigo Plant, Hacienda, Construction Hut, Small Sugar Mill, Coffee Roaster (x2), Indigo Plant (x2), Small Warehouse, Sugar Mill (x1), Factory</b>		2	2 indigo, 1 coffee	8
Chris Geggus	Mayor	<b>Corn, Tobacco, Corn, Quarry, Quarry, Tobacco, Quarry, Tobacco</b>	<b>Hospice, Black Market, Small Indigo Plant, Tobacco Storage (x3), Large Market, Harbour, Fortress, Wharf</b>		1		16
Christopher Hunt	Prospector	<b>Corn, Tobacco, Sugar, Corn, Indigo, Corn, Quarry, Corn</b>	<b>Library, Small Sugar Mill</b>	1	9	1 sugar	24

Player in bold is the Governor. Plantations and buildings in bold are manned. Buildings that can be manned by more than one colonist will have the number manning them in parentheses after the building name.

### Available Items

**Colonists:** Supply: 11      Colonist Ship: 6

**Trading House:** Indigo, Tobacco

**Cargo Ships:** Ship 1 (capacity 5): empty Ship 2 (capacity 6): 4 tobacco Ship 3 (capacity 7): 5 corn

**Victory Points:** 46

### Commodities

**Corn:** 4      **Indigo:** 6      **Sugar:** 10      **Tobacco:** 4      **Coffee:** 6

### Buildings

Column 1	Column 2	Column 3	Column 4
Small Indigo Plant (1d, 1vp)	Indigo Plant (x3, 3d, 2vp)	Tobacco Storage (x2, 5d, 3vp)	Guild Hall (10d, 4vp)
Small Sugar Mill (x3, 2d, 1vp)	Sugar Mill (x3, 4d, 2vp)	Coffee Roaster (6d, 3vp)	Residence (10d, 4vp)
	Guesthouse (4d, 2vp)	Lighthouse (7d, 3vp)	Customs House (10d, 4vp)
		University (8d, 3vp)	
			Cloister (10d, 4vp)
	Trading Post (5d, 2vp)		
		Specialty Factory (8d, 3vp)	
	Small Wharf (6d, 2vp)	Union Hall (9d, 3vp)	
	Large Warehouse (6d, 2vp)		

### Roles

**Builder, Captain, Craftsman, Mayor, Prospector, Settler, Trader**

### Plantations

Forest (x23), Corn, Corn, Corn, Tobacco, Coffee

Discard Pile: Indigo, Indigo, Sugar, Sugar, Sugar, Sugar, Tobacco, Indigo, Indigo, Tobacco, Indigo, Tobacco, Sugar

### Victory Points

	Dave	Martin	Chris	Christopher
<b>Buildings</b>	24	15	19	4
<b>VP Chips</b>	9	8	16	24
<b>Bonus</b>	8	0	5	0
<b>Total</b>	<b>41</b>	<b>23</b>	<b>40</b>	<b>28</b>

### End of Game Statements

**Chris Geggus:** Ouch, that hurt. Entirely my error for not spotting that Dave had filled his board. I could have built a 10 value building on my last turn, rather than the Wharf and after Mayor'ing I would have had enough to win. Face to face I would have been looking at Dave's board and realised he was about to finish, but by mail one can take one's eye off the ball. Same for everyone, so totally my incompetence/laziness.

However, always enjoyable and congrats to Dave and thanks to Chris yet again.

## Papillon

### **Turn 9 to End of Game Statements**

#### Turn 9

**The Librarian** plays The Bank of Ankh-Morpork, taking a \$10 loan, then plays the Mended Drum, building a building in the Scours for \$6 and gaining \$2. Gains \$1 from the Nap Hill building.

**TVFSDC** plays The Ankh Morpork Sunshine Dragon Sanctuary. TROD pays \$1. The Librarian gives a card. TVFSDC then plays Leonard of Quirm, drawing 4 cards.

**TROD** plays The Opera House, builds a building in Dragon's Landing for \$12, and receives \$4 for the 4 minions in Isle of Gods. Then receives \$2 each for the buildings in The Hippo and Dragon's Landing.

#### Turn 10

**The Librarian** plays Queen Molly, places a minion in Seven Sleepers, and requests 2 cards from TROD. Receives \$1 from the Nap Hill building.

**TVFSDC** plays Deep Dwarves, placing a minion in Longwall, then The Duckman, moving a green minion from Isle of Gods to The Scours. The Librarian plays Gaspode to prevent the move.

**TROD** plays The Thieves Guild, collecting \$2 from each player and places a minion in Unreal Estate (Trouble marker placed). Collects \$2 each from The Hippo and Dragon's Landing buildings.

#### Turn 11

**The Librarian** plays Mr. Pin & Mr. Tulip on Dimwell, removing the yellow minion and the Trouble marker, then gaining \$1. Gains a further \$1 from the Nap Hill building.

**TVFSDC** plays The Agony Aunts, eliminating the red minion and Trouble marker in Unreal Estate, collecting \$2, and placing a minion and Trouble marker in Nap Hill.

**TROD** plays Mr. Slant, collecting \$2 per minion in Isle of Gods for \$8 and builds a building in Dolly Sisters for \$6. Also collects \$2 each for The Hippo and Dragon's Landing buildings.

#### Turn 12

**The Librarian** plays Captain Carrot, placing a minion and a Trouble marker in Longwall, then removing the Trouble marker and taking \$1. Receives \$1 from the Nap Hill building. Uses The Scours building to discard a card for \$2.

**TVFSDC** plays the Canting Crew, moving a red minion from The Hippo to The Shades (and placing a Trouble marker there), then placing a minion in The Hippo.

**TROD** reveals that he is Crysoprase and declares victory with \$22 in cash and \$36 in buildings.



Players

Player Name	Player Faction Name/Color	Minion Locations	Buildings	Misc	Money
Christopher Hunt	The Librarian/Green	The Scours, The Shades, Nap Hill, Isle of Gods (x2), Seven Sleepers, Longwall	Nap Hill, The Scours	\$10 Loan from The Bank of Ankh-Morpork	20
Bill Scharf	TVFSDC/Yellow	Dolly Sisters, Seven Sleepers, The Shades, Small Gods, Isle of Gods, Unreal Estate, Longwall, Nap Hill, The Hippo		\$10 Loan from Mr. Bent	32
Andy York	TROD/Red	Dolly Sisters, The Shades (x2), Seven Sleepers, Isle of Gods, Dragon's Landing	The Shades, The Hippo, Dragon's Landing, Dolly Sisters		22

TROD is Texas Republic on Discworld, TVFSDC is The Veiled Fist Society and Dance Club

Board Position

**Dolly Sisters:** Yellow and Red minions, Red Building

**Unreal Estate:** Yellow minion

**Dragon's Landing:** Red minion, Red Building

**Small Gods:** Yellow minion

**The Scours:** Green minion, Green Building

**The Hippo:** Yellow minion, Red Building

**The Shades:** 1 Green, 1 Yellow, and 2 Red minions, Red Building, Trouble

**Dimwell:** Nothing

**Longwall:** Yellow and Green minions

**Isle of Gods:** 2 Green, 1 Red, and 1 Yellow minions, Trouble

**Seven Sleepers:** Yellow, Green, and Red minions, Trouble

**Nap Hill:** Green and Red minions, Green Building, Trouble

End of Game Statements

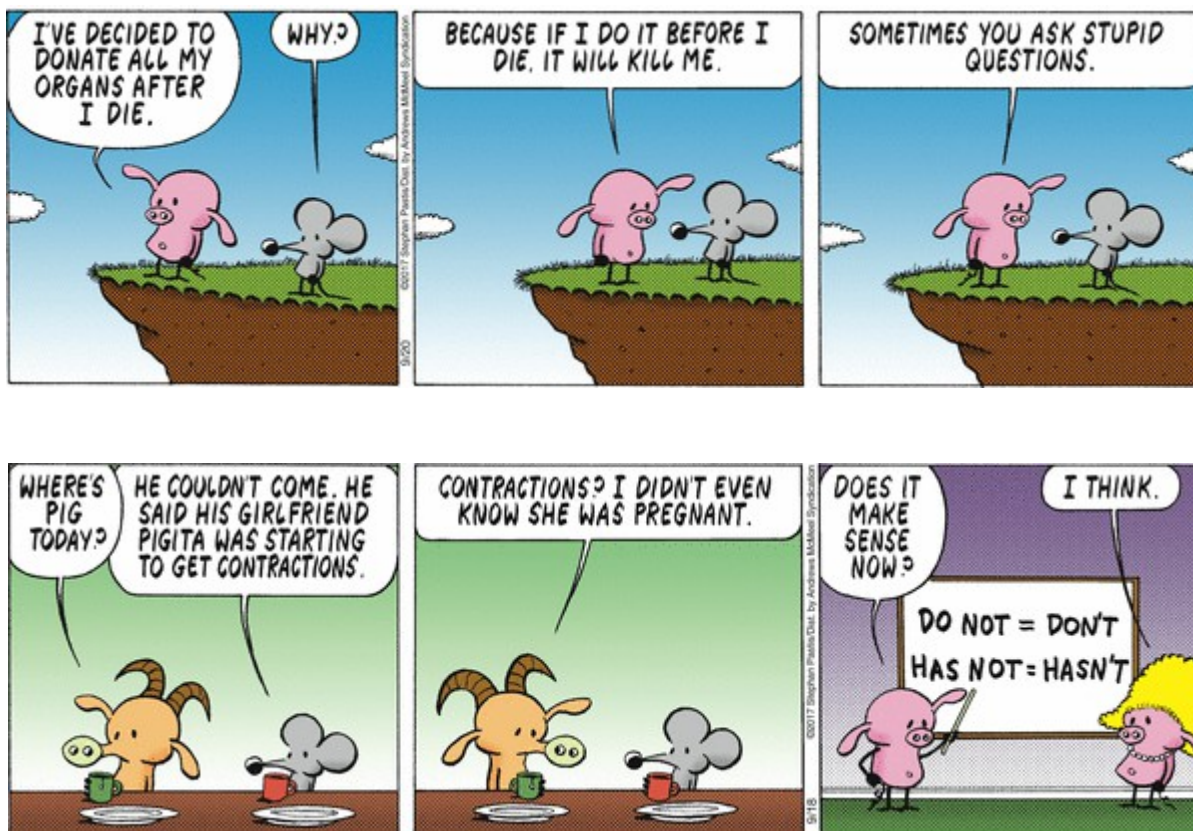
**Andy York (TROD/Crysoprase):** First time playing this one and I'm still trying to figure it out. Fortunately, I had a straight forward victory condition and just kept my eye on it and had a good run of cards that supported the goal.

One thing I definitely was not doing was keeping track of the other players. When I realized I was in reach of my goal, I suddenly wondered if anyone else was close to a win. So, in the future, I need to watch the other players in case I need to play a spoiler role in blocking their potential win.

Chris, thanks for running a challenging game and introducing me to it.

**Bill Scharf (TVFSDC/Lord Vetinari):** Congrats to Andrew on his victory....he had 4 areas so that's what i defended against (A Lord).....oh well....I was only one area from a win myself (as Ventinari) so , I knew the game wasn't going much longer. Chris, thanks for running it.

**Christopher Hunt (The Librarian/Lord deWorde):** Congratulations Andrew, well won. Also thanks to Chris for running the game and stopping me playing the cards I did not have



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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 **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:** None so far. **Terraforming Mars:** None so far.

## Standby Calls

None this issue!