

**Notes from Hades**

Those of you who are reading this are probably wondering why you got this. Well, the answer is simple. "Hounds of Hell", my former subzine in *D.O.G.S. of War*, is dead. However, like a phoenix from the ashes, there comes *S.O.B.*, the zine that takes over where "Hounds of Hell" left off. All of the games that were in "Hounds" will continue here. I will continue with the general dog motif in this zine, and you can keep your D.O.G.S. nickname here as well. Those of you who are in the games have already been credited with a number of free issues as you had in your *D.O.G.S.* subscription at the time of this writing. If you weren't in a game, this is a sample issue. I hope you will decide to subscribe.

By now, you are probably wondering why I decided to do this. Well, the answer is that I had been planning to break off on my own for a while now, but the recent erratic publishing schedule of *D.O.G.S.* accelerated my plans. It is my firm belief that anybody who runs a game or publishes a zine has an obligation to his players to get the results to those players in a timely manner. I felt that it was no longer possible for me to meet that obligation as a subzine to *D.O.G.S.* Don't get me wrong, Gio is a good friend, but he has a more casual attitude toward the hobby than I do. Also, I decided that it was time for me to have a little more control over the final look of my work. And then there was . . . well, you get the picture. It was an idea whose time had come.

As for the future of this zine, I do have a few ideas. First of all, I intend to keep the number of games more or less the same. I do intend to add a letter column, to be called "Howlers' Corner", as soon as I have enough submissions. I hope to put this thing out of a 5-week schedule, to allow ample time for negotiations, especially for the overseas players.

It's also Runestone Poll time again. Sadly, *S.O.B.* is too young a zine to qualify for this year's poll. Don't let that stop you from voting for "Hounds of Hell" for subzine. Let's see if we can win the poll for both of the years in which "Hounds" was around.

Since it does seem to be that time of year, I should also mention that issue #22 of the *Zine Register* is due out in a couple of months. I mention it this early because Pete Gaughan, the new publisher, has put out a general call to all members of the hobby to write reviews of your favorite zines. So, go ahead, gather the threads of your motivation together and write something, dammit. The *ZR* will be the standard price of \$2.50 per issue, and judging from the past

**Club News**

The March meeting of the *D.O.G.S. of War* saw the first (but by no means the last) appearance of our Up Front tournament. The tournament was a round-robin affair, with an assortment of possible squads available for use. In fact, each player was required to use as many of the combinations as possible. The nationalities in play were the Americans, British, Germans, Japanese, and Russians. Each nationality had four squad types (Normal, High Morale, Low Morale, and Heavy Weapon) and three troop types (Conscript, Line, and Elite) for a total of ten possible squads per nationality. (That's right, ten squads, not twelve. High Morale Conscripts and Low Morale Elite troops were not options.) Each player was required to play each nationality and each squad type at least once, and each troop type at least twice. The field was very balanced, with three of the eight participants ending with records of 5-2: Rude Dog (Mel Friedmen), Dealer Dog (Ken Goldstien), and Hot Dog (Steve Sulzby). Hot Dog won on the tie breaker (total victory points scored).

A number of interesting patterns emerged from the final statistics. First of all, the British were the most popular nationality, having been selected 13 times. However, they were also the least successful nationality with an overall record of 3-10. The least popular nationality was the Russians, with only nine plays. They had the second best record at 5-4. The best overall record was the Americans at a stunning 11-1. The Germans placed third with a 5-6 record, followed by the Japanese at 4-7.

As for the squad types, each was played 14 times. The Normal squads dominated the action, scoring 11 victories and 3 defeats. Heavy Weapons squads came in at 8-6, followed by Low Morale squads at 5-9 and High Morale squads at 4-10.

In the troop type category, Line squads were the most popular with 23 plays. They ended up at 12-11. Elite squads were played 19 times, ending 10-9. Conscript squads ended 6-8.

issues I've received, it will be well worth it. So, support your local *ZR* publisher. Pete's address is 1521 South Novato Blvd. #46, Novato, CA 94947.

This month's deadline will be **Friday, April 30.**

--Cerberus

**Current Games**

**Machiavelli**

"The Gates of Hades"	Page 2
"Mastiff"	Page 3
"Pack of Curs"	Page 4
Machiavelli Stock Exchange	Page 5

**Merchant of Venus**

"Dingo's Delight"	Page 6
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**Flier Games**

"Proteus"	Midway Campaign	0700 June 3
"Sand Dog"	Dune	Page 7

**Game Openings**

**Machiavelli Stock Exchange** New players are always welcome. The game fee is \$2.00, half of which will be set aside for prizes for the winners.

**"Anubis"** New World. The game fee is \$5.00. Rules available on request. Have Chris Hurley, Andy Lewis, Need 4 more.

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

**Chris Hassler a.k.a. Cerberus**  
 285 N. Holliston Ave #2  
 Pasadena, CA 91106  
 Phone: (818) 793-5483

Subscriptions cost \$0.75 per issue (\$1.25 overseas) for the standard subscription and \$1.00 per issue (\$1.50 overseas) for the deluxe subscription (which includes *Niccolo*).

The following is a chart of the records of the 50 different combinations.

	American	British	German	Japanese	Russian	Total
N/E	4-0	--	--	--	0-1	4-1
N/L	1-0	1-1	1-1	1-0	1-0	5-2
N/C	1-0	--	--	--	1-0	2-0
HM/E	2-0	0-1	1-3	0-1	--	3-5
HM/L	1-0	0-3	0-1	0-1	--	1-5
LM/L	--	0-1	1-0	0-1	--	1-2
LM/C	0-1	0-1	--	2-4	2-1	4-7
HW/E	2-0	0-2	0-1	--	1-0	3-3
HW/L	--	2-1	2-0	1-0	0-1	5-2
HW/C	--	--	--	--	0-1	0-1
Total	11-1	3-10	5-6	4-7	5-4	

Was terrain a factor? Well, in normal terrain, Normal and Heavy Weapons squads dominated the action, and Line squads were the troop type of choice. In the jungle, the Japanese were popular, and Heavy Weapons squads were absent. In the desert, Elite squads were the rule, with Low Morale and Conscript squads unplayed. Urban rounds were similar to normal, except that Elite squads were more popular. Finally, in barren terrain, Normal squads were not played, and Elite squads were successful.

The overall consensus was that the tournament was a resounding success, and plans are underway for another. Possible changes include the addition of three new squad types: Ordinance, which includes a mortar, Artillery, which includes a radio, and Close Assault, which includes a Flamethrower. Other possibilities include squads with armor and anti-tank weapons, as well as the inclusion of the French and Italians.

# The Gates of Hades / MGN# O/B/8/ABC/1

Fall 1460

Deadline/Winter/Spring 1461 4/30 Friday

In the north, Milan and France remain locked in mortal combat, with France slowly losing ground. A similar struggle is going on between Naples and the Papacy. Florence helps out Milan in the north while remaining quiescent in the south. Finally, Venice sends an army to see what Milan is doing while continuing his slow trek down the Balkan peninsula.

## Retreats

French A3 retreats to Marseilles  
 French F3 retreats to Corsica  
 Milan A3 retreats to Tyrolea  
 Papal A1 retreats to Capua

## Orders

**Florence:** A1 SAVOY support Milan A2 to Turin  
 (Mann) A2 (EM) PIOMBINO holds  
 A4 GENOA supports A1  
 A5 FLORENCE holds

**France:** A1 Swiss to Turin (DESTROYED!)  
 (Whitham) A2(EM) AVIGNON supports A3  
 A3 Marseilles to PROVENCE  
 F2 EASTERN GULF OF LYON supports F3  
 F3 CORSICA holds

**Milan:** A1 Turin to SWISS  
 (Kinsel) A2 Montferrat to TURIN  
 A3 (EM) TYROLEA supports A1  
 A4 Provence to Marseilles (DISLODGED, retreat Saluzzo, OTB)

**Naples:** A1 Aquila to ANCONA  
 (Hurley) A2 (EM) NAPLES supports F4 (cut)  
 A3 Rome to Spoleto (DISLODGED, retreat Tivoli, Patrimony, OTB)  
 A4 BARI to Salerno  
 F1 LOWER ADRIATIC supports A1  
 F3 WESTERN TYRRHENIAN SEA supports F5  
 F4 GULF OF NAPLES to Capua  
 F5 WESTERN GULF OF LYON supports Milan A4 to Marseilles  
 F7 Sardinia to WESTERN MEDITERRANEAN

**Papacy:** A1 (EM) CAPUA supports A5 (cut)  
 (Scharf) A2 Spoleto to ROME  
 A3 Ancona to Aquila (DISLODGED retreat Spoleto, Urbino, Romagna, OTB)  
 A4 PERUGIA supports A2  
 A5 SALERNO to Naples

**Venice:** A1 (EM) Croatia to BOSNIA  
 (Robles) A2 Bologna to MANTUA  
 F1 Upper Adriatic to VENICE LAGOON  
 F2 Dalmatia to UPPER ADRIATIC

## Proposals

Concession to Naples proposed.

## Spring 1461 Famine

Bad Year: Tivoli, Otranto, Padua, Swiss, Cremona, Pontremoli, Herzegovina, Piombino, Ragusa, Bari

## Spring 1461 Income

Provinces or cities in italics could change hands based on retreats.

## Seas

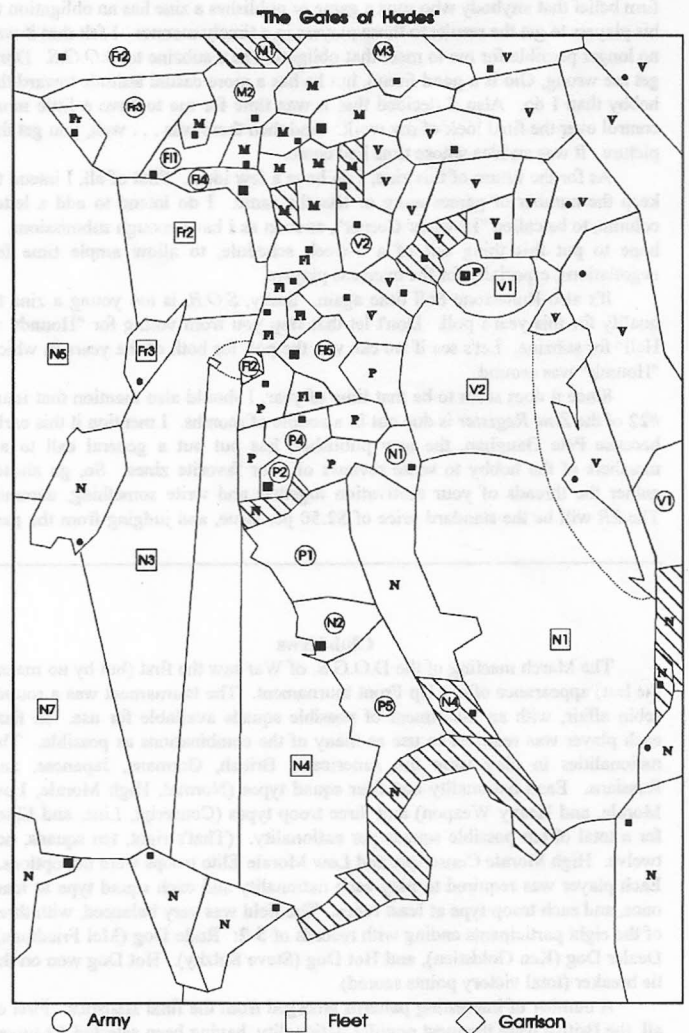
FRANCE Eastern Gulf of Lyon (1)

S.O.B.

NAPLES Lower Adriatic, Western Tyrrhenian Sea, Gulf of Naples, Western Gulf of Lyon, Western Mediterranean (5)  
 VENICE Upper Adriatic, Venice Lagoon (2)

## Provinces

FLORENCE Savoy, Genoa, Modena, Lucca, Pisa, Pistoia, Florence, Arezzo, Piombino (8)  
 FRANCE Avignon, Provence, Marseilles, Corsica (4)  
 MILAN Swiss, Saluzzo, Turin, Montferrat, Fornova, Pontremoli, Parma, Cremona, Piacenza, Pavia, Milan, Como, Tyrolea (10)  
 NAPLES Sardinia, Tunis, Palermo, Messina, Otranto, Bari, Aquila, Naples, Tivoli, Ancona, Durazzo, Albania, Ragusa, Herzegovina (9)  
 PAPACY Sienna, Patrimony, Perugia, Salerno, Capua, Spoleto, Rome, Urbino, Romagna, Venice (10)  
 VENICE Austria, Hungary, Slavonia, Carinthia, Trent, Bergamo, Brescia, Mantua, Bologna, Ferrara, Verona, Padua, Vicenza, Treviso, Friulli, Carniola, Croatia, Istria, Dalmatia, Bosnia (19)



## Cities

FLORENCE Savoy, Genoa(3), Modena, Lucca, Pisa, Florence(3), Arezzo, Piombino (11)  
 FRANCE Avignon, Marseilles, Corsica (3)  
 MILAN Saluzzo, Turin, Montferrat, Cremona, Milan(3), Pavia, Tyrolea, Swiss (8)  
 NAPLES Sardinia, Tunis(2), Palermo, Messina, Bari, Naples(2), Ancona, Durazzo, Albania, Ragusa (10)  
 PAPACY Sienna, Perugia, Rome(2), Venice(3) (7)  
 VENICE Austria, Hungary, Trent, Mantua, Bologna, Ferrara, Padua, Treviso, Carniola, Croatia, Dalmatia (10)

**Totals**

Coun	Rolls	Var	Prov	Sea	City	Gross	Treas.	Total
FLO	1, 6, 6 <sup>G</sup>	10	8	0	11	29	1	30
FRA	1	1	4	1	3	9	4	13
MIL	3	3	10	0	8	21	1	22
NAP	5, 2 <sup>T</sup>	5	9	5	10	29	5	34
PAP	4	4	10	0	7	21	3	24
VEN	1, 3	5	19	2	10	36	0	36

<sup>G</sup>This is the roll gained by holding Genoa

<sup>T</sup>This is the roll gained by conquering the Turks

Press

**Florence - Milan:** We really did a job on France. Why don't we do the same to Venice.

**Florence - Papacy:** Sorry, but I have to protect my borders. You are very unpredictable and I don't want Naples to push you into my territory.

**Madd Mann - All:** Having fun yet?

**Naples - Pope:** Now you want me to lay off so you can redirect your forces to prevent a Venice win!! Give me a break!! Let me guess...in about 3 more turns you'll decide that Naples is too strong and turn on me again -- no such chance -- you're about to reap your just reward.

**Papacy - Venice:** You idiot! Why spend 12 ducats to disband my fleet when I would have gladly split the income from Venice with you. I hope you fall off your gondola into the sewage ridden canals of Venice.

**Venice - Naples:** We'll see...

Game Summary

Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus	2	2	3	3	4	3	3	2	3
Flo	3	3	3	3	2	4	4	4	5
Fra	5	5	5	5	6	7	7	9	10
Mil	3	5	5	6	6	6	7	6	4
Nap	4	4	4	4	5	6	6	6	7
Pap	4	4	4	4	5	5	3	3	4
Tur	3	3	3	3	2	1	1	0	0
Ven	4	5	7	7	6	6	8	10	8

Coun	1457			1458			1459		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus	3	2	1	1	1	0	0	0	0
Flo	5	6	7	7	6	6	4	4	6
Fra	10	10	11	11	9	8	8	9	7
Mil	4	4	3	3	6	6	6	5	6
Nap	8	9	9	9	10	10	11	11	10
Pap	4	4	4	4	4	5	5	5	5
Tur	0	0	0	0	0	0	0	0	0
Ven	7	7	8	8	8	9	10	10	10

Coun	1460		
	Spr	Sum	Fal
Aus	0	0	0
Flo	7	8	8
Fra	4	4	3
Mil	7	7	8
Nap	10	10	10
Pap	6	4	4
Tur	0	0	0
Ven	10	11	11

**Mastiff / MGN# O/B/8/ABC/2**

**Winter/Spring 1457**

**Deadline/Summer 1457 4/30 Friday**

The French stage a counter attack against Austria, with devastating effectiveness, while Venice moves with similar success against Naples. Florence makes some progress against the Pope, but Naples' plans in that direction are thrown into disarray by the Venetian stab.

Retreats

Austria A1 retreats to Cremona

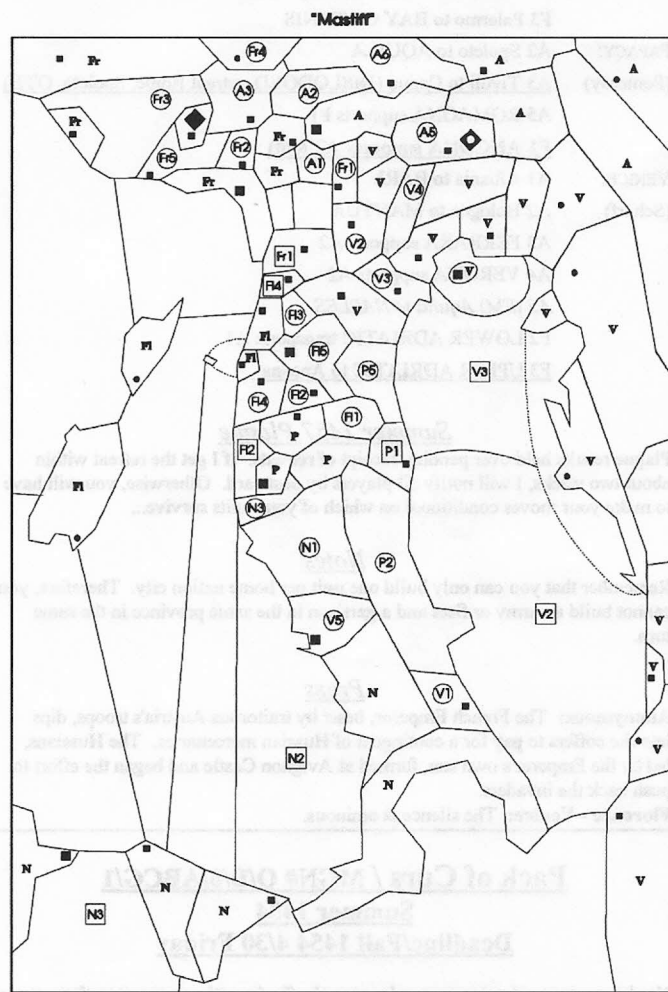
Papacy A3 retreats to Tivoli

Builds

		Treas.	Cost	Rem.
AUS	Maintains all, builds A2 (Elite Mercenary) Tyrolea, A6 Austria	28	21	7
FLO	Maintain A1, A3, F2, F4, build A2 Arezzo, A4 Pisa, G1 Florence, G2 Pisa (see note below)	29	24	5
FRA	Maintain A1, A2, G1, F1, build A3 Marseilles, A4 (EM) Avignon	41	21	20
NAP	Maintains A1, A2, F2, F3, builds A3 Naples	22	18	4
PAP	Maintains all	21	12	9
VEN	Maintains all	43	18	25

Expenditures

Venice spends 18 ducats to buy Naples A2



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

Orders

- AUSTRIA: A1 Cremona to PIANCENZA  
 (Johnston) A2 (EM) Tyrolea to COMO  
 A3 TURIN supports A4 (cut)  
 A4 Swiss supports A3 (DESTROYED!)  
 A5 TRENTE besieges  
 A6 Austria to TYROLEA

- FLORENCE: A1 Florence to URBINO  
 (Robles) A2 AREZZO supports A1  
 A3 PISTOIA supports G1  
 A4 Pisa to SIENNA  
F2 PATRIMONY supports Naples A1 Capua to Tivoli (nso)  
 F4 LUCCA holds  
 G1 FLORENCE converts A5
- FRANCE: A1 Mantua to CREMONA  
 (Koehler) A2 MONTFERRAT to Turin  
 A3 Marseilles to PROVENCE  
 A4 (EM) Avignon to SWISS  
 F1 MODENA holds  
 G1 SAVOY converts to A5
- NAPLES: A1 CAPUA supports A3  
 (Kinsel) A2 (EM) Aquila to Spoleto (nsu)  
 A3 Naples to TIVOLI  
 F2 GULF OF NAPLES transports A3  
 F3 Palermo to BAY OF TUNIS
- PAPACY: A2 Spoleto to AQUILA  
 (Pomeroy) A3 Tivoli to Capua (DISLODGED, retreat Rome, Spoleto, OTB)  
 A5 ROMAGNA supports F1  
F1 ANCONA supports A2 (cut)
- VENICE: A1 Albania to BARI  
 (Scharf) A2 Bologna to MANTUA  
 A3 FERRARA supports A2  
 A4 VERONA supports A2  
 A5 (EM) Aquila to NAPLES  
 F2 LOWER ADRIATIC transports A1  
F3 UPPER ADRIATIC to Ancona

Summer 1457 Plague

Plague results held over pending receipt of retreats. If I get the retreat within about two weeks, I will notify all players by post card. Otherwise, you will have to make your moves conditional on which of your units survive...

Notes

Remember that you can only build one unit per home nation city. Therefore, you cannot build an army or fleet and a garrison in the same province in the same turn.

Press

**Anonymous:** The French Emperor, beset by traitorous Austria's troops, dips into the coffers to pay for a contingent of Hussian mercenaries. The Hussians, led by the Emperor's own son, formed at Avignon Castle and began the effort to push back the invaders.

**Florence - Venice:** The silence is ominous.

Pack of Curs / MGN# O/B/8/ABCG/1

Summer 1454

Deadline/Fall 1454 4/30 Friday

*Naples goes on a buying spree, leaving the Turks without a unit to their name. Austria heads south only to find France walking in through the back door. Milan goes defensive while Venice starts knocking off a couple of garrisons. Finally, Florence and the Papacy continue their struggle.*

Expenditures

- Milan spends 3 ducats to counterbribe A3
- Naples borrows 25 ducats from the moneylenders for 2 years.
- Naples spends 12 ducats to disband Turkish F1
- Naples spends 12 ducats to disband Turkish F2

Orders

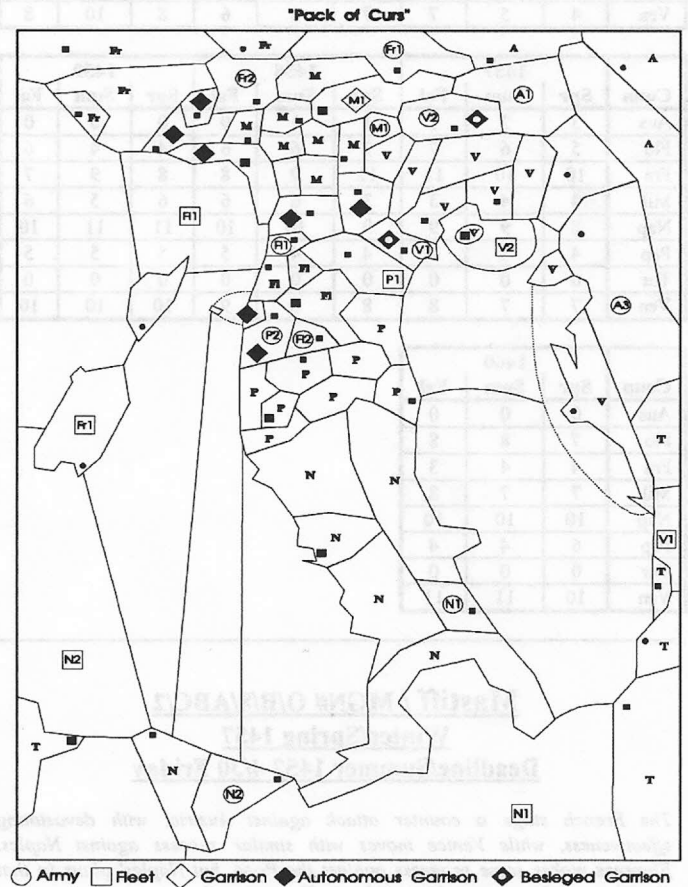
- AUSTRIA: A1 Tyrolea to CARINTHIA  
 (Johnson) A3 Slavonia to CROATIA
- FLORENCE: A1 Pistoia to LUCCA  
 (Gaylord - Ross) F1 EASTERN GULF OF LYONS supports Pisa (no unit)
- FRANCE: A1 Swiss to TYROLEA  
 (Anderson) A2 TURIN supports A1  
 F1 Western Gulf of Lyon to SARDINIA
- MILAN: A1 Cremona to BERGAMO  
 (Scharf) A3 MILAN converts to G1
- NAPLES: A1 Otranto to BARI  
 (Lewis) A2 Palermo to MESSINA  
 F1 Gulf of Naples to IONIAN SEA  
 F2 Western Tyrrhenian Sea to WESTERN MEDITERRANEAN
- PAPACY: A2 Perugia to SIENNA  
 (Robles) F1 Romagna to BOLOGNA
- TURKS: NO  
 (Johnston) UNITS!
- VENICE: A1 FERRARA besieges  
 (Pomeroy) A2 TRENTO besieges  
 F1 Lower Adriatic to HERZEGOVINA  
 F2 Venice to VENICE LAGOON

Press

**Papacy - All:** Uh-oh...

**Sultan - Everybody:** Allah will cut out the tongue of the infidel dog who goes "Whisper whisper, Naples."

**Wall Street Journal, Hapsburg Edition:** Record trading in Austrian war bonds as analysts predict huge short term gains.



# Machiavelli Stock Exchange

## Turn 2

Deadline Turn 3: 4/30 Friday

### Notes

In the interest of brevity, the following abbreviations will be used: Aus - Austria, Flo - Florence, Fra - France, Mil - Milan, Nap - Naples, Pap - Papacy, Tur - Turks, Ven - Venice, GOH - "Gates of Hades", MAS - "Mastiff", POC - "Pack of Curs". Each country will be represented by a six letter abbreviation which will consist of the country name and the game name.

This game is not closed. New players may join by simply sending me their \$2.00 game fee and their buy orders for the current turn. The current prize for the winner is \$5.00 credit toward the *S.O.B.* gamefee or subfee of your choice.

### Current Players:

Name	Nickname	Code
Dave Anderson	"Snoopy"	DA
Ron Johnson	"Vulture Dog"	RJ
Sean Johnston	"Otto"	SJ
Bill Scharf	"Doge"	BS
Mike Stewart	"Bulldog"	MS

### Sells/Buys

Stock	DA	RJ	SJ	BS	MS	Total
FloGOH	--	--	--	--	--	0
FraGOH	--	--	--	--	--	0
MilGOH	-1	--	--	--	--	-1
NapGOH	--	--	--	--	--	0
PapGOH	--	--	--	--	--	0
VenGOH	--	--	--	--	--	0
AusMAS	+1	--	--	--	--	+1
FloMAS	--	--	--	--	--	0
FraMAS	--	--	--	--	--	0
NapMAS	--	-55	--	--	--	-55
PapMAS	--	--	--	--	--	0
VenMAS	--	--	--	--	--	0
AusPOC	--	+89	--	--	--	+89
FloPOC	--	--	--	--	--	0
FraPOC	--	--	--	--	--	0
MilPOC	--	--	--	--	--	0
NapPOC	--	--	--	--	--	0
PapPOC	--	--	--	--	--	0
TurPOC	--	--	--	--	--	0
VenPOC	--	--	--	--	--	0

### Price Changes

Stock	Old Price	Difference	New Price
FloGOH	34.90	-0.10	34.80
FraGOH	14.90	-1.10	13.80
MilGOH	28.10	-0.02	28.08
NapGOH	41.90	-0.10	41.80
PapGOH	21.90	+0.90	22.80
VenGOH	40.90	+1.90	42.80
AusMAS	25.16	-2.98	22.18
FloMAS	29.90	-0.10	29.80
FraMAS	30.90	-0.10	30.80
NapMAS	22.10	-5.20	16.90
PapMAS	16.90	-1.10	15.80
VenMAS	43.14	+7.00	50.14
AusPOC	13.72	+1.78	15.50
FloPOC	20.40	+2.00	22.40
FraPOC	16.34	+4.00	20.34
MilPOC	18.60	+1.00	19.60
NapPOC	18.90	-0.10	18.80
PapPOC	19.90	+0.90	20.80
TurPOC	17.90	-3.10	14.80
VenPOC	29.16	+1.00	30.16

### Portfolio Share Totals

Stock	DA	RJ	SJ	BS	MS	Bank
FloGOH	--	--	--	--	--	1000
FraGOH	--	--	--	--	--	1000
MilGOH	4	--	--	--	--	996
NapGOH	--	--	--	--	--	1000
PapGOH	--	--	--	--	--	1000
VenGOH	--	--	--	--	--	1000
AusMAS	14	--	45	--	--	941
FloMAS	--	--	--	--	--	1000
FraMAS	--	--	--	--	--	1000
NapMAS	--	--	--	--	--	1000
PapMAS	--	--	--	--	--	1000
VenMAS	7	--	--	--	--	993
AusPOC	--	89	5	90	--	816
FloPOC	--	--	--	--	20	980
FraPOC	9	--	--	--	8	983
MilPOC	--	--	--	--	30	970
NapPOC	--	--	--	--	--	1000
PapPOC	--	--	--	--	--	1000
TurPOC	--	--	--	--	--	1000
VenPOC	8	--	--	--	--	992

### Portfolio Values

Stock	DA	RJ	SJ	BS	MS
FloGOH	0.00	0.00	0.00	0.00	0.00
FraGOH	0.00	0.00	0.00	0.00	0.00
MilGOH	112.32	0.00	0.00	0.00	0.00
NapGOH	0.00	0.00	0.00	0.00	0.00
PapGOH	0.00	0.00	0.00	0.00	0.00
VenGOH	0.00	0.00	0.00	0.00	0.00
AusMAS	310.52	0.00	998.10	0.00	0.00
FloMAS	0.00	0.00	0.00	0.00	0.00
FraMAS	0.00	0.00	0.00	0.00	0.00
NapMAS	0.00	0.00	0.00	0.00	0.00
PapMAS	0.00	0.00	0.00	0.00	0.00
VenMAS	350.98	0.00	0.00	0.00	0.00
AusPOC	0.00	1379.50	77.50	1395.00	0.00
FloPOC	0.00	0.00	0.00	0.00	448.00
FraPOC	183.06	0.00	0.00	0.00	162.72
MilPOC	0.00	0.00	0.00	0.00	588.00
NapPOC	0.00	0.00	0.00	0.00	0.00
PapPOC	0.00	0.00	0.00	0.00	0.00
TurPOC	0.00	0.00	0.00	0.00	0.00
VenPOC	241.28	0.00	0.00	0.00	0.00
\$	9.94	4.42	0.00	10.00	0.00
<b>Total</b>	<b>1208.10</b>	<b>1383.92</b>	<b>1075.60</b>	<b>1405.00</b>	<b>1198.72</b>

## Dingo's Delight

### Turn 2

Deadline Turn 3: 4/30 Friday

### The Players

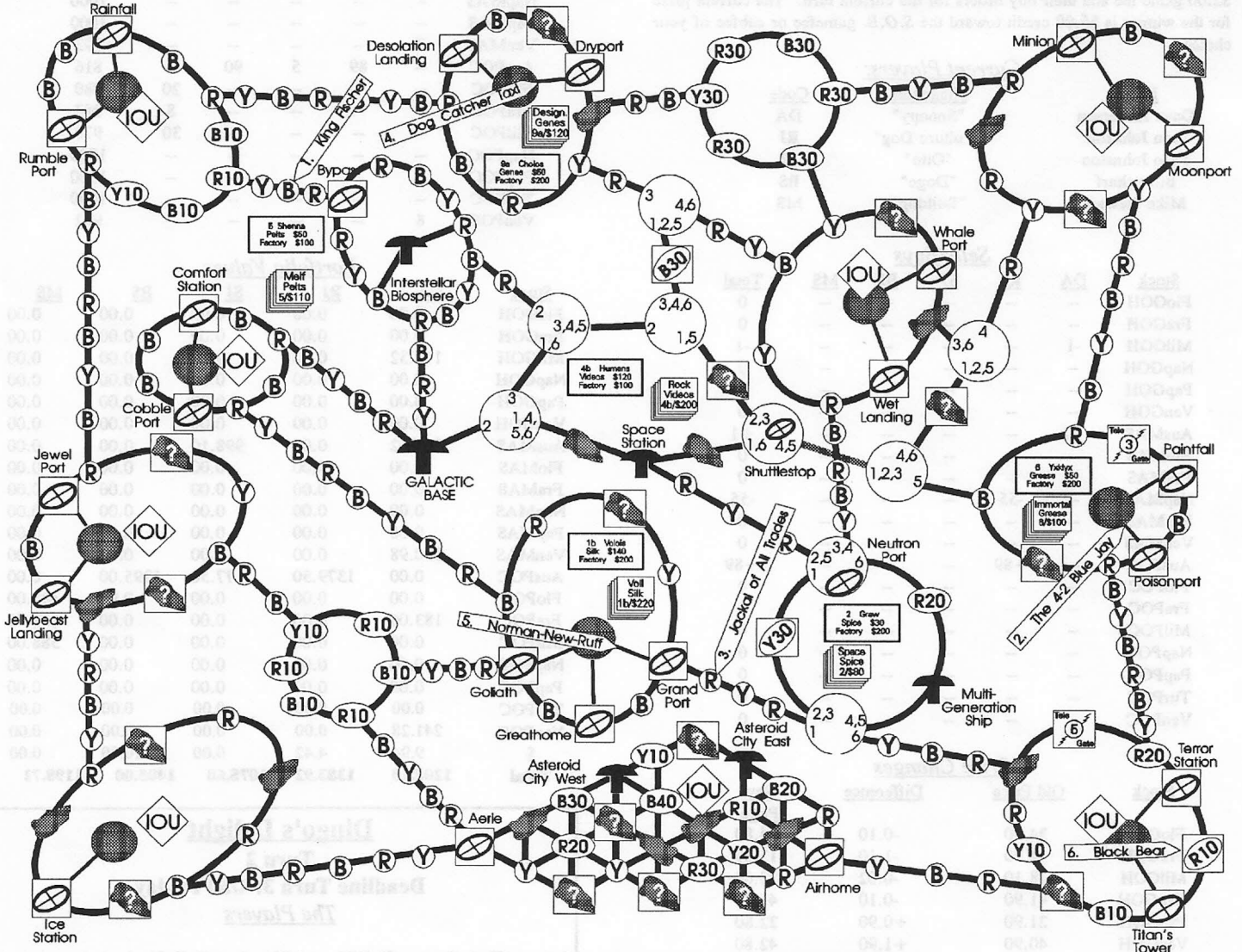
- 1st: Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 4 4**  
Paintfall(o) - B - Poisonport(o) - Poisonport(s).  
Discovers Yxklyx. Picks up \$100 IOU, barter it plus \$20 cash for a Red Drive.
- 2nd: Chris Hurley (Eeepeeep/Jackal of All Trades) Rolls Used: 1 \* 4**  
Multi-Generation Ship - NC1 - R - Y - R.
- 3rd: Andy Lewis (Niks/Dog Catcher Taxi) Rolls Used: (Mulligans a 3, gets a 3) 3 4 6**  
A - NC3 - NC3 - NC3 - ? (It's a blue 30 penalty marker) - NC1 - R - Y - A - Dryport(o) - Dryport(s).  
Discovers Cholos. Picks up \$90 IOU, buys one Designer Genes for \$50.
- 4th: Howard Hugh (Human/Norman New Ruff) Rolls Used: 1 1 5 6**  
Space Station Planet - R - Y - R - NC1 - ? (It's a yellow 30 penalty marker) - NC1 - R - Y - R - Grandport(o) - Grandport(s).  
Discovers the Volois. Picks up \$120 IOU, barter it and \$20 cash for one Voll Silk.

- 5th: Sean Cousins (Whynom/Black Bear) **Rolls Used: 4 (6 \* 2)**  
 Activates Gate Lock. A (In the Cloud) - Space Station Planet - R - Y - R - NC6 - R20 - Multi-Generation Ship - NC6 - Y - B - R - A - ? (It's TeleGate 5) - R20 - Terror Station (o) - ? (It's a Red 10 Penalty Marker).
- 6th: Caleb Cousins (Qossuth/King Fischer) **Rolls Used: 2 \* 3**  
 Interstellar Biosphere - B - Y - R - Bypass(o) - R - B.

*Press*

- 4-2 Blue Jay - Jackal of All Trades: Not the quickest Rocket Scout I've ever seen!
- Black Bear - 4-2 Blue Jay: Watch out for the 90-72 Orioles this year.
- King Fischer - 4-2 Blue Jay: Beware! In six months it will be the 81-81 Blue Jays

- Cerberus - All: The baseball fans are just coming out of the woodwork.
- King Fischer - All: Havoc. (Shakespeare.)
- Norman-New-Ruff - Cerberus: Good luck and thanks for the Human culture in the center of the board.
- Cerberus - Norman-New-Ruff: It's the least I could do since you were the only one to write press last turn.
- Norman-New-Ruff - Merchants: Not a bad port-of-call in the Cloud and maze of "NC"s.
- Sean - Andy: The Mulligan Gear on the first turn? I don't wanna hear any griping the rest of the game from you.
- Cerberus - Andy: Neither do I!
- Sean - GM: Oh, yeah, I meant to say I wouldn't pick up the Gate Lock. Really I did.
- Jackal - GM: Turn 1...box cars. Turn 2...snake eyes. GIVE ME A BREAK!



<p>1. King Fischer \$90                  Torch Scout                  3: 4 (times 3)                  Hold1 Hold2 Hull</p> <p>Melf Pelts 5/\$110</p> <p>5/5</p>	<p>2. The 4-2 Blue Jay \$110                  Scow Scout                  3: 1 2 2 6 (Use 2)                  Hold1 Hold2 Hull</p> <p>Red Drive (\$120)</p>
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3. Jackal of All Trades \$48 Rocket Scout 3: 1 5 (Use 1 x 4) Hold1 Hold2 Hull Space Spice 2/\$80 2/50	4. Dog Catcher Taxi \$25 Sports Scout 3: 3 4 6 6 (Use 3) Hold1 Hold2 Hull Design'r Genes 9a/\$120 Mulligan Gear (\$120) 2/50	5. Norman-New-Ruff \$71 Clipper 3: 3 4 5 5 Hold1 Hold2 Hull Voll Silk 1b/\$220	6. Black Bear \$100 Fast Scout 3: 2 5 (Double 1) Hold1 Hold2 Hull Gate Lock (\$100)
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**Sand Dog****Turn 4 Bidding - Turn 5 Combat**Players

**Atreides:** Sean Cousins  
**Bene Gesserit:** Andy Lewis  
**Emperor:** Ken Goldstien  
**Fremen:** Bill Scharf  
**Guild:** Chris Hurley  
**Harkonnens:** Tom Swider

Nexus

Bene Gesserit and Fremen reaffirm their alliance.  
 Emperor and Guild form an alliance.  
 3 Fremen tokens (1 Fedaykin) ride the worm from the Funeral Plain to The Great Flat.  
 Second worm appears in Sietch Tabr. 6 Fremen tokens ride it from there to The Habbanya Erg.  
 8 spice in the Broken Land  
 6 spice in OH Gap  
 The Guild play a card they claim to be Residual Poison on the Harkonnens, demanding a ransom of four spice per turn, payable during the Collection Phase.

Bidding

CHOAM Charity recipients: Bene Gesserit.  
 CARD 1 goes to the Fremen for 2 spice.  
 CARD 2 goes to the Bene Gesserit for 1 spice.  
 CARD 3 is not bid on, and so is returned to the top of the deck.

Revival and MovementRevival

**Atreides:** 2 tokens  
**Emperor:** 1 token (Elite Saduakar)  
**Harkonnens:** 2 tokens

Shipping

**Atreides:** Attempts to ship 4 tokens to Habbanya Ridge Sietch but fails  
**Emperor:** 6 tokens (1 Elite Saduakar) to Habbanya Ridge Sietch (Bene Gesserit to the Polar Sink)  
**Harkonnens:** 7 tokens to Tuek's Sietch (Bene Gesserit accompanies)

Movement

**Atreides:** 2 tokens Plastic Basin to Broken Land (12)  
**Emperor:** 1 token Habbanya Ridge Sietch to Habbanya Ridge Flat to Habbanya Erg  
**Fremen:** 3 tokens (1 Fedaykin) The Great Flat to Plastic Basin to Broken Land (12)

Combat

Harkonnens play a Karama card on the Guild, exchanging four of his cards for all of the Guild's. Harkonnens then play a card they claim to be Residual Poison on the Guild, demanding four spice by the collection round.

The Harkonnens and the Guild conclude the following spice deal:  
**The Treaty of Regis VI:** The Guild and the Harkonnens agree to the following items: (1) Combat Resolution: The Guild agrees to play the Guild Representative, dial 0, and play only worthless or defensive treachery cards. The Harkonnens agree to play Feyd-Rautha, dial 0, and play only worthless or defensive treachery cards. Both parties agree not to call treachery and the Harkonnens agree not to take a Guild leader hostage. (2) Residual Poison: The

Harkonnens agree to withdraw the residual poison from the Guild in consideration of a shipping discount. Future shipments by the Harkonnens will result in a 50% kickback until such a time as the Harkonnens have saved 5 spice, at which time the Harkonnens are entitled to no further discounts. (3) Cease Fire: The Harkonnens and Guild agree to a mutual peace lasting until turn 7. Neither party may attack the other unless agreed to by both parties in a future spice deal. (4) Collaboration: From turn 5 until the end of the game, the Guild agrees to hold onto all Harkonnen spice from the end of the collection phase until after CHOAM Charity has been distributed. The Harkonnen will collect charity, and the Guild will return the original Harkonnen spice less one held in consideration for holding the spice. The Guild agrees not to count or examine the spice while it is in his possession, and to keep these funds separate from his personal belongings. (5) Exclusivity: Each party agrees not to make similar arrangements with any other faction.

Bene Gesserit are coexisting everywhere except Habbanya Ridge Sietch.

Broken Land

Atreides are the aggressors.  
 The Bene Gesserit Voice the Atreides not to play a Snooper.

	Atreides	Fremen
Leader	Dr. Yueh (1)	Chani (6)
Weapon	None	Elacca Drug
Defense	None	Snooper
Number Dialed	0	2
Spice Spent	0	1
<b>Total</b>	<b>0</b>	<b>8</b>

The Fremen win. Dr. Yueh, 2 Atreides tokens, and 1 Fremen Fedaykin token go to the tanks. The Fremen gain 1 spice for killing Dr. Yueh. No cards are discarded.

Habbanya Erg

Fremen are the aggressors  
 The Bene Gesserit Voice the Emperor not to play a poison weapon.

	Fremen	Emperor
Leader	Otheym (5)	Bashar (2)
Weapon	Elacca Drug	None
Defense	Baliset	Shield
Number Dialed	2	0
Spice Spent	2	0
<b>Total</b>	<b>7</b>	<b>0</b>

The Fremen win. The Bashar, 1 of the Emperor's tokens, and 2 Fremen tokens go to the tanks. The Fremen gain 2 spice for killing the Bashar. The Shield and Baliset are discarded.

Habbanya Ridge Sietch

Bene Gesserit are the aggressors.  
 The Bene Gesserit Voice the Emperor to not play a Shield.

	Bene Gesserit	Emperor
Leader	Ramallo (5)	Cpt. Aramsham (5)
Weapon	Maula Pistol	None
Defense	None	None
Number Dialed	1	1
Spice Spent	1	1
<b>Total</b>	<b>6</b>	<b>1</b>

The Bene Gesserit win. Captain Aramsham, 1 Bene Gesserit token, and 5 of the Emperor's tokens (including 1 Elite Saduakar) go to the tanks. The Bene Gesserit gain 5 spice for killing Aramsham. No cards are discarded.

Guild are the aggressors.

The Guild and Harkonnens conclude a deal that dictates the combat.

	Guild	Harkonnens
Leader	Guild Rep. (1)	Feyd-Rautha (6)
Weapon	Trip to Gamont	None
Defense	Jubba Cloak	None
Number Dialed	0	0
Spice Spent	0	0
Total	1	6

The Harkonnens win. 5 Guild tokens go to the tanks. The Harkonnens decline the opportunity to capture a leader. All cards are discarded.

Spice Collection

The Harkonnens withdraw the alleged Residual Poison from the Guild. The card is discarded.

Emperor: 2 spice (Arrakeen)

Fremen: 4 spice (Broken Land)

Harkonnens: 2 spice (2 from Carthag, 1 from Tuek's Sietch)

**Turn 6**

Storm Round

The Guild use Weather Control to move the storm 6 sectors to sector 17. Four spice and 1 Fremen token are destroyed in Broken Land and 2 Fremen tokens in Habbanya Erg. Habbanya Ridge Sietch is in storm.

Spice Blow

8 spice Habbanya Erg

Worm in OH Gap. Nexus occurs. (Second worm can be placed by Fremen.)

Final Positions

- Atreides:** 7 tokens in the tanks, 13 tokens off-planet
- Bene Gesserit:** 2 tokens Pasty Mesa, 1 token Arrakeen, 1 token in the tanks, 1 token Sietch Tabr, 2 tokens Polar Sink, 1 token Carthag, 1 token Tuek's Sietch, 11 tokens off-planet.
- Emperor:** 9 tokens (3 Elite Sadaukar) in Arrakeen, 6 tokens (1 Elite Sadaukar) in the tanks, 5 tokens (1 Elite Sadaukar) off-planet
- Fremen:** 7 tokens (2 Fedaykin) Sietch Tabr, 3 tokens False Wall West. 6 tokens (1 Fedaykin) in the tanks, 2 tokens Habbanya Erg, 1 token Southern Hemisphere, 1 token Broken Land
- Guild:** 5 tokens in the tanks, 4 tokens False Wall South, 11 tokens off-planet

**Harkonnens:** 10 tokens Carthag, 7 tokens Tuek's Sietch, 3 tokens off-planet

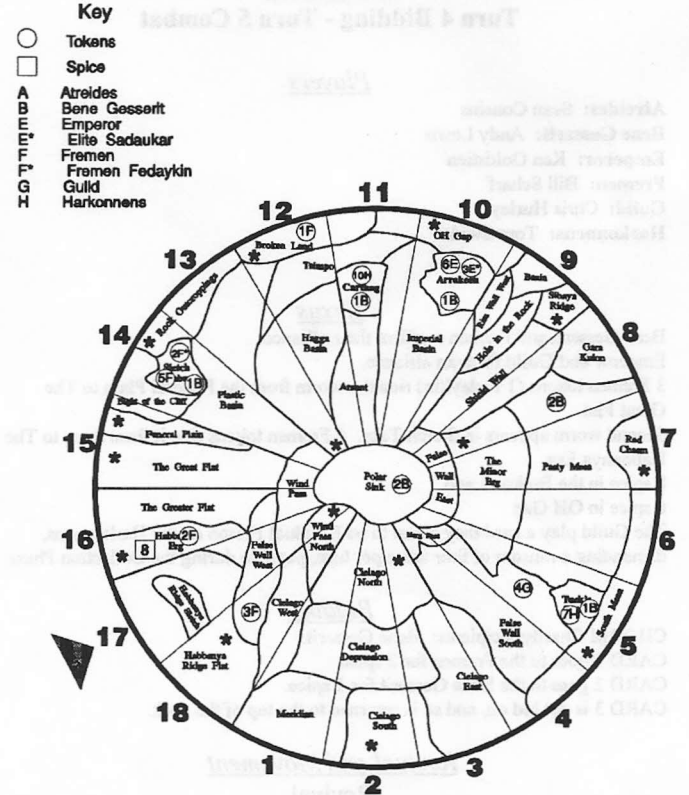
Press

**Guild - Harkonnens:** Treachery begets treachery . . .

**Harkonnens - Guild:** . . . begets treachery. I suggest in the future you pick on somebody else.

**Harkonnens - Atreides:** Gee, I guess nobody wants to ally with either of us. Let's at least carry our heads high.

**Harkonnens - Emperor:** You lied. Since you never wrote me, how could we plot against the Atreides? Signed - "Don Coriolis" (aka The Godfather)



Machiavelli House Rules

1. The first edition rules will be used, with second edition modifications for plague and famine in effect.
2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.
4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.
5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.
6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.
7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.
8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
9. Draws may only be proposed if all countries in the draw can jointly satisfy the victory conditions for the game. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.
10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
11. Phone orders will not be accepted after 9:00 PM Pacific Time. Written orders are preferred. In the event that I do not have your orders by the day of the

- deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.
12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.
13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.
14. Treasuries are open to inspection only during income calculation and the Spring campaign.
15. Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. However, a fleet in Istria may transport an army to or from Dalmatia and vice versa.
16. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.
17. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.
18. A unit is not considered adjacent to a garrison unless it is in the same province as the garrison.
19. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.



S.O.B.  
Addresses

Name	Address	Phone
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Caleb Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Sean Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
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Asher Gaylord-Ross "Afgan"	196 Forestwood Dr. Nashville, TN 37209	(615) 356-0945
Chris Geggus "Davey Boy Smith"	10 Talbrook, Brentwood Essex, CM14 4PY UK	
Ken Goldstien "Dealer Dog"	21035 E. Washington St. Walnut, CA 91789	(909) 598-8222
Howard Hugh "Rebellion Dogs"	2541 Laurence Ave. Carmichael, CA 95608-4602	(916) 485-4231
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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, lets get those people standing by. I need standbys for the following games: Machiavelli, Dune, New World, Merchant of Venus, and the Machiavelli Stock Exchange.