

Notes from Hades

This last month has been quite eventful. During the President's Day Weekend, I was able to attend a local game convention for the first time in several years, even if it was only for one day. I made the most of it, though. First I played *We the People* with Jackal. I played the British. It was reasonably historical, which is to say that I won most of the battles, but the bloody colonists won their independence anyway. It was close, however. Next I played *Breakout: Normandy*. Highly recommended. I consider it the best of the Amhem series of games. Enjoyed the game and I even staged a successful invasion, earning enough victory points to win on the last day of the game. I also got to play the latest Alan Moon game, *Freight Train*, which was very good, and the latest Avalon Hill game, *Assassin*, which was so-so. I was also able to pick up a copy of *Starship Troopers*, an out-of-print Avalon Hill game that was sadly underrated.

On the following day (Sunday), was able to hook up with Andy York (publisher of *Rambling WAY* and *Pontevedria*) who was in Anaheim for the Share computer conference. We had dinner at a nice Italian place and had a thoroughly enjoyable conversation. It was especially nice meeting someone who all my prior contact with was by mail or phone.

In more recent events, I learned just last Wednesday that the State is unable to extent my contract there, and since it expired on the 18th, I don't have to go back for at least a couple of months. While the work was interesting and profitable, it will be very nice to be able to stay home for more that a couple of days at a time.

This issue marks the one year anniversary of *S.O.B.* (And there was much rejoicing. Yaaaaa.....)

This issue's deadline will be **Friday, April 22.**

<u>Current Games</u>	
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Flier Games

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"Dog Star"	Stellar Conquest	Turns 7, 8

Game Openings

"Doghouse" Machiavelli. The game fee is \$5.00. We will be playing the advanced game with Plague, Famine, and Special Military Units. In addition, the two following modifications will be in effect: The game will be played to Ultimate Victory Conditions and there is no limit to the number of Special Military Units you can buy. Have Andy Lewis(pd.), Dave Anderson(pd.), Bob Robles(pd.), Ron Johnson(pd.), Dean Cochran, Tim Broyles(pd.), and Steve Koehler. Need 1 more.

"Prairie Dog" Gunslinger. The game fee is \$5.00. Have Scott Cameron, Dave Anderson(pd.), James Pratt(pd.), and Steve Koehler(pd.). Need 3 more. This will be a barroom brawl. If I get one more player, I'll go ahead and run it, with each player playing one side in the conflict.

Wish List

New World is a game of colonization and conquest in the Americas. It will be run in the zine. Have Chris Hurley, Andy Lewis, Ron Johnson, and Bill Scharf. Need 2 more.

Time Agent is a game pitting six different races against each other with the object of becoming the dominant race in the galaxy to be run by flier. This is achieved through manipulating past events more to your liking and then when you have arranged things to suit you, preventing others from undoing your work by reversing time travel itself. Have Dave Anderson and Sean Cousins. Need 4 more.

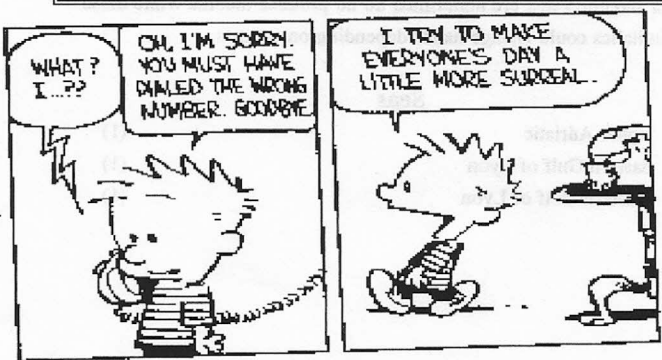
Mustangs is a game of WWII dogfights. The game would be run by flier. Currently have Eddie Campisano and Chris Hurley. Need two more.

Note that a subscription to *S.O.B.* is not required to play in a game run by flier.

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
 11735 S. Valley View Ave #10
 Whittier, CA 90604
 Phone: (310) 941-7179

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*).



S.O.B.
Pack of Curs / MGN# 0/B/8/ABCG/1
 Fall 1457
Deadline/Winter-Spring 1458 4/22 Friday

The big move on Austria is underway! Naples accepts French help to buy off an Austrian unit just at the King of France falls under the assassin's knife. The Pope tries to join in to the East, but is stymied. Florence consolidates his position while Milan makes tentative moves southward.

Expenditures

France gives 4 ducats to Naples.
 France fails to pay back his debt to the money lenders and is assassinated!
 Rebellion appears in Sardinia.
 Naples spends 18 ducats to buy Austrian A4 Avignon.

Orders

AUSTRIA: A2 Vicenza to PADUA
 (Johnson) A4 Avignon to G1 (nsu)
 A5 (EM) Montferrat to GENOA
 F1 UPPER ADRIATIC supports A2

FLORENCE: A1 Lucca to MODENA
 (Koehler) A4 Pisa to PIOMBINO

FRANCE: A1 (EP) PROVENCE holds
 (Anderson) F2 EASTERN GULF OF LYON holds

MILAN: A2 MILAN holds
 (Scharf) A3 MANTUA to Bologna

NAPLES: A1 AQUILA holds (rebellion put down)
 (Lewis) A2 Avignon to SWISS
 F1 Western Tyrrhennian Sea to SARDINIA (rebellion liberated)
 F2 Western Gulf of Lyon to AVIGNON
 F3 Istria to CROATIA(nc)
 F4 Albania to RAGUSA
 F5 Corsica to WESTERN GULF OF LYON

PAPACY: A3 ANCONA to G1
 (Robles) A4 BOLOGNA holds
F1 FERRARA to Padua

Press

Florence - GM: You are a great GM. (Now let's see if I get faminized!)
Naples - World: How are we LETTING Austria control so much with so little?
Papacy - ALL: Hey! Doesn't anyone read their mail?

Spring 1457 Famine

Bad Year: Savoy, Sardinia, Parma, Bosnia, Tyrolea, Naples, Romagna, Dalmatia, Herzegovina, Piacenza, Trent, Saluzzo, Treviso, Istria

Spring 1457 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Seas

AUS: Upper Adriatic (1)
 FRA: Eastern Gulf of Lyon (1)
 NAP: Western Gulf of Lyon (1)

Provinces

AUS: Turin, Tyrolea, Austria, Hungary, Slavonia, Carinthia, Carniola, Friuli, Treviso, Padua, Venice, Herzegovina, Montferrat, Genoa, Vicenza, Verona (9)

FLO: Pisa, Sienna, Arezzo, Spoleto, Piombino, Modena, Florence, Lucca (7)

FRA: Provence, Marseilles, Savoy (2)

MIL: Como, Pavia, Milan, Fornova, Piacenza, Cremona, Brescia, Bergamo, Parma, Modena, Trent (8)

NAP: Capua, Aquila, Naples, Salerno, Bari, Otranto, Durazzo, Messina, Palermo, Tunis, Avignon, Swiss, Dalmatia, Istria, Corsica, Sardinia, Ragusa, Albania, Croatia (13)

PAP: Bologna, Romagna, Ferrara, Urbino, Patrimony, Rome, Tivoli, Perugia, Ancona, Pistoia (9)

Cities

AUS: Turin, Tyrolea, Austria, Hungary, Treviso, Carniola, Padua, Venice(3), Montferrat, Genoa(3) (10)

FLO: Pisa, Arezzo, Sienna, Florence(3), Lucca, Modena (8)

FRA: Marseilles, Savoy (1)

MIL: Pavia, Milan(3), Cremona, Trent, Mantua (6)

NAP: Naples(2), Bari, Durazzo, Messina, Palermo, Tunis(2), Sardinia, Corsica, Avignon, Swiss, Dalmatia, Croatia, Albania, Ragusa (11)

PAP: Bologna, Rome(2), Ancona, Perugia, Ferrara (6)

Totals

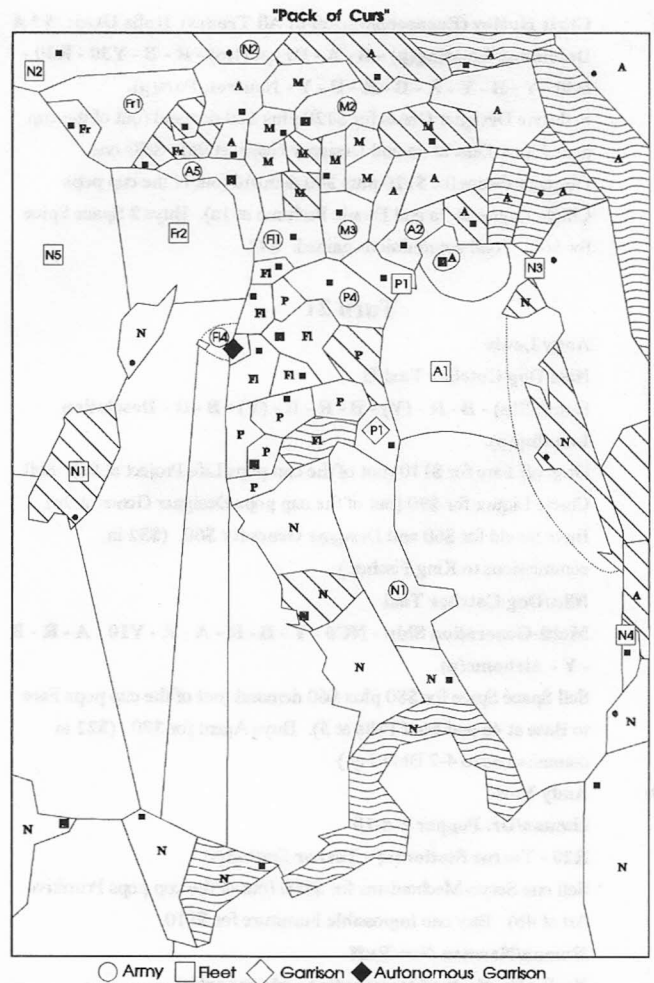
Coun	Rolls	Var	Prov	Sea	City	Gross	Treas	Total
AUS	6, 2 ^G	6	9	1	10	25	0	25
FLO	4, 6	8	7	0	8	23	2	25
FRA	3	3	2	1	1	7	7	14
MIL	5	4	8	0	6	18	8	26
NAP	5	3	13	1	11	28	0	28
PAP	4	4	9	0	6	19	0	19

^GThis is the roll gained by holding Genoa.

Game Summary

Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus	3	3	4	4	6	8	8	11	13
Flo	3	4	4	4	6	6	6	5	5
Fra	4	6	6	7	8	8	8	7	6
Mil	3	3	3	4	3	3	4	3	4
Nap	4	4	6	6	6	6	6	6	6
Pap	4	4	4	5	3	3	3	4	4
Tur	3	3	1	1	1	1	1	1	1
Ven	4	4	6	5	6	5	4	0	0

Coun	145		
	Spr	Sum	Fal
Aus	12	12	10
Flo	7	6	6
Fra	5	3	2
Mil	5	5	5
Nap	7	9	14
Pap	3	5	5
Tur	1	0	0
Ven	0	0	0



Dingo's Delight

Turns 20 and 21

Deadline Turns 22 and 23: 4/22 Friday

Turn 20

Whynom/Chez Alfond

1st: **Andy Lewis**

Niks/Dog Catcher Taxi II Rolls Used: 1 1 4

Y - R - B - Rainfall(p).

Sell Melf Pelts for \$110 (out of the cup pops Space Spice at 2). Buys one Chicle Liquor and a Yellow Drive. (\$23 in commissions to Jackal of All Trades.)

Niks/Dog Catcher Taxi Rolls Used: 2 4 6

Galactic Base - NC6 - A - Space Station Planet - R - Y - R - NC6 - R20 - Multi-Generation Ship.

Drop off Fare for \$160 (out of the cup pops a Immortal Grease at 6).

Pick up Fare to 10 and buy one Space Spice for \$30.

2nd: **Andy York**

Human/Dr. Pepper 2-4-10 Rolls Used: 1 2 5

A - R - B - Y - B - R - B - Y - R20.

Human/Norman NewRuff Rolls Used: 1 4 4 5

Interstellar Biosphere - R - B - R - NC5 - NC5 - Y20 - NC5 - NC5 - B - R - B - Y.

3rd: **Sean Cousins**

Whynom/Black Bear Rolls Used: 1 3 (4 * 2)

NC4 - NC4 - Open Port - NC4 - R - Y - B20 - Y - Moonport(o) - Moonport(s).

Buy Moonport for \$200.

4th:

Buys Immortal Grease for \$50.

Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4* 2

Jellybeast Landing(s) - Jellybeast Landing(o) - A - (Y) - (R) - B - (Y) - (R) - A - Ice Station(o) - Ice Station(s).

Sells Designer Genes for \$120 plus \$120 demand (out of the cup pops two Demand for Genes at 2). Sells Life Project for \$240 (out of the cup pops Custom Hives at 7a). Sells Designer Genes for \$120 plus \$60 demand (out of the cup pops Demand for Perfume at 4b and Impossible Furniture at 8). Sells Designer Genes for \$120 (out of the cup pops Demand for Dust at 5). Barter Red Drive for \$60 and Yellow Drive for \$40, and with the credit and \$200 cash buys a Combined Drive, which he places on the hull. Buys 3 Psychotic Sculpture for \$480, one Infinite Puzzles for \$120 (receives \$60 in commissions), Ice Station for \$160, and picks up Fare to Base.

5th:

Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 2 6 6

B - R - A - B - R - B - (Y) - B - R - B - (Y) - Moonport(o) - Moonport(s).

Sell Rock Videos for \$200 (out of the cup pops a Servo-Mechanism at 7b). Buys Minion for \$200.

S.O.B.

6th: **Chris Hurley (Eepeeep/Jackal of All Trades) Rolls Used: 5 * 4**
Desolation Landing(p) - B - A - Dryport(o) - R - B - Y30 - R30 - B30 - Y - B - Y - R - B - R - B - Y - Neutron Port(p).
 Sells one Designer Genes for \$120 plus \$80 demand (out of the cup pops Finest Dust at 4a and Designer Genes at 9a). Sells one Designer Genes for \$120 plus \$40 demand (out of the cup pops Chicle Liquor at 7a and Bionic Perfume at 1a). Buys 2 Space Spice for \$60. Total commissions gained: \$42.

Turn 21

1st: **Andy Lewis**
Niks/Dog Catcher Taxi II
Rainfall(p) - B - R - (Y) - B - R - B - (Y) - B - R - Desolation Landing(p).
 Drop off Fare for \$110 (out of the cup pops Life Project at 9a). Sell Chicle Liquor for \$90 (out of the cup pops Designer Genes at 9a). Buys Shield for \$60 and Designer Genes for \$60. (\$32 in commissions to King Fischer.)
Niks/Dog Catcher Taxi
Multi-Generation Ship - NC6 - Y - B - R - A - R - Y10 - A - R - B - Y - Airhome(p).
 Sell Space Spice for \$80 plus \$60 demand (out of the cup pops Fare to Base at 4a and Melf Pelts at 5). Buys Agent for \$80. (\$22 in commissions to 4-2 Blue Jay.)

2nd: **Andy York**
Human/Dr. Pepper 2-4-10
R20 - Terror Station(o) - Terror Station(s).
 Sell one Servo-Mechanisms for \$300 (out of the cup pops Primitive Art at 4b). Buy one Impossible Furniture for \$110.
Human/Norman New Ruff
Y - B - R - B - Y - Moonport(o) - Moonport(s).

3rd: **Sean Cousins**
Whynom/Black Bear
Moonport(s) - Moonport(p) - Y - B - R - B - Y - B - R - B - A - R - Poisonport(o) - Poisonport(s).
 Sell Rock Videos for \$200 (out of the cup pops Demand for Genes at 2). Buys Yxklyx Factory for \$200. Give Gate Lock Relic to Chez Alfond.
Whynom/Chez Alfond
 Barter Gate Lock for \$50 credit. Use credit to buy Immortal Grease.

4th: **Caleb Cousins (Qossuth/King Fischer)**
Ice Station(s) - Ice Station(p) - A - B - (Y) - B - (R) - B - (R) - (Y)
Rolls Used: 1 1- Aerie(p).
 Sells Impossible Puzzles for \$250 (out of the cup pops Demand for Spice at 4b). Sell 3 Psychotic Sculpture for \$750 (out of the cup pops Demand for Genes at 10, Immortal Grease at 6, and Designer Genes at 9a). Buys Living Toys for \$80 and 3 Mulch Wine for \$60. (\$40 in commissions to Dog Catcher Taxi and \$114 to 4-2 Blue Jay.)

Rolls Used: 4 4 Chris Geggus (Dell/The 4-2 Blue Jay)
Moonport(s) - Moonport(p) - (Y) - B20 - (Y) - R - NC3 - A - Whale Port(o) - Whale Port(s).
 Sell Mulch Wine for \$60 plus \$120 demand (out of the cup pops Finest Dust at 4a and Demand for Grease at 7b). Buys two Finest Dust for \$20, an Agent for \$80, and Whale Port for \$160.

6th: **Chris Hurley (Eepeeep/Jackal of All Trades)**
Rolls Used: 4 4 NC3 - Y - B - R - B - R - Wet Landing(o) - A - Whale Port(p).
 Sells 2 Space Spice for \$160 (out of the cup pops Psychotic Sculpture at 10 and Demand for Genes at 10). Buy Dribble Glass for \$120 and 2 Finest Dust for \$20. (\$60 in commissions to Norman-New-Ruff and \$30 to 4-2 Blue Jay.)

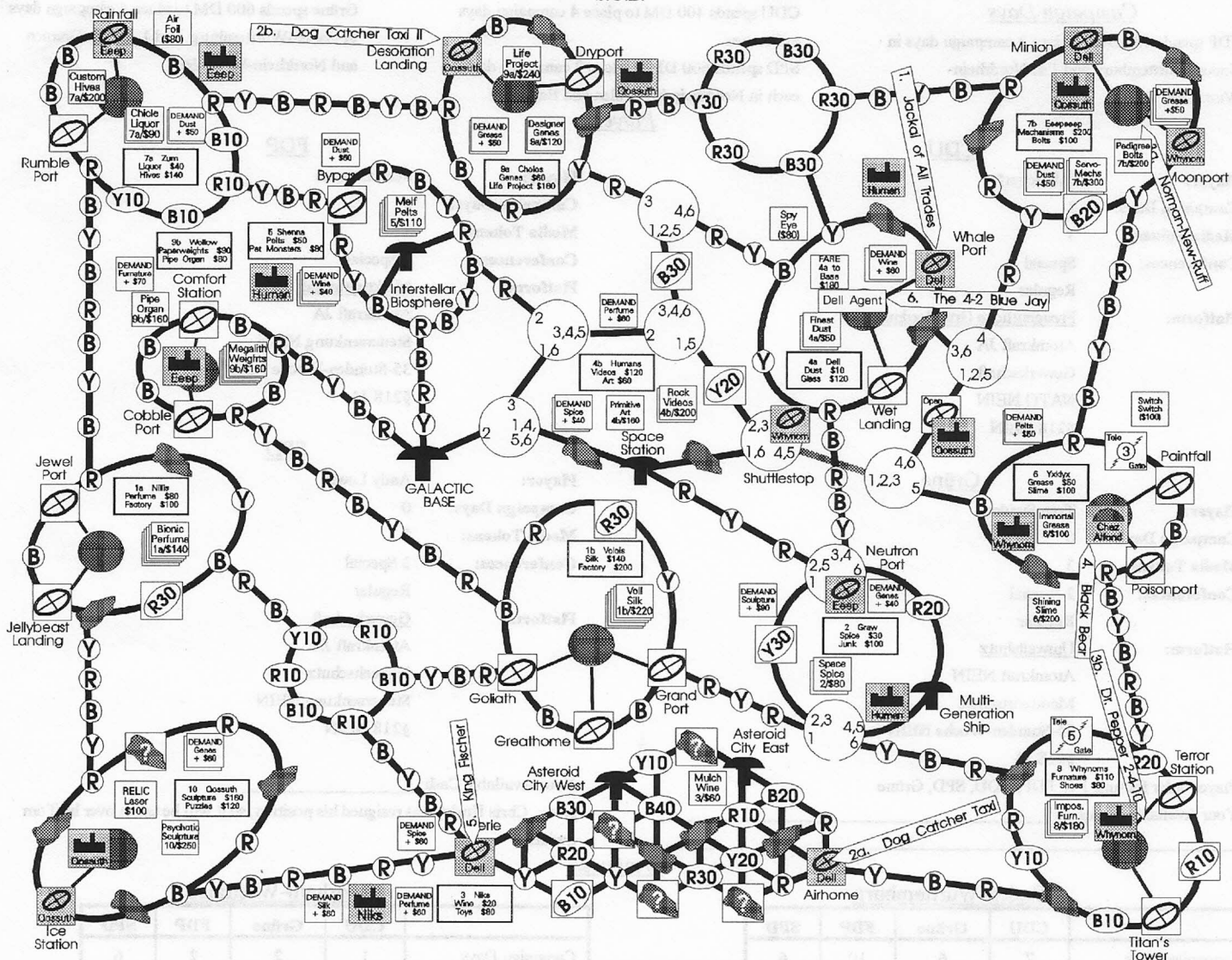
Notes

King Fischer has posed the question: "Are we limited to 12 spaceports and factories?" I see no reason to be bound by the counter set of the game for these purposes, so buy as many deeds as you can. It's first come, first served.

Press

King Fischer - Norman-New-Ruff: It's just you and me, kid.
Cerberus - Con Fuser: For what?

<p>1. Jackal of All Trades \$918 Rocket Transport 22: 3 3 // 23: 3 4 (Use 1 x 4) Hold1 Hold2 Hold3 Hull Dribble Glass 4a/\$200 Finest Dust 4a/\$50 Finest Dust 4a/\$50 Shield (\$60) Wallow \$100 Rainfall \$200 Neutron Port \$200 Zum \$200</p>	<p>2a. Dog Catcher Taxi \$1095 Sports Scout 22: 1 4 6 6 // 23: 1 2 4 6 (Use 3) Hold1 Hold2 Hull FARE 2 to 10 \$120 Relic Shield (\$60) Agent (\$80) Niks \$200</p>	<p>2b. Dog Catcher Taxi II \$1095 Transport 22: 1 1 3 5 // 23: 2 2 4 5 (Use 3) Hold1 Hold2 Hold3 Hull Designer Genes 9a/\$120 Mulligan Gear (\$120) Shield (\$60)</p>
<p>3a. Norman-New-Ruff \$630 Clipper 22: 1 4 5 5 // 23: 3 3 4 6 Hold1 Hold2 Hull Melf Pelts 5/\$110 Melf Pelts 5/\$110 Grow \$200 Shenna \$100 Dell \$200</p>	<p>3b. Dr. Pepper 2-4-10 \$630 Transport 22: 2 3 5 // 23: 1 3 6 Hold1 Hold2 Hold3 Hull Impossible Furniture 8/\$180 Servo-Mech. 7b/\$300 Servo-Mech. 7b/\$300 Shield (\$60)</p>	<p>4a. Black Bear \$295 Fast Clipper 22: 1 2 4 // 23: 1 4 5 (Double 1) Hold1 Hold2 Hull Gate Lock (\$100) Shield (\$60) Whynom \$100 Shuttleslop \$200 Yddyx \$200 Moonport \$200</p>



4b. Chez Alford Base			
Hold1	Hold2	Hold3	Hull
Immortal Grease 6/\$100	Immortal Grease 6/\$100	Immortal Grease 6/\$100	
Hold4	Hold5	Hold6	Hold7
Immortal Grease 6/\$100	Immortal Grease 6/\$100		

5. King Fischer \$1000 Torch Freighter 22: 4 // 23: 4 (times 2)				
Hold1	Hold2	Hold3	Hull	
Living Toys 3/\$180	Mulch Wine 3/\$60	Mulch Wine 3/\$60	Shield (\$60)	
Hold4	Hold5		Relic Auto Pilot (\$80)	
Mulch Wine 3/\$60	Agent (\$80)	FARE 10 to Base \$150	Comb Drive (\$300)	
Eeep eep \$100	Cholos \$200	Ice Station \$200		
Desolation Landing \$200	Glassouth \$200	Human \$100		

6. The 4-2 Blue Jay \$450 Scow Clipper 22: 3 3 4 6 // 23: 4 5 5 6 (Use 3)		
Hold1	Hold2	Hull
Finest Dust 4a/\$50	Finest Dust 4a/\$50	Relic Yellow Drive (\$80)
Airhome \$200	Aerie \$200	Minlon \$200
Whale Port \$200		

Mailman's Bane

Turn 1 Media and Campaign Days

Deadline for Turn 1 Opinion Polls and Campaign Results: 4/22 Friday

Media Tokens

FDP buys one media token in Baden-Württemberg (400 DM spent).
CDU buys one media token in Bremen (400 DM spent).
SPD buys one media token in Nordrhein-Westfalen (400 DM spent).

Grüne buys one media token in Bayern (400 DM spent).
FDP and CDU pass.
SPD buys one media token in Bayern (400 DM spent).

Issue Exchange

In Bremen, CDU changes 35-Stunden-Woche JA to NATO NEIN.
In Bayern, Grüne changes Marktwirtschaft to Atomkraft NEIN.

S.O.B.

Campaign Days

FDP spends 400 DM to place 3 campaign days in Baden-Württemberg and 1 in Nordrhein-Westfalen.

CDU spends 400 DM to place 4 campaign days in Bremen.
SPD spends 600 DM to place 3 campaign days each in Nordrhein-Westfalen and Bayern.

Grüne spends 600 DM to place 4 campaign days in Baden-Württemberg, and 1 each in Bremen and Nordrhein-Westfalen.

CDU

Player: Bill Scharf
Campaign Days: 2
Media Tokens: 3
Conferences: Special
Regular
Platform: Freugeutliche Grundordnung
Atomkraft JA
Gewerkschaft
NATO NEIN
§218 NEIN

Grüne

Player: Tom Swider
Campaign Days: 0
Media Tokens: 3
Conferences: 2 Special
Regular
Platform: Umweltschutz
Atomkraft NEIN
Marktwirtschaft
35-Stunden-Woche NEIN
§218 JA

Player order for turn 1 is: FDP, CDU, SPD, Grüne

Your Available Ministers: _____

Players

FDP

Player: Sean Cousins
Campaign Days: 2
Media Tokens: 3
Conferences: 2 Special
Platform: Marktwirtschaft
Atomkraft JA
Steuersenkung NEIN
35-Stunden-Woche NEIN
§218 JA

SPD

Player: Andy Lewis
Campaign Days: 0
Media Tokens: 2
Conferences: 2 Special
Regular
Platform: Gewerkschaft
Atomkraft JA
Umweltschutz
Steuersenkung NEIN
§218 NEIN

Your Available Cash: _____

Note: Chris Hurley has resigned his position, so it will be taken over by Tom Swider.

Provinces

Baden-Württemberg

	CDU	Grüne	FDP	SPD
Campaign Days	7	6	10	6
Vote Share	5	2	20	2
Media Tokens	0	0	2	1
Trend	0	0	0	0

Issues: Atomkraft JA
NATO NEIN
§218 JA
Steuersenkung NEIN

Mandate Range: 6 - 11

Bremen

	CDU	Grüne	FDP	SPD
Campaign Days	8	3	1	0
Vote Share	8	3	0	0
Media Tokens	2	0	0	0
Trend	0	0	0	0

Issues: Atomkraft JA
Freiheitliche Grundordnung
NATO NEIN

Mandate Range: 1 - 6

Available Issues

NATO JA
35-Stunden-Woche JA
Atomkraft JA
Marktwirtschaft

Nordrhein-Westfalen

	CDU	Grüne	FDP	SPD
Campaign Days	1	2	2	6
Vote Share	1	4	3	0
Media Tokens	0	0	0	2
Trend	0	0	0	0

Issues: §218 JA
Steuersenkung NEIN

Mandate Range: 8 - 13

Bayern

	CDU	Grüne	FDP	SPD
Campaign Days	1	4	0	9
Vote Share	1	6	0	10
Media Tokens	0	2	0	1
Trend	0	0	0	0

Issues: Atomkraft NEIN

Mandate Range: 7 - 12

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	0	0
Party Bases	5	4	9	5
Votes	0	0	0	0

Issues: None

S.O.B.
Dog Breath

Turn 1

Deadline for Turn 2 Commander Actions: 4/22 Friday

Commander Actions

Miller's Outpost (Johnson) uses Or2, Or4, Or3, Or2, and Wa9 to purchase a water factory. One population is transferred from an ore factory to man it.

New Earth (Scharf) uses Or2, Or3, Wa5, and Wa10 to purchase a water factory. One population is transferred from an ore factory to man it.

Basset Base Beta (Koehler) uses Wa7, Wa6, Or4, and Or3 to purchase a water factory. One population is transferred from an ore factory to man it.

BarterTown (Swider) uses Or2, Or5, Wa6, and Wa7 to purchase a water factory. One population is transferred from an ore factory to man it.

Dungheap (Cochran) NMR!

Fangland (Kinsel) opens the bidding on a Nodule at 26 and wins, spending Wa10, Wa10, Or3, and Or3.

BarterTown, the Second (Goldstien) uses Or4, Or4, Or4, Or3, and Wa5 to purchase a water factory. One population is transferred from an ore factory to man it.

Interstellar Mining and Pizza Delivery (Cousins) uses Or1, Or1, Or5, Or3, Wa5, and Wa5 to purchase a water factory. One population is transferred from an ore factory to man it.

The Commanders

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Fangland	Kevin Kinsel	OrF, OrF, WaF	No	5
2	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF		3
3	NNR! Given Dungheap	Dean Cochran	OrF, OrF, WaF		3
4	New Earth	Bill Scharf	OrF, OrF, WaF, WaF		3
5	BarterTown	Tom Swider	OrF, OrF, WaF, WaF		3
6	Miller's Outpost	Ron Johnson	OrF, OrF, WaF, WaF		3
7	BarterTown, the Second	Ken Goldstien	OrF, OrF, WaF, WaF		3
8	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, WaF		3

Available Upgrades

New Data Library arrives.

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	3	4
Warehouses (Wa)	25	3	4
Heavy Equipment (HE)	30	0	7
Nodules (No)	25	2	5

Income

Existing cards: _____

New cards: _____

Notes

Well, all of you who submitted orders also submitted a name, so apparently the policy of cruel naming had its effect. One bizarre event was that two of you independently came up with the same name: BarterTown. So, since I got Tom's first, I changed Ken's to be BarterTown, the Second. You still have the opportunity to change it, Ken, if you don't like it. As for the NMR, I would have called, Dean except for the fact that I don't have your phone number. Oh, well. Will Roy Vij please submit standby orders for Dungheap.

Press

From the 'EC', and Director of Fangland, home of ice volcanoes and the methane metamorphosis: Hello, out there! Now get outta here!

Tom Terrific - GM: One time, David Anderson didn't submit a "nickname" for a gunboat game in my old xyn. He was assigned the name "Wesley Crusher." I hope you are as merciless.

Cerberus - Tom Terrific: Rarely have I heard of such cruelty.

"Fenris Wolf"

Game Start

Deadline for Empire Selection: 4/22 Friday

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Ken Goldstien	?	0	0
Caleb Cousins	?	0	0
Murray Cowles	?	0	0
Dave Anderson	?	0	0
Chris Geggus	?	0	0
Kevin Kinsel	?	0	0

Event Cards

Your event cards are: _____

First Turn Empire Draws

Your Empire draw was: _____

S.O.B.

Notes

The first turn order was randomly determined. Players are encouraged to come up with a faction name of some kind. Those who do not supply one of their own will be assigned one that they will probably not like. Finally, a word about the notation on the Event Cards. Those cards that may only be played in certain epochs are denoted so. For example, Hittites (I) can only be played in the first epoch, while Rebellion (II-VII) can be played in any epoch but the first. Events

that can be played in any epoch have no special designation (e.g. Disaster). Cards such as Disasters and Kingdoms will also have their special divisions revealed (e.g. Disaster(Tidal Wave) and Kingdom in Southern Iberia (III-VII)). Finally, remember that there are some cards that sound similar, but are very different, such as Empires Revive (III-VII) and Empire Revives (III-VII). Be careful to note which one you have.

Sand Dog

Turn 12 Movement - Turn 14 Bidding

Players

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

Revival and Movement

The Bene Gesserit co-exist everywhere.

Revival

Atreides: 2 tokens
Bene Gesserit: 1 token
Emperor: 1 token (Elite Sadaukar)
Fremen: 1 token
Harkonnens: 3 tokens (2 spice paid)

The Harkonnens play a card they claim to be Residual Poison on the Guild, demanding 4 spice per turn in payment.

Shipping

Guild: 12 tokens Tuek's Sietch to off-planet

Movement

Bene Gesserit: Move 2 tokens Minor Erg - Shield Wall(9)
Fremen: Move 8 tokens (1 Fedaykin) Funeral Plain - Bight of the Cliff - Sietch Tabr
Harkonnens: Move 2 tokens South Mesa - False Wall South - Harg Pass - False Wall East(5)

Combat

None

Spice Collection

Atreides: 2 spice (Arrakeen)
Harkonnens: 2 spice (Carthag)

The Guild refused to pay the ransom to the Harkonnens and the card was revealed to be...Residual Poison. Staban Tuek goes to the tanks and the Harkonnens collect 5 spice.

Turn 13

Storm Movement

The storm is revealed to move 6 sectors, but before it does so, the Harkonnens blow the Shield Wall! The 2 Bene Gesserit tokens on the wall are destroyed in the explosion. The storm destroys the 8 spice in Red Chasm, 5 Atreides tokens in the Minor Erg, 6 spice in Sihaya Ridge, 1 Bene Gesserit token and 4 Atreides tokens in Arrakeen.

Spice Blow

10 spice Habbanya Ridge Flat
8 spice Cielago North

Bidding

CHOAM Charity recipients: Bene Gesserit and Harkonnens.
There are two cards up for bid. Eligible bidders: Emperor and Harkonnens.
CARD 1 goes to the Harkonnens for 3 spice. (Extra card is drawn.)
CARD 2 is not bid on and goes back to the top of the deck.

Revival and Movement

The Bene Gesserit co-exist everywhere.

Revival

Atreides: 2 tokens
Bene Gesserit: 1 token
Emperor: 1 token (Elite Sadaukar)
Harkonnens: 2 tokens

Shipping

None

Movement

Bene Gesserit: Move 2 tokens Polar Sink - Cielago North(3)

Combat

None

Spice Collection

Bene Gesserit: 4 spice (Cielago North)
Harkonnens: 2 spice (Carthag)

Turn 14

Storm Movement

The storm moves 5 sectors to Sector 15. Two Harkonnen and 1 Bene Gesserit token in Carthag are destroyed.

Spice Blow

8 spice Habbanya Erg
8 spice Broken Land

Bidding

CHOAM Charity recipients: Bene Gesserit and Harkonnens.
There is one card up for bid. Eligible bidder: Emperor.

Press

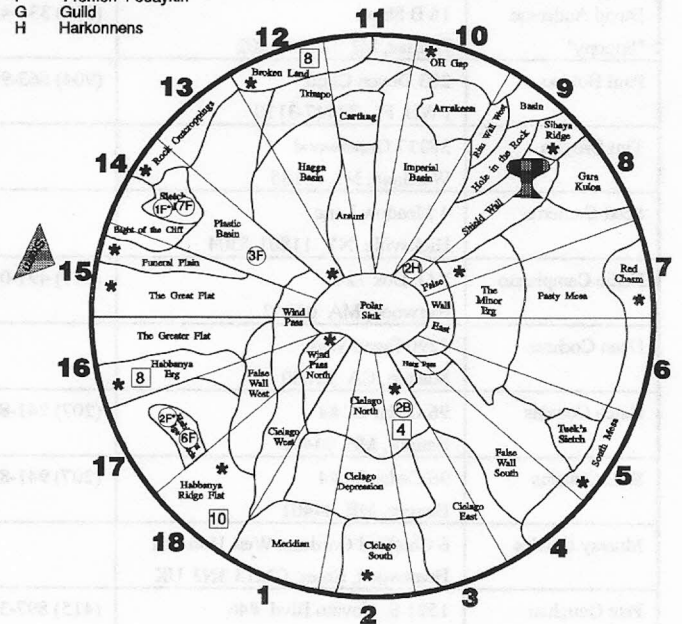
Harkonnens - Guild: You've seen the card before. Since you're the most likely player to win, you're the lucky recipient. It will either drain your coffers down a bit, or I'll get to kill Stabban Tuek.

Baron Harkonnen - Board: It's not over 'till the fat man sings...

Final Positions

Atreides:	15 tokens off-planet, 5 tokens in the tanks
Bene Gesserit:	2 tokens Cielago North(3), 11 tokens off-planet, 7 tokens in the tanks
Emperor:	14 tokens in the tanks (1 Elite Sadaukar), 6 tokens off planet (4 Elite Sadaukar).
Fremen:	1 token in the Southern Hemisphere, 8 tokens (2 Fedaykin) in the Habbanya Ridge Sietch, 3 tokens Plastic Basin, 8 tokens (1 Fedaykin) in Sietch Tabr
Guild:	20 tokens off-planet
Harkonnens:	9 token in the tanks, 9 tokens off-planet, 2 tokens False Wall East

- Key**
- Tokens
 - Spice
 - A Atreides
 - B Bene Gesserit
 - E Emperor
 - F Elite Sadaukar
 - F Fremen
 - F Fremen Fedaykin
 - G Guild
 - H Harkonnens



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 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 be accepted but 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 Winter campaign.
15. Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. A fleet in either province may still transport an army in the other, however.
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.
20. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province. This means that a double strength army ordered to convert into a garrison in a city that is already occupied by a normal strength garrison will destroy that garrison.

S.O.B.

21. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.

Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.

Addresses

Table with 3 columns: Name, Address, Phone. Lists members like David Anderson, Paul Boldoc, Tim Broyles, etc.

Table with 3 columns: Name, Address, Phone. Lists members like Kevin Kinsel, Steve Koehler, Andy Lewis, etc.

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. The current standby list is:

- Machiavelli: Steve Koehler, Jeff Whitham, Andy York, Bill Scharf, Bob Robles, George Mann
Dune: Steve Koehler
New World: Steve Koehler
Merchant of Venus: Andy York
Die Macher: Tom Swider
Outpost: Roy Vij, Andy York
History of the World: None
Stellar Conquest: Tom Swider, Andy York

Standby Calls

- "Mailman's Bane" Will Tom Swider please take over for the resigning Chris Hurley.
"Dog Breath" Will Roy Vij please submit standby orders for Dean Cochran.