

Notes from Hades

Ah, bliss. To be home for a while. This is something you never quite appreciate until it has been taken away. Anyway, my life has gotten onto a much more even keel. I'm currently working at two different client sites: one day a week in Torrance at a defense contractor, and the rest of the time in Brea at a mutual fund company. The Brea job is nice because it is only about nine miles away from my apartment. A big improvement over the 400 or so to Sacramento. I'm beginning to enjoy actually having some free time at home for a change. Such luxury.

This issue's deadline will be **Friday, May 27.**

Current Games

Machiavelli

"Pack of Curs" Page 1
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Merchant of Venus

"Dingo's Delight" Page 4

Die Macher

"Mailman's Bane" Page 6

Outpost

"Dog Breath" Page 8

History of the World

"Fenris Wolf" Page 8

Flier Games

"Proteus" Midway Campaign 1100 June 5
 "Sand Dog" Dune Page 9
 "Dog Star" Stellar Conquest Tums 11, 12

Game Openings

"**Prairie Dog**" Gunslinger. The game fee is \$5.00. Have Scott Cameron, Dave Anderson(pd.), James Pratt(pd.), and Steve Koehler. 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, Sean Cousins, and Chris Hurly. Need 3 more.

Machiavelli. This would be a gunboat game with all random elements removed. The only optional rule in effect would be Special Military Units and that would be modified by allowing unlimited units to be built. It would be played to Ultimate Victory Contitions.

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*).

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

Winter-Spring 1458

Deadline/Summer 1458 5/27 Friday

The Pope decides it's navy time, becoming a major presence in the Adriatic, while Naples removes all Austrian presence from that particular sea. Naples and Milan bump a bit in Turin and France moves to cover his remaining home city. Meanwhile, Florence and the Pope suffer some serious miscommunication. Finally, plague takes a major toll.

Builds

		Treas.	Cost	Rem.
Aus	Maintains A2 and F1, builds A2 Hungary	25	9	16
Flo	Maintains all, builds A2 Pisa, A3 Florence	25	9 12	16 13
Fra	Maintains all, no new builds	14	12	2
Mil	Maintains all, builds A1 Pavia, A4 Cremona, G1 Milan	26	15	11
Nap	Maintains A1, A2, F3, and F4, builds F1 Palermo	28	15	13
Pap	Maintains all, builds Elite Mercenary F2 Ancona	19	15	4

Expenditures

Naples spends 12 ducats to disband Austrian F1.

Orders

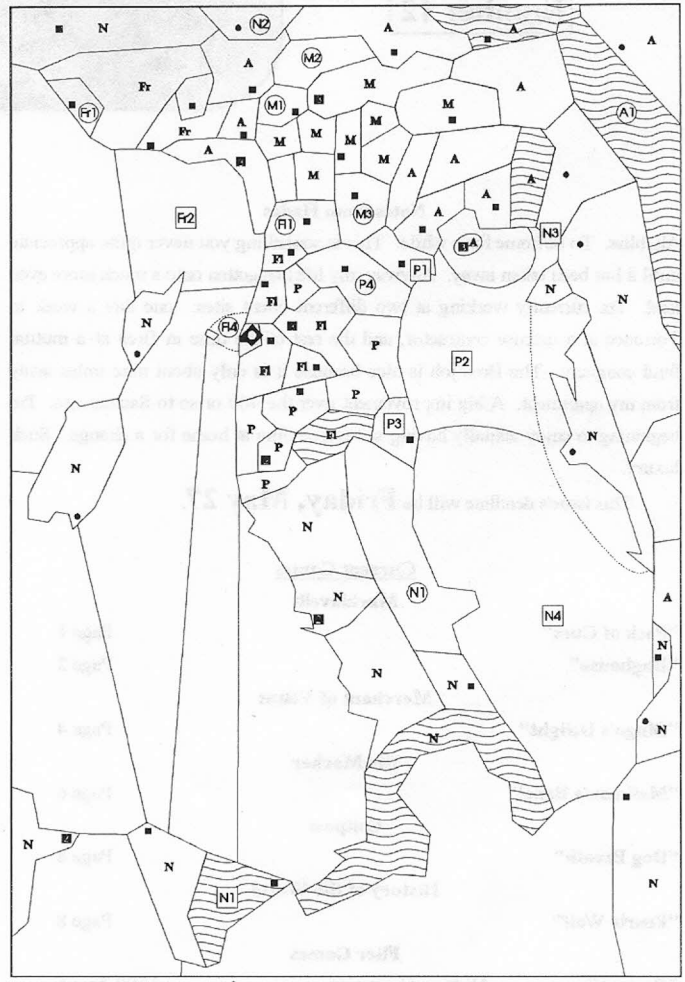
AUSTRIA: A1 Hungary to SLAVONIA (Johnson) A2 PADUA holds F1 Upper Adriatic holds (nsu)
 FLORENCE: A1 MODENA supports Papal A4 to Modena (imp) (Koehler) A2 Pisa to LUCCA A3 Florence to PISA A4 PIOMBINO besieges
 FRANCE: A1 (EP) Provence to MARSEILLES (Anderson) F2 EASTERN GULF OF LYON holds
 MILAN: A1 PAVIA to Turin

- (Scharf) A2 Milan to COMO
A3 MANTUA holds
A4 CREMONA supports A3
G1 MILAN converts to A5
- NAPLES: A1 AQUILA holds
- (Lewis) A2 SWISS to Turin
F1 Palermo to MESSINA
F3 Croatia(nc) to CARNIOLA
F4 Ragusa to LOWER ADRIATIC
- PAPACY: A4 BOLOGNA supports F1
- (Robles) F1 FERRARA holds
F2 (EM) Ancona to UPPER ADRIATIC
G1 ANCONA converts to F3

Summer 1458 Plague

Bad Year. Palermo, Genoa, Albania, Pisa (Florence A3 destroyed), Tunis, Avignon, Milan (Milan A5 destroyed), Sardinia, Rome, Lucca (Florence A2 destroyed), Padua (Austrian A2 destroyed), Cremona (Milan A4 destroyed), Arezzo

"Pack of Curs"



○ Army □ Fleet ◇ Garrison ◆ Besieged Autonomous Garrison

Doghouse / MGN# O/B/8/ABC/3

Gamestart

Deadline/Spring 1454 5/27 Friday

The Players

AUSTRIA	Bob Robles	"Howler"	FLORENCE	Ron Johnson	
	1155 Everett Ct.			13960 Dawson St.	
	Concord, CA 94518			Garden Grove, CA 92643	
FRANCE	Tim Broyles		MILAN	Dean Cochran	
	38227 Greenwood			9812 Luders Ave.	
	Westland, MI 48185			Garden Grove, CA 92644	
NAPLES	Steve Koehler	"Devil Dog"	PAPACY	Chris Hurley	"Jackal"
	2906 Saintfield Place			8 Cascada	
	Charlotte, NC 28270			Rancho Santa Marguerita, CA 92688	
TURKS	Andy Lewis	"Marmaduke"	VENICE	Dave Anderson	"Snoopy"
	4550 Montair Ave. Apt. F12			287 Florawood	
	Long Beach, CA 90808			Waterford, MI 48327	
GAME MASTER	Chris Hassler	"Cerberus"			
	11735 S. Valley View Ave. #10				
	Whittier, CA 90604				

Spring 1454 Famine

Famine: Good year! -- Modena, Swiss, Verona, Bergamo, Urbino, Florence, Parma, Aquila

Spring 1454 Income

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

Provinces

- AUS: Tyrolea, Austria, Carinthia, Hungary (4)
- FLO: Pisa, Pistoia, Florence, Arezzo (3)
- FRA: Avignon, Provence, Marseille, Swiss (3)
- MIL: Como, Milan, Pavia, Fornova, Piacenza, Cremona, Parma (6)
- NAP: Capua, Aquila, Naples, Salerno, Bari, Otranto, Palermo, Messina (7)
- PAP: Bologna, Romagna, Urbino, Ancona, Spoleto, Perugia, Patrimony, Rome, Tivoli (8)
- TUR: Tunis, Durazzo, Albania, Herzegovina, Bosnia (5)
- VEN: Bergamo, Brescia, Verona, Padua, Vicenza, Treviso, Friuli, Istria, Dalmatia, Venice (8)

Cities

- AUS: Tyrolea, Austria, Hungary (3)
- FLO: Pisa, Florence (3), Arezzo (2)
- FRA: Avignon, Marseille, Swiss (2)
- MIL: Pavia, Milan (3), Cremona (5)
- NAP: Naples (2), Bari, Palermo, Messina (5)
- PAP: Bologna, Ancona, Perugia, Rome (2) (5)
- TUR: Tunis(2), Durazzo, Albania (4)
- VEN: Padua, Treviso, Venice (3), Dalmatia (6)

Totals

Coun	Rolls	Var	Prov	Sea	City	Gross	Treas	Total
AUS	2	2	4	0	3	9	9	0
FLO	2, 6	7	3	0	2	12	9	3
FRA	4	4	3	0	2	9	9	0
MIL	6	5	6	0	5	16	9	7
NAP	6	4	7	0	5	16	12	4
PAP	3	3	8	0	5	16	12	4
TUR	3	3	5	0	4	12	9	3
VEN	5, 6	9	8	0	6	23	12	11

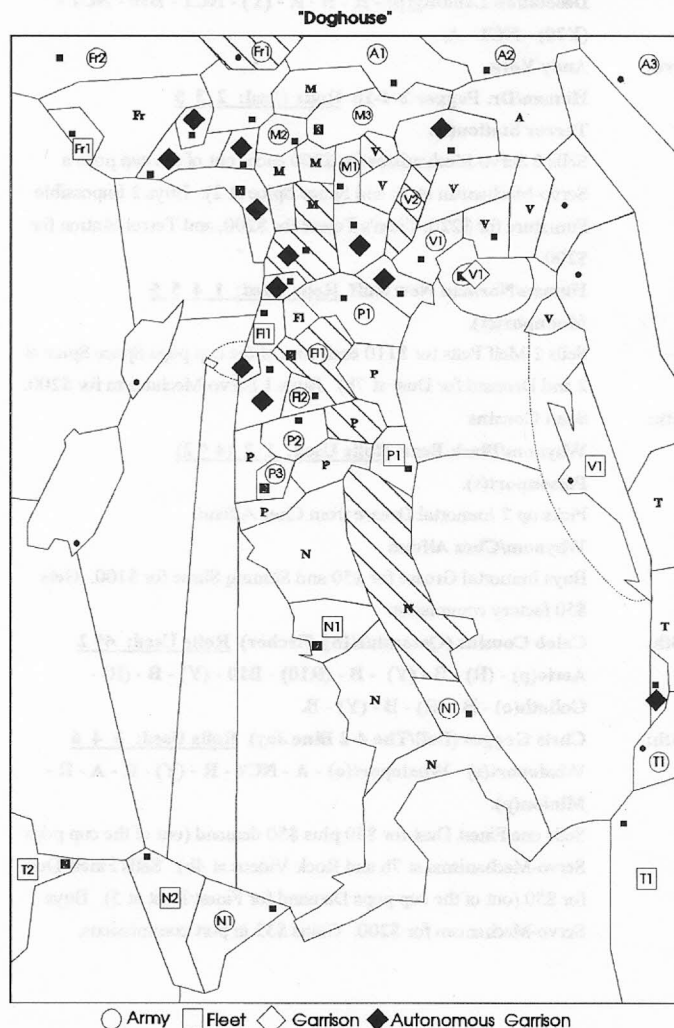
Positions

- Austria: A1 Tyrolea, A2 Austria, A3 Hungary
Assassination Chits: Florence, France, Milan, Naples, Papacy, Turks, Venice
- Florence: A1 Florence, A2 Arezzo, F1 Pisa
Assassination Chits: Austria, France, Milan, Naples, Papacy, Turks, Venice
- France: A1 Swiss, A2 Avignon, F1 Marseille
Assassination Chits: Austria, Florence, Milan, Naples, Papacy, Turks, Venice
- Milan: A1 Cremona, A2 Pavia, A3 Milan
Assassination Chits: Austria, Florence, France, Naples, Papacy, Turks, Venice
- Naples: A1 Bari, A2 Messina, F1 Naples, F2 Palermo
Assassination Chits: Austria, Florence, France, Milan, Papacy, Turks, Venice
- Papacy: A1 Bologna, A2 Perugia, A3 Rome, F1 Ancona
Assassination Chits: Austria, Florence, France, Milan, Naples, Turks, Venice

- Turks: A1 Albania, F1 Durazzo, F2 Tunis
Assassination Chits: Austria, Florence, France, Milan, Naples, Papacy, Venice
- Venice: A1 Padua, A2 Verona, G1 Venice, F1 Dalmatia
Assassination Chits: Austria, Florence, France, Milan, Naples, Papacy, Turks
- Autonomous Garrisons: Savoy, Montferrat, Genoa, Lucca, Mantua, Trent, Pisa, Florence, Arezzo, Piombino, Sienna, Ragusa, Ferrara, Modena

Notes

Here's a recap of the rules we'll be using. First, all advanced rules are in use, including assassination. In addition, the plague, famine, and special military units optional rules are in use. We are playing this one to Ultimate Victory Conditions: 23 cities and control of **two** other countries. Finally, there is no limit to the number of special military unit which can be built by any player (except what you can afford...). The house rules are printed elsewhere in the zine. If you have any other questions, feel free to ask. And so, without further ado, I'll let you get on with your daggar work.



Dingo's Delight

Turns 22 and 23

Deadline Turns 24 and 25: 5/27 Friday

Turn 22

- 1st:** **Chris Hurley (Eeepeeep/Jackal of All Trades) Rolls Used: 3 * 4**
Whale Port(p) - A - Y - B30 - R30 - B - Y - B - R - Minion(p).
 Sells Dribble Glass for \$200 (out of the cup pops Finest Dust at 4a).
 Sells one Finest Dust for \$50 plus \$100 demand (out of the cup pops Space Spice at 2 and Fare to 9a at Base. Sells one Finest Dust for \$50 plus \$50 demand (out of the cup pops 2 Chiclé Liquor at 7a).
 Buys Pedigreed Bolts for \$100, 2 Servo-Mechanisms for \$400, and an Agent for \$80. The Agent buys a Scout for \$60. 4-2 Blue Jay picks up \$109 in commissions and King Fischer picks up \$50 in commissions.
- 2nd:** **Andy Lewis**
Niks/Dog Catcher Taxi Rolls Used: 4 6 6
Airhome(p) - A - R10 - A - A - Y - R20 - Y - Aerie(p) - Y - R - B - R - B - Y - B - A.
Niks/Dog Catcher Taxi II Rolls Used: 1 3 5 (Mulligans a 1, gets a 1)
Desolation Landing(p) - R - B - R - (Y) - NC1 - B30 - NC1 - (Y20) - NC1 - A.
- 3rd:** **Andy York**
Human/Dr. Pepper 2-4-10 Rolls Used: 2 3 5
Terror Station(s).
 Sells 2 Servo-Mechanisms for \$300 each (out of the cup pops a Servo-Mechanism at 7b and Space Spice at 2). Buys 2 Impossible Furniture for \$220, Titan's Tower for \$200, and Terror Station for \$200.
Human/Norman New Ruff Rolls Used: 1 4 5 5
Moonport(s).
 Sells 2 Melf Pelts for \$110 each (out of the cup pops Space Spice at 2 and Demand for Dust at 7b). Buys 1 Servo-Mechanism for \$200.
- 4th:** **Sean Cousins**
Whynom/Black Bear Rolls Used: 1 2 (4 * 2)
Poisonport(s).
 Picks up 2 Immortal Grease from Chez Alford.
Whynom/Chez Alford
 Buys Immortal Grease for \$50 and Shining Slime for \$100. Gets \$50 factory commission.
- 5th:** **Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4* 2**
Aerie(p) - (R) - B - (Y) - B - (R10) - B10 - (Y) - B - (R) - Goliath(o) - B - (R) - B - (Y) - B.
- 6th:** **Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 3 4 6**
Whaleport(s) - Whaleport(o) - A - NC4 - R - (Y) - R - A - R - Minion(p).
 Sells one Finest Dust for \$50 plus \$50 demand (out of the cup pops Servo-Mechanisms at 7b and Rock Videos at 4b). Sells Finest Dust for \$50 (out of the cup pops Demand for Finest Dust at 5). Buys Servo-Mechanism for \$200. Gains \$35 in port commissions.

Turn 23

- 1st:** **Chris Hurley**
Eeepeeep/Jackal of All Trades Rolls Used: 4 * 4
Minion(p) - R - B - Y - B - R30 - B30 - R30 - Y30 - B - R - A - Dryport(o) - A - B - Desolation Landing(p).
 Sells Pedigree Bolts for \$200 (out of the cup pops Finest Dust at 4a).
 Sells 2 Servo-Mechanisms for \$300 each (out of the cup pops Rock Videos at 4b and Servo-Mechansims at 7b). Buys Life Project for \$160 and 2 Designer Genes for \$120. King Fischer gains \$188 in commissions.
Eeepeeep/Jackal of All Trades II Rolls Used: 6 * 4
Minion(p) - B - A - Moonport(p) - Y - B - R - B - Y - B - R - B - A - R - B - Y - B - R - B - Y - R20 - Terror Station(p) - Terror Station(o).
 Buys Impossible Furniture for \$110.
- 2nd:** **Andy Lewis**
Niks/Dog Catcher Taxi Rolls Used: 2 4 6
A - Ice Station(p).
 Drops off Fare for \$120 (out of the cup pops Glorious Junk at 2).
 Buys Psychotic Sculpture for \$160 and a Combined Drive for \$300. King Fischer gains \$58 in commissions.
Niks/Dog Catcher Taxi II Rolls Used: 2 4 5
A - Space Station Planet - R - (Y) - R - Neutron Port(p).
 Sells Designer Genes for \$120 plus \$40 demand (out of the cup pops Demand for Genes at 2 and Designer Genes at 9a). Buys Space Spice for \$30. Jackal of All Trades gains \$19 in port commissions.
- 3rd:** **Andy York**
Human/Dr. Pepper 2-4-10 Rolls Used: 1 3 6
Terror Station(s) - Terror Station(p) - R20 - TeleGate 5 - A - R - B - Y - NC1 - R.
Human/Norman New Ruff Rolls Used: 3 3 4 6
Moonport(s) - Moonport(p) - Y - B20 - Y - R - NC3 - A - Whale Port(p) - A - Y - B - Y - R - NC3 - R.
- 4th:** **Sean Cousins**
Whynom/Black Bear Rolls Used: 1 4 (5 * 2)
Poisonport(s) - Poisonport(o) - R - A - B - R - B - Y - B - R - B - Y - Moonport(p).
 Sells Immortal Grease for \$100 plus \$150 demand (out of the cup pops Space Spice at 2 and Fare 5 to Base). Sells Immortal Grease for \$100 plus \$100 demand (out of the cup pops Demand for Spice at 4b and Demand for Grease at 7b). Buy one Servo-Mechanism for \$200. Gains \$65 in port commissions.
Whynom/Chez Alford
- 5th:** **Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4* 2**
B - (R) - B - (Y) - (R) - B - (R) - B - (Y) - B - (R) - Galactic Base.
 Delivers Fare for \$150 (out of the cup pops Space Spice at 2). Agent buys a Clipper for \$120.
- 6th:** **Chris Geggus**
Dell/The 4-2 Blue Jay Rolls Used: 5 5 6
Minion(p) - B - A - Moonport(p) - (Y) - B - R - B - (Y) - B - R - TeleGate 3 - TeleGate 5 - A - R - (Y10) - A - B10 - Titan's Tower(p) - Titan's Tower(s).
 Sells one Servo-Mechanism for \$300 (out of the cup pops Rock Videos at 4b).

Del/The 4-2 Blue Jay II

Whale Port(s).

Agent buys a Freighter for \$300.

refunded him \$40 in penalties improperly assessed. I also forgot the Yellow Drive that Dog Catcher Taxi II had.

Press

The 4-2 Blue Jay - All: Is war unknown in the Galaxy?

Cerberus - 4-2 Blue Jay: Apparently not, but if you'd like to start something...

Notes

Oops. I neglected to include the Shield that The 4-2 Blue Jay bought two tum ago (even after being reminded. I'm so embarrassed.), so I've included it and

1a. The 4-2 Blue Jay \$584
 Scow Clipper
 24: 2 3 3 6 // 25: 1 4 5 5 (Use 3)
 Hold1 Hold2 Hull

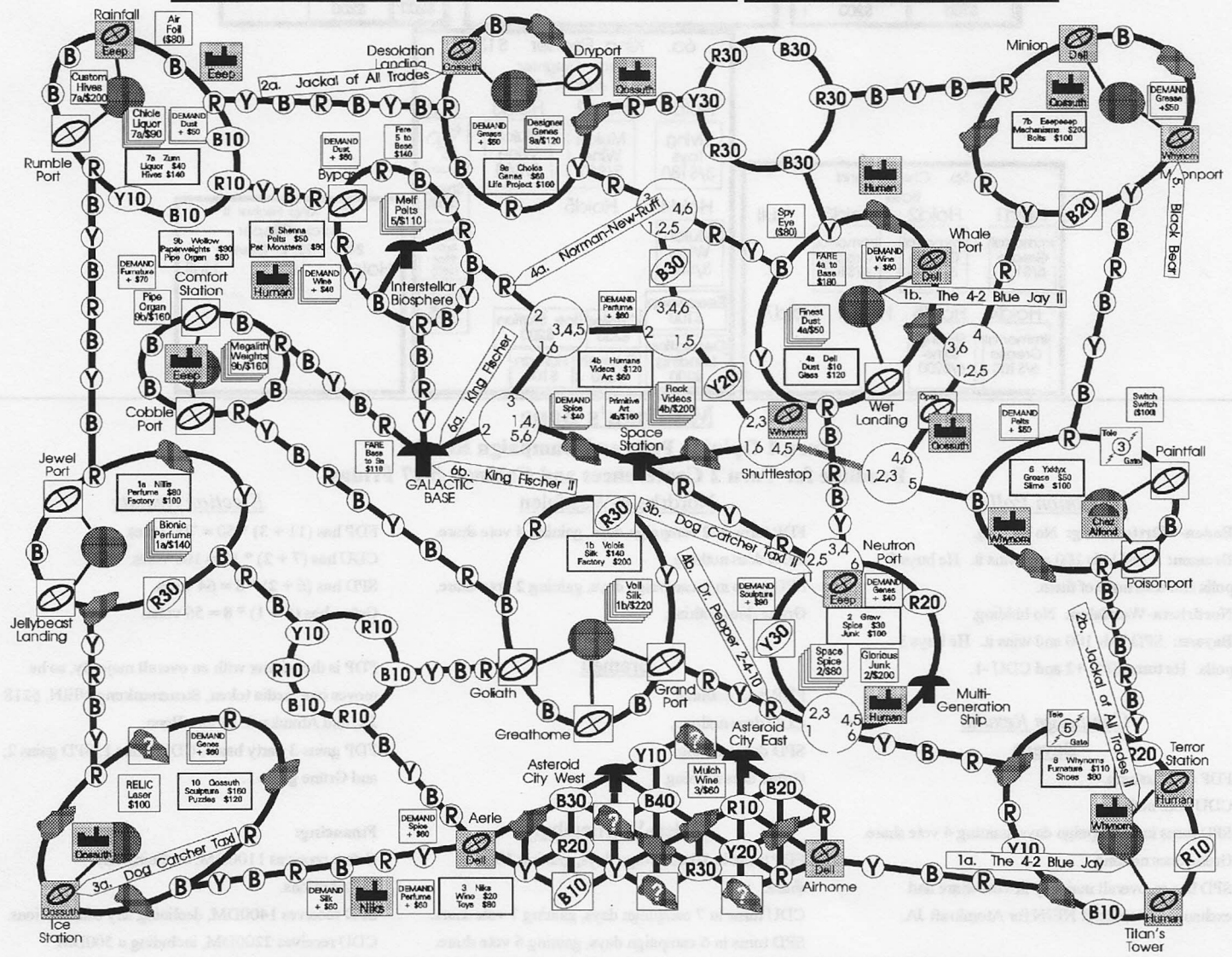
Alrhome \$200	Aerle \$200	Minion \$200	Relic Yellow Drive (\$80)
Whale Port \$200			Shield (\$60)

1b. The 4-2 Blue Jay II
 Scow Freighter
 24: 1 2 4 6 // 25: 4 5 5 6 (Use 1)
 Hold1 Hold2 Hold3 Hull

Hold4	Hold5
-------	-------

2a. Jackal of All Trades \$979
 Rocket Transport
 24: 2 3 // 25: 2 2 (Use 1 x 4)

Hold1	Hold2	Hold3	Hull
Life Project 9a/\$240	Design'r Genes 9a/\$120	Design'r Genes 9a/\$120	Shield (\$60)
Wallow \$100	Rainfall \$200	Neutron Port \$200	Zum \$200



S.O.B.

<p>2b. Jackal of All Trades II Rocket Scout 24: 3 3 3 // 25: 2 6 (Use 1 x 4) Hold1 Hold2 Hull</p> <p>Imposs. Furn. 8/\$180</p>	<p>3a. Dog Catcher Taxi \$1075 Sports Scout 24: 1 4 6 6 // 25: 1 5 5 6 (Use 3) Hold1 Hold2 Hull</p> <p>Psycho. Sculpt. 10/\$250</p> <p>Agent (\$80)</p> <p>Relic Shield (\$60)</p> <p>Comb. Drive (\$300)</p> <p>Niks \$200</p>	<p>3b. Dog Catcher Taxi II Transport 24: 2 3 3 4 // 25: 1 2 2 6 (Use 3) Hold1 Hold2 Hold3 Hull</p> <p>Space Spice 2/\$80</p> <p>Yellow Drive (\$80)</p> <p>Mulligan Gear (\$120)</p> <p>Shield (\$60)</p>
<p>4a. Norman-New-Ruff \$610 Clipper 24: 1 2 3 4 // 25: 3 3 4 6 Hold1 Hold2 Hull</p> <p>Servo-Mech. 7b/\$300</p> <p>Grow \$200 Shenna \$100 Dell \$200</p> <p>Titan's Tower \$200 Terror Station \$200</p>	<p>4b. Dr. Pepper 2-4-10 Transport 24: 2 4 6 // 25: 5 5 5 Hold1 Hold2 Hold3 Hull</p> <p>Impossible Furniture 8/\$180</p> <p>Impossible Furniture 8/\$180</p> <p>Impossible Furniture 8/\$180</p> <p>Shield (\$60)</p>	<p>5a. Black Bear \$510 Fast Clipper 24: 1 4 5 // 25: 2 3 3 (Double 1) Hold1 Hold2 Hull</p> <p>Servo-Mech. 7b/\$300</p> <p>Whynom \$100 Shuttlestop \$200</p> <p>Yddyx \$200 Moonport \$200</p> <p>Gate Lock (\$100)</p> <p>Shield (\$60)</p>
<p>5b. Chez Alford Base</p> <p>Hold1 Hold2 Hold3 Hull</p> <p>Immortal Grease 6/\$100</p> <p>Immortal Grease 6/\$100</p> <p>Immortal Grease 6/\$100</p> <p>Hold4 Hold5 Hold6 Hold7</p> <p>Immortal Grease 6/\$100</p> <p>Shining Slime 6/\$200</p>	<p>6a. King Fischer \$1326 Torch Freighter 24: 4 // 25: 4 (times 2) Hold1 Hold2 Hold3 Hull</p> <p>Living Toys 3/\$180</p> <p>Mulch Wine 3/\$60</p> <p>Mulch Wine 3/\$60</p> <p>Shield (\$60)</p> <p>Relic Auto Pilot (\$80)</p> <p>Comb. Drive (\$300)</p> <p>Hold4 Hold5</p> <p>Mulch Wine 3/\$60</p> <p>Eeeppeep \$100</p> <p>Cholos \$200 Ice Station \$200</p> <p>Desolation Landing \$200</p> <p>Gossuth \$200 Human \$100</p>	<p>6b. King Fischer II Torch Clipper 24: 1 // 25: 2 (times 4) Hold1 Hold2 Hull</p>

Mailman's Bane

Turn 1 Opinion Polls and Campaign Results

Deadline for Turn 2 Conferences and Cabinet: 5/27 Friday

Opinion Polls

Baden-Württemberg: No bidding.
Bremen: CDU bids 100 and wins it. He buys 3 polls and uses none of them.
Nordrhein-Westfalen: No bidding.
Bayern: SPD bids 100 and wins it. He buys 3 polls. He turns SPD +2 and CDU -1.

Campaign Results

Bayern

FDP does nothing.
 CDU does nothing.
 SPD turns in 2 campaign days, gaining 4 vote share.
 Grüne does nothing.
 SPD has an overall majority in vote share and exchanged Atomkraft NEIN for Atomkraft JA.

Nordrhein-Westfalen

FDP turns in 2 campaign days, gaining 4 vote share.
 CDU does nothing.
 SPD turns in 2 campaign days, gaining 2 vote share.
 Grüne does nothing.

Bremen

FDP does nothing.
 CDU does nothing.
 SPD does nothing.
 Grüne does nothing.

Baden-Württemberg

FDP turns in 10 campaign days, gaining 30 vote share.
 CDU turns in 7 campaign days, gaining 7 vote share.
 SPD turns in 6 campaign days, gaining 6 vote share.
 Grüne turns in 6 campaign days, gaining 6 vote share.

Election Results

FDP has $(11 + 3) * 50 = 700$ votes.
 CDU has $(7 + 2) * 12 = 108$ votes.
 SPD has $(6 + 2) * 8 = 64$ votes.
 Grüne has $(6 + 1) * 8 = 56$ votes.

FDP is the winner with an overall majority, so he moves one media token, Steuersenkung NEIN, §218 JA, and Atomkraft JA into Bonn.
 FDP gains 3 party bases, CDU gains 1, SPD gains 2, and Grüne gains 1.

Financing:

Grüne receives 1100DM, declining any contributions.
 SPD receives 1400DM, declining any contributions.
 CDU receives 2200DM, including a 500DM contribution from Pankow.
 FDP receives 8200DM, declining any contributions.

S.O.B.
Players

CDU

Player: Bill Scharf
Campaign Days: 9
Media Tokens: 3
Conferences: Special
 Regular
Platform: Freugentliche Grundordnung
 Atomkraft JA
 Gewerkschaft
 NATO NEIN
 §218 NEIN

FDP

Player: Sean Cousins
Campaign Days: 14
Media Tokens: 4
Conferences: 2 Special
Platform: Marktwirtschaft
 Atomkraft JA
 Steuersenkung NEIN
 35-Stunden-Woche NEIN
 §218 JA

Grüne

Player: Tom Swider
Campaign Days: 6
Media Tokens: 3
Conferences: 2 Special
 Regular
Platform: Umweltschutz
 Atomkraft NEIN
 Marktwirtschaft
 35-Stunden-Woche NEIN
 §218 JA

SPD

Player: Andy Lewis
Campaign Days: 8
Media Tokens: 3
Conferences: 2 Special
 Regular
Platform: Gewerkschaft
 Atomkraft JA
 Umweltschutz
 Steuersenkung NEIN
 §218 NEIN

Player order for tum 2 is: CDU, Grüne, FDP, SPD

Your Available Cash: _____

Your Available Ministers: _____

Provinces

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
 35-Stunden-Woche NEIN

Mandate Range: 1 - 6

Nordrhein-Westfalen

	CDU	Grüne	FDP	SPD
Campaign Days	1	2	0	4
Vote Share	1	4	7	2
Media Tokens	0	0	0	2
Trend	0	0	0	0

Issues: §218 JA
 Steuersenkung NEIN
 35-Stunden-Woche NEIN

Mandate Range: 8 - 13

Available Issues

NATO JA
 35-Stunden-Woche JA
 NATO NEIN

Atomkraft NEIN
 Marktwirtschaft

Bayern

	CDU	Grüne	FDP	SPD
Campaign Days	1	4	0	7
Vote Share	1	6	0	14
Media Tokens	0	2	0	1
Trend	-1	0	0	+2

Issues: Atomkraft ~~NEIN~~ JA
 NATO JA

Mandate Range: 7 - 12

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	0	0	0	0
Vote Share	0	0	0	0
Media Tokens	0	0	0	0
Trend	0	0	0	0

Issues: Umweltschutz

Mandate Range: 2 - 7

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	1	0
Party Bases	6	5	12	7
Votes	108	56	700	64

Issues: Atomkraft JA, §218 JA, Steuersenkung NEIN.

S.O.B.
Dog Breath

Turn 2

Deadline for Turn 3 Commander Actions: 5/27 Friday

Commander Actions

Fangland (Kinsel) passes.

Interstellar Mining and Pizza Delivery (Cousins) opens the bidding on a Data Library at 15. NODNOL bids 16 and gets it (paying Or1, Wa7, and Wa8). IMPD opens the bidding on a second Data Library at 15, and is again outbid by NODNOL at 16 (Or2, Or3, Or5, Wa6). IMPD opens the bidding on a third Data Library at 15 and gets it (Wa6, Wa9).

NODNOL (Cochran) is tapped out.

New Earth (Scharf) uses Or2, Or3, Wa4, Wa5, and Wa6 to purchase a water factory. One population is transferred from an ore factory to man it.

BarterTown (Swider) NMRs.

Miller's Outpost (Johnson) uses Or2 and Wa8 to purchase a population factor which mans an ore factory.

Dealer's Den (Goldstien) uses Or4, Wa5, Wa7, and Wa7 to purchase a water factory. One population is transferred from an ore factory to man it.

Basset Base Beta (Koehler) opens the bidding on a Nodule at 27 and gets it (Or3, Or4, Or5, Wa7, Wa8).

The Commanders

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

New cards: _____

Available Upgrades

New Arrivals: 3 Heavy Equipment and a Warehouse.

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	1	3
Warehouses (Wa)	25	4	3
Heavy Equipment (HE)	30	3	4
Nodules (No)	25	0	5

Notes

Will **Andy York** please submit standby orders for BarterTown!

Press

Fangland - Deep Space Nine: Quark? Quark !?!

Dean - Tom Terrific: Speaking of mercilessness, I hope your factory work permits and safety plans are all up to date. Because the OSHA inspector, who will be visiting BarterTown soon, will have its (If you've ever met one, you'll know what I mean.) citation book ready.

Cerberus - Dean: I somehow don't think he hears you right now...

Income

Existing cards: _____

"Fenris Wolf"

Epoch I Empire Selection

Deadline for Empire: 5/27 Friday

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Ken Goldstien	Dealer Dogs for Hell	0	0
Caleb Cousins	Purple People Eaters	0	0
Murray Cowles	Olde Sea Dogge	0	0
Dave Anderson	NNR! Wesley Crusher Returns	0	0
Chris Geggus	NNR! Dell Boy (courtesy of his countryman, Murray Cowles)	0	0
Kevin Kinsel	Quantum Coyotes	0	0

S.O.B.

Empire Selection

Dealer Dogs for Hell keeps his empire
Purple People Eaters pass their empire to Olde Sea Dogge
Olde Sea Dogge passes his empire to Wesley Crusher Returns
Wesley Crusher Returns passes his empire to Quantum Coyote
Dell Boy keeps his empire
Quantum Coyotes pass their empire to Purple People Eaters

Your event cards are: _____

First Turn Empire

Your Empire is: _____

Sand Dog

Turn 14 Bidding - Turn 15 Movment

Players

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

Bidding

CARD 1 goes to the Emperor for 1 spice.

Revival and Movment

The Bene Gesserit co-exist everywhere.

Revival

Atreides: 2 tokens
Bene Gesserit: 1 token
Emperor: 3 tokens (1 Elite Sadaukar), 4 spice paid
Harkonnens: 2 tokens

Shipping

Emperor: 9 tokens (5 Elite Sadaukar) to Carthag

Movment

Fremen: Move 8 tokens (2 Fedaykin) Habbanya Ridge Sietch - Habbanya Ridge Flat(18)

Combat

None

Spice Collection

Bene Gesserit: 4 spice (Cielago North)
Emperor: 2 spice (Carthag)
Fremen: 10 spice (Habbanya Ridge Flat)

Turn 15

Storm Movment

The storm moves 1 sector to Sector 15. 8 spice are destroyed in Habbanya Erg.

Spice Blow

Worm in the Habbanya Erg! Nexus occurs. (Second worm appears, placable at discretion of Fremen player.)

Nexus

No alliances are formed.
The second worm appears in Plastic Basin and the 3 Fremen tokens ride it to Arrakeen.

Spice Blow (cont.)

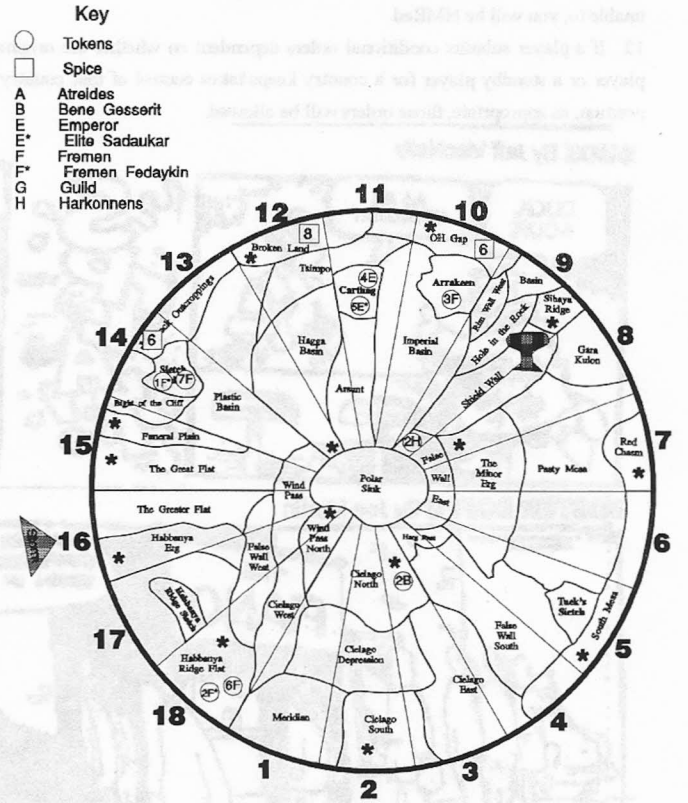
6 spice in OH Gap
6 spice in the Rock Outcroppings.

Bidding

CHOAM charity recipients: Bene Gesserit and Harkonnens.
Only one card is up for bid and so the Emperor gets it for 1 spice.

Final Positions

Atreides: 17 tokens off-planet, 3 tokens in the tanks
Bene Gesserit: 2 tokens Cielago North(3), 12 tokens off-planet, 6 tokens in the tanks
Emperor: 11 tokens in the tanks, 9 tokens in Carthag (5 Elite Sadaukar).
Fremen: 1 token in the Southern Hemisphere, 8 tokens (2 Fedaykin) in the Habbanya Ridge Flat, 3 tokens Arrakeen, 8 tokens (1 Fedaykin) in Sietch Tabr
Guild: 20 tokens off-planet
Harkonnens: 7 token in the tanks, 11 tokens off-planet, 2 tokens False Wall East

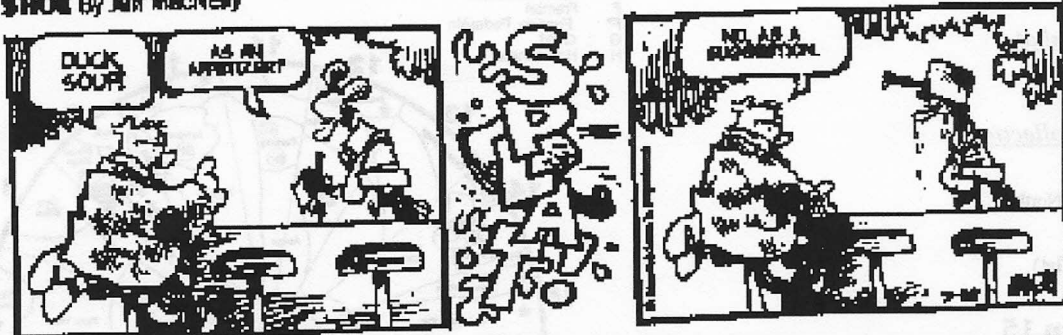


Machiavelli House Rules

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.
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.

SHOE By Jeff MacNelly



MISTER BOFFO By Joe Martin



S.O.B.
Addresses

Name	Address	Phone
David Anderson "Snoopy"	287 Florawood Waterford, MI 48327	
Paul Boldoc	203 Devon Court FWB, FL 32547-3110	(904) 863-9081
Tim Broyles	38227 Greenwood Westland, MI 48185	
Scott Cameron	4 Meadow Lane Hicksville, NY 11801-5304	
Eddie Campisano	P.O. Box 724 Norwood, MA 02062	(617) 491-0711
Dean Cochran	9812 Luders Ave. Garden Grove, CA 92644	(714) 537-0453
Caleb Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Sean Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Murray Cowles	6 Chafford Gardens, West Horndon Brentwood, Essex, CM13 3NJ UK	
Pete Gaughan	1521 S. Novato Blvd. #46 Novato, CA 94947-4147	(415) 897-3629
Chris Geggus "Davey Boy Smith"	10 Talbrook, Brentwood Essex, CM14 4PY UK	
Ken Goldstien "Dealer Dog"	7667 Kittyhawk Ave. Los Angeles, CA 90045-1733	(310) 641-2309
Tom Howell "Whippet"	P.O. Box 1450 Port Townsend, WA 98368-0036	(206) 379-9697
Chris Hurley "Jackal"	8 Cascada Rancho Santa Marguerita, CA 92688	(714) 589-5777

Name	Address	Phone
Ron Johnson "Vulture Dog"	13960 Dawson St. Garden Grove, CA 92643	(714) 530-3605
Kevin Kinsel "El Coyote"	21561 Oakbrook Mission Viejo, CA 92692	(714) 458-0819 (714) 830-2939
Steve Koehler "Devil Dog"	2906 Saintfield Place Charlotte, NC 28270	(704) 544-2849
Andy Lewis "Marmaduke"	4550 Montair Ave. Apt. F12 Long Beach, CA 90808	(310) 420-1652
James Pratt "Falcon"	939 Asbury St. San Jose, CA 95126	
Bob Robles "Howler"	1155 Everett Court Concord, CA 94518	(510) 827-9219
Bill Scharf "Doge"	4814 Walnut Grove Ave. Rosemead, CA 91770	(818) 286-4428
Mike Stewart "Bulldog"	901 N. Citrus Dr. #10 La Habra, CA 90631	(310) 694-0900
Tom Swider	125 E. Bettewood Ave., Apt J Oaklyn, NJ 08107	(609) 858-4306
Roy Vij "Metallic Dog"	12571 Camus Lane #2 Garden Grove, CA 92641	(714) 373-9288
Earl Whiskeyman, Jr.	27 Mark St. Milford, CT 06460-7927	
Jeff Whitham "Wolfpack"	16642 Spruce Circle Fountain Valley, CA 92708	(714) 775-4365
Brendan Whyte	Student, c/o Dept. of Development Studies Massey University, Palmerston North, NZ	
Andrew York "Greyhound"	P.O. Box 2307 Universal City, TX 78148-1307	(210) 658-6066

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		
Dune:	Steve Koehler	Outpost:	Roy Vij, Andy York
New World:	Steve Koehler	History of the World:	None
Merchant of Venus:	Andy York	Stellar Conquest:	Tom Swider, Andy York
Die Macher:	Tom Swider		

Standby Calls

"Dog Breath" Will Andy York please submit standby orders for Tom Swider.
B.C. By Johnny Hart



The 1994 Runestone Poll

ZINE POLL

You may rate any amateur postal or e-mail zine that you've read enough of to rate fairly. This means you've seen (or would have seen if not for delays) *at least* two issues since July 1, 1993. Only North American zines are eligible, but anyone may vote. Rate each zine from 0 (the worst) to 10 (the best)—no fractions, please. Do not rate your own zine. Blanks are for zines I forgot to list. Do not vote for me or my publications.

- | | | |
|--|---|---|
| <input type="checkbox"/> Absolutel | <input type="checkbox"/> The Encounter | <input type="checkbox"/> Protozoan |
| <input type="checkbox"/> The Abyssinian Prince | <input type="checkbox"/> Everything | <input type="checkbox"/> Quest for Power |
| <input type="checkbox"/> Akrasia | <input type="checkbox"/> Foolhardy | <input type="checkbox"/> Rails by Mail |
| <input type="checkbox"/> Alpha & Omega | <input type="checkbox"/> The Gamer's Zine | <input type="checkbox"/> Rainbow Warrior |
| <input type="checkbox"/> The Appalachian General | <input type="checkbox"/> Glen Echo | <input type="checkbox"/> Rambling WAY |
| <input type="checkbox"/> Aren't You the Guy. . . | <input type="checkbox"/> Get Them Dots Now! | <input type="checkbox"/> Ramblings by Moonlight |
| <input type="checkbox"/> The Armchair Diplomat | <input type="checkbox"/> jGOL! | <input type="checkbox"/> Rebel |
| <input type="checkbox"/> Autumn Madness | <input type="checkbox"/> Graustark | <input type="checkbox"/> S.O.B. |
| <input type="checkbox"/> Bark of the Dawg | <input type="checkbox"/> Heroes of Olympus | <input type="checkbox"/> So I Lied! |
| <input type="checkbox"/> Batyville Gazette | <input type="checkbox"/> The Home Office | <input type="checkbox"/> The Sports Page |
| <input type="checkbox"/> Benzene | <input type="checkbox"/> Hoodwink | <input type="checkbox"/> Standard Gauge |
| <input type="checkbox"/> Boast | <input type="checkbox"/> I Still Live | <input type="checkbox"/> Starwood |
| <input type="checkbox"/> Boris the Spider | <input type="checkbox"/> Inoculated City | <input type="checkbox"/> The Strategist |
| <input type="checkbox"/> Buckeye Rail Gazette | <input type="checkbox"/> Int'l Warmonger | <input type="checkbox"/> Suicide Squeeze |
| <input type="checkbox"/> Call Me President | <input type="checkbox"/> Lemon Curry | <input type="checkbox"/> The Swiss Observer |
| <input type="checkbox"/> The Canadian Diplomat | <input type="checkbox"/> Maelstrom | <input type="checkbox"/> The Tactful Assassin |
| <input type="checkbox"/> Carolina Cmd & Cmnty | <input type="checkbox"/> Making Love in a Canoe | <input type="checkbox"/> Ter-ran |
| <input type="checkbox"/> Cheesecake | <input type="checkbox"/> Maniac's Paradise | <input type="checkbox"/> Upstart |
| <input type="checkbox"/> Cogniscenti | <input type="checkbox"/> The Metadiplomat | <input type="checkbox"/> The Village Atheist |
| <input type="checkbox"/> Concordia | <input type="checkbox"/> Metamorphosis | <input type="checkbox"/> Vertigo |
| <input type="checkbox"/> The Continual Crisis | <input type="checkbox"/> Niccolo | <input type="checkbox"/> Victoria de Jamul |
| <input type="checkbox"/> Costaguana | <input type="checkbox"/> Northern Flame | <input type="checkbox"/> War Fair |
| <input type="checkbox"/> Crimson Sky | <input type="checkbox"/> off-the-shelf | <input type="checkbox"/> Well, Martha. . . |
| <input type="checkbox"/> Diplomacy World | <input type="checkbox"/> Orphan Son | <input type="checkbox"/> World Diplomacy |
| <input type="checkbox"/> Diplomag | <input type="checkbox"/> . . . Pedro. . . | <input type="checkbox"/> Zero Sum |
| <input type="checkbox"/> Dippy | <input type="checkbox"/> Pennant Madness | <input type="checkbox"/> Zine Register |
| <input type="checkbox"/> El Coyote | <input type="checkbox"/> Perelandra | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Electric Trains | <input type="checkbox"/> Politesse | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Electronic Protocol | <input type="checkbox"/> Pontevedria | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Empire | <input type="checkbox"/> The Prince | <input type="checkbox"/> _____ |

GM POLL

You may rate any GM under whom you played any postal or e-mail game since July 1, 1993 for long enough to judge him or her fairly. Only North American GMs are eligible, but anyone may vote. List GMs alphabetically by name (not zine). Rate each GM from 0 (the worst) to 10 (the best)—no fractions, please. GMs may not rate themselves. Do not vote for me.

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ADVERTISEMENT

For the main lists (zines, subzines, and GMs) send 50 cents, two 29 cent U.S. stamps, or an issue of your zine in which you publish a ballot. Check here for lists in order of finish or here for lists in alphabetical order. For the Poll publication, send \$5.00 or more and check here . Last year's publication was 74 pages long. It contained main lists, articles, statistical analysis, and lots more! Thanks for your donations; they really help.

SUBZINE POLL

A subzine is a regular section of a zine which is (a) edited by someone other than the zine editor(s), or (b) edited by the zine editor(s), but devoted to a specific hobby service. Any subzine of a North American zine is eligible. The other instructions are the same as those for the Zine Poll.

- | | | |
|---|--|--|
| <input type="checkbox"/> And the Horse. . . | <input type="checkbox"/> Interim | <input type="checkbox"/> Steve's Spot |
| <input type="checkbox"/> Asterion | <input type="checkbox"/> It's Good to be Right | <input type="checkbox"/> Subwithname |
| <input type="checkbox"/> Blusterdom | <input type="checkbox"/> It's Me Again | <input type="checkbox"/> The Tar Pits |
| <input type="checkbox"/> By the Waters of Babylon | <input type="checkbox"/> Male Shall. . . | <input type="checkbox"/> The Unzine Voice |
| <input type="checkbox"/> DIDOES | <input type="checkbox"/> Metropolis | <input type="checkbox"/> Vaginal Discharge |
| <input type="checkbox"/> The Eccentric Diplomat | <input type="checkbox"/> Mr. Tbad's Wild Ride | <input type="checkbox"/> Won if by Land |
| <input type="checkbox"/> Extremism. . . | <input type="checkbox"/> No Fac Number | <input type="checkbox"/> You're the One |
| <input type="checkbox"/> Fantasy Hockey League Wkly | <input type="checkbox"/> Notes from the Bunker | _____ |
| <input type="checkbox"/> Fred's Column | <input type="checkbox"/> Sandy's Spotlight | _____ |
| <input type="checkbox"/> Historical Spotlight | <input type="checkbox"/> Seriously Folks | _____ |
| <input type="checkbox"/> I Guess You Could. . . | <input type="checkbox"/> Standard Deviation | _____ |

Send this ballot to **Eric Brosius, 41 Hayward St., Milford, MA 01757.** Your ballot must arrive by June 30, 1994. Please vote early if you can.

Indicate one way in which you take part in the North American postal or e-mail gaming hobby (sub to zine XXX, play in game 1993YY, etc.) _____

Signature _____ (If I can't tell who you are or your ballot isn't signed, it may not be counted!)

Print your name neatly _____

Check here if you do not want your name on the list of voters.

RUNESTONE POLL CONTEST

Guess the Zine Poll winner—the prize is a travel Diplomacy board with magnetic pieces. To be eligible you must vote in the Poll and correctly guess the winning zine; I will pick the contest winner at random from the set of eligible entrants. The names of the winner and any other eligible entrants will be published in the Poll publication.

To enter, print your address neatly: _____

The zine you think will win: