

Notes from Hades

I mentioned in the last issue that I had started reading *The Second World War* by Winston Churchill. At this point, I am just about done with the third volume of this six volume series. I have found the books to be quite interesting. Churchill portrays the war in very personal terms, since he was in the thick of it for its entire duration. The first volume, *The Gathering Storm*, describes the time from the end of World War I to the fall of the Chamberlain government in May of 1939. Much of the early part of this period is only lightly described. For the majority of this period, Churchill himself was very much a political outsider. Although a member of Parliament and of the ruling Conservative party, Churchill's views were not terribly popular with the party leadership. He was considered a gloomy doomsayer, and his views were frequently dismissed. For example, after the Munich agreement in 1938 which essentially destroyed Czechoslovakia, Churchill in a speech before Parliament called the agreement "an unmitigated defeat." He was booed. His status as a political outsider was later to work to his advantage. He could not be blamed for any of the misfortunes Britain received during the early part of the war. Indeed, he had predicted many of them. His constant public outcries about the appeasement policy of the Western democracies made it nearly inevitable that when the war actually started, he was asked by Chamberlain to be the Lord of the Admiralty, a post which he had held during World War I. At this point, the narrative gets into considerably more detail. He describes a number of incidents in great detail, such as the engagement of the German pocket battleship *Admiral Graf Spee* versus the British cruisers *Exeter*, *Achilles*, and *Ajax* which resulted in the eventual scuttling of the *Graf Spee*. The last few chapters of the book deal with the German invasion of Norway, and of the British attempts to stop it. These attempts were failures and the fiasco that resulted caused the collapse of the Chamberlain government and the establishment of a coalition government with Churchill as Prime Minister.

Next issue, I'll talk about volume two in the series, *Their Finest Hour*.

This issue, "Prairie Dog", the Gunslinger game, finally gets off the ground. I have also been running into standby problems in Outpost and History of the World. I need standbys desperately for both games, so please sign up!

This issue's deadline will be **Friday, September 9.**

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Game Openings

We'll wait and see what gets the most interest from the Wish List.

Wish List

New World is a game of exploration and colonization of the Americas. It will be played in the zine. Have Chris Hurley, Andy Lewis, Ron Johnson, and Bill Scharf. Need 2 more, but I'll run it as soon as I get at least one.

Time Agent is a game pitting six different races against each other with the object of becoming the dominant race in the galaxy. 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. It will be run by flier. 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 Conditions. Have 2. Need 6 more.

Dune. "Sand Dog" is just ending, and since I have already received a lot of interest in any other game of this I may choose to offer, I do not believe anyone will object to another game. This one will be a seven player game, using the Lansraad variant that was published in *The General*, Volume 26, Number 1. I will probably run this one in the zine, rather than by flier like I did the last one. Have Bill Scharf, Steve Koehler, and Andy Lewis. Need 4 more.

Merchant of Venus. This proved to be a popular game, so let's do it again. This one will be slightly different from "Dingo's Delight" in that I will be using the same variant rules except the custom ships rule, which adds complexity and tends to overly handicap the Niks player, and we will play to a \$3000 limit. Have Andy Lewis and Chris Geggus. Need 4 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
 CompuServe: 70514,37

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# O/B/8/ABCG/1

Spring-Winter 1459

Deadline/Summer 1459 9/9 Friday

The Pope hits Naples big time, aided by (appropriately) an act of God. Milan does his bit to get Naples and is likewise gotten by a Florentine incursion. Austria holds off Naples while France sneaks into Florentine territory, just in time for a little infection.

Builds

		Treas	Cost	Rem
Aus	Maintains all, builds A2 Hungary	7	6	1
Flo	Maintains all, builds F1 Pisa, A2 Florence, A3 Arezzo	35	15	20
Fra	Maintains all, builds A2 Marseilles	21	12	9
Mil	Maintains all, builds A4 Cremona, A5 Pavia	37	15	22
Nap	Maintains A1, A2, F1, <u>builds F2</u> <u>Tunis (imp.)</u> , A3 Naples	42	15	27
Pap	Maintains all, builds A1 Ancona, A2 Rome, A3 Perugia	34	27	7

Press

Milan - GM: Good famine roll. I'm a big fan of such die rolling techniques.

Cerberus - Milan: Well, we all make mistakes.... The plague roll should have made up for it a bit.

Milan - Papacy: A strong anti-Naples move; he'll think twice about going for the gold next time.

Naples - Papacy: You've made a big mistake. I suggest you rethink your strategy of antagonizing your only ally. That "it should be over soon" press item last turn was black press.

Pope - Neapolitan Ice cream: You will melt before the heat of the assault!

Pope - Milan: I've turned my back on you, but I'm not dropping the soap.

Expenditures

The Pope spends 3 ducats to counterbribe F3.

Orders

- AUSTRIA: A1 CARINTHIA to Tyrolea
(Johnson) A2 HUNGARY to Austria
- FLORENCE: A1 Modena to PARMA
(Kohler) A2 Florence to PISTOIA
A3 Arezzo to SIENNA
A4 Sienna to PIOMBINO
F1 PISA to Western Tyrrhenian Sea
- FRANCE: A1 (EP) Genoa to MODENA
(Anderson) A2 Marseilles to PROVENCE
F2 Eastern Gulf of Lyon to GENOA
- MILAN: A1 Montferrat to TURIN
(Scharf) A2 Swiss to AVIGNON
A3 MILAN to Tyrolea
A4 CREMONA to Milan
A5 Pavia to FORNOVA
- NAPLES: A1 Bosnia to CROATIA
(Lewis) A2 AUSTRIA to Hungary
A3 NAPLES to Aquila
F1 EASTERN TYRRHENIAN SEA to Western Tyrrhenian Sea
F2 Tunis to Western Mediterranean (nsu)
- PAPACY: A1 ANCONA to Aquila
(Robles) A2 Rome to TIVOLI
A3 Perugia to SPOLETO (rebellion liberated)
A4 Verona to VICENZA
F1 Padua to TREVISO
F2 (EM) Venice to VENICE LAGGON
F3 UPPER ADRIATIC supports f4
F4 Durazzo to LOWER ADRIATIC

"Pack of Curs"



Summer 1459 Plague

Good Year. Durazzo, Naples (Naples A3 destroyed), Modena (French A1 destroyed), Perugia, Cremona (Milan A4 destroyed), Venice, Florence

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

Fall 1454

Deadline/Spring-Winter 1455 9/9 Friday

Total chaos reigns as Venice moves against Austria, Austria moves against Milan, Milan moves against the Pope, the Pope moves against Florence, and Florence desperately tries to defend itself. Naples and the Turk are getting into it in the south while France quietly moves against neutrals.

"Doghouse"

Orders

- AUSTRIA: A1 TYROLEA to Milan
- (Robles) A2 TRENTO supports A1
- A3 Carniola to CARINTHIA
- FLORENCE: A2 Arezzo to FLORENCE
- (Johnson) F1 EASTERN GULF OF LYON to Pisa
- FRANCE: A2 Turin to SAVOY
- (Broyles) F1 Corsica to WESTERN GULF OF LYON
- MILAN: A1 MANTUA to Bologna
- (Cochran) A2 PAVIA supports A3
- A3 MILAN holds
- NAPLES: F1 IONIAN SEA to Durazzo
- (Koehler) F2 Palermo to BAY OF TUNIS
- F3 BARI supports Turkish F1 to Lower Adriatic (nso)
- PAPACY: A1 BOLOGNA holds
- (Hurley) A2 Perugia to AREZZO
- A3 SIENNA to Pisa
- F1 Ancona to LOWER ADRIATIC
- TURKS: A1 RAGUSA besieges (autonomous garrison destroyed)
- (Lewis) F1 DURAZZO to Ionian Sea
- F2 Western Mediterranean to SARDINIA
- VENICE: A2 Friuli to CARNIOLA
- (Anderson) F1 UPPER ADRIATIC supports A2
- F2 VENICE LAGOON holds

Press

- Austria - Milan and Venice:** Menage a trois?
- Coyote - Florence:** I know something about the Jackal that you don't...sshhh! (Tune in next time...)
- Milan - All:** When y'all go n say thangs like "Carniola," are ya axking me ta bulieve y'all ah realah meanun "Carnolia"?
- Cerberus - Milan:** Nah, we is askin' youse ta believe we really mean "Carniola." Read da map, and don't question da Godfathah, or youse'll be sleepin' with da fishes.
- Milan - Papacy:** Bad Pope! Sit!

Spring 1455 Famine

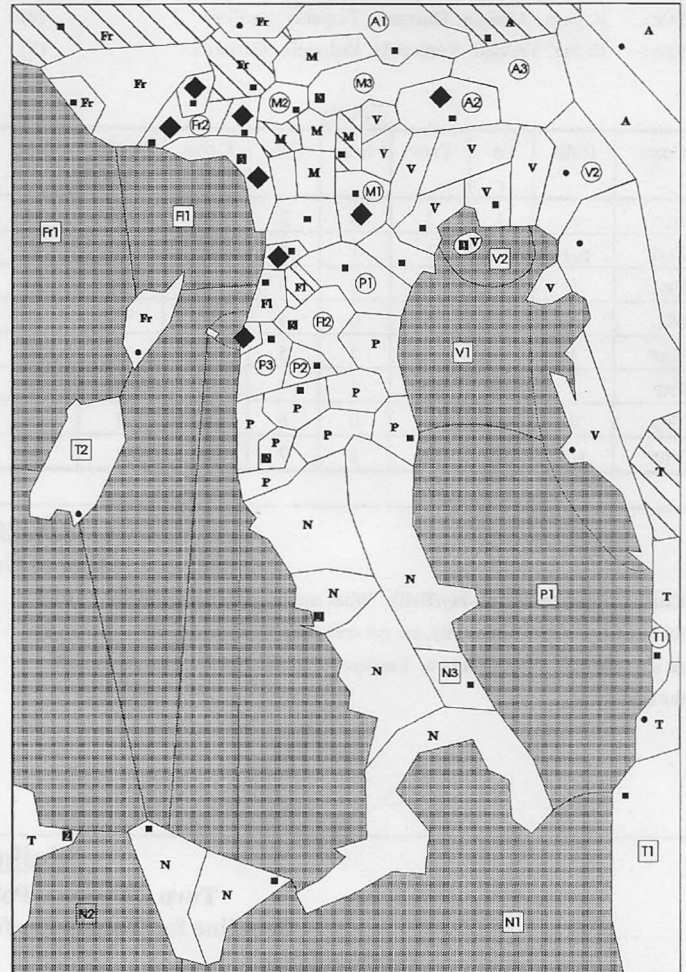
Good Year! Cremona, Austria, Pistoia, Fornova, Turin, Bosnia, Avignon

Spring 1455 Income

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

Seas

- FLO: Eastern Gulf of Lyon (1)
- FRA: Western Gulf of Lyon (1)
- NAP: Bay of Tunis, Ionian Sea (2)
- PAP: Lower Adriatic (1)
- VEN: Upper Adriatic, Venice Lagoon (2)



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

Provinces

- AUS: Tyrolea, Austria, Hungary, Carinthia, Trent, Slavonia (5)
- FLO: Pisa, Pistoia, Florence (2)
- FRA: Avignon, Swiss, Provence, Marseilles, Corsica, Turin, Savoy (5)
- MIL: Como, Pavia, Milan, Fornova, Piancenza, Cremona, Parma, Mantua (6)
- NAP: Capua, Aquila, Naples, Salerno, Bari, Otranto, Messina, Palermo (8)
- PAP: Bologna, Romagna, Ancona, Urbino, Spoleto, Perugia, Rome, Tivoli, Patrimony, Sienna, Arezzo (11)
- TUR: Bosnia, Herzegovina, Ragusa, Albania, Durazzo, Tunis, Sardinia (6)
- VEN: Bergamo, Brescia, Verona, Padua, Vicenza, Treviso, Friuli, Venice, Istria, Dalmatia, Carniola (11)

Cities

AUS:	Tyrolea, <u>Austria</u> , Hungary	(2)
FLO:	Pisa, Florence(3)	(4)
FRA:	Marseilles, <u>Avignon</u> , Swiss, <u>Turin</u> , Corsica	(3)
MIL:	Pavia, Milan(3), <u>Cremona</u>	(4)
NAP:	Naples(2), Bari, Messina, Palermo	(5)
PAP:	Bologna, Rome(2), Ancona, Perugia, Sienna, Arezzo	(7)
TUR:	Ragusa, Albania, Durazzo, Tunis(2), Sardinia	(6)
VEN:	Padua, Treviso, Venice(3), Dalmatia, Carniola	(7)

Game Summary

Coun	1454		
	Spr	Sum	Fal
Aus:	3	4	3
Flo:	3	3	2
Fra:	4	5	5
Mil:	3	3	3
Nap:	4	4	4
Pap:	4	5	6
Tur:	3	3	5
Ven:	4	4	5

Totals

Coun	Rolls	Va r	Prov	Sea	City	Gross	Treas	Total
AUS	5	4	5	0	2	11	0	11
FLO	6,6	10	2	1	4	17	3	20
FRA	5	5	5	1	3	14	0	14
MIL	5	4	6	0	4	14	7	21
NAP	1	1	8	2	5	16	4	20
PAP	3	3	11	1	7	22	6	28
TUR	4	4	6	0	6	16	3	19
VEN	1,1	4	11	2	7	24	9	33

Dingo's DelightEnd of Game Statements

Chris Geggus (4-2 Blue Jay/Dell): What end of game statement can I make for Dingo's Delight? Basically, we got creamed! Well done Caleb – he taught an innocent Brit a lesson or two. I enjoyed it so much please put me down for the next game.

Chris Hassler (Game Master): In my opinion, this, my second game of Merchant of Venus, was a resounding success. Despite the fact that it generally takes as long to adjudicate as any other four games put together, I do enjoy running it. Caleb was fortunate to find the Auto Pilot relic early, guaranteeing him a movement of at least 12 for the better part of the game. He was able to masterfully exploit this early good fortune and obtain a commanding victory. My congratulations to him.

Mailman's BaneTurn 2 Opinion Polls and Campaign ResultsDeadline for Turn 3 Conferences and Cabinet: 9/9 FridayOpinion Polls

Bremen: CDU bids 100 and wins it. He buys 2 polls. He turns CDU+2 and FDP-2.

Nordrhein-Westfalen: SPD bids 200 and wins it. He buys one poll. Turns CDU+2 and FDP-1.

Bayern: No bidding

Hamburg: No bidding.

Nordrhein-Westfalen

CDU does nothing.

Grüne does nothing.

FDP does nothing.

SPD turns in 2 campaign days for 6 vote share.

Bremen

CDU turns in 10 campaign days for 80 vote share, maxing him out at 50.

Grüne turns in 3 campaign days for 3 vote share.

FDP turns in 1 campaign day for 1 vote share.

SPD turns in 1 campaign day for 2 vote share.

Campaign ResultsHamburg

CDU does nothing.

Grüne turns in 2 campaign days for 2 vote share.

FDP does nothing.

SPD does nothing.

Bayern

CDU does nothing.

Grüne turns in 4 campaign days for 4 vote share.

FDP does nothing.

SPD does nothing.

Election Results

CDU has $(6 + 4) * 50$ for 500 votes.

Grüne has $(1 + 1) * 6$ for 12 votes.

FDP has $(1 + 2) * 1$ for 3 votes.

SPD has $(1 + 2) * 2$ for 6 votes.

CDU is the victor with an overall majority, so he moves one media token, Atomkraft JA and NATO NEIN into Bonn.

CDU receives 2 party bases, Grüne receives 1, FDP receives 3 and SPD receives 3.

S.O.B.

Financing:

FDP receives 1800 DM, declining contributions.
 SPD receives 2100 DM, including 500 DM from Pankow.

Grüne receives 2900 DM, including a 2000 DM from the Banks (4 party bases lost).

CDU receives 6100 DM, declining contributions.

Players

CDU

Player: Bill Scharf
Campaign Days: 10
Media Tokens: 2
Conferences: Special
 Regular
Platform: Freugeutliche Grundordnung
 Atomkraft JA
 Gewerkschaft
 NATO NEIN
 §218 NEIN

Grüne

Player: Dave Anderson
Campaign Days: 9
Media Tokens: 1
Conferences: 2 Special
 Regular
Platform: Umweltschutz
 Atomkraft NEIN
 Marktwirtschaft
 35-Stunden-Woche NEIN
 §218 JA

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

Your Available Ministers: _____

FDP

Player: Sean Cousins
Campaign Days: 6
Media Tokens: 1
Conferences: 2 Special
Platform: Marktwirtschaft
 Atomkraft JA
 Steuersenkung NEIN
 35-Stunden-Woche NEIN
 §218 JA

SPD

Player: Andy Lewis
Campaign Days: 3
Media Tokens: 1
Conferences: 2 Special
Platform: Gewerkschaft
 Atomkraft JA
 35-Stunden-Woche NEIN
 Steuersenkung NEIN
 §218 JA

Your Available Cash: _____

Will Andy York please submit standby orders for FDP!

Provinces

Nordrhein-Westfalen

	CDU	Grüne	FDP	SPD
Campaign Days	1	5	4	5
Vote Share	1	4	7	8
Media Tokens	0	0	2	3
Trend	+2	0	-1	0

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

Mandate Range: 8 - 13

Bayern

	CDU	Grüne	FDP	SPD
Campaign Days	1	1	1	7
Vote Share	1	10	0	14
Media Tokens	0	2	0	1
Trend	-1	0	0	+2

Issues: Atomkraft JA
 NATO JA
 §218 NEIN

Mandate Range: 7 - 12

Hamburg

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

Issues: Umweltschutz
 Marktwirtschaft

Mandate Range: 2 - 7

Rheinland-Pfalz

	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: NATO JA

Mandate Range: 4 - 9

Available Issues

NATO JA Atomkraft NEIN
 35-Stunden-Woche JA Marktwirtschaft
 NATO NEIN 35-Stunden-Woche NEIN
 Freiheitliche Grundordnung

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	1	0	1	0
Party Bases	11	3	17	15
Votes	608	68	703	70

Issues: Atomkraft JA (x2), §218 JA, Steuersenkung NEIN, NATO NEIN.

Dog Breath

Turn 5

Deadline for Turn 6 Commander Actions: 9/9 Friday

Commander Actions

Miller's Outpost (Johnson) Uses Or5, Wa7, and Wa8 to buy a Water Factory. Uses Or2 and Wa9 to buy a population factor.
Fangland (Kinsel) Uses Or4 and Wa6 to buy a population factor.
NODNOL (Cochran) opens the bidding on a Data Library at 15 and gets it for 18 (Or2, Or5, Wa5, Wa6).
Basset Base Beta (Koehler) Uses Wa10 to buy a population factor.
New Earth (Scharf) Uses Or3, Or3, Wa4, Wa4, Wa8, and Wa10 to buy a Titanium Factory. One population factor is transferred from an ore factory.
Interstellar Mining and Pizza Delivery (S. Cousins?) passes.
BarterTown (York) Uses Or2, Or4, Or4, Wa6, Wa7, and Wa7 to buy a Titanium Factory.
Dealer's Den (Anderson) Opens the bidding on a Nodule at 27 and gets it (Wa5, Wa6, Wa8, Wa8). Uses Or3 and Wa7 to buy a population factor.

The Commanders

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

Available Upgrades

New arrivals: Data Library and Heavy Equipment

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

Existing cards: _____

New cards: _____

Notes

Ken Goldstein has had to resign from the game. Dave Anderson is now the player of record. Also, I need a standby for Sean Cousins. I will accept the first set of standby orders received. That person will receive two free issues.

Press

NODNOL: Isn't this Trantor?

Income

"Fenris Wolf"

Epoch II Assyria, Chou Dynasty, and Vedic City States

Deadline for Greek City States, Sytheans, and Carthagina: 9/9 Friday

The Flintstones (Geggus) Play Civil War in *Taurim Basin* (vs. Chang Dynasty: Civ: 6, 1; Ch: 1, wins), *Wei River* (vs. Chang Dynasty: Civ: 6, 3; Ch: 3, wins), and *Chekiang* (vs. Chang Dynasty: Civ: 2, 1; Ch: 3, loses).
 ASSYRIA: places Capital and 2 armies in *Upper Tigris* (2 Babylonian armies retreat to *Middle Tigris*), army in *Levant* (vs. Hittites: A: 6, 3; H: 6, A: 5, 3; H: 4, wins), *Palestine, Nile Delta* (vs. Egyptians: A: 6, 5; E: 2, wins, Capital reduced to City), *Nubia* (vs. Egyptians: A: 6, 4; E: 3, wins), *Upper Nile* (vs. Egyptians: A: 6, 4; E: 5, wins), plays Pirates to place a free fleet in the Red Sea (vs. Egyptians: A: 3, 2; E: 1, wins). Builds Monument in Upper Tigris. Points:

Dominance in Middle East (6), and North Africa (4), Presence in China (2), 2 Capitals (4), 1 City (1), 1 Monument (1), 1 Sea (1) for 19 points.
Purple People Eaters (C. Cousins) Plays Allies. CHOU DYNASTY: Capital and army in *Wei River* (Civil War army retreats to *Taurim Basin*), allied armies each in *Szechuan* and *Si-Kyang*, army in *Chekiang* (vs. Chang Dynasty: Cho: 1, 4; Cha: 6, loses), army in *Chekiang* (vs. Chang Dynasty: Cho: 5, 4; Cha: 2, wins), one army each in *Irrawaddy, Ganges Delta, and Malay Peninsula*. Builds Monument in *Wei River*. Points: Dominance in China (4), Presences in India (2), North Africa (2), and Southern Europe (2), 2 Capitals (4), 1 Monument (1), 1 Sea (1) for 16 points.

S.O.B.

Olde Sea Dogge (Cowles) Plays North American Migrants in *West Indies* and *Great Plains*. VEDIC CITY STATES: Capital, army, and fort in *Upper Indus* (Aryan army retreats to *Hindu Kush*). One army in *Western Deccan*, one army

in *Eastern Ghats*, one army and a fort in *Ceylon*. Builds Monument in *Upper Indus*. Points: Dominance in India (4), Presence in Middle East (3), 2 Capitals (4), 1 Monument (1) for 12 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Dave Anderson	Wesley Crusher Returns	4	5
Kevin Kinsel	Quantum Coyotes	5	8
Andy Lewis	Dealer Dogs for Hell	5	7
Caleb Cousins	Purple People Eaters	10	22
Murray Cowles	Olde Sea Dogge	10	17
Chris Geggus	The Flintstones	12	25

Final Positions

SUMERIANS: Capital and 3 armies in *Lower Tigris*.

Purple People Eaters (C. Cousins) MINOANS: Capital and army in *Crete*, 1 fleet in the *Eastern Mediterranean*, and 1 army in *Libya*. CHOU DYNASTY: Capital, army, and Monument in *Wei River*, one army each in *Szechuan*, *Sikyang*, *Chekiang*, *Irrawaddy*, *Ganges Delta*, and *Malay Peninsula*.

The Flintstones (Geggus) Fleet in Red Sea. BABYLONIA: Capital and 3 armies in *Middle Tigris* and 1 army in *Western Anatolia*. ASSYRIANS: Capital, Monument, and 3 armies in *Upper Tigris*, City and army in *Nile Delta*, 1 army each in *Levant*, *Palestine*, *Nubia*, *Upper Nile*. CIVIL WAR: Two armies in *Taurim Basin*.

Olde Sea Dogge (Cowles) INDUS VALLEY: Capital, 1 army, and 1 fortress in *Lower Indus*, 1 army in *Persian Salt Desert*. VEDIC CITY STATES: Capital, army, fort, and Monument in *Upper Indus*, army and fort in *Ceylon*, one army each in *Western Deccan* and *Eastern Ghats*. NORTH AMERICAN MIGRANTS: One army each in *West Indies* and *Great Plains*.

Wesley Crusher Returns (Anderson) CHANG DYNASTY: Capital, 1 army, Monument, and fort in *Yellow River*, 1 army in *Yangtze Kian*.

Quantum Coyotes (Kinsel) HITTTITES: Capital, Monument, and army in *Eastern Anatolia*, 1 army in *Zagros*. ARYANS: 1 army each in *Turanian Plain*, *Persian Plateau*, *Hindu Kush*, and *Upper Indus*.

Dealer Dogs for Hell (Lewis) EGYPT: One army in *Arabian Peninsula*.

Notes

Ken Goldstein has had to resign his position. He has been replaced by Andy Lewis.

Your event cards are: _____

Epoch II Empire

Your Empire is: _____

Prairie Dog

Gamestart

Deadline Setup: 9/9 Friday

Westerners

Side	Player	Character	Bonus Cards	Skills	Delay	Endurance
A	Dave Anderson	Andy (A)	4, 6, 9	None	0	25
B	Steve Koehler	John Henry (J)	5, 6, 8, 9	Brawling +2	0	40
C	James Pratt	Barkeep (K)	5, 8	Brawling +2	0	20
D	Scott Cameron	Ling Ho (L)	1, 4, 5, 6, 7	Brawling +2	0	20

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Andy	C45, Knife	Empty	Empty	Empty	C45: 0 0 0 0 0 0
John Henry	C45, Knife	Empty	Empty	Empty	C45: 0 0 0 0 0 0
Barkeep	C45, Knife	Empty	Empty	Empty	C45: 0 0 0 0 0 0
Ling Ho	None	Empty	Empty	Empty	n/a

Notes

All characters set up in hexes E16 to E18, F16 to F17, G16 to G18, or H15 to H18 except the Barkeep, who sets up in hexes I16 to I18. Side A sets up first, B second, etc, so the later sides can make their setup conditional on those of earlier players.

S.O.B.
 Prairie Dog

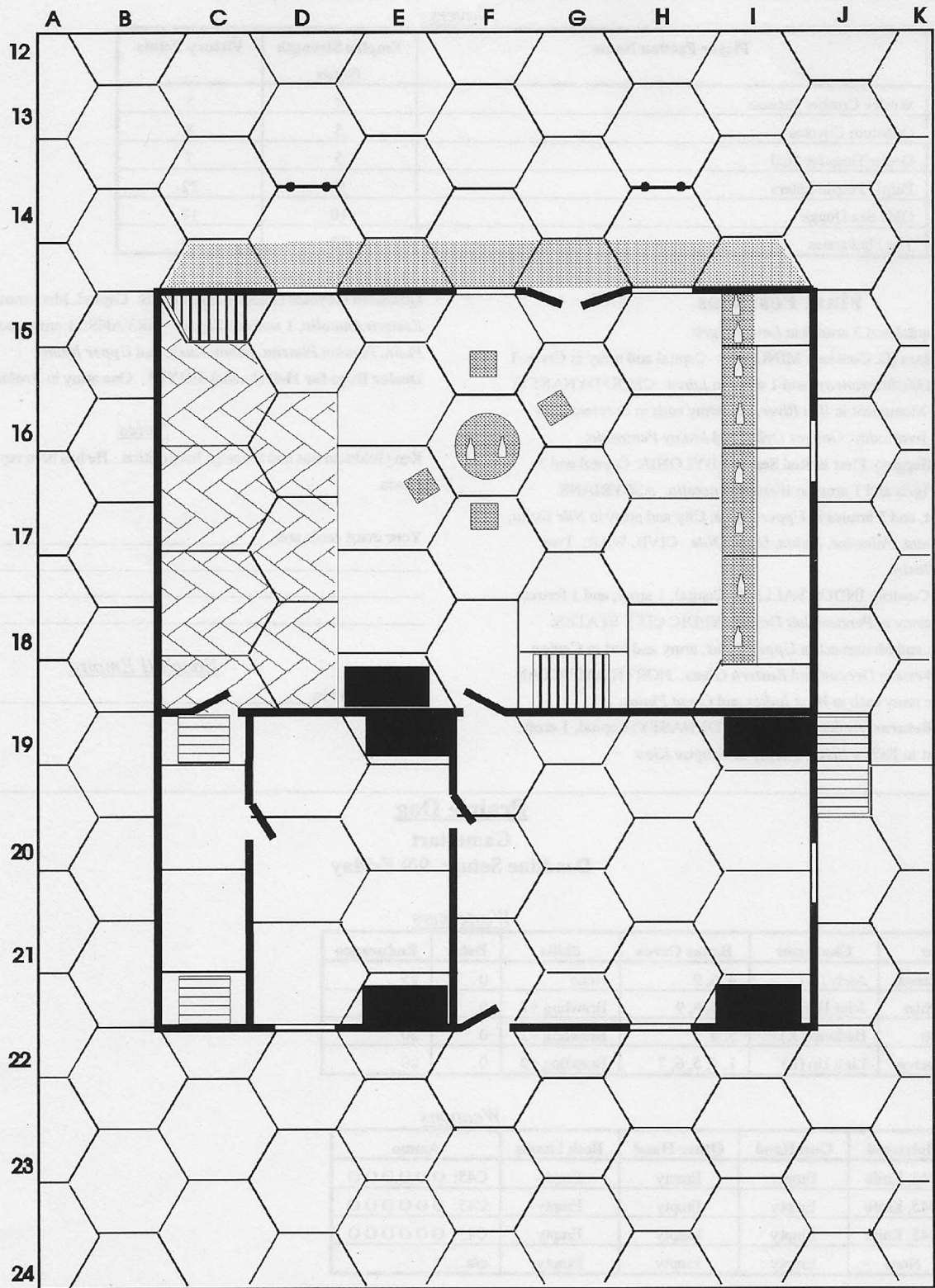


 Table
  Chair
  Bottle
  Westerner

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.
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.



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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. The current standby list is:

Machiavelli:	Steve Koehler, Jeff Whitham, Andy York, Bill Scharf, Bob Robles		
Dune:	Steve Koehler	Die Macher:	Andy York
New World:	Steve Koehler	Outpost:	Andy York, Dave Anderson
Merchant of Venus:	Andy York	History of the World:	Andy Lewis
		Stellar Conquest:	Andy York

Standby Calls

"Mailman's Bane" Andy York for FDP

"Fenris Wolf" Andy Lewis for Dealer Dogs from Hell

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