

**Notes from Hades**

The past month has been quite eventful for me. First of all, in August, I attended my 10 year high school reunion. It was an interesting experience. I had lost touch with most of my friends from high school, and this offered me an opportunity to catch up. It turns out that one of my best friends is now working in this area – for the LAPD. He missed out on the riots a few years back because he managed to be on vacation during that period.

There has also been a change regarding my job. The project on which I'm currently working is being transferred by the client back to Virginia, so I will probably be spending a couple of weeks back there helping get things set up. Things are so chaotic with this right now, though, that I'm not sure whether it will be the weeks of the 19th and 26th, or the weeks of the 26th and 3rd.

Finally, I've made the plunge into real estate. That's right, I'm buying a house in La Habra. It's has three bedrooms, two bathrooms, an office, and (of course) a game room. At least, it will be a game room after I move in. Escrow doesn't close until October 20th, so continue to send orders to this address for now. Anyway, the house has three bedrooms, an office, and a game room (at least it will be one when I'm there!). So, after things get settled down a bit, and I have more free time, I might just host a housecon (Habracon?). More on that later.

It occurs to me that I forgot to mention the Runestone Poll results in the last issue. Congratulations to Pete Gaughan on his "Three-Pete" at winning the pole. Congratulations also to Scott Cameron at placing ninth: the highest "new" zine on the list. This humble rag also made the list, placing in the upper half of things at 23rd. Thanks to all who voted.

Lastly, a plug. The International Edition of *Compendio Ars Diplomatica* has arrived! Contact Edoardo Mattei (address in the addresses section) to get details. He's running (among other things) Machiavelli and an International Diplomacy game. The subscription fee is Lit. It. 27,000 / 11 issues. I'm sorry, I don't know the official exchange rate, so I can't give you the figures in dollars.

This issue's deadline will be **Friday, October 14.**

**Current Games**

	<b>Machiavelli</b>	
"Pack of Curs"		Page 2
"Doghouse"		Page 3
	<b>Die Macher</b>	
"Mailman's Bane"		Page 4
	<b>Outpost</b>	
"Dog Breath"		Page 5
	<b>History of the World</b>	
"Fenris Wolf"		Page 6

**Gunslinger**

"Prairie Dog"		Page 7
	<b>Flier Games</b>	
"Proteus"	Midway Campaign	0900 Aug 24
"Dog Star"	Stellar Conquest	Tums 33, 34

**Game Openings**

"Rude Dog" Gunboat Machiavelli. The game fee is \$3.00. There will be no random elements in this game. In other words, no plague, no famine, and variable income die rolls will all be 3 in odd years and 4 in even years. The Special Military Units rule will be used, allowing unlimited units. This will be played to Ultimate Victory conditions. Have 8, will start when all gamefees are received. If a red check mark appears here ( ), you are in the game.

"Canine" Dune. The game fee is \$3.00. This one will be a seven player game, using the Lansraad variant that was published in *The General*, Volume 26, Number 1, and it will be run in the zine. Have Bill Scharf, Steve Koehler, Andy Lewis, and Chris Hurley. Need 3 more.

**Wish List**

**New World** is a game of exploration and colonization of the Americas. It will be played in the zine. Have Andy Lewis, Ron Johnson, and Bill Scharf. Need 3.

**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 Hurley. Need 3 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, Chris Geggus, and Eddy Mattei. Need 3 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**  
**Summer 1459**  
**Deadline/Fall 1459 10/14 Friday**

Tyrolea turns out to be a popular spot, as Milan, Naples, and Austria all try to take their summer vacations there. Milan also advances against France while Florence sets up for an assault on Genoa. The Pope also advances, this time to the south in Naples and the east in the former Venice. Naples meanwhile tries to marshal his diminished forces to defend himself against the Papal tide.

Orders

- AUSTRIA: A1 CARINTHIA to Tyrolea  
 (Johnson) A2 HUNGARY to Austria
- FLORENCE: A1 Parma to MODENA  
 (Kochler) A2 Pistoia to FLORENCE  
A3 SIENNA holds  
A4 PIOMBINO converts to G1  
F1 Pisa to EASTERN GULF OF LYON
- FRANCE: A2 Provence holds (DISLODGED, retreat to Marseilles, Saluzzo, Savoy, OTB)  
 (Anderson) F2 GENOA holds
- MILAN: A1 TURIN supports A2  
 (Scharf) A2 Avignon to PROVENCE  
A3 MILAN to Tyrolea  
A5 FORNOVA to Genoa
- NAPLES: A1 CROATIA holds  
 (Lewis) A2 AUSTRIA to Tyrolea  
F1 Eastern Tyrrhenian Sea to GULF OF NAPLES
- PAPACY: A1 Ancona to AQUILA  
 (Robles) A2 TIVOLI supports A3  
A3 Spoleto to CAPUA  
A4 Vicenza to FRIULI (rebellion liberated)  
F1 TREVISO supports A4  
F2 (EM) Venice Lagoon to UPPER ADRIATIC  
F3 Upper Adriatic to LOWER ADRIATIC  
F4 Lower Adriatic to IONIAN SEA

Press

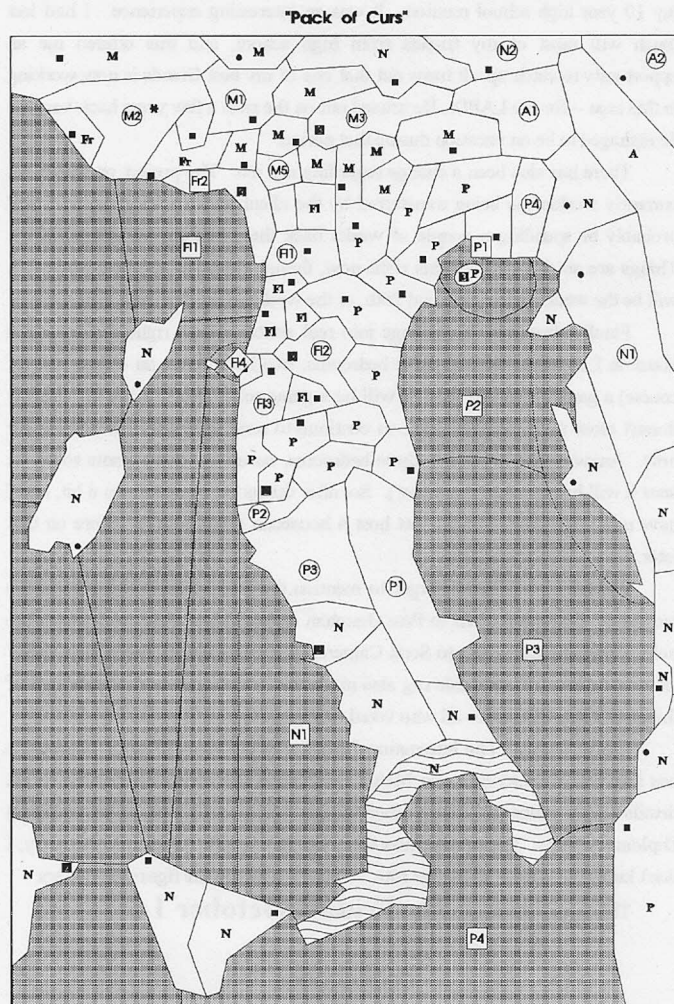
**Pope - All:** Hey, I actually wrote to many of you! Anyone get mail these days?

**Papacy - Milan:** He's not going for the gold, he's going for my throat!

**Pope - GM:** How can I thank you for such a NICE plague roll? Small denomination bills, as usual?

**Cerberus - Pope:** That would be acceptable.

**Cerberus - All:** What? The Pope is the only one writing press? You do realize, that inability to speak is one of the early symptoms of plague....



○ Army □ Fleet ◇ Garrison



S.O.B.  
**Doghouse / MGN# O/B/8/ABC/3**  
**Spring-Winter 1455**

**Deadline/Summer 1455 10/14 Friday**

*A tangle of alliances develops as France, Milan, and Venice all team up to help Florence against the Pope, while the Pope lends Naples help against the Turk. Financial confusion also reigns, with ducats flying every which way.*

Florence gives one ducat each to France and Milan.  
 Milan gives one ducat to France.

Builds

		Treas	Cost	Rem
<b>Aus</b>	Maintain all, (imp., maintains A1, A2)	11	11	0
<b>Flo</b>	Maintain all, build A1 Pisa, G1 Florence	18	12	6
<b>Fra</b>	Maintain all, build A1 Swiss, A3 (elite mercenary) Marseilles	16	15	1
<b>Mil</b>	Maintain A1, A2, build A3 (elite professional) Milan (imp. maintains A3 Milan instead), build A4 Cremona (imp. Famine)	21	18	3
<b>Nap</b>	Maintains all, build F4 (elite mercenary) Palermo	20	15	5
<b>Pap</b>	Maintains all, builds A4 Perugia, A5 (elite mercenary) Ancona	28	21	7
<b>Tur</b>	Maintains all, builds F3 Tunis, F4 Albania	19	15	4
<b>Ven</b>	Maintains all, builds A1 Padua, A3 Dalmatia	33	15	18

Expenditures

Milan spends 3 ducats for Famine Relief in Cremona.  
 Naples gives 3 ducats to the Papacy.

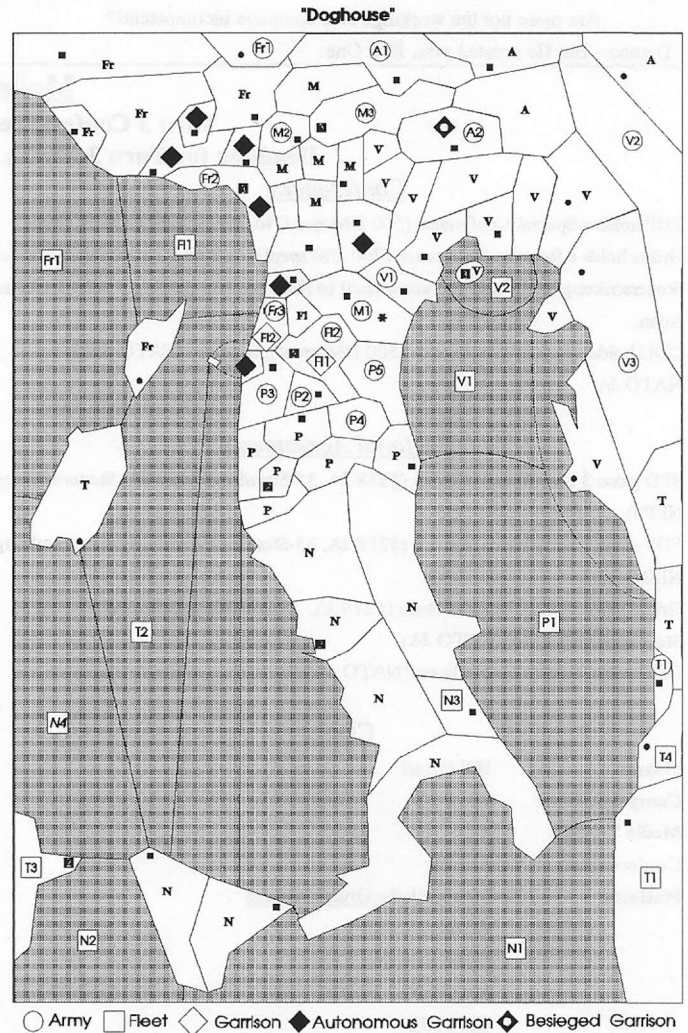
Orders

- AUSTRIA:** A1 TYROLEA supports A3 (nsu)  
 (Robles) A2 TARENT sieges  
 A3 Carinthia supports A1 (nsu)
- FLORENCE:** A1 PISA converts to G1  
 (Johnson) A2 FLORENCE holds  
 F1 EASTERN GULF OF LYON transports French A3 to Pisa  
 G1 FLORENCE supports A2
- FRANCE:** A1 SWISS holds  
 (Broyles) A2 Savoy to GENOVA  
 A3 (EM) Marseilles to PISA  
 F1 WESTERN GULF OF LYON transports A3
- MILAN:** A1 Mantua to BOLOGNA  
 (Cochran) A2 PAVIA to Milan  
 A3 MILAN to Tyrolea  
 A4 Cremona supports A2 (nsu)
- NAPLES:** F1 IONIAN SEA supports F3  
 (Koehler) F2 BAY OF TUNIS supports F4 (cut)  
 F3 BARI to Lower Adriatic  
 F4 (EM) Palermo to WESTERN MEDITERRANEAN
- PAPACY:** A1 Bologna to Florence (DISLODGED, retreat Modena, Lucca, Pistoia, OTB)  
 (Hurley) A2 AREZZO supports A3  
 A3 SIENNA to Pisa  
 A4 Perugia to URBINO  
 A5 (EM) Ancona to ROMAGNA  
 F1 LOWER ADRIATIC to Herzegovina

- TURKS:** A1 RAGUSA to Herzegovina  
 (Lewis) F1 DURAZZO supports F4  
 F2 Sardinia to WESTERN TYRRHENIAN SEA  
 F3 TUNIS to Bay of Tunis  
 F4 ALBANIA to Lower Adriatic
- VENICE:** A1 Padua to FERRARA  
 (Anderson) A2 Carniola to SLAVONIA  
 A3 Dalmatia to CROATIA  
 F1 UPPER ADRIATIC supports Milan A1  
 F2 VENICE LAGOON supports F1

Summer 1455 Plague

NO PLAGUE!!



## S.O.B.

### Notes

I call your attention to Advanced rule V.B.3.d.: "Old military units may not be traded for new ones in that same province...." Therefore, Milan's attempt to replace his army Milan with an elite professional army failed, and the final effect was to maintain the army at triple the cost. Also note that famine relief occurs in the Order Execution and Conflict Resolution Phase, which occurs considerably after the Military Unit Adjustment and Income Phase. Therefore, if one of your home nation provinces is struck with famine, resign yourself to being unable to build there, because famine relief happens too late.

### Press

**Milan - Austria:** Nope!

**Milan - France:** Thanks!

**Milan - Cerberus:** I jus sawd ah wreally good moovie cawd "Time Bandits" [[Good movie -- Cerberus]].

Scene: The Devil, from the prison of Hell, is looking at a bunch of midgets quarreling in the mud. He stands to address his demons.

Devil: Look at them. What sort of Supreme Being created such rif-raf?  
Are these not the workings of a complete incompetent!?!

Demon: But He created you, Evil One.

Devil: What did you say?

Demon: Well, ... He created you ... so He can't be totally...

Scene: BLAM. The demon explodes.

Devil: Never talk to me like that again! No one created me! I am Evil!  
Evil existed long before Good! I made Myself! I cannot be unmade! I...am all powerful!

Scene: Applause from the demons. One demon steps forward with a question.

Demon: But why, if that's the case, are you unable to escape from this fortress?

Scene: BLAM. The demon explodes.

Devil: That's a good question.

Wid-out actually axking tuh be blown from do univoyce, puhhaps youse should look intah gettin some glassus tuh correct yor drifted I's.

**Cerberus - Milan:** Scene: BLAM. Milan explodes. Actually, given your build orders, I don't think I need to help you self-destruct. Besides, I already wear glasses, and my I's are fine just where they are.

## Mailman's Bane

### **Turn 3 Conferences, Cabinet, and Coalitions**

#### **Deadline for Turn 3 Media and Campaign Days: 10/14 Friday**

#### Conferences

FDP holds a Special Conference (500 DM spent) to gain 3 party bases in Bonn.

Grüne holds a Regular Conference (700 DM spent), changing Atomkraft NEIN to Steuersenkung NEIN and Marktwirtschaft to Nato JA, and gaining 3 party bases in Bonn.

CDU holds a Special Conference (500 DM spent), changing NATO NEIN to NATO JA.

#### Regional Agreements

SPD gains 3 party bases in Bonn (§218 JA, 35-Stunden-Woche JA, Steuersenkung NEIN)

FDP gains 3 party bases in Bonn (§218 JA, 35-Stunden-Woche JA, Steuersenkung NEIN)

Grüne gains 4 party bases in Bonn (§218 JA, 35-Stunden-Woche JA, Steuersenkung NEIN, NATO JA)

CDU gains 1 party base in Bonn (NATO JA)

#### CDU

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

#### Cabinet

SPD sends his Generalsekretär (300 DM spent) to Nordrhein-Westfalen to double the Steuersenkung NEIN issue.

FDP sends his Innenminister (500 DM spent) to Nordrhein-Westfalen to buy off an SPD media token (800 DM to SPD).

CDU sends his Fraktionsführer (1000 DM spent) to Bayern to increase his vote share by 8.

SPD sends his Außenminister (500 DM spent) to Nordrhein-Westfalen to turn his trend from 0 to +1.

FDP sends his Kanzler (3000 DM spent) to Nordrhein-Westfalen to turn his trend from -1 to +2.

#### Coalitions

None possible

#### Players

#### Grüne

**Player:** Dave Anderson  
**Campaign Days:** 9  
**Media Tokens:** 1  
**Conferences:** 2 Special  
**Platform:** Umweltshutz  
Atomkraft JA  
Steuersenkung NEIN  
35-Stunden-Woche NEIN  
§218 JA

FDP

Player: Sean Cousins  
 Campaign Days: 6  
 Media Tokens: 0  
 Conferences: Special  
 Platform: Marktwirtschaft  
 Atomkraft JA  
 Steuersenkung NEIN  
 35-Stunden-Woche NEIN  
 §218 JA

SPD

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

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

Your Available Ministers: \_\_\_\_\_

Your Available Cash: \_\_\_\_\_

Thanks to Andy York for his unused standby orders.

ProvincesNordrhein-Westfalen

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

Issues: §218 JA  
 Steuersenkung NEIN \* 2  
 35-Stunden-Woche NEIN  
 NATO JA

Mandate Range: 8 - 13

Bayern

	CDU	Grüne	FDP	SPD
Campaign Days	1	1	1	7
Vote Share	9	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

CDU Fraktionsführer

Available Issues

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

Atomkraft NEIN  
 Marktwirtschaft  
 35-Stunden-Woche NEIN

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

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	1	0	1	0
Party Bases	12	10	23	18
Votes	608	68	703	70

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

Dog BreathTurn 6

**Deadline for Turn 7 Commander Actions: 10/14 Friday**

Commander Actions

**Miller's Outpost** (Johnson) uses Wa10 to buy a population factor and Or5, Wa5, Wa5, and Wa6 for a water factory.

**Fangland** (Kinsel) opens the bidding on a Heavy Equipment at 35 and gets it for 36 (Or4, Wa7, Wa8, Wa8, Wa9).

**NODNOL** (Cochran) opens the bidding on a Data Library at 15 and gets it for 19 (Or1, Or3, Or3, Or5, Wa7).

**Dealer's Den** (Anderson) opens the bidding on a Heavy Equipment at 30 and Basset Base Beta gets it for 32 (Or3, Or4, Or5, Wa5, Wa6, Wa9). He opens the bidding on another Heavy Equipment at 30 and gets it (Or3, Or4, Wa7, Wa7, Wa9).

**Basset Base Beta** (Kochler) has shot his wad.

**BarterTown** (York) Uses Or1, Or2, Or2, Wa7, and Ti8 to buy a Water Factory. One population is transferred from an ore factory to man it.

**New Earth** (Scharf) Uses Wa10 to buy a population factor.

**Interstellar Mining and Pizza Delivery** (S. Cousins) uses Or3, Or4, Wa7, Wa7, and Wa9 to buy a titanium factory. He then uses Wa10 for a population factor.

*The Commanders*

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Miller's Outpost	Ron Johnson	OrF, OrF, WaF, WaF, WaF, WaF, WaF	No	9
2	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF	No, HE	8
3	Dealer's Den	Dave Anderson	OrF, OrF, WaF, WaF, WaF	No, HE	8
4	NODNOL	Dean Cochran	OrF, OrF, WaF	5DL	8
5	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, WaF, WaF	No, HE	8
6	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, TIF	HE	7
7	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF, TIF	DL, HE	7
8	New Earth	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TIF	HE	7

Available Upgrades

New arrivals: Data Library, Heavy Equipment, and 2 Nodules

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	1	0
Warehouses (Wa)	25	4	3
Heavy Equipment (HE)	30	1	0
Nodules (No)	25	2	1

Income

Existing cards: \_\_\_\_\_

New cards: \_\_\_\_\_

Press

NODNOL: Where the hell is Trantor?

**"Fenris Wolf"****Epoch II Greek City States, Sytheans, and Carthagina  
Deadline for Epoch III Selections: 10/14 Friday**

**Quantum Coyotes** (Kinsel) Plays Kingdom in *Upper Nile* (Assyrian army retreats to *Nubia*). Plays Jewish Revolt in *Palestine* (vs. Assyrians: J: 6, 6, 3; A: 4, wins). GREEK CITY STATES: places Capital and army in *Morea*, fleet in *Eastern Mediterranean* (vs. Purple People Eaters: Q: 5, 4; P: 4, wins), army in *Crete* (vs. Minoans: G: 2, 1; M: 6, loses), armies in *Pindus*, *Balkans*, fleet in the *Black Sea*, army in *Western Anatolia* (vs. Babylonians: G: 6, 4; B: 5, wins), armies in *Shatts Plateau* and *Libya* (vs. Minoans: G: 6, 5; M: 4, wins). Points: Dominance in Middle East (6), Southern Europe (4), and North Africa (4), Presence in India (2), 2 Capitals (4), 2 Cities (2), 1 Monument (1), 2 Seas (2) for 25 points.

**Dealer Dogs for Hell** (Lewis) PHOENICIANS: Capital and army *Levant* (Assyrian army retreats to *Upper Tigris*). Fleet *Eastern Mediterranean* (vs. Quantum Coyotes: D: 6, 3; Q: 1, wins). Army *Upper Tigris* (vs. 4 Assyrians: P: 5, 2; A: 5, P: 5, 4; A: 3, P: 3, 1; A: 4, loses). SYTHERANS: Army in *Caucases*, *Eastern Anatolia* (vs. Hittites: S: 3, 2; H: 5, 3, loses), *Eastern*

*Anatolia* (vs. Hittites: S: 4, 1; H: 2, 1, wins, capital reduced to a city), *Zagros* (vs. Hittites: S: 1, 1; H: 4, loses), *Zagros* (vs. Hittites: S: 4, 1; H: 2, wins), *Persian Plateau* (vs. Aryans: S: 4, 1; A: 3, wins), *Hindu Kush* (vs. 2 Aryans: S: 5, 1; A: 5, S: 3, 1; A: 6, loses). Points: Dominance in Middle East (6), 1 Capital (2), 1 City, (1), 1 Monument (1), 1 Sea (1) for 11 points.

**Wesley Crusher Returns** (Anderson) CARTHAGINIA: Capital, fort, and army in *Shatts Plateau* (Greek army retreats to *Libya*). Fleet in *Eastern Mediterranean* (vs. Dealer Dogs: W: 5, 1; D: 6, loses), fleet in *Western Mediterranean*, one army each in *Southern Iberia*, *Pyrenees*, and *Central Massif*, fleet in *Eastern Mediterranean* (vs. Dealer Dogs: W: 6, 1; D: 2, wins). Points: Presence in Southern Europe (2), North Africa (2), and China (2), 2 Capitals (4), 2 Seas (2), 1 Monument (1) for 13 points.

That's right, the Persians did not appear this epoch.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Caleb Cousins	Purple People Eaters	10	22
Murray Cowles	Olde Sea Dogge	10	17
Chris Geggus	The Flintstones	12	25
Andy Lewis	Dealer Dogs for Hell	12	18
Dave Anderson	Wesley Crusher Returns	12	18
Kevin Kinsel	Quantum Coyotes	14	33

## Final Positions

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

**Purple People Eaters** (C. Cousins) MINOANS: Capital and army in *Crete*.

CHOU DYNASTY: Capital, army, and Monument in *Wei River*, one army each in *Szechuan, Si-Kyang, Chekiang, Irrawaddy, Ganges Delta*, and *Malay Peninsula*.

**The Flintstones** (Geggus) Fleet in *Red Sea*. BABYLONIA: Capital and 3 armies in *Middle Tigris*. ASSYRIANS: Capital, Monument, and 3 armies in *Upper Tigris*, City and army in *Nile Delta*, 2 armies in *Nubia*. 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) Fleets in *Eastern Mediterranean* and *Western Mediterranean*. CHANG DYNASTY: Capital, 1 army, Monument, and fort in *Yellow River*, 1 army in *Yangtze Kian*. CARTHAGINIA: Capital,

## S.O.B.

army, and fort in *Shatts Plateau*, one army each in *Southern Iberia, Pyrenees*, and *Central Massif*.

**Quantum Coyotes** (Kinsel) Fleet in *Black Sea*. ARYANS: 2 armies in *Hindu Kush*, 1 army in *Turanian Plain*. NILE KINGDOM: Army, City, and Fort in *Upper Nile*. ISRAELITES: Army, City, and Fort in *Palestine*. GREEK CITY STATES: Army and Capital in *Morea*, 2 armies in *Libya*, 1 army each in *Pindus, Balkans*, and *Western Anatolia*.

**Dealer Dogs for Hell** (Lewis) EGYPT: One army in *Arabian Peninsula*. PHOENICIA: Capital and army in *Levant*. SYTHEANS: Army, city, and Monument in *Eastern Anatolia*, one army each in *Caucuses, Zagros*, and *Persian Plateau*.

Your event cards are: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Epoch III Empire Draw

Your Empire is: \_\_\_\_\_

## Prairie Dog

### Deadline Turn 1: 10/14 Friday Setup

Andy sets up in H15 facing G16

John Henry sets up in E16 facing E17

Barkeep sets up in I18 facing H17

Ling Ho (aka Laundry Boy) sets up in E18 facing E17

### Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance
A	Dave Anderson	Andy (A)	H15 > G16	4, 6, 9	None	0	25
B	Steve Koehler	John Henry (J)	E16 > E17	5, 6, 8, 9	Brawling +2	0	40
C	James Pratt	Barkeep (K)	I18 > H17	5, 8	Brawling +2	0	20
D	Scott Cameron	Laundry Boy(L)	E18 > E17	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
Laundry Boy	None	Empty	Empty	Empty	n/a

### Notes

Some things to keep in mind: In order to pick up anything in a hex other than the hex you occupy, (such as a bottle on the table or the bar), you must first use the Head Out action to place a head counter in that hex. Then you may pick up the object. Also, remember that when throwing an object, if you score a BE (bullseye), you may pick the location of the hit. In the absence of any declaration by the player, I will rule that to be a Vital hit. The PBM rules I sent out indicated that there were chairs in every hex surrounding the table, but the map only showed four chairs. The map is correct. I reduced the number of chairs due to the fact that fewer Westerners were involved. Finally, there is a shotgun in half-hex I15\*.

S.O.B.  
 Prairie Dog

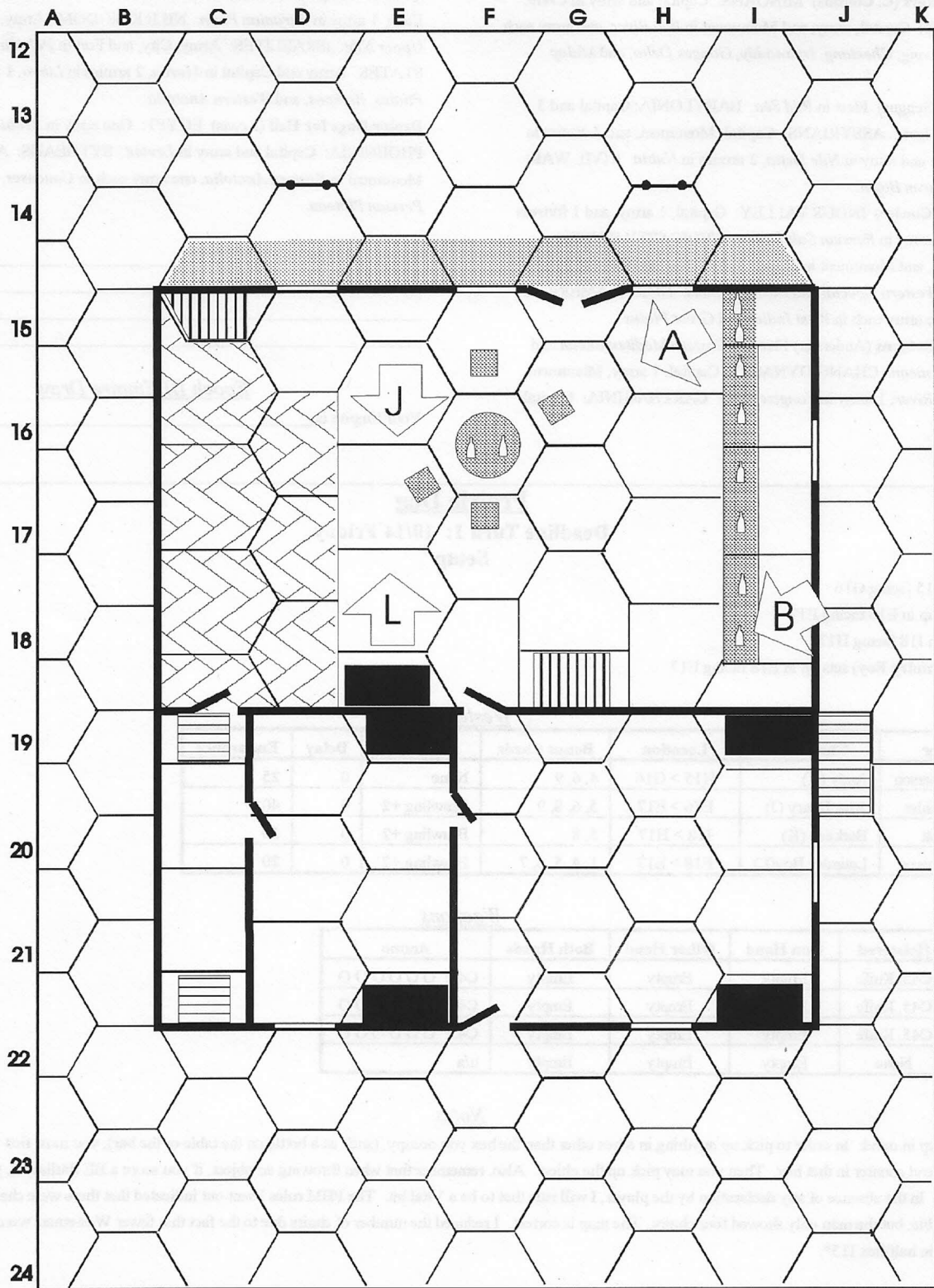


 Table  
  Chair  
  Bottle  
  Westerner



## 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:

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

**Standby Calls**

None this month!

