

Notes from Hades

Well, there goes another eventful month. First of all, there was the uncertainty for a while there about whether or not I was going to end up going to Virginia. I ended up not going. The main reason for us to go there would be to train the new people the client is hiring. Well, this particular client learned that finding qualified people in my field is not easy; especially if you want to hire them in a place like Hampton Roads, Virginia. After four months of searching, they were able to hire one person. The plan called for 4 to 6. Anyway, this person isn't going to start until the 24th of this month, which is the week I am going to be moving, so I will not be able to go. Oh well.

Which brings me to my next topic. So far, everything is going well with my new house. Today, I had the final walkthrough, to make sure that the house is still in good shape (it was). Escrow closes next Thursday, and I start moving in the weekend after that. Because of the disorganization of the move, I will be putting the flier games on hold a bit for that period. What this essentially means is that the deadline will be extra long. I haven't yet gotten a phone number for the new place (I know that I won't be able to keep my current number. Not only is the new house in a different area code, it is a different phone company.), but I will arrange to have my current number redirect the calls. (The number you have dialed has been changed to....) My address will not officially change until the 29th of October, and I will not be accepting any phone orders from the 22nd to the 29th.

My company finally got around to upgrading my computer. I have obtained a very high power 90 MHz Pentium system. It includes a 1 GByte hard drive, 32 MBytes of RAM, a CD-ROM, and a 17-inch monitor. I also picked up some software upgrades, including Word 6.0 (I was using 2.0), and CorelDraw 4.0 (I was using 2.0). So far, the conversion from my old computer has gone relatively smoothly. The only problem I have encountered is that the computer is so fast, that my printer driver can't keep up. I have to turn off the turbo when I print or the driver can't keep synchronized with the printer. Hopefully, there is a new driver on CompuServe that I can download which will fix the problem.

This issue's deadline will be **Friday, November 18.**

Current Games

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

Gunslinger

"Prairie Dog" Page 7

Flier Games

"Proteus" Midway Campaign 1700 Aug 24

"Dog Star" Stellar Conquest Turns 37, 38

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 check mark appears here (), you are in the game. If the check mark is blue, I have your game fee, if it is red, I still need it.

"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, Chris Hurley, and Dave Anderson. Need 2 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 Sean Cousins and Chris Hurley. 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, 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

631 Candia Circle

La Habra, CA 90631

Phone: (???) ???-????

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*).

Pack of Curs / MGN# O/B/8/ABCG/1
Fall 1459
Deadline/Winter-Spring 1460 11/18 Friday

Naples and Austria establish a truce, allowing Austria to regain his capital. Naples, meanwhile, escapes a dire threat when the Pope enters a prayer trance from which he cannot be revived. Florence takes this opportunity to gain some Papal territory while Milan, in one fell swoop, eliminates and conquers France.

Summer 1459 Retreats

French A2 retreats to Marseilles.

Expenditures

Milan spends 21 ducats to disband French A2 Marseilles

Orders

AUSTRIA: A1 CARINTHIA supports Naples A2 to Tyrolea

(Johnson) A2 Hungary to AUSTRIA

FLORENCE: A1 Modena to MANTUA

(Koehler) A2 Florence to URBINO

A3 Sienna to PERUGIA

F1 Eastern Gulf of Lyon to CORSICA

G1 PIOMBINO converts to F2

FRANCE: A2 Marseilles holds (nsu)

(Anderson) F2 GENOA holds

OUT!

MILAN: A1 Turin to AVIGNON

(Scharf) A2 Provence to MARSEILLES

A3 MILAN holds

A5 Fornova to PONTREMOLI

NAPLES: A1 Croatia to DALMATIA

(Lewis) A2 Austria to TYROLEA

F1 Gulf of Naples to MESSINA

PAPACY: NMR! A1 AQUILA holds

(Robles?) A2 TIVOLI holds

A3 CAPUA holds

A4 FRIULI holds

F1 TREVISO holds

F2 (EM) UPPER ADRIATIC holds

F3 LOWER ADRIATIC holds

F4 IONIAN SEA holds

Florence, Lucca, Parma, Pistoia, Mantua, Urbino,

Corsica

MIL: Como, Pavia, Milan, Fornova, Piacenza, Cremona, (11)
 Brescia, Bergamo, Pontremoli, Montferat, Trent, Turin,

Swiss, Avignon, Provence, Marseilles

NAP: Naples, Salerno, Bari, Otranto, Messina, Palermo, (14)
 Tunis, Dalmatia, Istria, Sardinia, Ragusa, Albania,

Croatia, Tyrolea, Carniola, Herzegovina, Bosnia

PAP: Bologna, Romagna, Ferrara, Patrimony, Rome, Tivoli, (14)
 Ancona, Verona, Padua, Venice, Durazzo, Vicenza,

Treviso, Friuli, Capua, Aquila

Cities

AUS: Hungary, Austria (2)

FLO: Pisa, Arezzo, Sienna, Florence(3), Lucca, Modena, (11)
 Piombino, Perugia, Corsica, Mantua

MIL: Pavia, Milan(3), Cremona, Trent, Montferat, Turin, (8)
 Swiss, Avignon, Marseilles

NAP: Naples(2), Bari, Messina, Palermo, Tunis(2), Sardinia, (13)
 Carniola, Dalmatia, Croatia, Albania, Ragusa, Tyrolea

PAP: Bologna, Rome(2), Ancona, Ferrara, Padua, Durazzo, (10)
 Venice(3), Treviso

Totals

Coun	Roll	Var	Prov	Sea	City	Grs	Treas	Tot
AUS	1	1	2	0	2	5	2	7
FLO	1, 4	4	11	0	11	26	20	46
MIL	4, 6 ^F	9	11	0	8	28	1	29
NAP	2	2	14	0	13	29	27	56
PAP	2	3	14	3	10	30	3	33

^FThis is the roll gained by conquering France.

Notes

France has lost his last home city, and is thus eliminated. The remaining French fleet in Genoa is removed and all French controlled provinces revert to neutral. Milan controls all of France's provinces and cities, therefore he has conquered France. All French home areas are now considered Milanese home areas (he can build there), and Milan gains France's variable income die roll. Finally, **will Andy York please submit standby orders for the Papacy.**

Spring 1460 Famine

Bad Year: Bari, Slavonia, Montferat, Urbino, Fornova, Como, Trent, Patrimony, Padua, Carinthia, Pavia, Pisa

Spring 1460 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

Seas

PAP: Upper Adriatic, Lower Adriatic, Ionian Sea (3)

Provinces

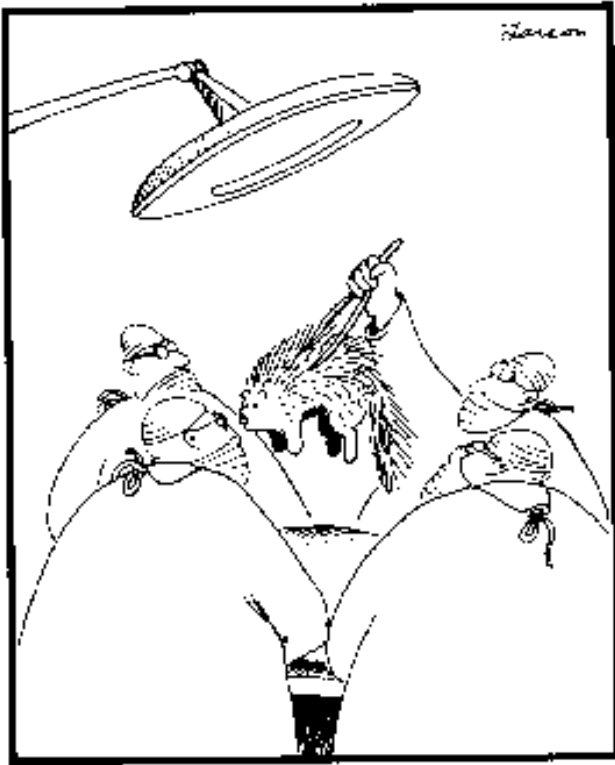
AUS: Hungary, Slavonia, Carinthia, Austria (2)

FLO: Pisa, Sienna, Arezzo, Perugia, Piombino, Modena, (11)

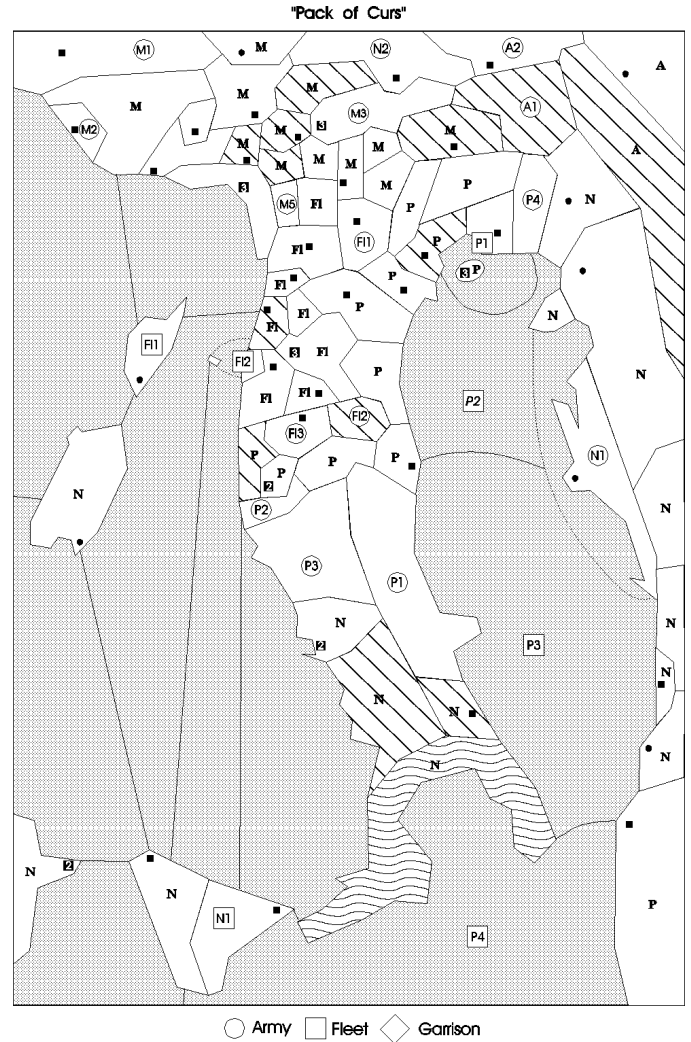
Game Summary

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

Coun	1457			1458			1459		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus	12	12	10	9	6	2	1	1	2
Flo	7	6	6	6	7	7	6	7	10
Fra	5	3	2	2	2	3	4	3	0
Mil	5	5	5	5	6	7	8	8	9
Nap	7	9	14	15	16	15	14	14	12
Pap	3	5	5	5	6	9	10	10	8
Tur	1	0	0	0	0	0	0	0	0
Ven	0	0	0	0	0	0	0	0	0



"Well, I guess that explains the abdominal pains."



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

Summer 1455

Deadline/Fall 1455 11/18 Friday

A strange paralysis seems to overtake the northern portion of the board as the Emperor of Austria and the Duke of Milan both forget to send their field commanders instructions. Florence and France, on the other hand, don't forget, they just tell most of them to do nothing! The Pope takes advantage of this to send a Florentine army off to Judgment and Venice takes advantage of the Austrians immobility to acquire Hungary and a good position on Austria. Meanwhile, in the south, the Turko-Neapolitan war continues, with Naples gaining in the west and the Turks gaining in the east.

Spring 1455 Retreats

Papal A1 retreats to Pistoia

Orders

AUSTRIA: NMR! A1 TYROLEA holds
 (Robles?) A2 TARENT holds
 A3 CARINTHIA holds

FLORENCE: A2 FLORENCE holds (DESTROYED!)
 (Johnson) F1 EASTERN GULF OF LYON holds (u)
 G1 FLORENCE supports A2
 G1 PISA holds
 FRANCE: A1 SWISS holds
 (Broyles) A2 GENOA holds
 A3 (EM) PISA holds
 F1 WESTERN GULF OF LYON holds

MILAN: NMR! A1 BOLOGNA holds
 (Cochran?) A2 PAVIA holds
 A3 MILAN holds

NAPLES: F1 Ionian Sea to PALERMO
 (Koehler) F2 BAY OF TUNIS supports F4
 F3 Bari to OTRANTO
 F4 (EM) Western Mediterranean to TUNIS

PAPACY: A1 PISTOIA to Bologna
 (Hurley) A2 AREZZO supports A5
A3 SIENNA to Pisa
 A4 URBINO supports F1
 A5 (EM) Romagna to FLORENCE
 F1 Lower Adriatic to ANCONA

TURKS: A1 Ragusa to HERZEGOVINA
 (Lewis) F1 Durazzo to IONIAN SEA
 F2 Western Tyrrhenian Sea to CORSICA
F3 Tunis holds (DISLODGED, retreat garrison, OTB)
 F4 Albania to LOWER ADRIATIC

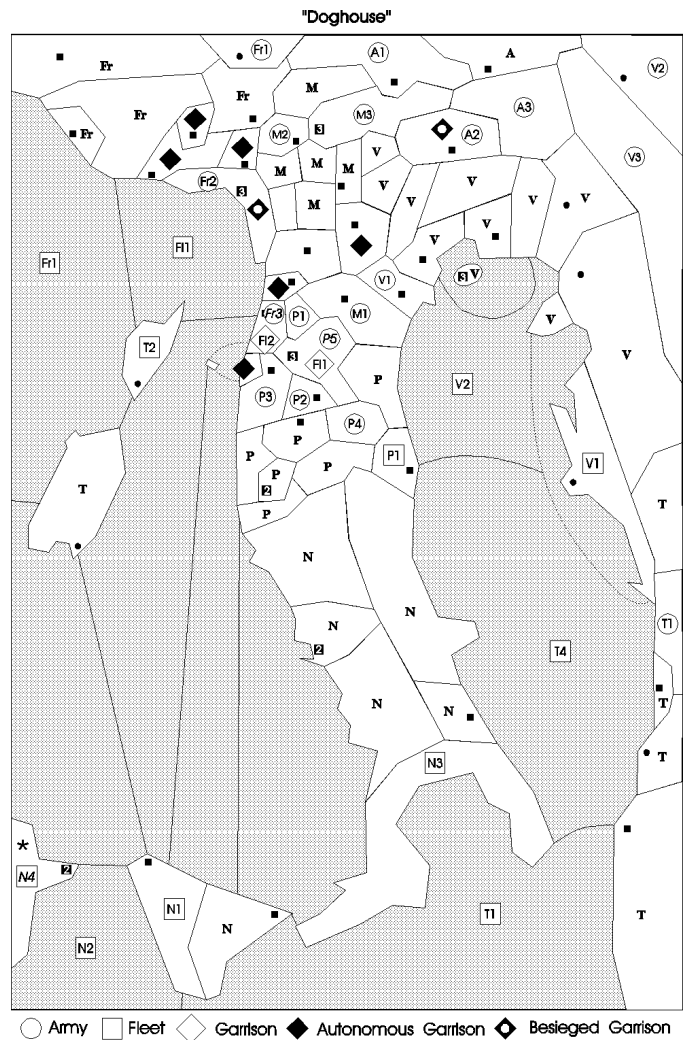
VENICE: A1 FERRARA holds
 (Anderson) A2 Slavonia to HUNGARY
 A3 Croatia to SLAVONIA
 F1 Upper Adriatic to DALMATIA
 F2 Venice Lagoon to UPPER ADRIATIC

Notes

Note that there was an error in the builds last turn. Due to a slight miscalculation, I mistakenly shorted Austria one army. That has been remedied with the existence of A3 in Carinthia. Also, **will Andy York please submit standby orders for Austria and Bill Scharf for Milan!**

Press

Cerberus - All: Just because there was no plague this year doesn't mean that you can stop writing press. A lot of crops don't look like they're doing too well...



Mailman's Bane

Turn 3 Media and Campaign Days

Deadline for Turn 3 Opinion Polls and Campaign Results: 11/18 Friday

Media Tokens

SPD passes
 FDP passes
 Grüne buys one media token in Rheinland-Pfalz (400 DM spent)
 CDU passes

Issue Exchange

FDP attempts to exchange Atomkraft JA for Freiheitliche Grundordnung in Nordrhein-Westfalen. This fails due to the absence of Atomkraft JA in the province.

Campaign Days

SPD buys 1 campaign day in Nordrhein-Westfalen and 2 in Bayern (300 DM spent).
 FDP buys 2 campaign days in Nordrhein-Westfalen (200 DM spent).
 Grüne buys 4 campaign days each in Hamburg and Rheinland-Pfalz, and 1 campaign day in Bayern. (900 DM spent)
 CDU buys 4 campaign days each for Nordrhein-Westfalen and Bayern, and 2 for Hamburg (1000 DM spent)

Players

CDU

Player: Bill Scharf
Campaign Days: 0
Media Tokens: 2
Conferences: Regular
Platform: Freugeutliche Grundordnung
 Atomkraft JA
 Gewerkschaft
 NATO JA
 §218 NEIN

Grüne

Player: Dave Anderson
Campaign Days: 0
Media Tokens: 0
Conferences: 2 Special
Platform: Umweltshutz
 Atomkraft JA
 Steuersenkung NEIN
 35-Stunden-Woche NEIN
 §218 JA

FDP

Player: Sean Cousins
Campaign Days: 4
Media Tokens: 0
Conferences: Special
Platform: Marktwirtschaft
 Atomkraft JA
 Steuersenkung NEIN
 35-Stunden-Woche NEIN
 §218 JA

SPD

Player: Andy Lewis
Campaign Days: 0
Media Tokens: 2
Conferences: 2 Special
Platform: Gewerkschaft
 Atomkraft JA
 35-Stunden-Woche NEIN
 Steuersenkung NEIN
 §218 JA

Player order for turn 3 is: SPD, FDP, Grüne, CDU

Your Available Ministers: _____

Your Available Cash: _____

Provinces

Nordrhein-Westfalen

	CDU	Grüne	FDP	SPD
Campaign Days	5	5	6	6
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	5	2	1	9
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 Atomkraft NEIN
 35-Stunden-Woche JA Marktwirtschaft
 NATO NEIN 35-Stunden-Woche NEIN
 Freiheitliche Grundordnung

Hamburg

	CDU	Grüne	FDP	SPD
Campaign Days	5	4	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	4	0	0
Vote Share	0	0	0	0
Media Tokens	0	1	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 Breath

Turn 7

Deadline for Turn 8 Commander Actions: 11/18 Friday

Commander Actions

Miller's Outpost (Johnson) uses Or2, Wa4, Wa6, and Wa8 to buy a water factory and Or1, Or4, and Wa5 to buy a population factor.

Fangland (Kinsel) opens the bidding on a warehouse for 25 and gets it (Wa5, Wa6, Wa9, HE discount).

Dealer's Den (Anderson) uses Or1, Or1, Wa6, Wa7, Wa7, and Wa8 to buy a titanium factory, and Wa10 to buy a population factor.

NODNOL (Cochran?) NMRs!

Basset Base Beta (Koehler) uses Wa6, Wa7, Wa8, and Wa9 to buy a titanium factory, and Or2, Or3, and Or5 to buy a population factor.

BarterTown (York) opens the bidding on a Nodule at 26. New Earth gets it for 27 (Or2, Wa4, Wa7, Wa8, HE discount). Opens the bidding on the second Nodule at 26 and gets it for 29 (Or4, Wa10, Wa10, HE discount). Buys water factory (Wa7, Wa8, Ti11). Moves population from ore factory to man it.

Interstellar Mining and Pizza Delivery (S. Cousins) uses Wa5, Wa6, Wa7, and Ti13 to buy a titanium factory. One population is moved from the ore factory to man it.

New Earth (Scharf) passes.

The Commanders

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, WaF, WaF, TIF	No, HE	10
2	Miller's Outpost	Ron Johnson	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF	No	10
3	Dealer's Den	Dave Anderson	OrF, OrF, WaF, WaF, WaF, TIF	No, HE	10
4	New Earth	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TIF	HE, No	9
5	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF	No, HE, Wa	9
6	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TIF	HE, No	9
7	NODNOL	Dean Cochran	OrF, OrF, WaF	5DL	8
8	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF, TIF, TIF	DL, HE	8

Available Upgrades

New arrivals: Robots, Nodule, and Warehouse

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	1	0
Warehouses (Wa)	25	4	2
Heavy Equipment (HE)	30	1	0
Nodules (No)	25	1	0
Scientists (Sc)	40	0	7
Orbital Lab (OL)	50	0	7
Robots (Ro)	50	1	6
Laboratory (La)	100	0	7
Ecoplants (EP)	30	0	7
Outpost (Ou)	100	0	7

Income

Existing cards: _____

New cards: _____

Miller's Outpost and BarterTown both took Mega water cards.

Notes

Will Roy Vij please submit standby orders for NODNOL. Also, since three players have reached 10 victory points, we have entered the second phase of the game, and Scientists, Orbital Labs, Robots, Laboratories, Ecoplants, and Outposts are now available for delivery.

Press

Cerberus: Where the hell is NODNOL? For that matter, where the hell is the press?

"Fenris Wolf"

Epoch III Selections

Deadline for Celts, Macedonia, Maurya, and the Han Dynasty: 11/18 Friday

Purple People Eaters (C. Cousins) gives his to the Quantum Coyotes

Olde Sea Dogge (Cowles) keeps his

The Flintstones (Geggus) keeps his

Dealer Dogs for Hell (Lewis) gives his to the Purple People Eaters

Wesley Crusher Returns (Anderson) keeps his

Quantum Coyotes (Kinsel) gives his to Dealer Dogs for Hell

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

Notes

Murray pointed out to me that the Assyrian army that retreated from the Phoenicians could not have retreated to Upper Tigris because there were already three armies there. Therefore there should only be two armies in Upper Tigris. The correction has been made.

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 2 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, 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

Your Empire is: _____

Prairie Dog

Deadline Turn 2: 11/18 Friday

Turn 1

Segment 1

Andy: Card (2) -- Spin Around (back left), segment 1 of 2
John Henry: Card 1 -- Advance (E17), segment 1 of 2
Barkeep (aka Ronnie): Card 9 -- Draw and Cock (C45, gun hand, leave uncocked), segment 1 of 3
Laundry Boy: Card B7 -- Kick (vs. John Henry), segment 1 of 3

Segment 2

Andy: Card (2) -- Spin Around (back left), segment 2 of 2
John Henry: Card 1 -- Advance (E17), segment 2 of 2, enters obstacle hex, 2 delay cards drawn: Lose Aim, and 0 Delay Points
Ronnie: Card 9 -- Draw and Cock (C45, gun hand, leave uncocked), segment 2 of 3
Laundry Boy: Card B7 -- Kick (vs. John Henry), segment 2 of 3

Segment 3

Andy: Card (9) -- Head Out, segment 1 of 2
John Henry: Cards B9 and B6 -- Strength (add 1 to damage of attack) and Hook (vs. Laundry Boy), segment 1 of 3
Ronnie: Card 9 -- Draw and Cock (C45, gun hand, leave uncocked), segment 3 of 3
Laundry Boy: Card B7 -- Kick (vs. John Henry), segment 3 of 3, hits GUN -- LIGHT 3, GUN HAND, GUN ARM 1, 4 delay points, John Henry's attack is canceled.

Segment 4

Andy: Card (2) -- Head Out, segment 2 of 2
John Henry: Delay
Ronnie: Card 6 -- Aim (), segment 1 of 2
Laundry Boy: Card B4 -- Chop (vs. John Henry), segment 1 of 2

Segment 5

Andy: Pass

John Henry: Delay

Ronnie: Card 6 -- Aim (), segment 2 of 2

Laundry Boy: Card B4 -- Chop (vs. John Henry), segment 2 of 2, hits BE (HEAD) -- STUN 1, 1 delay point

End of Turn

John Henry loses 3 delay points.

Prairie Dog

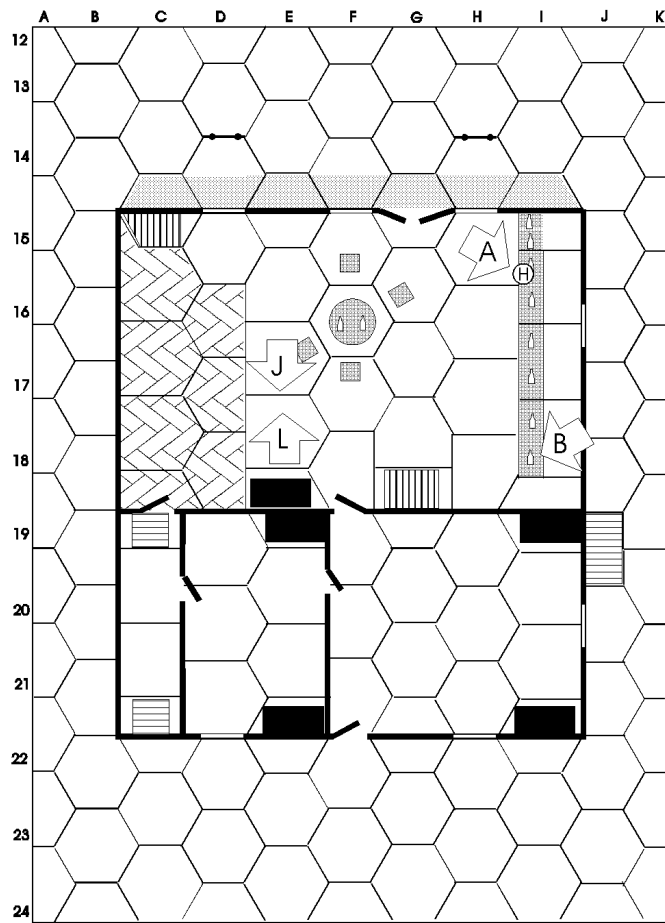
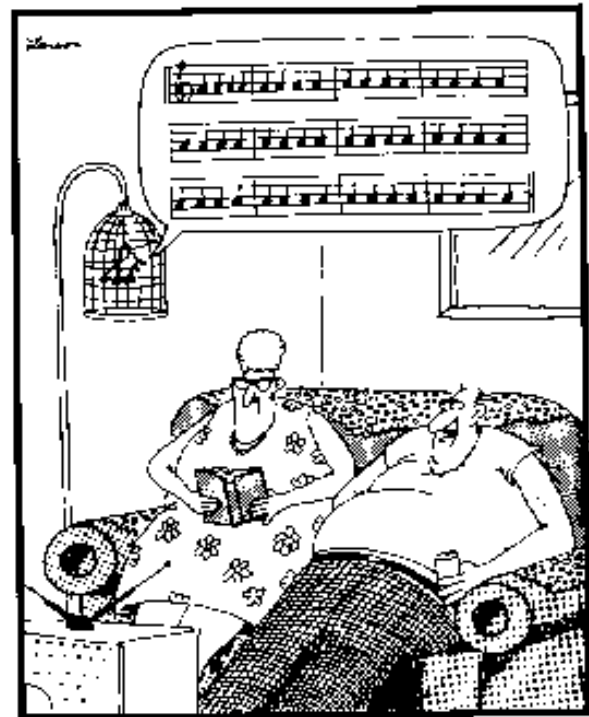


Table
 Chair
 Bottle
 Westerner



"Hit the bird, Rufus -- he's stuck!"

Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	H15 > I16	4, 6, 9	None	0	25	Head out
B	Steve Koehler	John Henry (J)	E17 > E18	5, 6, 8, 9	Brawling +2	2	35	GUN ARM 1
C	James Pratt	Ronnie (K)	I18 > H18	5, 8	Brawling +2	0	20	2 aim points ()
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: O O O O O O
John Henry	C45, Knife	Empty	Empty	Empty	C45: O O O O O O
Ronnie	Knife	C45 (uncocked)	Empty	Empty	C45: O O O O O O
Laundry Boy	None	Empty	Empty	Empty	n/a

Press

L: Laundry Boy -- America's newest superhero!

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.



Addresses

Name	Address	Phone
David Anderson "Snoopy"	287 Florawood Waterford, MI 48327	(810) 683-3274
Paul Boldoc	203 Devon Court FWB, FL 32547-3110	(904) 863-9081
Tim Broyles	50729 Seadon Chesterfield, MI 48047	(810) 949-3074
Scott Cameron	4 Meadow Lane Hicksville, NY 11801-5304	
Dean Cochran "Fang"	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 Horndun Brentwood, Essex, CM13 3NJ UK 100431,70@compuserve.com	
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 off-the-shelf@pt.olympus.net	(206) 379-9697
Chris Hurley "Jackal"	8 Cascada Rancho Santa Marguerita, CA 92688 74631,3142@compuserve.com	(714) 589-5777
Ron Johnson "Vulture Dog"	12331 Arrowhead #19 Stanton, CA 92641	(714) 638-5543
Kevin Kinsel "El Coyote"	21561 Oakbrook Mission Viejo, CA 92692	(714) 458-0819 (714) 830-2939

Name	Address	Phone
Steve Koehler "Devil Dog"	2906 Saint Field Place Charlotte, NC 28270 Stephen544@aol.com	(704) 544-2849
Andy Lewis "Marmaduke"	c/o Lewis Research Inc. RD 3, Box 29C, Lewes, DE 19958.	
Edoardo Mattei	Viale Sartorio, 95 00147 - Roma, Italia	
Ward Narhi "Dogbert"	46 S. Adolf St. #4 Akron, OH 44304 r2wen@vm1.cc.uakron.edu	(216) 762-5617
James Pratt "Falcon"	939 Asbury St. San Jose, CA 95126	(408) 294-6446
Bob Robles "Howler"	67 Tara Rd. Orinda, CA 94563 76350,2203@compuserve.com	(510) 254-6354
Bill Scharf "Doge"	4814 Walnut Grove Ave. Rosemead, CA 91770	(818) 286-4428
Roy Vij "Metallic Dog"	12571 Camus Lane #2 Garden Grove, CA 92641	(714) 373-9288
Mark Weseman	Hwang Mok Park & Jin, 6th Floor, Peeres Bldg. 222, 3-ka, Chungjung-ro, Seodaemun-ku, Seoul, 120-013 KOREA	
Earl Whiskeyman, Jr.	27 Mark St. Milford, CT 06460-7927	
Brendan Whyte	96 Waiatarua Rd, Remuera, Auckland 5, New Zealand B.R.Whyte@massey.ac.nz	
Jason Wilke	2042 Dalton Ave. Deltona, FL 32725	(904) 789-7764
Andrew York "Greyhound"	P.O. Box 2307 Universal City, TX 78148-1307 73210,3053@compuserve.com	(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, Andy York, Bill Scharf, Bob Robles

Dune: Steve Koehler

Die Macher: Andy York

Stellar Conquest: Andy York

New World: Steve Koehler

Outpost: Andy York, Dave Anderson

Merchant of Venus: Andy York

History of the World: Andy Lewis

Standby Calls

Pack of Curs: Andy York for the Papacy

Doghouse: Bill Scharf for Milan and Andy York for Austria

Dog Breath: Roy Vij for NODNOL