

**Notes from Hades**

One of the activities I like the least is taking my car in to get repaired. Not only does this usually involve a large expense, but there is also the disruption in my life of having to take time off work, take the car into the shop, and arrange for a rental. Well, I had to do this earlier this week. My car's transmission had been acting up, so I decided that I couldn't put it off. There were some other minor things that my car needed, so I figured, while it was there, they could take care of it. So, in addition to having them take a look at the transmission, I had them replace the rear shocks and service the fuel injection. I arrange for all this, while they call a rental company to come pick me up. They say they'll be there in ten minutes. 45 minutes later, they finally show up. I finally get the rental and get back home, only to find a message on my answering machine from the garage. It seems that they can't replace my rear shocks, because my car has struts both front and back. This means that instead of an \$80 repair job, it will take \$400. This, on top of the probable \$800-\$900 for the transmission overhaul. Wonderful. I do know, however, that the struts did need to be replaced, so I authorized them to go ahead. The next day, I got good news, though. While servicing the fuel injection, they discovered that two electronic sensors had gone bad, which could easily have been the cause of the transmission problem. The sensors will cost about \$250 to replace, but they won't know for sure whether there is additional work to be done on the transmission until they replace them. So, I authorize them to do that, and after a time, he calls back to tell me that the car is ready and that they didn't have to overhaul the transmission. In the end, I suppose it could have been a lot worse.

Right now, I've been moved into my new house for about a month, and I'm really enjoying it. Since my move was rather organized, I was able to complete unpacking in about a week. This was because it took me about a week to move. I would take a carload of things over and partially unpack them right then and there. This meant that by the time I needed to rent the truck to move all of the big furniture and appliances, we were able to get everything moved in about three hours. I've already broken the place in by hosting the November D.O.G.S. meeting last week.

With the upcoming increase in postal rates here, I am going to restructure the way I run the zine. First of all, I am going to increase the subscription price to \$1.00 per issue (\$2.00 overseas), but I am going to do away with game fees. Existing sub balances will not be affected.

Finally, "Rude Dog" starts up this issue. Also, we have renewed interest in New World, so I will hold it over one month for a possible sixth player, but if none is forthcoming, it will start in January.

Due to the holidays, this issue's deadline will be in six weeks, on **Friday, December 30.**

**Current Games**

**Machiavelli**

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**Flier Games**

"Proteus"	Midway Campaign	1100 Aug 25
"Dog Star"	Stellar Conquest	Turns 41, 42

**Game Openings**

"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, Dave Anderson, and Ray Carpenter. Need 1 more.

"Anubis" New World. No game fee. Have Andy Lewis, Ron Johnson, Bill Scharf, Dan Eisenhut, and Sean Cousins. Need 1 more.

**Wish List**

**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.

**Stellar Conquest:** This game will start after the current game ends. Have one. Need three 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**  
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**Phone: (714) 773-0940**  
**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**  
**Winter-Spring 1460**  
**Deadline/Summer 1460 12/30 Friday**

*Dissatisfaction with the governments of Austria and Florence has led to widespread unrest and chaos in both nations, paralyzing the armed forces, who are also forced to suffer the ravages of plague and famine. Milan takes advantage of the lull to reorganize his forces while the Pope rushes his forces to face the disorganized Florentine invader. Naples takes advantage of the Pope's preoccupation to buy off his fleet and join the list of conquerors.*

**Builds**

		Treas.	Cost	Rem.
<b>Aus</b>	NBR! Maintains all, no new builds	7	6	1
<b>Flo</b>	NBR! Maintains all, no new builds	46	15	31
<b>Mil</b>	Maintains all, builds G1 Milan	29	15	14
<b>Nap</b>	Maintains F1, builds A1 (Elite Mercenary) Naples, F2 Palermo	56	12	44
<b>Pap</b>	Maintains A1, A2, A3, A4, F2, F3, and F4, builds A5 Rome, A6 Ancona	33	30	3

build in the Turkish cities as well as receive the Turkish variable income die roll.

**Press**

**Pope - Florence:** In my dream I see... I see...the TWO of us realizing that Milan and Naples will kick our asses unless we cooperate. (Then I woke up).  
**Cerberus - Pope:** Unfortunately, Florence still hasn't. (Woken up, that is.)

**Expenditures**

Naples spends 21 ducats to buy Papal F4.

**Orders**

**AUSTRIA:** NMR! A1 CARINTHIA holds (Johnson?) A2 AUSTRIA holds

**FLORENCE:** NMR! A1 MANTUA holds (Koehler?) A2 URBINO holds

A3 PERUGIA holds

F1 CORSICA holds

F2 PIOMBINO holds

**MILAN:** A1 Avignon to TURIN

(Scharf) A2 Marseilles to PROVENCE

A3 Milan to CREMONA

A5 Pontremoli to GENOA

G1 MILAN converts to A3

**NAPLES:** A1(EM) NAPLES holds

(Lewis) F1 Messina to IONIAN SEA

F2 Palermo to EASTERN TYRRHENIAN SEA

F3 Ionian Sea to DURAZZO

**PAPACY:** A1 Aquila to ANCONA

(Robles) A2 Tivoli to SPOLETO

A3 CAPUA to Naples

A4 Friuli to CARNIOLA

A5 ROME to Perugia

A6 Ancona to ROMAGNA

F2 (EM) UPPER ADRIATIC supports A6

F3 LOWER ADRIATIC supports A1

F4 Ionian Sea to Messina (nsu)

**Famine Losses**

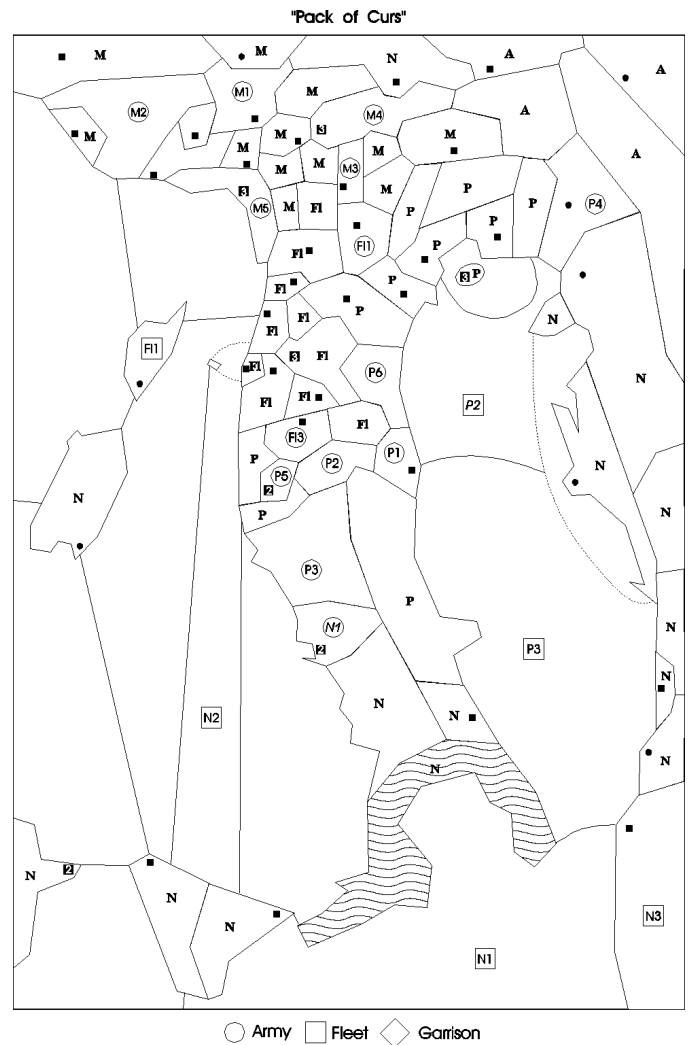
Austrian A1 Carinthia and Florentine A2 Urbino both die of famine.

**Summer 1459 Plague**

**Good Year.** Croatia, Bologna, Austria (Austrian A2 destroyed), Avignon, Venice, Piombino (Florentine F2 destroyed)

**Notes**

I enjoyed **Andy York's** unused standby orders so much, that I'm going to ask him to **submit standby orders for Florence**. For obvious reasons, a standby for Austria is not necessary. Also, Naples has conquered Turkey and my now



**Doghouse / MGN# O/B/8/ABC/3**  
**Summer 1455**  
**Deadline/Fall 1455 11/18 Friday**

*Peace marchers take to the streets in Florence and Naples, paralyzing both countries. Under strong pressure from the Milanese nobility, Duke Dean steps down, to be replaced by his heir Duke Bill. The Pope, deaf to the cries for peace from the downtrodden Florentines, demands unconditional surrender. Venice continues to move against his erstwhile ally, Austria. The Turks, meanwhile, gain a respite from the Neapolitan unrest, using it to good effect by staging an invasion of his own.*

**Good Year!** Croatia, Florence, Turin, Mantua, Capua, Treviso

Spring 1455 Retreats

Turkish F3 retreats to garrison.

Orders

AUSTRIA: A1 TYROLEA supports A3 (cut)  
 (Robles) A2 TRENTO besieges (autonomous garrison destroyed)  
A3 CARINTHIA to Austria

FLORENCE: NMR! F1 EASTERN GULF OF LYON holds  
 (Johnson?) G1 FLORENCE holds  
 G1 PISA holds

FRANCE: A1 SWISS holds  
 (Broyles) A2 GENOA besieges (autonomous garrison destroyed)  
 A3 (EM) PISA holds  
 F1 Western Gulf of Lyon to CORSICA

MILAN: A1 Bologna to MODENA  
 (Scharf) A2 Pavia to MONTFERRAT  
A3 MILAN to Tyrolea

NAPLES: NMR! F1 PALERMO holds  
 (Koehler?) F2 BAY OF TUNIS holds  
 F3 OTRANTO holds  
 F4 (EM) TUNIS holds

PAPACY: A1 PISTOIA supports A4  
 (Hurley) A2 AREZZO supports A4  
A3 SIENNA to Pisa  
 A4 Urbino to FLORENCE  
 A5 (EM) Florence to BOLOGNA  
F1 ANCONA to Lower Adriatic

TURKS: A1 Herzegovina to DALMATIA  
 (Lewis) F1 Ionian Sea to MESSINA  
 F2 CORSICA to Western Tyrrhenian Sea  
 F4 Lower Adriatic to BARI  
 G1 TUNIS holds

VENICE: A1 FERRARA holds  
 (Anderson) A2 HUNGARY supports A3  
 A3 Slavonia to AUSTRIA  
 F1 Dalmatia to LOWER ADRIATIC  
 F2 UPPER ADRIATIC supports F1

Notes

Dean Cochran has had to resign from the game, so Bill Scharf is now the player of record. Thanks to Andy York for his unused standby orders for Austria. **Will Andy York please submit standby orders for Florence and Kevin Kinsel for Naples.**

Press

**Austria - Venice:** ...and I thought you were my FRIEND.  
**Cerberus - Austria:** Just goes to show, in Machiavelli, there are no friends.

Spring 1456 Famine

Spring 1456 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, Carinthia, Trent	(3)
FLO:	None	(0)
FRA:	Avignon, Swiss, Provence, Marseilles, Corsica, <u>Turin</u> , Genoa, Pisa	(7)
MIL:	Como, Pavia, Milan, Formova, Piacenza, Cremona, Parma, Modena, Montferrat	(9)
NAP:	<u>Capua</u> , Aquila, Naples, Salerno, Otranto, Palermo, Tunis	(6)
PAP:	Bologna, Romagna, Ancona, Urbino, Spoleto, Perugia, Rome, Tivoli, Patrimony, Sienna, Arezzo, <u>Florence</u> , Pistoia	(12)
TUR:	Bosnia, Herzegovina, Ragusa, Albania, Durazzo, Sardinia, Messina, Bari, Dalmatia	(9)
VEN:	Bergamo, Brescia, Verona, Padua, Vicenza, <u>Treviso</u> , Friuli, Venice, Istria, Carniola, <u>Croatia</u> , Slavonia, Hungary, Austria, Ferrara	(13)

Seas

FLO:	Eastern Gulf of Lyon	(1)
NAP:	Bay of Tunis	(1)
TUR:	Western Tyrrhenian Sea	(1)
VEN:	Upper Adriatic, Lower Adriatic	(2)

Cities

AUS:	Tyrolea, Trent	(2)
FLO:	Pisa, Florence(3)	(4)
FRA:	Marseilles, Avignon, Swiss, <u>Turin</u> , Corsica, Genoa(3)	(7)
MIL:	Pavia, Milan(3), Cremona, Modena	(6)
NAP:	Naples(2), Palermo	(3)
PAP:	Bologna, Rome(2), Ancona, Perugia, Sienna, Arezzo	(7)
TUR:	Ragusa, Albania, Durazzo, Tunis(2), Sardinia, Messina, Bari, Dalmatia	(9)
VEN:	Padua, Treviso, Venice(3), Carniola, <u>Croatia</u> , Hungary, Austria, Ferrara	(9)

S.O.B.

Totals

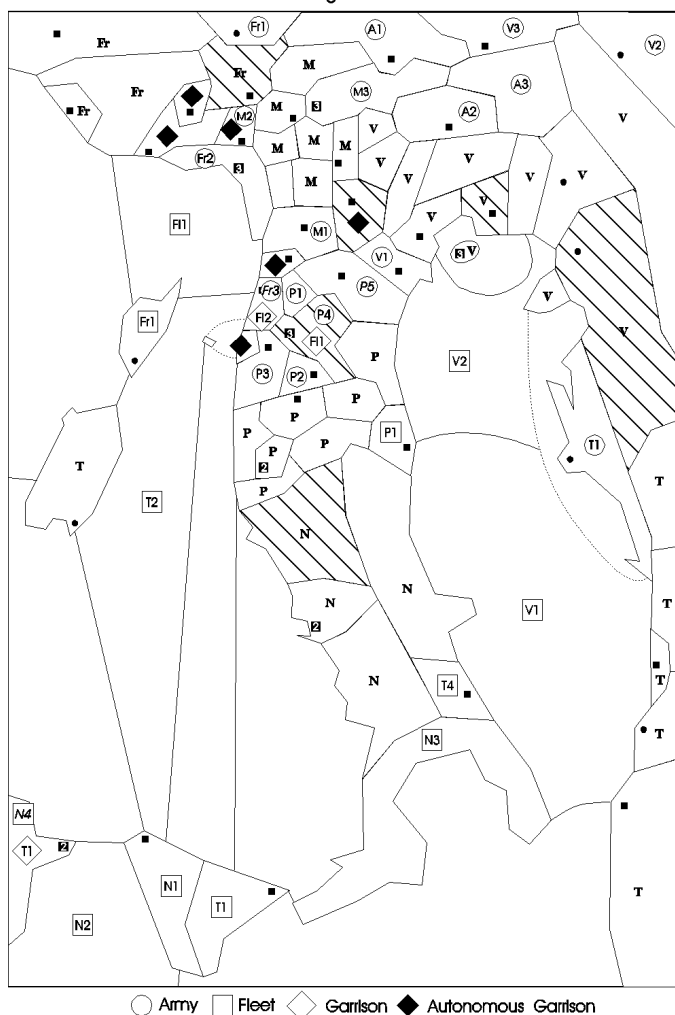
Coun	Roll	Var	Prov	Sea	City	Grs	Treas	Tot
AUS	4	3	3	0	2	8	2	10
FLO	4, 5	7	0	1	4	12	6	18
FRA	2, 2 <sup>G</sup>	4	7	0	7	18	1	19
MIL	4	4	9	0	6	19	0	19
NAP	6	4	6	1	3	14	2	16
PAP	2	3	12	0	7	22	9	31
TUR	6	6	9	1	9	25	4	29
VEN	2, 5	7	13	2	9	31	18	49

<sup>G</sup>This is the roll gained by holding Genoa.

Game Summary

Coun	Spr	1454		1455		
		Sum	Fal	Spr	Sum	Fal
Aus	3	4	3	3	2	2
Flo	3	3	2	2	2	2
Fra	4	5	5	5	4	6
Mil	3	3	3	4	4	4
Nap	4	4	4	4	4	2
Pap	4	5	6	5	5	6
Tur	3	3	5	5	6	8
Ven	4	4	5	7	8	8

"Doghouse"



**Rude Dog / MGN# O/B/8/CH/1 - GUNBOAT**

**Summer 1455**

**Deadline/Fall 1455 11/18 Friday**

Starting Income

Provinces

AUS:	Hungary, Tyrolea, Carinthia, Austria	(4)
FLO:	Pisa, Florence, Pistoia, Arezzo	(4)
FRA:	Swiss, Avignon, Provence, Marseilles	(4)
MIL:	Como, Milan, Pavia, Fornova, Piacenza, Cremona, Parma	(7)
NAP:	Capua, Aquila, Naples, Salerno, Bari, Otranto, Palermo, Messina	(8)
PAP:	Bologna, Romagna, Urbino, Ancona, Spoleto, Perrugia, Patrimony, Rome, Tivoli	(9)
TUR:	Tunis, Durazzo, Albania, Herzegovina, Bosnia	(5)
VEN:	Bergamo, Brescia, Verona, Padua, Vicenza, Treviso, Friuli, Istria, Dalmatia, Venice	(10)

Cities

AUS:	Tyrolea, Austria, Hungary	(3)
FLO:	Pisa, Florence (3), Arezzo	(5)
FRA:	Avignon, Marseilles, Swiss	(3)
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	Var	Prov	Sea	City	Grs	Maint.	Net
AUS	3	4	0	3	10	9	1
FLO	6	4	0	5	15	9	6
FRA	4	4	0	3	11	9	2
MIL	4	7	0	5	16	9	7
NAP	3	8	0	5	16	12	4
PAP	4	9	0	5	18	12	6
TUR	4	5	0	4	13	9	4
VEN	8	10	0	6	24	12	12

Positions

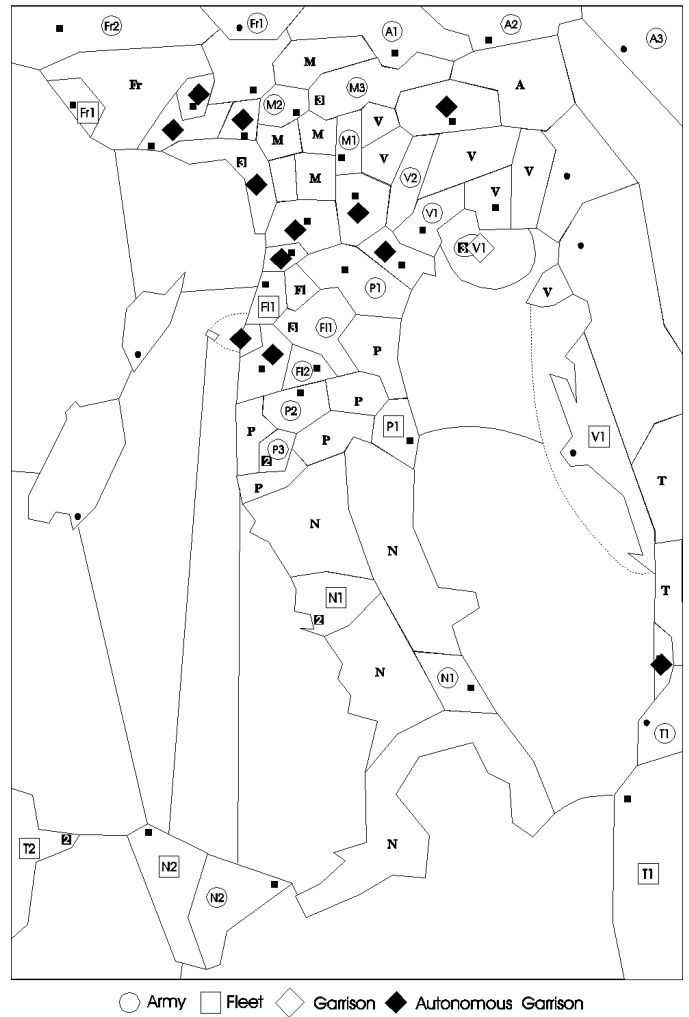
- Austria( ): A1 Tyrolea, A2 Austria, A3 Hungary
- Florence( ): A1 Florence, A2 Arezzo, F1 Pisa
- France( ): A1 Swiss, A2 Avignon, F1 Marseilles
- Milan( ): A1 Cremona, A2 Pavia, A3 Milan
- Naples( ): A1 Bari, A2 Messina, F1 Naples, F2 Palermo
- Papacy( ): A1 Bologna, A2 Perugia, A3 Rome, F1 Ancona
- Turks( ): A1 Albania, F1 Durazzo, F2 Tunis
- Venice( ): A1 Padua, A2 Verona, G1 Venice, F1 Dalmatia

If you are in the game, a red check will appear next to the country you are playing.

- Autonomous Garrisons: Savoy, Saluzzo, Montferrat, Genoa,  
 Lucca, Mantua, Trent, Piombino, Sienna,  
 Ragusa, Ferrara, Modena

Notes

Here's a recap of the rules we'll be using. First, all advanced rules are in use, except assassination. In addition, the special military units optional rule are in use. All variable income die rolls will be 4 in even numbered years and 3 in odd numbered years. 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 dagger work.



**Mailman's Bane**

**Turn 3 Opinion Polls and Campaign Results**

**Deadline for Turn 4 Conferences and Cabinet: 12/30 Friday**

Opinion Polls

**Nordrhein-Westfalen:** FDP wins the bid for 1900 DM. He buys one poll: [Grüne +2, CDU +1, SPD -1, FDP -2]. He uses it to turn SPD -1 and CDU +1.

**Bayern:** CDU bids 100 and wins it. He buys four polls (400 DM spent. He uses [CDU +2, FDP +1, SPD -1, Grüne -2] to turn CDU +2 and SPD -1.

**Hamburg:** Grüne bids 100 and wins it. He buys two polls (200 DM spent) and uses neither.

**Rheinland-Pfalz:** Grüne bids 100 and wins it. He buys two polls (200 DM spent): and uses [Grüne +2, SPD +1, FDP -1, CDU -2] to turn Grüne +2 and FDP -1.

Campaign Results

Rheinland-Pfalz

Grüne turns in 4 campaign days for 8 vote share.

Hamburg

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

CDU does nothing.

Bayern

SPD turns in 6 campaign days for 12 vote share.  
 FDP does nothing.  
 Grüne does nothing.  
 CDU turns in 5 campaign days for 30 vote share.

Nordrhein-Westfalen

SPD turns in 6 campaign days for 24 vote share.  
 FDP turns in 6 campaign days, maxing himself at 50 vote share.  
 Grüne turns in 5 campaign days for 25 vote share.  
 CDU turns in 5 campaign days for 10 vote share.

Election Results

SPD has (11 + 4) \* 32 for 480 votes.  
 FDP has (13 + 4) \* 50 for 850 votes.  
 Grüne has (10 + 5) \* 29 for 435 votes.  
 CDU has (9 + 1) \* 11 for 110 votes.

**S.O.B.**

FDP is the victor with a plurality, so he moves one media token, §218 JA, and Steuersenkung NEIN into Bonn.

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

**Financing:**

CDU receives 2400 DM, declining contributions.  
 Grüne receives 6100 DM, including 500 DM from Pankow.  
 SPD receives 6900 DM, declining contributions.  
 FDP receives 11100 DM, declining contributions.

Players

CDU

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

FDP

**Player:** Sean Cousins  
**Campaign Days:** 10  
**Media Tokens:** 2  
**Conferences:** Special  
**Platform:** Marktwirtschaft  
 Atomkraft JA  
 Steuersenkung NEIN  
 35-Stunden-Woche NEIN  
 §218 JA

Grüne

**Player:** Dave Anderson  
**Campaign Days:** 9  
**Media Tokens:** 0  
**Conferences:** 2 Special  
**Platform:** Umweltschutz  
 NATO JA  
 Steuersenkung NEIN  
 35-Stunden-Woche NEIN  
 §218 JA

SPD

**Player:** Andy Lewis  
**Campaign Days:** 12  
**Media Tokens:** 4  
**Conferences:** 2 Special  
**Platform:** Gewerkschaft  
 Atomkraft JA  
 35-Stunden-Woche NEIN  
 Steuersenkung NEIN  
 §218 JA

Player order for turn 4 is: CDU, SPD, Grüne, FDP

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

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

Bayern

	CDU	Grüne	FDP	SPD
Campaign Days	0	2	1	3
Vote Share	39	10	0	26
Media Tokens	0	2	0	1
Trend	+1	0	0	+1

**Issues:** Atomkraft JA  
 NATO JA  
 §218 NEIN  
 Gewerkschaft

**Mandate Range:** 7 - 12

CDU Fraktionsführer

Provinces

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  
 Atomkraft NEIN

**Mandate Range:** 2 - 7



S.O.B.

Rheinland-Pfalz

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

**Issues:** NATO JA  
 Steuersenkung JA  
**Mandate Range:** 4 - 9

Available Issues

NATO JA (x2) Atomkraft NEIN  
 35-Stunden-Woche JA Marktwirtschaft  
 NATO NEIN (x2) 35-Stunden-Woche NEIN (x2)  
 Freiheitliche Grundordnung §218 JA

Niedersachsen

	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:** Atomkraft NEIN  
**Mandate Range:** 6 - 11

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	1	0	2	0
Party Bases	13	12	26	21
Votes	718	503	1553	550

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

Dog Breath

Turn 8

**Deadline for Turn 9 Commander Actions: 12/30 Friday**

Commander Actions

**Basset Base Beta** (Koehler) NMR! Or3 and Or3 discarded.  
**Miller's Outpost** (Johnson) NMR! Or3, Or4, Or5, Wa7, and Wa8 discarded.  
**Dealer's Den** (Anderson) opens the bidding for a Nodule at 25, IMPD wins it at 33 (Ti12, Ti9, Wa9, Or3). Opens the bidding for a Data Library at 15, NODNOL wins it for 21 (Wa6, Wa5, Or5, Or2, Or2, Or1). Buys titanium factory (Ti12, Wa9, Wa5, Or4) and a population (Wa8 and Or2).

**New Earth** (Scharf) opens the bidding on a Warehouse at 25 (Ti11, Wa10, Wa4). Uses Wa6, Ti11, and Ti13 to buy a titanium factory and Or4 and Wa6 to buy a population factor.  
**Fangland** (Kinsel?) NMR! Or1 discarded.  
**BarterTown** (York) uses MWA to buy a titanium factory. Uses Ti12 to buy a population factor.  
**Dungheap** (Cochran) done.  
**Interstellar Mining and Pizza Delivery** (S. Cousins) done.

The Commanders

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Dealer's Den	Dave Anderson	OrF, OrF, WaF, WaF, WaF, TiF, TiF	No, HE	12
2	New Earth	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TiF, TiF	HE, No, Wa	12
3	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF	HE, No	11
4	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF, TiF, TiF	DL, HE, No	10
5	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, WaF, WaF, TiF	No, HE	10
6	Miller's Outpost	Ron Johnson	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF	No	10
7	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF	No, HE, Wa	9
8	NODNOL	Dean Cochran	OrF, OrF, WaF	6DL	9

Income

Existing cards: \_\_\_\_\_  
 New cards: \_\_\_\_\_  
 \_\_\_\_\_  
 BarterTown took a Mega water card.

Available Upgrades

New arrivals: Ecoplants, Scientists, and Warehouse

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouses (Wa)	25	4	1
Heavy Equipment (HE)	30	1	0
Scientists (Sc)	40	1	6
Orbital Lab (OL)	50	0	7
Robots (Ro)	50	1	6
Laboratory (La)	100	0	7
Ecoplants (EP)	30	1	6
Outpost (Ou)	100	0	7

Notes

Thanks to Roy Vij for his unused standby orders for NODNOL. **Will Chris Hurley please submit orders for Fangland, Roy Vij for Miller's Outpost, and anybody for Basset Base Beta!** I will take the first set of orders for the Basset Base Beta position. Contact me to find out what the resource cards are.

Press

**New Earth - NODNOL (new or old):** Let me guess, you'll be going for scientists, right?

**New Earth - All:** I, for one, am glad there are no plague or famine rolls in this game, although I imagine this frustrates the GM a bit.

"Fenris Wolf"

**Epoch III, Celts, Macedonia, Maurya, and Han Dynasty  
Deadline for Hsung-Nu, Romans, and Sassanids: 12/30 Friday**

**Purple People Eaters** (C. Cousins) Plays Empire Revives: 1 Army in *Irrawaddy*, 2 armies in *Wei River*. CELTS: 1 army each in *Central Europe*, *Danubia*, *Pindus* (vs. Greeks, C: 4, 3; G: 5, 4; loses), *Pindus* (vs. Greeks, C: 5, 4; G: 2, 2; wins), *Morea* (vs. Greeks, C: 5, 4; G: 6; loses), *Morea* (vs. Greeks, C: 4, 3; G: 5; loses), *Morea* (vs. Greeks, C: 6, 2; G: 2; wins, Capital reduced to a City), 1 fort *Morea*. Points: Dominance in Southern Europe (6) and China (6), Presence in Southeast Asia (1), India (3), and Northern Europe (1), 2 Capitals (4), one City (1), and one Monument (1) for 23 points.

**Dealer Dogs for Hell** (Lewis) Plays Disaster (Fleets at Sea) in *Eastern Mediterranean*. Wesley's fleet is sunk. MACEDONIA: Capital and army in *Pindus* (Celts retreat to *Morea*), one army in *Morea* (vs. Celts, M: 6, 3; C: 1+1; wins; M: 3, 2; C: 2+1; M: 6, 1; C: 4+1; wins, City eliminated), fleet in *Eastern Mediterranean*, one army each in *Crete* (vs. Minoans, Ma: 2, 1; Mi: 1; wins, Capital reduced to City), *Dalmatia* (vs. Celts; M: 6, 5; C: 3, wins), *Nile Delta* (vs. Assyrians; M: 4, 2; A: 4, 3; M: 2, 2; A: 3, 3; loses), *Nile Delta* (vs. Assyrians, M: 4, 3; A: 6, 5; loses), *Nile Delta* (vs. Assyrians, M: 4, 1; A: 5, 2; loses), *Nile Delta* (vs. Assyrians, M: 5, 2; A: 4, 2; wins, City eliminated), *Libya* (vs. Greeks, M: 4, 2; G: 4; M: 4, 2; G: 4; M: 6, 1; G: 6; M: 2, 1; G: 4 loses), *Libya* (vs. Greeks, M: 5, 3; G: 3; wins; M: 4, 1; G: 4; M: 5, 2; G: 5; M: 5, 1; G: 1; wins), *Shatts Plateau* (vs. Carthage, M: 2, 2; C: 5+1, loses), *Shatts Plateau* (vs. Carthage, M: 6, 5; C: 4+1; wins, Capital reduced to City), *Danubia*, *Palestine* (vs. Jews, M: 5, 1; J: 2+1; wins, City eliminated). Points: Dominance in Southern Europe (6), Middle East (6), and North Africa (4), Presence in Northern Europe (1), 2 Capitals (4), 2 Cities (2), one Monument (1), and 1 Sea (1) for 25 points.

**Cerberus - New Earth:** Not at all. I simply find out what cards everyone is going for, and make sure that they don't show up. Why do you think 4 warehouses have been around for so long?

**Quantum Coyotes** (Kinsel) MAURYA: plays Civil Service to gain two additional armies. Capital and army in *Ganges Delta* (Chou army retreats to *Irrawaddy*). One army each in *Eastern Deccan*, *Ganges Valley*, *Upper Indus* (vs. Vedic City States, M: 2, 1; V: 4+1; loses), *Upper Indus* (vs. Vedic City States, M: 6, 6; V: 5+1; M: 6, 5; V: 1+1; wins, Capital reduced to City), *Malayan Peninsula* (vs. Chou, plays Surprise Attack, M: 6, 4; C: 3; wins), *Eastern Ghats* (vs. Vedic City States, M: 5, 2; V: 6; loses), *Eastern Ghats* (vs. Vedic City States, M: 3, 2; V: 6; loses), *Mekong*, *Si-Kyang* (vs. Chou, M: 3, 3; C: 6; loses), *Si-Kyang* (vs. Chou, M: 5, 1; C: 1; wins), *Szechwan* (vs. Chou, M: 2, 2; C: 2; M: 6, 4; C: 3; wins). Builds Monument in *Ganges Delta*. Points: Dominance in India (6), Presence in Southern Europe (3), Middle East (3), North Africa (2), Southeast Asia (1), and China (3), one Capital (2), two Cities (2), one Monument (1), and one Sea (1) for 24 points.

**Olde Sea Dogge** (Cowles) plays Disaster (Volcano) in *Eastern Anatolia*, Monument and City destroyed. HAN DYNASTY: Capital and army in *Great Plain of China*. One army each in *Yellow River* (vs. Chang, plays Treachery, wins), *Chekiang* (vs. Chou, H: 2, 1; C: 1; wins), *Yangtse Kiang* (vs. Chang, H: 2, 1; C: 5; loses), *Yangtse Kiang* (vs. Chang, H: 3, 3; C: 2; wins), *Wei River* (vs. Chou, H: 2, 1; C: 3; loses), *Wei River* (vs. Chou, H: 6, 1; C: 4; H: 3, 1; C: 4; loses), *Wei River* (vs. Chou, H: 6, 2; C: 1; wins; H: 2, 2; C: 6; loses), *Wei River* (vs. Chou, H: 2, 2; C: 4; loses), *Wei River* (vs. Chou, H: 5, 4; C: 6; loses), *Wei River* (vs. Chou, H: 6, 3; C: 6; H: 6, 3; C: 1; wins, Capital reduced to a City). Fleet in *South China Sea*. Points: Dominance in China (6), Presence in India (3) and Middle East (3), 2 Capitals (4), 2 Cities (2), 2 Monuments (2), and one Sea (1), for 21 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Chris Geggus	The Flintstones	12	25
Dave Anderson	Wesley Crusher Returns	12	18
Caleb Cousins	Purple People Eaters	18	45
Murray Cowles	Olde Sea Dogge	22	38
Kevin Kinsel	Quantum Coyotes	24	57
Andy Lewis	Dealer Dogs for Hell	27	43

Notes

Chris pointed out to me that there should have been a fort in Upper Tigris based on his original orders. So, using the same die rolls as before, the Assyrians would have won the first battle versus the Phoenicians, and so the adjustment has been made.

Final Positions

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

**Purple People Eaters** (C. Cousins) CHOU DYNASTY: Three armies in *Irrawaddy*. CELTS: One army in *Central Europe*.

**The Flintstones** (Geggus) Fleet in *Red Sea*. BABYLONIA: Capital and 3 armies in *Middle Tigris*. ASSYRIANS: Capital, Fort, Monument, and 3 armies in *Upper Tigris*, 2 armies in *Nubia*. CIVIL WAR: Two armies in *Taurim Basin*.

**Olde Sea Dogge** (Cowles) Fleet in *South China Sea*. INDUS VALLEY: Capital, 1 army, and 1 fortress in *Lower Indus*, 1 army in *Persian Salt Desert*. VEDIC CITY STATES: 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*. HAN DYNASTY: Capital and army in *Great Plain of China*, Monument, City, and army each in *Yellow River* and *Wei River*, one army each in *Yangtse Kiang* and *Chekiang*.



**S.O.B.**

*Persian Plateau.* MACEDONIANS: Capital and army in *Pindus*, City and army in *Crete* and *Shatts Plateau*, one army each in *Dalmatia*, *Danubia*, *Nile Delta*, *Libya*, *Morea*, and *Palestine*.

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

*Epoch III Empire*

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

**Wesley Crusher Returns** (Anderson) Fleet in *Western Mediterranean*.  
CARTHAGINIA: 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*. GREEK CITY STATES: 1 army each in *Balkans* and *Western Anatolia*. MAURYANS: Capital, Monument, and army in *Ganges Delta*, City and army in *Upper Indus*, one army each in *Ganges Valley*, *Eastern Deccan*, *Malayan Peninsula*, *Mekong*, *Si-Kyang*, and *Szechwan*.  
**Dealer Dogs for Hell** (Lewis) Fleet in *Eastern Mediterranean*. EGYPT: One army in *Arabian Peninsula*. PHOENICIA: Capital and army in *Levant*. SYTHEANS: One army each in *Eastern Anatolia*, *Caucuses*, *Zagros*, and

**Prairie Dog**  
**Deadline Turn 4: 12/30 Friday**  
**Turn 2**

Segment 1

**Andy:** Card 9 -- Draw and Cock (bottle, gun hand), segment 1 of 3  
**John Henry:** Delay  
**Ronnie:** Card 5 -- Aim (D17, transfer to D18), segment 1 of 2  
**Laundry Boy:** Card B7 -- Kick (vs. John Henry), segment 1 of 3

Segment 2

**Andy:** Card 9 -- Draw and Cock (bottle, gun hand), segment 2 of 3  
**John Henry:** Delay  
**Ronnie:** Card 5 -- Aim (D18), segment 2 of 2  
**Laundry Boy:** Card B7 -- Kick (vs. John Henry), segment 2 of 3

Segment 3

**Andy:** Card 9 -- Draw and Cock (bottle, gun hand), segment 3 of 3  
**John Henry:** Cards B9 and B6 -- Strength (add 1 to damage of attack) and Hook (vs. Laundry Boy), segment 1 of 3  
**Ronnie:** Card (6) -- Throw (C45 at Laundry Boy), segment 1 of 2  
**Laundry Boy:** Card B7 -- Kick (vs. John Henry), segment 3 of 3, hits -- LIGHT 3, LOSE AIM, 1 delay point, John Henry's action is canceled.

Segment 1

**Andy:** Card 9 -- Draw and Cock (bottle, other hand), segment 1 of 3  
**John Henry:** Delay  
**Ronnie:** Card (4) -- Drop segment 1 of 1, draws 2 delay cards: 2 delay points, Andy loses aim.  
**Laundry Boy:** Delay

Segment 2

**Andy:** Card 9 -- Draw and Cock (bottle, other hand), segment 2 of 3  
**John Henry:** NMR  
**Ronnie:** Delay  
**Laundry Boy:** Card (3) -- Turn (Ahead Right, facing F17), segment 1 of 1

Segment 3

**Andy:** Card 9 -- Draw and Cock (bottle, other hand), segment 3 of 3  
**John Henry:** NMR  
**Ronnie:** Delay  
**Laundry Boy:** Card B1 -- Advance (Ahead Right to F18), segment 1 of 1.

Segment 4

**Andy:** Card 5 -- Aim ( ), segment 1 of 2  
**John Henry:** Delay  
**Ronnie:** Card (6) -- Throw (C45 at Laundry Boy), segment 2 of 2, range 4, aim time 8, result: GUN, LIGHT 2, GUN HAND, 2 delay points  
**Laundry Boy:** Card B6 -- Hook (vs. John Henry), segment 1 of 2

Segment 5

**Andy:** Card 5 -- Aim ( ), segment 2 of 2  
**John Henry:** Pass  
**Ronnie:** Card (3) -- Turn (H17), segment 1 of 1  
**Laundry Boy:** Delay

End of Turn

**John Henry** loses 2 delay points.  
**Laundry Boy** loses 1 delay point.

**Turn 3**

Segment 4

**Andy:** Card 5 -- Aim ( ), segment 1 of 2  
**John Henry:** NMR  
**Ronnie:** Card (3) -- Turn (Ahead Left, facing H18), segment 1 of 1.  
**Laundry Boy:** Card B6 -- Hook (vs. John Henry), segment 1 of 2

Segment 5

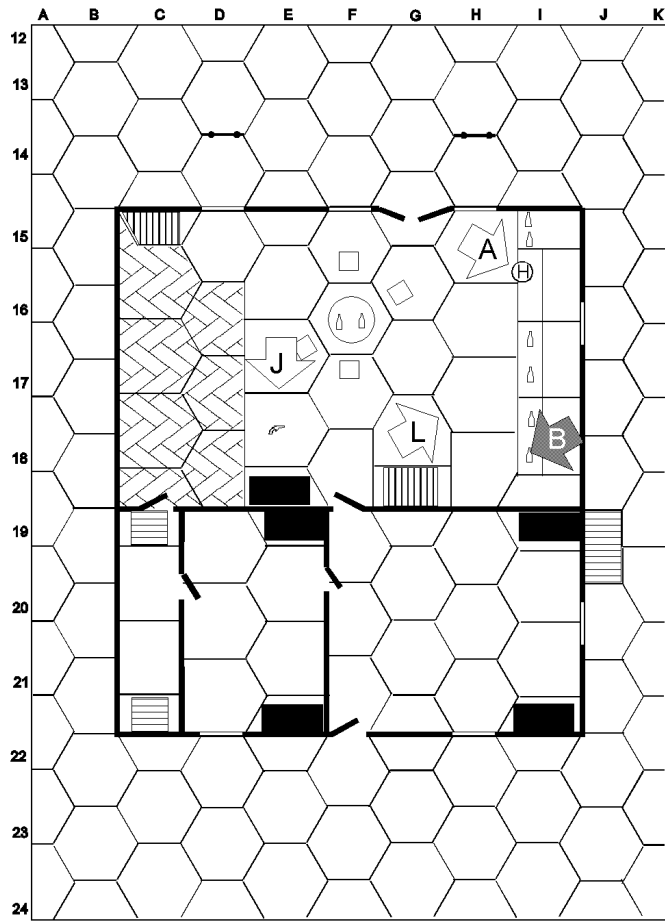
**Andy:** Card 5 -- Aim ( ), segment 2 of 2  
**John Henry:** NMR  
**Ronnie:** Card 2 -- Run (Imp., must play Advance during turn, hasn't), segment 1 of 1  
**Laundry Boy:** Card 2 -- Run (Straight Ahead to G18), segment 1 of 1

End of Turn

**John Henry** loses 1 delay point.  
**Laundry Boy** loses 1 delay point.  
**Ronnie** loses 1 delay point.

# Prairie Dog

S.O.B.



"Bummer of a birthmark, Hal."

○ Table   □ Chair   △ Bottle   ◀ A Westerner

## 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, 2 aim points ( )
B	Steve Koehler	John Henry (J)	E17 > E18	5, 6, 8, 9	Brawling +2	0	34	GUN ARM 1
C	James Pratt	Ronnie (K)	I18 > H18	5, 8	Brawling +2	1	20	Down
D	Scott Cameron	Laundry Boy(L)	E18 > E17	1, 4, 5, 6, 7	Brawling +2	0	18	

## Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Andy	C45, Knife	Bottle	Bottle	Empty	C45: O O O O O O
John Henry	C45, Knife	Empty	Empty	Empty	C45: O O O O O O
Ronnie	Knife	Empty	Empty	Empty	n/a
Laundry Boy	None	Empty	Empty	Empty	n/a

## Notes

I'm having an open standby call for John Henry. The first person to submit orders will be accepted.

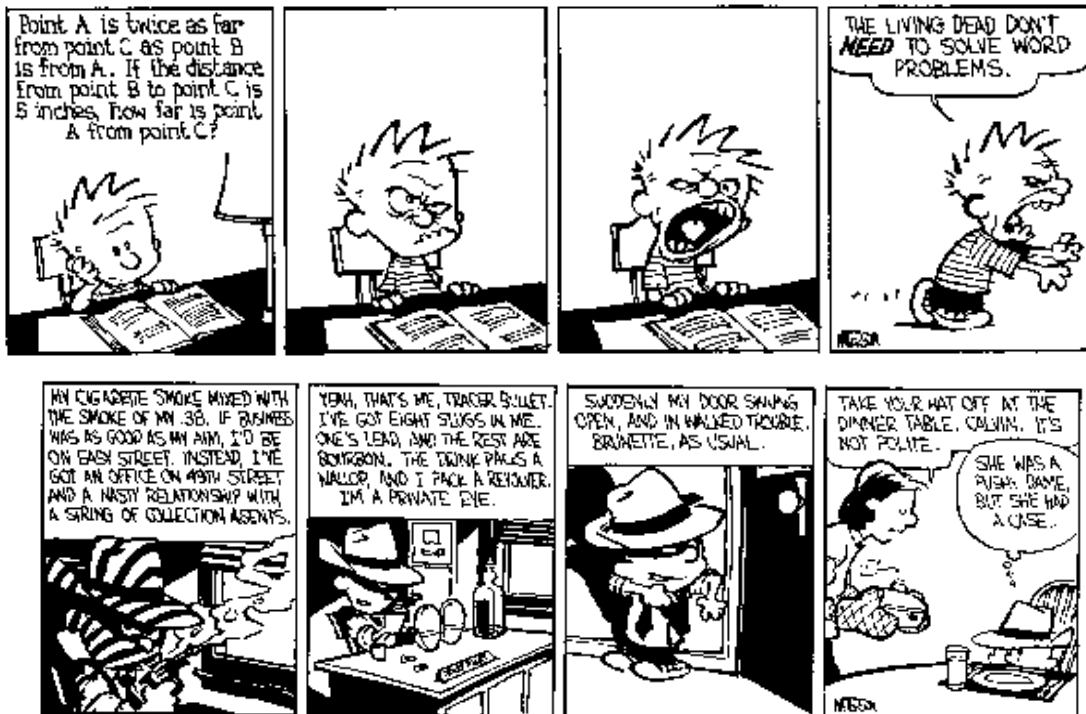
## Press

**Laundry Boy - Ronnie:** How dare you throw an object at Laundry Boy! I kill you!

**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.**



**S.O.B.  
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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>New World:</b>	Steve Koehler, Dan Eisenhut	<b>Outpost:</b>	Andy York, Dave Anderson, Roy Vij
<b>Merchant of Venus:</b>	Andy York	<b>History of the World:</b>	Andy Lewis, Dan Eisenhut
		<b>Stellar Conquest:</b>	Andy York
		<b>Gunslinger:</b>	None

**Standby Calls**

<b>Pack of Curs:</b>	Andy York for the Florence
<b>Doghouse:</b>	Andy York for Florence and Kevin Kinsel for Naples
<b>Dog Breath:</b>	Roy Vij for Miller's Outpost, Chris Hurley for Fangland, and Open Call for Basset Base Beta
<b>Prairie Dog:</b>	Open call for John Henry