

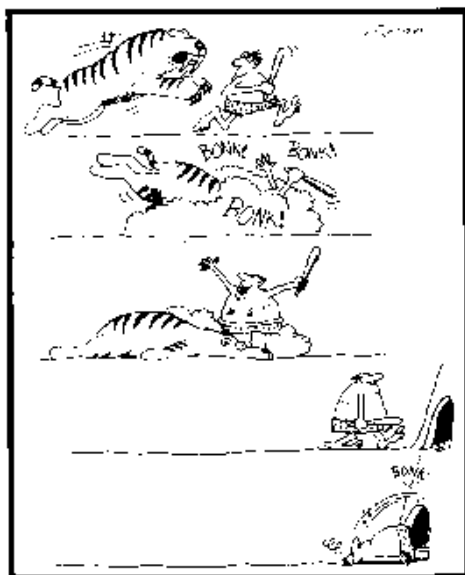
Notes from Hades

Well, I hope the holidays were good to all of you. Personally, I went back to visit my parents in north Idaho over Christmas and had a great time. I went skiing on the day after Christmas at a place called Lookout Pass, which is on the Idaho-Montana border. This was only the second time I had been skiing, but it was a blast. I became very familiar with the beginners' slope (frequently at very close range). It snowed constantly that day, and the slopes probably got about four inches of snow during the time we were there. It was a soft, wet powder snow that made learning to ski a little difficult, but made for a very soft surface to fall on. At my parents' house, however, it was unseasonably warm. It rained on the Monday and Tuesday following Christmas, and on that Tuesday the temperature got up to the mid 40s. Normally it never gets above freezing that time of year. We did get a light dusting of snow on Christmas day, but the lack of snow certainly did not dampen my spirits. I did have a bit of a scare when I got back, however. I was waiting for my baggage to arrive in the baggage claim area. I saw more and more of other peoples' luggage, but no sign of mine. Finally, the carousel stopped, and my luggage still wasn't there. So, I went to the Southwest baggage counter to inquire and I found that it had arrived on an earlier flight. You see, I had had a rather longish layover in Oakland, so the luggage got to Orange County before me.

My announcement last issue about the fact that I am dropping game fee for all games in the zine proved popular, so I am going to try another format change. I am going to attempt to start up a letter column. I am going to call it "Howling at the Moon" in keeping with the overall theme of this zine. I don't plan on structuring it very much, I figure that I'll just let things go where they may. So, start writing those letters.

Finally, "Canine" and "Anubis" start up this issue. I briefly had six players for "Anubis", but since Ron Johnson has moved without leaving a forwarding address, I will go ahead and start it with five, as promised.

This issue's deadline will be on **Friday, February 3.**
HAPPY NEW YEAR!



Current Games

Machiavelli

"Pack of Curs"	Page 2
"Doghouse"	Page 2
"Rude Dog"	Page 3

Die Macher

"Mailman's Bane"	Page 5
------------------	--------

Outpost

"Dog Breath"	Page 6
--------------	--------

History of the World

"Fenris Wolf"	Page 7
---------------	--------

Gunslinger

"Prairie Dog"	Page 7
---------------	--------

Dune

"Canine"	Page 9
----------	--------

New World

"Anubis"	Page 9
----------	--------

Flier Games

"Proteus"	Midway Campaign	1500 Aug 25
"Dog Star"	Stellar Conquest	Turns 47, 48

Game Openings

"Dog Food" Merchant of Venus. This will be the basic game plus the following variant from the General Vol 26, No 1: Fast Setup, The Lost "?" Box, Own Species Bonus, Customized Spaceships, and Agents, Bases, and Second Ships. We will play to \$3000. Have Andy Lewis, Chris Geggus, Eddy Mattei, and Dan Eisenhut.

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.

Stellar Conquest: This game will start after the current game ends. Have two. Need two 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: (714) 773-0940
CompuServe: 70514,37

Subscriptions cost \$1.00 per issue (\$1.50 overseas).

S.O.B.
Pack of Curs / MGN# O/B/8/ABCG/1
Summer 1460
Deadline/Fall 1460 2/3 Friday

Florence frantically reorganizes but is unable to stave off the Papal knife. The Pope also continues to move against Naples, taking two of his cities. Naples, meanwhile, completes the menage a trois by striking at Florentine territory in Piombino. Finally, Milan acquires some previously unowned territory while curiously moving away from the undefended Austrian lands.

Orders

Papacy - Florence: Another day, another stab.

AUSTRIA: No Units

(CD)

FLORENCE: A1 Mantua to MODENA

(Koehler) A3 Perugia to AREZZO

F1 Corsica to WESTERN TYRRHENIAN SEA

MILAN: A1 Turin to SALUZZO

(Scharf) A2 PROVENCE holds

A3 Cremona to PARMA

A4 Milan to CREMONA

A5 Genoa to SAVOY

NAPLES: A1(EM) Naples to CAPUA

(Lewis) F1 Ionian Sea to OTRANTO

F2 Eastern Tyrrhenian Sea to PIOMBINO

F3 Durazzo to ALBANIA

PAPACY: A1 Ancona to URBINO

(Robles) A2 Spoleto to PERUGIA

A3 Capua to TIVOLI

A4 Carniola to CROATIA

A5 ROME supports A2

A6 Romagna to FLORENCE

F2 (EM) Upper Adriatic to LOWER ADRIATIC

F3 Lower Adriatic to RAGUSA

Notes

Thanks to Andy York for his unused standby orders.

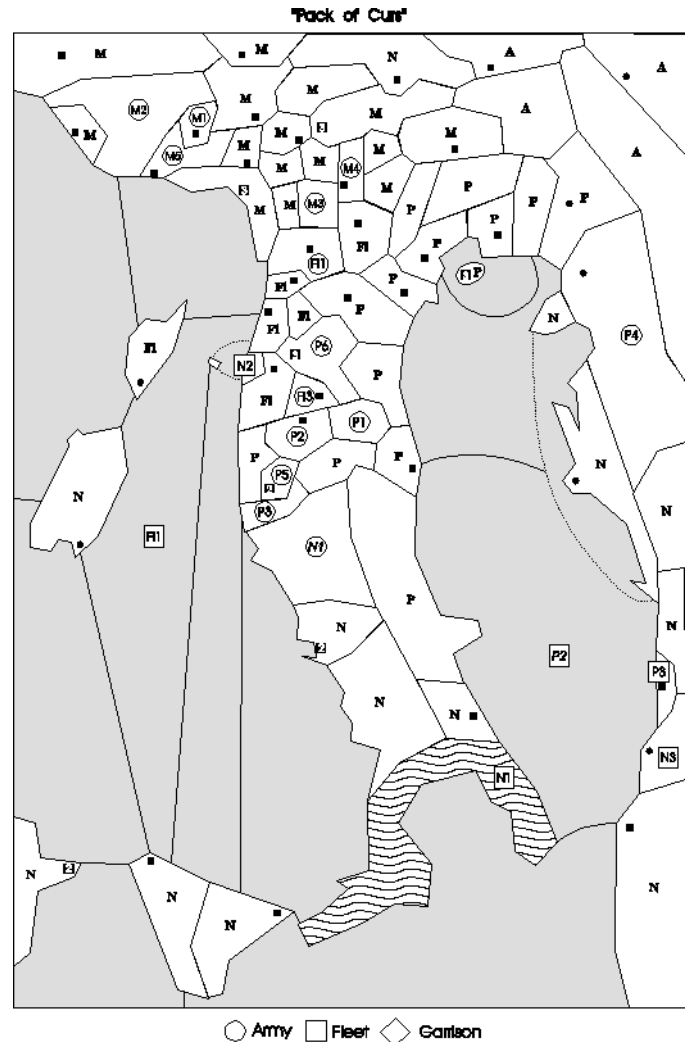
Press

Milan - Florence: Seems like the Papacy has been blaming you a lot for the current situation. We have no quarrel, let the Papacy reap what he has sowed.

Milan - Papacy: You're concerned about Naples beating you up? Uh, do you think anyone buys that? That's like Germany being concerned with Czechoslovakia in 1935.

Naples - Pope: How were you having my dream in your sleep? I think it's more that Florence and I should watch out for you and Milan.

Cerberus - Naples: Indeed.



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

Spring 1456

Deadline/Summer 1456 2/3 Friday

A reprieve is in sight for Florence as he receives help in the form of a Venetian stab of the Pope, and a couple of fortuitous plague areas. Milan looks to have rough times in store since he seems to be facing a Franco-Austrian alliance, even though Venice's invitation was ignored. Finally, Naples and the Turks seem to be engaged in their own private war in the south.

S.O.B.

Builds

		Treas	Cost	Rem
Aus	Maintains all, no new builds	10	9	1
Flo	Maintains all, no new builds	18	9	9
Fra	Maintains A1, A2, builds elite mercenary A3 Marseilles, elite mercenary A4 Avignon	18	18	0
Mil	Maintains all, no new builds	19	9	10
Nap	Maintains all, no new builds	16	15	1
Pap	Maintains A1, A2, A3, A4, A5, no new builds	32	18	14
Tur	Maintains all, no new builds	29	15	14
Ven	Maintains all, builds A4 Padua	49	18	31

Expenditures

Florence spends 3 ducats for famine relief in Florence.
 France spends 3 ducats to counterbribe Austrian A1.
 Papacy spends 3 ducats for famine relief in Florence.
 Venice buys the Papal elite mercenary A5 in Bologna for 18 ducats.

Orders

AUSTRIA: A1 TYROLEA supports A3
 (Robles) A2 TRENTO supports A3
 A3 Carinthia to MILAN

FLORENCE: F1 EASTERN GULF OF LYON to Pisa
 (York) G1 FLORENCE holds
 G1 PISA supports F1

FRANCE: A1 SWISS supports Austrian A1
 (Broyles) A2 GENOA converts to G1
 A3 (EM) MARSEILLES holds
 A4 (EM) Avignon to PROVENCE

MILAN: A1 Modena to PONTREMOLI
 (Scharf) A2 MONTFERRAT besieges
 A3 Milan holds (DISLODGED, retreat Como, Pavia, Piacenza,
 Cremona, Bergamo, OTB)

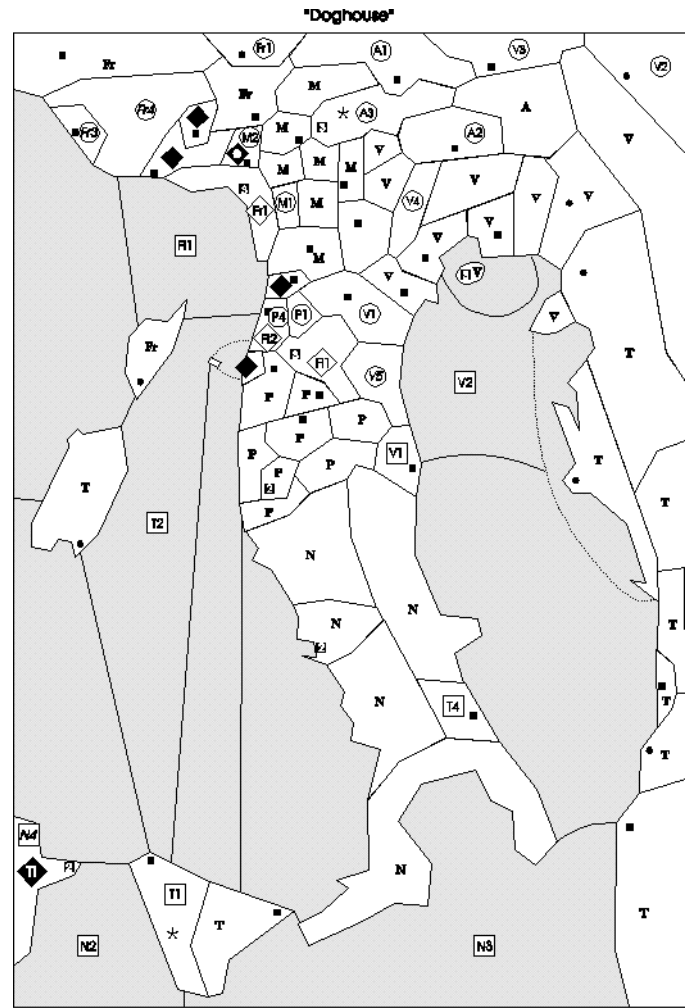
NAPLES: F1 Palermo to Messina (DISLODGED, retreat Western Mediterranean,
 Eastern Tyrrhenian Sea, OTB)

(Koehler) F2 BAY OF TUNIS supports F3
 F3 Otranto to IONIAN SEA
 F4 (EM) TUNIS besieges

PAPACY: A1 PISTOIA supports A4
 (Hurley) A2 Arezzo to URBINO
 A3 SIENNA supports A4
 A4 Florence to PISA
 A5 (EM) Bologna to Florence (nsu)

TURKS: A1 Dalmatia to CROATIA
 (Lewis) F1 Messina to PALERMO
 F2 WESTERN TYRRHENIAN SEA supports F1
 F4 BARI holds
 G1 TUNIS converts to F3

VENICE: A1 Ferrara to BOLOGNA
 (Anderson) A2 HUNGARY supports A3
 A3 AUSTRIA supports Milan A3 to Tyrolea (nso)
 A4 Padua to VERONA
 A5 (EM) Bologna to ROMAGNA
 F1 Lower Adriatic to ANCONA
 F2 UPPER ADRIATIC supports F1



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

Notes

Andy York is now the Florentine player of record. Thanks to Kevin for his unused standby orders.

Spring 1456 Famine Losses

Mantua (autonomous garrison), Croatia (Turkish A1)

Summer 1455 Plague

Good Year: Friuli, Sienna (Papal A3), Albania, Modena, Parma, Urbino (Papal A2), Brescia

Press

Milan - Austria: You should realize, Venice is never anyone's friend.
Cerberus - Milan: Neither, apparently, is Austria.
Milan - GM: Oh great and mighty plague master, please let my units exist until they've established themselves in a cold and cruel world.

Milan - Venice: We all appreciate your demonstration of how reliable an ally you are.
Cerberus - Venice: Austria and the Pope no doubt appreciate it most.

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

Summer 1455

Deadline/Fall 1455 11/18 Friday

Things start right off with an attempted Austrian invasion of Milan and a successful Papal invasion of Florence. France stakes his claim to Turin while Naples and the Turk both spread out and Venice bumps heads with the Pope in the Upper Adriatic.

Orders

- Austria(): A1 TYROLEA to Milan
A2 Austria to CARINTHIA
A3 Hungary to SLAVONIA
- Florence(): A1 Florence to PISTOIA
A2 Arezzo to SIENNA
F1 Pisa to WESTERN TYRRHENIAN SEA
- France(): A1 SWISS supports A2
A2 Avignon to TURIN
F1 Marseilles to WESTERN GULF OF LYON
- Milan(): A1 CREMONA to Milan
A2 Pavia to MONTFERRAT
A3 Milan to PAVIA
- Naples(): A1 Bari to OTRANTO
A2 Messina to PALERMO
F1 Naples to GULF OF NAPLES
F2 Palermo to BAY OF TUNIS
- Papacy(): A1 Bologna to FLORENCE
A2 Perugia to URBINO
A3 Rome to PERUGIA
F1 ANCONA to Upper Adriatic
- Turks(): A1 Albania to HERZEGOVINA
F1 Durazzo to LOWER ADRIATIC
F2 Tunis to WESTERN MEDITERRANEAN
- Venice(): A1 Padua to FERRARA
A2 Verona to TRENTO
F1 DALMATIA to Upper Adriatic
G1 VENICE to F2

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

Notes

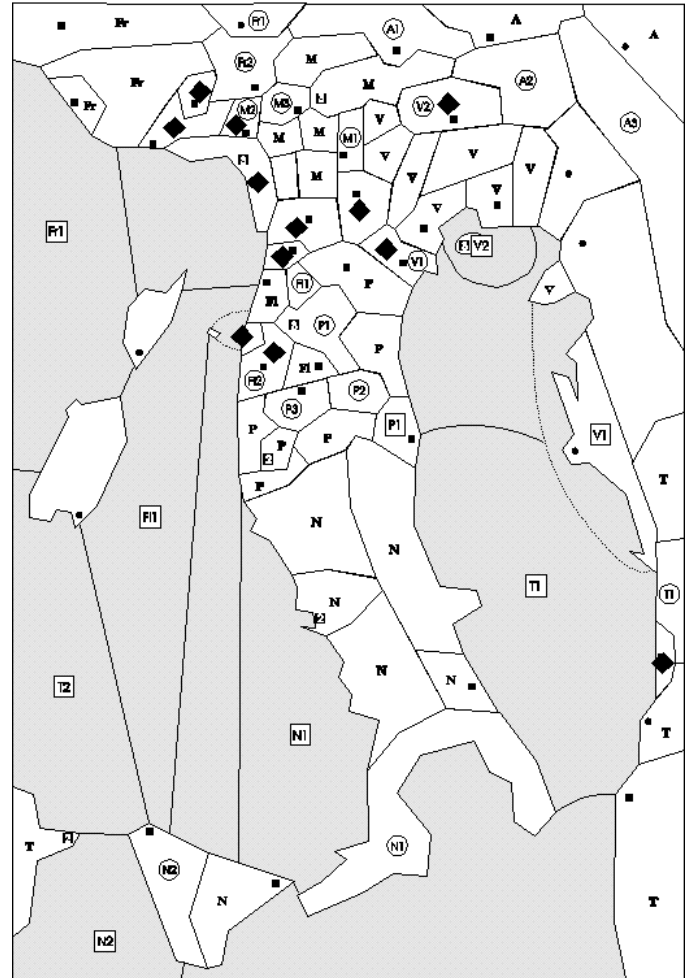
Here's the obligatory rules recap. We are using the full advanced rules, with the exception of Assassination (not that that ever gets used, anyway). In addition, we are using the Special Military Units optional rule, with the additional proviso that you may build as many such units as your hearts (and bank accounts) allow. We are also using the "no luck" rules, which means that all variable income die rolls will be 4 in even numbered years and 3 in odd numbered years. Finally, since this is a gunboat game (and some of you have asked), the only negotiation allowed is through press, so write it up.

Press

- Austria - Milan:** How about us working together against Venice?
- France - All:** It is my most sincere hope that we can avoid attacking each other; that renaissance Italy will stand as a shining example to the fellowship of man, and that men of goodwill will not be denied. (You know, this is Machiavelli, I don't know why I bother with this hype....) I am completely and totally sincere, really....
- France - Austria:** You better not come my way!
- Milan - Austria:** Care for some French wine? I think we'll soon be hearing a French "whine".

- Milan - Venice:** Rollin', rollin', rollin', That money's just rollin'. Keep that money rollin'...
- Milan - Florence:** Any plans for your fleet?
- Milan - France:** Au revoir!
- Milan - Papacy/Turks/Naples:** Whassup?
- Milan - Venice:** I think that you start too strong so I going to work on that some.

"Rude Dog"



- Pope - Naples:** I don't care what you and Turkey do as long as you leave what is the Church's business be.
- Pope - Florence:** The money grubbing DiMedici clan has always been enemies of the Pope as they value ducats over the wealth the Church offers. Beg forgiveness.
- Papacy - Doge of Venice:** Sorry about that fleet sortie. Merely a defensive action. I hope we can work together.
- Papacy - France:** Why not yield Genoa to Milan and join me against the infidel Florentine? Pisa can be yours! In return for your aid I'll appoint 10 more French Cardinals!
on that some.
- Turkey - World accept Venice:** Let's gang up on the rich guy!!!

Mailman's Bane

Turn 4 Conferences, Cabinet, and Coalitions

Deadline for Turn 4 Media and Campaign Days: 2/3 Friday

Conferences

SPD holds a special conference (500 DM spent) to change 35-Stunden-Woche NEIN to NATO JA
 FDP holds a special conference (500 DM spent) to gain 3 party bases in Bonn

Regional Agreements

CDU gains 4 party bases in Bonn
 SPD gains 3 party bases in Bonn
 Grüne gains 1 party base in Bonn
 FDP gains 1 party base in Bonn

Cabinet

CDU sends his Hinterbänkler (300 DM spent) to Bayern to place the Debate token on §218 NEIN
 SPD sends his Fraktionsführer (1000 DM spent) to Bayern to gain 8 vote share.
 Grüne plays his Innenminister (500 DM spent) in Hamburg, to turn the trend of FDP down one to -1.

Coalitions

None

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: Umweltshutz
 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
 NATO JA
 Steuersenkung NEIN
 §218 JA

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

Your Available Cash: _____

Your Available Ministers: _____

Press

SPD - FDP: Thank you so much for blocking me out of not one but two elections. What luck on the opinion poll!

SPD - Cerberus: I hope that you provide such good luck to opinion polls that I buy since I'm so down on my luck and out of it in this game.

Cerberus - SPD: Quit yer whinin'. You're not last, and there are still four more elections to go!

Provinces

Bayern

	CDU	Grüne	FDP	SPD
Campaign Days	0	2	1	3
Vote Share	39	10	0	34
Media Tokens	0	2	0	1
Trend	+1	0	0	+1

Issues: Atomkraft JA
 NATO JA
 §218 NEIN
 Gewerkschaft

Mandate Range: 7 - 12

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	-1	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	17	13	30	24
Votes	718	503	1553	550

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

Dog Breath

Turn 9

Deadline for Turn 10 Commander Actions: 2/3 Friday

Commander Actions

Dealer's Den (Anderson) buys a titanium factory (Or4, Wa6, Wa10, Wa10) and a water factory (Or3, Or5, Wa5, Ti9). Two population are moved from ore factories to man them.

New Earth (Scharf) uses Ti10 to buy a population factor.

BarterTown (York) opens the bidding on Scientists at 40 and NODNOL gets it for 60 (Data Library discounts). Uses MWa to buy a titanium factory and Ti11 to buy a population factor.

Interstellar Mining and Pizza Delivery (S. Cousins) uses Wa6 and Wa6 to buy a population factor.

Basset Base Beta (Koehler) buys a titanium factory (Wa5, Wa8, Wa8, Wa9) and a population (Or3, Wa7).

Miller's Outpost (Lewis) opens the bidding on Robots at 50 and wins it (Wa6, Wa6, Wa8, MWa). Opens the bidding on Heavy Equipment at 30 and wins it (Or4, Wa9, Wa9, Wa10).

Fangland (Kinsel) opens the bidding on Ecoplants at 30 and wins it (Or4, Wa6, Wa6, Wa7, Wa7). Buys water factory (Or2, Or4, Or4, Wa5, Wa5) and a population factor (Or5).

NODNOL (Cochran) uses Or1, Or4, Or5, and Wa10 to buy a water factory and uses a population factor from an ore factory to man it.

The Commanders

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF	No, HE, Wa, Ec	15
2	Miller's Outpost	Ron Johnson	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF	No, HE, Ro	14
3	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TIF	HE, No	13
4	New Earth	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TIF, TIF	HE, No, Wa	13
5	Dealer's Den	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TIF	No, HE	13
6	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, WaF, WaF, TIF, TIF	No, HE	12
7	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF, TIF, TIF	DL, HE, No	11
8	NODNOL	Dean Cochran	OrF, OrF, WaF, WaF	6DL, Sc	11

Income

Existing cards: _____

New cards: _____

BarterTown, Miller's Outpost, Dealer's Den, and Fangland took Mega water cards.

Notes

Many thanks to Andy Lewis for his emergency standby orders for Miller's Outpost. He is now the player of record.

Available Upgrades

New arrivals: 3 Robots, Scientists

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouses (Wa)	25	4	1
Heavy Equipment (HE)	30	0	0
Scientists (Sc)	40	1	5
Orbital Lab (OL)	50	0	7
Robots (Ro)	50	3	3
Laboratory (La)	100	0	7
Ecoplants (EP)	30	0	6
Outpost (Ou)	100	0	7

"Fenris Wolf"

**Epoch III, Hsung-Nu, Romans, and Sassanids
Deadline for Epoch IV Empire Selection: 2/3 Friday**

The Flintstones (Geggus) plays Pestilence in *Dalmatia*: *Dalmatia* (2, 3, 6 - survives), *Danubia* (1, 2 - eliminated), *Balkans* (4, 5 - survives), *Central Europe* (5, 6 - survives), *Pindus* (2, 5 - survives). ROMANS: Plays Fanaticism. Capital and army in *Southern Appenines*, one army each in *Northern Appenines*, *Dalmatia* (vs. Macedonians, R: 4, 1; M: 2; wins), *Danubia*, fleet *Eastern Mediterranean* (vs. Dealer Dogs, F: 1, 1; D: 2; loses), *Eastern Mediterranean* (vs. Dealer Dogs, F: 2, 2; D: 5; loses), *Eastern Mediterranean* (vs. Dealer Dogs, F: 6, 6; D: 2; wins), army *Pindus* (vs. Macedonians, R: 2, 1; M: 5, 1; loses), *Pindus* (vs. Macedonians, R: 5, 3; M: 4, 4; wins, Capital reduced to a City), *Morea* (vs. Macedonians, R: 5, 2; M: 6; loses), *Morea* (vs. Macedonians, R: 5, 1; M: 1; wins), *Crete* (vs. Macedonians, R: 2, 1; M: 1; wins, City eliminated), fleet *Black Sea* (vs. Quantum Coyotes, F: 6, 4; Q: 6; wins), army *Central Europe* (vs. Celts, R: 5, 1; C: 3, 2; wins), *Northern Gaul*, *Albion*, *Central Massif* (vs. Carthage, R: 1, 1; C: 5; loses (Hannibal lives)), *Central Massif* (vs. Carthage, R: 4, 2; C: 1; wins (Hannibal retreats)), *Pyrenees* (vs. Carthage, R: 4, 2; C: 5, 4; loses (Hannibal strikes back)), *Pyrenees* (vs. Carthage, R: 6, 4; C: 5, 1; wins (Hannibal dies)), *Southern Iberia* (vs. Carthage, R: 6, 1; C: 5; wins, Crusher

fleet *Western Mediterranean* dies for lack of support), *Western Iberia*, *Balkans* (vs. Greeks, R: 3, 2; G: 3, 2; wins), *Western Anatolia* (vs. Greeks, R: 6, 4; G: 5; wins), *Palestine* (vs. Macedonians, R: 6, 2; M: 6, 3; wins). Builds Monument in *Southern Appenines*. Points: Control of Southern Europe (9), Dominance in Northern Europe (4), Presence in North Africa (2), Middle East (3), and China (3), 3 Capitals (6), one City (1), 2 Monuments (2), and 3 Seas (3), for 31 points.

Wesley Crusher Returns (Anderson) MAYANS: Capital, army, and fort in *Central America*. SASSANIDS: Capital and army in *Zagros* (Scytheans retreat to *Persian Plateau*), army in *Eastern Anatolia* (vs. Scytheans, Sc: 3, 2; Sy: 4; loses), *Eastern Anatolia* (vs. Scytheans, Sc: 5, 2; Sy: 1; wins), *Levant* (vs. Phoenicians, S: 6, 1; P: 3; wins, Capital reduced to City), *Palestine* (vs. Romans, S: 5, 1; R: 4; wins), *Nile Delta* (vs. Macedonians; S: 5, 3; M: 3; wins), *Nubia* (vs. Assyrians; S: 6, 3; A: 2; wins; S: 6, 2; A: 2; wins, fleet *Red Sea* dies for lack of support), *Upper Nile* (vs. Kingdom, S: 5, 3; K: 6 + 1; loses), *Upper Nile* (vs. Kingdom, S: 6, 2; K: 5 + 1; S: 5, 5; K: 6 + 1; loses). Builds Monument in *Zagros*. Points: Dominance in Middle East (6), Presence in North Africa (2), 2 Capitals (4), 1 City (1), and 1 Monument (1) for 14 points.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Caleb Cousins	Purple People Eaters	18	45
Dave Anderson	Wesley Crusher Returns	21	32
Murray Cowles	Olde Sea Dogge	22	38
Kevin Kinsel	Quantum Coyotes	24	57
Andy Lewis	Dealer Dogs for Hell	27	43
Chris Geggus	The Flintstones	37	56

Final Positions

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

Purple People Eaters (C. Cousins) CHOU DYNASTY: Three armies in *Irrawaddy*.

The Flintstones (Geggus) Fleets in *Black Sea* and *Eastern Mediterranean*.

BABYLONIA: Capital and 3 armies in *Middle Tigris*. ASSYRIANS: Capital, Fort, Monument, and 3 armies in *Upper Tigris*. CIVIL WAR: Two armies in *Taurim Basin*. ROMANS: Army, Capital, and Monument in *Southern Appenines*, army and City in *Pindus*, one army each in *Northern Appenines*, *Dalmatia*, *Danubia*, *Morea*, *Crete*, *Central Europe*, *Northern Gaul*, *Albion*, *Central Massif*, *Pyrenees*, *Southern Iberia*, *Western Iberia*, *Balkans*, and *Western Anatolia*.

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*.

Wesley Crusher Returns (Anderson) MAYANS: Army, Capital, and fort in *Central America*. SASSANIDS: Army, Capital, and Monument in *Zagros*,

army and City in *Levant*, one army each in *Eastern Anatolia*, *Palestine*, *Nile Delta*, and *Nubia*.

Quantum Coyotes (Kinsel) ARYANS: 2 armies in *Hindu Kush*, 1 army in *Turanian Plain*. NILE KINGDOM: Army, City, and Fort in *Upper Nile*. 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 *Szechuan*.

Dealer Dogs for Hell (Lewis) EGYPT: One army in *Arabian Peninsula*. SCYTHEANS: Two armies in *Persian Plateau*. MACEDONIANS: City and army in *Shatts Plateau*, one army in *Libya*.

Your event cards are: _____

Epoch III Empire

Your Empire is: _____

S.O.B.
Prairie Dog
 Deadline Turn 5: 2/3 Friday
 Turn 4

Segment 1

Andy: Card 1 -- Advance (Ahead Right), segment 1 of 2
John Henry: Cards (B9) and 9 -- Strength and Draw and Cock (chair, both hands, wielding factor +6 to 3), segment 1 of 5
Ronnie: Delay
Laundry Boy: Card B1 -- Advance (Ahead Right), segment 1 of 1

Laundry Boy: Card B7 -- Kick (Ronnie), segment 3 of 3, (Range 1, aim time 5, result: Miss)

Segment 2

Andy: Card 1 -- Advance (Ahead Right), segment 2 of 2
John Henry: Cards (B9) and 9 -- Strength and Draw and Cock (chair, both hands, wielding factor +6 to 3), segment 2 of 5
Ronnie: Card (5) -- Get Up, segment 1 of 3
Laundry Boy: Card 2 -- Run (Ahead Right), segment 1 of 1

End of Turn
 Ronnie loses 1 delay point.

Segment 3

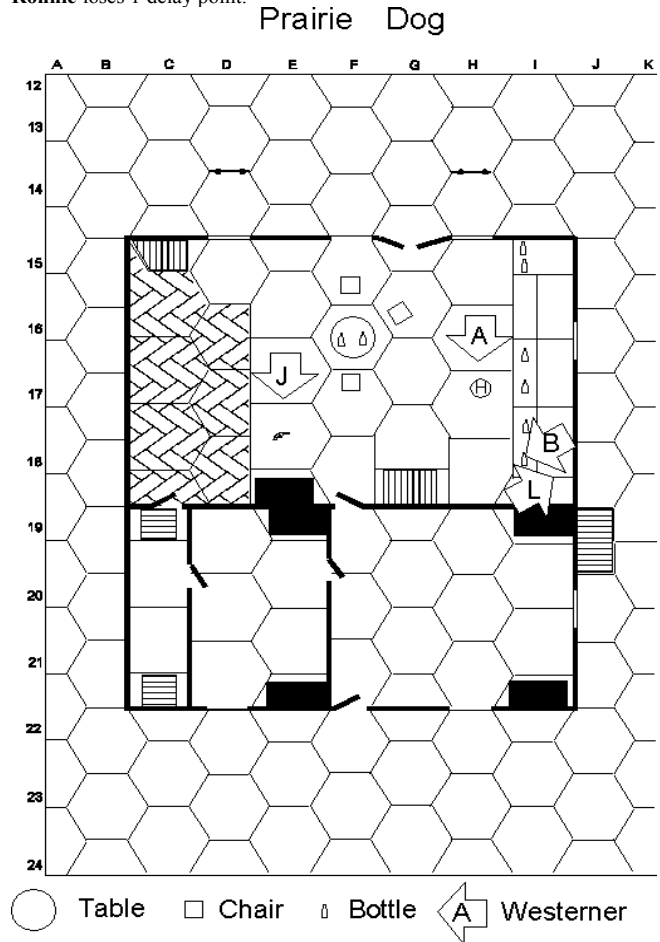
Andy: Card 5 -- Aim (), segment 1 of 2
John Henry: Cards (B9) and 9 -- Strength and Draw and Cock (chair, both hands, wielding factor +6 to 3), segment 3 of 5
Ronnie: Card (5) -- Get Up, segment 2 of 3
Laundry Boy: Card B7 -- Kick (Ronnie), segment 1 of 3

Segment 4

Andy: Card 5 -- Aim (), segment 2 of 2
John Henry: Cards (B9) and 9 -- Strength and Draw and Cock (chair, both hands, wielding factor +6 to 3), segment 4 of 5
Ronnie: Card (5) -- Get Up, segment 3 of 3
Laundry Boy: Card B7 -- Kick (Ronnie), segment 2 of 3

Segment 5

Andy: Card (3) -- Turn (Ahead Right), segment 1 of 1
John Henry: Cards (B9) and 9 -- Strength and Draw and Cock (chair, both hands, wielding factor +6 to 3), segment 5 of 5
Ronnie: Card (10) -- Duck (Laundry Boy), segment 1 of 1, ineffective



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, 4 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	
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	Chair	C45: O O O O O O
Ronnie	Knife	Empty	Empty	Empty	n/a
Laundry Boy	None	Empty	Empty	Empty	n/a

Canine

**Deadline Turn 1 Bidding and Movement: 2/3 Friday
Gamestart**

Players

ATREIDES:	Ray Carpenter	BENE GESSERIT	Stever Koehler
EMPEROR	Bill Scharf	FREMEN	Paul Bolduc
GUILD	Chris Hurley	HARKONNENS	Dave Anderson
LANSRAAD	Andy Lewis		

Bidding Round

7 cards up for bid, all players eligible.
Cards are: _____

Traitor Draw

Your draw was: _____

Initial Cards

Your card(s) was: _____

Initial Positions

Atreides: 10 Arrakeen, 10 tokens off-planet, 10 spice
Bene Gesserit: 1 token Polar Sink, 19 tokens off-planet, 5 spice
Emperor: 20 tokens (5 Elite Sadaukar) off-planet, 10 spice
Fremen: 5 tokens (1 Fedaykin) in Sietch Tabr, 5 tokens (1 Fedaykin) in False Wall South (5), 10 tokens Southern Hemisphere, 3 spice
Guild: 5 tokens Tuek's Sietch, 15 tokens off-planet, 5 spice
Harkonnens: 10 tokens Carthag, 10 tokens off-planet, 10 spice
Lansraad: 20 tokens off-planet, 30 spice

Turn 1

Storm Placement

Sector 8. (Turn 2 storm movement: ____)

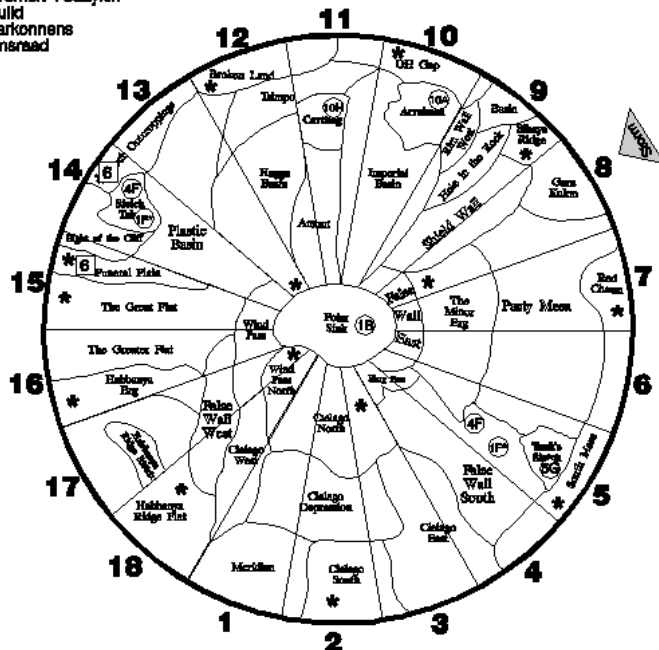
Spice Blow

6 in the Rock Outcroppings and 6 in the Funeral Plain

Key

- Tokens
- Spice

- A Atreides
- B Bene Gesserit
- E Emperor
- E* Elite Sadaukar
- F Fremen
- F* Fremen Fedaykin
- G Guild
- H Harkonnens
- L Lansraad



Anubis

**Deadline Turn 1: 2/3 Friday
Gamestart**

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dan Eisenhut	\$160	25	0	0
English	Sean Cousins	\$160	25	0	0
French	Jeremy Gerson	\$160	25	0	0
Portuguese	Bill Scharf	\$160	25	0	0
Swedish	Andy Lewis	\$160	25	0	0

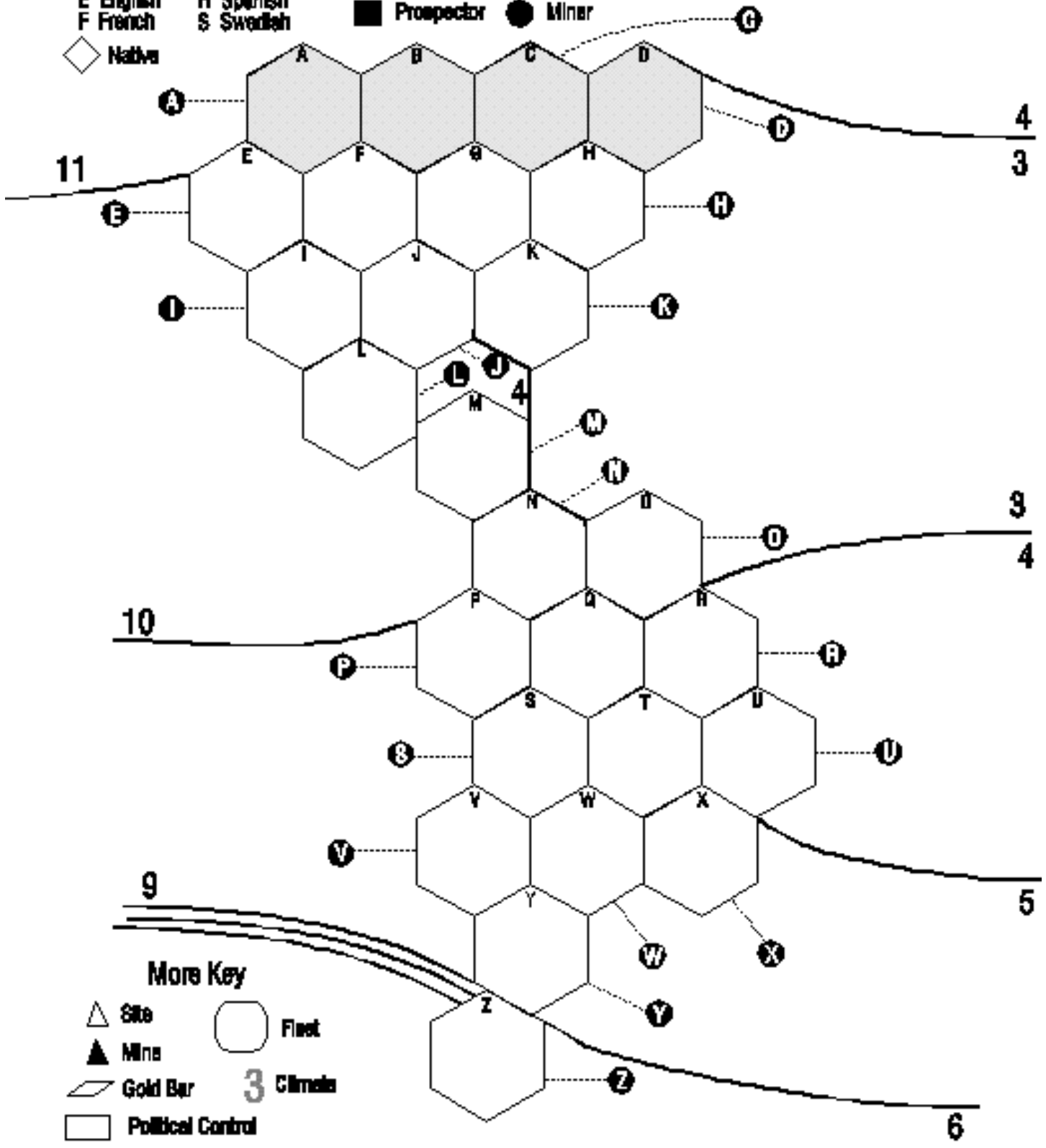
Notes

Well, it's finally starting. As a rules recap, we will be using all regular rules except 13.3 (Secrecy) and we will be using optional rule 16 (Piracy). This will also be the exploration game. For this first turn, I will need your Initial Anchorage Bids and whether you want to roll for colonists or take the automatic 4. If you express no preferences, your bid will be 0 and you will get 4 colonists. Also note that since there are only five players, areas A through D (shaded on the map) are out of play.

S.O.B.

Key

- | | | | |
|-----------|--------------|--------------|------------|
| D Dutch | P Portuguese | □ Soldier | ○ Colonist |
| E English | H Spanish | ■ Prospector | ● Miner |
| F French | S Swedish | | |
| ◇ Native | | | |



More Key

- | | |
|---------------------|--------------------|
| △ Site | ○ Fleet |
| ▲ Mine | 3 Climate |
| ▱ Gold Bar | |
| □ Political Control | |
| ⬜ Native City | □ Resource Doubled |

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.

CALVIN AND HOBBS By Bill Watterson



CALVIN AND HOBBS By Bill Watterson



**S.O.B.
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	
Ray Carpenter	2086 Stanley St. #407 New Britain, CT 06053 yxhy13d@prodigy.com	(203) 229-8526
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	
Dan Eisenhut "Naldo"	Aegis Training Center 5395 1st St. Dahlgreen, VA 22448	
Chris Geggus "Davey Boy Smith"	10 Talbrook, Brentwood Essex, CM14 4PY UK	
Jeremy Gerson	2550 W. 225th St. Torrance, CA 90505	
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
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"	102 Corn Tassel Ct. Rehoboth Beach, DE 19971 a.lewis16@genie.geis.com	(302) 227-5551
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
Bob Rutherford	140 S. Morrissey #17 Santa Cruz, CA 95062	
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	
Jason Wilke "Rock-it Man"	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, Jason Wilke		
Dune:	Steve Koehler, Paul Bolduc	Die Macher:	Andy York
New World:	Steve Koehler, Dan Eisenhut	Outpost:	Andy York, Dave Anderson, Roy Vij
Merchant of Venus:	Andy York, Paul Bolduc	History of the World:	Andy Lewis, Dan Eisenhut, Paul Bolduc
		Stellar Conquest:	Andy York, Paul Bolduc
		Gunslinger:	Paul Bolduc

Standby Calls

None!

Printed on recycled paper.