

Notes from Hades

Right. So, here it is, the second issue of this fledgling zine. The response to the first issue was very encouraging overall, so I'd like to thank you for the kind words. I'm having fun so far, so I have no intention of quitting, and every intention of keeping this at a manageable size.

I'm afraid I don't have a whole lot to say right now. My life has been very hectic recently. For those of you who don't know, I have my own computer software/consulting business. Well, it's not completely my own. I have three business partners. Since the beginning of the year, I have been consulting four days a week at a company down in Irvine. For those of you whose knowledge of LA geography is spotty, the commute from Pasadena to Irvine is around 55 miles each way. Add to this the fact that the typical work day is 9 to 10 hours and you get an idea of how much free time I have. Fortunately, most of the traffic is going the opposite direction of my commute, so I can usually make the trip in about an hour to 75 minutes. The work itself is interesting, too, but it is proprietary, so if I told you what it was, I'd have to kill you. The fifth day, I go to my company's office in downtown LA. That commute is only 13 miles, but because of traffic, it usually takes 30 to 45 minutes.

This month's deadline will be **Friday, June 11**. This is a six-week publishing schedule because I have been asked to extend the deadline a week.

-Cerberus

Current Games

Flier Games

"Proteus"	Midway Campaign	1700 June 3
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Machiavelli

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Game Openings

Machiavelli Stock Exchange New players are always welcome. The game fee is \$2.00, half of which will be set aside for prizes for the winners.

"Anubis" New World. The game fee is \$5.00. Rules available on request. Have Chris Hurley, Andy Lewis, Ron Johnson (pd.), Bill Scharf (pd.) Need 2 more.

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
 285 N. Holliston Ave #2
 Pasadena, CA 91106
 Phone: (818) 793-5483

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*).

The Gates of Hades / MGN# O/B/8/ABC/1

Fall 1460

Deadline/Winter/Spring 1461 4/30 Friday

France's plans fall into disarray, as the flagship of his fleet disappears before his eyes, thanks to Neapolitan money. Milan rapidly switches his attention eastward against Venice, who sees half of his fleet switch sides and join the Papacy. Florence once again makes himself felt at sea as he blasts into the Western Tyrrhennian.

Retreats

Milan A4 NRR! Retreats off the board.
 Naples A3 retreats off the board
 Papal A3 retreats to Romagna

Builds

		Treas.	Cost	Rem.
AUS	Maintains A1, A4, A5, builds A2 Arezzo, F1 (Elite Mercenary) Pisa, G1 Florence	29	21	8
FLO	Maintains A3, F2, and F3, builds F1 (Elite Mercenary) Marseilles	15	15	0
FRA	Maintains all, builds A4 Milan, A5 Pavia	21	18	3
NAP	Maintains A2, F3, F5, and F7, builds F1 Albania, F2 Durazzo	34	21	13
PAP	Maintains A3, A4, no new builds	24	6	18
VEN	Maintains all, builds A3 Dalmatia, A4 Treviso	36	21	15

Expenditures

Florence gives 1 ducat to France.
 France spends 3 ducats to counterbribe A3.
 Naples disbands French F1 for 12 ducats.
 Papacy buys Venice F2 for 18 ducats.

Orders

Florence:	A1 SAVOY holds
(Mann)	A2 Arezzo to SIENNA
	A4 GENOA supports A1
	A5 Florence to PISA
	F1 (EM) Pisa to WESTERN TYRRHENIAN SEA
	G1 FLORENCE converts to A3
France:	A3 PROVENCE to Avignon
(Whitham)	F1 (EM) Marseilles to Western Gulf of Lyon (nsu)
	F2 EASTERN GULF OF LYON supports Florence F1
	F3 Corsica supports F1 (nsu, cut, DESTROYED)
Milan:	A1 Swiss to TYROLEA
(Kinsel)	A2 TURIN to Avignon
	A3 (EM) Tyrolea to CARINTHIA
	A4 Milan to TRENTO
	A5 PAVIA to Turin
	A Saluzzo support Florence A1 to Provence (nsu, nsu)
Naples:	A2 (EM) Naples to AQUILA
(Hurley)	F1 Albania to LOWER ADRIATIC
	F2 Durazzo to IONIAN SEA
	F3 Western Tyrrhennian Sea to CORSICA
	F5 WESTERN GULF OF LYON supports F3
	F7 WESTERN MEDITERRANEAN to Western Tyrrhennian Sea
Papacy:	A3 Perugia to URBINO
(Scharf)	A4 Romagna to BOLOGNA
	F1 UPPER ADRIATIC transports A4

- Venice: A1 (EM) BOSNIA supports A3
 (Robles) A2 Mantua to FERRARA
 A3 DALMATIA holds
 A4 Treviso to VENICE
 F1 VENICE LAGOON transports A4
 F2 Upper Adriatic to Lower Adriatic (nsu)

Proposals

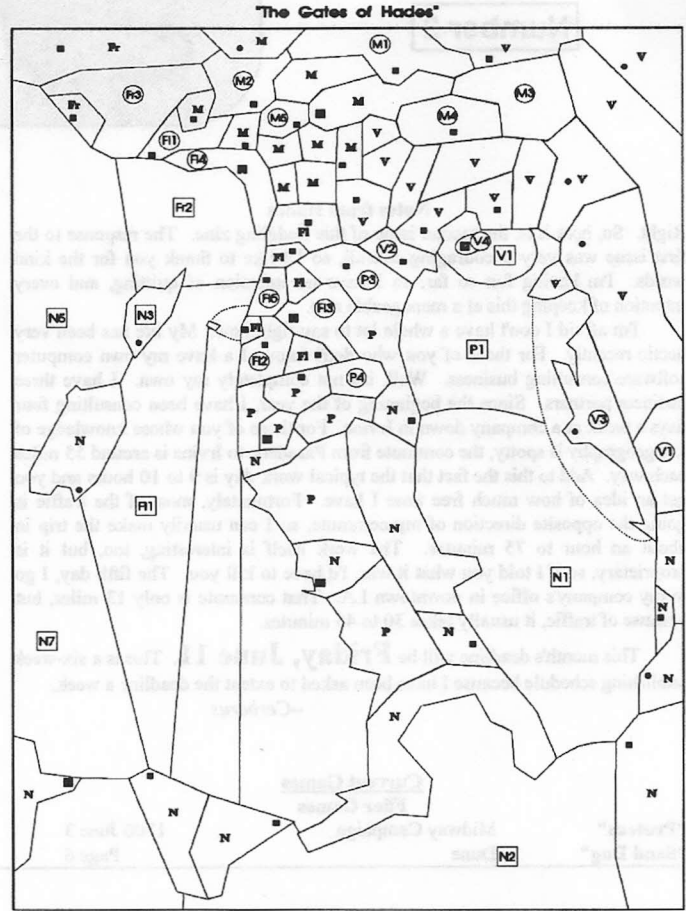
Concession to Naples fails. Florence/Milan/Naples/Venice draw proposed.

Summer 1461 Plague

Good Year: Montferrat, Bari, Ragusa, Istria, Aquila (Naples A2 destroyed),
 Patrimony

Press

- Madd Mann - All: I appreciate press being written for me.
 Milan - Venice: Thanks for Austria -- you fool!
 Naples - France: Your lack of contact signaled your intentions.
 Naples - Venice: We'll see ... (Part II)
 Papacy - Everyone: OK, that's it. I'm not attacking anybody for the rest of the game ... honest.
 Pope - Venice: It is with extreme pleasure that I return the favor.
 Venice - All: Lions and Tigers and Bears,... oh my! I don't think I'm in Kansas anymore.



○ Army □ Fleet ◇ Garrison

Mastiff / MGN# O/B/8/ABC/2
Winter/Summer 1457
Deadline/Fall 1457 6/4 Friday

In the north, Austria and France have fun disbanding each others' armies while France recovers from a terrible case of the plague. Florence continues to move on the Pope along with Naples, while Naples moves to block Venetian egress from the Adriatic.

Retreats

Papacy A3 retreats to Rome

Summer 1457 Plague

Bad Year: Vicenza, Swiss (French A4 destroyed), Carniola, Montferrat (French A2 destroyed), Capua (Naples A1 destroyed), Rome (Papal A3 destroyed), Lucca (Florentine F4 destroyed), Padua, Tunis, Cremona (French A1 destroyed), Arezzo (Florentine A2 destroyed)

Expenditures

Austria spends 12 ducats to disband French A5
 France spends 15 ducats to disband Austrian A3
 Naples gives 1 ducat to Austria
 Naples gives 3 ducats to Florence.

Orders

- AUSTRIA: A1 Piacenza to FORNOVA
 (Johnston) A2 (EM) Como to TURIN
 A3 Turin to Avignon (nsu)
 A5 TRENTE besieges (Autonomous garrison destroyed)
 A6 Tyrolea to SWISS

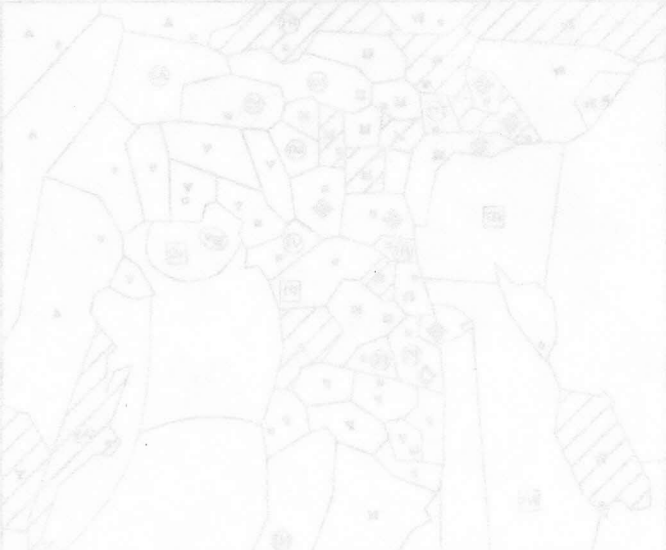
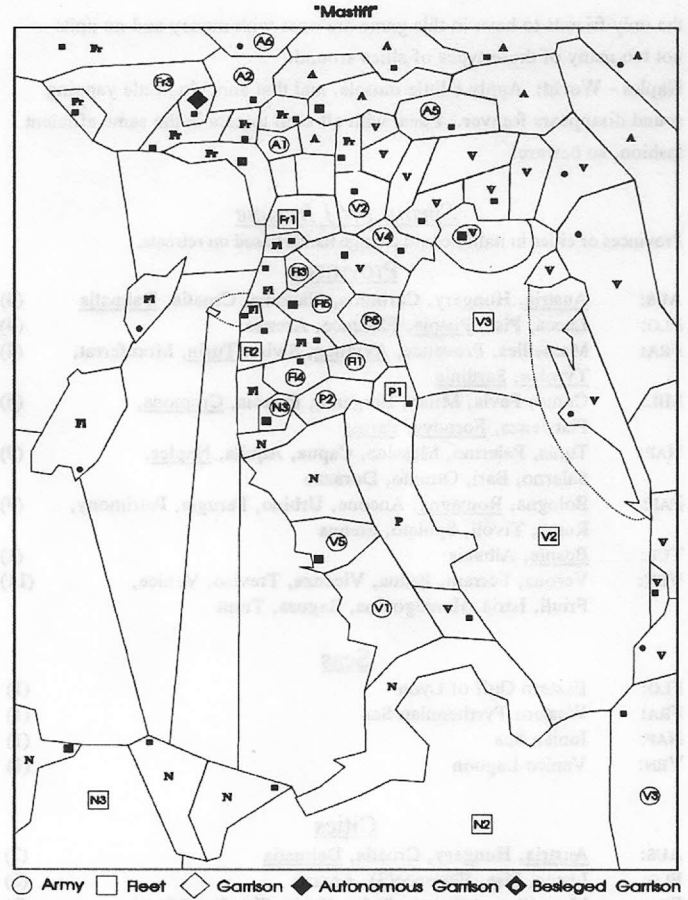
- FLORENCE: A1 URBINO supports A4
 (Robles) A3 PISTOIA to Bologna
 A4 Sienna to PERUGIA
 A5 FLORENCE supports A1
 F2 Patrimony to SIENNA
 FRANCE: A3 PROVENCE to Turin
 (Koehler) A5 Savoy supports A3 (nsu)
 F1 MODENA holds
 NAPLES: A3 Tivoli to ROME
 (Kinsel) F2 Gulf of Naples to IONIAN SEA
 F3 BAY OF TUNIS supports F2
 PAPACY: A2 Aquila to SPOLETO
 (Pomeroy) A5 ROMAGNA to Bologna
 F1 ANCONA converts to A (imp)
 VENICE: A1 Bari to SALERNO
 (Scharf) A2 MANTUA to Modena
 A3 Ferrara to DURAZZO
 A4 Verona to FERRARA
 A5 (EM) NAPLES supports A1
 F2 LOWER ADRIATIC transports A3
 F3 UPPER ADRIATIC transports A3

Notes

Remember that an army or fleet can only convert directly to a garrison unit. The garrison can then in the following turn convert to an army or fleet.

Press

Florence - Venice: The silence is frightening!
Emperor of Austria: Obviously, God hates the French. All their wealth can't buy them their health. A pox on France!
Venice - Florence: Yes, I also find the silence to be ominous...
Venice - France: Re plague results: Ouch! Perhaps our merchants can interest you in a supply of antibiotics?
Venice - GM: Judging from the plague results I assume the "package" arrived safely?



Pack of Curs / MGN# O/B/8/ABCG/1
Summer 1454
Deadline/Fall 1454 4/30 Friday

Austria prevents the acquisitive French from acquiring any more Austrian land while at the same time acquiring Venetian land along with Milan. France overestimates his treasury while attempting to disband a Neapolitan fleet. Florence falls asleep at the wheel, but fortunately for him, the Pope fails to take advantage of his lapse. Finally, the unitless Turk stands helplessly by while Naples and Venice take more of his land.

Expenditures

France borrows 3 ducats for 1 year from the moneylenders.
France spends 15 ducats to disband Naples F2 (insufficient funds, 5 ducats spent)
 Naples spends 3 ducats to counterbribe F2

Orders

AUSTRIA: A1 CARINTHIA to Tyrolea
 (Johnson) A3 Croatia to DALMATIA
 FLORENCE: NMR! A1 LUCCA holds
 (Gaylord - A2 AREZZO holds
 Ross ?) F1 EASTERN GULF OF LYONS holds
 FRANCE: A1 TYROLEA to Carinthia
 (Anderson) A2 Turin to MONTFERRAT
 F1 Sardinia to WESTERN TYRRHENNIAN SEA
 MILAN: A1 Bergamo to BRESCIA
 (Scharf) G1 MILAN converts to A2

NAPLES: A1 Bari to AQUILA
 (Lewis) A2 Messina to DURAZZO
 F1 IONIAN SEA transports A2
 F2 Western Mediterranean to TUNIS
 PAPACY: A2 SIENNA besieges
 (Robles) F1 BOLOGNA to Upper Adriatic
 TURKS: NO
 (Johnston) UNITS!
 VENICE: A1 FERRARA besieges (Autonomous garrison destroyed)
 (Pomeroy) A2 TRENTO besieges (Autonomous garrison destroyed)
 F1 Herzegovina to RAGUSA
F2 VENICE LAGOON to Upper Adriatic

Notes

Will Steve Koehler please submit standby orders for Florence!

Press

Anon - Victim: Die! Die! Die!
Milan - All: Yeow! I wish our banks would give out this kind of cash, of course, here you don't get assassinated -- I guess there are plusses to our system.
Milan - Venice: Please be on the lookout for a band of wandering minstrels. Ask our border guards to send them back home, we are in need of good cheer.
Naples - All: Turkey was aggressive and non-talkative. The money lenders will kill me in two years, but I wanted to make the game more interesting. One person that it will help tremendously is Venice so you better start moving against him now.
Naples - France: What happened to the easy going person who said that I could have Sardinia? Not only did you take Sardinia, but you're trying to convert my own fleets and take over Palermo. I think that you've decided

the only friends to have in this game are ones with money and no units -- not too many of those types of allies around.

Naples - World: Apply a little muscle, and that annoying little yapping sound disappears forever. I deal with all such threats in the same efficient fashion, so beware!

Spring 1461 Income

Provinces or cities in italics could change hands based on retreats.

Provinces

- AUS: Austria, Hungary, Carinthia, Slavonia, Croatia, Dalmatia (4)
- FLO: Lucca, Pisa, Pistoia, Florence, Arezzo (4)
- FRA: Marseilles, Provence, Avignon, Swiss, Turin, Montferrat, Tyrolea, Sardinia (4)
- MIL: Como, Pavia, Milan, Bergamo, Brescia, Cremona, Piancenza, Fornova, Parma (6)
- NAP: Tunis, Palermo, Messina, Capua, Aquila, Naples, Salerno, Bari, Otranto, Durazzo (9)
- PAP: Bologna, Romagna, Ancona, Urbino, Perugia, Patrimony, Rome, Tivoli, Spoleto, Sienna (9)
- TUR: Bosnia, Albania (1)
- VEN: Verona, Ferrara, Padua, Vicenza, Treviso, Venice, Friuli, Istria, Herzegovina, Ragusa, Trent (11)

Seas

- FLO: Eastern Gulf of Lyon (1)
- FRA: Western Tyrrhennian Sea (1)
- NAP: Ionian Sea (1)
- VEN: Venice Lagoon (1)

Cities

- AUS: Austria, Hungary, Croatia, Dalmatia (2)
- FLO: Lucca, Pisa, Florence(3), Arezzo (6)
- FRA: Marseilles, Avignon, Swiss, Turin, Tyrolea, Montferrat, Sardinia (3)
- MIL: Pavia, Milan(3), Cremona (4)
- NAP: Tunis(2), Palermo, Messina, Naples(2), Bari, Durazzo (6)
- PAP: Bologna, Ancona, Perugia, Rome(2) (5)
- TUR: Albania (1)
- VEN: Padua, Treviso, Venice(3), Ferrara, Trent, Ragusa (8)

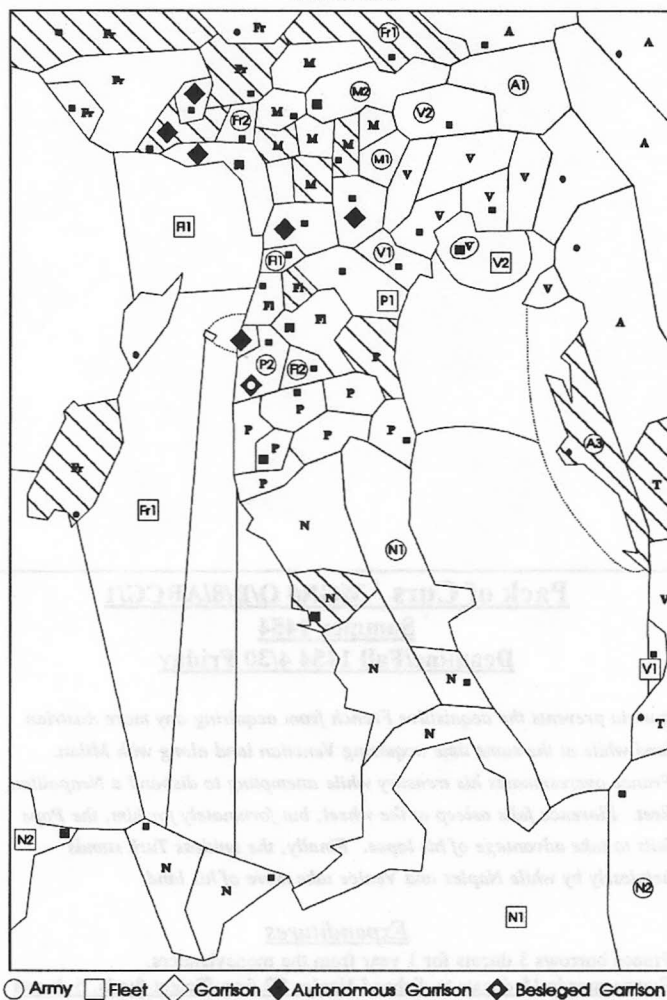
Totals

Coun	Rolls	Var	Prov	Sea	City	Gross	Treas.	Total
AUS	3	3	4	0	2	9	27	36
FLO	3, 3	6	4	1	6	17	4	21
FRA	4	4	4	1	3	12	0	12
MIL	3	3	6	0	4	13	3	16
NAP	1	1	9	1	6	17	2	19
PAP	4	4	9	0	5	18	8	26
TUR	6	6	1	0	1	8	5	13
VEN	1, 3	5	11	1	8	25	10	35

Game Summary

Coun	1460		
	Spr	Sum	Fal
Aus	0	0	0
Flo	7	8	8
Fra	4	4	3
Mil	7	7	8
Nap	10	10	10
Pap	6	4	4
Tur	0	0	0
Ven	10	11	11

"Pack of Curs"



Machiavelli Stock Exchange

Turn 2

Deadline Turn 3: 4/30 Friday

Notes

In the interest of brevity, the following abbreviations will be used: Aus - Austria, Flo - Florence, Fra - France, Mil - Milan, Nap - Naples, Pap - Papacy, Tur - Turks, Ven - Venice, GOH - "Gates of Hades", MAS - "Mastiff", POC - "Pack of Curs". Each country will be represented by a six letter abbreviation which will consist of the country name and the game name.

This game is not closed. New players may join by simply sending me their \$2.00 game fee and their buy orders for the current turn. The current prize for the winner is \$5.00 credit toward the S.O.B. gamefee or subfee of your choice.

Current Players:

Name	Nickname	Code
Dave Anderson	"Snoopy"	DA
Ron Johnson	"Vulture Dog"	RJ
Sean Johnston	"Otto"	SJ
Bill Scharf	"Doge"	BS
Mike Stewart	"Bulldog"	MS

Sells/Buys

Stock	DA	RJ	SJ	BS	MS	Total
FloGOH	--	--	--	--	--	0
FraGOH	--	--	--	--	--	0
MilGOH	--	--	--	--	--	0
NapGOH	--	--	--	--	--	0
PapGOH	--	--	--	--	--	0
VenGOH	--	--	--	--	--	0
AusMAS	-14	--	+3	--	--	-11
FloMAS	--	--	--	--	--	0
FraMAS	--	--	--	--	--	0
NapMAS	--	--	--	--	--	0
PapMAS	--	--	--	--	--	0
VenMAS	-7	--	--	--	+11	+4
AusPOC	--	-89	-5	-90	--	-184
FloPOC	--	--	--	--	--	0
FraPOC	+32	--	--	--	--	+32
MilPOC	--	--	--	--	-30	-30
NapPOC	--	+73	--	+74	--	+147
PapPOC	--	--	--	--	--	0
TurPOC	--	--	--	--	--	0
VenPOC	--	--	--	--	--	0

Portfolio Share Totals

Stock	DA	RJ	SJ	BS	MS	Bank
FloGOH	--	--	--	--	--	1000
FraGOH	--	--	--	--	--	1000
MilGOH	4	--	--	--	--	996
NapGOH	--	--	--	--	--	1000
PapGOH	--	--	--	--	--	1000
VenGOH	--	--	--	--	--	1000
AusMAS	--	--	48	--	--	952
FloMAS	--	--	--	--	--	1000
FraMAS	--	--	--	--	--	1000
NapMAS	--	--	--	--	--	1000
PapMAS	--	--	--	--	--	1000
VenMAS	--	--	--	--	11	989
AusPOC	--	--	--	--	--	1000
FloPOC	--	--	--	--	20	980
FraPOC	41	--	--	--	--	951
MilPOC	--	--	--	--	--	1000
NapPOC	--	73	--	74	--	853
PapPOC	--	--	--	--	--	1000
TurPOC	--	--	--	--	--	1000
VenPOC	8	--	--	--	--	992

Price Changes

Stock	Old Price	Difference	New Price
FloGOH	34.80	+2.90	37.70
FraGOH	13.80	-2.10	11.80
MilGOH	28.08	+3.00	31.08
NapGOH	41.80	+0.90	42.70
PapGOH	22.80	-2.10	20.70
VenGOH	42.80	-3.10	39.70
AusMAS	22.18	+3.78	25.96
FloMAS	29.80	+1.90	31.70
FraMAS	30.80	-3.10	27.70
NapMAS	16.90	+1.90	18.80
PapMAS	15.80	-5.10	10.70
VenMAS	50.14	+1.08	51.22
AusPOC	15.50	-1.78	13.72
FloPOC	22.40	0.00	22.40
FraPOC	20.34	+3.64	23.98
MilPOC	19.60	-0.70	18.90
NapPOC	18.80	+6.94	25.74
PapPOC	20.80	-0.10	20.70
TurPOC	14.80	-6.10	8.70
VenPOC	30.16	+1.00	31.16

Portfolio Values

Stock	DA	RJ	SJ	BS	MS
FloGOH	0.00	0.00	0.00	0.00	0.00
FraGOH	0.00	0.00	0.00	0.00	0.00
MilGOH	124.32	0.00	0.00	0.00	0.00
NapGOH	0.00	0.00	0.00	0.00	0.00
PapGOH	0.00	0.00	0.00	0.00	0.00
VenGOH	0.00	0.00	0.00	0.00	0.00
AusMAS	0.00	0.00	1246.08	0.00	0.00
FloMAS	0.00	0.00	0.00	0.00	0.00
FraMAS	0.00	0.00	0.00	0.00	0.00
NapMAS	0.00	0.00	0.00	0.00	0.00
PapMAS	0.00	0.00	0.00	0.00	0.00
VenMAS	0.00	0.00	0.00	0.00	563.42
AusPOC	0.00	0.00	0.00	0.00	0.00
FloPOC	0.00	0.00	0.00	0.00	448.00
FraPOC	983.18	0.00	0.00	0.00	191.84
MilPOC	0.00	0.00	0.00	0.00	0.00
NapPOC	0.00	1879.02	0.00	1904.76	0.00
PapPOC	0.00	0.00	0.00	0.00	0.00
TurPOC	0.00	0.00	0.00	0.00	0.00
VenPOC	249.28	0.00	0.00	0.00	0.00
\$	20.56	11.52	10.96	13.80	36.46
Total	1377.34	1890.54	1257.04	1918.56	1239.72

Average stock price: \$25.75

Dingo's Delight

Turn 2

Deadline Turns 4 and 5: 6/4 Friday

The Players

- 1st: **Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4 * 3**
B - Y - R10 - B10 - .
- 2nd: **Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 4 4**
Paintfall(o) - B - Poisonport(o) - Poisonport(s).
Discovers Yxklyx. Picks up \$100 IOU, barter it plus \$20 cash for a Red Drive.
- 3rd: **Chris Hurley (Eepeeep/Jackal of All Trades) Rolls Used: 1 * 4**
Multi-Generation Ship - NC1 - R - Y - R.
- 4th: **Andy Lewis (Niks/Dog Catcher Taxi) Rolls Used: (Mulligans a 3, gets a 3) 3 4 6**
A - NC3 - NC3 - NC3 - ? (It's a blue 30 penalty marker) - NC1 - R - Y - A - Dryport(o) - Dryport(s).
Discovers Cholos. Picks up \$90 IOU, buys one Designer Genes for \$50.

- 5th: **Howard Hugh (Human/Norman New Ruff) Rolls Used: 1 1 5 6**
Space Station Planet - R - Y - R - NC1 - ? (It's a yellow 30 penalty marker) - NC1 - R - Y - R - Grandport(o) - Grandport(s).
Discovers the Volois. Picks up \$120 IOU, barter it and \$20 cash for one Voll Silk.
- 6th: **Sean Cousins (Whynom/Black Bear) Rolls Used: 4 (6 * 2)**
Activates Gate Lock. A (In the Cloud) - Space Station Planet - R - Y - R - NC6 - R20 - Multi-Generation Ship - NC6 - Y - B - R - A - ? (It's TeleGate 5) - R20 - Terror Station (o) - ? (It's a Red 10 Penalty Marker).

Notes

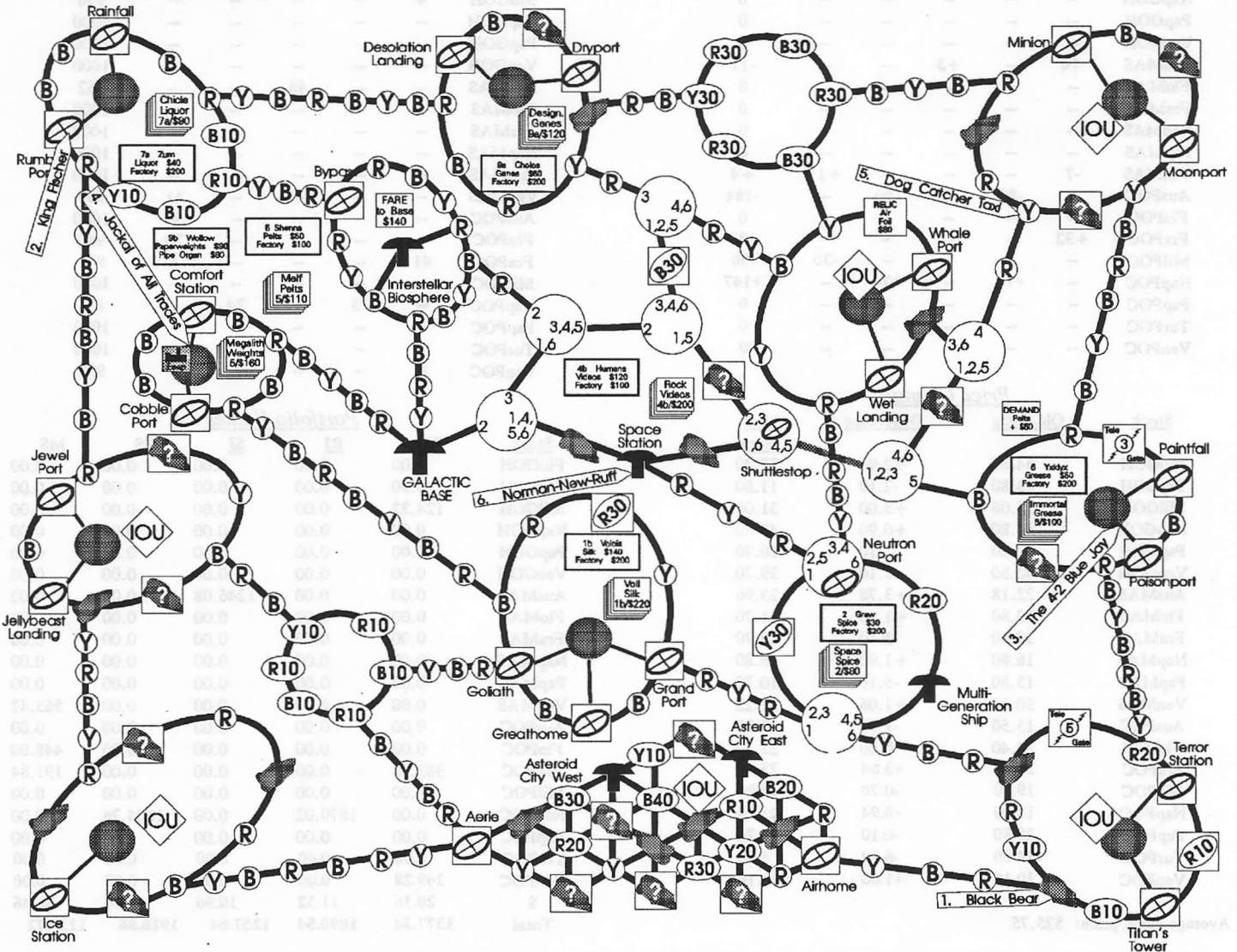
Remember that you are not limited to just one buy and one sell on your first turn at a planet if that planet is the home of your own race. That is how Norman was able to buy two things this turn. (Although the agent could have bought one of them.) Also, starting this turn, we are conducting two game turns per mail turn.

Press

4-2 Blue Jay - All: If you guys only knew what pleasure it gave to the rest of the sporting world when a non-U.S. team won the World Series! Who cares what happens from now on.
Cerberus - All: This one deserves an answer from someone who is less indifferent to baseball than I am.

4-2 Blue Jay - All: A little touch of Harry in the night. (Shakespeare)
Norman-New-Ruff - Merchants: My Agent's name is Dr. Pepper 2-4-10. He might be some trouble because he has a problem with drinking.
Norman-New-Ruff - Cerberus: Good press has not hurt; but -- no press; no "wine"; no fun; no "grape" (gripe); -- happy trails to you --
Cerberus - Norman-New-Ruff: Ugh.

Andy - Sean: After that FTF game we had with you getting all the good relics, I'm going to keep complaining until I get a few more.
Black Bear - All in (or near) Asteroid System: Out of my way, gentlemen, fast scout coming through.
Capt. James T. Kirk - All Starship Captains: Space: The Final Frontier...



<p>1. Black Bear \$100 Fast Scout 4: 2 6 // 5: 2 4 (Double 1) Hold1 Hold2 Hull</p> <p>Gate Lock (\$100) Switch Switch (\$100)</p>	<p>2. King Fischer \$140 Torch Scout 4: 4 // 5: 2 (times 3) Hold1 Hold2 Hull</p> <p>Chicle Liquor 7a/\$90</p>
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<p>3. The 4-2 Blue Jay \$20 Scow Clipper 4: 3 5 6 6 // 5: 2 3 6 6 (Use 3) Hold1 Hold2 Hull</p> <p>Red Drive (\$120)</p>

<p>4. Jackal of All Trades \$8 Rocket Scout 4: 4 6 // 5: 4 4 (Use 1 x 4) Hold1 Hold2 Hull</p> <p>Space Spice 2/\$80 Wollan \$100</p>
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<p>5. Dog Catcher Taxi \$15 Sports Scout 4: 3 4 6 6 // 5: 1 1 2 2 (Use 3) Hold1 Hold2 Hull</p> <p>Design'r Genes 9a/\$120 Mulligan Gear (\$120)</p>

<p>6. Norman-New-Ruff \$91 Clipper 4: 1 2 2 6 // 5: 4 4 5 6 Hold1 Hold2 Hull</p> <p>Rock Videos 4b/\$200 Agent (\$80)</p>

Sand Dog

Turn 6 Nexus - Turn 7 Combat

Players

Atreides: Sean Cousins
Bene Gesserit: Andy Lewis
Emperor: Ken Goldstien
Fremen: Bill Scharf
Guild: Chris Hurley
Harkonnens: Tom Swider

Nexus

Harkonnens play Cone of Silence affecting everyone except himself. No alliances are made.
 Second worm appears in Broken Land. 1 Fremen token rides it from there to The Habbanya Erg.

Bidding

CHOAM Charity recipients: Bene Gesserit and Harkonnens.
 Due to the Cone of Silence, the Harkonnen is the only player who can submit bids.
 CARD 1 goes to the Harkonnens for 1 spice. (Draws extra card)
 CARD 2 goes to the Harkonnens for 1 spice. (Hand is full, does not get extra card)
 The remaining cards are returned to the top of the deck.

Revival and Movement

The Bene Gesserit coexist everywhere except Arrakeen.
 The Guild choose to move first.

Revival

Atreides: 2 tokens
Bene Gesserit: 1 token
Emperor: 3 tokens (1 Elite Sadaukar), paid 4 spice
Fremen: 3 tokens (1 Fedaykin)
Guild: 2 tokens, paid 2 spice

Shipping

Bene Gesserit: 7 tokens to Arrakeen
Fremen: 4 tokens (1 Fedaykin) to Habbanya Erg
Guild: Attempts to ship 1 token to Arrakeen, but it is already occupied by two powers.

Movement

Fremen: 3 tokens False Wall West to Habbanya Erg (16), two tokens lost in storm.

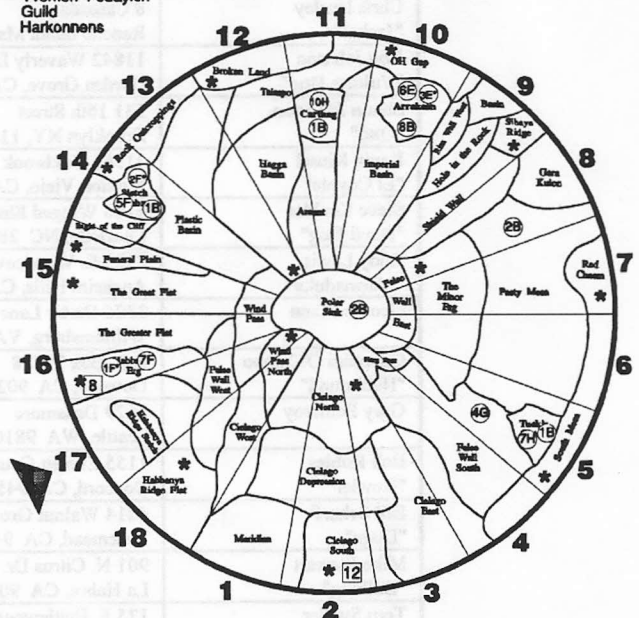
Combat

Arrakeen: Emperor vs. Bene Gesserit. Emperor is aggressor. Available leaders: Emperor: Count Fenring, Caid, Burse; Bene Gesserit: All

Final Positions

Atreides: 5 tokens in the tanks, 15 tokens off-planet
Bene Gesserit: 2 tokens Pasty Mesa, 8 tokens Arrakeen, 1 token Sietch Tabr, 2 tokens Polar Sink, 1 token Carthag, 1 token Tuek's Sietch, 5 tokens off-planet.
Emperor: 9 tokens (3 Elite Sadaukar) in Arrakeen, 3 tokens in the tanks, 8 tokens (2 Elite Sadaukar) off-planet
Fremen: 7 tokens (2 Fedaykin) Sietch Tabr, 5 tokens in the tanks, 8 tokens (1 Fedaykin) Habbanya Erg
Guild: 3 tokens in the tanks, 4 tokens False Wall South, 13 tokens off-planet
Harkonnens: 10 tokens Carthag, 7 tokens Tuek's Sietch, 3 tokens off-planet

Key
 ○ Tokens
 □ Spice
 A Atreides
 B Bene Gesserit
 E Emperor
 E+ Elite Sadaukar
 F Fremen
 F+ Fremen Fedaykin
 G Guild
 H Harkonnens



Machiavelli House Rules

- The first edition rules will be used, with second edition modifications for plague and famine in effect.
- Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
- 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.
- 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.
- 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.
- 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.
- 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.
- Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
- Draws may only be proposed if all countries in the draw can jointly satisfy the victory conditions for the game. 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.
- Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
- Phone orders will not be accepted after 9:00 PM Pacific Time. 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.
- 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.
- 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.
- Treasuries are open to inspection only during income calculation and the Spring campaign.
- Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. However, a fleet in Istria may transport an army to or from Dalmatia and vice versa.
- 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.

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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.

Addresses

Name	Address	Phone
David Anderson "Snoopy"	18 B Street Pontiac, MI 48340-1202	(313) 334-4840
Scott Cameron	4 Meadow Lane Hicksville, NY 11801-5304	
Caleb Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Sean Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Asher Gaylord-Ross "Afghan"	196 Forestwood Dr. Nashville, TN 37209	(615) 356-0945
Chris Geggus "Davey Boy Smith"	10 Talbrook, Brentwood Essex, CM14 4PY UK	
Ken Goldstien "Dealer Dog"	21035 E. Washington St. Walnut, CA 91789	(909) 598-8222
Howard Hugh "Rebellion Dogs"	2541 Laurence Ave. Carmichael, CA 95608-4602	(916) 485-4231
Chris Hurley "Jackal"	8 Cascada Rancho Santa Marguerita, CA 92688	(714) 589-5777
Ron Johnson "Vulture Dog"	11842 Waverly Dr. Garden Grove, CA 92690	(714) 530-4348
Shaun Johnston "Otto"	531 16th Street Brooklyn NY, 11215	(718) 788-3746
Kevin Kinsel "El Coyote"	21561 Oakbrook Mission Viejo, CA 92692	(714) 458-0819 (714) 830-2939
Steve Koehler "Devil Dog"	6166 Winged Elm Court Charlotte, NC 28212	(704) 535-2952
Andy Lewis "Marmaduke"	8503 E. Woodcove Dr. #133 Anaheim Hills, CA 92808	(714) 637-6579
George Mann	3326 Derby Lane Williamsburg, VA 23185-1465	0 (700) 624-6266
Giovanni O'Campo "Hellhound"	P.O. Box 39478 Downey, CA 90239-0478	(310) 862-1968
Gary Pomeroy	3629 Densmore Seattle, WA 98103	(206) 548-0262
Bob Robles "Howler"	1155 Everett Court Concord, CA 94518	(510) 827-9219
Bill Scharf "Doge"	4814 Walnut Grove Ave. Rosemead, CA 91770	(818) 286-4428
Mike Stewart "Bulldog"	901 N. Citrus Dr. #10 La Habra, CA 90631	(310) 694-0900
Tom Swider	125 E. Bettelwood Ave., Apt J Oaklyn, NJ 08107	(609) 858-4306
Jeff Whitham "Wolfpack"	16642 Spruce Circle Fountain Valley, CA 92708	(714) 775-4365
Andrew York "Greyhound"	P.O. Box 2307 Universal City, TX 78148-1307	

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. I need standbys for the following games:

Machiavelli, Dune, New World, Merchant of Venus, and the Machiavelli Stock Exchange. The current standby list is:

- Machiavelli:** Steve Koehler, Jeff Whitham
- Dune:** Steve Koehler
- New World:** Steve Koehler
- Merchant of Venus:** Steve Koehler
- Machiavelli Stock Exchange:** Steve Koehler