

Notes from Hades

Another month has passed, and with it, a lot of unusual weather. During most of January, we had heavy rains here in Southern California. They got to be so bad that several major streets in Orange County had to be closed because of huge sink holes. There was quite a lot of flooding and a few mudslides, which is not all that unusual for Southern California during a heavy rain, but there are still people who will buy a house only to find that it has lost about ten feet of elevation during the next big rain storm. Fortunately, my house is well situated, so that I had neither flooding nor sliding. The roof also held up well; there were no leaks. The only problem that I encountered was that my garage door got so waterlogged that the automatic opener couldn't lift it. Anyway, a couple of weeks ago, the rain stopped, and for the last week or so, we have been having bright sunshine and temperatures in the 80s. (Think about that as you shovel snow off of your walkway.)

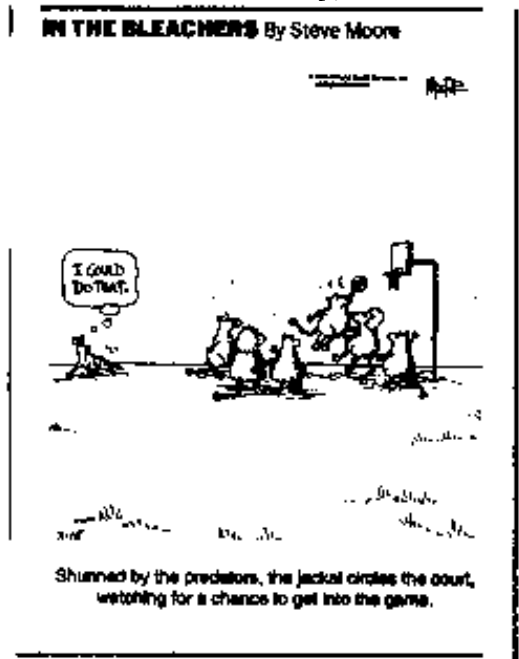
The response to the letter column offer was truly underwhelming. Since there seems to be a decided lack of interest, I will put the idea on hold for now.

There is still time to submit reviews for the next Zine Register. The deadline is February 15, and reviews should be sent to Pete Gaughan, 1236 Detroit Avenue #7, Concord, CA 94520-3651. His email address is gauhan@netcom.com. This will be Pete's last ZR, as he and his wife are expecting their first child in a few months.

Andy Lewis has kindly consented to run a couple of games in this zine. He is trying to start up games of Gangsters and Race for the White House. Both of them are now listed in the Wish List, so sign up.

Finally, "Dog Star" has finished. Congratulations to Dave Anderson, who won the game handily. Thanks also to Bob Robles, Roy Vij, and Ron Johnson, who also played. As promised, I am offering a new game of Stellar Conquest since the old one has finished.

This issue's deadline will be on **Friday, March 10.**



Current Games

Machiavelli

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Flier Games

"Proteus"	Midway Campaign	1500 Aug 25
"Dog Star"	Stellar Conquest	Over

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.

"Canis Major" Stellar Conquest. This game will be run by flyer. Have two, need two 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.

Gangsters is a game set in the Roaring Twenties where each player tries to have the most successful mob in the city. It will be guest GMed by Andy Lewis. Need 4.

Race for the White House is a game of Presidential elections. It will be guest GMed by Andy Lewis. Need 6.

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).

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

Milan and the Pope move into position to finish off the crippled Austrian Empire, while Florence springs a surprise on the Pope. Naples consolidates his position. Milan is hit hard by famine.

Expenditures

Florence spends 3 ducats to counterbribe A3 Arezzo
 Florence spends 21 ducats to buy Papal A6

Orders

- AUSTRIA: No Units
 (CD)
 FLORENCE: A1 Modena to BOLOGNA
 (Koehler) A2 FLORENCE supports A3
 A3 AREZZO supports A2 (cut)
 F1 WESTERN TYRRHENIAN SEA to Pisa
 MILAN: A1 SALUZZO holds
 (Scharf) A2 Provence to TURIN
 A3 Parma to FORNOVA
 A4 Cremona to MILAN
 A5 Savoy to GENOA
 NAPLES: A1(EM) Capua to AQUILA
 (Lewis) F1 OTRANTO holds (rebellion put down)
 F2 PIOMBINO to Pisa
 F3 Albania to LOWER ADRIATIC
 PAPACY: A1 URBINO to AREZZO
 (Robles) A2 Perugia to SIENNA
 A3 Tivole to ROME
 A4 Croatia to SLAVONIA
 A5 Rome to PERUGIA
 A6 Florence supports A1 (nsu)
 F2 (EM) Lower Adriatic to DALMATIA
 F3 RAGUSA holds

Press

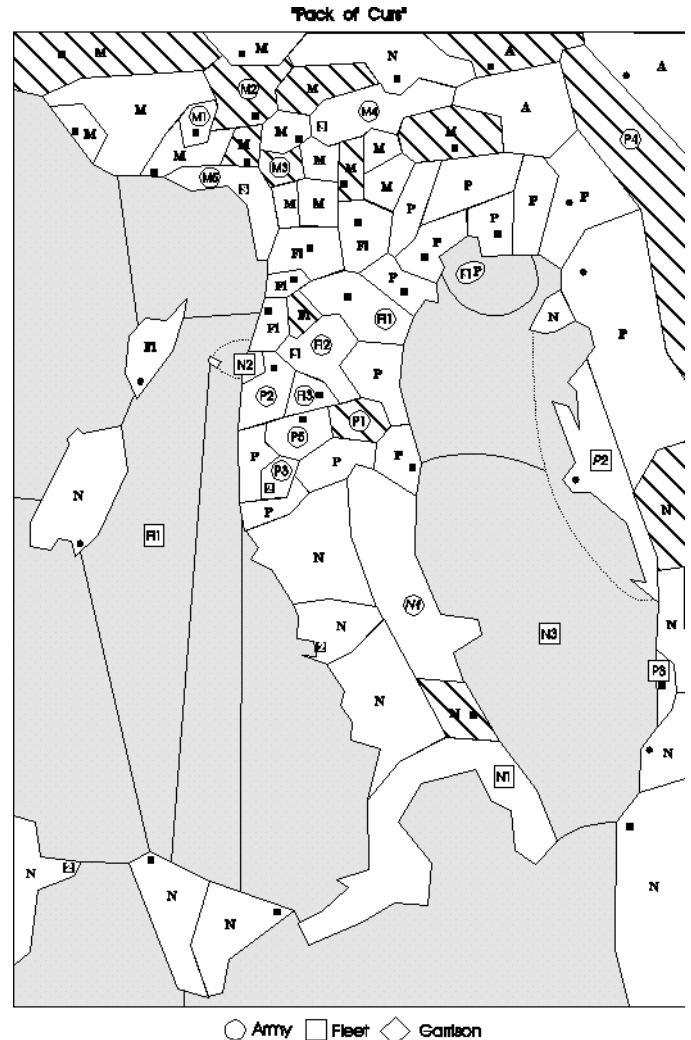
- Milan - Florence:** OK.
Milan - Papacy: Sure, I believe you.
Milan - Naples: You believe that the Papacy and I are working together?
 How'd you like to buy a bridge from my (as long as you're in a delusional mood).
Naples - Milan: I think that the Pope has decided to throw the game to you.
 What kind of cross game deal did you make with him?
Pope - All: Anybody for last rites?
Cerberus - Pope: Who for?

Spring 1460 Famine

Bad Year: Bari, Slavonia, Montferrat, Urbino, Fornova, Como, Trent, Cremona, Austria, Pistoia, Turin, Bosnia, Avignon

Spring 1460 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: | Hungary, Carinthia, <u>Austria</u> | (2) |
| FLO: | Pisa, Arezzo, Modena, Florence, Lucca, <u>Pistoia</u> , Mantua, Corsica, Bologna | (8) |
| MIL: | <u>Como</u> , Pavia, Milan, <u>Fornova</u> , Piacenza, <u>Cremona</u> , Brescia, Bergamo, Pontremoli, <u>Montferrat</u> , <u>Trent</u> , <u>Turin</u> , Swiss, <u>Avignon</u> , Provence, Marseilles, Savoy, Saluzzo, Genoa | (12) |
| NAP: | Naples, Salerno, <u>Bari</u> , Otranto, Messina, Palermo, Tunis, Istria, Sardinia, Albania, Tyrolea, Herzegovina, <u>Bosnia</u> , Durazzo, Aquila, Piombino | (14) |
| PAP: | Romagna, Ferrara, Patrimony, Rome, Tivoli, Ancona, Verona, Padua, Venice, Vicenza, Treviso, Friuli, <u>Urbino</u> , Spoleto, Carniola, Croatia, Dalmatia, Ragusa, Sienna, <u>Slavnonia</u> | (18) |

Seas

- | | | |
|------|------------------------|-----|
| FLO: | Western Tyrrhenian Sea | (1) |
| NAP: | Lower Adriatic | (1) |

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Cities

AUS:	Hungary, <u>Austria</u>	(1)
FLO:	Pisa, Arezzo, Florence(3), Lucca, Modena, Corsica, Mantua, Bologna	(10)
MIL:	Pavia, Milan(3), <u>Cremona</u> , <u>Trent</u> , <u>Montferrat</u> , <u>Turin</u> , Swiss, <u>Avignon</u> , Marseilles, Savoy, Saluzzo, Genoa(3)	(11)
NAP:	Naples(2), <u>Bari</u> , Messina, Palermo, Tunis(2), Sardinia, Albania, Durazzo, Tyrolea, Piombino	(11)
PAP:	Rome(2), Ancona, Ferrara, Padua, Dalmatia, Venice(3), Treviso, Sienna, Carniola, Croatia, Ragusa, Perugia	(15)

Totals

Coun	Rolls	Var	Prov	Seas	City	Gross	Treas	Total
AUS	1	1	2	0	1	4	1	5
FLO	1, 3	4	8	1	10	23	7	30
MIL	6, 4 ^F , 5 ^G	12	12	0	11	35	14	49
NAP	6, 2 ^T	6	14	1	11	32	23	55
PAP	1	2	18	0	15	35	3	38

^FThis is the roll gained by conquering France.

^TThis is the roll gained by conquering the Turks.

^GThis is the roll gained by holding Genoa.

Game Summary

Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	3	3	4	4	6	8	8	11	13
Flor:	3	4	4	4	6	6	6	5	5
Fra:	4	6	6	7	8	8	8	7	6
MIL:	3	3	3	4	3	3	4	3	4
NAP:	4	4	6	6	6	6	6	6	6
Pap:	4	4	4	5	3	3	3	4	4
Tur:	3	3	1	1	1	1	1	1	1
Ven:	4	4	6	5	6	5	4	0	0

Coun	1457			1458			1459		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	12	12	10	9	6	2	1	1	2
Flor:	7	6	6	6	7	7	6	7	10
Fra:	5	3	2	2	2	3	4	3	0
MIL:	5	5	5	5	6	7	8	8	9
NAP:	7	9	14	15	16	15	14	14	12
Pap:	3	5	5	5	6	9	10	10	8
Tur:	1	0	0	0	0	0	0	0	0
Ven:	0	0	0	0	0	0	0	0	0

Coun	1460		
	Spr	Sum	Fal
Aus:	2	2	2
Flor:	10	7	8
Fra:	0	0	0
MIL:	10	12	12
NAP:	12	11	10
Pap:	8	12	12
Tur:	0	0	0
Ven:	0	0	0

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

Summer 1456

Deadline/Fall 1456 3/10 Friday

Austria becomes the first country to fall, putting Venice in a position to complete the conquest next campaign. The Milanese army that was evicted from Milan disbands in confusion, while the King of France has gone missing again. The Turks manage to escape from a dire fate in Tunis, by paying the besieging fleet to go away. The pressure on Florence is released, as the Pope tries to help his earstwhile enemy against his new enemy.

Spring 1455 Retreats

Milan A3 retreats to garrison (imp., retreats OTB)
Naples F1 retreats to Western Mediterranean

Orders

AUSTRIA: A1 Tyrolea supports A3 (nsu)
(Robles) A2 Trent supports A3
A3 Milan supports A2 **OUT!**
FLORENCE: F1 Eastern Gulf of Lyon to MODENA
(York) G1 FLORENCE converts to A1
G1 PISA converts to A2
FRANCE: NMR! A1 SWISS holds
(Broyles?) A3 (EM) MARSEILLES holds

Expenditures

Naples spends 12 ducats to disband Naples F4
Venice spends 18 ducats to disband Austrian A1

A4 (EM) PROVENCE holds
G1 GENOA holds
MILAN: A1 Pontremoli to FORNOVA
(Scharf) A2 MONTFERRAT besieges (autonomous garrison destroyed)
G1 Milan converts to A3 (nsu)
NAPLES: F1 Western Mediterranean to PALERMO
(Koehler) F2 BAY OF TUNIS supports F1
F3 Ionian Sea to DURAZZO
F4 (EM) Tunis besieges (nsu)

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PAPACY: A1 PISTOIA supports Florence A Florence (nsu)
 (Hurley) A4 PISA supports Florence A Florence (nsu)
 TURKS: F1 PALERMO to WESTERN TYRRHENIAN SEA
 (Lewis) F2 Western Tyrrhenian Sea to CORSICA
 F4 Bari to LOWER ADRIATIC
 G1 TUNIS converts to F3
 VENICE: A1 BOLOGNA holds
 (Anderson) A2 Hungary to SLAOVNIA
 A3 Austria to TYROLEA
 A4 VERONA holds (u)
 A5 (EM) Romagna to URBINO
 F1 Ancona to UPPER ADRIATIC
 F2 Upper Adriatic to DALMATIA

Notes

Note that a retreat to garrison is allowed only if no other option (other than off the board, of course) exists. Also, since Austria has lost control of his last home city, he has been eliminated. Finally, **will Jason Wilke please submit standby orders for France!**

Press

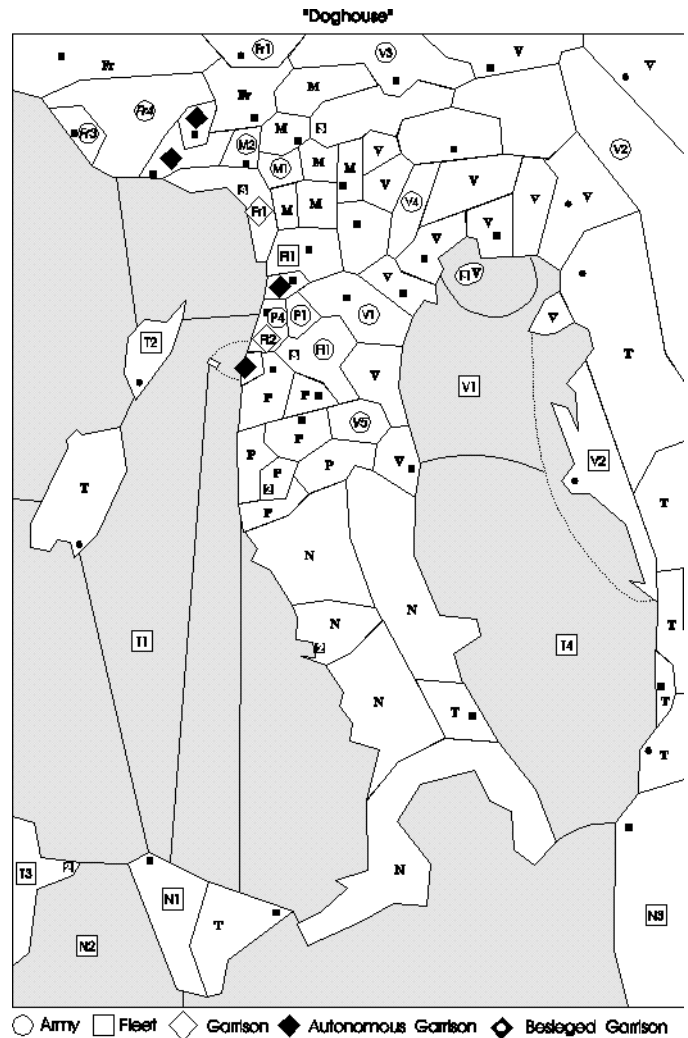
Milan - Austria: Okay, no more Mr. Nice Guy. Retreat now or I'll do something I'm gonna regret later.

Cerberus - Milan: Like what, make an impossible retreat?

Milan - Papacy: Any money you send will be deeply appreciated.

Milan - France: Look, if I had wanted Genoa, I wouldn't have besieged Montferrat.

Papacy -World: What did you expect! Let the Venetian eat shit!!!



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

Summer 1454

Deadline/Fall 1454 3/10 Friday

Naples and Venice come to Florence's aid by attacking the Pope, while France launches an attack on Austria and Austria and Venice also have at each other. Milan succeeds in a quick neutral land grab, while the Turk opens up on Naples. A fine free-for-all.

Orders

Austria(): A1 TYROLEA to Carinthia
 A2 Carinthia to FRIULI
 A3 Slavonia to CARNIOLA
 Florence(): A1 SIENNA to Florence
 A2 PISTOIA supports A1
 F1 Western Tyrrhenian Sea to SARDINIA
 France(): A1 SWISS supports A2
 A2 Turin to TYROLEA
 F1 Western Gulf of Lyon to CORSICA
 Milan(): A1 Cremona to MILAN
A2 PAVIA supports Austrian A1 to Turin (nso)
 A3 Montferrat to GENOA
 Naples(): A1 Otranto to TIVOLI
A2 PALERMO to Piombino
 F1 GULF OF NAPLES transports A1
 F2 Bay of Tunis to IONIAN SEA

Papacy(): A1 FLORENCE spits at the Florentine heretics (hold)
 A2 URBINO supports A1
 A3 PERUGIA laughs at ineptitude of Florentine armies (hold)
F1 ANCONA to Upper Adriatic
 Turks(): A1 Herzegovina to AQUILA
 F1 LOWER ADRIATIC transports A1
 F2 Western Mediterranean to TUNIS
 Venice(): A1 Ferrara to BOLOGNA
A2 TRENTO to Carinthia
F1 DALMATIA to Upper Adriatic
 F2 Venice to VENICE LAGOON

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

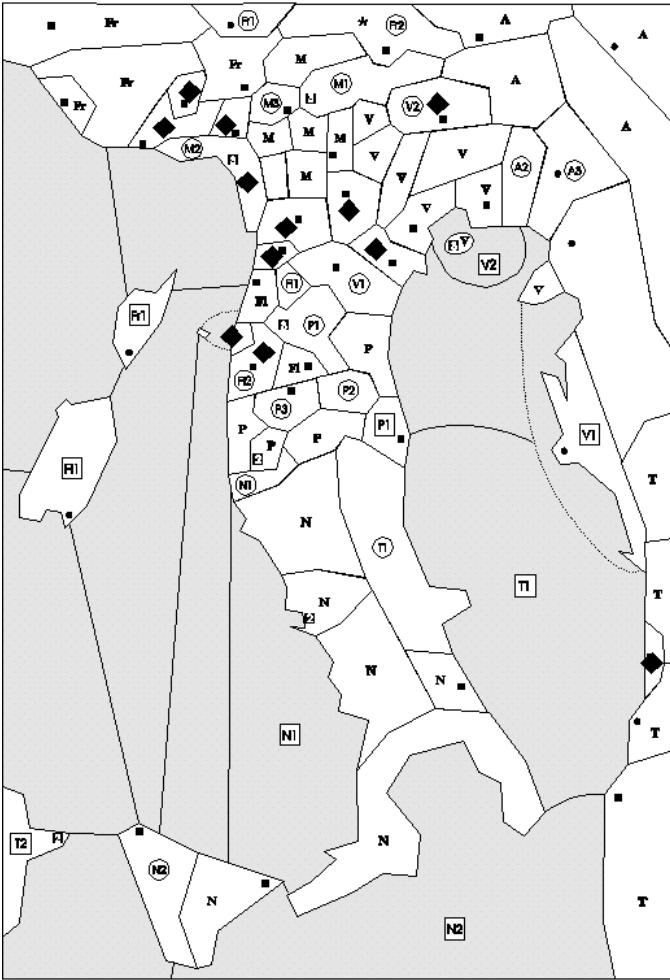
Press

Austria - France: What about you not coming my way!

Austria - Milan: Orders must have been scrambled on transmission. Sorry!

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"Rude Dog"



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison

Austria - Milan: It sure looks like you are either opening yourself up to a stab from the Venetians or are allied with them already. Either way you are a disgrace to common good of the world.

Austria - Milan: You gullible fool, getting rid of you will be doing the game a service. I offer an open invitation to all -- help me get this clutter out of the way before the rest of us get down to business. Ahem, Venic, France -- let's get to work.

Austria - World: Venice is strong where is the help?

Borgia Pope - Doge: If you are in Bologna, it is war. If not, I'll reconsider my offer with the Turk.

Florence - France: You Corsica. Me Sardinia. (Tarzan chest beating follows.)

Florence - Milan: Yes, fetching more men.

Florence - Naples: Your northern neighbor needs an arse-kick. Go to it!

Florence - Pope: Kiss my ring, Pontiff!

Florence - Venice: I hope you took Bologna.

France - Milan: Perhaps you should reconsider your "alliance" with Austria. It appears I'll be a better neighbor than he is.

France - Papacy: Milan can have Genoa. I much prefer a string Milan between me and the rest of the board. If he heads in my direction he's leaving his back open to the rest of you gentlemen, from what I've seen so far, that's not a good idea.

Milan - Austria: Work against Venice? Sure. Let's just clean out the west first.

Milan - Turks: Great idea!

Milan - Papacy: I like the way you think!

Pope - Turk: Get old moneybags! I'll help you in the Adriatic. Hope you helped me into the UAS.

Papacy - Naples: Hey, hope you're not planning the convoy to Tivoli! As said previously, hope we just stay out of each other's way. Good luck.

Pope - France/Milan: Looks like you two will be quite busy with each other for some time.

Pope - World: How about some pressure on Venice?

Mailman's Bane

Turn 4 Media and Campaign Days

Deadline for Turn 4 Opinion Polls and Campaign Results: 3/10 Friday

Media Tokens

CDU buys one media token in Bayern (400 DM spent)
 SPD buys one media token in Niedersachsen (400 DM spent)
 Grüne passes
 FDP passes
 CDU passes

Issue Exchange

SPD exchanges Atomkraft NEIN for NATO JA.

Campaign Days

CDU buys 4 campaign days for Bayern (400 DM spent)
 SPD buys 4 campaign days each in Bayern, Hamburg, and Niedersachsen (1200 DM spent).
 Grüne buys 4 campaign days each in Hamburg and Rheinland-Pfalz. (800 DM spent)
 FDP buys 4 campaign days each in Hamburg and Bayern, 2 campaign days in Rheinland-Pfalz (1000 DM spent).

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Players

<p><u>CDU</u></p> <p>Player: Bill Scharf</p> <p>Campaign Days: 6</p> <p>Media Tokens: 1</p> <p>Conferences: Regular</p> <p>Platform: <u>Freigeutliche Grundordnung</u> Atomkraft JA Gewerkschaft NATO JA §218 NEIN</p>	<p><u>Grüne</u></p> <p>Player: Dave Anderson</p> <p>Campaign Days: 1</p> <p>Media Tokens: 0</p> <p>Conferences: 2 Special</p> <p>Platform: <u>Umweltschutz</u> NATO JA Steuersenkung NEIN 35-Stunden-Woche NEIN §218 JA</p>	<p><u>FDP</u></p> <p>Player: Sean Cousins</p> <p>Campaign Days: 0</p> <p>Media Tokens: 2</p> <p>Conferences: Special</p> <p>Platform: <u>Marktwirtschaft</u> Atomkraft JA Steuersenkung NEIN 35-Stunden-Woche NEIN §218 JA</p>	<p><u>SPD</u></p> <p>Player: Andy Lewis</p> <p>Campaign Days: 0</p> <p>Media Tokens: 3</p> <p>Conferences: 2 Special</p> <p>Platform: <u>Gewerkschaft</u> Atomkraft JA NATO JA Steuersenkung NEIN §218 JA</p>
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Player order for turn 4 is: CDU, SPD, Grüne, FDP
 Your Available Ministers: _____
 Your Available Cash: _____

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	4	2	5	7
Vote Share	39	10	0	34
Media Tokens	1	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	8	8	4
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

Rheinland-Pfalz

	CDU	Grüne	FDP	SPD
Campaign Days	0	4	2	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

Niedersachsen

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

Issues: NATO JA
Mandate Range: 6 - 11

Available Issues

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

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 10

Deadline for Turn 11 Commander Actions: 3/10 Friday

Commander Actions

Fangland (Kinsel) uses MWa to buy a titanium factory and Or1, Or2, Or2 to buy a population. **Last Chance Cafe** (Lewis) opens the bidding on a Warehouse at 27 and gets it (Or3, Or3, Wa8, Wa8, HE discount).

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BarterTown (York) opens the bidding on Robots at 50 and IMPD get it for 60 (Wa7, Wa7, Wa7, Ti9, Ti10, Ti10, Ti10). He opens the bidding on another Robots at 50, and Dealer's Den gets it for 58 (MWa, Ti7, Ti10, Ti11). He opens the bidding on the last Robots at 50, and New Earth gets it for 59 (Or1, Wa4, Or5, Wa7, Wa7, Ti8, Wa9, Wa9, Ti9). He buys a titanium factory (MWa) and a population factor (Ti13).
New Earth (Scharf) passes.

Dealer's Den (Anderson) passes.
Basset Base Beta (Koehler) opens the bidding on Scientists for 40 and NODNOL gets it for 60 (DL discounts). Opens the bidding on a Warehouse for 25 and gets it (Wa5, Ti7, Wa8, HE discount). Buys a titanium factory for 30 (Or2, Wa6, Wa6, Wa7, Ti9) and a population factory for 10 (Ti10).
Interstellar Mining and Pizza Delivery (S. Cousins) passes.
NODNOL (Cochran) passes

The Commanders

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF, TiF	No, HE, Wa, Ec	17
2	New Earth	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TiF, TiF	HE, No, Wa, Ro	16
3	Dealer's Den	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF	No, HE, Ro	16
4	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF	No, HE, Wa	15
5	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	HE, No	15
6	Last Chance Cafe	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF	No, HE, Ro, Wa	15
7	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF, TiF, TiF	DL, HE, No, Ro	14
8	NODNOL	Dean Cochran	OrF, OrF, WaF, WaF	6DL, 2Sc	13

Income

Existing cards: _____

New cards: _____

BarterTown, Last Chance Cafe, Dealer's Den, and Fangland took Mega water cards. Last Chance Cafe also took a Mega titanium card.

Press

NODNOL - All: Where's the Mule?

Available Upgrades

New arrivals: 2 Outposts, 3 Orbital Labs, Warehouse

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouses (Wa)	25	3	0
Scientists (Sc)	40	0	5
Orbital Lab (OL)	50	3	4
Robots (Ro)	50	0	3
Laboratory (La)	100	0	7
Ecoplants (EP)	30	0	6
Outpost (Ou)	100	2	5

"Fenris Wolf"

Epoch IV, Empire Selection

Deadline for Epoch IV Guptas, Goths, Huns, and Byzantines: 3/10 Friday

Purple People Eaters (C. Cousins) keeps his empire
Wesley Crusher Returns (Anderson) keeps his empire
Olde Sea Dogge (Cowles) gives his empire to the Quantum Coyotes

Quantum Coyotes (Kinsel) gives his empire to Dealer Dogs for Hell
Dealer Dogs for Hell (Lewis) gives his empire to Olde Sea Dogge
The Flintstones (Geggus) keeps his empire

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*

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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 IV Empire

Your Empire is: _____

Prairie Dog
Deadline Turn 5: 2/3 Friday
Turn 4

Segment 1

Andy: Card (6) -- Throw (bottle at Ronnie), segment 1 of 2
John Henry: Cards (B8) and (6) -- Strength and Throw (chair at hex Laundry Boy, wielding factor +8 to 5), segment 1 of 4
Ronnie: Card (10) -- Duck (Laundry Boy), segment 1 of 1
Laundry Boy: Card B1 -- Advance (ahead left to hex I18), segment 1 of 1, draws 2 delay cards, 2 delay points, Ronnie draws 2 delay cards, gets 2 delay points

Segment 2

Andy: Card (6) -- Throw (bottle at Ronnie), segment 2 of 2, aim time 6, hit, BE becomes HEAD, LIGHT 6 and LOSE AIM, 4 delay points
John Henry: Cards (B8) and (6) -- Strength and Throw (chair at hex Laundry Boy, wielding factor +8 to 5), segment 2 of 4
Ronnie: Delay
Laundry Boy: Delay

Segment 3

Andy: Card (3) -- Turn ahead right, segment 1 of 1
John Henry: Cards (B8) and (6) -- Strength and Throw (chair at hex Laundry Boy, wielding factor +8 to 5), segment 3 of 4
Ronnie: Delay
Laundry Boy: Delay

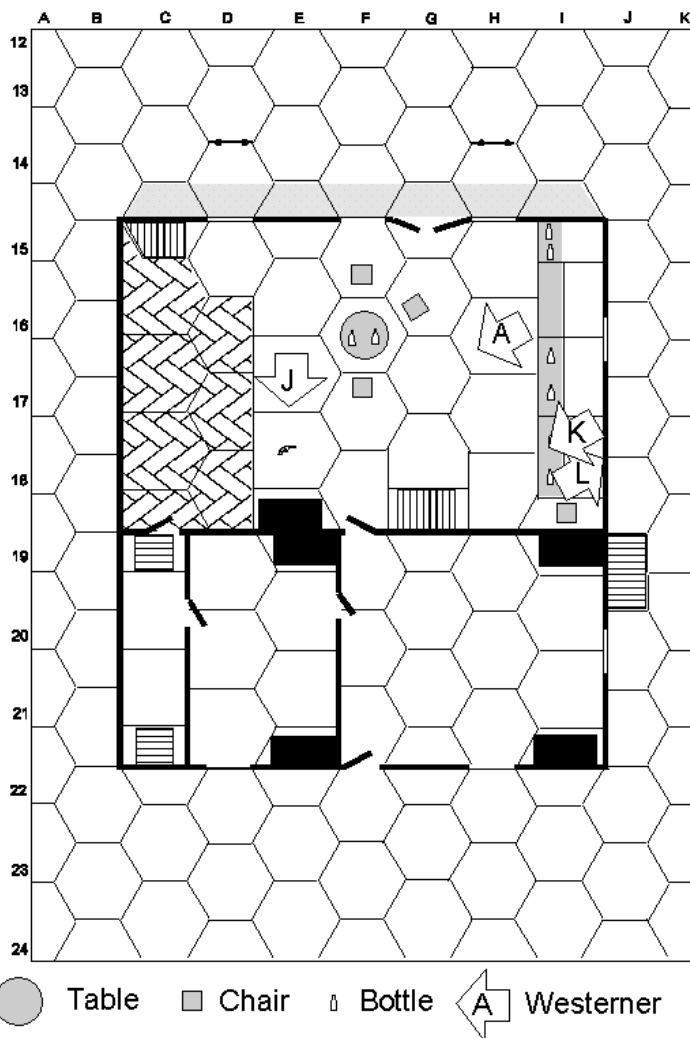
Segment 4

Andy: Card (8) -- Head Back, segment 1 of 2
John Henry: Cards (B8) and (6) -- Strength and Throw (chair at hex Laundry Boy, wielding factor +8 to 4), segment 4 of 4, miss, target not in line of sight, chair lands in hex I19
Ronnie: Delay
Laundry Boy: Card 2 -- Run (to hex I17), segment 1 of 1, impossible, draws 2 delay cards, 1 delay point

Segment 5

Andy: Card (8) -- Head Back, segment 2 of 2
John Henry: Nothing
Ronnie: Delay
Laundry Boy: Delay

Prairie Dog



Ronnie loses 3 delay points.
Laundry Boy loses 2 delay points.

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Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	H16 > G17	4, 6, 9	None	0	25	
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	3	15	
D	Scott Cameron	Laundry Boy(L)	I16 > J15	1, 4, 5, 6, 7	Brawling +2	1	18	

Weapons

Character	Holstered	Gun Hand	Other Hand	Both Hands	Ammo
Andy	C45, Knife	Empty	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

It has been brought to my attention that when Andy moved to a new hex, his head counter should have been removed. The only effect this had on the current turn is to nullify his head counter for purposes of range in his throw action. Also, John Henry's GUN ARM wound reduces wielding factors by 1.

Press

Laundry Boy: In this modern age of multicultural diversity, Laundry Box is that most Asian of superheroes. First, he defeats the bad guys, then he eats thier dog.

Canine

**Turn 1 Bidding to Turn 2 Bidding
Deadline Turn 2 Bidding and Movement: 3/10 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		

Key

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

Bidding

- Card 1 goes to the Bene Gesserit for 4 spice. (_____)
- Card 2 goes to the Lansraad for 3 spice. (_____)
- Card 3 goes to the Lansraad for 3 spice. (_____)
- Card 4 goes to the Guild for 5 spice. (_____)
- Card 5 goes to the Lansraad for 3 spice. (_____)
- Card 6 goes to the Atreides for 5 spice. (_____)
- Card 7 goes to the Atreides for 3 spice. (_____)

Revival and Movement

The Guild goes last. The Bene Gesserit are coexisting everywhere.

Shipping

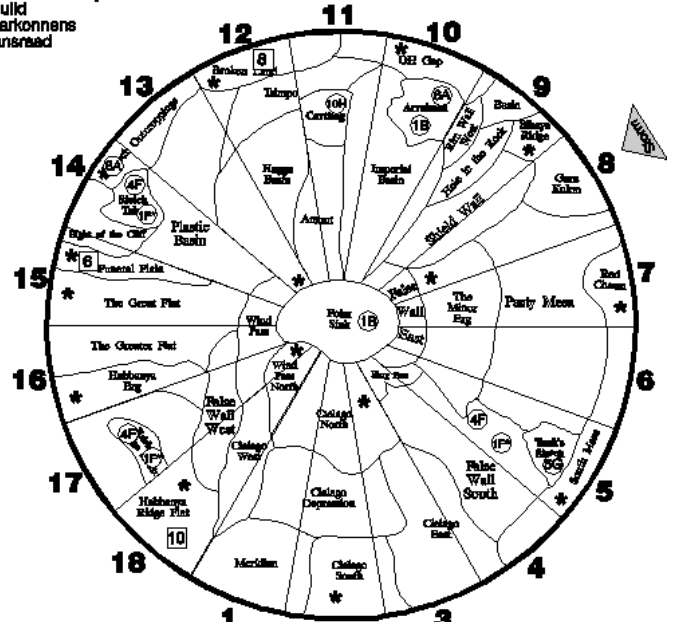
- Atreides** ship 2 tokens to Arrakeen (1 Bene Gesserit token accompanies).
- Fremmen** ship 5 tokens (including 1 Fedaykiin) to False Wall West.

Movment

- Atreides** move 6 tokens Arrakeen - OH Gap - Broken Land - Rock Outcroppings (14)
- Fremmen** move 5 tokens (including 1 Fedaykin) False Wall West - Habbanya Ridge Flat - Habbanya Ridge Sietch

Combat

None



Spice Collection

- Atreides** collect 8 spice (6 from Rock Outcroppings, 2 from Arrakeen)
- Guild** collects 1 spice (Tuek's Sietch)
- Harkonnens** collect 2 spice (Carthag)

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(individual cards or lump sum for all cards) and I will consider. Buy now! No reasonable offer will be refused!

Turn 2

Storm Movement

The storm moves one sector to Sector 9. (Turn 2 storm movement: ____). The Lansraad declare the Imperial Basin to be restricted.

Spice Blow

10 in the Habbanya Ridge Flat and 8 in the Broken Land

Bidding Round

CHOAM Charity recipients: Bene Gesserit.

6 cards up for bid, all players except Lansraad eligible.

Cards are: _____

Press

Fremen - All: Honest Stilgar will predict the weather for you for a mere 2 Spice.

Satisfaction guaranteed barring a WX Control card.

Muad'dib - All: I missed the offer for this turn, but information is now for sale

for the next bidding round as to what cards are for sale. Make an offer

Final Positions

Atreides: 6 tokens Arrakeen, 6 tokens Rock Outcroppings (14), 8 tokens off-planet

Bene Gesserit: 1 token Polar Sink, 1 token Arrakeen, 18 tokens off-planet

Emperor: 20 tokens (5 Elite Sadaukar) off-planet

Fremen: 5 tokens (1 Fedaykin) in Sietch Tabr, 5 tokens (1 Fedaykin) in False Wall South (5), 5 tokens (1 Fedaykin) Habbanya Ridge Sietch, 5 tokens Southern Hemisphere

Guild: 5 tokens Tuek's Sietch, 15 tokens off-planet

Harkonnens: 10 tokens Carthag, 10 tokens off-planet

Lansraad: 20 tokens off-planet

Your spice: _____

Your cards: _____

Anubis

Deadline Turn 1: 3/10 Friday

Gamestart

Bidding

English bid \$20, select landing K, \$20 to the French

Dutch bid \$7, select landing J, \$7 to the Swedes

Portuguese bid \$1, select landing R, \$1 to the Portuguese

Swedish bid \$0, select landing O, \$0 to the Dutch

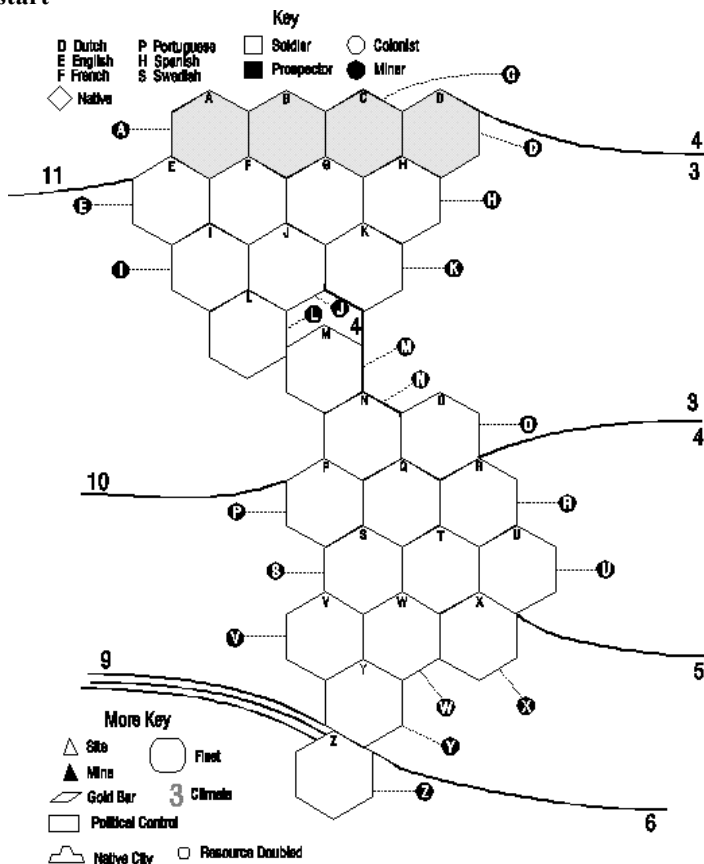
French NMR, bid \$0, select landing W (by random die roll), \$0 to the English

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
English	Sean Cousins	\$140	25	0	4
Dutch	Dan Eisenhut	\$153	25	0	4
Portuguese	Bill Scharf	\$160	25	0	4
Swedish	Andy Lewis	\$167	25	0	4
French	Jeremy Gerson?	\$180	25	0	4

Notes

Will Steve Koehler please submit standby orders for the French!



Machiavelli House Rules

1. The first edition rules will be used, with second edition modifications for plague and famine in effect.
2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.
4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.
5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.
6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.
7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.
8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
9. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.
10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
11. Phone orders will be accepted but written orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.
12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.
13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.
14. Treasuries are open to inspection only during income calculation and the Winter campaign.
15. Regarding the provinces of Istria and Dalmatia: Fleets may move directly between the two provinces, but armies may not. A fleet in either province may still transport an army in the other, however.
16. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.
17. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.
18. A unit is not considered adjacent to a garrison unless it is in the same province as the garrison.
19. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.
20. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province.
21. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.

Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.



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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, lets get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Steve Koehler, Andy York, Bill Scharf, Bob Robles, Jason Wilke, Pasquale Giovine

Dune: Steve Koehler, Paul Bolduc

Die Macher: Andy York

History of the World: Andy Lewis, Dan

New World: Steve Koehler, Dan Eisenhut

Outpost: Andy York, Dave Anderson, Roy Vij,

Eisenhut, Paul Bolduc

Merchant of Venus: Andy York, Paul

Dan Eisenhut

Stellar Conquest: Andy York, Paul Bolduc

Bolduc, Dan Eisenhut

Gunslinger: Paul Bolduc

Standby Calls

Jason Wilke for France in Doghouse.

Steve Koehler for France in Anubis.

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