

Notes from Hades

The last few weeks have been very hectic for me. First of all, in the second and third weeks of August, I was on vacation. This started out with me flying my sister down from Idaho and on three consecutive days going to Knott's Berry Farm, Disneyland, and Six Flags Magic Mountain. My brother joined us for the last two of those. After Magic Mountain, we drove up to San Jose for my uncle's wedding. My parents joined us there, and after the wedding we all drove down here where they got to see my house for the first time. I was able to relax for a bit toward the end of the two weeks, fortunately. When I got back to work, I joined up on a fairly new project for a major client of ours. The difficulty with this particular project is that we had to deliver the first prototype within three weeks. While we were able to deliver them something, it was no more than a little demo that would give them an idea of how the final product would look and feel. Fortunately, that was all they wanted. Unfortunately, to get that far it meant that we worked through the entire Labor Day weekend (giving the true meaning to the word). On Monday night, we worked until 10:30 pm, then I had to get up at 3:30 the next morning to catch a flight out to Des Moines, Iowa, so we could deliver the software to the client. The two of us spent two days in Des Moines and flew back late Wednesday evening. Fortunately, the meeting went well, and the client was forgiving of the demo death that occurred early on. It was sure good to get home, though.

As you look through this issue, you will probably notice that a couple of new Machiavelli games have appeared. This is because I am taking over Jason Wilke's Mach games while he spends a year in Germany. **Special note to those players in Jason's games who do not sub to S.O.B.:** This issue is being sent gratis to all of you. In it, I have republished the turns that appeared in Volume XVI of *Won if by Land*. You are not required to sub to S.O.B. to continue in the games, although your sub is quite welcome. If you choose not to sub, you will receive just the adjudications of the game(s) you are in. In either case, since Jason did not have an explicit set of house rules, he has OK'd the use of my house rules (which appear later in the issue) for the duration of the games' stay in this zine. I hope you will enjoy playing here.

I would also like to thank everyone for the great response to the addition of color to the zine. Thanks especially to Pete Gaughan and Andy York for the mentions they gave me in *Perelandra* and *Rambling WAY*, respectively. Incidentally, those of you who don't already receive these fine publications should check them out. They are both well worth it.

This issue's deadline will be on **Friday, October 13 at 5:00 pm Pacific Time.**

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Flier Games

"Proteus"	Midway Campaign	0500 Oct 26
"Canis Major"	Stellar Conquest	Turns 25, 26

Game Openings

"Rabid Dog" Machiavelli. This will be the standard 9-player Genoan variant with plague, famine, and unlimited special military units, played to the Advanced Game victory conditions. Have Bob Robles, Dave Anderson, Ward Narhi, Kevin Wilson, Bob Rutherford, and Jason Wilke. Need 3 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.

Slapshot is a tongue-in-cheek card game about hockey. This will be run by Andy Lewis. Neither knowledge of hockey nor ownership of the game are required to play. Have Chris Hassler, Paul Bolduc, Sean Cousins, and Caleb Cousins, need 4 more.

Outpost. This game will start up as soon as the current one finishes. It will use the Expert Rules, which alter the sequence of play a bit. Anybody who signs up will be provided with the details of the differences. Have Andy Lewis, Dave Anderson, and Dan Eisenhut, need 7 more.

History of the World. This game will also start up when the current one finishes. Preferences will be given to those not already in "Mongrel". Have Debbie Osborne, Kevin Kinsel, Sean Cousins, Caleb Cousins, need 2 more.

Die Macher is a game of German elections. This one will begin after "Mailman's Bane" ends. Have Andy Lewis, need 3 more.

4000 AD is a space exploration and conquest game for 4 players. It will be run both by flier and by Kevin Wilson. Contact him for rules and other details. Need 4.

Note that a subscription to S.O.B. is not required to play in a game run by flier, but that a game fee will be charged to non-subbers.

S.O.B. is a zine of unusual postal games, and anything else I feel like including. Your publisher is:

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631 Candia Circle
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CompuServe: 70514,37

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

Howling at the Moon The S.O.B. Letter Column

Murray Cowles

[Murray sent me an email saying that his team, the European AHIKS team, had won the team competition at AvalonCon. In response to my request for more details, he sent this:]

Our team has entered for four years now. We have always made the top 25 place board, but only just! From our first year the rule was, we have come to play games for fun, and we played only those games that we wanted to play. Whether it was our "strongest" game or not. This year Herbert Gratz from Vienna played Up Front. He has played this game once or twice in the tournament before and come nowhere. This year he won it.

Nicholas Frydas from Athens, a person who takes his gaming quite seriously repeated his success of two years ago in War and Peace. He won it again.

Tom Oleson, an American now living in Mexico City is a Euro AHIKS member because of his long sojourn in Italy and Spain and Sweden. He helped revise the original Anzio game to the present, second edition. He was the losing finalist.

Me? Now let me see if I can remember?!!!! BKN and was going nowhere. Semi final last year, but this year three of the four semi f seeds came well down the list. Don G alone made it to the finals, where Bill Edwards, whom I beat last year, took him down again.

Overall, I (and others said the same) had a wonderful time. I really did enjoy myself. After four years, of course, I have made a lot of good gaming friends. Bill Edwards as an example. Additionally, Walt Garman, his wife and family entertained Herbert and I on Tuesday. Walt drove us to Antietam and Harpers Ferry. We stayed with them that night and on the Wednesday took us to Aberdeen P. G. before the con began.

I should say that the team prize place is provisional. Don says he likes to check through all the results, but on first sight we have won it. If he changes his mind you will clearly hear me howl.

Andy Lewis

Avaloncon summary from Andy Lewis' perspective:

Thursday - run A5A tourney all day. Have 34 participants. Tourney runs smoothly except for a couple of unclear rules questions arose new this year. Final has Rebels winning Bentonville in Sudden death on turn 7 without a turn. Union had prevented a Rebel victory in turn 6 by keeping the VP total okay and safeguard the objective hexes, but he only had 1-1/2 units left.

Participate in the Late Night Bruce(Reiff)con game of Pro Golf. I get stomped being high man in foursome (my wife even beat me). Our low man scores money but misses final skins game in playoff.

Friday - Roadkill tourney finish 3rd overall which is a disappointment since I have 7 chances for the win and have terrible luck - lead the final 90% of the way. Firepower tourney (almost my team game) turns out to only have 6 players and Craig Taylor, the game designer, has to fill in as GM because regular GM doesn't attend due to hospital visit. I kick butt in the 3 round robin competition to win the tourney. My overall score is 51 with second at 35; three players don't score as much in three games total as I score in two of my different matches individually. For 2nd year in a row, I win the game that I went into the con setting my sights on winning. Brucecon late night game is Decathlon - our table has outstanding showing taking home money at 3rd(me), 5th, 6th(Carrie), and just missing at money at 9th; this is out of 42 participants.

Saturday - Merchant of Venus tourney - my team game. 1st round is easy win for me despite the fact that second finishes with 1875. This is the game that I played with Paul *[Bolduc]* - I think that he finished 3rd. 2nd

round - the luck is gone and I am filled with shame; I end up one pip short on 6 different turns with average dice rolls. The winner barely knows what she is doing; I think that she visits every system on the board at least twice, but wins with really high dice rolls - while she was in the scout her average die roll is probably at least 13 and when she switches to the clipper forget it. I almost catch her and actually end up 7th in tourney as 2nd best 2nd place finisher behind GM's wife who I have been friends with and who took Carrie under her wing and taught Carrie how to play many games! GM wins the tourney for his 1st plaque finally! Start of second round is end of luck for the con! I get in the March Madness tourney and draw the #1 seed unfortunately I play Terry Coleman's #16 (he's the 2 time defending champ and a really nice guy). I go down in flames by 1 point! Terry admits that I played a flawless game but that the dice weren't with me. I end up skipping the Gunboat Dip tourney to playtest a game with a buddy from the A5A tourney - It has some promise and I hope to be able to help him get it published through GMT. Brucecon late night is Slapshot which draws 72 or 74!!!! Eight or nine players to a table with hidden hands means nothing much you can do to change your team if you get dealt garbage and that's what I got. High points of the game for me was that I didn't finish last place - it was a 3 way last place tie with 3 wins - and Tiny Tim, my team leader, scores 5!!! goals.

Sunday - Guerrilla is the remaining game and again I don't get the cards only receiving three troop cards the entire game with a value of 5. Where are all the sevens? I finish last in my opening round; Sean *[Cousins]* wins it and ends up 3rd overall. Team Black Bear ends up in a surprise strong position when last team member manages to win advanced civ instead of finish second as he has done the previous 2 years. We end up with 17 points (Win in Kremlin for Sean, 7th for me in MOV, and win in Advanced Civ for Mike). When Mike leaves late Sunday, only one team is shown ahead of us with 19 points. Oh Noooo if I had stayed with Firepower which I changed at the last minute we would have 20 points. I hope someone ends up with more points than that or I commit Hari-Kari.

It was a great time again with fun and friendly competition and great people. Brains were definitely fried by Sunday, but hopefully there will be another one next year - AH has made a commitment with the hotel for the last weekend of July/1st weekend of August. That's a pretty complete summary.

[Later...]

It turns out that the report of a team with 19 was false and Team Black Bear won it all with 17 pts.

[After I mention to him what I heard from Murray, Andy replies with:]

Ours is official. It came from Don Greenwood Thursday. AHIKS was supposed to have won, but nobody knew the current outcome when AH left on Sunday because Adv Civ tourney was still going on.

[Well, congratulations to Andy, Sean, and their teammates on their win. Congratulations also to Murray and his teammates on their impressive showing.]

Kevin Wilson

Just a line to tell you I was excited to see a game start for Mongrel. But even more impressed with the color in S.O.B. :-O Too bad you didn't have it in place before the Runestone Poll. Color would have been good for a few more votes.

[There is more to the hobby than the Runestone Poll. But it would have been nice.]

I think I've told you I have thought about a zine sometime in the future. I was planning to go color from the start. You stole my thunder. Oh well, I'll just have to play in the first color 'zine rather than publish it :-D

Congratulations, it looks great, especially the Machiavelli and Dune maps. Now you need to develop a map for History of the World. The colors in that one could be spectacular.

[Thanks for the comments. As for the HotW map, until my schedule eases up, it may take a while to get one set up. So, don't hold your breath.]

Andy York

I just read through the lettercol, and have to comment on the discussion of police being obligated to protect citizens. As I haven't read or have knowledge of the "recent ruling" Ward references, I can't speak to that. There may be some specific case and/or situation that allowed that ruling; however a type of situation that this may include would be one where to protect the citizen the police officer would have to place his life or others at undue risk. For instance, a car fully involved in flames with a person trapped; or someone attempting suicide by standing 10 stories up on a six inch ledge. An officer doesn't have the obligation to protect the citizen in these cases - placing his life at extreme risk (by running into the flames or climbing out on the ledge). Could you fill me in on the particulars and I can then comment it.

[Put in those terms, what you're saying makes sense. I, too do not know the details of the ruling Ward was referring to, but I suspect that it was probably something along the lines of what you said.]

Ward Narhi

First I must commend you on the color in SOB. The Machiavelli, Dune, and Merchant maps are superb! [Thanks.]

In response to your question on the police's job. Note I said that they are not "obligated" to protect a citizen. A citizen cannot count on the police protecting them from harm but a policeman's job is to keep people from harm.

In response to Bob Robles' letter about the killing of affirmative action at UC schools. He asked if "ALL of us are where we now are PURELY on merit?" I'll respond. Sure, many of us did not get to where we are solely on merit and this is unfortunate. But affirmative action merely reverses the favoritism. I think we can all acknowledge that merit has to be the primary reason for hiring someone. Affirmative action runs contrary to this policy. If I were a businessman, I would want to hire the most qualified personnel. A school should be most concerned about getting the best possible student. I would be quite upset to find someone with lesser scores on standardized tests and lower grades received admittance and I did not.

Before everybody slings too many arrows in my direction I would like to conclude. Affirmative action had its place and was needed. It was created as a temporary measure to uplift the minority communities. What we are debating is whether the time has come to get rid of it. It was never meant to be an institution. Remember, "all men are created equal..." is one of the very basics of our country.

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

Summer 1458

Deadline/Fall 1458 10/13 Friday

Venice continues to dominate all with simultaneous offensives against the Pope and the Turk. Venice moves into a defensive position in the north, while France stages for an attack on Milan. The Pope puts Florence out of its misery.

Orders

FLORENCE: A2 Pisa holds (DISLOGGED, **Out!!**)

(York)

FRANCE: A3 (EM) Turin to COMO

(Wilke) A4 (EM) Swiss to TURIN

MILAN: A2 Pavia to PIANCENZA

(Scharf) A3 (EP) Genoa to FORNOVA

G1 (EM) PAVIA converts to A1

PAPACY: A3 (EM) Sienna to PISA

(Hurley)

TURKS: F1 Western Mediterranean to WESTERN TYRRHENIAN SEA

(Anderson) A3 Dalmatia to AQUILA

A4 PIANCENZA to MILAN

A5 RAGUSA to Albania

A6 (CM) PISTOIA supports A2

F1 Upper Adriatic to ANCONA

F2 LOWER ADRIATIC transports A3

F3 Venice Lagoon to UPPER ADRIATIC

Notes

There has been a proposal: Concession to Venice. Please vote with your orders. NVR = No, NMR = Yes.

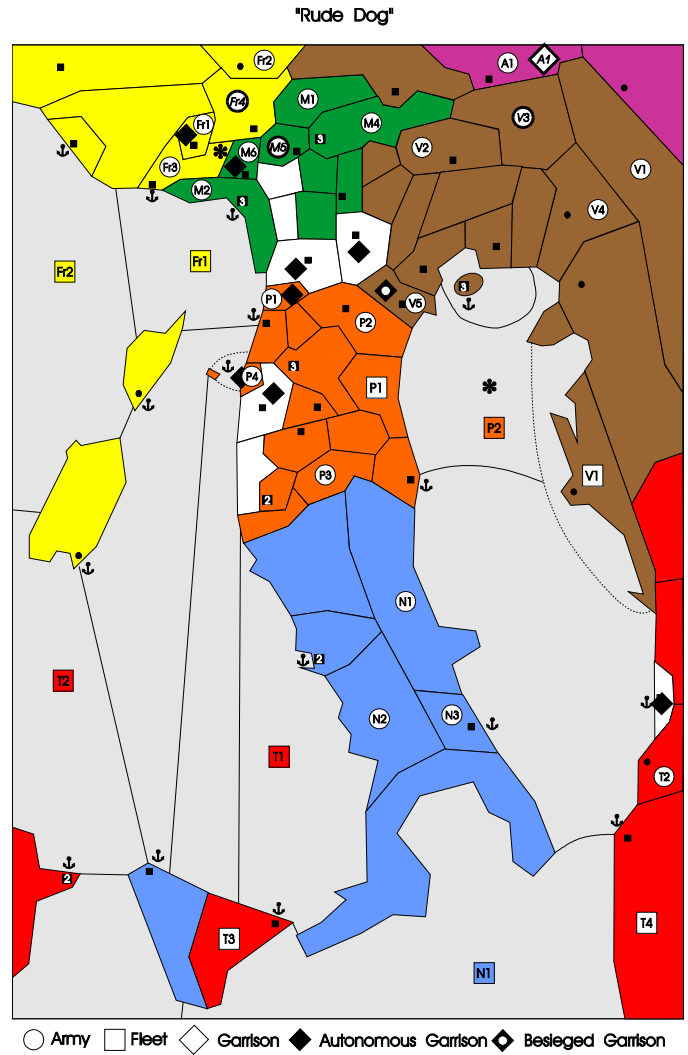
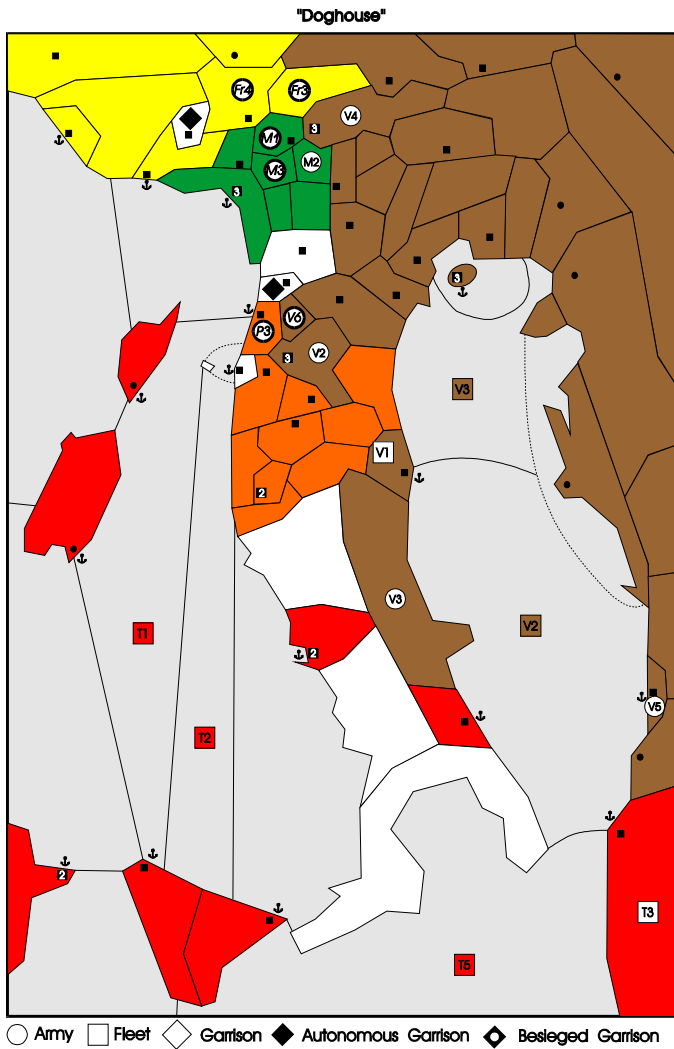
Help the Hoosier Archives!

Walt Buchanan's Hoosier Archives are the hobby's most complete and oldest historical trove. Walt's collection contains nearly every zine published in the 1960s and early 1970s... and now it has to move, so Walt can sell his house in Indiana.

Several hobby members have been working on a solution: Pete Gaughan, Fred C. Davis Jr., Conrad von Metzke, Buz Eddy and several others. We'd like to move the whole collection—file cabinets and all—to California. Pete has volunteered to take over care of the zines, and make them available for use.

But this will take money! We need a base of at least \$1000 to transport the Archives.

To help save the hobby's historical inheritance, send your check to Pete. ALL FUNDS WILL BE HELD IN ESCROW—if the move doesn't happen, you'll get your money back, guaranteed. Send your contribution to: Pete Gaughan, 1236 Detroit Avenue #7, Concord Calif. 94520-3651



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

Summer 1456

Deadline/Fall 1456 10/13 Friday

Retreating Neapolitan and Turkish units run afoul of each other in Otranto, causing mutual annihilation. The Pope launches his long-awaited offensive against Venice, who is meanwhile maneuvering in the north against Austria. Peace envoys from Milan fail to reach France in time to stop the attack, and Milanese movement eastward is hindered by Venice.

Spring 1456 Retreats

- French A1 retreats to Saluzzo
- Milan A6 retreats to Montferrat
- Naples F1 retreats to Palermo
- Naples F2 retreats to Otranto (Eliminated)
- Turkish A1 retreats to Otranto (Eliminated)

Expenditures

- Milan spends 6 ducats to disband autonomous garrison Savoy.
- The Turks give 1 ducat to Venice.

Orders

- Austria(): A1 AUSTRIA to Hungary
G1 (EM) AUSTRIA holds
- France(): A1 SALUZZO supports A3
A2 SWISS to Turin
A3 Provence to SAVOY
A4 (EM) TURIN to Pavia
F1 EASTERN GULF OF LYON supports A3

- F2 WESTERN GULF OF LYON holds
- Milan(): A1 COMO supports A6
A2 GENOA supports A3
A3 Savoy to Montferrat (DISLODGED, retreat garrison, OTB)
A4 MILAN to Carinthia
A5 (EM) PAVIA to Milan
A6 MONTFERRAT to Pavia
- Naples(): A1 AQUILA supports A2
A2 Naples to SALERNO
A3 BARI supports A1
F1 Palermo to IONIAN SEA
- Papacy(): A1 Pisa to LUCCA
A2 BOLOGNA to Ferrara
A3 Tivoli to SPOLETO
A4 Sienna to PIOMBINO
F1 ROMAGNA supports F2
F2 Ancona to UPPER ADRIATIC

Turks(): A2 Ragusa to ALBANIA
 F1 Ionian Sea to GULF OF NAPLES
 F2 Bay of Tunis to WESTERN MEDITERRANEAN
 F3 MESSINA holds
 F4 DURAZZO supports A2

Venice(): A1 SLAVONIA to Hungary
 A2 TRENT besieges (autonomous garrison destroyed)
 A3 (EM) Tyrolea to CARINTHIA
A4 CARNIOLA to Slavonia
 A5 FERRARA besieges
 F1 Lower Adriatic to DALMATIA
F2 Upper Adriatic supports F1 (DISLODGED, retreat Lower Adriatic, Padua, Venice Lagoon, Friuli, Croatia (nc), Istria, OTB)

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

Press

Open letter to France:

You're right. Actions speak louder than words and I have acted foolishly. Please accept my apologies, as well as a token of faith. Since you were attempting to remove the garrison in Savoy, it is fitting that my gift of apology to you is Savoy. I have exited Savoy and removed the garrison. I hope we can coexist in peace. I shall turn my attentions towards the seemingly hostile Venice as you return to your attack of the Pope. Please leave me with Genoa and Montferrat, as they were mine to begin with.

Apologetically,
 Milan

Naples - Pope: Come on in, the water is fine (plus I could use some help). I could use some help against the heathen hordes.

Naples - Blind Venetian: Hmm, I didn't really get a chance to place my bid; do I get another chance?

Pope - Austria: I'm trying to divert Venice a little. Sure would be nice to get some help.

Pope - Milan: OK, Mouth, I have negotiated a possible cease-fire from France if you retreat at least half of your forces in the area and instead attack Venice.

Pope - France: You can lead a Mouth to water but you can't make him think.

Pope - Venice: Extort my pal the Turk will you? That was too much! My fleets formally challenge yours for supremacy in the Adriatic region. You seem to have more respect for ducats than God. Recall this is what brought the Florentines down. We come to punish you as our Lord's fleets set out to sea. Beware!

Pope - Turk: Infidel though you may be, we can still work together. The Neapolitans are not worthy of salvation so you may have their lands. I think about half of the Venetians can be saved, therefore we can split the Venetian lands. What do you say?

Pope - Mouth: I hope you are wise enough to realize that I am saving your puny state from Doge rule. I decided to forgive you many transgressions even though the fine citizens of Bologna wanted your head on a pike. Prostrate yourself in abject worship of the kindness that is the Borgia Pope.

Pope - Venice: Look, I really don't want war but with you about to finish Austria and to stab Milan I had to act. This is primarily a defensive move. Your two fleets on Ancona scared me. I won't press the attack if you don't.

Venice - Milan: You have nothing to worry about from me. It appears that I will have my hands full with the Pope.

Venice - Pope: You really do have better turf to pursue. I think I'll just back off and let your neighbors to the south get a little stronger.

The River / MGN# O/B/8/AD2/1
Summer 1459
Deadline/Fall 1459 10/13 Friday

Austria continues to press forward against Venice, who is also facing a threat in the south from Naples. France secures the right flank while Florence secures the Papal homeland.

Orders

Austria: A1 Cremona to BRESCIA
 (Grib) A2 Carinthia to AUSTRIA
 A3 Bergamo to TRENT
 A4 Trent to CARINTHIA
 A5 VICENZA supports A7
 A6 MANTUA supports A7
 A7 Brescia to VERONA

Florence: A1 BOLOGNA supports A2
 (Scott) A2 LUCCA supports A1
 A3 Arezzo to URBINO
A4 SPOLETO supports Venetian F1 to Ancona (nso)
A5 PISTOIA to Pisa
 A6 Tivoli to PATRIMONY
F1 PISA to Eastern Tyrrhenian Sea

France: A1 Fornova to GENOA
 (Marcinonis) A2 PARMA supports A3
 A3 Pontremoli to MODENA
 F1 WESTERN TYRRHENIAN SEA supports F2
 F2 Western Gulf of Lyons to EASTERN GULF OF LYONS

Naples: F1 IONIAN SEA holds (u)
 (McConnell) F2 MESSINA to Ionian Sea

F3 AQUILA supports F4
 F4 Bari to LOWER ADRIATIC
F5 PALERMO to Eastern Tyrrhenian Sea
 F6 Gulf of Naples to OTRANTO

Venice: A1 Padua to FERRARA
 (Palumbo) A2 Ferrara to FRIULI
 A3 CARNIOLA supports A4
 A4 Croatia to SLAVONIA
 F1 UPPER ADRIATIC transports A2
 F2 TREVISO supports A2
F3 Lower Adriatic to Austria (imp, DISLODGED, retreat Ancona, Dalmatia, Herzegovina, Ragusa, Albania, Durazzo, OTB)
 G1 PADUA converts to A5
 G2 TREVISO hold (u)

Treasuries

Austria:	7	Naples:	0
Florence:	3	Venice:	10
France:	20		

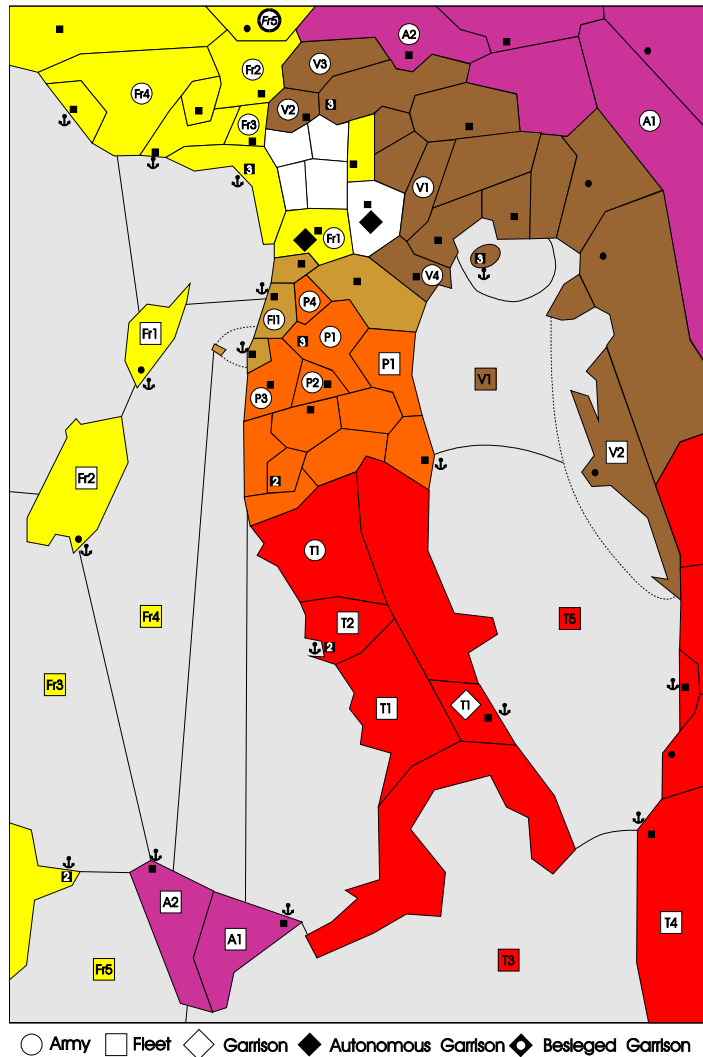
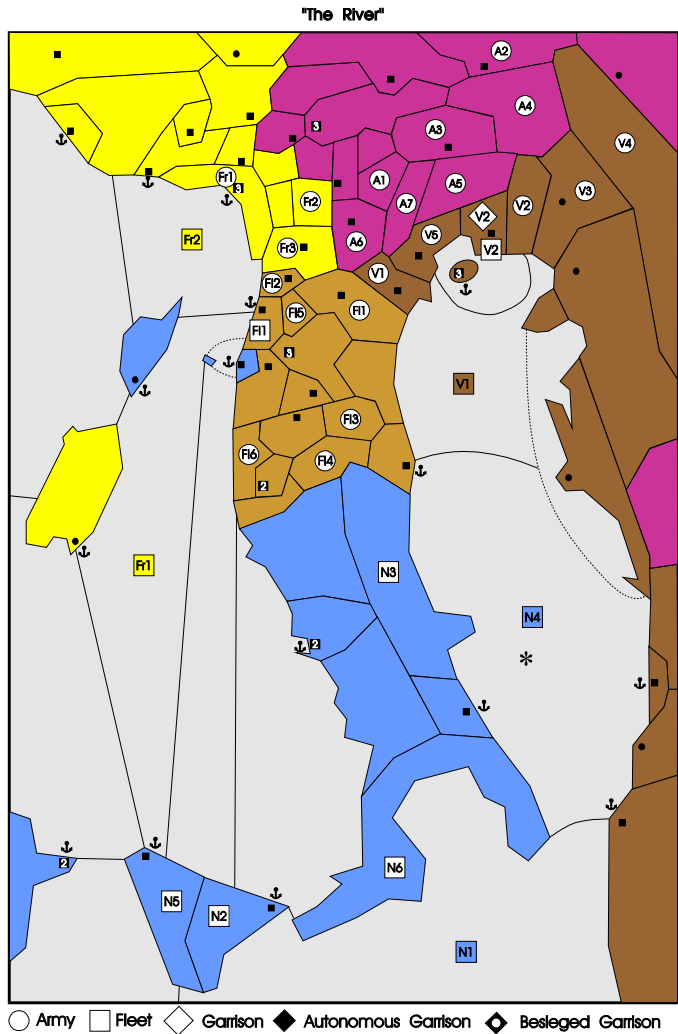
Notes

This is a reprint of the turn results published in the last issue of *Won if by Land*. If you do not subscribe to this zine, please read the not on the cover in the "Notes from Hades" column.

Press

Venice: Godson, the Florentines and the Neapolitans will devour my carcass before any Austrian.... Venetians exit, staaage Northeast.

"Not Guilty"



Not Guilty / MGN# O/C1/6/ABCD2G1/3

Spring 1501

Deadline/Summer 1501 10/13 Friday

The mighty French Navy becomes mightier with the acquisition of a (former) Austrian fleet. Meanwhile, on land, France prepares to stand off the combined Austrian and Venetian armies. The Pope continues his assault against Florence, who is kicked while he is down by Mother Nature. Finally, the Turks use great force to move into areas abandoned by the French colonialists.

Builds

		Tres	Cost	Rem
Aus	Maintains all, no new builds	20	15	5
Flo	Maintains all, no new builds	15	9	6
Fra	Maintains all but garrison Bari and fleet Naples, builds A4 Marseilles, A5 (Elite Mercenary) Avignon	42	30	12
Pap	Maintains all, no new builds	30	15	15
Tur	Maintains all, builds F5 Durazzo	24	21	3
Ven	Maintains all, builds A4 Padua	36	18	18

Expenditures

Turks give 3 ducats to Austria.
 France takes out a one year loan of 6 ducats from the moneylenders.
 France spends 18 ducats to buy Austrian F3 Tunis

Orders

Austria: A1 Carinthia to SLAVONIA
(Schoenberger) A2 TYROLEA to SWISS
F1 MESSINA to Eastern Tyrrhenian Sea
F2 PALERMO to Western Tyrrhenian Sea
F3 Tunis to Western Mediterranean Sea (nsu)

Florence: A1 PISA holds
(Kaszak) A2 BOLOGNA to Florence
F1 PIOMBINO supports A1 (cut)

France: A1 Mantua to MODENA
(Palumbo) A2 TURIN supports A3 (cut)
A3 MONTFERRAT to Pavia
A4 Marseilles to PROVENCE
A5 (EM) Avignon to SWISS
F1 CORSICA supports F2
F2 SARDINIA to Western Tyrrhenian Sea
F3 WESTERN MEDITERRANEAN supports F5
F4 WESTERN TYRRHENIAN SEA to Eastern Tyrrhenian Sea
F5 Tunis to BAY OF TUNIS

Papacy: A1 FLORENCE holds
(Mattei) A2 AREZZO supports A1
A3 SIENNA to Piombino
A4 PISTOIA to Pisa
F1 Ancona to ROMAGNA

Turks: A1 Aquila to CAPUA
(Scott) A2 BARI converts to G1
F1 SALERNO supports F2
F2 Gulf of Naples to NAPLES
F3 IONIAN SEA to Gulf of Naples (straits blocked)
F4 DURAZZO supports F5
F5 LOWER ADRIATIC supports A2 besiege (nso)

Venice: A1 VERONA supports A4
(Anderson) A2 PAVIA supports A3 (cut)
A3 COMO to Turin
A4 Padua to FERRARA
F1 UPPER ADRIATIC supports F2
F2 DALMATIA supports F1

Summer 1501 Plague

Good Year: Croatia, Bologna (Florence A2 eliminated), Austria, Avignon, Venice, Piombino (Florence F1 eliminated)

Notes

This is a reprint of the turn results published in the last issue of *Won if by Land*. If you do not subscribe to this zine, please read the note on the cover in the "Notes from Hades" column. In addition, I noticed a couple of errors in the adjudication. The French fleet in Sardinia could not have advanced into the Western Tyrrhenian Sea, because it would have had to dislodge a friendly fleet to do so, an act explicitly forbidden by the rules. Secondly, the Papacy did not take out a loan from the moneylenders. That was a bit of confusion which developed when Eddy took the position over from me. Also, the ducat figures were corrected in a separate note from Jason. Finally, as is my usual wont, I added the plague results to the Spring season, since they occur before orders are written for Summer, it makes sense to do so.

Treasuries

Austria: 8 ducats. 10 ducats due to moneylenders **Summer 1501**.
Florence: 6 ducats
France: 0 ducats. 8 ducats due to moneylenders Spring 1502.
Papacy: 15 ducats.
Turks: 3 ducats.
Venice: 18 ducats.

Press

Fra - Aus: As the money dwindles, and Venice becomes rich, those nasty Venetian flyboys will have nowhere to go but ... butt.

(Original) GM - Fra: Flyboys? Hmm, nah I won't say it.

Pap - T/V: My fleet is going alongshore. I don't want to intrude on your ground (sea) and I hope you won't intrude on mine.

Mailman's BaneTurn 6 Media and Campaign DaysDeadline for Turn 6 Opinion Polls and Campaign Results: 10/13 FridayMedia Tokens

Grüne places one media token in Niedersachsen (400 DM spent)

Issue Adjustment

SPD changes Steuersenkung JA to §218 JA in Niedersachsen

Campaign Days

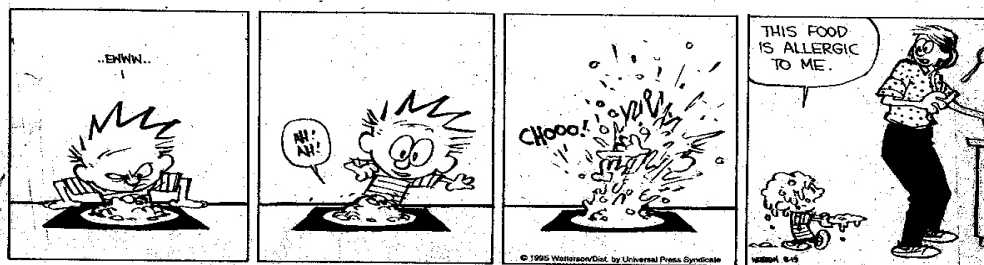
Grüne places 4 campaign days in Niedersachsen (400 DM spent)

CDU places 4 campaign days each in Niedersachsen and Rheinland-Pfalz (800 DM spent)

FDP places 4 campaign days each in Niedersachsen and Rheinland-Pfalz (800 DM spent)

SPD places 3 campaign days in Rheinland-Pfalz and 2 in Niedersachsen (500 DM spent)

DM spent)

CALVIN AND HOBBS By Bill Watterson

S.O.B.
Players

<u>CDU</u>	<u>Grüne</u>	<u>FDP</u>	<u>SPD</u>
Player: Bill Scharf	Player: Dave Anderson	Player: Sean Cousins	Player: Andy Lewis
Campaign Days: 3	Campaign Days: 11	Campaign Days: 6	Campaign Days: 0
Media Tokens: 1	Media Tokens: 2	Media Tokens: 3	Media Tokens: 0
Conferences: None	Conferences: Special	Conferences: None	Conferences: Special
Platform: <u>Freugeutliche Grundordnung</u> Atomkraft JA 35-Stunden-Woche NEIN NATO JA §218 NEIN	Platform: <u>Umweltshutz</u> NATO JA Steuersenkung NEIN 35-Stunden-Woche NEIN §218 JA	Platform: <u>Marktwirtschaft</u> Atomkraft JA Steuersenkung NEIN 35-Stunden-Woche NEIN §218 JA	Platform: <u>Gewerkschaft</u> Atomkraft JA NATO JA Steuersenkung NEIN §218 JA

Player order for turn 5 is: Grüne, CDU, FDP, SPD

Your Available Ministers: _____

Your Available Cash: _____

Provinces

<u>Rheinland-Pfalz</u>				
	CDU	Grüne	FDP	SPD
Campaign Days	8	0	5	7
Vote Share	10	40	11	5
Media Tokens	2	1	0	2
Trend	0	+2	-1	+1

Issues: NATO JA * 2
35-Stunden-Woche NEIN
Steuersenkung NEIN
Atomkraft NEIN

Mandate Range: 4 - 9

Grüne and SPD have a coalition

<u>Niedersachsen</u>				
	CDU	Grüne	FDP	SPD
Campaign Days	4	4	4	8
Vote Share	1	8	0	4
Media Tokens	0	2	0	3
Trend	-1	+1	-1	+1

Issues: NATO JA
§218 JA
35-Stunden-Woche JA

Mandate Range: 6 - 11

Available Issues

Steuersenkung JA (x3)	Atomkraft NEIN (x3)
35-Stunden-Woche JA	Marktwirtschaft (x2)
NATO NEIN (x3)	35-Stunden-Woche NEIN
Freiheitliche Grundordnung	§218 JA
NATO JA	Umweltshutz

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	2	0	2	0
Party Bases	24	23	36	32
Votes	1583	659	1635	1154

Issues: Atomkraft JA (x3), §218 JA, Steuersenkung NEIN (x2), NATO JA.

Dog Breath

Turn 16

Deadline for Turn 17 Commander Actions: 10/13 Friday

Commander Actions

BarterTown (York) opens the bidding on a Space Station at 120 and gets it at 128 (Ti8, Ti11, MWa, RO35, MTi). Buys 4 population factors (Ti10, Re13).

Last Chance Cafe (Lewis) opens the bidding on a Moon Base at 200 and Basset Base Beta gets it for 239 (Or2, Or3, Wa5, Ti7, Wa8, Wa8, Ti9, Wa10, Ti11, MTi, MTi, MTi, MTi). Opens the bidding on a Planetary Cruiser at 160 and New Earth gets it for 202 (Or2, Or5, Or5, Wa6, Wa6, Wa7, Wa7, Wa7, Wa9, Wa10, Mi15, Mi15, OM20, MTi, MTi). Opens the bidding on an Outpost at 100 and NODNOL gets it for 123 (Or3, Wa6, Wa7, Wa7, Re12, Re16, Mi16, Mi18, Mi18, OM20). Buys two water factories (Wa8, Mi16, Mi16) and two robots (Or1, Or3, Mi16). Discards Wa5, MWa.

Dealer's Den (Anderson) buys a research factory (Or4, Wa4, Ti7, Re15) and moves one population from an ore factory to man it.

Fangland (Kinsel) buys three research factories (Or2, Or2, Re12, MWa, MTi) and moves population to man them.

Basset Base Beta (Koehler) moves a population from an ore factory to the Moon Base.

New Earth (Scharf) moves a population from an ore factory to the Planetary Cruiser.

NODNOL (Eisenhut) moves a population from an ore factory to the titanium factory.

Interstellar Mining and Pizza Delivery (S. Cousins) opens the bidding on a Laboratory at 100 and gets it (Or5, Wa6, Wa8, Wa9, Ti9, Ti9, MTi, Data Library Discount). Moves a robot from an ore factory to man the research factory.

The Commanders

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TIF, TIF, TIF, ReF, M	HE, No, Ou, La, Ec, PC, SS	63
2	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, WaF, WaF, TIF, TIF, TIF, TIF, TIF, TIF, TIF, TIF, TIF, TIF	No, HE, Wa, Ou, MB	53
3	New Earth	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TIF, TIF, TIF, TIF	HE, No, 2Wa, Ro, OL, SS, PC	48
4	Last Chance Cafe	Andy Lewis	OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, WaF, TIF, TIF, TIF, TIF	No, HE, Ro, Wa, 3OL, 2Ec	44
5	NODNOL	Dan Eisenhut	OrF, OrF, WaF, WaF, TIF	6DL, 2Sc, 3OL, Ou, SS	39
6	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, TIF, TIF, TIF, TIF, ReF, ReF, ReF	No, HE, 2Wa, Ec, Ou, La	39
7	Dealer's Den	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF, TIF, TIF, TIF, TIF, TIF, ReF, ReF, ReF	No, HE, Ro, Wa, Ou, La	38
8	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF, TIF, TIF, TIF, TIF, TIF, TIF, TIF, ReF	DL, HE, No, Ro, La	31

Available Upgrades

New arrivals: 2 Planetary Cruisers, 3 Scientists

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	3	2
Robots (Ro)	50	3	0
Laboratory (La)	100	0	3
Ecoplants (EP)	30	0	3
Outpost (Ou)	100	0	2
Space Station (SS)	120	0	4
Planetary Cruiser (PC)	160	2	3
Moon Base (MB)	200	0	6

Income

Existing cards: _____

New cards: _____

Mega Water recipients: Last Chance Cafe (2), BarterTown, Dealer's Den
Mega Titanium recipients: Last Chance Cafe, BarterTown, Dealer's Den, Basset Base Beta (2), New Earth, Fangland, Interstellar Mining and Pizza Delivery

"Fenris Wolf"**Epoch VI Ming Dynasty, Timurid Emirates, Incas & Aztecs, Ottoman Empire, and Portugal****Deadline for Mughals and Epoch VII Empire Selection: 10/13 Friday**

Purple People Eaters (C. Cousins) plays Empires Fortify. Fortress in *Central Europe* and Fort in *Hokkiado*. MING DYNASTY: Army and Capital in *Chekiang* (Mongol army retreats to *Yangtse Kian*), fleet *South China Sea* (vs. Olde Sea Dogge, P: 5, 1; O: 1; wins), army *Great Plain of China* (vs. Mongols, Mi: 6, 5; Mo: 5; wins), army *Wei River* (vs. Mongols, Mi: 6, 2; Mo: 1; wins), army *Szechuan* (vs. Mongols, Mi: 5, 5; Mo: 2; wins, city eliminated), army *Taurim Basin* (vs. Mongols, Mi: 5, 1; Mo: 5; Mi: 5, 1; Mo: 3; wins), army *Malayan Peninsula* (vs. Sung, M: 5, 4; S: 1, 1; wins), army *Ganges Delta* (vs. Guptas, M: 4, 2; G: 3, 1; wins, city eliminated), fleet *Sea of Japan* (vs. Wesley Crusher Returns, P: 5, 3; W: 2; wins), army *Great Plain of China* (vs. Mongols, Mi: 4, 3; Mo: 3; Mi: 4, 4; Mo: 5; loses). Builds Monument *Malayan Peninsula*. Points: Dominance in Northern Europe (4), North Africa (4), China (6), and Middle East (4), Presence in Eurasia (1), Southern Europe (2), Southeast Asia (2), Nippon (1), and India (3), two Capitals (4), four cities (4), eight Monuments (8), three Seas (3) for 46 points.

Wesley Crusher Returns (Anderson) plays Black Death in China (no deaths) and Southeast Asia (Sung army *Irrawaddy* dies). Plays Disaster in *Eastern Ghats* (Monument destroyed, Capital reduced to city). TIMURID EMIRATES: Army and Capital in *Turanian Plain* (Mongol army eliminated), army *Tarum Basin* (vs. Ming, T: 6, 5; M: 6, 5; T: 6, 2; M: 3, 2; wins), army *Wei River* (vs. Ming, T: 4, 1; M: 2, 2; wins), army *Szechuan* (vs. Ming, T: 3, 2; M: 2; wins), army *Great Plain of China* (vs. Ming, T: 3, 1; M: 5; loses), army *Great Plain of*

China (vs. Ming, T: 5, 2; M: 1; wins), army *Chekiang* (vs. Ming, T: 6, 2; M: 3; wins, Capital reduced to city), army *Persian Plateau* (vs. Sytheans, T: 2, 1; S: 6, 6; loses). Builds Monument in *Turanian Plain*. Points: Control of China (9), Presence in India (3), Southeast Asia (2), Middle East (2), Eurasia (1), North America (1), and Southern Europe (2), three Capitals (6), three Cities (3), one Sea (1), seven Monuments (7) for 37 points.

The Flintstones (Geggus) plays Empire Revives. One army each in *Eastern Ghats*, *Western Ghats*, and *Western Deccan*. INCAS: Army and Capital in *Northern Andes*, army in *Guiana Highlands*. AZTECS: Army and Capital in *Mexican Valley*, army in *Pacific Seaboard*. Builds Monument in *Northern Andes*. Points: Dominance in India (6), Presence in South America (2), North America (1), Southern Europe (2), and Middle East (2), two Capitals (4), two cities (2), one Monument (1), one Sea (1) for 20 points.

Quantum Coyotes (Kinsel) Plays Weaponry. OTTOMAN TURKS: Army and Capital in *Western Anatolia* (Roman army eliminated), fleet *Black Sea* (vs. Olde Sea Dogge, Q: 6+1, 1+1; O: 3; wins), army *Balkans* (vs. Crusaders, O: 6+1, 2+1; C: 6; wins, city eliminated), army *Danubia* (vs. Seljuk Turks, O: 4+1, 2+1; S: 6; loses), army *Eastern Anatolia* (vs. Huns, O: 6+1, 2+1; H: 2, 2; wins), army *Zagros* (vs. Arabs, O: 6+1, 2+1; A: 5; wins), army *Persian Salt Desert* (vs. Arabs, O: 6+1, 3+1; A: 1; wins), army *Pindus* (vs. Romans, Treachery, automatic win, city eliminated), army *Lower Indus* (vs. Chola, O: 6+1, 2+1; C: 5; wins), army *Upper Indus* (vs. Chola, O: 2+1, 2+1; C: 5; loses),

army *Western Deccan* (vs. Chola, O: 4+1, 4+1; C: 5, 3; O: 4+1, 1+1; C: 5, 5; O: 5+1, 2+1; C: 5, 4; O: 3+1, 1+1; C: 4, 2; O: 6+1, 5+1; C: 2, 2; wins), army *Eastern Ghats* (vs. Chola, O: 4+1, 4+1; C: 5; O: 6+1, 2+1; C: 4; O: 6+1, 4+1; C: 1; wins, city eliminated), army *Western Ghats* (vs. Chola, O: 5+1, 2+1; A: 2; O: 6+1, 5+1; C: 1; wins), fleet *Eastern Mediterranean* (vs. Olde Sea Dogge, Q: 6+1, 3+1; O: 4; wins), army *Middle Tigris* (vs. Arabs, O: 6+1, 5+1; A: 5; wins, city eliminated). Builds Monument *Western Anatolia*. Points: Dominance in Southern Europe (4), India (6), and Middle East (4), Presence in Northern Europe (2), North Africa (2), and Southeast Asia (2), one Capital (2), one city (1), four Monuments (4), two Seas (2) for 29 points.

Olde Sea Dogge (Cowles) SAFAVIDS: Army and Capital in *Persian Salt Desert* (Ottoman army retreats to *Zagros*). Army in *Hindu Kush* (vs. Aryans, S:

2, 1; A: 3; loses), army *Hindu Kush* (vs. Aryans, S: 5, 3; A: 1; S: 2, 1; A: 2; S: 6, 2; A: 2; S: 1, 1; A: 2; loses). PORTUGAL: Army and Capital in *Western Iberia*. Fleet in *Atlantic Ocean*, fleet *North Sea* (vs. Hellfighters, O: 6, 2; H: 5; wins), fleet *Western Mediterranean*, army *Patagonia*, army *Deep South*, army *Ireland*, army *Congo Basin*, army *South Africa*, army *Southern Appenines* (vs. Holy Roman Empire, P: 6, 2; H: 3, 3; wins). Builds Monument in *Western Iberia*. Points: Dominance in North America (2), Presence in South America (2), Southern Europe (2), Middle East (2), Sub-Saharan Africa (1), and Northern Europe (2), two Capitals (4), two Monuments (2), two Seas (2), for 19 points.

SPAIN is absent.

Hellfighters (Lewis) has MUGHALS.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Murray Cowles	Olde Sea Dogge	53	114
Kevin Kinsel	Quantum Coyotes	54	133
Dave Anderson	Wesley Crusher Returns	57	134
Caleb Cousins	Purple People Eaters	58	150
Chris Geggus	The Flintstones	60	139
Andy Lewis	Hellfighters	62	84

Final Positions

Purple People Eaters (C. Cousins) Fleets in *Red Sea*, *Sea of Japan*, and *South China Sea*. ARABS: City and army each in *Lower Tigris* and *Arabian Peninsula*, one army each in *Nile Delta*, *Libya*, *Nubia*, *Upper Tigris*, *Levant*, and *Southern Iberia*. FUJIWARA: Capital and army in *Hokkaido*. SELJUK TURKS: City and army in *Central Europe*, one army each in *Western Steppe*, *Dneipr*, *Baltic Seaboard*, *Lower Rhine*, and *Danubia*. MING DYNASTY: Army and Monument in *Malayan Peninsula*, army *Ganges Delta*.

The Flintstones (Geggus) Fleet in *Bay of Bengal*. INCAS: Army, Capital, and Monument in *Northern Andes*, army in *Guiana Highlands*. AZTECS: Army and Capital in *Mexican Valley*, army in *Pacific Seaboard*.

Olde Sea Dogge (Cowles) Fleets in *Eastern Mediterranean*, *North Sea*, and *Atlantic Ocean*. NORTH AMERICAN MIGRANTS: One army each in *West Indies* and *Great Plains*. BYZANTINES: One army each in *Crete* and *Morea*. SAFAVIDS: Capital and Army in *Persian Salt Desert*. PORTUGUESE: Army, Capital, and Monument in *Western Iberia*, army and Monument in *Southern Appenines*, one army each in *Patagonia*, *Deep South*, *Ireland*, *South Africa*, and *Congo Basin*.

Wesley Crusher Returns (Anderson) MAYANS: Army, Capital, and fort in *Central America*. GUPTAS: Capital and two armies in *Eastern Deccan*, one army in *Ceylon*. CRUSADERS: City, fort and army in *Palestine*. MONGOLS: Army and monument in *Yangtse Kian*, army each in *Mongolia*, *Manchurian Plain*, *Yellow River*, *Si-Kyang*, and *Mekong*. TIMURID EMIRATES: Capital, Army, and Monument in *Turanian Plain*, army, city, and Monument in *Si-Kiang*, army and Monument each in *Taurim Basin*, *Wei River*, *Szechuan*, and *Great Plain of China*.

Quantum Coyotes (Kinsel) Fleets in *Black Sea* and *Eastern Mediterranean*. ARYANS: Army in *Hindu Kush*. NILE KINGDOM: Army, City, and Fort in *Upper Nile*. MAURYANS: Army in *Ganges Valley*. KHMERS: One army in *East Indies*. HOLY ROMAN EMPIRE: Army each in *Northern Gaul*, *Western Gaul*, *Central Massif*, *Northern Appenines*, *Dalmatia*. OTTOMAN TURKS: Army, Monument, and Capital in *Western Anatolia*, army and Monument each in *Middle Tigris* and *Zagros*, army each in *Pindus*, *Balkans*, *Upper Indus*, *Western Deccan*, *Eastern Anatolia*, *Lower Indus*, *Eastern Ghats*, and *Western Ghats*.

Hellfighters (Lewis) Fleet in the *Atlantic Ocean*. SYTHEANS: Army in *Persian Plateau*. CIVIL WAR: One army in *Pyrenees*. HUNS: Two armies in *Northern European Plain*, one army each in *Eastern Steppes* and *Caucuses*. VIKINGS: One army each in *Scandinavia*, *Shatts Plateau*, *Appalachia*, *Albion*, *Highlands*.

Press

The Flintstones: May I propose a posthumous award to the brave Sung defenders of Mekong in the face of the Mongol scourge. They died that others might be free!

Cerberus - The Flintstones: Here, here!

Notes

Hellfighters, Purple People Eaters, and Wesley Crusher Returns were accidentally shorted one point in Epoch V. This has been corrected.

Your event cards are: _____

Epoch VII Empire Draw

Your Empire is: _____

"Mongrel"

**Epoch I Empire Selection
Deadline for Epoch I: 10/13 Friday**

- The Dark Side** keeps
- Dober Dung** keeps
- Horsemen of the Apocolypse** pass to Gamers' Lonely Hearts Club

- Civs-R-U**s randomly passes to Horsemen of the Apocolypse
- Gamers' Lonely Hearts Club** pass to Hector
- Hector** passes to Civs-R-U

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Dan Eisenhut	The Dark Side	0	0
Chris Hurley	Dober Dung	0	0
Kevin Wilson	Horsemen of the Apocolypse	0	0
Andy Lewis	Civs-R-Us	0	0
Dave Anderson	Gamers' Lonely Hearts Club	0	0
Murray Cowles	Hector	0	0

Initial Positions

SUMERIANS: Capital and 2 armies in *Lower Tigris*, 1 army each in *Middle Tigris* and *Zagros*.

Your event cards are: _____

Epoch I Empire

Your Empire is: _____

Prairie Dog

Turn 11

Deadline Turn 12: 10/13 Friday

Segment 1

Andy: Delay

John Henry: Delay

Ronnie: Delay

Laundry Boy: Card B1 -- Advance, ahead left (to I16), segment 1 of 1, draws 2 delay cards LOSE AIM, 0 points.

Segment 2

Andy: Delay

John Henry: Delay

Ronnie: Card 10 -- Jab (at Andy), segment 1 of 2

Laundry Boy: Card 2 -- Run, ahead left (to I17), segment 1 of 1

Segment 3

Andy: Delay

John Henry: Delay

Ronnie: Card 10 - Jab (at Andy), segment 2 of 2, ARM, LIGHT 1 (0 delay points)

Laundry Boy: Card 9 -- Draw and Cock (bottle to gun hand), segment 1 of 3

Segment 4

Andy: Delay

John Henry: Pass

Ronnie: Card 1 -- Advance, ahead left (to F16), segment 1 of 2

Laundry Boy: Card 9 -- Draw and Cock (bottle to gun hand), segment 2 of 3

Segment 5

Andy: Delay

John Henry: Pass

Ronnie: Card 1 -- Advance, ahead left (to F16), segment 2 of 2, draws 2 delay cards, 3 points.

Laundry Boy: Card 9 -- Draw and Cock (bottle to gun hand), segment 3 of 3

End of Turn

Andy loses 3 delay points.

John Henry loses 2 delay points.

Ronnie loses 2 delay points.

Start of Turn 11

Andy gains 0 delay points from wounds.

John Henry gains 0 delay points from wounds.

Prairie Dog

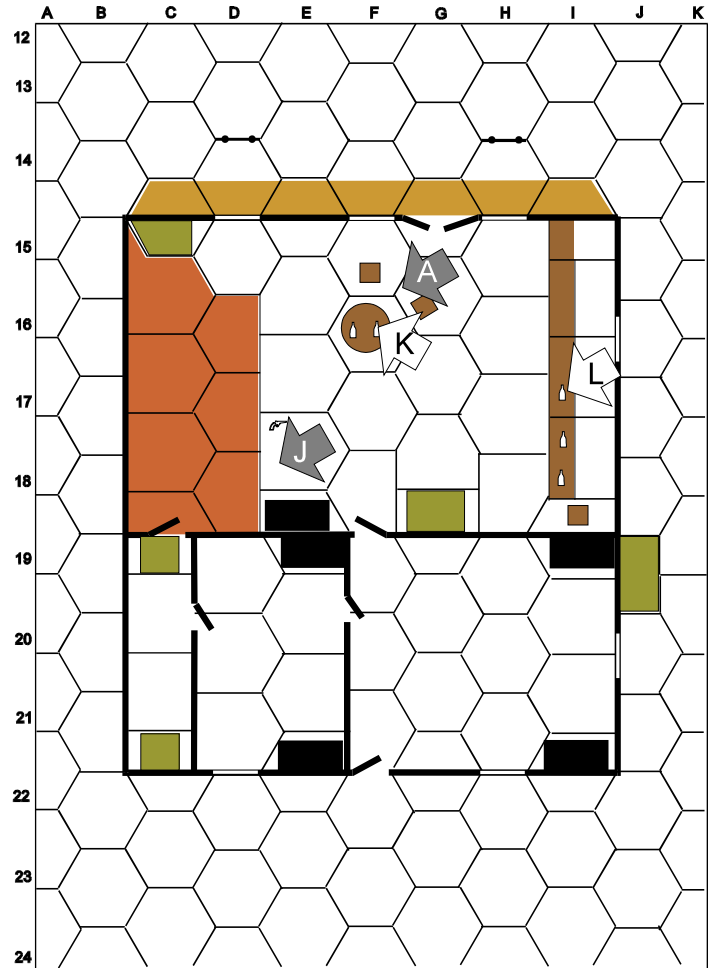


Table
 Chair
 Bottle
 A Westerner

S.O.B.
Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	G16 > F16	4, 6, 9	None	2	15	SERIOUS 1, DOWN
B	Steve Koehler	John Henry (J)	E18 > D18	5, 6, 8, 9	Brawling +2	1	31	GUN ARM 1, SERIOUS 2 LEG 4, DOWN
C	James Pratt	Ronnie (K)	F16 > E15	5, 8	Brawling +2	2	13	
D	Paul Bolduc	Laundry Boy(L)	I17 > H17	1, 4, 5, 6, 7	Brawling +2	0	18	

Weapons

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

Canine

Turn 4 Nexus to Bidding

Deadline Turn 4 Bidding and Movement: 10/13 Friday

Players

ATREIDES:	Debbie	BENE GESSERIT	Steve Koehler
	Osborne		
EMPEROR	Bill Scharf	FREMEN	Paul Bolduc
GUILD	Chris Hurley	HARKONNENS	Dave Anderson
LANSRAAD	Andy Lewis		

Harkonnens: 7 tokens off-planet, 13 tokens and Feyd-Rautha in the tanks

Lansraad: 12 tokens off-planet, 2 tokens Carthag, 6 tokens in the tanks.

Your spice: _____

Your cards: _____

Nexus

No alliances formed. Fremen-Harkonnen alliance not reconfirmed.

Spice Blow

Fremen place a worm in Cielago North. One Lansraad token and 5 spice destroyed.

6 spice in Wind Pass North

Worm in Cielago North

8 spice in Red Chasm

Bidding

CHOAM Charity recipients: Bene Gesserit.

Six cards up for bid. Eligible bidders are: Atriedes (2 cards), Bene Gesserit (3 cards), Fremmen (2 cards), Guild (3 cards), Harkonnens (0 cards), Lansraad (3 cards).

The cards are: _____

Press

BG's - New Atriedes: Welcome my Pretty! Watch out for those Lansraad Guys!

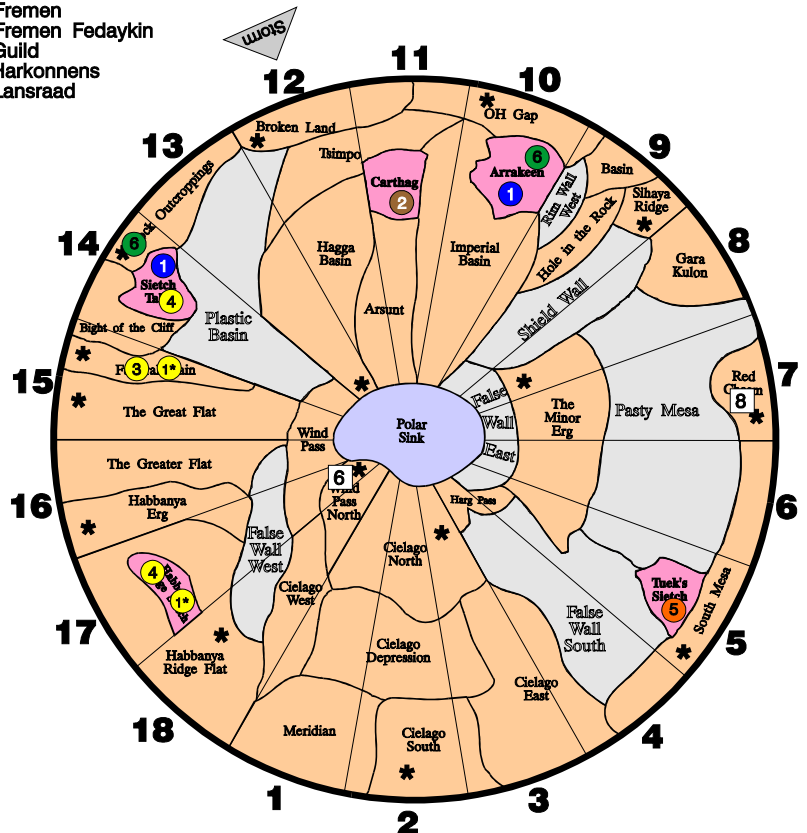
Lansraad - BGs: Who attacked who? I seem to remember being the one to push the Harkonnens from Carthag!

Final Positions

- Atriedes:** 6 tokens Arrakeen, 6 tokens Rock Outcroppings (14), 8 tokens off-planet
- Bene Gesserit:** 1 token Arrakeen, 1 token Sietch Tabr, 13 tokens off-planet, 5 tokens in the tanks
- Emperor:** 20 tokens (5 Elite Sadaukar) off-planet
- Fremen:** 5 tokens (1 Fedaykin) in Habbanya Ridge Sietch, 4 tokens Sietch Tabr, 4 tokens (1 Fedaykin) Funeral Plain, 7 tokens (1 Fedaykin) and Stilgar in the tanks
- Guild:** 5 tokens Tuek's Sietch, 15 tokens off-planet

Key

- Tokens
- Spice
- Atriedes
- Bene Gesserit
- Emperor
- Elite Sadaukar
- Fremen
- Fremen Fedaykin
- Guild
- Harkonnens
- Lansraad



Anubis

Turn 5 Planning through Outbound Naval Movement

Deadline Turn 5 Land Movement through Homebound Naval Movement: 10/13 Friday

Rough seas hit the Swedes, French, and Portuguese. France finds a new Minister for Colonization.

Planning

Dutch buy 3 soldiers (\$30) and 1 ship (\$12) and maintain 3 ships (\$12) for \$54.

English buys 4 soldiers (\$40) and 1 ship (\$12) and maintain 3 ships (\$12) for \$64

French buy 8 soldiers (\$80) and 2 ships (\$24) and maintain 4 ships (\$16) for \$120

Portuguese maintains 4 ships (\$16), buy 3 soldiers (\$30) for \$46

Swedes maintain 4 ships (\$16), buy 4 soldiers (\$40) for \$56.

Mining

English receive one gold bar at K. The mine is not depleted.

Discovery

Dutch prospector in Area L discovers nothing.

French prospectors in Area Y discover nothing.

Outbound Naval Movement

Dutch: To anchorage J. Dice: 2, 2, 4, 6. No losses.

English: To anchorage K. Dice: 5, 6, 6. No losses. Drop off 2 soldiers and 1 colonist. Move to anchorage H. Dice: 3, 6. No losses.

French: To anchorage Y. Dice: 1, 2, 3, 4, 5. Lose 1 soldier.

Portuguese: To anchorage U. Dice: 1, 4, 5, 6. Lose 1 colonist.

Swedes: To anchorage N. Dice: 1, 1, 3, 6. Loses 1 ship, 2 soldiers, 1 colonist.

Initiative

Dutch, French, Portuguese, English, Swedes

Press

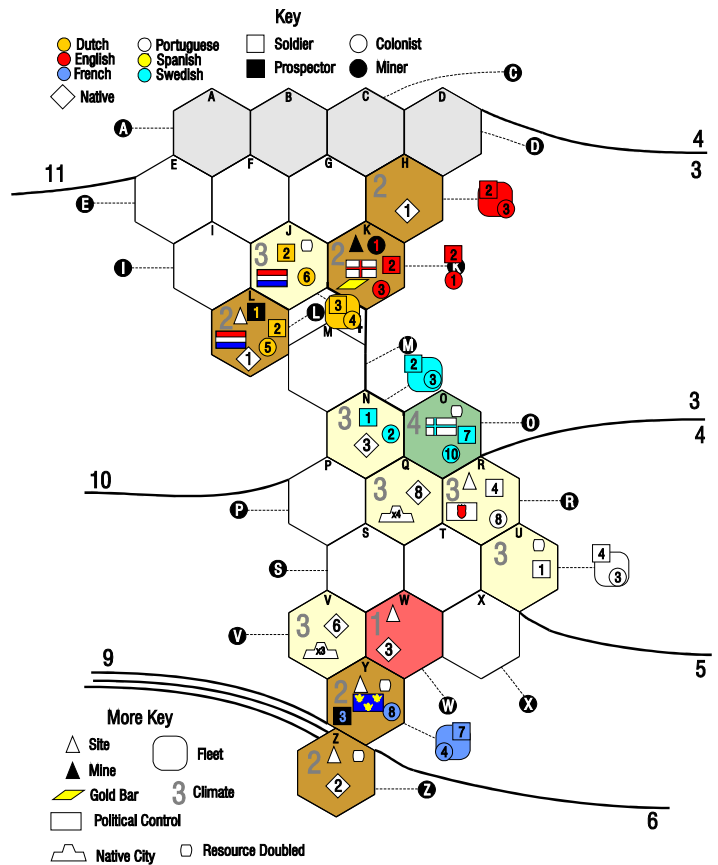
Swedes: I think that we still could've been doing a whole turn in each month for future reference. What do you other explorers feel?

Notes

Kevin Kinsel is now the French player of record.

Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dan Eisenhut	\$38	12	4	4
English	Sean Cousins	\$4	17	4	4
French	Kevin Kinsel	\$7	9	6	4
Portuguese	Bill Scharf	\$6	14	4	3
Swedes	Andy Lewis	\$55	10	3	3



Dog Food

Turn 3

Deadline Turn 4: 10/13 Friday

1st: Eddy Mattei (Niks/Beagle Boys Enterprise) Rolls Used: 4 6 6
Interstellar Biosphere - B - R - B - R - Y - Galactic Base

2nd: Chris Geggus (Qossuth/Rockville Emporium) Rolls Used: 4 * 3
Desolation Landing (s)

Trades in IOU for one Mulch Wine and one Shield.

3rd: Dan Eisenhut (Dell/Naga Trading Corp) Rolls Used: 3 4
Interstellar Biosphere - R - B - R - NC3 - NC3 - R20.

4th: Steve Koehler (Eepeeep/Basset Imports, Ltd.) Rolls Used: 4 * 4

Galactic Base - NC4 - Open Port.

Drop off Fare to 2 for \$160 (out of the cup pops Immortal Grease at 6). Sells Designer Genes for \$120 (out of the cup pops Chiclé Liquor at 7a). Buys Graw Factory for \$200. Buys Glorious Junk for \$100 (receives \$50 commission).

<p>1. A.L.P.O. \$90 Fast Scout 4: 4 5 (Double one) Hold1 Hold2 Hull FARE 10 to Base \$150 \$120</p>	<p>2. BeagleBoysEnterprises \$115 Sports Scout 4: 2 3 3 4 (Use 3) Hold1 Hold2 Hull Finest Dust 4a/\$50</p>	<p>3. RockvilleEmporium \$100 Torch Scout 4: 6 (Times 3) Hold1 Hold2 Hull Mulch Wine 3/\$60 Mulch Wine 3/\$60 Shield (\$60)</p>	<p>4. Naga Trading Corp \$99 Scow Scout 4: 2 4 4 5 (use 2) Hold1 Hold2 Hull Finest Dust 4a/\$50</p>	<p>5. Basset Imports, Ltd. \$170 Rocket Scout 4: 2 5 (Use 1 * 4) Hold1 Hold2 Hull Glorious Junk 2/\$200 Grow \$200</p>	<p>6. Cash & Carrie \$110 Normal Scout 4: 1 4 5 Hold1 Hold2 Hull Space Spice 2/\$80 Space Spice 2/\$80 Wallow \$100</p>
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Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. Every 10 points earns you a free issue. And so, without further ado, the answers to last issues questions:

Q1. Why was the Alexander Korda classic *I Claudius* never finished?

A1. A serious road crash prevented the star, Merle Oberon, from continuing the filming.

Andy Lewis receives 2 points.

Q2. Name the star of the silent 1926 version of *Ben Hur*.

A2. Ramon Navarro.

Andy Lewis receives 2 points.

Q3. On which book was D.W. Griffith's 1915 film *Birth of a Nation* based?

A3. *The Klansman* by Thomas Dixon, Jr..

Andy Lewis and Bill Scharf each receive 1 point.

Q4. What was Willis J. O'Brien's main contribution to the 1933 film *King Kong*?

A4. Although listed as chief technician, he was actually the special effects wizard who created the model animals in a number of films.

Andy Lewis, Kevin Wilson, and Dave Anderson each receive ½ point.

Q5. In Chaplan's *The Kid* of 1921, who played the kid?

A5. Jackie Coogan.

Andy Lewis and Bill Scharf each receive 1 point.

Current Scores

Andy Lewis	13	Dan Eisenhut	5
Kevin Wilson	3½	Jeremy Gerson	3
Bill Scharf	3	Chris Geggus	2½
Kevin Kinsel	2½	Paul Bolduc	1½
Steve Koehler	1½	Bob Robles	1
Dave Anderson	1	Caleb Cousins	½
Ward Narhi	½	Debbie Osborne	½

Andy Lewis receives a free issue.

New Questions

Topic: Rock Music

- How did the Genesis song "Abacab" get its name?
- The groups The Eagles and Steely Dan each referred to the other in a song. The Eagles' reference to Steely Dan occurred in the 1976 hit "Hotel California" ("...they stabbed it with their steely knives..."). The Steely Dan reference to The Eagles is considerably more obscure, however. Name the song and the lyric.
- How did the Edgar Winter's Group song "Frankenstein" get its name?
- Name three Led Zeppelin songs that make reference to J. R. R. Tolkein's *The Lord of the Rings*.
- How did the Cream song "Badge" get its name?

Pedagoguery

Looking up at the night sky, it may seem like the stars are eternal. The truth is far different. All stars exist in a state of balance between two forces: Gravity and thermal expansion. Gravity tries to compress the star down to a singularity and thermal expansion tries to blow the star apart. How does this balance come about? It starts from the very first moment that a star starts to collapse from an interstellar gas cloud.

All stars begin life as a diffuse cloud of gas and dust. After a while, something happens to disturb the equilibrium of the cloud, such as the shockwave of a nearby supernova. This will cause part of the cloud to collapse in on itself. As gravity draws the cloud into a more compact shape, the gas gets hotter, because of the reduction of potential energy. In simple terms, as the gas gets denser, the atoms hit each other more often, picking up speed, and hence becoming hotter. At what point does the gas become hot enough to stop the contraction due to gravity? That depends on how much mass is in the collapsing cloud. If the cloud is very small, eventually it will reach a point where the gravity of the star will be unable to compress the matter any further, even though fusion temperatures are not reached. The resultant object is then called a brown dwarf. An example of a brown dwarf would be the planet Jupiter. It is an object that is not quite massive enough to become a star, and can exist in that state indefinitely.

If the cloud is massive enough to achieve fusion temperature, then it becomes an actual star. Once again, however, the mass of the star is the determining factor of a great many aspects of the star. If the star is very small, its gravity is low enough that very little fusion is required to prevent collapse. Such stars are the misers of the universe, dim and red, potentially shining for hundreds

of billions or even trillions of years, slowly burning away the hydrogen in their cores. When the hydrogen in the core is exhausted, fusion will occur in a shell around an inert helium core. This will cause the outer layers of the star to expand, and actually get blown off in what is called a planetary, or ring nebula. Eventually, there won't be enough mass left in the star to sustain fusion and gravity will take over, compressing the core into a state of electron degeneracy. In such a state, the nuclei are compressed so close together that they actually start to share electron orbitals. Therefore, since only two electrons can share any particular orbital, because of the Pauli Exclusion Principle, the electrons quickly take up all of the lower states and more energetic electrons prevent the matter from being compressed further. This object is called a white dwarf, and it is usually about the size of the Earth, but about 10,000 times as massive.

If the mass of the initial cloud is a little bigger, say about the mass of our sun, the star's lifespan remains substantially the same. The star will burn a little hotter, and will consequently use its hydrogen faster, say on the order of tens of billions of years. The main difference is what happens during the planetary nebula stage. Eventually, the helium core will get large enough and hot enough to start fusing helium into carbon. At this point the star will settle down again, but this is simply a stopgap measure. The helium burning phase usually lasts no more than a few hundred thousand years, and then the star is faced with the same crisis. It too will become a white dwarf.

If you add still more mass to the initial cloud, the star has to burn even hotter and use its fuel even faster to stave off collapse. These stars survive only a few billion years before the core hydrogen is exhausted. They are massive enough, however, to sustain even higher order fusion reactions. After the helium

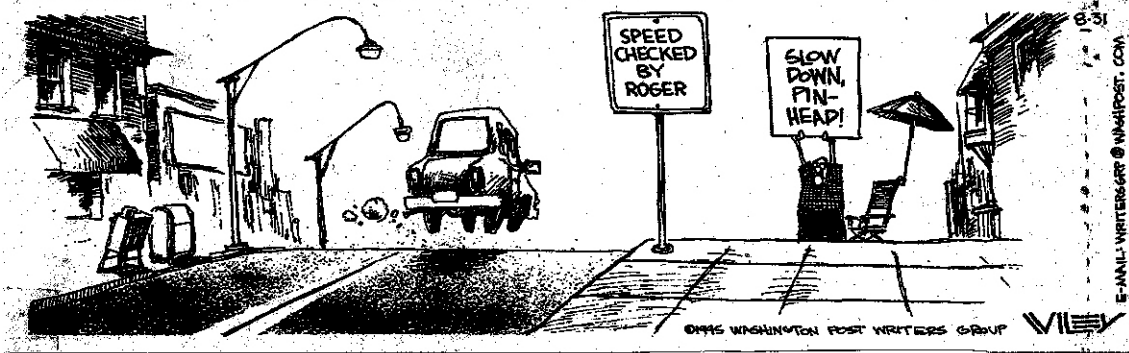
fuses into carbon, additional fusion reactions can take place: helium plus carbon into oxygen, helium plus oxygen into neon, carbon plus carbon into magnesium, and carbon plus oxygen into silicon, to give a few examples. Each of these reactions yields a little less energy than the previous, so they amount to even more desperate stopgaps. Eventually, the star will pass through the same stages as the less massive stars. There is one fundamental difference, however. If the final object has a mass of about 1.4 times the mass of the sun, electron degeneracy pressure won't be able to halt the collapse of gravity. This limit is called Chandrasekar's Limit after the Indian astrophysicist who first calculated it. What happens is that electrons are forced into protons to form neutrons. Eventually you get a gigantic atomic nucleus, around twelve miles in diameter with a mass of almost one and a half times that of the sun: a neutron star.

Very massive stars are the spendthrifts of the universe. They have to burn very hot to counteract their gravity, and as a result the hydrogen in the core only lasts a few hundred million years. These stars, toward the end of their lifetimes, fire off higher and higher order fusion processes until they reach one that

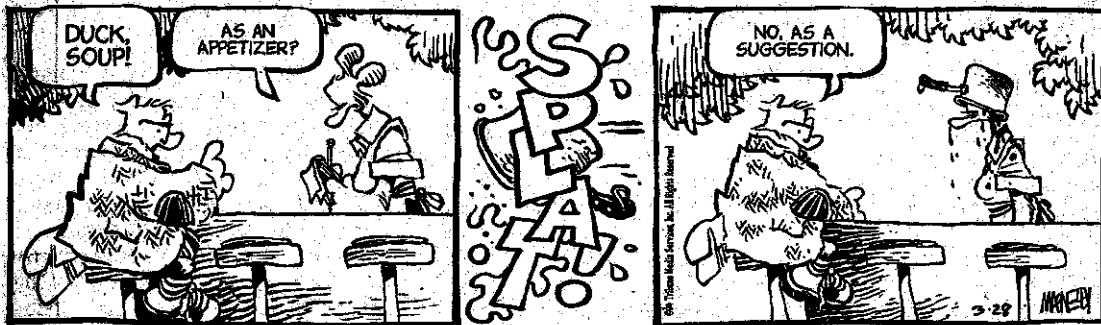
produces iron. Iron is unique among elements. Iron 56, the most common isotope, has the highest binding energy per baryon of any atom. What this means is that it is the most tightly bound, compact nucleus there is. The reason fusion works is because the total mass of the starting nuclei is less than the total mass of the products. For example, the mass of a single helium 4 nucleus is about 4% less than the mass of four hydrogen nuclei. That mass is released as energy. The problem with iron is that if you try to fuse two iron nuclei, the resultant nucleus weighs more than the two iron nuclei, therefore the reaction requires energy, rather than releasing it. So eventually, the star will build up a mass of very inert iron in its core. When the iron core becomes massive enough, it will collapse, and the resultant shock wave will blow off the outer layers of the star. A supernova is born. If the mass of the core is less than about 3 to 5 times the mass of the sun, a neutron star will result. If it is more, nothing at all can stop the collapse and you are left with a black hole, the final absolute triumph of gravity.

Next time, I will talk in more detail about the fusion process itself.

NON SEQUITUR By Wiley



SHOE By Jeff MacNelly



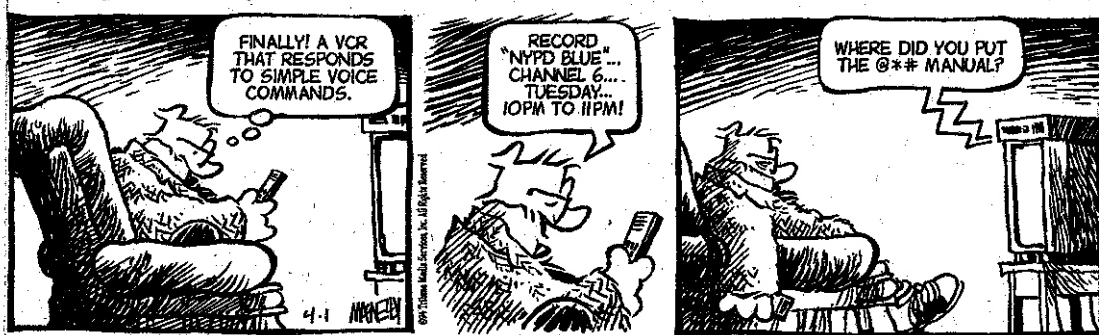
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Machiavelli House Rules

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.
 22. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.
 23. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.
- 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, Kevin Kinsel **Dune:** Steve Koehler, Paul Bolduc, Debbie Osborne, Kevin Wilson **New World:** Dan Eisenhut, Kevin Kinsel **Merchant of Venus:** Andy York, Paul Bolduc, Dan Eisenhut, Debbie Osborne **Die Macher:** Andy York **Outpost:** Andy York, Dave Anderson, Roy Vij, Dan Eisenhut, Michael Lowrey **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson **Stellar Conquest:** Andy York, Paul Bolduc, Dean Cochran **Gunslinger:** Paul Bolduc

Standby Calls

No standbys called this issue!

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