

**Notes from Hades**

Working with the state government as I have for the past several months has been quite an education. One thing in particular that caused me some amazement (and not a little disgust) was the politicians' ability to circumvent restrictions placed on them by the voters. For example, a few years ago, the voters in California passed a ballot initiative which, in addition to many other things, limited the number of measures legislators could introduce each year. During the next legislative session, the legislators decided that now committees could introduce legislation. It occurs to me that if the politicians put as much thought and effort into solving the problems of this state as they did in trying to get their own way, many of California's problems would be well on their way to being solved by now. I'm sure it's no different in other states, or especially at the federal level. I found it very disturbing as a voter how the politicians tried every dirty trick in the book to get around the will of the voting public. Almost as disturbing to me was the percentage of incumbents who won reelection in the 1992 election. It's been said before, but the public has to get more involved with the process of government if these problems are to get solved. It's not enough to just vote, you must be informed as well. Look at the public records of the candidates during the next election and make your decision based on that, not just on public statements and advertising campaigns. Try to get the whole story, not just what the candidates want you to hear. If we are going to turn this country back around, and put the real power back into the hands of the voters, the process must begin with the voters themselves.

All right, I'm down off my soapbox now.

Hope your holidays were good. I was able to make it back to North Idaho to visit with my parents again this year. In drastic contrast to last year, the weather was pretty mild. Last year we got a severe blizzard which closed down the main route into town. All in all, there were two to three feet of snow that fell during the week or so that I was there last year. This year, there was less than an inch of snow on the ground, and all we got were brief flurries that didn't drop much at all. Anyway, I enjoyed the visit and the chance to relax a bit.

Interest in Outpost and Stellar Conquest has been, well, stellar. Both games filled quickly once I put them on the game openings list. However, "Doghouse" will have to be delayed an issue because one of those who had signed up has, sadly, dropped out.

This issue's deadline will be **Friday, February 11.**

**Current Games**

**Machiavelli**

- "Mastiff" Page 2
- "Pack of Curs" Page 2

**Merchant of Venus**

- "Dingo's Delight" Page 3

**Die Macher**

- "Mailman's Bane" Page 5

**Flier Games**

- "Proteus" Midway Campaign Night June 5
- "Sand Dog" Dune Page 6

**Game Openings**

**"Doghouse"** Machiavelli. The game fee is \$5.00. We will be playing the advanced game with Plague, Famine, and Special Military Units. In addition, the two following modifications will be in effect: The game will be played to Ultimate Victory Conditions and there is no limit to the number of Special Military Units you can buy. Have Andy Lewis(pd.), Dave Anderson(pd.), Bob Robles(pd.), Ron Johnson(pd.), Dean Cochran(pd.), Tim Broyles(pd.), and Steve Koehler(pd.). This game has been reopened since a player has dropped out. Need 1 more.

**"Prairie Dog"** Gunslinger. The game fee is \$5.00. Have Scott Cameron, Dave Anderson(pd.), James Pratt(pd.), and Steve Koehler(pd.). Need 3 more. This will be a barroom brawl. If I get one more player, I'll go ahead and run it, with each player playing one side in the conflict.

**"Fenris Wolf"** History of the World. The game fee is \$5.00. Have Dave Anderson(pd.), Kevin Kinsel, Shaun Johnston, Caleb Cousins, and Ken Goldstien. Need 1 more.

**"Dog Breath"** Outpost. The game fee is \$5.00. Rules available on request. Have Sean Cousins, Bill Scharf, Kevin Kinsel, Ron Johnson, Dean Cochran, Ken Goldstien, Tom Swider(pd.), and Steve Koehler. This game is closed. I will start it as soon as I have received all game fees.

**"Dog Star"** Stellar Conquest. The game fee is \$10.00. The game will be run by flier. Have Dave Anderson, Bob Robles, Ron Johnson, and Roy Vj. This game is closed. I will start it as soon as I have received all game fees.

Game fees can always be deducted from your subscription balance, at your request. Andy Lewis, Ron Johnson, and Bill Scharf all have \$5.00 credit.

**Wish List**

**New World** is a game of colonization and conquest in the Americas. It will be run in the zine. Have Chris Hurley, Andy Lewis, Ron Johnson, and Bill Scharf. Need 2 more.

**Time Agent** is a game pitting six different races against each other with the object of becoming the dominant race in the galaxy to be run by flier. 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. Have Dave Anderson and Sean Cousins. Need 4 more.

**Mustangs** is a game of WWII dogfights. The game would be run by flier. Currently have Eddie Campisano and Chris Hurley. Need two more.

Note that a subscription to S.O.B. is not required to play in a game run by flier.

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

Your publisher is:

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Subscriptions cost \$0.75 per issue (\$1.25 overseas) for the standard subscription and \$1.00 per issue (\$1.50 overseas) for the deluxe subscription (which includes *Niccolo*).

S.O.B.

**Mastiff / MGN# O/B/8/ABC/2**  
**Even More End of Game Statements**

**Shaun Johnston, Austria:** "SOUR GRAPES". One wonders whether, if Naples had not actively collaborated in his own defeat a different conclusion could have been reached, once Florence and Austria had been capable of vigorous collaboration, and if France could have been eliminated.

Or maybe not. Congratulations to the Doge!

**Pack of Curs / MGN# O/B/8/ABCG/1**

**Winter-Spring 1457**

**Deadline/Summer 1457 2/11 Friday**

*France fights Austria to a stand still, while bringing up reinforcements for a Summer campaign. Florence and the Pope continue their mutual preoccupation, while Milan knocks off a garrison while guarding his capitol. Naples gains undisputed mastery of the seas, while the last Turkish unit starves to death.*

Retreats

Florentine A4 retreats to Sienna

Winter 1457 Builds

		Treas.	Cost	Rem.
AUS	Maintains A2, A4, A5 (Elite Mercenary), F1	24	15	9
FLO	Maintains A4, A5 (Elite Mercenary), builds A1 Pisa	14	12	2
FRA	Maintains F2, builds A1 (Elite Professional) Marseilles	15	12	3
MIL	Maintains all, no new builds	17	6	11
NAP	Maintains all, builds F4 Bari, F5 Palermo	35	21	14
PAP	Maintains all, builds G1 Perugia	18	12	6
TUR	Maintains all, no new builds	10	3	7

Expenditures

Austria gives 6 ducats to Milan.

France pays 3 ducats back to the moneylenders.

The Pope pays 3 ducats back to the moneylenders.

Orders

- AUSTRIA: A2 Ferrara to VERONA  
(Johnson) A4 SWISS to Turin  
A5 (EM) TURIN to Provence  
F1 Venice Lagoon to UPPER ADRIATIC
- FLORENCE: A1 Pisa to LUCCA  
(Koehler) A4 SEINNA holds (rebellion put down)  
A5 (EM) Arezzo to FLORENCE
- FRANCE: A1 (EP) MARSEILLE to Provence  
(Anderson) F2 Lucca to EASTERN GULF OF LYON
- MILAN: A2 Trent to MILAN  
(Scharf) A3 MANTUA besieges (autonomous garrison destroyed)
- NAPLES: A1 Aquila to BARI  
(Lewis) A2 DURAZZO to Albania  
F1 Messina to EASTERN TYRRHENNIAN SEA  
F2 Tunis to WESTERN MEDITERRANEAN  
F3 Lower Adriatic to DALMATIA  
F4 Bari to LOWER ADRIATIC  
F5 Palermo to WESTERN TYRRHENNIAN SEA

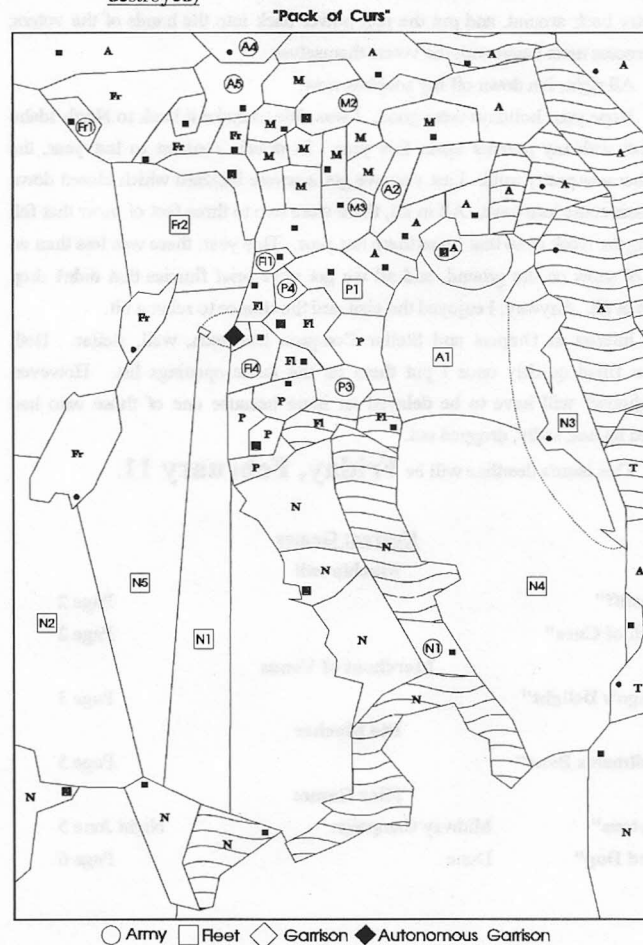
- PAPACY: A3 Perugia to URBINO  
(Robles) A4 Florence to PISTOIA  
F1 BOLOGNA holds  
G1 PERUGIA converts to A1
- TURKS: F1 ALBANIA holds  
(CD)

Spring 1457 Famine Losses

Turkish F1 Albania

Summer 1457 Plague

**Good Year!** Durazzo (Naples A2 destroyed), Naples, Modena (Autonomous Garrison destroyed), Perugia (Papal A1 destroyed), Cremona, Venice, Florence (Florentine A5 destroyed)



S.O.B.

## Dingo's Delight

Turns 16 and 17

Deadline Turns 18 and 19: 2/11 Friday

The Players

### Turn 16

- 1st: **Sean Cousins**  
**Whynom/Black Bear** Rolls Used: 4 (5 \* 2)  
**Grand Port(s).**  
Sells Impossible Furniture for \$180 (out of the cup pops Demand for Spice at 4b). Buys Voll Silk for \$140.  
**Whynom/Chez Alford**
- 2nd: **Caleb Cousins (Qossuth/King Fischer)** Rolls Used: 5 \* 3  
**Desolation Landing(p) - (R) - B - Y - B - (R) - B - Y - (R) - B - Rainfall(p).**  
Barter Scout and IOU and \$170 cash for a Freighter. Buys Yellow Drive for \$80. Buys 2 Chicle Liquors for \$80. (Total of \$59 in commission goes to the Jackal of all Trades.)
- 3rd: **Chris Geggus (Dell/The 4-2 Blue Jay)** Rolls Used: 4 5 6  
**Airhome(o) [Note that this is not where he ended the turn on the map. That was an error.] - A - (Y20) - A - A - (Y) - ? (It's a B10 penalty marker) - (Y) - Aerie(o) - (Y) - R - B - R - B - (Y) - B - A - Ice Station(o) - Ice Station(s).**  
Drops off Fare for \$120 (out of the cup pops Immortal Grease at 6), sells Other Shoes for \$160 (out of the cup pops Demand for dust at 7b). Buys Psychotic Sculpture for \$160.
- 4th: **Chris Hurley (Eeep/ep/Jackal of All Trades)** Rolls Used: 3 \* 4  
**Whale Port(s).**  
Sells Space Spice for \$80 (out of the cup pops Melf Pelts at 5). Barter Spy Eye for \$40 credit, buys one Finest Dust for \$10. Remaining \$30 credit is lost.
- 5th: **Andy Lewis**  
**Niks/Dog Catcher Taxi II** Rolls Used: 4 5 5  
**Y - B - R - B - R - Y - Galactic Base.**  
Drop off Fare for \$180 (out of the cup pops Rock Videos at 4b). Pick up Fare to 9a.  
**Niks/Dog Catcher Taxi** Rolls Used: (Mulligans the 1, gets a 1) 2 3 4  
**Y20 - NC4 - NC4 - Open Port.**  
Buy Rock Videos for \$120.
- 6th: **Andy York**  
**Human/Dr. Pepper 2-4-10** Rolls Used: 2 4 4  
**Space Station Planet.**  
Sells Space Spice for \$80 (out of the cup pops Demand for Dust at 5) plus double demand \$80 (out of the cup pops Chicle Liquor at 7a) and Glorious Junk for \$200 (out of the cup pops Demand for Liquor at 9a). Buys two Rock Videos for \$240.  
**Human/Norman New Ruff** Rolls Used: 4 4 6 6  
**Wet Landing(s).**  
Buys Dell Factory for \$200 and one Dribble Glass \$120 (Receives \$60 commission).

### Turn 17

- 1st: **Sean Cousins**  
**Whynom/Black Bear** Rolls Used: 4 (5 \* 2)  
**Grand Port(s) - Grandport(o) - R - Y - R - NC4 - Multi-Generation Ship - R20 - Neutron Port.**  
Sells two Voll Silk for \$440 (out of the cup pops Immortal Grease at 6 and Designer Genes at 9a). Buys two Space Spice for \$60. (\$50 in commissions to Jackal of all Trades.)  
**Whynom/Chez Alford**  
Buys two Immortal Grease for \$100.
- 2nd: **Caleb Cousins (Qossuth/King Fischer)** Rolls Used: 5 \* 2  
**Rainfall(p) - B - (R) - (Y) - B - (R) - B - (Y) - B - (R) - Desolation Landing(p).**  
Sell one Chicle Liquor for \$90 (out of the cup pops Fare to Base at 5) with \$120 demand (out of the cup pops Space Spice at 2). Sell a second Chicle Liquor for \$90 (out of the cup pops Chicle Liquor at 7a) with \$60 demand (out of the cup pops Demand for Wine at 5). Buys Factory for \$200, Life Project for \$160 (gains \$80 commission), and Designer Genes for \$60. Also gains a total of \$78 in port commissions.
- 3rd: **Chris Geggus (Dell/The 4-2 Blue Jay)** Rolls Used: 6 6 6  
**Ice Station(s) - Ice Station(o) - A - B - (Y) - B - R - B - R - (Y) - Aerie - (Y) - B10 - (Y) - A - A - R10 - Asteroid City East.**  
Buys Airhome Spaceport.
- 4th: **Chris Hurley (Eeep/ep/Jackal of All Trades)** Rolls Used: 2 \* 4  
**Whale Port(s) - Whale Port(o) - Air Foil Relic.**  
Picks up relic.
- 5th: **Andy Lewis**  
**Niks/Dog Catcher Taxi II** Rolls Used: 3 4 5  
**Galactic Base - Y - R - B - R - B - Interstellar Biosphere.**  
Sells Finest Dust for \$50 (out of the cup pops Demand for Spice at 4b) with \$100 demand (out of the cup pops Demand for Liquor at 9a). Buys Melf Pelt for \$50 and picks up Fare.  
**Niks/Dog Catcher Taxi** Rolls Used: 2 3 5  
**Open Port - NC5 - B - A - R - Poisonport(o) - Poisonport(s).**  
Sell Rock Videos for \$200 (out of the cup pops Infinite Puzzles at 10). Picks up Fare.
- 6th: **Andy York**  
**Human/Dr. Pepper 2-4-10** Rolls Used: 3 5 6  
**Space Station Planet - A - NC4 - Open Port - NC4 - R - Y - R - A - R - Minion(o) - Minion(s).**  
Sell Rock Videos for \$200 (out of the cup pops Demand for Spice at 4b). Buys Servo-Mechanism for \$200.  
**Human/Norman New Ruff** Rolls Used: 1 2 4 5  
**Wet Landing(s) - Wet Landing(o) - R - B - R - B - Y - NC2 - R - Y - R - Space Station Planet.**

S.O.B.

1a. Norman-New-Ruff \$400  
Clipper  
18: 2 4 4 6 // 19: 1 2 3 4  
Hold1 Hold2 Hull

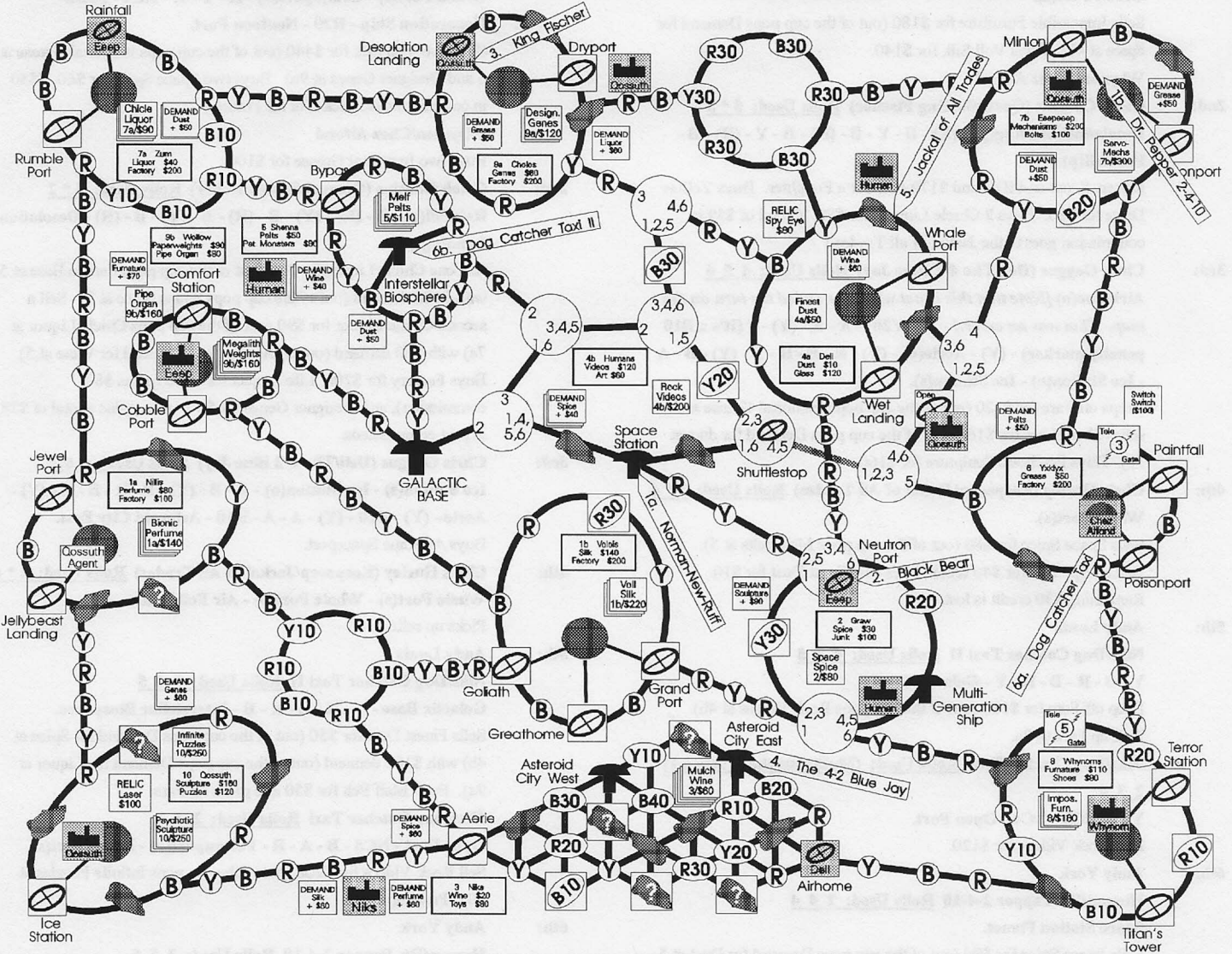
Dribble Glass 4a/\$200	Finest Dust 4a/\$50	
Grow \$200	Shenna \$100	Dell \$200

1b. Dr. Pepper 2-4-10  
Transport  
18: 1 1 3 // 19: 3 5 6  
Hold1 Hold2 Hold3 Hull

Rock Videos 4b/\$200	Servo-Mech. 7b/\$300		Shield (\$60)
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2a. Black Bear \$390  
Fast Scout  
18: 2 5 // 19: 1 5 (Double 1)  
Hold1 Hold2 Hull

Space Spice 2/\$80	Space Spice 2/\$80	Gate Lock (\$100)
Whynorm \$100		Shield (\$60)



2b. Chez Alford Base

Hold1	Hold2	Hold3	Hull
Immortal Grease 68/\$100	Immortal Grease 68/\$100	Immortal Grease 68/\$100	
Hold4	Hold5	Hold6	Hold7

3. King Fischer \$160  
Torch Freighter  
18: 4 // 19: 4 (times 2)  
Hold1 Hold2 Hold3 Hull

Design'r Genes 9a/\$120	Design'r Genes 9a/\$120	Design'r Genes 9a/\$120	Shield (\$60)
Hold4	Hold5		Relic Auto Pilot (\$80)
Life Project 9a/\$240	Yellow Drive (\$80)		Red Drive (\$120)
Eeeppeep \$100	Cholas \$200		
Desolation Landing \$200	Oossuth \$200	Human \$100	

4. The 4-2 Blue Jay \$340  
Scow Clipper  
18: 1 3 3 5 // 19: 1 1 5 5 (Use 3)  
Hold1 Hold2 Hull

Psychotic Sculpture 10/\$250	Rock Videos 4b/\$200	Relic Yellow Drive (\$80)
Airhome \$200		

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5. Jackal of All Trades \$463  
Rocket Scout  
18: 1 5 // 19: 2 4 (Use 1 x 4)  
Hold1 Hold2 Hull  
Finest Dust 4a/\$50 Finest Dust 4a/\$50 Air Fol (\$80)  
Wallow \$100 Rainfall \$200 Shield (\$60)  
Neutron Port \$200

5a. Dog Catcher Taxi \$425  
Sports Scout  
18: 1 3 4 5 // 19: 1 2 3 6 (Use 3)  
Hold1 Hold2 Hull  
FARE to Base \$110 Mulligan Gear (\$120)  
FARE to 4b \$120 90 90  
Niks \$200 Relic Shield (\$60)

6b. Dog Catcher Taxi II  
Transport  
18: 1 2 2 3 // 19: 2 4 5 5 (Use 3)  
Hold1 Hold2 Hold3 Hull  
Melf Pelt 5/\$110 FARE to 9a \$110  
FARE to Base \$140

**Mailman's Bane**

**Deadline for Turn 1 Conferences and Cabinets 2/11 Friday**

Setup

Vote Share

FDP places 5 in Baden-Württemberg  
SPD places 2 in Baden-Württemberg and 3 in Nordrhein-Westfalen  
Grüne places 2 in Bayern, and 1 each in the other three  
CDU places 5 in Bremen  
FDP places 2 in Baden-Württemberg and 3 in Nordrhein-Westfalen  
SPD places 5 in Bayern  
Grüne places 3 in Bayern and 1 each in Nordrhein-Westfalen and Baden-Württemberg  
CDU places 5 in Baden-Württemberg  
FDP places 5 in Baden-Württemberg  
SPD places 5 in Bayern  
Grüne places 1 in Bayern and 2 each in Nordrhein-Westfalen and Bremen  
CDU places 1 in Nordrhein-Westfalen, 1 in Bayern, and 3 in Bremen  
Bayern, and 3 in Bremen

Campaign Days

FDP places 1 each in Baden-Württemberg, Bremen, and Nordrhein-Westfalen  
SPD places 3 in Baden-Württemberg  
Grüne places 3 in Bayern  
CDU places 3 in Bremen  
FDP places 3 in Baden-Württemberg  
SPD places 3 in Baden-Württemberg  
Grüne places 2 in Bremen, 1 in Nordrhein-Westfalen  
CDU places 3 in Baden-Württemberg  
FDP places 3 in Baden-Württemberg  
SPD places 3 in Bayern  
Grüne places 2 in Baden-Württemberg and 1 in Bayern  
CDU places 1 each in Nordrhein-Westfalen, Bayern, and Bremen

Media Tokens

FDP places 1 in Baden-Württemberg  
SPD places 1 in Baden-Württemberg  
Grüne places 1 in Bayern  
SPD places 1 in Bremen

Players

CDU

**Player:** Bill Scharf  
**Campaign Days:** 6  
**Media Tokens:** 4  
**Conferences:** 2 Special  
Regular  
**Platform:** Freugeutliche Grundordnung  
Atomkraft NEIN  
Gewerkschaft  
NATO NEIN  
§218 NEIN

FDP

**Player:** Sean Cousins  
**Campaign Days:** 6  
**Media Tokens:** 4  
**Conferences:** 2 Special  
Regular  
**Platform:** Marktwirtschaft  
Atomkraft NEIN  
Steuersenkung JA  
35-Stunden-Woche NEIN  
§218 JA

Grüne

**Player:** Chris Hurley  
**Campaign Days:** 6  
**Media Tokens:** 4  
**Conferences:** 2 Special  
Regular  
**Platform:** Umweltschutz  
Atomkraft NEIN  
Marktwirtschaft  
35-Stunden-Woche NEIN  
§218 JA

SPD

**Player:** Andy Lewis  
**Campaign Days:** 6  
**Media Tokens:** 4  
**Conferences:** 2 Special  
Regular  
**Platform:** Gewerkschaft  
Atomkraft JA  
Umweltschutz  
Steuersenkung NEIN  
§218 NEIN

Player order for turn 1 is: FDP, CDU, SPD, Grüne

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

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

Provinces

Baden-Württemberg

	CDU	Grüne	FDP	SPD
Campaign Days	3	2	7	6
Vote Share	5	2	12	2
Media Tokens	0	0	1	1
Trend	0	0	0	0

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

**Mandate Range:** 6 - 11

Bremen

	CDU	Grüne	FDP	SPD
Campaign Days	4	2	1	0
Vote Share	8	3	0	0
Media Tokens	1	0	0	0
Trend	0	0	0	0

**Issues:** Atomkraft JA  
 Freiheitliche Grundordnung  
 35-Stunden-Woche JA

**Mandate Range:** 1 - 6

Sand Dog

**Turn 11 Bidding - Turn 12 Nexus**

Players

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

Bidding

CARD 1 goes to the Fremen for 2 spice.  
 CARD 2 goes to the Bene Gesserit for 3 spice.  
 CARD 3 goes to the Atreides for 3 spice.  
 The Guild uses Truthtrance to ask the Harkonnens if they have a Karama card.  
 The answer is No.  
 CARD 4 goes to the Guild for 3 spice.  
 CARD 5 goes to the Harkonnens for 2 spice. Extra card is drawn.

Revival and Movement

The Bene Gesserit coexist everywhere.

Revival

**Bene Gesserit:** 3 tokens (4 spice spent)  
**Emperor:** 1 token (Elite Sadaukar)  
**Fremen:** 3 tokens  
**Harkonnens:** 2 tokens

Nordrhein-Westfalen

	CDU	Grüne	FDP	SPD
Campaign Days	1	1	1	0
Vote Share	1	4	3	0
Media Tokens	0	0	0	0
Trend	0	0	0	0

**Issues:** §218 JA  
 Steuersenkung NEIN

**Mandate Range:** 8 - 13

Bayern

	CDU	Grüne	FDP	SPD
Campaign Days	1	4	0	3
Vote Share	1	6	0	10
Media Tokens	0	1	0	0
Trend	0	0	0	0

**Issues:** Marktwirtschaft  
**Mandate Range:** 7 - 12

Available Issues

NATO JA      Atomkraft JA  
 NATO NEIN      Atomkraft NEIN

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	0	0
Party Bases	3	3	3	3

**Issues:** None

Shipping

**Atreides:** 2 tokens to Arrakeen (Bene Gesserit accompanies)  
**Fremen:** 8 tokens (1 Fedaykin) to the Funeral Plain  
**Guild:** 12 tokens to Tuek's Sietch  
**Harkonnens:** 2 tokens to Carthag

Movement

**Atreides:** 5 tokens Arrakeen - Imperial Basin - Shield Wall - The Minor Erg (8)  
**Bene Gesserit:** 2 tokens Shield Wall - The Minor Erg (8)  
**Fremen:** 3 tokens False Wall West - Wind Pass - Plastic Basin(14)

Combat

Carthag

The Bene Gesserit Voice the Harkonnens to play the Lasegum. The Bene Gesserit use Prescience to determine the Harkonnens leader.

	<u>Emperor</u>	<u>Harkonnens</u>
Leader	Count Fenring (6)	Umman Kudu (1)
Weapon	None	Crysknife
Defense	Shield	Kull Wahad
Dial	6	1
Spice Spent	2	0
<b>Total</b>	<b>14</b>	<b>2</b>

The Count betrays his Emperor! All of the Emperor's tokens go to the tanks and his Shield is discarded. The Count also goes to his traitor's reward in the tanks. The Harkonnens suffer no losses but discard their cards.

Spice Collection

- Atreides:** 10 spice (2 Arrakeen, 8 the Minor Erg)
- Fremen:** 6 spice (Funeral Plain)
- Guild:** 1 spice (Tuek's Sietch)
- Harkonnens:** 8 spice (2 Carthag, 4 South Mesa)

**Turn 11**

Storm Movement

The storm moves 3 sectors to sector 4. 12 spice in Cielago South is destroyed.

Spice Blow

Worm in Cielago South. Nexus occurs.

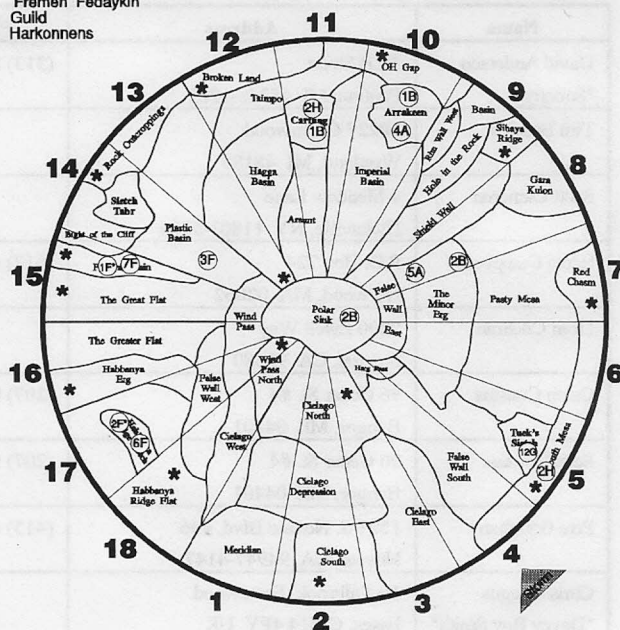
Final Positions

- Atreides:** 11 tokens off-planet, 4 tokens in Arrakeen, 5 tokens in the Minor Erg (8)
- Bene Gesserit:** 2 tokens in the Minor Erg (8), 2 tokens Polar Sink, 1 token Carthag, 1 token Arrakeen, 9 tokens off-planet, 5 tokens in the tanks
- Emperor:** 16 tokens in the tanks (3 Elite Sadaukar), 4 tokens off planet (2 Elite Sadaukar).
- Fremen:** 2 tokens in the tanks, 8 tokens (2 Fedaykin) in the Habbanya Ridge Sietch, 3 tokens Plastic Basin (14), 8 tokens (1 Fedaykin) in the Funeral Plain
- Guild:** 8 tokens off-planet, 12 tokens Tuek's Sietch
- Harkonnens:** 12 tokens in the tanks, 4 tokens off-planet, 2 tokens South Mesa, 2 tokens Carthag

**Key**

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

Turn 11 Combat - Turn 12 Nexus



**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

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garrison is the same as an order to advance into the province. This means that a double strength army ordered to convert into a garrison in a city that is already occupied by a normal strength garrison will destroy that garrison.

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.**

**Addresses**

Name	Address	Phone
David Anderson "Snoopy"	18 B Street Pontiac, MI 48340-1202	(313) 334-4840
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Sean Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
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Howard Hugh "Rebellion Dogs"	2541 Laurence Ave. Carmichael, CA 95608-4602	(916) 485-4231
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Earl Whiskeyman, Jr.	27 Mark St. Milford, CT 06460-7927	
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**Standbys**

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

- |                           |  |
|---------------------------|--|
| <b>Machiavelli:</b>       | Steve Koehler, Jeff Whitham, Andy York, Bill Scharf, Bob Robles, George Mann |
| <b>Dune:</b>              | Steve Koehler  |
| <b>New World:</b>         | Steve Koehler  |
| <b>Merchant of Venus:</b> | None   |
| <b>Die Macher:</b>        | Tom Swider   |
| <b>Outpost:</b>           | Roy Vij  |