

Notes from Hades

It was a weird coincidence. Last weekend, Tom Howell (of *off-the-shelf* fame) was in town for his daughter's wedding. Mike Stewart and I picked him up at the airport and had lunch with him prior to dropping him off at the rehearsal site. Know, I knew that Tom's daughter had recently graduated from my alma mater, Caltech, but she entered two years after I graduated, so I didn't give it much thought. That changed, however, when I learned that she was marrying a friend of mine who also went to Caltech and with whom I had lost touch. So, I was able to get back in touch with some old friends in a completely unexpected way. Sometimes life is kind.

All of the events last month surrounding the fiftieth anniversary of the Normandy invasion inspired me to read more of history. So, I decided to pick up some light reading on the subject. I settled on *The Rise and Fall of the Third Reich* by William L. Stier and *The Second World War* by Winston Churchill. I would highly recommend *The Rise and Fall of the Third Reich* to anyone who has any interest in the events leading to and during World War II. It is a facinating, and frequently chilling, account of the rise of Hitler to power and a look into the kind of world he tried to create. I am still early in the first volume of *The Second World War* (there are six in all), but so far, it is proving to be quite interesting as well. While *The Rise and Fall of the Third Reich* shows the war from the German perspective, *The Second World War*, as you would expect from the author, has a decidedly British perspective. Another book I picked up, of a somewhat more recent vintage, is *The D-Day Atlas* by John Man. It is a very good overview of the Battle of Normandy from the invasion through the collapse of the Falaise Pocket and the liberation of Paris in late August. It also includes a number of excellent maps of the action, showing the various divisions on both sides of the battle.

Stuart Schoenburger is trying to get a Machiavelli game together and is desperately searching for players. If you are interested, drop him a line at P.O. Box 510, Jamaica, NY 11435-0510.

This issue's deadline will be **Friday, August 4.**

Current Games

Machiavelli

"Pack of Curs" Page 2

"Doghouse" Page 3

Merchant of Venus

"Dingo's Delight" Page 4

Die Macher

"Mailman's Bane" Page 5

Outpost

"Dog Breath" Page 7

History of the World

"Fenris Wolf" Page 7

Flier Games

"Proteus" Midway Campaign 0900 June 6

"Sand Dog"

Dune

Page 8

"Dog Star"

Stellar Conquest

Turns 21, 22

Game Openings

"**Prairie Dog**" Gunslinger. The game fee is \$5.00. Have Scott Cameron, Dave Anderson(pd.), James Pratt(pd.), and Steve Koehler(pd.). Need 0, 1, or 3 more. This will be a barroom brawl. I have decided to go ahead and start this as soon as I get game fees from everybody. If I don't get any more players, I will run the small version of the scenario.

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, Bill Scharf, and Stuart Schoenburger. Need 1 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, Sean Cousins, and Chris Hurly. Need 3 more.

Machiavelli. This would be a gunboat game with all random elements removed. The only optional rule in effect would be Special Military Units and that would be modified by allowing unlimited units to be built. It would be played to Ultimate Victory Conditions. Have 1. Need 7 more.

Dune. "Sand Dog" is just ending, and since I have already received a lot of interest in any other game of this I may choose to offer, I do not believe anyone will object to another game. This one will be a seven player game, using the Lansraad variant that was published in *The General*, Volume 26, Number 1. I will probably run this one in the zine, rather than by flier like I did the last one. Have Bill Scharf and Steve Koehler. Need 5 more.

Merchant of Venus. This proved to be a popular game, so let's do it again. This one will be slightly different from "Dingo's Delight" in that I will be using the same variant rules except the custom ships rule, which adds complexity and tends to overly handicap the Niks player, and we will play to a \$3000 limit.

Have Andy Lewis. Need 5 more.

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

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

Chris Hassler a.k.a. Cerberus

11735 S. Valley View Ave #10

Whittier, CA 90604

Phone: (310) 941-7179

CompuServe: 70514,37

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

Fall 1458

Deadline/Spring-Winter 1459 8/4 Friday

The Pope is a busy man this season, grabbing three provinces from Austria and a Fleet and a province from Naples, foiling his attempted conquest of Turkey. France barges into Genoa despite stiff resistance from Florence and Milan.

Expenditures

The Pope buys Naples F4 for 18 ducats.

Orders

AUSTRIA: A1 Slavonia to CARINTHIA
 (Johnson)
 FLORENCE: A1 MODENA to Genoa
 (Kochler) A4 Piombino to SIENNA
 FRANCE: A1 (EP) Provence to GENOA
 (Anderson) F2 EASTERN GULF OF LYON transports A1
 MILAN: A1 MONTFERRAT to Genoa
 (Scharf) A2 Turin to SWISS
 A3 Cremona to MILAN
 NAPLES: A1 Herzegovina to BOSNIA
 (Lewis) A2 Tyrolea to AUSTRIA (rebellion liberated)
 F1 Messina to EASTERN TYRRHENIAN SEA
 F3 Croatia(nc) to CARNIOLA
F4 Lower Adriatic to Ancona (nsu)
 PAPACY: A4 Mantua to VERONA
 (Robles) F1 Ferrara to PADUA
 F2 (EM) Venice Lagoon to VENICE (triumphantly!)
F3 UPPER ADRIATIC supports Austria A1 to Carniola (nso)
 F4 Lower Adriatic to DURAZZO

Press

Andy - All: Saw an Avalon Hill production schedule, and in the Folio Series, Machiavelli was listed.

Austria - Papacy/Florence: I believe you folks are engaged in what I call "oversteering." I'm no threat to anybody now. You're being suckered by one of the best, wake up before it's too late.

Milan - Papacy: Ah, you were harping on me for not attacking Austria when he was the biggest country on the board. I now ask you, have you looked at Naples lately? How about practicing what you preach? Look what I've done to Austria....

Naples - Papacy: It should be over soon.

Papacy - Naples: Sorry, but someone had to do it.

Spring 1457 Famine

NO FAMINE!!!

Spring 1457 Income

Provinces and cities that are underlined do not produce income while those that are in italics could change hands depending on retreats.

Seas

FRA: Eastern Gulf of Lyon (1)
 NAP: Eastern Tyrrhenian Sea (1)
 PAP: Upper Adriatic (1)

Provinces

AUS: Hungary, Slavonia, Carinthia, Friuli, Treviso, Vicenza (4)
 FLO: Pisa, Sienna, Arezzo, Spoletto, Piombino, Modena, (7)
 Florence, Lucca
 FRA: Provence, Marseilles, Savoy, Genoa (4)
 MIL: Como, Pavia, Milan, Fornova, Piancenza, Cremona, (13)
 Brescia, Bergamo, Parma, Montferrat, Trent, Turin, Swiss
 NAP: Capua, Aquila, Naples, Salerno, Bari, Otranto, (21)
 Messina, Palermo, Tunis, Avignon, Dalmatia, Istria, Corsica, Sardinia, Ragusa, Albania, Croatia, Tyrolea, Carniola, Herzegovina, Bosnia, Austria
 PAP: Bologna, Romagna, Ferrara, Urbino, Patrimony, Rome, (15)
 Tivoli, Perugia, Ancona, Pistoia, Mantua, Verona, Padua, Venice, Durazzo

Cities

AUS: Hungary, Treviso (2)
 FLO: Pisa, Arezzo, Sienna, Florence(3), Lucca, Modena, (9)
 Piombino
 FRA: Marseilles, Savoy, Genoa(3) (5)
 MIL: Pavia, Milan(3), Cremona, Trent, Montferrat, Turin, (9)
 Swiss
 NAP: Naples(2), Bari, Austria, Messina, Palermo, Tunis(2), (17)
 Sardinia, Corsica, Avignon, Carniola, Dalmatia, Croatia, Albania, Ragusa, Tyrolea
 PAP: Bologna, Rome(2), Ancona, Perugia, Ferrara, Mantua, (12)
 Padua, Durazzo, Venice(3)

Totals

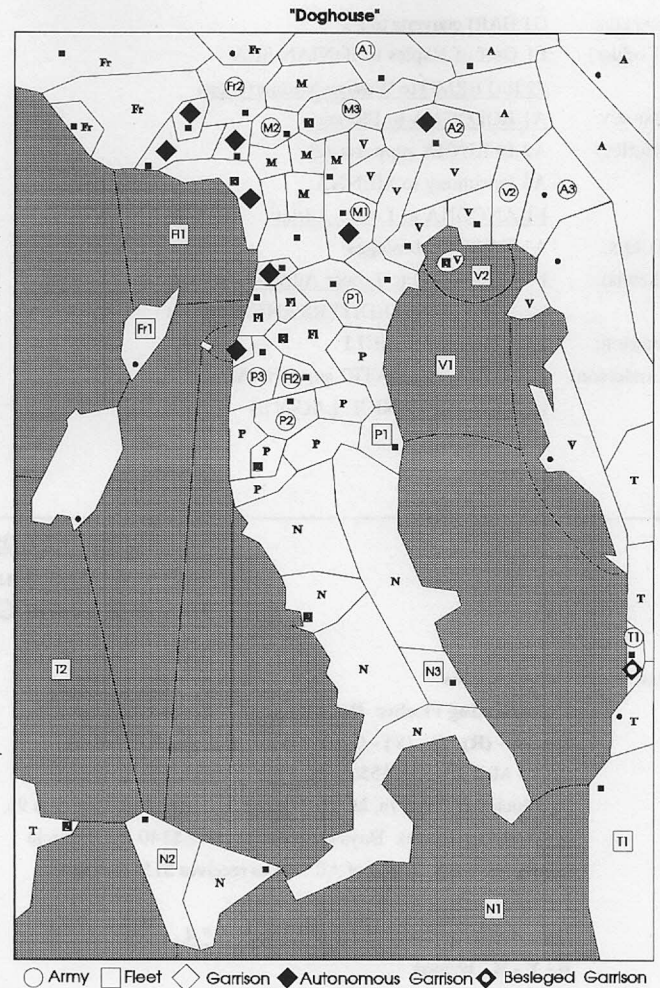
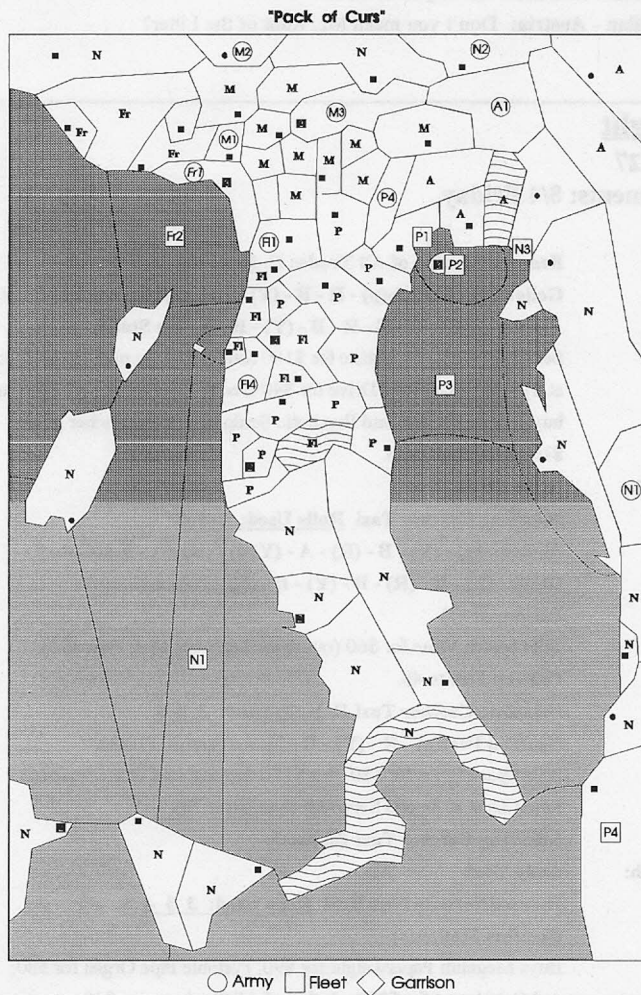
Coun	Rolls	Var	Prov	Sea	City	Gross	Treas	Total
AUS	1	1	4	0	2	7	0	7
FLO	1, 6	6	7	0	9	22	13	35
FRA	4, 3 ^G	6	4	1	5	16	5	21
MIL	5	4	13	0	9	26	11	37
NAP	3	2	21	1	17	41	1	42
PAP	4	4	15	1	12	32	2	34

^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
Flo:	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		
	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	12	12	10	9	6	2
Flo:	7	6	6	6	7	7
Fra:	5	3	2	2	2	3
Mil:	5	5	5	5	6	7
Nap:	7	9	14	15	16	15
Pap:	3	5	5	5	6	9
Tur:	1	0	0	0	0	0
Ven:	0	0	0	0	0	0



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

Summer 1454

Deadline/Fall 1454 8/4 Friday

The Pope tightens the noose around Florence while Naples and the Turks prepare to duke it out. Milan and Austria both edge southward and France goes island hopping. Venice, meanwhile, plays it defensive.

Expenditures

Venice gives two ducats to the Papacy

Orders

AUSTRIA: A1 TYROLEA holds
 (Robles) A2 Carinthia to TRENTO
 A3 Slavonia to CARNIOLA

FLORENCE: A2 AREZZO to Florence
 (Johnson) F1 EASTERN GULF OF LYON holds
 FRANCE: A2 Avignon to TURIN
 (Broyles) F1 Western Gulf of Lyon to CORSICA
 MILAN: A1 Cremona to MANTUA
 (Cochran) A2 PAVIA supports A3
 A3 MILAN holds

S.O.B.

NAPLES: G1 BARI converts to F3
(Koehler) F1 Gulf of Naples to IONIAN SEA
F2 PALERMO to Western Mediterranean
PAPACY: A1 BOLOGNA to Florence
(Hurley) A2 PERUGIA supports A3
A3 Patrimony to SIENNA
F1 ANCONA to Lower Adriatic
TURKS: A1 RAGUSA besieges
(Lewis) F1 DURAZZO to Lower Adriatic
F2 WESTERN MEDITERRANEAN holds
VENICE: A2 Vicenza to FRIULI
(Anderson) F1 UPPER ADRIATIC supports A2
F2 Venice to VENICE LAGOON

Notes

It has come to my attention that my plague tables had an error. Ragusa, which I had in row 5, should be in row 6. Since I have been using the tables as they are since the beginning of this game, I will continue to do so. In succeeding games, I will use the correct table.

Press

Andy - All: Saw an Avalon Hill production schedule, and in the Folio Series, Machiavelli was listed.

Austria - All: Maybe I'll stop whining.

Milan - Venice: Meet you in Venice.

Milan - Papacy: Meet you in Rome.

Milan - Florence: Meet you in the next life.

Milan - Austria: Don't you mean Mr. Runt of the Litter?

Dingo's Delight

Turns 26 and 27

Deadline End of Game Statements: 8/4 Friday

Turn 26

1st: Caleb Cousins
Qossuth/King Fischer Rolls Used: 4 * 2
Bypass - (R) - B - (Y) - (R10) - B10 - (R) - B - Rainfall(p)
Sells 5 Melf Pelts for \$550 (out of the cup pops Designer Genes at 9a, Chicle Liquor at 7a, Mulch Wine at 3, Demand for Liquor at 9a, and Fare 7b to Base). Buys Custom Hives for \$140 and 4 Chicle Liquor for \$160. Jackal of All Trades receives \$155 in various commissions.
Qossuth/King Fischer II Rolls Used: 6 * 4
B - Y - R - Bypass
Sells Primitive Art for \$160 (out of the cup pops Primitive Art at 4b). Picks up Fare to Base. Gains \$16 commission.
2nd: Chris Geggus
Dell/The 4-2 Blue Jay Rolls Used: 3 4 6
Grandport(s) - Grandport(p) - R - (Y) - R - NC3 - (Y30) - NC3 - (Y) - B - R - B - R - Wet Landing(p).
Sells Voll Silk for \$220 (out of the cup pops Pet Monsters at 5). Buys Dribble Glass for \$120 and Finest Dust for \$10. The 4-2 Blue Jay gains \$35 in commissions and Norman New Ruff gains \$60.
Dell/The 4-2 Blue Jay II Rolls Used: 4
R - A - R - Minion(p).
Sells Finest Dust for \$50 plus \$50 demand (out of the cup pops Melf Pelt at 5 and Demand for Wine at 5). Sells three more Finest Dust for \$150 (out of the cup pops Impossible Furniture at 8, Demand for Wine at 4a, and Finest Dust at 4a). Gains \$75 in commissions and King Fischer gains \$100 in commissions.
3rd: Chris Hurley
Eeepeep/Jackal of All Trades Rolls Used: 5 * 4
NC5 - R - Y - R - Space Station Planet - A - Shuttlestop(p).
Sell Glorious Junk for \$200 (out of the cup pops Infinite Puzzles at 10). Buys three Rock Videos for \$360. Black Bear gains \$56 in commissions.

Eeepeep/Jackal of All Trades II Rolls Used: 6 * 4
Goliath(s) - Goliath(p) - R - B - (Y) - B10 - R10 - B - (Y) - B - R - Aerie(p) - (Y) - R - B - R - B - (Y) - B - A - Ice Station(p).
Sells Impossible Furniture for \$180 (out of the cup pops Space Spice at 2). Barbers Yellow Drive for \$40 credit. Uses credit and \$240 to buy Infinite Puzzles and Psychotic Sculpture. King Fischer gains \$104 in commissions.
4th: Andy Lewis
Niks/Dog Catcher Taxi Rolls Used: 1 5 5
Airhome(p) - (Y) - B - (R) - A - (Y10) - (R) - A - TeleGate 5 - (R20) - (Y) - B - (R) - B - (Y) - B - (R) - Poisonport(o) - Poisonport(s)
Sells Mulch Wine for \$60 (out of the cup pops Melf Pelts at 5). Picks up Fare to 4b.
Niks/Dog Catcher Taxi II Rolls Used: 3 5 6
Neutron Port(p) - R - (Y) - R - Space Station Planet.
Sells Space Spice for \$80 plus \$120 demand (out of the cup pops Finest Dust at 4a and Servo-Mechanism at 7b).
Niks/Dog Catcher Taxi Dispatch
5th: Andy York
Human/Norman New Ruff Rolls Used: 3 3 4 5
Comfort Station(s).
Buys Megalith Paperweight for \$90, Portable Pipe Organ for \$80, and Cobbleport for \$200. Jackal of All Trades gains \$40 commission.
Human/Dr. Pepper 2-4-10 Rolls Used: 3 6 6
Grand Port(s) - Grand Port(o) - R - Y - R - NC6 - Y - B - R - A - R - Y10 - A - R - B.
6th: Sean Cousins
Whynom/Black Bear Rolls Used: 3 3 (6 * 2)
Neutron Port(p).
Does nothing.
Whynom/Black Bear II Rolls Used: 4 * 2
Poisonport(s).
Jettisons Yellow Drive and picks up Shining Slime from Chez Alphond.
Whynom/Chez Alfond

Turn 27

1st: Caleb Cousins

Qossuth/King Fischer Rolls Used: 4 * 2**Rainfall(p) - B - (R) - (Y) - B - (R) - B - (Y) - B - (R) - Desolation Landing(p).**

Sells Custom Hives for \$200 (out of the cup pops Fare from 9b to 5). Sells Chicle Liquor for \$90 plus \$120 demand (out of the cup pops Servo-Mechanisms at 7b and Fare to 4a at Base). Sells Chicle Liquor for \$90 plus \$60 demand (out of the cup pops Demand for Genes at 2 and Other Shoes at 8). Sells 2 Chicle Liquor for \$180 (out of the cup pops Fare to 10 at 2 and Demand for Spice at 3). Barter's Combined Dirve, Auto Pilot, and Shield for \$220 credit, with which he buys Dryport. Gains \$116 in commissions.

Qossuth/King Fischer II Rolls Used: 6 * 4**Bypass - R - Y - B - R - B - R - Y - Galactic Base.**

Drops off Fare for \$140 (out of the cup pops something that just doesn't matter...)

With that last transaction, King Fischer achieved a net worth of \$4456, and hence the victory. Final standings were:

Player	Cash	Deeds	Total
King Fischer	\$3056	Eepeeep factory(\$100), Desolation Landing(\$200), Dryport(\$200), Cholos factory(\$200), Qossuth factory(\$200), Ice Station(\$200), Human factory(\$100), Bypass(\$200) Total Deeds: \$1400	\$4456
Jackal of All Trades	\$1155	Wollow factory(\$100), Rainfall(\$200), Neutron Port(\$200), Zum factory(\$200), Goliath(\$200) Total Deeds: \$900	\$2055
Norman New Ruff	\$134	Graw factory(\$200), Titan's Tower(\$200), Shenna factory(\$100), Dell factory(\$200), Terror Station(\$200), Volois factory(\$200), Comfort Station(\$200), Cobbleport(\$200), Grand Port(\$200), Greathome(\$200) Total Deeds: \$1900	\$2034
Dog Catcher Taxi	\$1605	Niks factory(\$200) Total Deeds: \$200	\$1805
The 4-2 Blue Jay	\$218	Airhome(\$200), Aerie(\$200), Minion(\$200), Whale Port(\$200), Wet Landing(\$200) Total Deeds: \$1000	\$1218
Black Bear	\$376	Whynom factory(\$100), Shuttlestop(\$200), Yxklyx factory(\$200), Moonport(\$200) Total Deeds: \$700	\$1076

Congratulations to Caleb on a truly smashing victory!

Press**King Fischer - All:** Victory is mine, sayeth the Qossuth!**Black Bear - King Fischer:** Congratulations and well played, mon frere.Mailman's Bane

Turn 2 Media and Campaign Days

Deadline for Turn 2 Opinion Polls and Campaign Results: 8/4 Friday

Media Tokens

CDU buys one media token in Bremen (400 DM spent)
 Grüne buys one media token in Hamburg (400 DM spent)
 FDP buys one media token in Nordrhein-Westfalen (400 DM spent)
 SPD passes
 CDU buys one media token in Hamburg (400 DM spent)
 Grüne buys one media token in Hamburg (400 DM spent)
 FDP buys one media token in Nordrhein-Westfalen (400 DM spent)
 SPD buys one media token in Nordrhein-Westfalen (400 DM spent)
 CDU buys one media token in Hamburg (400 DM spent)
 Grüne passes
 FDP buys one media token in Hamburg (400 DM spent)

Campaign Days

CDU spends 500 DM to place 2 campaign days each in Bremen and 3 in Hamburg
 Grüne spends 300 DM to place 2 campaign days in Hamburg and 1 in Nordrhein-Westfalen
 FDP spends 900 DM to place 4 each in Nordrhein-Westfalen and Hamburg, and 1 in Bayern
 SPD spends 400 DM to place 1 in Bremen and 3 in Nordrhein-Westfalen

S.O.B.
Players

CDU

Player: Bill Scharf
Campaign Days: 0
Media Tokens: 0
Conferences: Special
 Regular
Platform: Freigeutliche Grundordnung
 Atomkraft JA
 Gewerkschaft
 NATO NEIN
 §218 NEIN

Grüne

Player: Dave Anderson
Campaign Days: 0
Media Tokens: 1
Conferences: 2 Special
 Regular
Platform: Umweltschutz
 Atomkraft NEIN
 Marktwirtschaft
 35-Stunden-Woche NEIN
 §218 JA

Player order for turn 2 is: CDU, Grüne, FDP, SPD

Your Available Ministers: _____

FDP

Player: Sean Cousins
Campaign Days: 5
Media Tokens: 1
Conferences: 2 Special
Platform: Marktwirtschaft
 Atomkraft JA
 Steuersenkung NEIN
 35-Stunden-Woche NEIN
 §218 JA

SPD

Player: Andy Lewis
Campaign Days: 0
Media Tokens: 1
Conferences: 2 Special
Platform: Gewerkschaft
 Atomkraft JA
 35-Stunden-Woche NEIN
 Steuersenkung NEIN
 §218 JA

Your Available Cash: _____

Provinces

Bremen

	CDU	Grüne	FDP	SPD
Campaign Days	10	3	1	1
Vote Share	8	3	0	0
Media Tokens	3	0	0	0
Trend	0	0	0	0

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

Mandate Range: 1 - 6

Nordrhein-Westfalen

	CDU	Grüne	FDP	SPD
Campaign Days	1	5	4	7
Vote Share	1	4	7	2
Media Tokens	0	0	2	3
Trend	0	0	0	0

Issues: §218 JA
 Steuersenkung NEIN
 35-Stunden-Woche NEIN

Mandate Range: 8 - 13

Available Issues

NATO JA
 35-Stunden-Woche JA
 NATO NEIN
 Atomkraft NEIN
 Marktwirtschaft

Bayern

	CDU	Grüne	FDP	SPD
Campaign Days	1	5	1	7
Vote Share	1	6	0	14
Media Tokens	0	2	0	1
Trend	-1	0	0	+2

Issues: Atomkraft JA
 NATO JA

Mandate Range: 7 - 12

Hamburg

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

Issues: Umweltschutz

Mandate Range: 2 - 7

Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	0	0	1	0
Party Bases	9	6	14	12
Votes	108	56	700	64

Issues: Atomkraft JA, §218 JA, Steuersenkung NEIN.

S.O.B.
Dog Breath

Turn 4

Deadline for Turn 5 Commander Actions: 8/4 Friday

Commander Actions

NODNOL (Cochran) passes.

Basset Base Beta (Kochler) Uses Or1, Or4, Or6, and Wa9 to buy a water factory. One population factor is transferred to it from an ore factory.

Fangland (Kinsel) uses Or1, Or1, Or3, Wa5, and Wa10 to buy a water factory. One population factor is transferred to it from an ore factory..

Miller's Outpost (Johnson) opens the bidding on a Nodule at 25 and wins it (Or1, Or4, Wa5, Wa6, and Wa9).

BarterTown (York) uses Or2, Or3, and Wa5 to buy a population factor.

Dealer's Den (Goldstien) NMRs!

Interstellar Mining and Pizza Delivery (S. Cousins) opens the bidding for Heavy Equipment at 30 and wins it (Or4, Or4, Wa4, Or5, Wa6, and Wa7).

New Earth (Scharf) opens the bidding for Heavy Equipment at 30 and wins it (Wa7, Wa7, Wa8, and Wa8).

The Commanders

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	Miller's Outpost	Ron Johnson	OrF, OrF, WaF, WaF, WaF	No	7
2	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF	No	6
3	NODNOL	Dean Cochran	OrF, OrF, WaF	3DL	6
4	Basset Base Beta	Steve Kochler	OrF, OrF, WaF, WaF, WaF	No	6
5	New Earth	Bill Scharf	OrF, OrF, WaF, WaF, WaF	HE	5
6	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF	DL, HE	5
7	BarterTown	Andy York	M, OrF, OrF, WaF, WaF	HE	5
8	Dealer's Den	Ken Goldstien	OrF, OrF, WaF, WaF, WaF		4

New cards: _____

Available Upgrades

New arrivals: 2 Heavy Equipment and one Nodule.

Upgrade	Minimum Bid	Available	Not Yet Delivered
Data Libraries (DL)	15	1	2
Warehouses (Wa)	25	4	3
Heavy Equipment (HE)	30	2	2
Nodules (No)	25	1	3

Notes

Will Roy Vij please submit standby orders for Dealers Den!

Press

New Earth - Fangland: You've got your Nodule! Use it in good health.

NODNOL: What went wrong?

ISMPD - All hungry colonizers: This week's special – Buy one pizza at regular price, get up to 4 more for 4 credits each.

Income

Existing cards: _____

"Fenris Wolf"

Epoch II Empire Selection

Deadline for Assyria, Chou Dynasty, and Vedic City States: 8/5 Friday

NOTE: Kevin Kinsel and Caleb Cousins both reminded me, quite correctly, that strength points gained by event cards are not counted in the strength point total. Therefore, the Quantum Coyotes go fifth and Dealer Dogs for Hell go sixth in the current turn.

Purple People Eaters (C. Cousins) Keeps his draw.

The Flintstones (Geggus) Gives his to Olde Sea Dogge.

Olde Sea Dogge (Cowles) Gives his to the Flintstones.

Wesley Crusher Returns (Anderson) Gives his to Dealer Dogs for Hell

Quantum Coyotes (Kinsel) Gives his to Westly Crusher Returns

Dealer Dogs for Hell (Goldstein) Gives his to Quantum Coyotes

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Caleb Cousins	Purple People Eaters	4	6
Chris Geggus	The Flintstones	4	6
Murray Cowles	Olde Sea Dogge	4	5
Dave Anderson	Wesley Crusher Returns	4	5
Kevin Kinsel	Quantum Coyotes	5	8
Ken Goldstien	Dealer Dogs for Hell	5	7

Final Positions

Dealer Dogs for Hell (Goldstein) EGYPT: Capital and army in the Nile Delta, 1 fleet in the Red Sea, and 1 army each in Nubia, Upper Nile, and Arabian Peninsula.

Purple People Eaters (C. Cousins) MINOANS: Capital and army in Crete, 1 fleet in the Eastern Mediterranean, and 1 army in Libya.

Olde Sea Dogge (Cowles) INDUS VALLEY: Capital, 1 army, and 1 fortress in Lower Indus, 1 army in Persian Salt Desert.

Wesley Crusher Returns (Anderson) CHANG DYNASTY: Capital, 1 army, Monument, and fort in Yellow River, 1 army each in Wei River, Taurim Basin, Yangtze Kian, and Chekaing.

The Flintstones (Geggus) BABYLONIA: Capital and army in Middle Tigris, 2 armies in Upper Tigris, and 1 army in Western Anatolia.

Quantum Coyotes (Kinsel) HITTTITES: Capital, Monument, and army in Eastern Anatolia, 1 army each in Levant and Zagros. ARYANS: 1 army each in Turanian Plain, Persian Plateau, Hindu Kush, and Upper Indus.

Your event cards are: _____

Epoch II Empire

Your Empire is: _____

Sand Dog

Turn 15 Combat - End

Players

Atreides: Sean Cousins

Fremen: Bill Scharf

Bene Gesserit: Andy Lewis

Guild: Chris Hurley

Emperor: Ken Goldstien

Harkonnens: Tom Swider

Combat

Arrakeen

	Emperor	Fremen
Leader	Cheap Heroine (0)	Stilgar (7)
Weapon	Jubba Cloak	None
Defence	None	None
Dial	6	2
Spice Spent	5	2
Total	6	9

The Fremen are victorious. All of the Emperor's tokens go to the tanks, and both of the cards are discarded. Two Fremen tokens go to the tanks.

Tuek's Sietch

The Bene Gesserit Voices the Emperor to not play a poison weapon.

	Emperor	Bene Gesserit
Leader	None (0)	Alia (5)
Weapon	None	None
Defence	None	Shield
Dial	0	9
Spice Spent	0	9
Total	0	14

The Bene Gesserit are victorious. The Emperor's token and 9 Bene Gesserit tokens go to the tanks.

Habbanya Ridge Sietch

	Fremen	Guild
Leader	Cheap Hero (0)	Guild Representative (1)
Weapon	Ellaca Drug	Ellaca Drug
Defence	None	None
Dial	10	18
Spice Spent	8	18
Total	10	18

The Guild is victorious. The Cheap Hero and Guild Representative both go to the tanks, along with all of the Fremen tokens and 18 Guild tokens. As if it matters, the Guild receives one spice.

Spice Collection

Does anyone care? I didn't think so.

Final Positions

Atreides:	19 tokens off-planet, 1 token in the tanks
Bene Gesserit:	2 tokens Cielago North(3), 1 token in Tuek's Sietch, 2 tokens off-planet, 14 tokens in the tanks, 1 token Habbanya Ridge Sietch
Emperor:	15 tokens (5 Elite Sadaukar) in the tanks, 1 token Carthag, 1 token Tuek's Sietch
Fremen:	10 tokens (2 Fedaykin) in the tanks, 1 token Arrakeen, 9 tokens (1 Fedaykin) in Sietch Tabr
Guild:	2 tokens Habbanya Ridge Sietch, 18 tokens in the tanks
Harkonnens:	5 token in the tanks, 13 tokens off-planet, 2 tokens False Wall East

Aftermath

The Guild wins on its automatic victory. Congratulations to Chris Hurley. And now for other information you may have been wondering about...

Traitors

The following is the traitor draw and choices for the different players:

Atreides:	Drew Otheym, Feyd-Rautha, Dr. Yueh, and Jamis. Selected Otheym .
Bene Gesserit:	Drew Esmar Tuek, Stilgar, Master Bewt, and Captain Aramsham. Selected Stilgar .
Emperor:	Drew Umman Kudu, Caid, Chani, and Margot Lady Fenring. Selected Chani .
Fremen:	Drew Thufir Hawat, Reverend Mother Ramallo, Soo-soo Sook, and Shadout Mapes. Selected Thufir Hawat .
Guild:	Drew Wanna Marcus, Burseg, Duncan Idaho, and Beast Rabban. Selected Beast Rabban .
Harkonnens:	Drew Alia, Bashar, Count Hasimir Fenring, and Captain Iakin Nefud. Selected Alia, Bashar, and Count Fenring .

Finally, the Bene Gesserit prediction. The Bene Gesserit predicted a Harkonnen win on turn 7. How close it came...

End of Game Statements

Bill Scharf (Fremen): This was a great game. It went very well PBM. The GM and the rules system were excellent, I think it played even better than FTF. I had a chance of winning but made a stupid move, hindsight, they say, is 20/20.

Andy almost pulled off a Bene Gesserit predictive win, my hat's off to him, it's the closest one I've ever seen.

Hats off again to Tom Swider, who made an excellent Harkonnen (although I'm not sure what this says about him as a human being).... He came very close to a win.

Chris won as the Guild, hat's off to him as well.

The biggest compliment about the game is that having played it, I want to play it again right away — there's not a log of PBM games out there I'd say that about. If you guys out there haven't played this game you got to give it a try.

P.S. And for those who were wondering, I don't own a hat.

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.



**S.O.B.
Addresses**

Name	Address	Phone
David Anderson "Snoopy"	287 Florawood Waterford, MI 48327	(810) 683-3274
Paul Boldoc	203 Devon Court FWB, FL 32547-3110	(904) 863-9081
Tim Broyles	38227 Greenwood Westland, MI 48185	(313) 595-1035
Scott Cameron	4 Meadow Lane Hicksville, NY 11801-5304	
Eddie Campisano	P.O. Box 724 Norwood, MA 02062	(617) 491-0711
Davide Cleopadre	via Pio XI, Trav. Gulli n. 34 (Coop "Idea Domus" -scala C) 89133 Reggio Calabria Italia	
Dean Cochran	9812 Luders Ave. Garden Grove, CA 92644	(714) 537-0453
Caleb Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Sean Cousins	96 Cedar St. #4 Bangor, ME 04401	(207) 941-8568
Murray Cowles	6 Chafford Gardens, West Hamdon Brentwood, Essex, CM13 3NJ UK	
Chris Geggus "Davey Boy Smith"	10 Talbrook, Brentwood Essex, CM14 4PY UK	
Ken Goldstien "Dealer Dog"	7667 Kittyhawk Ave. Los Angeles, CA 90045-1733	(310) 641-2309
Tom Howell "Whippet"	P.O. Box 1450 Port Townsend, WA 98368-0036 off-the-shelf@pt.olympus.net	(206) 379-9697
Chris Hurley "Jackal"	8 Cascada Rancho Santa Marguerita, CA 92688 74631,3142@compuserve.com	(714) 589-5777

Name	Address	Phone
Ron Johnson "Vulture Dog"	12331 Arrowhead #19 Stanton, CA 92641	(714) 638-5543
Kevin Kinsel "El Coyote"	21561 Oakbrook Mission Viejo, CA 92692	(714) 458-0819 (714) 830-2939
Steve Koehler "Devil Dog"	2906 Saint Field Place Charlotte, NC 28270 Stephen544@aol.com	(704) 544-2849
Andy Lewis "Marmaduke"	4550 Montair Ave. Apt. F12 Long Beach, CA 90808	(310) 420-1652
James Pratt "Falcon"	939 Asbury St. San Jose, CA 95126	
Bob Robles "Howler"	67 Tara Rd. Orinda, CA 94563 76350,2203@compuserve.com	(510) 254-6354
Bill Scharf "Doge"	4814 Walnut Grove Ave. Rosemead, CA 91770	(818) 286-4428
Roy Vij "Metallic Dog"	12571 Camus Lane #2 Garden Grove, CA 92641	(714) 373-9288
Earl Whiskeyman, Jr.	27 Mark St. Milford, CT 06460-7927	
Jeff Whitham "Wolfpack"	16642 Spruce Circle Fountain Valley, CA 92708	(714) 775-4365
Brendan Whyte	7 Sharon Place Palmerston North, New Zealand	
Jason Wilke	2042 Dalton Ave. Deltona, FL 32725	
Andrew York "Greyhound"	P.O. Box 2307 Universal City, TX 78148-1307 73210,3053@compuserve.com	(210) 658-6066

Standbys

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

Machiavelli:	Steve Koehler, Jeff Whitham, Andy York, Bill Scharf, Bob Robles		
Dune:	Steve Koehler	Die Macher:	Andy York
New World:	Steve Koehler	Outpost:	Roy Vij, Andy York
Merchant of Venus:	Andy York		
		History of the World:	Andy Lewis
		Stellar Conquest:	Andy York

Standby Calls

"Dog Breath" Roy Vij for Dealers Den

