

### Notes from Hades

First of all, I'd like to apologize for the tardiness of the zine, but in recent weeks, work has taken the upper hand. I am currently working on a four-month project with a 2-month deadline. (It seems to be a sad fact that when the time comes to determine project schedules, the people who actually have to get the job done are rarely consulted.) As a result, I'm afraid that this column will be a bit short this time.

The Machiavelli Revolving Door is now in operation. "Doghouse" has concluded and "Rabid Dog" is already starting up to replace it.

InkJet printers have many good qualities: They produce high quality prints, are relatively low cost, and can print in color. Unfortunately, speed is not one of their strong points. My new printer is about 12 times slower than my other printer. This has greatly increased the time it takes me to produce the zine, therefore I'm going to give myself an extra day by moving my deadline to Thursdays. So, this issue's deadline will be on **Thursday, November 16 at 5:00 pm Pacific Time.**

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### Flier Games

"Proteus"	Midway Campaign	1100 Oct 26
"Canis Major"	Stellar Conquest	Turns 29, 30

### Game Openings

**"Dog Biscuit" 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, Caleb Cousins, Ward Narhi, and Chris Geggus, need 2 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.

**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 and Stuart Schoenberger, need 2 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:

**Chris Hassler a.k.a. Cerberus**

**631 Candia Circle**

**La Habra, CA 90631**

**Phone: (714) 773-0940**

**CompuServe: 70514,37**

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

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

**Murray Cowles**

Dear Andy,

Congratulations to you and all the Black Bear team for winning the Team Tournament.

In fact with the passage of weeks I had begun to realise that we had not in fact won. Nothing heard was strictly bad news. That was why you did not hear me howl.

I look forward to meeting up with you next year.

Yours sincerely, Murray.

**Ward Narhi**

As to the ruling which says police are not obligated to protect the citizen, it came from a stalker case. I believe the plaintiff sued the police claiming they should have provided a bodyguard for someone who was being stalked. The court ruled the police did not have to provide one and made more the general statement I used previously. Andy [York], thanks for your comments as your cases make sense.

Any opinions out there on Colin Powell? I'm reserving mine for the moment but anyone that knows me can tell you that I can't hold out for too long. Heh, heh.

### Bob Robles

Not to start a flame war, but...to respond to Ward Narhi's response regarding merit. I couldn't agree more with Ward about merit being the PRIMARY reason for choosing one person over another. I would submit that the phrase "most qualified" is vastly overrated and overused. How does one determine who is most qualified to complete a degree at a school or do well at a job? What instrument does one use to gauge a person's capabilities? What are the limitations and flaws of the instrument? What does such an instrument

REALLY measure? What other factors other than so called "objective" measures should be considered and what weight should they carry? Who will determine what other factors are used other than "ability"? Lot's of questions that the anti-affirmative action crowd don't and can't answer. Don't get me wrong, I'm all in favor of a ruthless meritocracy in academics and the work place. BUT, we as a nation have to make sure that all those with ability have the chance to maximize their potential to get to that position. (Whew). How about the ALCS and NLCS: Go Mariners and Reds!

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

### Fall 1458

### Deadline/End of Game Statements 11/16 Thursday

*Venetian money goes to remove the last Papal barrier to the Venetian conquest of Florence. Milan briefly reoccupies his capital's province before being eliminated by France. The Turks expand northward.*

### Expenditures

Venice spends 12 ducats to disband Papal A3 Pisa

### Orders

FRANCE: A3 (EM) Como supports A4

(Wilke) A4 (EM) Turin to PAVIA

MILAN: A1 (EM) Pavia to MILAN

(Scharf) A2 PIACENZA supports A1

A3 (EP) FORNOVA to Pavia OUT!

PAPACY: A3 (EM) Pisa to Florence (nsu)

(Hurley)

TURKS: F1 Western Tyrrhenian to EASTERN GULF OF LYONS

(Lewis) F2 Eastern Tyrrhenian Sea to PIOMBINO

F3 Durazzo to LOWER ADRIATIC

F5 IONIAN SEA supports F3

VENICE: A2 Florence to AREZZO

(Anderson) A3 Aquila to NAPLES

A4 MILAN converts to G1

A5 Ragusa to ALBANIA

A6 (CM) Pistoia to PISA

F1 ANCONA supports F3

F2 Lower Adriatic to BARI

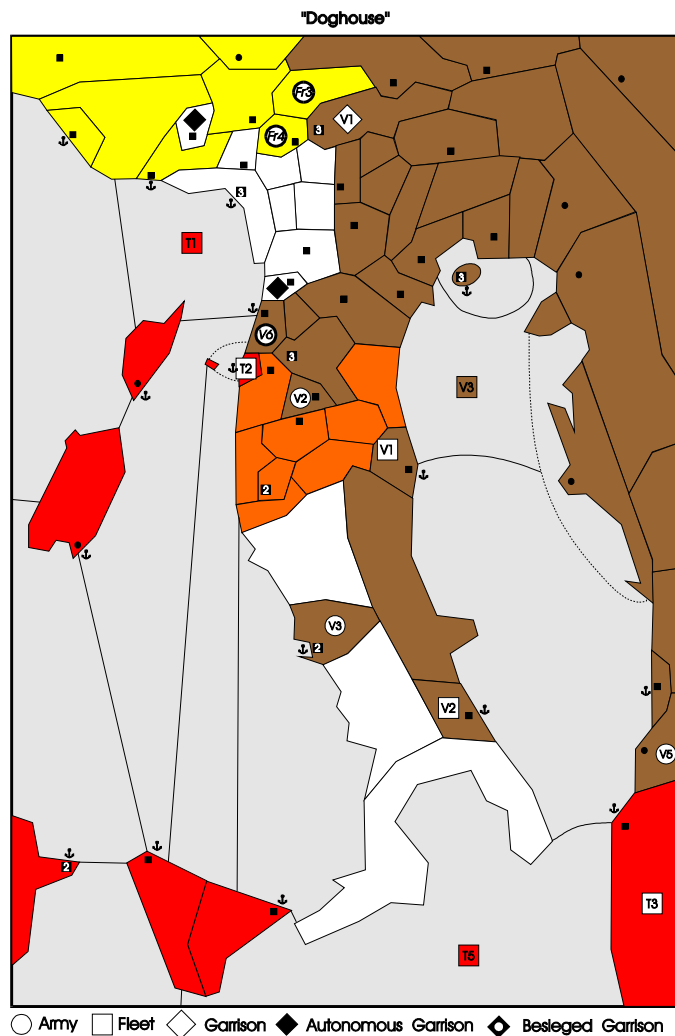
F3 UPPER ADRIATIC to Lower Adriatic

### Press

**Anon - All:** Give it to Venice - Why continue the boredom....

### Notes

Proposal of Concession to Venice fails: 3 Yes, 2 No, but it just doesn't matter. Venice has the outright win!



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

### Fall 1456

### Deadline/Winter-Sprint 1457 11/16 Thursday

*Austria is pressed into an ever smaller corner by Venice. France continues his advance against Milan, who can't seem to decide who his enemy should be. Naples and the Turk continue their little tango, while the Pope goes on an inspection tour of Paduan churches.*

### Spring 1456 Retreats

Milan A3 retreats OTB (NRR).

Venice F2 retreats to Venice Lagoon

### Expenditures

Venice gives one ducat to the Turks.

### Orders

Austria( ): A1 Austria to Tyrolea (DISLOADED, retreat Slavonia, OTB)

G1 (EM) AUSTRIA converts to A2

### Orders (cont.)

- France( ): A1 Saluzzo to SAVOY  
A2 SWISS to Tyrolea  
 A3 Savoy to GENOA  
*A4 (EM) Turin to MONTFERRAT*  
 F1 EASTERN GULF OF LYON supports A3  
 F2 Western Gulf of Lyon to SARDINIA
- Milan( ): A1 COMO supports A5  
A2 Genoa holds (smiling at France peacefully) (DISLODGED, retreat Fornova, Pontremoli, Modena, OTB)  
A4 MILAN to Tyrolea  
*A5 (EM) PAVIA to Milan*  
A6 Montferrat to Pavia (DISLODGED, retreat to Fornova, OTB)
- Naples( ): A1 AQUILA supports A2  
 A2 Naples to SALERNO  
 A3 BARI supports A1  
 F1 Palermo to IONIAN SEA
- Papacy( ): A1 Lucca to BOLOGNA  
 A2 Bologna to MANTUA  
 A3 Spoleto to ANCONA  
 A4 PIOMBINO besieges  
F1 ROMAGNA to Upper Adriatic  
 F2 Upper Adriatic to PADUA
- Turks( ): A2 Albania to HERZEGOVINA  
F1 GULF OF NAPLES to Naples  
 F2 Western Mediterranean to PALERMO  
 F3 MESSINA supports F2  
 F4 Durazzo to IONIAN SEA
- Venice( ): A1 Slavonia to HUNGARY  
A2 TRENT to Milan  
*A3 (EM) Carinthia to AUSTRIA*  
 A4 Carniola to CARINTHIA  
 A5 FERRARA besieges (autonomous garrison destroyed)  
 F1 DALMATIA supports F2  
 F2 Venice Lagoon to UPPER ADRIATIC

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

### Press

#### **Milan - All:**

(The Mouth is silent.)

**Naples - Turk:** Did I say 'heathen hordes'? Er, I meant my fine friends!

**Naples - France:** Hmmm, spare a fleet or two down south?

**Naples - Pope:** Listen to Venice.

**Pope - Mouth:** OK, we've all read your sycophantic pleadings towards France. Time to act. If I don't see a move on Venice, my army in Mantua is heading your way. Just remember who messed with who first.

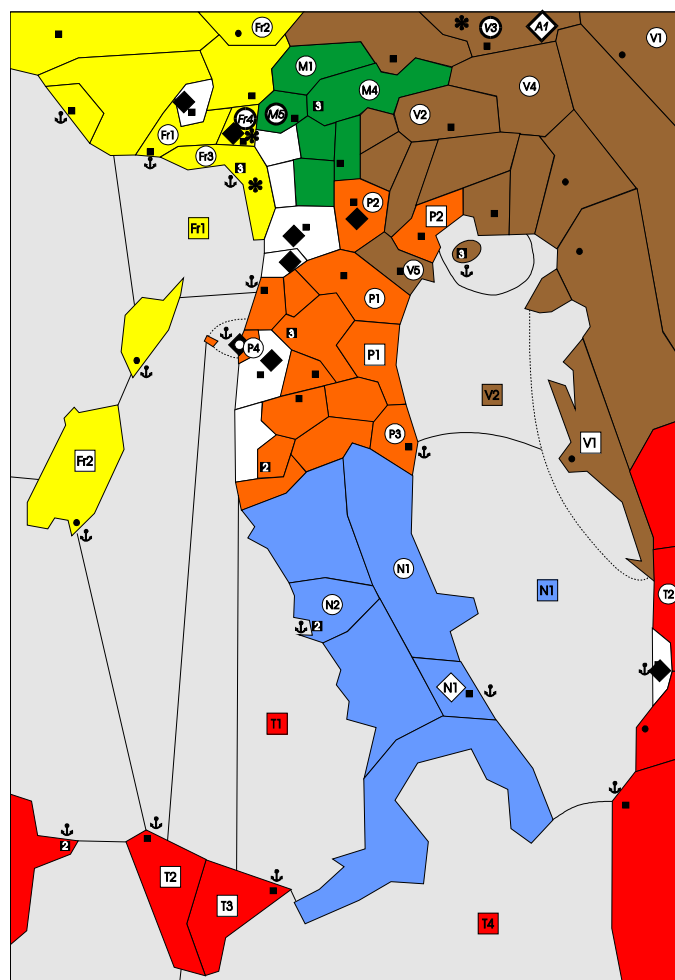
**Pope - Naples:** You, who trespassed on holy lands, ask for help against the heathen hordes?! Prostrate yourself in supplication! I will consider your appeal for help but perhaps a small token of your faith as a gift would be in order.

**Pope - Austria:** I suggest you attempt to maintain you forces even if you don't have the ducats.

**Papacy - Turks:** Hello!?! Are we allied or what? Sure would be nice to hear from you.

**Papacy - France:** Congratulations on gaining Genoa. If not, shame on you for attacking me.

### "Rude Dog"



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison

**Papacy - Venice:** Lay off my pal the Austrian. We can be at peace. It is what I desire. To achieve this, I suggest we maintain the 2 to 2 fleet presence in the Adriatic. Building of any more will constitute a violation of said peace. Until then, I will continue to harass you but my efforts will be somewhat lackadaisical.

**Venice - Milan:** I tried to continue the peace with you but it looks like too much acid rain is falling in Milan and seeping into your brain(?) My move is a reprisal for your stupid orders last turn. Sandwiched (like Baloney) between Venice and France and attacking a peaceful neighbor tells me you want out of the game fast!

**Venice - Pope:** I moved back to Dalmatia. If you want peace, show some goodwill by vacating the Upper Adr. Naples looks like a ripened fruit, ready to pick.

**Venice - Turkey:** Consider this a goodwill gesture as I was unable to provide the kind of assistance I promised due to Papal interference

### Spring 1456 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

### Provinces

FRA:	Avignon, Swiss, Provence, Marseilles, Corsica, Sardinia, Turin, Savoy, Montferrat, Genoa	(10)
MIL:	Pavia, Milan, Piancenza, Cremona, Parma, Como	(6)
NAP:	Capua, Naples, Salerno, Otranto, Aquila, Bari	(6)
PAP:	Ancona, Urbino, Perugia, Rome, Spoleto, Tivoli, Romagna, Bologna, Florence, Arezzo, Pistoia, Pisa, Piombino, Mantua, Padua	(15)
TUR:	Bosnia, Herzegovina, Albania, Durazzo, Tunis, Messina, Palermo	(7)
VEN:	Bergamo, Brescia, Verona, Vicenza, Treviso, Friuli, Venice, Istria, Carniola, Trent, Carinthia, Dalmatia, Croatia, Ferrara, Tyrolea, <i>Slavonia</i> , Hungary, Austria	(18)

### Cities

AUS:	Austria	(1)
FRA:	Avignon, Swiss, Marseilles, Corsica, Sardinia, Savoy, Genoa(3), Turin	(10)
MIL:	Pavia, Milan(3), Cremona	(5)
NAP:	Naples(2), Bari	(3)
PAP:	Ancona, Perugia, Rome(2), Florence(3), Arezzo, Pisa, Bologna, Padua	(11)
TUR:	Albania, Durazzo, Tunis(2), Messina, Palermo	(6)
VEN:	Treviso, Venice(3), Carniola, Dalmatia, Croatia, Tyrolea, Hungary, Ferrara	(10)

### Seas

FRA:	Eastern Gulf of Lyon	(1)
NAP:	Lower Adriatic	(1)
TUR:	Gulf of Naples, Ionian Sea	(2)
VEN:	Upper Adriatic	(1)

### Totals

Coun	Var	Prov	Seas	Cities	Gross	Treas	Total
AUS	3	0	0	1	4	0	4
FRA	5	10	1	10	26	3	29
MIL	3	6	0	5	14	2	16
NAP	2	6	1	3	12	2	14
PAP	9	15	0	11	35	9	44
TUR	3	7	2	6	18	6	24
VEN	6	18	1	10	35	11	46

### Game Summary

Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	3	3	3	4	3	2	2	2	1
Flo:	2	3	2	0	0	0	0	0	0
Fra:	4	6	6	6	7	6	6	7	8
Mil:	3	3	3	4	5	6	4	4	3
Nap:	4	4	3	4	4	2	3	3	2
PAP:	4	5	5	6	6	6	7	7	8
Tur:	3	3	4	4	3	5	4	4	5
Ven:	4	5	5	5	5	6	7	8	8

## The River / MGN# O/B/8/AD2/1

### Fall 1459

### Deadline/Winter-Spring 1460 11/16 Thursday

*A head on clash between Venetian and Austrian armies is won rather decisively by Venice. French treachery results in the seizure of a Florentine port. Naples expands into the Balkans.*

### Retreats

Venice F3 retreats to Herzegovina

### Expenditures

France spends 12 ducats to disband Florence A5

### Orders

Austria:	<u>A1 BRESCIA to Mantua</u>
(Grib)	<u>A2 Austria to HUNGARY</u>
	<u>A3 TRENT to Carinthia</u>
	<u>A4 Carinthia to AUSTRIA</u>
	<u>A5 Vicenza to Padua (DESTROYED!)</u>
	<u>A6 MANTUA to Ferrara</u>
	<u>A7 VERONA supports A5 (cut)</u>
Florence:	<u>A1 BOLOGNA supports A2</u>
(Scott)	<u>A2 LUCCA supports A1 (cut)</u>
	<u>A3 URBINO supports A4</u>
	<u>A4 Spoleto to ANCONA</u>
	<u>A5 Pistoia supports F1 (nsu)</u>
	<u>A6 Patrimony to SIENNA</u>
	<u>F1 Pisa holds (DISLODGED, retreat Piombino, OTB)</u>

### Orders (cont.)

France:	<u>A1 Genoa to PISA</u>
(Marcinonis)	<u>A2 PARMA supports A3</u>
	<u>A3 MODENA to Lucca</u>
	<u>F1 WESTERN TYRRHENIAN SEA supports A1</u>
	<u>F2 EASTERN GULF OF LYON transports A1</u>
Naples:	<u>F1 Ionian Sea to DURAZZO</u>
(McConnell)	<u>F2 MESSINA supports F5</u>
	<u>F3 AQUILA supports F6</u>
	<u>F4 Lower Adriatic to RAGUSA</u>
	<u>F5 Palermo to EASTERN TYRRHENIAN SEA</u>
	<u>F6 Otranto to LOWER ADRIATIC</u>
Venice:	<u>A1 FERRARA to Verona</u>
(Palumbo)	<u>A2 FRIULI supports A5</u>
	<u>A3 Carniola to CARINTHIA</u>
	<u>A4 SLAVONIA supports A3</u>
	<u>A5 Padua to VICENZA</u>
	<u>F1 UPPER ADRIATIC supports A2</u>
	<u>F2 Treviso to VENICE LAGOON</u>
	<u>F3 Herzegovina to DALMATIA</u>
	<u>G1 TREVISO converts to A6</u>

### Press

**France - Austria:** I have not heard from you in a while. I hope things are still on track.

**France - Naples:** Of course I would not attack you. Doesn't it sound different when I say it?

### Spring 1460 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

#### Provinces

AUS: Tyrolea, Austria, Hungary, Como, Pavia, Milan, (14)  
Piancenza, Cremona, Bergamo, Brescia, Mantua, Verona,  
Trent, Bosnia

FLO: Lucca, Pistoia, Bologna, Florence, Sienna, Arezzo, (14)  
Romagna, Ancona, Urbino, Spoleto, Perugia, Rome,  
Patrimony, Tivoli

FRA: Avignon, Swiss, Provence, Marseilles, Turin, Saluzzo, (15)  
Savoy, Montferrat, Genoa, Fornova, Pontremoli, Parma,  
Modena, Pisa, Sardinia

NAP: Corsica, *Piombino*, Tunis, Palermo, Messina, Capua, (13)  
Aquila, Naples, Salerno, Bari, Otranto, Durazzo, Ragusa

VEN: Carinthia, Slavonia, Vicenza, Padua, Ferrara, Treviso, (14)  
Friuli, Carniola, Croatia, Istria, Dalmatia, Venice,  
Herzegovina, Albania

#### Cities

AUS: Tyrolea, Austria, Hungary, Pavia, Milan(3), Cremona, (10)  
Mantua, Trent

FLO: Lucca, Bologna, Florence(3), Sienna, Arezzo, Perugia, (11)  
Ancona, Rome(2)

FRA: Avignon, Swiss, Marseilles, Turin, Savoy, Saluzzo, (13)  
Genoa(3), Modena, Pisa, Sardinia

NAP: Corsica, *Piombino*, Tunis(2), Palermo, Messina, (11)  
Naples(2), Bari, Durazzo, Ragusa

VEN: Ferrara, Padua, Treviso, Carniola, Croatia, Venice(3), (10)  
Dalmatia, Albania

### Seas

FRA: Western Tyrrhenian Sea, Eastern Gulf of Lyon (2)

NAP: Eastern Tyrrhenian Sea, Lower Adriatic (2)

VEN: Upper Adriatic, Venice Lagoon (2)

### Totals

Coun	Rolls	Var	Prov	Sea	City	Gross	Treas	Tot
AUS	2	2	14	0	10	26	7	33
FLO	1, 2, 6 <sup>p</sup>	9	14	0	11	34	3	37
FRA	1, 5 <sup>G</sup>	4	15	2	13	34	8	42
NAP	1	1	13	2	11	27	0	27
VEN	4, 6	9	14	2	10	35	10	45

### Game Summary

Coun	1454			1455			1456		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	3	5	6	6	6	7	7	8	10
Flo:	3	3	3	4	5	5	6	5	3
Fra:	4	5	6	6	7	6	6	5	4
Mil:	3	2	1	0	0	0	0	0	0
Nap:	4	4	4	4	4	4	3	4	4
Pap:	4	3	4	4	4	2	1	2	3
Tur:	3	4	4	5	4	6	6	7	6
Ven:	4	5	5	7	7	9	9	11	12

Coun	1457			1458			1459		
	Spr	Sum	Fal	Spr	Sum	Fal	Spr	Sum	Fal
Aus:	11	9	10	7	10	9	10	8	8
Flo:	5	7	7	7	8	8	9	9	8
Fra:	4	4	7	8	9	9	9	10	11
Mil:	0	0	0	0	0	0	0	0	0
Nap:	3	4	3	3	4	6	7	7	9
Pap:	2	1	1	1	1	1	0	0	0
Tur:	7	6	4	5	0	0	0	0	0
Ven:	9	11	10	12	9	10	10	10	8

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

### Summer 1501

### Deadline/Fall 1501 11/16 Thursday

*Venetian treachery eliminates and conquers France, while the moneylenders make their displeasure of the Austrian default known in no uncertain terms. The remaining Florentine army is paralyzed with mourning for its lost countrymen, and so becomes an easy target for Papal aggression. The Turks consolidate their hold on the south.*

### Expenditures

Austria fails to pay back his loan to the moneylenders and is assassinated.  
Rebellions in Tyrolea and Slavonia.  
Venice borrows 18 ducats from the moneylenders for two years (27 ducats due Summer 1503).  
Venice buys French A5 Swiss for 18 ducats.  
Venice buys French A4 Provence for 18 ducats.

### Orders

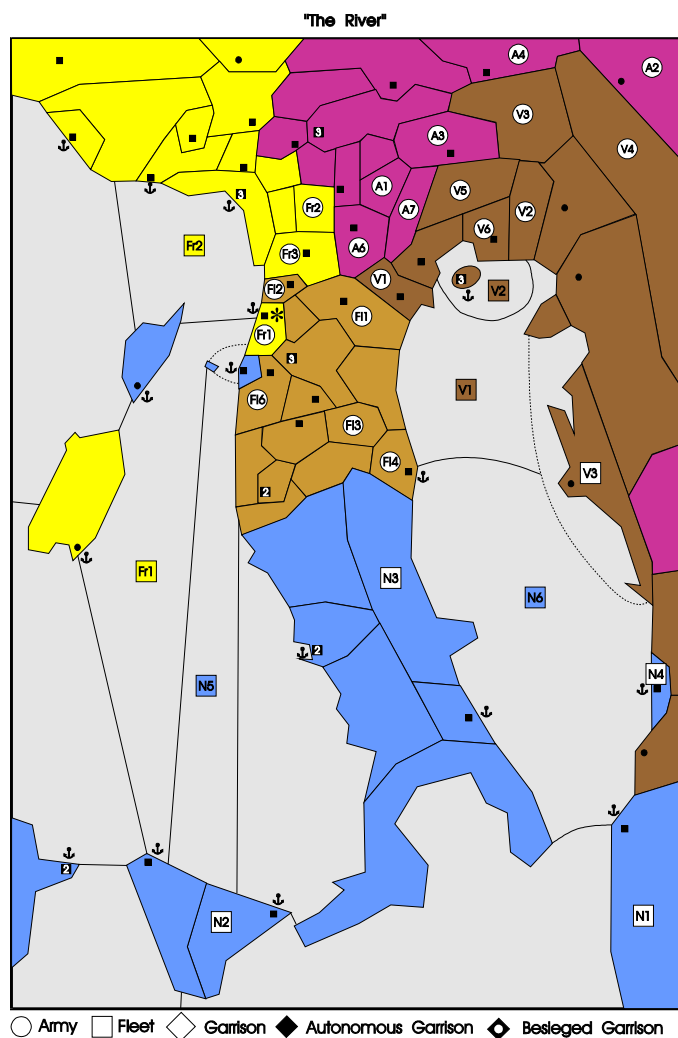
Austria: A1 SLAVONIA holds  
(Schoenberger) A2 Tyrolea holds (DISLODGED, retreat Como, Austria, Swiss, Carinthia, OTB)  
F1 MESSINA holds  
F2 Palermo holds (DISLODGED, retreat to garrison, OTB)

Florence: NMR! A1 Pisa holds (DISLODGED) **OUT!**  
(Kaszak)

### Orders (cont.)

France: A1 Modena to PONTREMOLI  
(Palumbo) A2 Turin to TYROLEA (rebellion liberated)  
A3 MONTFERRAT supports A4  
A4 Provence to Turin (nsu)  
A5 (EM) Swiss supports A2 (nsu)  
F1 CORSICA supports F2  
F2 Sardinia to WESTERN TYRRHENIAN SEA  
F3 WESTERN MEDITERRANEAN supports F5  
F4 Western Tyrrhenian Sea to EASTERN TYRRHENIAN SEA  
F5 Bay of Tunis to PALERMO OUT!

Papacy: A1 Florence to PISA  
(Mattei) A2 Arezzo to FLORENCE  
A3 Sienna to PIOMBINO  
A4 PISTOIA supports A1  
F1 Romagna to BOLOGNA



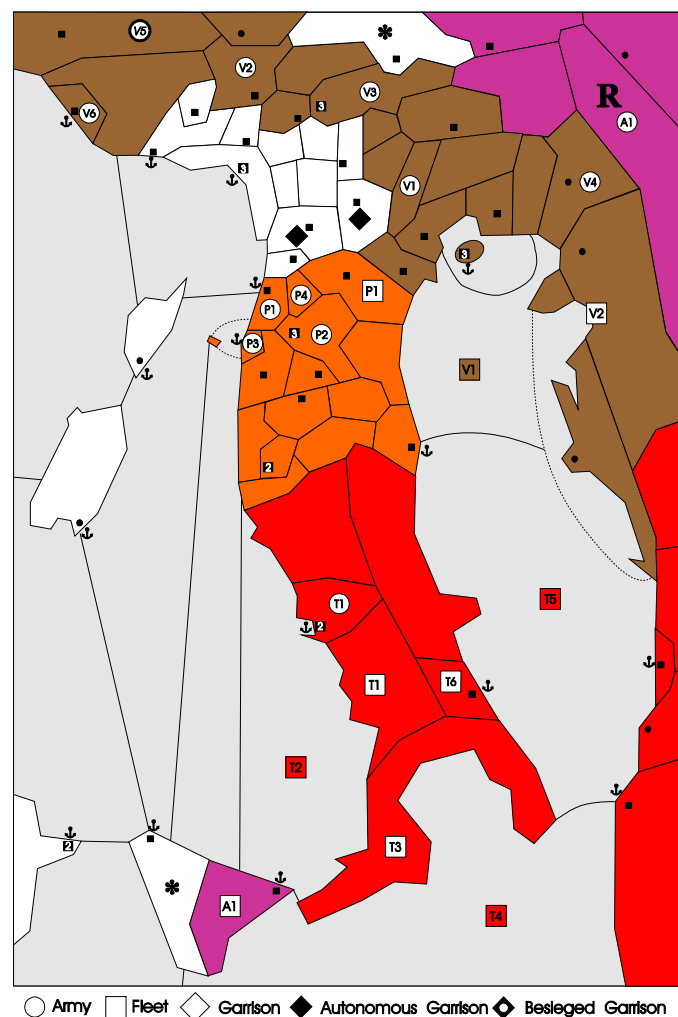
### Notes

The Turkish total last turn was incorrect. It should have been 0. Also, Florence and France no longer control any of their original home cities and so have been eliminated. In addition, Venice and the Pope now control all of the original French and Florentine (respectively) home provinces and so have conquered those countries. They now collect both variable income die rolls and can build in the erstwhile home cities of the conquered nations.

### Orders (cont.)

Turks: A1 Capua to NAPLES  
(Scott) F1 SALERNO supports F2  
F2 Naples to GULF OF NAPLES  
F3 Ionian Sea to OTRANTO  
F4 Durazzo to IONIAN SEA  
F5 LOWER ADRIATIC holds  
G1 BARI converts to F6

Venice: A1 VERONA to Modena (imp.)  
(Anderson) A2 Pavia to TURIN  
A3 Como to MILAN  
A4 Ferrara to CARNIOLA  
A5 (EM) Swiss to AVIGNON  
A6 Provence to MARSEILLES  
F1 UPPER ADRIATIC transports A4  
F2 Dalmatia to CROATIA (SC)  
**"Not Guilty"**



### Treasures

Austria: 8 ducats. May not borrow from the moneylenders.  
Papacy: 15 ducats.  
Turks: 0 ducats.  
Venice: 0 ducats. 27 ducats due to the moneylenders Summer 1503.

Press

**Pope - GM:** God bless your hand and YOUR DIE! Did you try going to Las Vegas ?

**Cerberus - Pope:** Remember that Lady Luck is a fickle sort. You never know when she will turn on you.

Rabid Dog / MGN# O/E1/9/ABC/1

Gamestart

Deadline/Spring 1450 11/16 Thursday

The Players

AUSTRIA	Steve Koehler	"Devil Dog"
FLORENCE	"Marmaduke"	Andy Lewis
FRANCE	Jason Wilke	"Rock-it Man"
GENOA	Stuart Schoenberger	
MILAN	Dave Anderson	"Snoopy"
NAPLES	Ward Narhi	
"Dogbert"		
PAPACY	Bob Rutherford	"Chili Dog"
TURKS	Kevin Wilson	
VENICE	Bob Robles	"Howler"
GAME MASTER	Chris Hassler	
"Cerberus"		

The Positions

**Famine:** Good Year! Cremona, Austria, Pistoia, Fornova, Turin, Bosnia, Avignon

**Income - Provinces:**

AUSTRIA:	Tyrolea, <u>Austria</u> , Carinthia, Hungary	(3)
FLORENCE:	Pisa, <u>Pistoia</u> , Florence, Arezzo	(3)
FRANCE:	<u>Avignon</u> , Provence, Marseilles, Swiss	(3)
GENOA:	Genoa, Ragusa	(2)
MILAN:	Como, Milan, Pavia, <u>Fornova</u> , Piancenza, <u>Cremona</u> , Parma	(5)
NAPLES:	Capua, Aquila, Naples, Salerno, Bari, Otranto, Palermo, Messina	(8)
PAPACY:	Bologna, Romagna, Urbino, Ancona, Spoleto, Perugia, Patrimony, Rome, Tivoli	(9)
TURKS:	Tunis, Durazzo, Albania, Herzegovina, <u>Bosnia</u>	(4)
VENICE:	Bergamo, Brescia, Verona, Padua, Vicenza, Treviso, Friuli, Istria, Dalmatia, Venice	(10)

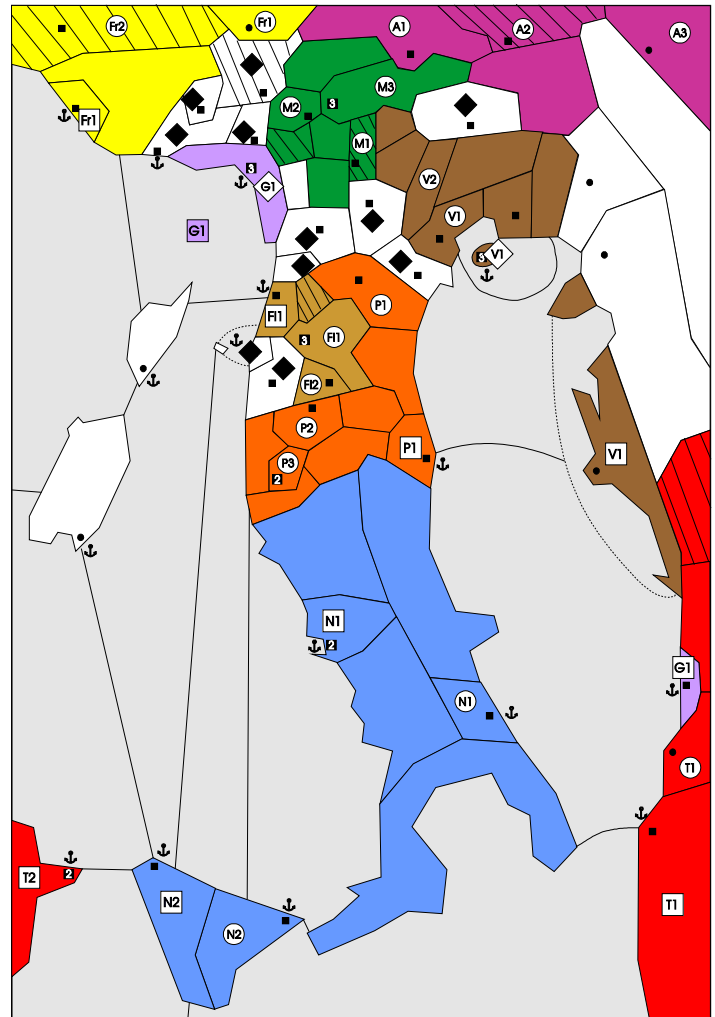
**Income - Seas:**

GENOA:	Eastern Gulf of Lyon	(1)
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**Income - Cities:**

AUSTRIA:	Tyrolea, <u>Austria</u> , Hungary	(2)
FLORENCE:	Pisa, Florence (3), Arezzo	(5)
FRANCE:	<u>Avignon</u> , Marseilles, Swiss	(2)
GENOA:	Genoa(3), Ragusa	(4)
MILAN:	Pavia, Milan (3), <u>Cremona</u>	(4)
NAPLES:	Naples (2), Bari, Palermo, Messina	(5)
PAPACY:	Bologna, Ancona, Perugia, Rome (2)	(5)
TURKS:	Tunis(2), Durazzo, Albania	(4)
VENICE:	Padua, Treviso, Venice (3), Dalmatia	(6)

"Rabid Dog"



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison

**Income - Variable:**

Coun	Roll	Var	Prov	Seas	City	Gross	Maint.	Net
Austria	6	4	3	0	2	9	9	0
Flor	1, 6	6	3	0	5	14	9	5
France	6	6	3	0	2	11	9	2
Genoa	5, 6	7	2	1	4	14	9	5
Milan	2	3	5	0	4	12	9	3
Naples	3	2	8	0	5	15	12	3
Papacy	3	3	9	0	5	17	12	5
Turks	3	3	4	0	4	11	9	2
Venice	1,3	5	10	0	6	21	12	9

Austria: A1 Tyrolea, A2 Austria, A3 Hungary  
Florence: A1 Florence, A2 Arezzo, F1 Pisa

France: A1 Swiss, A2 Avignon, F1 Marseilles  
 Genoa: F1 Eastern Gulf of Lyon, F2 Ragusa, G1 Genoa  
 Milan: A1 Cremona, A2 Pavia, A3 Milan  
 Naples: A1 Bari, A2 Messina, F1 Naples, F2 Palermo  
 Papacy: A1 Bologna, A2 Perugia, A3 Rome, F1 Ancona  
 Turks: A1 Albania, F1 Durazzo, F2 Tunis  
 Venice: A1 Padua, A2 Verona, G1 Venice, F1 Dalmatia  
 Autonomous Garrisons: Savoy, Saluzzo, Montferrat, Turin, Trent,  
 Lucca, Mantua, Piombino, Sienna, Ferrara,  
 Modena

## Notes

Here's a recap of the rules we'll be using. First, all advanced rules are in use, including assassination. In addition, the special military units optional rule are in use. We are playing this one to Advanced Game Victory Conditions: 15 cities and control of one other country. Finally, there is no limit to the number of special military unit which can be built by any player (except what you can afford...). The house rules were printed last issue and are available on request. If you have any other questions, feel free to ask. And so, without further ado, I'll let you get on with your dagger work.

## Mailman's Bane

### Turn 6 Opinion Polls and Campaign Results

#### Deadline for Turn 7 Conferences and Cabinet: 11/16 Thursday

#### Opinion Polls

**Rheinland-Pfalz:** SPD wins the bid at 4100 DM and buys 1 (4100 DM spent). It is unused.  
**Neidersachsen:** Grüne wins the bid at 2000 DM and buys 1 (2000 DM spent). Turns Grüne +1 and FDP -1.

#### Election Results

Grüne has  $(4 + 8) * 40$  for 480 votes  
 CDU has  $(3 + 6) * 26$  for 234 votes.  
 FDP has  $(2 + 5) * 14$  for 98 votes.  
 SPD has  $(3 + 7) * 33$  for 330 votes.

#### Campaign Results

##### Neidersachsen

SPD turns in 8 campaign days for 32 vote share.

The Grüne/SPD coalition wins with an overall majority.

They move NATO JA, 35-Stunden-Woche NEIN, and Steuersenkung NEIN, and one media token each into Bonn.

Grüne gains 4 party bases, CDU gains 3, FDP gains 4, and SDP gains 4.

##### Rheinland-Pfalz

CDU turns in 8 campaign days for 16 vote share.  
 FDP turns in 5 campaign days for 3 vote share.  
 SPD turns in 7 campaign days for 28 vote share.

#### **Financing:**

FDP gain 5000 DM, declining contributions.  
 CDU gains 5100 DM, declining contributions.  
 SPD gains 7400 DM, including 500 DM from Pankow.  
 Grüne gains 7500 DM, declining contributions.

## Players

<u>CDU</u>	<u>Grüne</u>	<u>FDP</u>	<u>SPD</u>
<b>Player:</b> Bill Scharf	<b>Player:</b> Dave Anderson	<b>Player:</b> Sean Cousins	<b>Player:</b> Andy Lewis
<b>Campaign Days:</b> 11	<b>Campaign Days:</b> 11	<b>Campaign Days:</b> 11	<b>Campaign Days:</b> 15
<b>Media Tokens:</b> 3	<b>Media Tokens:</b> 2	<b>Media Tokens:</b> 3	<b>Media Tokens:</b> 1
<b>Conferences:</b> None	<b>Conferences:</b> Special	<b>Conferences:</b> None	<b>Conferences:</b> Special
<b>Platform:</b> <u>Freugeutliche</u> <u>Grundordnung</u> Atomkraft JA 35-Stunden-Woche NEIN NATO JA §218 NEIN	<b>Platform:</b> <u>Umweltschutz</u> NATO JA Steuersenkung NEIN 35-Stunden-Woche NEIN §218 JA	<b>Platform:</b> <u>Marktwirtschaft</u> Atomkraft JA Steuersenkung NEIN 35-Stunden-Woche NEIN §218 JA	<b>Platform:</b> <u>Gewerkschaft</u> Atomkraft JA NATO JA Steuersenkung NEIN §218 JA

Player order for turn 7 is: SPD, Grüne, CDU, FDP

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

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

## Provinces

**Issues:** NATO JA  
 §218 JA  
 35-Stunden-Woche JA  
 Gewerkschaft  
**Mandate Range:** 6 - 11

#### Niedersachsen

	<u>CDU</u>	<u>Grüne</u>	<u>FDP</u>	<u>SPD</u>
Campaign Days	4	4	4	0
Vote Share	1	8	0	40
Media Tokens	0	2	0	3
Trend	-1	+1	-1	+1



### Available Issues

Steuersenkung JA (x3)	Atomkraft NEIN (x4)
35-Stunden-Woche JA	Marktwirtschaft (x2)
NATO NEIN (x4)	35-Stunden-Woche NEIN
Freiheitliche Grundordnung	§218 JA (x2)
NATO JA	Umweltschutz
§218 NEIN	

### Bonn

	CDU	Grüne	FDP	SPD
Media Tokens	2	1	2	1
Party Bases	27	27	40	36
Votes	1817	1139	1733	1484

**Issues:** Atomkraft JA (x3), §218 JA, Steuersenkung NEIN (x3), NATO JA (x2), 35-Stunden-Woche NEIN.

## Dog Breath

### Turn 17

**Deadline for Turn 18 Commander Actions: 11/16 Thursday**

### Commander Actions

**BarterTown** (York) opens the bidding on a Planetary Cruiser at 160 it goes to Last Chance Cafe for 198 (Mi14, Mi18, Mi18, MWa, MWa, MTi, MTi). Opens the bidding on a Planetary Cruiser at 160 and New Earth gets it for 197 (Or4, Wa6, Wa8, Wa9, MTi, Mi19, OM35, RO35, OM35). Opens the bidding on Robots at 50 and NODNOL gets it for 51 (Or2, Or2, Or5, Re12, OM30). Opens the bidding on Robots at 50 and get it (Or4, Re16, MWa). Buys two robots (Or3, Or4, Ti13), and four titanium factories (Ti12, OM30, RO40, MTi).

**Basset Base Beta** (Koehler) buys three titanium factories (Wa7, Wa7, Wa7, Ti9, Ti10, MO50).

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

**Last Chance Cafe** (Lewis) moves a population from an ore factory to man the Planetary Cruiser.

**NODNOL** (Eisenhut) opens the bidding on Scientists at 60 and gets it (DL discounts). He then opens the bidding on another Scientists at 60 and gets it (DL discounts). He opens the bidding on the third Scientists at 60 and gets it (DL discounts). Buys a robot (Re10).

**Fangland** (Kinsel) buys four population factors (Or3, Re17), and one new chemicals factory (Wa6, Re10, MTi).

**Dealer's Den** (Anderson) buys two research factories (MWa, MWa). Buys three robots (Re9, Ti11, Ti13). Discards Or1, Or2.

**Interstellar Mining and Pizza Delivery** (S. Cousins) buys three titanium factories (Ti8, Ti10, Ti11, MTi, Re17). Buy four robots (Wa6, Wa7, Ti10, Ti10, Ti12).

### The Commanders

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	BarterTown	Andy York	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, ReF	HE, No, Ou, La, Ec, Ro, PC, SS	73
2	New Earth	Bill Scharf	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF	HE, No, 2Wa, Ro, OL, SS, PC, PC	62
3	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, PC	58
4	Basset Base Beta	Steve Koehler	OrF, OrF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF	No, HE, Wa, Ou, MB	56
5	NODNOL	Dan Eisenhut	OrF, OrF, WaF, WaF, TiF	6DL, 5Sc, 3OL, Ou, SS	46
6	Fangland	Kevin Kinsel	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, ReF, ReF, ReF, ReF, NCF	No, HE, 2Wa, Ec, Ou, La	45
7	Dealer's Den	Dave Anderson	OrF, OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, ReF, ReF, ReF, ReF, ReF, ReF	No, HE, Ro, Wa, Ou, La	43
8	Interstellar Mining and Pizza Delivery	Sean Cousins	OrF, OrF, WaF, WaF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, TiF, ReF	DL, HE, No, Ro, La	38

### Available Upgrades

New arrivals: 2 Moon Bases, 3 Ecoplants, Space Station, Scientists

Upgrade	Minimum Bid	Available	Not Yet Delivered
Scientists (Sc)	40	1	1
Robots (Ro)	50	1	0
Laboratory (La)	100	0	3
Ecoplants (EP)	30	3	0
Outpost (Ou)	100	0	2
Space Station (SS)	120	1	3
Planetary Cruiser (PC)	160	0	3
Moon Base (MB)	200	2	4

### Income

Existing cards: \_\_\_\_\_

New cards: \_\_\_\_\_

Mega Water recipients: BarterTown, Last Chance Cafe (2), Dealer's Den

Mega Titanium recipients: BarterTown (2), New Earth, Last Chance Cafe,

Basset Base Beta (3), Fangland, Dealer's Den, IMPD (2)

## "Fenris Wolf"

### Epoch VI Mughals and Epoch VII Empire Selection

**Deadline for Russia, Manchu Dynasty, Netherlands, and French: 11/16 Friday**

**Hellfighters** (Lewis) plays Sub-Saharan Migrants in *Central Africa* and *Madagascar*. MUGHALS: Capital and army *Ganges Valley* (Mauryan army eliminated), *Upper Indus* (vs. Ottomans, M: 5, 2; O: 4; wins), *Western Deccan* (vs. Ottomans, M 4, 1; O: 3, 2; wins), *Eastern Ghats* (vs. Ottomans, M: 6, 4; O: 5, 3; wins), fleet *Bay of Bengal*, army *Sumatra*, *Malayan Peninsula* (vs. Ming Dynasty, Mu: 4, 1; Mi: 3; wins, fleet *South China Sea* unsupported), *Irrawaddy*, *Szechuan* (vs. Timurid Emirates, M: 5, 4; T: 5, 1; M: 3, 1; T: 3, 1; M: 1, 1; T: 5, 2; loses), *Szechuan* (vs. Timurid Emirates, M: 6, 5; T: 6, 4; M: 3, 1; T: 5, 1; loses), *Szechuan* (vs. Timurid Emirates, M: 3, 3; T: 5, 2; loses),

*Szechuan* (vs. Timurid Emirates, M: 5, 1; T: 5, 2; M: 6, 4; T: 6, 4; M: 6, 5; T: 6, 5; M: 6, 1; T: 6, 4; M: 5, 4; T: 5, 1; M: 3, 1; T: 3, 2; M: 6, 1; T: 5, 1; wins). Builds Monument in *Ganges Valley*. Points: Dominance in India (6) and Southeast Asia (4), Presence in China (3), Eurasia (1), Middle East (2), Northern Europe (2), North America (1), North Africa (2), Sub-Saharan Africa (1), and Southern Europe (2), one Capital (2), one Sea (1), and three Monuments (3) for 30 points.

### Epoch VII Empire Selection

**Olde Sea Dogge** gives to Wesley Crusher Returns.

**Quantum Coyotes** gives to Purple People Eaters.

**Wesley Crusher Returns** gives to Olde Sea Dogge.

**Purple People Eaters** gives to Quantum Coyotes.

**The Flintstones** keeps.

**Hellfighters** keeps.

### 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	114

### Final Positions

**Purple People Eaters** (C. Cousins) Fleets in *Red Sea*, and *Sea of Japan*. 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 *Ganges Delta*.

**The Flintstones** (Geggus) 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 *Western 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 Apennines*, 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

*Chekiang*, army and Monument each in *Taurim Basin*, *Wei River*, 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*. KHMERS: One army in *East Indies*. HOLY ROMAN EMPIRE: Army each in *Northern Gaul*, *Western Gaul*, *Central Massif*, *Northern Apennines*, *Dalmatia*. OTTOMAN TURKS: Army, Monument, and Capital in *Western Anatolia*, army and Monument each in *Middle Tigris* and *Zagros*, army each in *Pindus*, *Balkans*, *Eastern Anatolia*, *Lower Indus*, and *Western Ghats*.

**Hellfighters** (Lewis) Fleets in the *Atlantic Ocean* and *Bay of Bengal*. 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*. SUB-SAHARAN MIGRANTS: Army each in *Central Africa* and *Madagascar*. MUGHALS: Army, Capital, and Monument in *Ganges Valley*, army and Monument each in *Malayan Peninsula* and *Szechuan*, one army each in *Upper Indus*, *Western Deccan*, *Eastern Ghats*, *Sumatra*, *Irrawaddy*.

Your event cards are: \_\_\_\_\_

### Epoch VII Empire

Your Empire is: \_\_\_\_\_

## "Mongrel"

### Epoch I Empire Selection

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

**The Hoard** EGYPT: Army and Capital in *Nile Delta*, fleet *Red Sea*, one army each in *Arabian Peninsula*, *Nubia*, and *Upper Nile*. Points: Dominance in North Africa (2), Presence in Middle East (2), one Capital (2), one Sea (1) for 7 points.

**Civs-R-Us** HITTITES: Army and Capital in *Eastern Anatolia*, armies in *Levant* and *Zagros*. Build Monument in *Eastern Anatolia*. MINOANS:

Army and Capital in *Crete*, fleet *Eastern Mediterranean*, army *Libya*, army *Nile Delta* (vs. Egypt, M: 6, 4; E: 5; wins, Capital reduced to city). Points: Dominance in Middle East (4), Presence in North Africa (1), two Capitals (4), one City (1), one Monument (1), one Sea (1) for 12 points.

**The Dark Side** INDUS VALLEY: Plays Allies. Two armies, fort, and Capital in *Lower Indus*, armies each in *Upper Indus*, *Western Deccan*, and

Eastern Ghats. Build monument Lower Indus. Points: Dominance in India (2), one Capital (2), one Monument (1) for 5 points.

**Horsemen of the Apocalypse** BABYLONIA: No orders received. I will hold things here while a standby is called. Those orders I have on file are still good, if you choose to use them.

Players

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Kevin Wilson	Horsemen of the Apocalypse	0	0
Dave Anderson	Gamers' Lonely Hearts Club	0	0
Murray Cowles	Hector	0	0
Andy Lewis	Civs-R-Us	4	12
Dan Eisenhut	The Dark Side	4	5
Chris Hurley	The Hoard	5	7

Press

**Civs-R-Us:** How did I manage to get worse? Argh!  
**Cerberus - Civs:** 12 points in the first epoch doesn't seem too bad to me. Especially with the Minoans!

**The Dark Side.** INDUS VALLEY: Two armies, fort, Monument, and Capital in Lower Indus, one army each in Upper Indus, Western Deccan, and Eastern Ghats.

Notes

**Will Paul Bolduc please submit standby orders for the Horsemen of the Apocalypse!**

Your event cards are: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Final Positions

SUMERIANS: Capital and 2 armies in Lower Tigris, one army in Middle Tigris.  
**The Hoard.** Fleet Red Sea. EGYPT: One army each in Arabian Peninsula, Nubia, and Upper Nile.  
**Civs-R-Us.** Fleet Eastern Mediterranean. HITTITES: Army, Capital, and Monument Eastern Anatolia, one army each in Zagros and Levant.  
MINOANS: Army and Capital in Crete, army and city in Nile Delta, army Libya.

Epoch I Empire

Your Empire is: \_\_\_\_\_

Prairie Dog

Turn 12

Deadline Turn 13: 11/16 Thursday

Segment 1

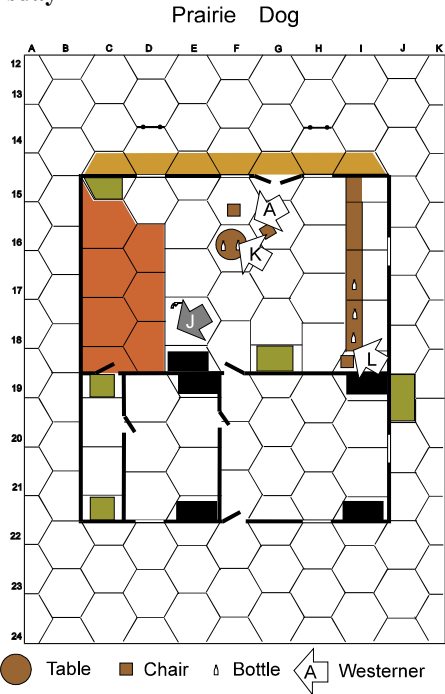
**Andy:** Delay  
**John Henry:** Delay  
**Ronnie:** Delay  
**Laundry Boy:** Card B1 -- Advance, ahead left (to I18), segment 1 of 1.

Segment 2

**Andy:** Delay  
**John Henry:** Pass.  
**Ronnie:** Delay  
**Laundry Boy:** Card 2 -- Run, ahead left (to I19), segment 1 of 1, draw two delay cards (WILD SHOT, 1 delay point)

Segment 3

**Andy:** Card 10 -- Jab (at Ronnie), segment 1 of 2  
**John Henry:** Pass  
**Ronnie:** NMR!  
**Laundry Boy:** Delay



#### Segment 4

**Andy:** Card 10 -- Jab (at Ronnie), segment 2 of 2 (miss).  
**John Henry:** Pass  
**Ronnie:** NMR!  
**Laundry Boy:** Card (3) -- Turn right (to face H18), segment 1 of 1

#### End of Turn

**Andy** loses 1 delay point.  
**John Henry** loses 1 delay point.  
**Ronnie** loses 1 delay point.  
**Laundry Boy** loses 1 delay point.

#### Segment 5

**Andy:** Card (4) -- Leap, segment 1 of 1, draw two delay cards (0 delay points)  
**John Henry:** Pass  
**Ronnie:** NMR.  
**Laundry Boy:** Pass

#### Beginning of Turn 13

**Andy** LOSES AIM due to wounds.  
**John Henry** gains 0 delay points from wounds.

#### Westerners

Side	Player	Character	Location	Bonus Cards	Skills	Delay	Endurance	Comments
A	Dave Anderson	Andy (A)	G16 > F16	4, 6, 9	None	1	15	SERIOUS 1
B	Steve Koehler	John Henry (J)	E18 > D18	5, 6, 8, 9	Brawling +2	0	31	GUN ARM 1, SERIOUS 2 LEG 4, DOWN
C	James Pratt?	Ronnie (K)	F16 > E15	5, 8	Brawling +2	1	13	
D	Paul Bolduc	Laundry Boy(L)	I19 > H18	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

#### Notes

**Will Mike Scott please submit standby orders for Ronnie!**

### Canine

#### **Turn 4 Bidding to Combat Deadline Turn 4 Combat: 11/16 Thursday**

##### Players

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

##### Bidding

CARD 1 ( ) goes to the Harkonnens for 4 spice. Extra card: \_\_\_\_\_  
CARD 2 ( ) goes to the Fremmen for 4 spice.  
CARD 3 ( ) goes to the Bene Gesserit for 3 spice.  
CARD 4 ( ) goes to the Lansraad for 2 spice.  
CARD 5 ( ) goes to the Atreides for 4 spice.  
CARD 6 ( ) goes to the Harkonnens for 2 spice. Extra card: \_\_\_\_\_

##### Movement

Bene Gesserit coexist everywhere.  
Lansraad order the Bene Gesserit to hold in place.

##### Revival

**Fremmen** revive 3 tokens (1 Fedaykin).  
**Harkonnens** revive 2 tokens.  
**Lansraad** revive 3 tokens (2 spice spent)

##### Shipping

**Emperor** ships 13 tokens to Habbanya Ridge Sietch  
**Fremmen** ship 3 tokens (1 Fedaykin) to Wind Pass North

**Lansraad** ship 5 tokens to Carthag

##### Movement

**Atreides** move 2 tokens Arrakeen - Imperial Basin - Polar Sink - Wind Pass North (18)  
**Fremmen** move 4 tokens (1 Fedaykin) Funeral Plain - Plastic Basin - Sietch Tabr  
**Lansraad** move 2 tokens Carthag - Imperial Basin - Polar Sink - Wind Pass North (18)

##### Combat

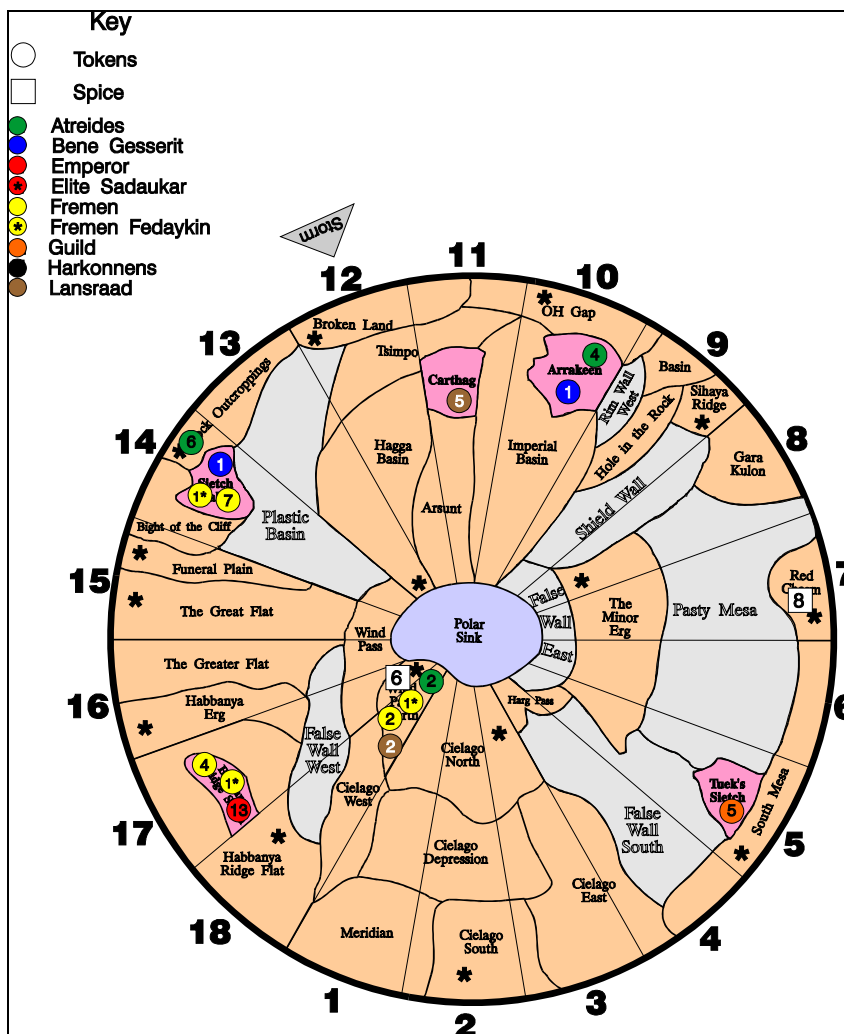
**Wind Pass North:** Three-way combat with the Fremmen as the aggressors versus the Lansraad. The victor faces the Atreides. Available leaders: Fremmen: Chani, Otheym, Shadout Mapes, Jamis. Lansraad: All. Atreides: All.  
**Habbanya Ridge Sietch:** Fremmen are the aggressors versus the Emperor. Available leaders: Fremmen: Chani, Otheym, Shadout Mapes, Jamis. Emperor: All.

##### Press

**BGs - Lans:** OK, maybe so. Truce?  
**Cerberus - BGs:** Maybe next turn.

##### Notes

After some prompting and a look at the rules, I have to reconsider my earlier position on existing alliances during a Nexus. Therefore, the Fremmen-Harkonnen alliance stands. In addition, **will Kevin Wilson please submit standby orders for the Guild!**



### Final Positions

**Atreides:** 4 tokens Arrakeen, 6 tokens Rock Outcroppings (14), 8 tokens off-planet, 2 tokens Wind Pass North (18)

**Bene Gesserit:** 1 token Arrakeen, 1 token Sietch Tabr, 13 tokens off-planet, 5 tokens in the tanks

**Emperor:** 7 tokens (5 Elite Sadaukar) off-planet, 13 tokens Habbanya Ridge Sietch

**Freman:** 5 tokens (1 Fedaykin) in Habbanya Ridge Sietch, 8 tokens (1 Fedaykin) Sietch Tabr, 3 tokens (1 Fedaykin) Wind Pass North (18), 4 tokens and Stilgar in the tanks

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

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

**Lansraad:** 7 tokens off-planet, 2 tokens Wind Pass North (18), 5 tokens Carthag, 6 tokens in the tanks.

Your spice: \_\_\_\_\_

Your cards: \_\_\_\_\_

\_\_\_\_\_

## Anubis

### Turn 5 Land Movement through Homebound Naval Movement Deadline Turn 6 Planning through Outbound Naval Movement: 11/16 Thursday

Exploration parties chart many new areas of the new world. Natives are very restless, but the climate is good. First gold shipments delivered to London. Portuguese and French expand their control in the new world.

### Land Movement

**Dutch:** Move two colonists and one soldier from J to L, one colonist from J to I (it is a climate 2 area with one site, four natives and a x2 city), and three soldiers and four colonists from anchorage dot to J.

**French:** Move three soldiers from Y to Z, and four colonists and seven soldiers from anchorage dot to Y. Three soldiers at Y prospect.

**Portuguese:** Move two colonists from R to U, one soldier from R to T (its a 2 climate area with two natives) and four soldiers and three colonists from anchorage dot to U.

**English:** Move gold bar to anchorage dot, two soldiers from K to G (it's a resource rich 3 climate area with one site and one native), two soldiers and one colonist from anchorage dot to K, and two soldiers and three colonists from anchorage dot to H.

**Swedes:** Move one soldiers from N to P (it's a 3 climate area with a site and one native) and two soldiers and three colonists from anchorage dot to N.

### Native Combat

**Dutch:** None.

**French:** One native and one soldier are killed in area Z.

**Portuguese:** None.

**English:** None.

**Swedes:** One soldier is killed in N.

### Native Uprisings

Climate is a 1. Uprisings in H (1 colonist killed), I (1 colonist killed), N (2 colonists killed), and Z (1 colonist killed).

### Survival

Climate is a 6. No losses.

### Political Control

The Portuguese gain political control in Area U and the French in Area Z.

### Homebound Naval Movement

**Dutch:** Dice: 1, 3, 5, 5. No losses.

**French:** Dice: 1, 2, 2, 5, 6. One ship lost.

**Portuguese:** Dice: 1, 4, 4, 4. No losses.

**English:** Moves to anchorage K: 1, 3. No losses. Move home: Dice: 2, 5, 6. No losses.

**Swedes:** Dice: 1, 2, 2, 5. No losses.

**Income**

**Dutch:** Political control: \$90, resources: \$42.

**French:** Political control: \$90, resources: \$44  
**Portuguese:** Political control: \$90, resources: \$32  
**English:** Political control: \$60, gold: \$40, resources: \$12  
**Swedes:** Political control: \$60, resources: \$46

### Press

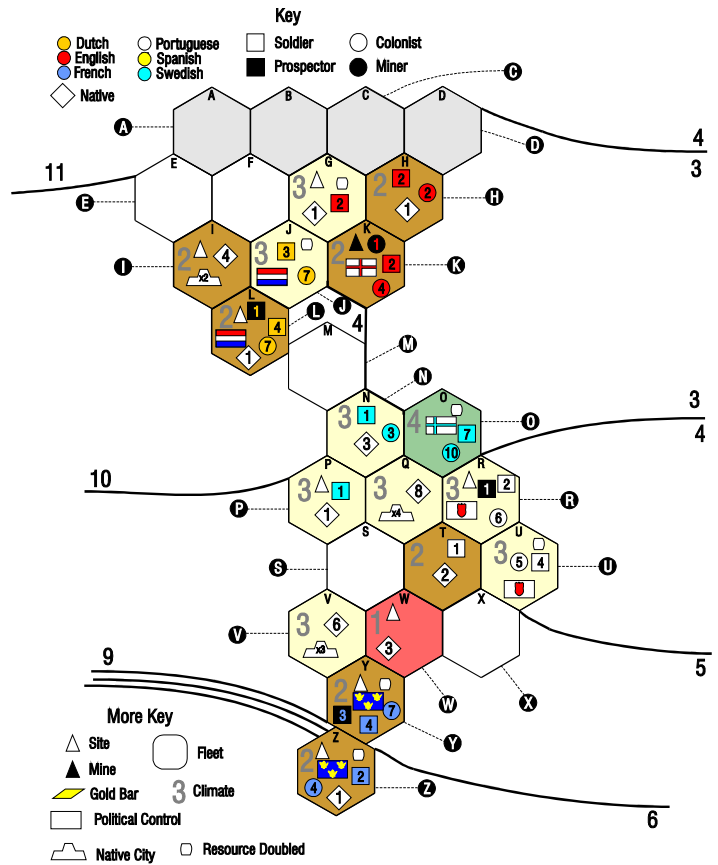
**Dutch - Swedes:** With everyone being peaceful, yes we could do these turns without splitting. But what if someone were to land at area O, I'm sure you'd want to make different Land Movement orders, right?  
**English:** I agree with Sweden's proposal; 1 turn per mailing sounds reasonable.

### Notes

Well, since we seem to have some support for the idea, I will put it up to a vote. We will play out the game on a one game-turn-per-mailing basis on unanimous approval. Please vote with your next orders: NVR = No, NMR = Yes.

### Players

Country	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Dan Eisenhut	\$170	12	4	4
English	Sean Cousins	\$116	17	4	4
French	Kevin Kinsel	\$141	9	5	4
Portuguese	Bill Scharf	\$128	14	4	4
Swedes	Andy Lewis	\$161	10	3	4



## Dog Food

### Turn 4

#### Deadline Turns 5 and 6: 11/16 Thursday

**1st: Pete Gaughan (Whynoms/Appaloosa Limited Produce Organization)**  
**Rolls Used:** (5 \* 2) 4  
**Rainfall(s) - Rainfall(o) - B - B - Rumble Port(o) - R - B - Y - B - R - B - Y - B - R**  
**2nd: Eddy Mattei (Niks/Beagle Boys Enterprise)** **Rolls Used:** 3 3 4  
**Galactic Base**  
Picks up Fare to 4a.  
**3rd: Chris Geggus (Qossuth/Rockville Emporium)** **Rolls Used:** 6 \* 3  
**Desolation Landing(s) - Desolation Landing(o) - R - B - R - Y - R - NC6 - R - Y - B - Y - R - Wet Landing(o) - Wet Landing(s)**  
Discovers Yxklyx (out of the cup pops Impossible Furniture at 8, Psychotic Sculpture at 10, Finest Dust at 4a, and Demand for Furniture at 9b). Sell one Mulch Wine for \$60 (out of the cup pops Psychotic Sculpture at 10). Buy Red Drive for \$20 cash plus \$100 credit from IOU.

Goods and Demands in undiscovered cultures:

**1a (Nillis):** two Bionic Perfume

**1b (Volois):** three Voll Silk

**4b (Humans):** three Demand +\$40 for Space Spice, one Rock Videos

**5 (Shenna):** Demand +\$50 for Finest Dust, Demand +\$50 for Mulch Wine

**7a (Zum):** four Chicle Liquor, one Demand +\$50 for Finest Dust

**4th: Dan Eisenhut (Dell/Naga Trading Corp)** **Rolls Used:** 4 5  
**R20 - NC4 - R - Y - B - Y - R - Wet Landing(o) - Wet Landing(s).**  
Sell Finest Dust for \$50 (out of the cup pops Space Spice at 2). Buy one Immortal Grease for \$50. Pick up Fare to 4b.  
**5th: Steve Koehler (Eeepeeep/Basset Imports, Ltd.)** **Rolls Used:** 2 \* 4  
**Open Port - NC2 - Galactic Base - Y - R - B - R - B - Interstellar Biosphere.**  
Sell Glorious Junk for \$200 (out of the cup pops Designer Genes at 9a). Buy Finest Dust for \$50.  
**6th: Andy Lewis (Humans/Cash & Carrie)** **Rolls Used:** 1 4 5  
**Open Port - Y - B - R - B - Y - B - R - ? (It's a Red 30 Penalty Marker).**  
Ends turn.

**7b (Eeepeeep):** one Fare to Base for \$110, three Demand +\$50 for Immortal Grease, three Servo-Mechanism

**8 (Whynoms):** Nothing

**9b (Wollow):** one Megalith Paperweight, Demand +\$70 for Impossible Furniture

### Notes

Let's pick up the pace a bit. We will go to two-turns-per-mailing with the next orders.



crept up and slipped away with her.” “The Battle of Evermore” which seem to be primarily about the Battle of Minas Tirith and contains the lyric “The Ringwraith rides in black”, and finally “Misty Mountain Hop,” named after a mountain range on Middle Earth.

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

Q5. How did the Cream song “Badge” get its name?

A5. The song was co-written by Eric Clapton and George Harrison, and while George had been doing some work on it, he had scrawled the word “bridge” over a section of the music. Eric was unable to read the writing, and the word was located in such a place that he thought that it was the title, rather than a musical direction. He therefore did the best he could with George’s unreadable writing and titled the song “Badge.”

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: World War I

1. Who were the two generals in charge of the First and Second Russian Armies at the Battle of Tannenberg?
2. Describe the Schlieffen Plan.
3. Who planned the Gallipoli campaign?
4. Which major power broke a treaty to join the war?
5. During what month and year was the first recorded sinking of a submarine by depth charges?

## Pedagogy

In the eternal battle against the Second Law of Thermodynamics, stars use fusion to temporarily halt their inevitable demise. How does this happen? In this installment, I will take a detailed look at the process of fusion in a star’s core.

The basis behind fusion lies in Einstein’s famous equation  $E = mc^2$ , where E is energy, m is mass and c is the speed of light. In the case of normal fusion, energy is produced because the mass of a single helium nucleus is only 3.97 times the mass of the four protons that go to create it. This means that 0.03 times the mass of a proton is converted into energy. While this may not sound like a lot, and it in fact is not, the fact that billions of reactions per second are going on in the sun more than makes up for it.

So, what makes four protons decide to get together to form helium? It is a multi-step process, and can proceed in two very different ways. The two reaction chains are called the Proton-Proton Chain and the CNO Cycle. Which one a star uses depends on how massive the star is, as well as the proportion of heavy elements in the star’s interior. Hotter stars, or stars with high proportions of heavy elements use the CNO Cycle. Our sun is believed to use the Proton-Proton Chain, so I will cover that one first.

The Proton-Proton Chain starts with the collision of two protons. If they manage to get close enough to interact with each other via the strong nuclear force, they could form a deuterium nucleus (a hydrogen isotope with one proton and one neutron in the nucleus), a positron (a positively charged electron), and a neutrino. The presence of a neutrino in this reaction tells us that it is mediated by the weak nuclear force. This makes the reaction a low-probability one and hence is the bottleneck of the whole thing. The mass lost in this first stage of the reaction is displayed in the increased kinetic energy of the result particles -- they get hotter. In addition, the positron will eventually find an electron to annihilate with, producing gamma rays which will further heat up the surrounding matter.

After the deuterium is produced, things proceed much faster. The deuterium nucleus is quickly struck by another proton, producing helium-3 and a photon. Helium-3 is a helium isotope with two protons and one neutron. This reaction is mediated by the strong nuclear force, so it proceeds very quickly. After the helium-3 is produced, it will eventually collide with another helium-3 nucleus to produce helium-4 and two protons -- a reaction once again mediated by the strong nuclear force. The two protons are why the

reaction is called the Proton-Proton Chain, because the overall reaction is that six protons form one helium-4 nucleus, one positron, one neutrino, one photon, and two protons. The two protons are said to be catalyzing the reaction since they are unchanged by it.

That is the main line of the Proton-Proton Chain. There are branches of the reaction which are less likely, however. One such branch has been the subject of an experiment which has produced some surprising results. Because of the time it takes photons to make their way from the core of the sun to its photosphere, we cannot use light to let us know what is happening in the sun’s interior. Neutrinos, however, are not hindered by the density of the sun’s core and just fly right out. Why don’t we try to detect the neutrinos produced to give us a clearer picture of the sun’s interior? For the reason that most of the neutrinos are of such a low energy that they are undetectable by current means. There is a low probability branch that produces high energy neutrinos. What happens is that a helium-3 nucleus combines with a helium-4 nucleus to produce beryllium-7 and a photon. The beryllium-7 then combines with a proton to form boron-8 and a photon. Boron-8 is highly unstable and quickly beta decays into beryllium-8, a positron, and a neutrino. The beryllium-8 then alpha decays into two helium-4 nuclei. The neutrino produced in the beta decay stage has an energy high enough to be detected. The experiment involved placing 100,000 gallons of cleaning fluid ( $C_2Cl_4$ ) in a tank at the bottom of a mine shaft. The fluid was placed there to prevent any non-neutrino event from interfering with the results. When a neutrino passes through the liquid, it will sometimes be absorbed by a chlorine-37 nucleus, producing an argon-37 nucleus and an electron. Argon-37 is radioactive, and will eventually decay back into chlorine-37, but the chlorine atom produced will be in an excited electronic state and will therefore emit photons until it drops into a lower energy state. The photons can then be counted in the standard way. The results of this experiment have shown that the sun seems to be fusing hydrogen at a rate sufficient to support only about a quarter of its current luminosity. This means either that sometime after 30,000 years ago the fusion reactions in the sun’s core slowed way down, or our theories about the fusion reactions are incorrect. The jury is still out on which one is correct.

Next time, I will talk about the CNO reaction, as well as higher order fusion reactions, such as those that produce carbon.

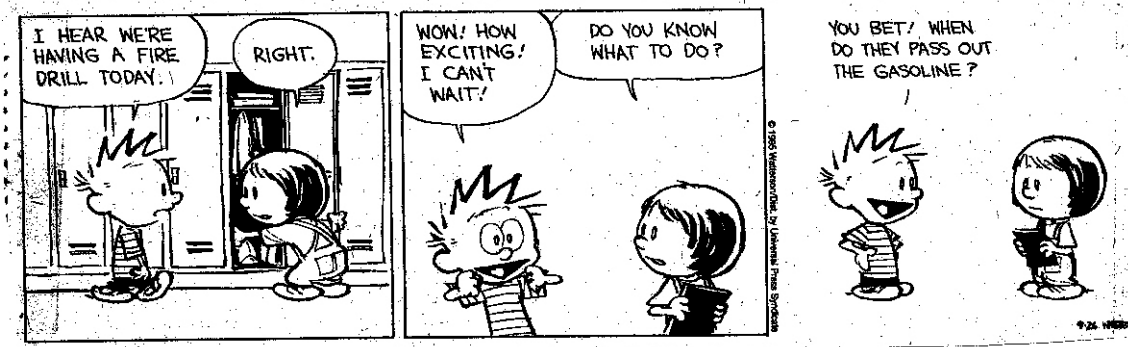


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## Machiavelli House Rules

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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### **CALVIN AND HOBBS** By Bill Watterson



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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, Stuart Schoenberger **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, Carrie Lewis **Die Macher:** Andy York **Outpost:** Andy York, Dave Anderson, Dan Eisenhut, Michael Lowrey **History of the World:** Andy Lewis, Dan Eisenhut, Paul Bolduc, Kevin Wilson **Stellar Conquest:** Andy York, Paul Bolduc, Dean Cochran, Stuart Schoenberger **Gunslinger:** Paul Bolduc, Mike Scott

**Standby Calls**

Paul Bolduc for Horsemen of the Apocalypse in "Mongrel", Mike Scott for Ronnie in "Prairie Dog", and Kevin Wilson for the Guild in "Canine"