

Notes from Hades

Remember my description of last October? Well, just stick a couple of dittoes beneath it for November. Also, some of you seem to have gotten the wrong impression of my opinion toward Sacramento. I have nothing against the city, and in all honesty, despite all of the time I have spent there, I haven't really seen enough of it to be able to form an accurate impression of the place. I have located (with the help of some of the people I am working with) excellent Indian and Japanese restaraunts in downtown Sacramento. The mall that they have just completed downtown is nice, although a bit controversial. It was opened early, so it wasn't completely finished and the tiles on the ground have suffered some bad cracking due the lack of grout. The thing that I didn't particularly like had nothing to do with the city itself, and that was the fact that I was living out of a suitcase. Since I have moved to my new apartment, I have spent more time away from it than at it. And this is going to continue through the end of January. Oh well. At least the money is good.

In other news, due to the lack of interest in New World and the increasing interest in Outpost and Stellar Conquest, I am dropping New World down to the Wish List and moving Outpost and Stellar Conquest up to the Game Openings section. Any of you who have submitted game fees for New World may apply those to any other game opening or to your subscription.

This issue's deadline will be **Friday, January 7.**

Current Games

Machiavelli

"Mastiff" Page 1
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Merchant of Venus

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Die Macher

"Mailman's Bane" Page 5

Flier Games

"Proteus" Midway Campaign 1700 June 4
"Sand Dog" Dune Page 6

Game Openings

"Doghouse" Machiavelli. The game fee is \$5.00. We will be playing the advanced game with Plague, Famine, and Special Military Units. In addition, the two following modifications will be in effect: The game will be played to Ultimate Victory Conditions and there is no limit to the number of Special Military Units you can buy. Have Andy Lewis(pd.), Dave Anderson(pd.), Shaun

Johnston, Bob Robles(pd.), Ron Johnson(pd.), Dean Cochran(pd.), Tim Broyles(pd.), and Steve Koehler. This game is closed. I will start it as soon as I have received all game fees.

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

"**Fenris Wolf**" History of the World. The game fee is \$5.00. Have Dave Anderson(pd.), Kevin Kinsel, Shaun Johnston, and Caleb Cousins. Need 2 more.

"**Dog Breath**" Outpost. The game fee is \$5.00. Rules available on request. Have Sean Cousins, Bill Scharf, Kevin Kinsel, Ron Johnson, and Dean Cochran. Need 3 more players.

"**Dog Star**" Stellar Conquest. The game fee is \$10.00. The game will be run by flier. Have Dave Anderson, Bob Robles, and Ron Johnson. Need 1 more.

Game fees can always be deducted from your subscription balance, at your request.

Wish List

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

Time Agent is a game pitting six different races against each other with the object of becoming the dominant race in the galaxy to be run by flier. This is achieved through manipulating past events more to your liking and then when you have arranged things to suit you, preventing others from undoing your work by reversing time travel itself. Have Dave Anderson and Sean Cousins. Need 4 more.

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

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

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

Chris Hassler a.k.a. Cerberus
11735 S. Valley View Ave #10
Whittier, CA 90604
Phone: (310) 941-7179

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*).

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

Bob Robles, Florence: My congratulations to Bill. He kept his eye on the objectives he needed and went about getting them in a determined manner. I should have moved against him earlier, bt couldn't quite arrange the balance of forces I hoped to get (and needed) to do it. Lame excuse, I know.

Bill Scharf, Venice: Well, I won the way Venice normally wins. People usually avoid attacking Venice because of 1) its size, and 2) because it embroils you in conflict, which makes you a tempting target for your

neighbors. I made an alliance (with Austria) and kept it. I grew slowly, picking up speed as players began fighting amongst themselves. Naples realized he was my logical target and rather than face extinction he helped me win.

One big difference between Mach and Dip is the differences between nations are larger (I believe) in Machiavelli. Venice, if unopposed, can stroll to a win. While a first place win for Venice isn't so unusual, a second place finish for Austria is awesome. Congrats to Shaun for doing so well.

Pack of Curs / MGN# O/B/8/ABCG/1**Fall 1456****Deadline/Winter-Spring 1457 1/7 Friday**

Florence and the Pope seem to be trying to disengage from each other, with limited success. France loses an army to Austria, while Austria and Milan move into the vacuum left by Venice. Naples consolidates after his assassination while the government of the Turks finally collapses.

Retreats

Florentine A1 retreats to Modena

French A2 retreats to Swiss

Expenditures

Papacy pays 5 ducats back to the moneylenders.

Orders

AUSTRIA: A1 VENICE converts to G1
(Johnson) A2 Padua to FERRARA
A3 Dalmatia to HERZEGOVINA
A4 Avignon to SWISS
A5 (EM) TURIN supports A4
A6 Austria to TYROLEA
A7 Treviso to FRIULI
F1 VENICE LAGOON to Upper Adriatic

FLORENCE: A1 Modena to GENOA
(Kochler) A2 Ancona to SPOLETO
A4 Perugia to Rome (DISLODGED, retreat Patrimony,
Sienna, Urbino, OTB)
A5 (EM) Sienna to AREZZO

FRANCE: A2 Swiss to Avignon (OBLITERATED!)
(Anderson) F2 Eastern Gulf of Lyon to LUCCA

MILAN: A2 Milan to TRENTO
(Scharf) A3 MANTUA besieges

NAPLES: A1 Naples to AQUILA
(Lewis) A2 DURAZZO to Albania

F1 Palermo to MESSINA

F2 TUNIS holds

F3 Bari to LOWER ADRIATIC

PAPACY: A3 Rome to PERUGIA

(Robles) A4 FLORENCE to Bologna

F1 BOLOGNA to Upper Adriatic

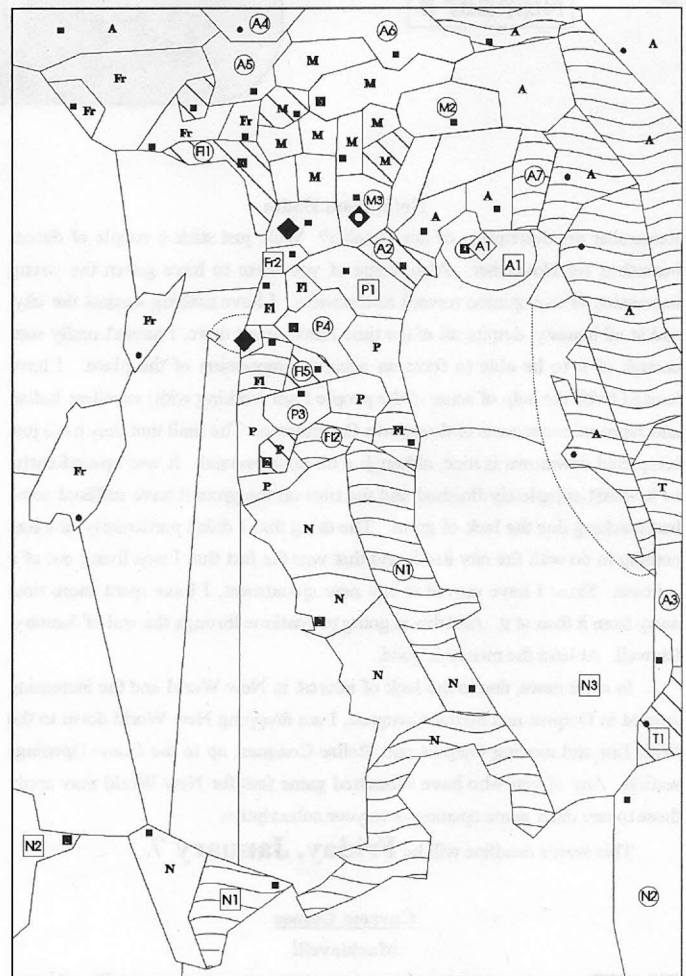
TURKS: F1 ALBANIA holds

(CD)

Notes

It has been pointed out to me that I made a mistake in adjudication a couple of turns ago. Since the effect is minor, however, I will correct the mistakes now. The mistake in question revolved around rebellions and their removal. It appears that units that are forced to hold due to assassination cannot be used to put down a rebellion. Because of this, the rebellions in Croatia, Friuli, Sienna, Perugia, Ancona, and Tunis are all reinstated. Have fun.

In further rebellion news, due to this turn's moves, the following rebellions in Lucca and Perugia have been liberated and the rebellion in Tunis has been put down.

"Pack of Curs"

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

Spring 1457 Famine

Good Year! Ferrara, Rome, Pavia, Arezzo, Brescia, Saluzzo, Albania, Genoa

Spring 1457 Income

Any province underlined does not produce income this year. Any province listed in *italics* may change possession based on a retreat.

Provinces

AUS	Avignon, Swiss, Turin, Tyrolea, <u>Austria</u> , Hungary, Slavonia, Carinthia, <u>Carniola</u> , Friuli, Treviso, Padua, <u>Ferrara</u> , Venice, <u>Croatia</u> , <u>Dalmatia</u> , Herzegovina	(10)
FLO	Pisa, Pistoia, <u>Sienna</u> , <u>Arezzo</u> , <u>Spoletto</u> , <u>Ancona</u> , <u>Genoa</u>	(2)
FRA	Provence, Marseilles, Savoy, Montferrat, Lucca, Corsica, Sardinia	(7)
MIL	Como, <u>Pavia</u> , Milan, Fornova, Piacenza, Cremona, <u>Brescia</u> , Bergamo, Parma, Modena, Trent	(9)
NAP	Capua, <u>Aquila</u> , Naples, Salerno, Bari, <u>Otranto</u> , Durazzo, <u>Messina</u> , Palermo, Tunis	(7)
PAP	Bologna, Romagna, Florence, <u>Urbino</u> , <i>Patrimony</i> , <u>Rome</u> , Tivoli, Perugia	(7)
TUR	<u>Bosnia</u> , <u>Albania</u>	(0)

Seas

AUS	Venice Lagoon	(1)
NAP	Lower Adriatic	(1)

Cities

AUS	Avignon, Swiss, Turin, Tyrolea, <u>Austria</u> , Hungary,	(10)
	Treviso, <u>Carniola</u> , <u>Croatia</u> , <u>Dalmatia</u> , Padua, Venice(3),	
	<u>Ferrara</u>	
FLO	Pisa, <u>Arezzo</u> , <u>Ancona</u> , <u>Sienna</u> , <u>Genoa</u> (3)	(1)
FRA	Marseilles, Savoy, Montferrat, Corsica, Sardinia, Lucca	(6)
MIL	Pavia, Milan(3), Cremona, Trent	(5)
NAP	Naples(2), Bari, Durazzo, <u>Messina</u> , Palermo, Tunis(2)	(7)
PAP	Bologna, <u>Rome</u> (2), Florence(3), Perugia	(5)
TUR	<u>Albania</u>	(0)

Totals

Coun	Roll	Var	Pro v	Sea	City	Gross	Treas	Total
AUS	3	3	10	1	10	24	0	24
FLO	3, 6, 1 ^G	9	2	0	1	12	2	14
FRA	2	2	7	0	6	15	0	15
MIL	2	3	9	0	5	17	0	17
NAP	6	4	7	1	7	19	16	35
PAP	6	6	7	0	5	18	0	18
TUR	3	3	0	0	0	3	7	10

Press

Papacy - Florence: Well, I'm a trusting (read: stupid) soul, here goes!

Turkey - Naples: Yap, yap!

Wallstreet Journal Hapsburg Edition: Hemlock Futures Soar!

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

Dingo's DelightTurns 14 and 15Deadline Turns 16 and 17: 1/7 FridayThe PlayersTurn 14

- 1st: Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4 * 3**
 Minion(s) - Minion(o) - (R) - B - Y - B - (R30) - B30 - (R30) - Y30 - B - (R) - A - Dryport(o) - Dryport(s).
 Sell Pedigree Bolts for \$200 (Out of the cup pops Designer Genes at 9a). Buys Desolation Landing deed.
- 2nd: Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 2 5 6**
 Moonport(s) - Moonport(o) - (Y) - B - R - B - (Y) - B - R - TeleGate3 - TeleGate5 - R20 - Terror Station(o) - Terror Station(s).
 Sell Servo-Mechanism for \$300 (Out of the cup pops Immortal Grease at 6). Buys Other Shoes for \$80 (\$40 commission to Black Bear).
- 3rd: Chris Hurley (Eeepeeep/Jackal of All Trades) Rolls Used: 5 * 4**
 Multi-Generation Ship - R20 - Neutron Port(p).
 Sells Designer Genes for \$120 (plus \$12 commission, out of the cup pops Rock Videos at 4b). Buys two Space Spice for \$60 (receives \$6 commission).
- 4th: Andy Lewis**
 Niks/Dog Catcher Taxi Rolls Used: 4 6 6
 Wet Landing(s) - Wet Landing(o) - A - NC4 - R - Y - B20 - Y - Moonport(o) - Moonport(s).
 Sell Finest Dust for \$50 (out of the cup pops Fare to 4b at 6) plus \$50 demand (out of the cup pops Fare to Base at 4a). Pick up Fare to Base.
 Niks/Dog Catcher Taxi II Rolls Used: 1 3 5
 Remains at Wet Landing(s).
 Pick up Fare to Base and buy Finest Dust for \$10.

5th:

Andy York

Human/Dr. Pepper 2-4-10 Rolls Used: 2 3 6

Multi-Generation Ship - R20 - NC2 - R - Y - R - Space Station Planet.

Sell Space Spice for \$80 (out of the cup pops Demand for Spice at 3) plus \$40 demand (out of the cup pops Demand for Liquor at 9a). Attempts to buy factory, but it is already owned by the Qossuth.

Human/Norman New Ruff Rolls Used: 1 1 3 6

Galactic Base - NC3 - NC3 - NC3 - B30 - NC3 - R - Y - A - Dryport(o) - Dryport(s).

Delivers Fare for \$110 (out of the cup pops Demand for Spice at 4b).

6th:

Sean Cousins

Whynom/Black Bear Rolls Used: 3 (3 * 2)

(Activate Gate Lock) - Terror Station(s) - Terror Station(o) - R20 - TeleGate5 - A - R - B - Y - NC3.

Whynom/Chez Alfond

Turn 15

1st:

Caleb Cousins (Qossuth/King Fischer) Rolls Used: 4 * 3

Dryport(s) - Dryport(o) - A - B - Desolation Landing(p).

Sell Servo-Mechanism for \$300 (plus \$30 commission, out of the cup pops Fare to 9a at Base). Buy two Designer Genes for \$120 (receives \$12 commission).

2nd:

Chris Geggus (Dell/The 4-2 Blue Jay) Rolls Used: 2 3 4

Terror Station(s) - Terror Station(o) - R10 - Titan's Tower(o) - B10 - A - R - B.

3rd:

Chris Hurley (Eeepeeep/Jackal of All Trades) Rolls Used: 3 * 4

Neutron Port(p) - Y - B - R - B - R - Wet Landing(o) - A - Whale Port(o) - Whale Port(s).

Sell one Space Spice for \$80 (out of the cup pops Spice at 2). Buy one Finest Dust for \$10.

4th: Andy Lewis

Niks/Dog Catcher Taxi Rolls Used: 3 5 5

Moonport(s) - Moonport(o) - Y - B - R - B - Y - B - R - B - NC3

- NC3 - ? (It's a yellow 20 penalty marker).

Niks/Dog Catcher Taxi II Rolls Used: 2 6 6

Wet Landing(s) - Wet Landing(o) - R - Y - B - Y - R - NC2 - B30

- NC2 - NC2 - R - B - Y.

5th: Andy York

Human/Dr. Pepper 2-4-10 Rolls Used: 2 4 4

Remains at Space Station Planet.

Sell Glorious Junk for \$200 (out of the cup pops Servo-Mechanism at 7b). Attempts to buy 3 Primitive Art but there are none available in the system (and only one available overall). Buys Red Drive for \$120.

Human/Norman New Ruff Rolls Used: 2 4 4 5

Dryport(s) - Dryport(o) - A - Y - R - NC4 - R - Y - B - Y - R -

Wet Landing(o) - Wet Landing(s).

Sells Voll Silk for \$220 (out of the cup pops Glorious Junk at 2).

Buys one Finest Dust for \$10.

6th: Sean Cousins

Whynom/Black Bear Rolls Used: 1 (3 * 2)

NC1 - R - Y - R - Grandport(o) - Grandport(s).

Sells one Impossible Furniture for \$180 (out of the cup pops

Demand for Grease at 7b). Buy one Voll Silk for \$140.

Whynom/Chez Alfond

Buy one Immortal Grease for \$50.

Notes

Remember that there is only one of each factory good available, and that only those goods that are actually on the board are available for immediate sale. Also, remember that unless you are the Qossuth, or are the Dell with a Transport, drives take up half a hold.

Press

From the Galactic Classifieds: Dog Catcher Taxi Company now has two different ships available and is willing to split commissions on fares. You bring 'em part way and we'll take them the rest. Easy money is waiting to be made. Let's fill the tourists' need together. Contact Dog Catcher Taxi Company to arrange pick-up at 800-THE-DUKE (800-843-3853).

1a. Black Bear \$70		
Fast Scout		
16: 4 5 // 17: 4 5 (Double 1)		
Hold1	Hold2	Hull
Voll Silk 1b/\$220	Impossible Furniture 8/\$180	Gate Lock (\$100)
Whynom \$100		Shield (\$60)

1b. Chez Alfond			
Base			
Hold1	Hold2	Hold3	Hull
Immortal Grease 68/\$100			
Hold4	Hold5	Hold6	Hold7

2. King Fischer \$392		
Torch Scout		
16: 5 // 17: 5 (times 3)		
Hold1	Hold2	Hull
Design'r Genes 9a/\$120	Design'r Genes 9a/\$120	Red Drive (\$120)
Desolation Landing \$200		Shield (\$60)
Human \$100		Relic Auto Pilot (\$60)
Qossuth \$200	Eeppeep \$100	

3. The 4-2 Blue Jay \$350		
Scow Clipper		
16: 2 4 5 6 // 17: 4 6 6 6 (Use 3)		
Hold1	Hold2	Hull
Other Shoes 8/\$160	Rock Videos 4b/\$200	Relic Yellow Drive (\$80)
		FARE 2 to 10 \$120

4. Jackal of All Trades \$174		
Rocket Scout		
16: 1 3 // 17: 1 2 (Use 1 x 4)		
Hold1	Hold2	Hull
Finest Dust 4a/\$50	Space Spice 2/\$80	Spy Eye (\$80)
Willow \$100	Rainfall \$200	Shield (\$60)
Neutron Port \$200		

5a. Dog Catcher Taxi \$65		
Sports Scout		
16: 1 2 3 4 // 17: 1 2 3 5 (Use 3)		
Hold1	Hold2	Hull
	FARE to Base \$110	Mulligan Gear (\$120)
Niks \$200		Relic Shield (\$60)

5b. Dog Catcher Taxi II			
Transport			
16: 3 4 5 5 // 17: 2 3 4 5 (Use 3)			
Hold1	Hold2	Hold3	Hull
Finest Dust 4a/\$50	FARE to Base \$180		

6a. Norman-New-Ruff \$550		
Clipper		
16: 4 4 6 6 // 17: 1 2 4 5		
Hold1	Hold2	Hull
	Finest Dust 4a/\$50	
Graw \$200	Shenna \$100	

6b. Dr. Pepper 2-4-10			
Transport			
16: 2 4 4 // 17: 3 5 6			
Hold1	Hold2	Hold3	Hull
Space Spice 2/\$80	Glorious Junk 2/\$200		Shield (\$60)

SPD

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

Your Available Ministers: _____

Your Available Cash: _____

Provinces

Baden-Württemberg

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

Issues: Atomkraft JA
NATO NEIN
§218 JA
Steuersenkung NEIN
Mandate Range: 6 - 11

Bremen

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

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

Mandate Range: 1 - 6

Sand Dog

Turn 10 Bidding - Turn 11 Bidding

Players

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

Bidding

CARD 1 (Snooper) goes to the Bene Gesserit for 2 spice.
CARD 2 (Truthtrance) goes to the Guild for 1 spice.
CARD 3 is not bid on, and so it and the remaining three cards go back to the top of the deck.

Nordrhein-Westfalen

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

Issues: §218 JA
Steuersenkung NEIN
Mandate Range: 8 - 13

Bayern

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

Issues: Markktwirtschaft
Mandate Range: 7 - 12

Available Issues

NATO JA	Atomkraft JA
NATO NEIN	Atomkraft NEIN

Bonn

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

Issues: None

Notes

I have been requested to delay this game one issue, so I have reprinted the starting information. I have also randomly determined the setup order. It is: FDP, SPD, Grüne, CDU. Finally, Andy has brought up a rules ambiguity regarding the play of ministers. The rules are unclear whether the first player determines the action of all of his ministers or just the first one he played before other players determine their ministers' actions. My ruling on this is that ministers' actions are taken in the order in which the ministers were played. I believe that this makes for a more interesting game.

Revival and Movement

The Bene Gesserit choose not to coexist in Tuek's Sietch.

Revival

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

Shipping

Guild: Attempts to ship 10 tokens to Tuck's Sietch, but it is already occupied by two adversaries, so the shipment fails.

Movement

Bene Gesserit: 2 tokens Pasty Mesa - Shield Wall (9)
Fremen: 3 tokens Habbanya Ridge Sietch - Habbanya Ridge Flat - False Wall West (18)
Harkonnens: 2 tokens Tuek's Sietch - South Mesa (5)

CombatTuek's Sietch

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

	<u>Bene Gesserit</u>	<u>Harkonnens</u>
Leader	Reverend Mother Ramallo (5)	Umman Kudu (1)
Weapon	None	Lasegun
Defence	Shield	None
Dial	0	2
Spice Spent	0	0
Total	0	3

Ka-BOOM! Lasegun-Shield explosion. All leaders and tokens go to the tanks and all cards are discarded.

Spice Collection

Atreides: 2 spice (Arrakeen)
Emperor: 2 spice (Carthag)
Harkonnens: 4 spice (South Mesa)

Turn 11Storm Movement

The storm moves 5 sectors to sector 1. (Turn 12 storm movement: 3)

Spice Blow

12 spice in Cielago South
 6 spice in the Funeral Plain

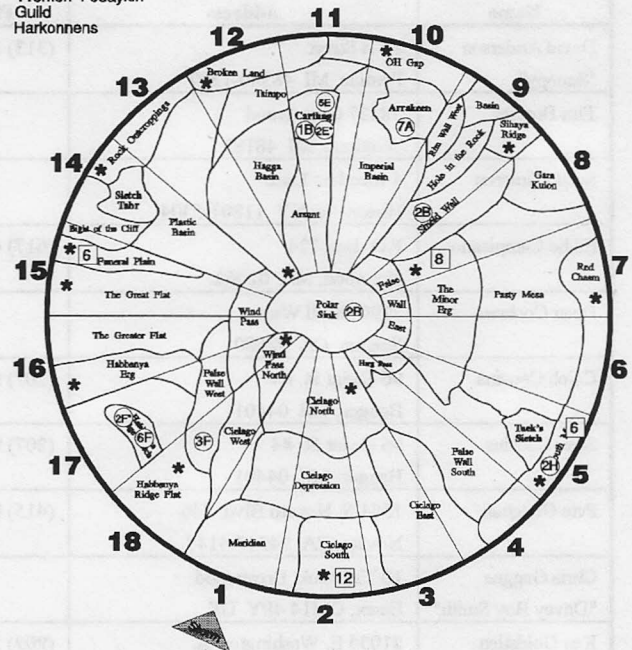
Bidding Round

CHOAM Charity recipients: Bene Gesserit and Harkonnens.
 5 cards are up for bid. Eligible bidders are: Atreides, Bene Gesserit, Emperor, Fremen, Harkonnens.

Final Positions

Atreides: 13 tokens off-planet, 7 tokens in Arrakeen
Bene Gesserit: 2 tokens Shield Wall, 2 tokens Polar Sink, 1 token Carthag, 7 tokens off-planet, 8 tokens in the tanks
Emperor: 10 tokens in the tanks (2 Elite Sadaukar), 7 tokens Carthag (2 Elite Sadaukar), 3 tokens off-planet (1 Elite Sadaukar).
Fremen: 5 tokens in the tanks, 8 tokens (2 Fedaykin) in the Habbanya Ridge Sietch, 3 tokens False Wall West, 5 tokens (1 Fedaykin) in the Southern Hemisphere
Guild: 20 tokens off-planet
Harkonnens: 14 token in the tanks, 4 tokens off-planet, 2 tokens South Mesa

Key
 ○ Tokens
 □ Spice
 A Atreides
 B Bene Gesserit
 E Emperor
 E* Elite Sadaukar
 F Fremen
 F* Fremen Fedaykin
 G Guild
 H Harkonnens

Machiavelli House Rules

- The first edition rules will be used, with second edition modifications for plague and famine in effect.
- Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.
- 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.
- 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.
- 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.
- 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.
- 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.
- Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.
- 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.
- Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.
- 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.

S.O.B.

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. This means that a double strength army ordered to convert into a garrison in a city that is already occupied by a normal strength garrison will destroy that garrison.
21. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.

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

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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:

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New World:	Steve Koehler
Merchant of Venus:	None
Die Macher:	Tom Swider

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