

That would be enough

This has been issue 45 of *To Win Just Once*, published 8th June 2004. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks.

Deadlines

- Orders for *Odessa Steps* and *Railway Rivals* to Mike Dommett by 25th June.
- Orders for *Les Petites Bêtes Soyeuses* to Pevans by Sunday 4th July.
- (Remaining deadlines for 2004 are 30th Jul/6th Aug, 3rd/10th Sep, 8th/15th Oct, 12th/19th Nov.)

Subscriptions

The PDF and online versions of *To Win Just Once* are free. There is a subscription charge ("Games only" below) for playing in the games. Or you can subscribe to the paper version – which includes the cost of playing in any (or all!) of the games.

The subscription rates are shown below. To subscribe, send a cheque or PO (payable to Paul Evans) in pounds sterling (GBP) to 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK.

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11-issue subscription	5.00	10.00	10.00

Subscribe in pounds by cheque/PO, as above. Subscribe in Euros or dollars through PayPal only. PayPal payments in pounds should add £1 to cover PayPal's charges.

Games played

If you are interested in playing any game, please let Pevans know.

Diplomacy Neil Packer will run this if we have seven interested players. Pete Holland, Mike Dommett, Barry Townsend and Bill Michell have volunteered. [free start-up]

En Garde! Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play. [start-up fee payable]

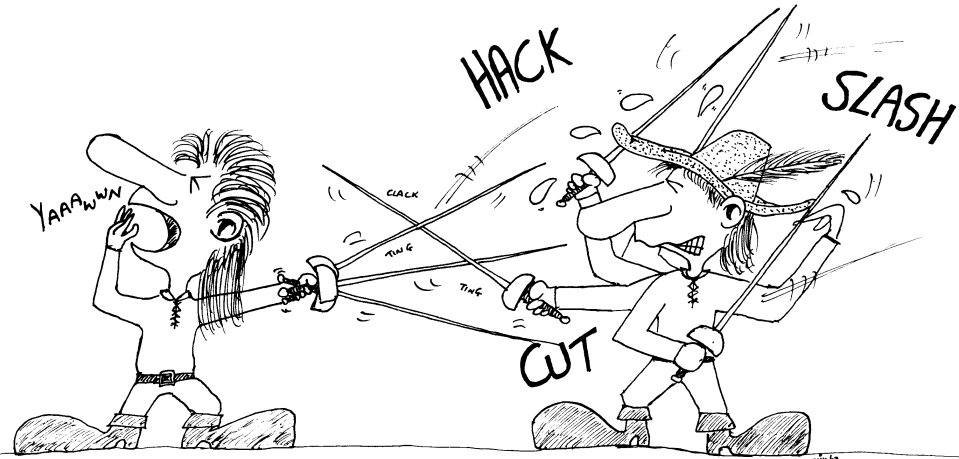
Railway Rivals the second game is in progress. Edward Walkington wants to play in the next. You will need the chosen map to play. [free start-up]

Star Trader A game is in progress. Martin Jennings and Michael Grazebrook are in the queue for the next one. Full rules will be provided. [start-up fee]

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To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)



THE BENEFITS OF SUPERIOR EXPERTISE.

More duels in *Les Petites Bêtes Soyeuses* (p 19)

Dos Rios in play (below) – more new games previewed inside



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Chatter

Well, I have to admit that I didn't make it to the Ealing Beer Festival after all. Too many other things to do! Anyway, there will be no repeat when it comes to the Great British Beer Festival at the beginning of August, I can assure you. Who wants to join me?

For similar reasons, there's no Science Fiction column this time. I just haven't had time for any casual reading.

On the bright side, I have finished handing over work at Business Link for London and have a first draft of my business plan. In fact, by the time you read this, I should be incorporated. Then I'll be setting up a bank account, registering for VAT and doing lots of other similarly exciting things. ☺

As I mentioned last time, I'm starting a business sideline retailing games from some small American designer/publishers. The first of these is Hangman Games, which publishes Alan Ernstein's games. Alan's latest is *Tahuantinsuyu*, a strategy game based on what we call the Incan Empire (and they called ... wait for it ... *Tahuantinsuyu*). This is what I can only describe as an old-style strategy game – it takes 2-3 hours to play, but is well worth it. I'm very pleased to be able to make it available to UK gamers. I won't be reviewing it myself (though there's a mention in the new game report below), but would welcome a review from anybody else.

I have other titles from Hangman Games, all three games from Eight Foot Llama (designed by Jim Doherty), other stuff on order and other negotiations going on. There's a full list elsewhere in *TWJO* and you will be able to get up to date details from my website at <http://www.pevans.co.uk/Games>. I'll be adding shop facilities to this as soon as I can.

That's work out of the way, on to leisure. I'll be at Summer Stabcon over the first weekend in July (2nd-4th) – playing lots of games, I hope. I've delayed the *LPBS* deadline a couple of days and I'll do the adjudication once I'm back, but the next issue of *TWJO* may be a couple of days late as a result.

I've just spotted that this year's MidCon clashes with *The Siege of Troy* – a weekend-long freeform game, which I'm already booked in to. Gnash! Well, sorry, guys, but I won't be at MidCon this year. If anyone else is interested, there are still a few places left in *The Siege of Troy* (and a waiting list after that). For details, see <http://www.ishtari.demon.co.uk/siegeoftroy/>.

Okay, time for some more of the new games. But first, a note from Nik Luker.

Letters

Altered Carbon: Yes, good stuff, but it's a real brute of a book, constantly in your face and never letting up. I can see that some people might find it a little hard to take. Not for the faint hearted!!

I've just started Vernor Vinge's *A Deepness in the Sky*. Found it a bit hard to get into, but it's tripping along nicely now – looks like it'll be an interesting take on the first contact theme...

Well, don't look at *TWJO* 26 (in which I reviewed *A Deepness in the Sky*) until you've finished! I'll just give you one quote: "a terrific read that I wholeheartedly recommend." We'll see if you agree with me in due course.

More New Games

Alan Moon is back on his own with *Ticket to Ride*. Yes, this is another railway game – and aficionados will see features from other games in this. The game is published by US outfit Days of Wonder and production quality is excellent. The board shows the USA with routes mapped out between cities. Each route is divided into (1-6) sections and in a specific colour. We then have a deck of cards in the same colours plus some wild cards. In their turn, players can either pick up a card or two or play a set of cards of the same colour to complete a route of that colour. You fill in the route with plastic locomotives in your colour. You score points for each route: a one-section route gains 1 point, but a six-section route is 15. A clear incentive to save cards and build routes.

Players also start with a number of 'Tickets' and may pick up more during the game. These cards show two cities and the number of points you score, at the end, for a route in your colour between the two. If you don't connect, you lose that many points! That provides a reason for completing short routes. There is also a bonus for the longest line of locomotives at the end of the game. The game end is triggered when one player has no more than two locos left: everybody gets one more turn and then you tot up the points.

So you have to strike a balance between getting cards and playing cards. You have to think about which cards you need. You have to make sure you get the routes you need for your Tickets. You have an idea of how many points a player has accumulated, but can't be sure what bonuses they may get. So you have to consider how many points you need to win. The game plays smoothly and quickly and provides a bit of a challenge – but isn't too demanding. So, a lighter strategy game that will feel familiar to many gamers. The playing time is given as 45 minutes, but my games have been a little over an hour.

Hansa is the latest from Michael Schacht (published by Abacus in German and Uberplay in English). As always, Schacht's games tend to the abstract with clever mechanisms and a bit of a theme. The theme is stronger in this one, which is the trading cities of the Hanseatic League. Play is controlled by a wooden ship piece, which moves along the routes between the Hanseatic cities around the Baltic Sea. Money is used to buy the goods offered at a city. Goods can be turned in to set up a shop in the player's colour at a city. Goods of the same colour can also be converted into victory points – at the cost of losing a shop. But you can only do one action at any city and you have to pay gold to move the ship.

There are some clever touches in the details of the game. Players can keep a maximum of three coins and three goods tokens at the end of their turn. Thus providing a reason to spend cash and use/convert goods. When one player converts goods to points, other players with the same colour of goods lose one. So it's dangerous to hang on to goods speculatively. And when the goods run out, somebody has to spend money to re-stock the cities.

Once you understand the game system, it plays smoothly and quickly. The board is likely to change drastically from one turn to the next (particularly with more players). So, the first thing people do each turn is work out what their options are. The game moves quickly enough that there isn't much downtime between turns, even with four players. However, there's enough thinking that the published playing time of 45 minutes is optimistic. I'm warming to this game the more I play it. It feels rather like *Web of Power* (aka *Cardinal & König*), a Schacht game that I rate very highly. So I recommend this one.

I played a pre-production copy of *Fifth Avenue*, this year's new strategy game from German publisher alea (English edition from Rio Grande). It is designed by Wilko Manz, whose only other game (as far as I'm aware) was *Giganten*. This one feels quite good on first playing. The board shows streets and blocks of buildings in part of New York. There are various actions players can take in their turn. I'm not going to detail all of this, but actions include picking up cards and moving the 'town planner' dobbies across the board. When one of these completes a circuit, auctions are triggered in the blocks it has visited.

In each block there are five plots in different colours. These colours are matched by the suits of the cards that are available to the players. The cards are used to bid in the auctions. The successful bidder builds in the plot of the same colour as the cards they played. They build either skyscrapers in their colour or businesses. Skyscrapers score points according to the number of different businesses in the adjacent plot(s), so you need to build both. And, ideally, you want other players to co-operate in developing a block as it's expensive to do it all on your own.

The game ends when the last available business is placed. So you want to place businesses to score points, but you don't want to place them too quickly or the game will be over before you've scored your points. But if you don't place them, someone else might take them. And you need cards to win the auctions, which means you have to spend time accumulating them. In which time the other players may screw up your plans. Aagh! There are some neat tactical tricks in *Fifth Avenue* along with moderately complex mechanics. Based on my one playing, it feels like it could be quite a subtle game. It needs further play, but this is definitely one to take a closer look at.



I've finally had the chance to play *Sunken City*, the game I saw in prototype form (as *Versunkene Stadt*) on the Clementoni stand at last year's Spiel. Uberplay is producing the English language edition of this game from Wolfgang Kramer and Michael Kiesling. It seems to be aimed at a younger age group (or maybe just a family audience) than these designers' usual games. The board starts blank, with a dozen cubes, representing buildings, set to one side. Each player has a set of cards that provide building points, movement points and Poseidon points. You play a card each turn and use your points appropriately. And you don't get cards back until you've used them all.

Building points allow you to 'raise' sunken buildings by placing them on the board and to place streets between the buildings. Movement points let you move your explorer pawn along the streets and in and out of the buildings. When your pawn gets back to camp, you mark off the buildings you visited – the player who's visited most at the end wins the game. Finally, you get the chance to move Poseidon. He can only move along streets and buildings too. But everything he moves off sinks below the waves again. And any explorer on it returns to base without counting the buildings visited on this trip.

So the game is pretty straightforward. You set up streets to enable you to reach the buildings, take your chances with getting home and move Poseidon to mess up the other players. I have to say that I didn't care for *Sunken City*. There's nothing wrong with it, but it's too simple for my taste. And I don't really like the purely negative play of moving Poseidon. However, I'm not the intended market for this one. I suggest you try it for yourself (particularly if you have pre-teen children to play it with).

San Juan is alea's second game this year (English language edition from Rio Grande) and is the anticipated card game version of *Puerto Rico*. Designer Andreas Seyfarth has adapted some of the ideas from his popular board game and come up with an original card game. *Puerto Rico* fans will notice the similarities, but you don't need to know the first game to play this one. The cards show buildings. Some of these produce goods: indigo, sugar, tobacco, coffee and silver. The others usually give their owner some special action. All are worth victory points. Cards also represent the resources needed to build buildings and the goods produced from them.

At the centre of the game are five roles. When a player selects a role, it means each player, in turn, gets to carry out a certain action. For example, producing goods from one of their buildings (which is shown by taking a card and placing it on the building face down – it doesn't matter what the card shows). However, the player who chose the role gets something extra. In the case of production, s/he produces from two buildings. When goods are sold, players take cards from the deck. Cards are then used, when the builder role is chosen, to build buildings. This is done by placing one card face-up and discarding as many cards as the cost of the building shown on the card.

The game ends when somebody sets up their twelfth building. Everybody counts their points and the player with the most wins. What makes the game, though, is the effect of all those special actions: opportunities to gain extra or spend fewer cards, goods or victory points. You may have a strategy, but this will always be influenced (if not constrained) by the cards in your hand. The key decision is which cards to build and which to throw away. Once you have an idea of the different buildings, the game is fast to play – round about the 45 minutes claimed on the box. It is proving very popular, particularly with *Puerto Rico* fans. I like it, but I have to say I'd rather play the board game.

Hangman Games is Alan Ernstein's imprint for the games he designs. He has two new games this year. *Austin Poker* has players betting (with chips) on several simultaneous hands of Stud Poker. Winning the bets gets you bonus cards, which give you special abilities. First to a set number of bonuses wins the game.

The second game is a strategy game set in the Incan Empire, or *Tahuantinsuyu*, as the natives called it. Players are regional governors, expanding the empire by building roads and terraces, establishing cities and temples and stationing garrisons. You have to balance the need for income, gained from provinces, and for victory points from terraces, cities, temples and garrisons. Money is what limits the actions you can take, so you need to plan ahead. Only to have one of your opponents change the calculations by playing an Event card. The Event cards are a neat touch. You play these on adjacent

players. So playing a good card for yourself will help one of your neighbours as well. But you can hit two players with the bad ones! *Tahuantinsuyu* is quite an involved game. It takes 2-3 hours to play, but is well worth the investment of time. Recommended for those who like longer strategy games.

I was intrigued by *Dos Rios*, too (see cover illo). What are these strips of blue cardboard for? Well, they form the two rivers of the title, flowing across the board. Franz-Benno Delonge has come up with another very abstract game about placing bits on the board (published by Kosmos in German and in English by Mayfair). Here you are marching your people across the board and placing dams to divert the rivers. Then one or other type of field will produce – and earn money for anyone with a dobber in an irrigated field. So that’s what the dams are for: making sure your fields pay out and other people’s don’t.

The money you accumulate is used to build houses on the board and these are what you need to win. So, move doppers to manipulate rivers to gain income to build houses to win. Plus you can scare off other players’ pieces, taking useful real estate for yourself. It should be subtle stuff. The game I played turned out rather less subtle. My turn was quite fun. I’ve got to work out what I can do with my limited points. Decide on the best option and carry it out. All the while aiming towards my overall strategy. Clever stuff.

The issue is that the situation on the board changes radically while I’m waiting for my next turn. The other players divert the rivers and remove my doppers. So next turn I’m pretty much starting from scratch again. I can’t plan between turns. And there’s nothing to do while I’m waiting. This happens in a lot of games, but I felt I was twiddling my thumbs for too long in *Dos Rios*. Having said that, the game has been well received by other people. Perhaps I need to play it with different people. And I expect it will play much faster with players who know the game. So, one to try again and, I suggest, one for you to try for yourselves.

Games Events

So I’ve booked in for Summer Stabcon. This takes place over the weekend of 2nd-4th July at Woolton Hall in Manchester (Woolton Hall is one of the University’s Halls of Residence). It’s a mixture of board games, role-playing games and wargames. Entry is £15 (£12.50 in advance) and accommodation is available “in sturdy bedrooms at the Hall”. For more information, sign up to the Stabconinfo group at Yahoo! – <http://groups.yahoo.com/group/stabconinfo>.

Manorcon follows a fortnight later, but I won’t be at this one. 16th-19th July at Chamberlain Hall, University of Birmingham (yes, another University’s Hall of Residence). This event concentrates on board games and *Diplomacy* in

particular. In fact, this year’s Manorcon is host to WorldDipCon XIV and features the World *Diplomacy* Championships. Don’t worry if Dip’s not your cup of tea, there’ll be plenty of other stuff going on. Registration is £12 and accommodation is available on site (and some of it’s even *en suite*). Find more information at: <http://devel.diplom.org/manorcon/>.

The following weekend we have Continuum, which is mainly a role-playing event (and the successor to Convulsion). It will include “Board Game Frenzy” as well as lots of RPGs. 23rd-26th July 2004 at Digby Hall, part of the Leicester University campus Halls of Residence. Full details from the website: <http://www.continuum.uk.net>.

This box concentrates on games events I expect to attend.

Swiggers: games club that meets Wednesday evenings (though December dates depend on venue availability) at the Bunch of Grapes, St Thomas Street, London SE1. Board games and occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the Duke of York pub at 35 New Cavendish Street, London W1. A day of board games, with those present covering the cost of the room and sandwiches.

Maycon: a mixture of board games and role-playing over May bank holiday weekend. There will be a new venue for the 2005 event. This convention is also the host for SpielChamps UK – The UK Board and Card games Championship and qualifier for the European Championships. For more details and a booking form, see www.maycon.org.

Spiel: the board games event of the year. Oct. 21st-24th 2004, at the Messe (Exhibition Centre) in Essen (Germany). Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/e/Spiel_e.html.

MidCon: board games plus the UK’s National *Diplomacy* Championship. 12-14th November 2004 at the Thistle Birmingham City Hotel in central Birmingham. Entrance is £15 in advance, £18 on the door; accommodation is £75/night for a double/twin room and £47/night for a single room, inclusive of breakfast. For details: www.midcon.org.uk. I won’t be along this year as it clashes with a weekend-long freeform game (*The Siege of Troy*) that I’ve signed up for.

Credits

To Win Just Once issue 45 was written and edited by Paul Evans. The LPBS masthead (page 19) is by Lee Brimmicombe-Wood, as is the illustration on page 32. The drawings on pages 22 and 24 are by Nik Luker and the picture on page 20 is by Tim Wiseman. All photos are by Pevans and the game box images come courtesy of the publishers.

Games from Pevans

Austin Poker

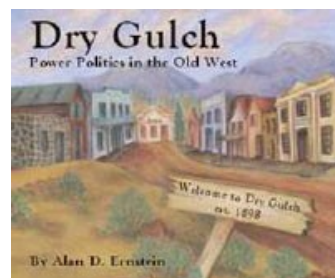


A challenge for Poker players: play four hands of 5-card Stud simultaneously! Then use your winnings to buy Bonus cards. You need these to win, but each also gives you a special power. First player to get enough bonuses wins. A new game from Alan Ernstein and Hangman Games.

For 3-6 players, playing time 2 hours: £23.00

Dry Gulch

Alan Ernstein's first game for Hangman Games, this is about building the Wild West town of Dry Gulch. Or burning it down! Players want to be elected Mayor so they develop new buildings and block their opponents.



For 3-6 players, playing time 2½ hours: £26.50

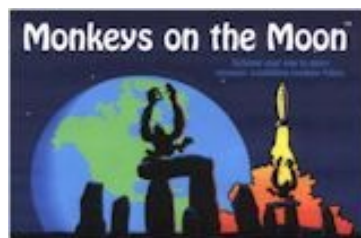
Junk Yard

Take a set of dominoes, a pack of cards and a game board; mix thoroughly; apply the rules and you've got *Junk Yard*. A trick-taking, territory-grabbing game designed by Alan Ernstein and published by Hangman Games.

2-6 players, playing time 60 mins: £18.00

Monkeys on the Moon

Six monkey tribes vie for supremacy and try to get back home to Earth. These tribes do not get along, and you must decide which ones to befriend while enduring the scorn of the others. Will you be anointed the Supreme Leader of these primates? A challenging card game designed by Jim Doherty and published by Eight Foot Llama.



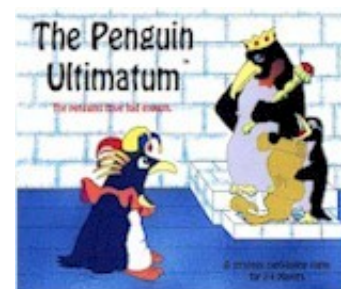
For 2-4 players, playing time 1 hour: £15.00

Tahuantinsuyu

A challenging strategy game set in the Incan Empire (Tahuantinsuyu to its inhabitants), this is the latest from Alan Ernstein and Hangman Games. The players are regional leaders, aiming to expand the Empire through road and city building and placing garrisons. And doing down the other fellow, of course. Whoever's done best when the Spaniards arrive wins.



For 3-4 players, playing time 2-3 hours: £30.00.



The Penguin Ultimatum

The Penguins have had enough! They want entertainment and they want it now! Can your mixed bag of juggling sheep and acrobatic kangaroos wow the audience? A card game of changing fortunes designed by Jim Doherty and published by Eight Foot Llama.

For 2-4 players, playing time 45 minutes: £15.00

Who Stole Ed's Pants?

Track down the perpetrator of this heinous crime and bring him (or her!) to justice! Or just shift the blame to someone else. A fun card game designed by Jim Doherty and published by Eight Foot Llama.

For 3-4 players, playing time 45-60 mins: £11.50



You can get any of these games from me. Simply let me know which games you want and where to send them. Tot up the prices, add 10% for postage and packing (to a maximum of £6.00) and send a cheque or postal order (payable to "Paul Evans") with your order to:

Games from Pevans, 180 Aylsham Drive, UXBRIDGE UB10 8UF

For more information, call 07771 535690 or e-mail Games@pevans.co.uk.

Keep up to date at the website: www.pevans.co.uk/Games
(and look out for the online shop coming soon).

Fictionary Dictionary

This game is open to all readers – I guess most of you will know it. Each issue I will put up a couple of obscure words. Anybody who wants to participate writes in with fictional definitions for the words. I publish these, anonymously. Everybody votes for their favourite definition (a vote for your own definition will be ignored).

Players score points according to how many people choose their definition. (In other games the definitions include the correct one and players get points for spotting it. However, it's too easy to look words up in a dictionary, so I've left this out for this game.) We'll run this for 10 issues. The winner is the player with the most points at the end.

Scores from Round 1

Votes on Round 1

Player	A	B
Pevans	9	7
Pete Holland	11	12
Francesca Huskinson	11	3
Nik Luker	7	11
Bill Michell	9	8
Graeme Morris	4	8
Colin Parfitt	13	11
Barry Townsend	3	1
Gerald Udowiczenko	10	4
Pam Udowiczenko	13	4

Here are the real meanings of the words in round 1.

Amphigory: a nonsensical composition, esp in verse [*which I thought was appropriate*].

Babouche: an oriental slipper without a heel.

So now you know. The table above on the left shows which definitions people voted for in round 1. The table on the right gives the scores to date.

Players' Scores

Name	This round	Total
Chris Boote	0	0
Mike Dommett	0	0
Pevans	2	2
Bill Hay	2	2
Pete Holland	4	4
Francesca Huskinson	0	0
Nik Luker	1	1
Bill Michell	3	3
Mark Moores	2	2
Graeme Morris	1	1
Neil Packer	1	1
Colin Parfitt	0	0
Al Tabor	2	2
Barry Townsend	0	0
Gerald Udowiczenko	0	0
Pam Udowiczenko	2	2

Turn 2 Definitions

Here are the definitions sent in for our next two words.

Curtilage

1 The right to have your elbows tied to your knees.

2 The 'art' of condensing and trivializing complex matters to short

'headlines', as typified by "GOTCHA" from the Sun.

3 In feudal times a cowardly knave who refused to undertake military service could be obliged to complete the agricultural tasks left undone by his bolder, but absent, fellows. This obligation of tillage by a cur is, of course, curtilage.

4 The female act of never getting older. To curtail one's true age.

5 Curtilage is a relatively new word, starting life as a misspelling of cartilage in medical circles. Curtilage are the pieces of plastic used to replace cartilage in plastic surgery techniques. For example, appropriately shaped curtilage is used to replace ears or build up noses.

6 The gap between a curtain rail and the ceiling.

7 The substructure of a hovercraft.

8 A material that has become unnaturally hard (e.g. carpet after a wild party).

Drupaceous

1 The capacity of a fictional character with a small role to be developed into a much larger role, not because of the strength of that character, but because of their association with another character of greater potential. Think Drusilla alongside Spike in *Buffy*.

2 The feeling one gets after sitting through a very dull meeting on a hot Summer's day in a room with no windows, no air conditioning and no

water to drink, then emerging to find that the bar is closed.

3 Adjective used to describe a drunk woman, e.g. "She is drupaceous".

4 Descriptive of a small toddler's face when its parents have neglected to give it a handkerchief.

5 A gardening term, drupaceous refers to plants that can't hold themselves upright. The gardener thus has to provide a stick (usually bamboo), fence or other item to prop up each drupaceous plant.

6 Strangely, this word isn't queried by my e-mailer's spell-checker which, incidentally, recognises neither "microsoft" nor "recognise". But I digress. Fans of "Buffy" and "Angel" will welcome the inclusion in our game of the word which describes the exquisitely beautiful insanity of Drusilla – TV's most sublime vampiress.

7 The geological period which falls between the Analogous and Ravenous periods.

8 A term referring to spin the Government of the Day uses, when its promises (usually during an election) are not kept.

So for the next deadline, I need you to:

- vote for your favourite definition of each word above and
- let me have your fictional definitions for the two new words below.

The next words are: Emunctory and Fugacious.

**Votes and definitions to TWJO, 180 Aylsham Drive, UXBRIDGE
UB10 8UF or TWJO@pevans.co.uk by Sunday 4th July.**

Would you like some Pork Chop with that Garlic? Railway Rivals 2 – Turn 10

IVOR & Co. top scored this round, but TTYF! were close behind.

IT built a short branch into the mountains – forgetting the cost of heavy engineering works, I suspect – while TTYF! and ROMANOV RAILWAYS built parallel lines into Bulgaria. I&C built a short branch towards Moldavia.

Races

Race	Between	TTYF!	RR	IT	HH	I&C
22	16 – 25				+5	20-5
23	13 – 66					20
24	22 – 61	+2	10-4 JR	10-4 JR		10+6
25	S3 – 45	20				
26	35 – S1	+5	20+1	10-6		
27	33 – 52	+4	10-2 JR	10-2 JR		
28	42 – 51	20-5+1	5-1 JR	5+5 JR		
Total		47	39	28	5	51

Builds

Trains Take You Further (TTYF!), Blue
John Harrington
(Q67) - Q68 - P68 - P69 - P70
Points: 123 +47 +1 -4 = 167

Impaler Trains (IT), Black
Gerald Udowiczenko
(X4) - Y5
Points: 152 +28 -3 = 177

Romanov Railways (RR), Red
Nathan Richards
(Q67) - Q68 - P68 - P69 - P70
Points: 183 +39 -4 = 218

Huge Engines etc. (HEDGEHOG), Green
Mark Jones
Points: 59 +5 = 64

Ivor & Co (I&C), Purple
(K51) - K49 - L48 (1 to TTYF!) Pevans
Points: 189 +51 -6 = 234

GM Notes

Next turn's races:

Race 29 14 - 41

Race 30 12 - 31

Race 31 23 – Special 2

Race 32 26 – 34

Race 33 54 – Special 5

Race 34 46 – 63

Race 35 65 - 55

You may enter up to 5 of the races.

Next turn's builds: up to 4 build points
including known payments to rivals.

**Orders to Mike Dommatt, 119 Victoria Road, ALTON, Hants GU34 2DD or
by e-mail to mike_dommatt@yahoo.co.uk by Friday, 25th June 2004.**

Odessa Steps Star Trader – Turn 12

The INTERSTELLAR METALS Official looked gloomily out of the window. On the bays of the Spaceport the Gamma Leporis Soldiers were efficiently taking possession of the two Phoenix hulls. Calls from the surface made it clear that the Alloy production facilities had been overrun by one of the groups of rebels.

“Sir, they do promise to pay compensation.” One of his juniors was trying to raise his spirits.

“Yes, but at their valuation. We'll be lucky to receive half what it's worth. We don't have the ships, and it will take half a year to build replacements, and all the Alloys we had stockpiled are gone.” He shook his head.

“The only thing that cheers me is knowing that TRANS SOLAR lost nigh on 300 HectoTrans as well. Bloody Civil Wars.”

EV5, Civil War at Gamma Leporis struck this quarter. Perhaps the CULTURE had some truth in the defence they made last quarter. All ships, warehouses and factories were confiscated and 50% of the value refunded, while stockpiled goods were lost completely.

TOTAL TRANSIT 2070 bought 2 petroleum factories at Delta Toucanis and launched their new ship, Compound. Representatives went to the Federation Banks and repaid their loan early to complete a good quarter.

KATKORP took OP20 and bought Dagger Hull Leopard II at Epsilon Eridani (on planet), together with a Battle Comm. Pod. The Corporation also took OP12, buying 10 units of Tempus. They then disarmed the Tiger – fitting it with cargo pods instead – and bought a Liquor factory at Alpha Centauri.

TRANS SOLAR TRADING shuffled pods around at Tau Ceti, turning two ships into passenger liners and immediately loading up with Passengers. They then upgraded the crews of Fiacre and Cutty Sark to A grade, before buying a warehouse at Beta Hydri.

SHYLOCKS laid down a new Phoenix hull at Tau Ceti shipyards, as their previous ship had been lost to the unlamented CULTURE last quarter.

SWISS MERCENARY FLEET sold off their Spice factories at Sigma Draconis, and bought 5 Liquor Factories at Alpha Centauri. They repaid their loan.

INTERSTELLAR METALS bought a warehouse at Beta Hydri, the third Corporation to do so, and then added 8 Isotope Factories at Sigma Draconis.

GRAND LARS THENI retains the old name, but was equipping its passenger ships with up to date casino facilities. Rumours of the state of the art and borders of good taste gambling opportunities are rife. A warehouse was bought at Epsilon Eridani. Selling some Light Weapons pods from Grand Turk helped finance the laying down of a Corco Zeta hull at Alpha Centauri.

BLAND & BRASS increased their Criminal Connections and laid down a Corco Gamma Hull at Alpha Centauri.

TAU CETI XPRESS launched their three new ships at Tau Ceti.

Trading at Gamma Leporis was aborted – INTERSTELLAR METALS bid too low to buy and TSTI didn't have any Alloys left to sell after their warehouses had been looted.

At Epsilon Eridani TOTAL TRANSIT 2070 sold 8 Monopoles at 17 HTs each to become Dealers as a result.

KATKORP was busy at Delta Toucanis, buying 5 Isotopes and 5 Petroleum on Contracts, while IM bought 5 Petroleum on Contracts as well.

No-one sold Alloys at Tau Ceti as the price unexpectedly fell, frustrating TSTI and IM. TRANS SOLAR TRADING INC. bought 12 Isotopes for 9 HTs apiece and gained a Contractorship. If they were ramping up the share price to possibly sell their Factories, they saw the price fall again as INTERSTELLAR METALS sold 7 units at 7 HTs and obtained a Dealership. KATKORP just bought 5 units on Contract, before selling 10 Petroleum at a price of 11 HTs to secure a Dealership of their own.

Mu Herculis saw SHYLOCKS sell 5 Isotopes on Contract, TOTAL TRANSIT 2070 sell 5 Liquors on Contract for a substantially greater sum and GRAND LARS buy 9 Monopoles for 9 HTs apiece and become a Dealers.

IM bought 5 more Isotopes at Sigma Draconis on Contract, then bought 5 Spice using the same mechanism. SWISS MERCENARY FLEET sold 5 Spice on Contract, but it was TSTI who bought 14 Spice for 10 HTs each, becoming Market Manager.

TT2070 sold 3 isotopes for 4 HTs each at Alpha Centauri. BLAND & BRASS sold 7 Spice at 12 HTs apiece and were made Contractors.

Finally, at Beta Hydri, INTERSTELLAR METALS sold 2 Isotopes for 7 HTs each. KATKORP sold 10 Petroleum at a price of 15 HTs, but no Market Position, and IM crept in and sold 6 at the same price using Percent.

Corporation Table

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash Rep'n		Player
	Bus	Crim	Pol					
A Total Transit 2070	10	0	7	0	6th	47	40	Simon Burling
B New Expensive Weapons Bring I Empire	3	7	2	N	11th	44	33	Peter Denison
C Trans-Solar Trading, Inc	10	8	5	16	2nd	272	40	Jerry Elsmore
D Interstellar Metals	10	5	5	3	5th	264	40	Paul Evans
E The Universal	10	0	5	0	7th	141	40	John Harrington
F Swiss Mercenary's Fleet	10	0	10	0	4th	413	40	Martin Jennings
G Shylocks	10	1	3	0	3rd	277	40	Andrew Kendall
H KatKorp	10	2	9	37	1st	235	40	Michael Martinkat
J Bland & Brass	8	2	7	0	10th	105	40	Colin Parfitt
L Grand Lars Theni & T Heft	9	1	2	0	8th	40	28	Ian Whitchurch
M Tau Ceti Express	4	0	7	1+4	9th	422	40	Matthew Wale
'N' under Initiative Bid indicates No Move Received								

Press

Drew "The Fisk" Vanderbilt-Scott, the "hands on" Chairman of Trans Solar Trucking Inc., confirmed the rumours that negotiations with the new owner of GLT were true. "We've made it clear that with the absence of Culture in this Sector there is plenty of cake to be divided, so we've sat down with a cup of tea to tidy things up. We believe that there are more than enough passengers to go around as long as we work together on the timetable. TSTI has recently configured a couple of ships to pick up the passengers stranded by the recent collapse of the service promised by TCX. Close co-operation

of this nature is not virgin territory for us, so we are not expecting any delays or cancellations."

EE: Passenger line GLT, known throughout the sector as the fun way to travel, announced that Epsilon Eridani was to be its new hub for passenger traffic. GLT spokesbeing Rzanga M'Botu, last years runner-up Miss Sector, said "You should always fly GLT: it's more fun."

What do us poor sods do who can't ramp the share prices (*take a loan?*)?

Rumours of my Corporation's demise are vastly exaggerated. We are back.

GM Notes

You can only have as many Factories as the total of your business and political connections.

You order to take passengers from

System A to system B in your orders for this turn and the ship then jumps on the next turn. You can't order a ship to jump "picking up passengers" on this turn.

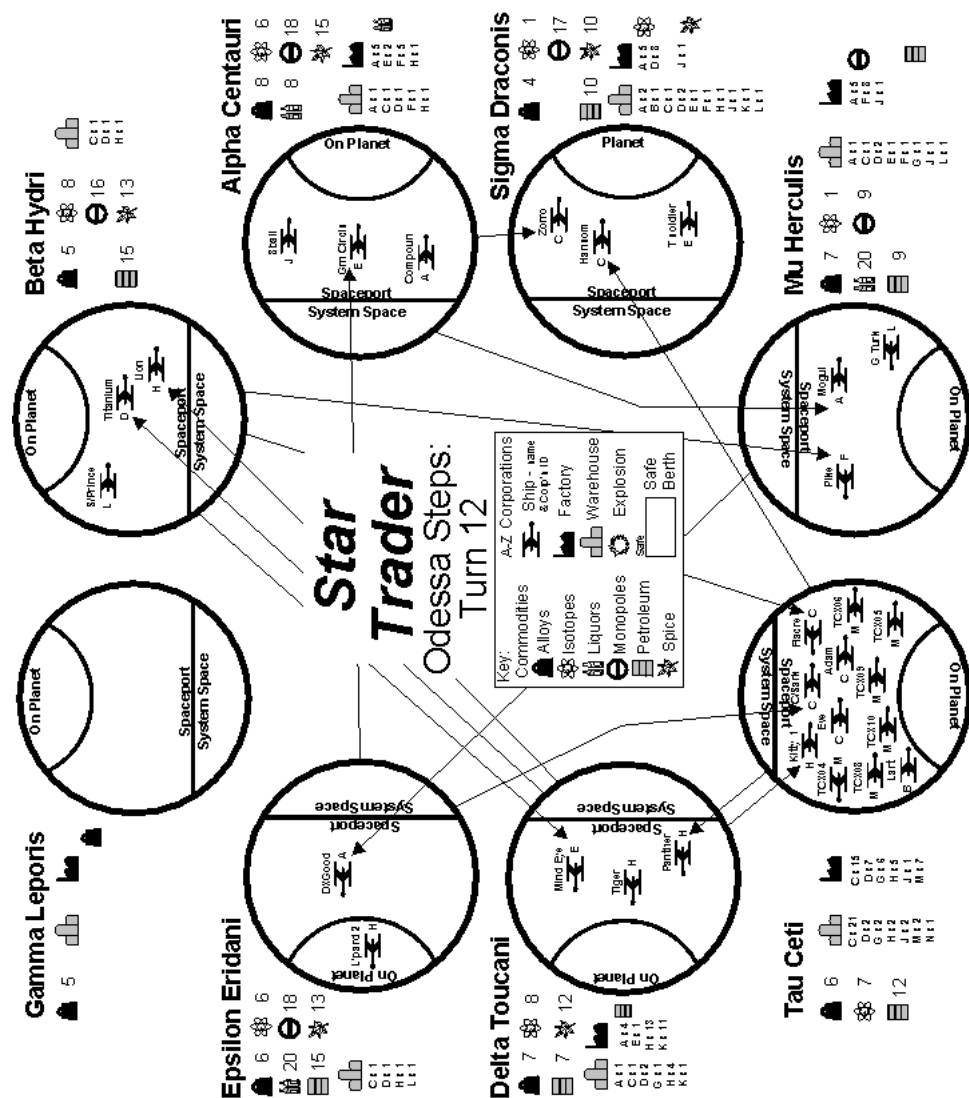
We may have a person to take over
NEWBIE.

KATKORP took OP20 and OP12 and EV5 took place (as INTERSTELLAR METALS knows only too well!).

There were two new News chits this turn. Current Chits (new ones in bold):

Turn 13 P9, B2
Turn 14 C1
Turn 15 C2, B3
Turn 16 C3

**Orders to Mike Dommett, 119 Victoria Road, ALTON, Hants GU34 2DD or
by e-mail to mike_dommett@yahoo.co.uk by Friday, 25th June 2004.**



Les Petites Bêtes Soyeuses 171

Being a postal game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

If you'd like to play, you'll need to subscribe to *TWJO* and pay the start-up fee (see back page). You will also need a copy of the rules to *En Garde!* – or at least access to a copy.

**Orders for March 1658 to Pevans,
180 Aylsham Drive, UXBRIDGE
UB10 8UF or LPBS@pevans.co.uk
by Sunday, 4th July 2004**



February 1658

The last month of winter starts cold and grey in Paris, which is pretty much what everyone is expecting. In the gloom of the mornings, well-wrapped figures scuttle through the alleyways and courtyards to their arranged meeting places. Once there, they divest themselves of their cloaks, pull out their swords and lay into each other. Gaston de St Marque is miffed that Paris votes down his challenge to Co W Ard Extrême. Viscount Extrême doesn't care: he wasn't going to turn up anyway.

Instead, Earl de St Marque takes on Revaulvin d'Or over the affections of Mlle Did. The advantages all seem to be with d'Or: he is the bigger of the two and has slightly greater skill with their chosen weapon, the rapier. Both start cautiously, parrying an expected attack. D'Or drops his guard first and lunges. The stroke goes home. De St Marque retaliates with a lunge. This also scores a hit. D'Or lunges again, drawing further blood. His opponent ups the tempo with a slash and then starts a furious lunge. Both blows wound d'Or. He lunges once more, maintaining his rhythm. Being run through for the third time is too much for de St Marque and he surrenders.

Revaulvin d'Or is hurt too. He has his wounds seen to and then meets Sir Omi Palone, who has an argument with him over Mlle Nifisent. This would be a fairly even rapier fight, but d'Or's injuries give Palone the edge. This time d'Or starts lunging immediately. Palone parries the attack and draws first blood with his riposte. Staying defensive, Palone jumps aside in case d'Or tries

a cut. Instead, d'Or lunges again and strikes home this time. Palone lunges; d'Or lunges; then they lunge together. Palone goes back to his parries and stops d'Or's next lunge. His riposte is his fourth hit on d'Or, to go with the three inflicted by de St Marque. D'Or carries on fighting, lunging again at Palone. Four wounds are enough for Palone and he concedes the fight.



Mlle Carrotte is the cause of the dispute between Ced Deucer and Duvail de Fontaine. This is another rapier fight, but the odds are with Subaltern Deucer. He's not a large man, but de Fontaine looks slight beside him. Both men start with a parry. Deucer follows this with a block. De Fontaine seems to have lost the plot and just stands there. Deucer launches into a furious lunge. Stung

by the lunge, de Fontaine jumps aside. All that happens is that he is hit by the cut. He admits defeat and puts up his sword.

D Arth Vader and Henry Thierry Christian have their usual meaningless ritual masquerading as a duel. Claude Byacat supports Vader and Abel Ringeur seconds Christian. Armed with his sabre, Christian lunges. Vader parries with his sabre and ripostes. Scratched by the riposte, Christian surrenders. Yawn. Perhaps the fight between Byacat and Beau Romir will be more entertaining. Marc de Zorro and Lokwot Isaw accompany the apologetic Romir as his seconds. Both duellists have sabres. Byacat prepares a slash; Romir prepares a surrender. The surrender works first and the fight is over without a blow being struck.

Time for a new Government

The Royal Marines commander, Brigadier-General Stan Dandy Liver, has organised a concerted assault on the staff of First Foot Brigade. Marc de Zorro and Sylvester Di Stalloni pressure the Brigade Major into giving up his position. Henry Thierry Christian and Xavier 3sup twist the Brigadier's arm and he quits as well. Liver takes command of the Brigade, bringing his Aide, Jacques Wabbit, with him. Then he appoints Euria Humble as Brigade Major.

Di Stalloni pops up again with Jacques Shitacks, both leaning on the Field Marshal's Aide. Not surprisingly, the man quits his job. Field Marshal Co W Ard Extrême has other things on his mind at the moment and leaves the post open. Marc de Zorro tries to influence the current Commissioner of Public Safety to resign, but doesn't have the kind of influence to reach that high.

Orson de Combat is more successful, single-handedly removing Lieutenant-General R Even d'Ypres d'Ete's Aide. Captain Combat clearly hopes to get the post for himself, but it is not to be. Count d'Ete resigns his commission and retires to his country estates.

The big news is the competition to be Minister of State. The candidates are the pacifist Field Marshal, Viscount Co W Ard Extrême, and the rather more gung-ho General, Earl Gaston de St Marque. Minister without Portfolio Stan Dandy Liver is Extrême's campaign manager. Apart from using his own influence, he orchestrates a barrage of support. Extrême is backed by the pinnacle of Parisian society, Count Abel Ringeur. (Luckily His Majesty doesn't realise this support comes from Ringeur calling in favours – he is not flavour of the month in court.) The current Chancellor, D Arth Vader, and former Minister of State, Henry Thierry Christian, both support Extrême. And Claude Byacat adds his weight to Extrême's own influence.

In the other camp, de St Marque has the backing of Alfonse Qué Holique, Charles à Tanne, Marvin Leigh Rowbow and Zachary The Money Goes. This is not enough: the scales tip in favour of Field Marshal Extrême. His Majesty duly appoints Extrême as Minister of State and elevates him to the title of Count. Revaulvin d'Or hopes that the new Minister will make him a Minister too. But the positions of Minister of Justice and Commissioner of Public Safety are occupied and Extrême refuses to make him a Minister without Portfolio.

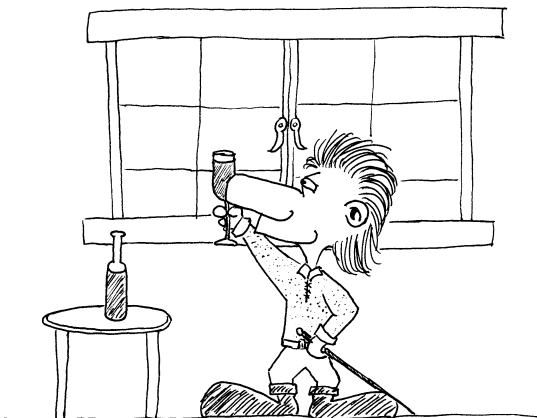
As the new Government forms, General Abel Ringeur leaves Paris, volunteering for service in a Frontier regiment. Apparently he feels persecuted by His Majesty. For his part, the King lets it be known that he is most unhappy that Count Ringeur saw fit not to attend upon him at the Louvre, as requested. Noting that Ringeur will be back in Paris at the start of next month, His Majesty expects an explanation to be delivered in person.

Lt-Colonel Charlemagne le Gosse volunteers his battalion of the Cardinal's Guard, joining the rest of the regiment in action. Bdr-General Alfonse Qué Holique gives the Royal Foot Guards its marching orders, meaning all three Guards regiments are on the frontier. Duvail de Fontaine is signed up for the King's Musketeers by Zachary The Money Goes, who subsidises the cost. The new Subaltern de Fontaine marches off to find his regiment. Now he's finally a Brigadier, Bdr-General Liver is able to bring the First Foot Brigade command to join its component regiments. Colonel Gar de Lieu adds the 4th Arquebusiers to the fray and Colonel Christian mobilises the Queen's Own Carabiniers. Colonel Gaston Lescroc of the 69th Arquebusiers seems to have forgotten that he's serving as Brigade Major of Fourth Foot. Accordingly, the regiment ignores his orders and he ends up joining a Frontier Regiment.

Outside, looking in

With all these volunteers, Paris is fairly empty for February. Euria Humble's mobilisation with First Foot Brigade means he's not in Hunter's at the start of the month. Horatio d'Escargot, Jon Dam, Jean ou Rous and Sirius Chien turn up anyway. They spend the week outside the club. Inside are Bud d'Wiser and Leïa Orgasma, enjoying an unexpectedly quiet drink. The two return the following week, when Sirius Chien gets into the club under his own steam and brings Emma Roides with him.

Revaulvin d'Or has a bad month. He starts off by heading for Bothwell's to Toady to Omi Palone. But Omi is not in the club, so he stands outside. On his way into the club, Marc de Zorro offers to let Revaulvin join him. Revaulvin declines, preferring to wait for Omi. Marc and Jane Lapotaire spend their week in the club. The following week, Revaulvin decides to take Marc up on his offer. He rolls up at Bothwell's to find no sign of Marc. The question of where Omi was last week is explained when he turns up with Katy Did on his arm. He invites Revaulvin to join them, but Revaulvin is waiting for Marc. And he continues waiting for the rest of February. Outside the club.



Marc is busy chasing the ladies – though he finds a week to practise with his rapier as well. Success is mixed, we hear. The Omi story is much more interesting. It starts with Gaston de St Marque. The General decides to start February working out with his rapier. Then he visits his mistress, Mlle Katy Did, only to find she has deserted him! When he calls back the following week he finds out why: Omi Palone is with her. If only he'd tried again in the final week. Omi goes off to practise with his rapier, so Katy is free. But, instead, Gaston is Toadying to Claude Byacat at the Fleur de Lys.

This is the busiest the Fleur has been all month. As well as Gaston, Claude has Jean ou Rous, Sirius Chien and Emma Roides as his guests. He publicises the report he has just received from the auditors he hired, confirming that First Army's equipment is in good order for the summer campaign. Not to be outdone, Sirius points out that he is a major contributor to the Orphans' Fund. The new Minister of State, Co W Ard Extrême, is another occupant of the club, along with his mistress, Polly Hydronne. Co and Polly have been

there all month. The only other visitors were D Arth Vader and Kathy Pacific, who came in for week 3.

"The fragrant" Louis de Ath holds court in Blue Gables for the whole of February. Along with his lady friend, Bess Ottede. Louis is dressed in a bright orange ensemble with a luscious pink ruff and codpiece and a pea-green hat with an orange feather. He has found a pink dress for Bess with slits to reveal an orange underskirt. Nobody turns up, the pink champagne goes flat, the cucumber sandwiches start curling up and the male chorus feels unappreciated. Then Jon Dam arrives, after his abortive visit to Hunter's. Lucien d'Escaillehuitaillements also arrives at the Blue Gables after a week in the Bawdyhouses with the ladies. He spends the rest of the month recovering in the club. Jon Dam makes his own visit to the Bawdyhouses, before returning to Toady to Louis again. By this time he is sporting a large bump on the head and his wallet is rather lighter. Yes, he was rolled by the footpads on his way back through the red light district.

After being stuck outside Hunter's together, Horatio d'Escargot and Jean ou Rous meet up again. Outside Jane Lapotaire's! Jean tries to impress by reciting poetry with a musical accompaniment. He gets short shrift from Horatio and a duel will ensue. Jean tries his luck again before heading off to the Fleur. But Horatio visits the Bawdyhouses and then spends a week with a two-handed sword. Claude Byacat practises sabre for two weeks and hits the Bawdyhouses before holding his gathering at the Fleur. He is another target for the footpads, but has spent his cash. Bud d'Wiser works out with sabre for the latter two weeks of February. Sirius Chien gets a week with his two-hander between his party-going. This leaves D Arth Vader, who spends three weeks practising with his sabre around his visit to the Fleur with Kathy.

Carnage on the frontier

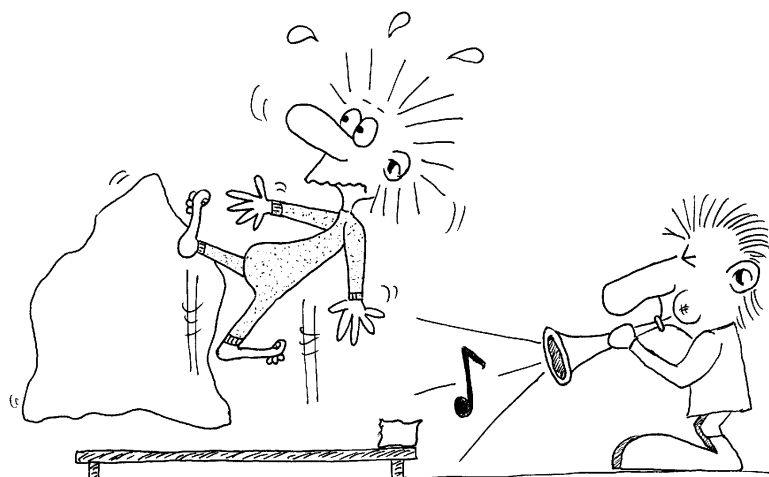
Despite the inclement weather, the French army is now on the frontiers in force and overwhelms the Austrian force facing them. Apart from the Frontier Regiments. Frontier Regiments 1 and 2 are crushed by the Austrian cavalry. Gascon Captain Austin Allegro is assigned to Regiment 1 and turns to flee with the rest of them. Like many others he is trampled beneath the hooves of the enemies' horses. RIP. The Field Marshal is observing this regiment (from a safe place) and is quoted in the Despatches ("I wouldn't have done that"). The unfortunate Gaston Lescroc, Colonel of the 69th Arquebusiers, is with Frontier Regiment 2. He stands up against the onslaught, but only makes himself a target for an Austrian Lancer. RIP.

Frontier Regiment 3 stops the rot, retaining its cohesion and counter-attacking with some devastating volleys. General Marvin Leigh Rowbow takes

the credit as an advisor to the regiment's commander. Two Mentions in Despatches come his way. He plunders the field of battle and takes home well over two thousand crowns' worth of loot. 27th Musketeer Major Marc O'Polo is also attached to this unit. He is in the thick of the battle, which means he is Mentioned in Despatches ("in the thick of the battle"). He lines his pockets to the tune of over two and a half thousand crowns.

The 4th Arquebusiers is the only other regiment to suffer. In this case it is as much to do with the inclement weather as enemy action. Tramping through the mud and snow, the troops are suffering from an assortment of ailments that make them easy meat for enemy fire. The regiment retires after it takes casualties and commander Gar de Lieu is brevetted to Brigadier-General.

The Austrians' celebrations are short-lived as concentrating on the Arquebusiers has allowed First Foot Brigade to approach their positions unchallenged. The Brigade charges home and routs the Austrian defenders. The new Brigadier, Stan Dandy Liver, leads his men in person. His rank is made permanent and he is Mentioned ("is he flirting with them?"). Just over a thousand crowns comes his way and His Majesty accords him the title of Baron. Brigade Major Euria Humble concentrates on collecting loot and pockets fifteen hundred crowns' worth. And the Brigadier's Aide, Captain Jacque Wabbit, cashes up his booty to the tune of two thousand crowns. A Mention in Despatches ("Who's the chap with his arms full of gold?") comes his way, as does a pat on the back from the King. The Picardy Musketeers' CO, Jean de Florette, is brevetted to Brigadier-General (too late to command the Brigade, though). His share of the booty is almost two thousand crowns.



REVEILLE

Lt-Colonel Jacques Shitacks has the honour of leading the Royal Marines in place of Brigadier Liver. He plunges the cutlass-wielders into the thick of the fray, coming out with numerous cuts, burns and bruises. He also has the best part of two thousand crowns' worth of plunder. A Mention in Despatches follows ("that singed character"). Major Xavier 3sup fights hard to collect a hundred crowns more than his leader. He, too, goes into the Despatches ("Can anyone spell this blighter's name?"). With all the assignments of various Royal Marines elsewhere, Captain Orson de Combat has command of third Battalion. He acquits himself well, gaining a Mention ("Good show, what!") and some thirteen hundred crowns. As Regimental Adjutant, Captain Sylvester Di Stalloni sticks close to Lt-Colonel Shitacks. Too close. A musketball that was a near miss for Shitacks is deadly for Di Stalloni. RIP.

Booze for the Guards

A few miles down the road the Guards regiments are investing another Austrian strongpoint. The bad weather means the troops are short of supplies – but they can see that the Austrians have ample stores! The fresh Royal Foot Guards lead the attack and breach the enemies' defences. Bdr-General Alfonse Qué Holique orders his men to seize the Austrians' supplies. The alcohol, anyway. Selling some of it off brings him over two thousand crowns and a Mention in Despatches ("drunk as a lord"). Lt-Colonel Harry Covert's share comes to just under the two thousand. There's nothing else for him. Major Lokwot Isaw finds himself in the Despatches twice ("brave fellow: found me my favourite Schnapps"). He becomes a Viscount as a result. His share of the sales is the same as Holique's. Captain Beau Romir makes two hundred crowns more than this for himself. His name goes into the Despatches just once ("another Foot Guard"), but it is enough to grant him the title of Baron.

The Cardinal's Guard and King's Musketeers follow up and put the Austrians to flight. There is an Earldom for the Cardinal's Guard CO, Bdr-General Charles à Tanne, to go with his Mention in Despatches. With the RFG having cornered the booze, the Cardinal's men make do with more traditional plunder, and à Tanne takes over fifteen hundred crowns home with him. There's just over a thousand crowns for Lt-Colonel Charlemagne le Gosse, who is also Mentioned in Despatches. Captain Ced Deucer gets a hundred crowns more than this and has a Mention as well.

Zachary The Money Goes is still searching for news of the King's Musketeers' war-pig, Bessie. He doesn't find any, but he is Mentioned twice in Despatches ("He's still looking for Bessie, y'know." "Bessie who?"). He adds some thirteen hundred crowns to his personal fortune. Over two thousand crowns goes to Lt-Colonel Meaux Curlieunlaurrie as he concentrates on looting once the fighting's over. Even the regiment's new recruit, Subaltern Duvail de

Fontaine, picks up over a thousand crowns. A Mention in Despatches makes up the rest of his reward.

The Queen's Own Carabiniers arrive to join the fight and acquit themselves well against the Austrian cavalry. Colonel Henry Thierry Christian has his horse killed under him. He survives to be brevetted to Bdr-General – perhaps a military career awaits the erstwhile Minister of State. He is Mentioned briefly in Despatches (“Ooh look, it's an ex-Minister”) and ransoms some captured officers for nearly three thousand crowns.

The Heavy Brigade finishes off the enemy cavalry. Brigadier Sean Sondamour gets a footnote in the Despatches (“see last month's report”) and secures almost two thousand crowns for himself. The Crown Prince Cuirassiers are involved in some heavy fighting. Their commander, Bdr-General Beppe de Marko, gets a hefty dent in his breastplate from an enemy lance. He is only bruised and gets his name into the Despatches twice. Over two thousand crowns' worth of loot is followed by the title of Viscount. Lt-Colonel Jean Petit leads the Archduke Leopold Cuirassiers to success and a Mention in Despatches (“no dents in him”). His share of the spoils is rather less than two thousand crowns, but not to be sniffed at. ❖

Press

Despatches from the Front

Brigadier Count Zachary The Money Goes,

Not having served with The King's Musketeers I never had the fortune to become acquainted with Bessie, so please forgive me if my identification of her is incorrect.

However, whilst on campaign recently, we (the RM) chanced upon and captured a rare sight: “A Pig in an Iron Mask”. Rather than risk injury to the beast by attempting to remove said apparel, I determined to present you with ‘The Prize’ as is.

I can but hope this meets with your approval.

I have the honour to remain etc.,

† Brigadier Sir Stan Dandy Liver

The king has asked me to contribute 50,000 Crowns to the state coffers, a sum which I am unable to lay my hands on right now. I am off to the front in the hope that I will be able to liberate that sum from the Austrian dogs that we are fighting. I won't be back in Paris until I have raised the cash, or I have died in the attempt.

Long live the king. Just don't ask me which one... † AR

AQH's speech to his men on the eve of battle.

“I understand the Austrian army has a large amount of schnapps in its supplies, let's find out if that's true.”

Announcements

The Gascons are still recruiting. We're ALWAYS recruiting. Easy terms and conditions.

The second round of interviews for the DG is now open. If you missed your first chance, explain why in your application to DAV.

Gentlemen, the 69th will stay at the front for a couple of months. Any gentleman who wishes to join us need only apply. Let's see who dares step in harm's way in order to protect King and Country, and who prefers to sulk under his mistress's skirts!

† Gaston Lescroc,
Colonel 69th

Oops!

† *Le Roi*

Matters of Honour

L'Editeur of la Presses

Sir,

If my challenge of last month was insufficiently explicit, allow me to clarify.

I challenge you to a duel for raping my poor poems of their proper meaning.

Till we meet,

† Brigadier Sir Stan Dandy Liver

To the Editor

I find SdL's poetry of a fair standard, nevertheless I feel his insults to be unnecessary and unworthy of a gentleman. I draw my sword in your defence, good sir.

† Omi Palone

To L'Editeur

I will Be your Champion against Stan Dandy Liver.

† Horatio d'Escargot

*Gentlemen, thank you both.
Given your relative duelling
prowess, I have decided to
nominate Omi Palone as my
champion.* † L'Editeur

Social

PARTY

In order to celebrate my return from the Front and to mourn for lost comrades. I will be holding a month long party in March at my club.

Everyone is welcome except for the scum, sorry Cardinal's Guards. Are they actually welcome anywhere?

A prize of 500 crowns will be awarded to whoever comes up with the best joke concerning them (the Cardinal's Guards) and their lack of prowess in combat doesn't count. † ZTMG

To all gentlemen in Paris,
As a result of starting my birthday celebrations a month early I neglected to add my name to my social announcement for February.

All gentlemen and their ladies are invited to my month-long birthday bash next month. If you have a social level of 9 or more I will pay your costs.

Yours,

† Marc de Zorro

I am appalled at the lack of cultural events in la belle Paris. All this emphasis on macho soldiery matters fair turns my stomach. I shall be forming a poetry reading circle immediately. All interested persons should attend my club in week 4 (Blue Gables – such a dainty shade of sky blue it is) with a short poem to be read and discussed.

† The fragrant Louis de Ath

What a life, eh? SL 6 and above? Come to a serious party at my Club, Hunter's. Drinks on me. 20 Cr prize for best song. Bints welcome – 20 Cr prize for best wet chemise. Enemy regiments encouraged – let's have a really good ruck. Date? Er... get it right this time... Week 4.

† OdC

Personal

From the smartest cafe in all Paris, we interview the chef.

“And what is the best seller then of all this wonderful food?”

“Merde, this food, faugh, you petit piece de rabbit’s vomit, is the sandwich de porc, ou BLT, which nous callons le Bessie Long Temps.”

“Well, that will have them rolling in the streets. Do you get many members of the King’s Musketeers here?”

“Not one. Odd that.”

To: GDSM

Sir, Correct me if I’m wrong, but did you REALLY challenge a superior officer to a duel because you disagreed with his decision-making?

What is the world coming to?

Yz, † Kid Charlemagne

Lord Percy Percy says that, as fashion is tending towards the production of good poetry, SDL is extremely unfashionable.

Award Update:

An early leader. Congratulations to D Arth Vader on a cracking start to the year – two ladies on his arm before the end of January. Does he intend to make sure the prize is his? Or is he just enjoying himself? Time will tell, but the 500Cr purse will go to the gentleman seen in public escorting the most different mistresses over the course of 1658. † SS

Peaceful protest having failed, it would seem necessary to resort to more activity: à bas le Chancellor!

The Guards Brigade prefer White wine. The cavalry Red. The infantry Rosé – except for the Marines, who prefer Rum, and the 13th Fusiliers, who drink water.

ZTMG – since you are letting the ranks become threadbare, I thought I’d make them thinner still. † Omi Palone

DAV

So you think that only the QOC take bribes? What a short sighted tosser you are. All the regiments take bribes, especially those with leaders of the higher social standings. How do you think they get their money? By corrupt manipulation of the government posts, by plain theft and bribing those nominally in charge of our safety, by appointing non-entities to the position of CPS.

And you say only the QOC take bribes. Amongst your friends, Caesar’s wife is not to be found. † The soothsayer

To Bess

My love for you is like a pink, pink rose: both of us are a delight for your nose.

† The fragrant Louis de Ath

Madame Gnomeclencher has been looking at the stars and has the following words for HTC.

“Venus is in the ascendant, and will be in conjunction with Mars, and soon you’ll find Uranus with both hands and a map. You must avoid talking to honest men, so better not make any new friends, just in case. Your lucky stone is Keith Richards.”

Cher CBy,

What can I say, guv? It’s a fair cop. The girl just done me ’ed in an’ I lost me rag for a minnit. I ’ope the duel weren’t too much of an inconvenience for your good self.

Promise I’ll treat me new bird wiv more respect. † BR

Darth Vader is built like a brick shithouse. He’s full of it!

To Colonel Alfonse,
Oh well, so much for me taking my new mistress out for the first time. I hope she’s still around then I get back. Let’s go and show the rest of Paris what the RFG is made of (and no funny comments please): we are the best and everyone knows it. † Major Lokwot

D Arth,

I would have thought you were too busy playing with your sabre to even remember that women existed. I will be back in Paris in March and expect you to have made your apologies to Kathy and to leave her in peace. † Zack

General Viscount Claude Byacat
Captain Sir Beau Romir can hardly have disgraced the uniform of the most prestigious regiment in France if he was wearing his current Regimental Uniform.

Perhaps you have precognition and were aware of his imminent transfer to a better Regiment? If so, I must remind you that, under not repealed laws passed by a wise CPS, you are a witch. And I don’t need to tell you what we do with witches, do I?

† Witchsmeller Pursuivant

Weigh them against a duck! † Le Roi

Points Arising

My apologies to Guy Arnold (and Stan Dandy Liver) for not carrying out his announcements last turn. They were re-scheduled for this turn (I hope everybody saw the e-mail) and definitely took place this time.

Next turn is the start of a new season. **All characters start the month in Paris and all duels *must* be fought.** Government Appointments held by NPCs have been vacated (which means the new MoS can appoint a CPS and

Why are the King’s Musketeers not recruiting? Is it an attempt by ZTMG to clear the barracks so it can be turned into the best sties for Gloucester Old Spots?

Poetry Corner

(All signed poetry submissions gain their author at least 1 SP)

Bad Poetry

Got this feeling coming over me,
But it’s better than the crap that SDL peddles –
And that’s what makes people happy.
† Omi Palone

A little something for poetry corner:

Never sneak a look beneath
When you pick up her handkerchief.
Always look her in the eye
And return it with a sigh.
† Ced Deucer

One little,
Two little,
Three little King’s Musketeers...
Hmm, that doesn’t fit now though, does it?
† Omi Palone

MoJ next month!). Any vacant appointments not taken by player characters will be filled by NPCs – unless appointed by a player character, who may order that they are left vacant (if you have a post or rank that allows you to appoint other characters to posts, don’t forget to give some orders).

The following didn’t send any orders and suffered the consequences:
EF Emile Fitoux (Timothy Hunt) has NMR’d. Total now 1

HC Harry Covert (James Guiton) has NMR'd. Total now 1
 JdV Joseph de Veevre (Andrew Kendall) has NMR'd. Total now 1
 JW Jacques Wabbit (Terry Crook) has NMR'd. Total now 1
 MC Meaux Curlieunlaurrie (Wayne Rutledge) has NMR'd. Total now 2 and is sent to a Frontier regiment
 MOP Marc O'Polo (Kevin Morgan) has NMR'd. Total now 2 and is sent to a Frontier regiment
 RO Rene Ouai (Peter Denison) has NMR'd. Total now 1

Chris Boote is away on holiday and got the benefit of the doubt: X1 was floated.

Colin Forbes's new character (X2) was removed as I didn't get any orders after his last character died of NMRs.

This issue we say goodbye to Ben Sorrill, who has been playing in the game for a long time (REYE has survived over 4 years in the game!). Real life pressures mean Ben can't give the game the time it deserves. Hopefully

he'll be back some time in the future: good luck with everything, Ben.

And joining the game is Richard Huzzey, whom some of you may have met at Maycon. Welcome aboard!

Reminders: It is worth sending orders in even if they're a day or two late: I may be able to action the orders and will probably be able to use any press. It also reassures me that you're still there.

You are welcome to submit orders and press by e-mail or on diskette (PC format) – disks will be returned with the next mailing. Getting your press this way is particularly helpful. E-mail orders to me at LPBS@pevans.co.uk – remember to give your name and your character's name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail paul@pevans.co.uk. ◇ P

Announcements

Beppe de Marko applies for Aide to Brigadier
 Charles à Tanne applies for Minister without Portfolio
 Gaston de St Marque asks NPC Commissioner of Public Safety to resign
 Jean Petit applies for Division Adjutant of Second Division
 Jacques Shitacks applies for Aide to

Field Marshal
 Omi Palone asks NPC Captain 1 of King's Musketeers to resign
 Omi Palone asks NPC Colonel of 53rd Fusiliers to resign
 Omi Palone applies for Minister without Portfolio
 Omi Palone applies for Minister of State
 Zachary The Money Goes asks NPC Aide to Brigadier (ZTMG) to resign

Duels

Results of this month's duels:

Revaulvin d'Or (gains 1 Exp) beat Gaston de St Marque.

Ced Deucer (gains 1 Exp) beat Duvail de Fontaine.
 Revaulvin d'Or (gains 1 Exp) beat Omi Palone.

D Arth Vader (with CBy, gains 1 Exp) beat his enemy Henry Thierry Christian (with AR).
 Claude Byacat (no Expertise) beat Beau Romir (with MdZ & LI, losing 7 extra SPs) - voted cause 10:3.
 Gaston de St Marque's challenge to Co W. Ard Extrême was voted down 6:7.

Grudges to be settled next month:

Jean Petit (Sabre, 3 rests) has cause with D Arth Vader (Sabre, Seconds CBy, adv.) for pinching Anna.
 Zachary The Money Goes (Rapier, 1 rests) has cause with D Arth Vader (Sabre, Seconds CBy, adv.) for pinching Kathy.
 Gaston de St Marque (Rapier, Seconds OdC) has cause with Omi Palone (Rapier, Seconds CaT, adv.) for pinching Katy (and vice versa as he tried to court Katy).
 Horatio d'Escargot (2-Hand, adv.) and Jean ou Rous (Rapier, 3 rests) have

mutual cause as neither stood down over Jane.

Stan Dandy Liver (Foil, 3 rests, Seconds OdC & SS) challenges 'l'Editeur' – whose champion is Omi Palone (Rapier, Seconds CaT).

"Adv." Indicates player with the advantage in Expertise: his first duelling sequence need only contain six Actions.

Challenges to be voted on:

Stan Dandy Liver challenges l'Editeur for "raping" his poems.

All duels (including any to be voted on) must be fought next month unless held over due to one or other duellist being at the Front. Orders conditional on a challenge being voted cause are acceptable.

New Characters

Mark Jones gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 3; EC 3 (X2).

HaJo 'Red' Schlosser gets the First son of a wealthy Gentleman: Init SL 5; Cash 550; MA 5; EC 4 (X4).

Pam Udowiczenko gets the Orphaned First son of a well-to-do Gentleman: Init SL 5; Cash 1775; MA 6; EC 1 (X5).

Richard Huzzey gets the First son of a wealthy Merchant: Init SL 4; Cash 275; MA 4; EC 5 (X6).

Other Appointments

King's Escort: Ensign N	Captain BR
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal __
Provincial Military Governors: RO/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety __	
Chancellor of the Exchequer DAV	Minister of Justice __
Minister of War ZTMG	Minister of State CWAE

Shows who holds appointments outside military units:
 ID for Characters, N for NPC, __ for vacant,
 CPS for additional posts held by the CPS.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
AR	Count Abel Ringeur	27	F	Comfy	General/2nd Army Commandr	11	Flr	4	Bill Michell
CBY	Viscount Claude Byacat	24	56	Rich	B.General/1st Army Commandr	7	Flr	4	William Steven
MLR	Count Marvin Leigh Rowbow	24	F	Rich	General	11	Flr	3	Martin Jennings
ZTMG	Count Zachary The Money Goes	23	F	Withy	B.Bdr-General KM/War Minister	11	Flr	4	Gerald Udowiczkeno
CWAE	Count Co W. Ard Extrême	23+	76	Comfy	Fld Marshal/State Min.	5	Polly	3	Benedikt Löwe
CaT	Earl Charles à Tanne	22	F	Withy	B.Bdr-General CG/1st Div Adjutant	11	Flr	4	Alan McTernan
HTC	Count Henry Thierry Christian	22	F	Fthy	B.Bdr-General QOC	12	Flr	3	Matthew Shepherd
DAV	Count D Arth Vader	21	53	Rich	Colonel DG/Chancellor	12	Kathy	6	Michael Blasebalk
REYE	Count R Even d'Ypres d'Ete	20	RIP						Benjamin Sorrell
AQH	Sir Alfonso Qué Holique	20	F	Rich	B.Bdr-General RFG/1st Army QMG	5	Flr	5	Tym Norris
SDL	Baron Stan Dandy Liver	20	F	Comfy	Bdr-General/1 F Brigadier	8	Flr	4	Guy Arnold
CIG	Baron Charlemagne le Gosse	19	F	Withy	Lt.Colonel CG/Gen's Aide	8	Flr	2	Neil Packer
GdSM	Earl Gaston de St Marque	17	39	Fthy	B.General	9	Flr	3	Nathan Richards
BdM	Viscount Beppe de Marko	17	F	Fthy	B.Bdr-General CPC	15	Both	2	Mark Moores
OP	Sir Omi Palone	15	36	OK	B.Lt-General/Fntr Div Commandr	3	Katy	4	Mike Dommert
HC	Baron Harry Covert	15	F	Withy	Lt.Colonel RFG	11	Both	2	James Guiton
LI	Viscount Lokwot Isaw	15	F	Rich	Major RFG/Gen's Aide	13	Both	3	Barry Townsend
SS	Sir Sean Sondamour	15	F	Rich	B.Lt-General/Hvy Brigadier	3	Both	2	Pete Holland
BR	Baron Beau Romir	14	F	Withy	Captain RFG/Capt K's Esc	4	Both	3	Graeme Morris
MdZ	Marc de Zorro	12	37	Comfy	Major RFG/Gds Brigade Maj.	3	Jane	5	Colin Parfitt
RdO	Revaulvin d'Or	12	36	Comfy	B.Bdr-General 13F/2 F Brigadier	7	Both	4	Jerry Spencer
RO	Rene Ouai	11	21	Comfy	B.Lt-General/Prov.Mil.Gov	1	Both	5	Peter Denison
BdW	Bud d'Wiser	10	14	OK	Colonel GDM	8	Leia	5	Francesca Huskinson
JdV	Joseph de Veevre	10	14	OK	Major 13F/2 F Brigade Maj.	3	Hunt	5	Andrew Kendall
EH	Sir Euria Humble	10	F	Withy	Major RM/1 F Brigade Maj.	7	Hunt	5	Matthew Wale

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
X3	Xavier 3sup	10	F	Withy	Major RM/Gen's Aide (1st Army)	4	F&P	5	Mark Mortimer
MC	Meaux Curlieunlaurrie	10	F	Withy	Lt.Colonel KM	6	Hunt	2	Wayne Rutledge
GdLi	Sir Gar de Lieu	10	F	Poor	B.Bdr-General 4A	3	Hunt	4	Bill Hay
OdC	Sir Orson de Combat	10	F	Withy	Captain RM	4	Hunt	5	Francesca Weal
JP	Sir Jean Petit	10	F	Comfy	Lt.Colonel ALC	4	BG	4	Pete Card
SC	Sirius Chien	9	20	OK		3	Emma	4	Paul Wilson
JdF	Jean de Florette	9	F	Comfy	B.Bdr-General PM	4	BG	4	Robert Carter
JS	Jacques Shitacks	9	F	Comfy	Lt.Colonel RM	3	BG	4	David Olliver
LdE	Lucien d'Escaillehuittaillement	8	8	Comfy	Captain CG/Bdr's Aide (2 F Bde)	3	BG	4	Nik Luker
CD	Ced Deucer	8	F	Comfy	B.Bdr-General Gscn	5	F&P	3	Nigel Monaghan
JoR	Jean ou Rous	7	18	Comfy		4	BG	2	Brian Niemi
LdA	Louis de Ath	7	15	OK	Subaltern KM	3	BG	3	Russell March
DdF	Duvail de Fontaine	7	F	Comfy		5	F&P	1	Simon Burling
MOP	Marc O'Pollo	6	F	Comfy	Major 27M/3 F Brigade Maj.	5	RP	4	Kevin Morgan
SDS	Sylvester Di Stalloni	6	RIP						Pam Udowiczkeno
HdE	Horatio d'Escargot	5-	4	OK		4	F&P	3	Graeme Wilson
GL	Gaston Lescroc	5	RIP						Hajo 'Red' Schlosser
JW	Jacque Wabbit	4	F	Withy	Captain RM/Bdr's Aide (1 F Bde)	6		2	Terry Crook
AA	Austin Allegro	4	RIP						Mark Jones
JD	Jon Dam	4+	16	Poor	Captain PLLD	4	RP	1	Ben Brown
EF	Emile Fitoux	3-	2	OK		2		5	Timothy Hunt
X1		3	0	Poor		2		3	Chris Boote
X2		3	RIP						Colin Forbes

An F under SPs means that the character was at the Front, RIP means that he died. + against SL means it went up this month, - means it went down. Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Fthy = 25000+ Last seen is the lady the character was last seen with in public.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+