

## That would be enough

This has been issue 46 of *To Win Just Once*, published 20th July 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 30th July.

Orders for *Les Petites Bêtes Soyeuses* to Pevans by Friday 6th August.

(Remaining deadlines for 2004 are 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

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### 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]

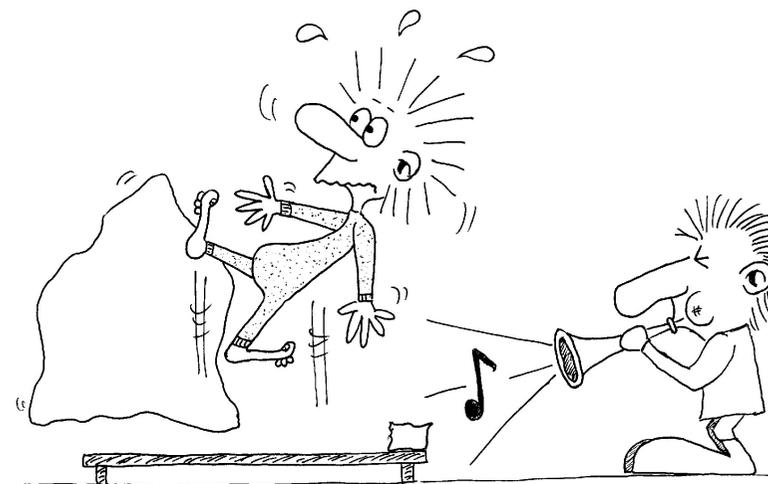
**Railway Rivals** the second game is in progress. Edward Walkington wants to play in the next. You will need the chosen map to play. [free start-up]

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

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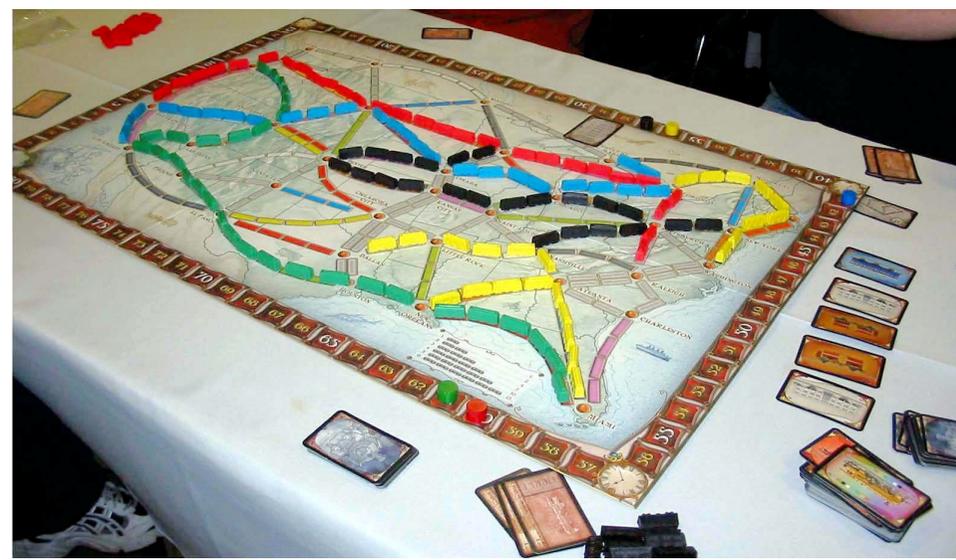
# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



REVELLE

A new Government in *Les Petites Bêtes Soyeuses* (p 18)  
and *Ticket to Ride* reviewed (p 5)



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## Chatter

So I finally finished with Business Link for London at the end of June. But not before I had an interesting meeting with one of the managers to discuss how I could deliver services for them as a freelancer. Situation normal then: declare a bunch of people redundant and then bring them back to deliver the services the company didn't think it needed them for!

Anyway, my company – Margam Evans Limited – came into existence on 14th June. Setting up a corporate bank account turned out to be rather more involved. Not only do you have to provide the company details, the individuals involved have to provide proof that they are who they say they are (and not money-laundering Colombian drug barons). And you need the company bank account to register for VAT, so that couldn't happen for a while...

I think I've now got all the registrations I need. Even better, I've got my first client signed up! So there's the prospect of money coming in rather faster than my business plan anticipated. Damn!

Games from Pevans is now operating (through the company) and *Tahuantinsuyu* is selling quite nicely with minimal promotion (so far). I've taken delivery of the first couple of games from Dancing Eggplant Games (see page 10) and the new one is on the way. There should be more to come.

I had a great time at Stabcon, not least because it's an opportunity to play some of the games Martin Wallace is developing. In particular, I got to play the just-about-finished 2004 Warfrog game, *Struggle of Empires*. This looks like being another winner. I felt it was a bit derivative of *Princes of the Renaissance*, but apparently this is due to mechanics from *Struggle* being used in *Princes*! I look forward to seeing the finished article at Spiel in October.

Talking of new games, the Ragnar Brothers new one, *Viking Fury*, has now arrived. I enjoyed my first playing, but I think I now know what I should be doing in the game. We'll see what playing it a few more times brings out.

There's also a new *En Garde!* game about. *Stellar En Garde!* is a science fiction variant with "the feel of David Weber's *Honor Harrington* universe." GM James Wooten is looking for more players. You can find the game at <http://stellar.atraluna.com> or e-mail James at [stellarengarde@yahoo.com](mailto:stellarengarde@yahoo.com).

And you may have heard that *Ticket to Ride* won Germany's *Spiel des Jahres* (Game of the Year) prize (for the German edition, *Zug am Zug*). Congratulations to the designer, Alan Moon, and the publishers, Days of Wonder. My review of *Ticket to Ride* follows shortly.

Meanwhile I've been looking at the usage statistics on my website again. May shows a lot of interest in my photos from Café Casablanca, the weekend-long freeform game that I took part in, oh, 2000. There was also a lot of interest in my review of *Puerto Rico* and, of course, the *Gothic Game*. The PDF version of *TWJO* 44 was downloaded 140 times – which is rather more than the number of subscribers I have listed. It was picked up 22 more times in June, which saw *TWJO* 45 downloaded 150 times. Fascinating stuff...

Last call for the Great British Beer Festival: Olympia, 3rd-7th August. I'm planning to visit Thursday afternoon. It looks like I won't be alone – anyone who wants to join us, just let me know (paul@pevans.co.uk or 07771 535690).

## Letters

Colin Parfitt provides this issue's book reviews.

Here are some brief reviews of the books that I finished recently and thought you and other TWJOers might enjoy.

*Altered Carbon* – Nik was correct, this is a very 'in-your-face' book. But, despite the morally dubious hero (and the overly tidy ending), this is excellent.

*Broken Angels* – The anti-hero from *Altered Carbon* returns, in a sci-fi/war romp. Even more morally dubious decisions from the main character and a fair deal of anti-religion propaganda in a novel that mocks propaganda. Not as good as *AC*, but as that was excellent, this is merely very good.

*Jennifer Government* – A disappointing novel bought because of the funky front cover, set in a world dominated by large corporations. John Nike has come up with a very good idea – to kill the first dozen people to buy the new Nike trainer, thus pushing up demand. He just needs a naive fool to take the fall... This should be a very good novel, but some unlikely coincidences and a twist ending you can spot from about half-way leaves the end feeling very hollow. The first chapter is available on [www.nationstates.com](http://www.nationstates.com), where you can also find out what would happen if you ran the country. (The people of 'De Mentia' are very welcoming.)

*Molvania* – Not sci-fi but hilarious. This is the must-have guidebook to Molvania, birthplace of the polka and whooping cough. Contains useful phrases: 'Dyuskiya trappokski drovko?' – 'Does it always rain this much?', places to stay: 'The staff at the Vajana Ritzz Hotjl can speak a variety of languages, so it's a good idea to ask for a room with a balcony. You won't get one but it will give them a good chance to practice their English', places to eat: 'The Sushi Train offers traditional Japanese sushi deep fried'. You can check this out at [www.molvania.com](http://www.molvania.com). My local bookshops haven't got the joke and have put this in the travel guide section.

My review of *Altered Carbon* is coming up soon and I shall certainly be trying *Broken Angels*. I noticed a bit of anti-Catholic (specifically) rhetoric in *AC* and wasn't sure whether it was significant. Sounds like it is.

## Ticket to Ride reviewed

*Zug am Zug*, the German language edition of *Ticket to Ride*, has just been awarded Germany's prestigious *Spiel des Jahres* (Game of the Year) prize, which is as good a reason as any to review it. This is a first for publisher Days of Wonder – a US company that's only just over two years old – though not for designer Alan Moon. Congratulations to both.

But you want to know about the game. *Ticket to Ride* is about railway routes between cities across the USA. These are pre-printed on the map. You claim them by playing a set of cards and putting plastic train pieces in your colour on the board along the route. So, each turn has a basic decision. Do you pick up more cards or put some down to claim a route? That's not too difficult, so turns tend to move pretty quickly. Usually you get several turns of players picking up cards and eyeing each other. Then someone cracks and claims a route. A flurry of card playing follows as players claim routes they need – or just have the cards for. Then it goes quiet again...

There is some strategy behind this. Okay, you get points for every route you have. The longer the route, the more it's worth. A route with room for just one train is only worth 1 point. The longest routes, with spaces for six pieces, score 15 points. However, to get them you need a set of six cards in the same 'suit' (shown by a colour, a symbol and a picture of a particular railway wagon). Not only that, but the cards must be the same colour as the route – though a lot of the shorter routes are neutral and can be taken by a set of any colour. This means you collect cards with some purpose. If you're looking for a six-card set in red, it's worrying if someone else is collecting red cards.

The strategy element is why this is worrying. On top of the points gained for each route, players score bonuses at the end of the game. These can be very significant in deciding who wins (the player with the most points, natch). So, although scores are accumulated during the game, you can't be sure just who's got how many points.

The first bonus is simply for the player who has the longest line of trains connected together. You can only trace one route, so branch lines don't count – though a loop does. There's thus an incentive to connect your routes on the board and to get as many trains on the board as possible. However, this bonus is only 10 points, which is not usually significant in terms of overall score.

The other bonus is for completing ‘Tickets’. These show two cities (San Francisco and Chicago, say). If you have a line of your trains between these two, no matter how circuitous, you score the points on the card. (Hands up everyone who’s saying *Trans America* at this point. Yes, this is a similar mechanism, but here it’s only one part of the game.) The greater the distance between the two cities, the greater the points. However, if you have a ticket and no route, you lose that number of points. A distinct incentive to finish those routes! This is why players want specific routes. It’s also a reason for completing short routes, despite the few points they’re worth in themselves.

The Tickets also mean you have a third option for what to do on your turn. Instead of either picking up or playing cards, you can take some new Tickets. You pick up three and must keep one of them – though you can keep all three if you want to. My approach is to buy Tickets early on. I keep those that are roughly complementary (for example, LA to Chicago fits neatly into LA to New York) and build routes to complete these connections. Of course, this does give other people the opportunity to block my connections. Not too likely, as you don’t have to follow a set route, but it is possible to be shut out of a city.

Another approach, which another Swiggers regular advocates, is to grab some long routes to start with. This scores you plenty of points. Then take some Tickets and keep those that fit with the routes you’ve already built. The advantage of this is that the only routes you **have** to take are the connections



between what you already have. On the other hand, there’s always the “do you feel lucky?” strategy: trust to luck and take Tickets towards the end of the game. The right Tickets are then worth lots of points, if you get them? The Tickets are, of course, a luck element in the game. Being able to throw two away when you pick three gives a way of getting round the bad luck. But being able to keep all three means that good luck is really good news. Whichever way you play it, you can’t afford to ignore the Tickets.

So the game plays pretty quickly. It ends when one player has only one or two train pieces left. Everybody gets one more chance to play and that’s it. A couple of things follow from this. First off, it means players will generally get to play almost all their pieces. That sounds like good news, but do keep track of how many pieces you have left. You don’t want to have great networks in West and East, but not have the pieces you need to connect them! Second, you need to keep an eye on how many pieces everybody else has left. You don’t want to be caught out by the game finishing unexpectedly.

Okay, what have I not mentioned yet? In good Alan Moon style, some cards in *Ticket to Ride* are face up. You have a choice of picking up a face-up card, so you know what you’re getting, or a card off the top of the deck. You pick up two cards in your turn. Except that some of the cards are wild (they’re locomotives rather than wagons and are a rainbow of colours) and can be played in any set. If you pick up one of these from the face-up selection, you can’t take a second card.

And that’s it. The mechanics of the game make it easy to play. You have to make some decisions, but they don’t need a lot of pondering. There’s a luck element, but it doesn’t overwhelm the skill. It plays in around an hour. A definition of a *Spiel des Jahres* game? One thing it doesn’t have is much interaction between players. Not an issue as far as I’m concerned, but this is not the game to play if you want interaction.

*Ticket to Ride* will feel familiar to veteran gamers, as there are mechanisms and variations of mechanisms that Alan Moon has used before. All in all, it’s a good, middleweight game that will probably get a lot of play at games clubs and conventions. My only (minor) quibble is the scoring track round the edge of the board. It goes up to 80 points, while scores in the games I’ve played often go above 150. The producers don’t seem to have made provision for this, which prompts me to wonder whether they realised the sorts of scores gamers would get in this game.

*Ticket to Ride* was designed by Alan R Moon and is published by Days of Wonder. It is a board game for 2-5 players, aged 8+, with a playing time of 30-60 minutes. It is readily available in UK games shops at around £30.

## Science Fiction

Well, I have to say that *Altered Carbon* lives up to its billing: noir thriller crossed with cyberpunk. Down these mean streets our hero must go (in mirrorshades). Except that we already know – from the prologue – that he is pretty mean himself. And very dead.

In this vision of the 26th century human consciousness can be digitised. Captured by an implanted device, you can be reincarnated in a new body (whether a clone of the original, an artificial body or one vacated by someone else), stored indefinitely, animated in virtual reality or even transmitted between star systems.

Takeshi Kovacs (he comes from Harlan's World, which was settled by a combination of Japanese and Slavs!), our hero, wakes up on Earth, a planet he's never been to before, in a new body. He has been released on parole under a contract as a private eye. And very Chandler-esque it is too. But who would want to employ an ex-Special Ops criminal? Someone very rich who needs his special talents!

So the story starts as a hard-boiled detective novel. True to form, Kovacs is in trouble with the police before he can even get out of the building where he was reincarnated. Once the investigation starts, we quickly find out that things are far more complex than appeared at first glance. Which is not really a surprise. The story moves along quietly, the intrigue gets thicker and then the bad guys get their hands on Kovacs. This is where Dave Langford's warning in the blurbs is appropriate: "squeamish readers may shut their eyes rather frequently". Oh yes. It's not just the bad guys, with a jolt we are reminded just how nasty Kovacs is. Though, of course, his heart is in the right place.

For me, what makes the book is all the backstory. There is a real feeling of history, of events and people in the past that have shaped the people and the events in the story. Morgan drops us in the deep end. The prologue is full of strange references, which eventually make a kind of sense, but there is no explicit explanation. Essentially, things become clearer as the plot thickens.

This is a terrific book. Fast-paced, very nasty in places and full of invention. It reminded me rather of *Kil'n People*. Not for any parallels in plot, but because, like Brin, Morgan has extrapolated a future based on some way-out technology. He has created a world that is shaped by that technology and so much of the plot follows from the implications of the technology. Again like *Kil'n People*, I'm sure there are plenty more stories to be told in this world, so I'm not at all surprised to hear that there is a sequel. Highly recommended (but not for the squeamish!).

## Games Events

Not surprisingly, there's a bit of a hiatus through August. So the next event of note is Battlemasters. Organised by Eurolog, this takes place at Digby Hall, Leicester University over the weekend of 3rd-5th September. Expect role-playing, CCGs, computer games and board games. More information from the organisers' website: [www.eurolog.org](http://www.eurolog.org).

The same weekend is the second Chicago Toy & Game Fair. Okay, it's a bit out of the way from the UK, but it sounds like the organisers are trying to do a Spiel. That is, put on an event where the public can try out the games. It's in a great location, too. There's more information on [www.chitag.com](http://www.chitag.com).

This box concentrates on games events I expect to attend.

**Swiggers:** games club that meets every Wednesday evening (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/](http://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 the May Day 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/](http://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](http://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/](http://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 46 was written and edited by Pevans. The LPBS masthead (page 18) is by Lee Brimmicombe-Wood, as are the pictures on pages 19 and 21. The illustration on page 23 is by Tim Wiseman and those on pages 20, 22 and 24 and the cover are by Nik Luker. Pevans took the photos.

# 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 2

### Votes on Round 2

Player	C	D
Pevans	3	2
Guy Arnold	3	5
Pete Holland	1	5
Richard Huzzey	6	5
Nik Luker	4	4
Mark Moores	7	5
Colin Parfitt	2	5
Al Tabor	1	6
Gerald Udowiczenko	6	2
Pam Udowiczenko	2	6

Here are the real meanings of the words in round 2.

**Curtilage:** a garden, yard, courtyard, etc belonging to a house.

**Drupaceous:** bearing drupes (fruits – e.g. cherries, plums, or almonds – having usually a single seed enclosed in a hard stony coat, surrounded by juicy flesh and a thin flexible or stiff skin).

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

### Players' Scores

Name	This round	Total
Pevans	5	7
Bill Hay	0	2
Pete Holland	2	6
Nik Luker	4	5
Bill Michell	3	6
Mark Moores	0	2
Graeme Morris	3	4
Neil Packer	0	1
Colin Parfitt	1	1
Al Tabor	0	2
Gerald Udowiczenko	1	1
Pam Udowiczenko	1	3

## Turn 3 Definitions

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

### Emunctory

1 Speech that is plummy, received pronunciation is described as emunctory. Stephen Fry, for example, is often said to speak in emunctory tones.

2 Yorkshire colloquialism referring to an inhabitant of a monastery who you suspect of voting Conservative.

3 A vomitorium for light snacks. Pronounced E-munch-tor-i.

4 The room in a modern day monastery which houses the computer suite.

5 The act of creating a monk. Originally spelt emonktry, it has morphed over the years to its current spelling.

6 The Conservative (Tory) act of moving very fast, but very taking off (Emu - flightless birds).

7 (adj.) Strongly anti-euro, as in “the UKIP candidate gave an emunctory performance.”

Also (n.) one who is emunctory.

8 The place where Emuncs are made. (Emuncs are the small, squiggly, polystyrene bits that you get inside parcels.)

9 A Europhilic Rightwing Hermit. (E - monk - tory).

### Fugacious

1 Descriptive of a situation liable to blow up out of all proportion possibly with lethal results. First coined by U.S. GIs during World War II and derived from the Japanese word for pufferfish, *Fugu*, a delicacy which is highly toxic if not handled carefully.

2 To say someone is ‘Fugacious’ is to say they smell of Fresh Mushrooms. It is a compliment!

3 Describes the atmosphere in a room which is full of a thick fog (“fug”) of a bad smell.

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: Galimatias and Hodoscope.

**Votes and definitions to TWJO, 180 Aylsham Drive, UXBRIDGE  
UB10 8UF or TWJO@pevans.co.uk by Friday 6th August.**

4 Used to describe air or an atmosphere that is thick, cloudy or polluted, usually in a quite unpleasant way.

5 Superlative used to describe a particularly good martial arts movie.

6 A word of West Country origin indicating a place or area from which a mist or fog is rising (“Exmoor is fugacious land” *Lorna Doone*). By extension it is used to refer to a person who is smelly (such as, ‘Arold ’as to sit be ’imself in the pub, ’e’s so fugacious).

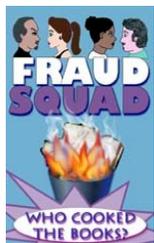
7 A depraved subspecies of salacious; source of the name of seminal Sixties band The Fugs.

8 A sometimes contagious disease, usually found in fathers, where they try to relive their childhood, by purchasing all the toys and games they once had (usually Lego and Scalextric) for their own children and playing with them. Another symptom is the over use of the phrase “they’ll love it”. Usually said in toy stores.

9 The style of driving that requires the driver to be 10 mph below the speed limit at all times (except when negotiating corners when the speed should drop to 15 mph). Wearing a flat cap and smoking a pipe are optional.

# Games from Pevans

## Latest Additions



### Fraud Squad

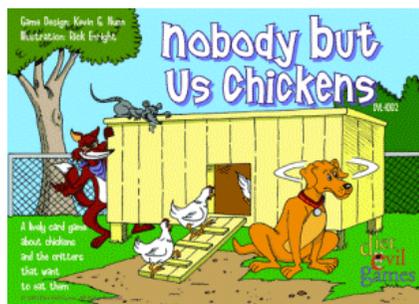
A deduction game in which players try to identify the who, how and where of a corporate fraud (think Enron!). A card game from Diet Evil (now Dancing Eggplant) Games.

For 3-6 players, playing time 45-90 minutes:  
£6.50 (special price)

### Nobody but Us Chickens

An entertaining game of bluff and double-bluff. Use your Fox to steal the Chickens and your Guard Dog to see off other players' Foxes. A lightweight card game designed by Kevin Nunn and published by Diet Evil (now Dancing Eggplant) Games.

For 3-6 players, 15-30 mins to play: £11.50



### Coming Soon...

The latest from Dancing Eggplant Games: *Employee of the Month*, a card game by Alan R Moon and Aaron Weissblum.

The full list of Games from Pevans is on my website at:  
[www.pevans.co.uk/Games/](http://www.pevans.co.uk/Games/)  
or e-mail [Games@pevans.co.uk](mailto:Games@pevans.co.uk).

An order form is available on the website as well – and I'll be adding online payment facilities in the near future. Alternatively, just let me know which games you want and where to send them (in the UK only). 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 Margam Evans Limited) with your order to:

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

Games from Pevans is a trading name of Margam Evans Limited.  
Prices include VAT at the appropriate rate.

## Would you like some Pork Chop with that Garlic? Railway Rivals 2 – Turn 11

The last set of races approaches with Romanov Railways and Ivor & Co. side by side, while Impaler Trains and Take That You Fiend! battle for 3rd place.

### Races

Race	Between	TTYF!	RR	IT	HH	I&C
29	14 – 41	20-6				+6
30	12 – 31		10	20-3		+3
31	23– S2	20-4		10-4	4+4	
32	26– 34		20-4	10	+4	
33	S5 – 54		10+4			20-4
34	46 – 63	5	5+4			20-4
35	55– 65	20-1	10-1			1+1
Total		+54	+58	+33	+12	+43

### Builds

Trains Take You Further (TTYF!), Blue  
John Harrington  
Points: 167 + 54 = 221

Impaler Trains (IT), Black  
Gerald Udowiczenko  
Points: 177 + 33 = 210

Romanov Railways (RR), Red  
Nathan Richards  
Points: 218 + 58 = 276

Huge Engines etc. (HEDGEHOG), Green  
Mark Jones  
Points: 64 + 12 = 76

Ivor & Co (I&C), Purple  
Pevans  
Points: 234 + 43 = 277

### GM Notes

Next turn's races:

- Race 36 11 - 53
- Race 37 15 - Special 4
- Race 38 21 - 43
- Race 39 24 - 56
- Race 40 62 - Special 6
- Race 41 32 - 44
- Race 42 64 - 36

You may enter up to 5 of the races.

No builds next turn.

**Orders to Mike Dommatt, 119 Victoria Road, ALTON, Hants GU34 2DD or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by Friday, 30th July 2004.**

## Odessa Steps

### Star Trader – Turn 13

*“What’s that on the scope?”*

*“What’s what?”*

*“I thought I saw a blip.”*

*“Probably a malfunction.”*

*“It shouldn’t malfunction.”*

*The Guard slithered over to the nearest window overlooking the main entrance to the mine. The rain lashed the vegetation and the INTERSTELLAR METALS sign was swinging in the wind. He turned to his superior, lounging watching the Sigma Draconis version of Big Being on the personal screen.*

*“I don’t like it”*

Once again the sound of explosions rings in the ears of the INTERSTELLAR METALS local staff, as their mines on Sigma Draconis were attacked. TOTAL TRANSIT 2070 also suffered. At the same time the spaceport orbiting overhead – where the Isotopes and Spice were held – were pillaged by the Association of Interstellar Anarchists. As a terrorist threat they obviously still have power.

No one traded at Gamma Leporis, though KATKORP re-established their production facility.

At Epsilon Eridani, GRAND LARS THENI sold 4 Isotopes for 5 HTs each and 9 Monopoles at a price of 16 HTs, the second earning a Dealership and rise in Reputation. THE UNIVERSAL sold 2 Petroleum at 11 HTs as well.

TRANS SOLAR TRADING sold 13 Isotopes for 5 HTs each at Delta Toucanis and gained a Dealership. After which KATKORP sold 5 on Contracts. KATKORP then bought 16 Petroleum for 11 HTs apiece, raising the price somewhat, and THE UNIVERSAL easily sold 2 for 7 HTs. KATKORP is now Market Manager.

Tau Ceti saw TSTI selling 1 Alloy at the price of 6 HTs. Then trading got very busy in Isotopes. First TRANS SOLAR bought 13 units for 14 HTs each and became Market Manager. Then BLAND & BRASS sold 4 Isotopes for 5 HTs. Then KATCORP sold 11 for 7 HTs, gained a Market Position. The result was that TSTI lost their Market Managership and the price ended up where it had started. IM failed to interest anyone in their bid to sell while all this was going on. KATKORP then sold 10 Petroleum for 9 HTs apiece and gained Contractor status.

Mu Herculis was quiet this quarter.

Sigma Draconis saw GRAND LARS THENI buying 10 Isotopes for 2 HTs each – and a Contractorship – and IM selling using Percent and their Contracts. GRAND LARS wanted to buy Petroleum, but failed. They did buy 10 Spice at a price of 9 HTs and

gained a Dealership. BLAND & BRASS sold a Spice at 8 HTs and then SWISS MERCENARY FLEET sold 5 on Contracts.

SWISS MERCENARY FLEET sold 10 Monopoles for 15 HTs each at Alpha Centauri and gained a Dealership. THE UNIVERSAL’s hope that Liquor prices would rise a lot failed to pay off.

Finally, at Beta Hydri TSTI sold 10 Isotopes for 5 HTs apiece and a Contractorship. KATKORP sold 12 Petroleum for 12 each and became a Dealer, while INTERSTELLAR METALS sold 2 only at 13 HTs.

TRANS SOLAR TRADING INC. sent Zorro to Gamma Leporis where it collected OP 39. Their passenger liners loaded as well. All 15 factories at Tau Ceti were sold, possibly collecting less than had been hoped, and 14 Monopole factories were bought at Mu Herculis – funds running out so that they couldn’t buy more. A Warehouse was bought at Beta Hydri and Political Connections were increased.

KATKORP sold the Tempus for a reasonable price, but would have had more had they hired Willy, for instance. They also bought a Warehouse and, after flirting with the unusual idea of setting up Isotope Factories, bought 3 Alloy Factories at Gamma Leporis. Part of their holding of Petroleum Factories at Delta Toucanis was liquidated, with 3 being sold, and they replaced these by buying 3 additional Liquor Factories at Alpha Centauri.

INTERSTELLAR METALS only lost production of its Sigma Draconis factories for this quarter, but their trip to the Federation bankers had to be postponed for yet another quarter.

GRAND LARS THENI took on lots of passengers, and launched a publicity campaign that increased public standing for the Corporation, already on the up on the strength of the re-entry into the trading market. A new Warehouse was bought at Mu Herculis. A new Phoenix Hull, Midnight Duke, was laid down at Alpha Centauri. A B class crew was recruited for Dawn Princess as she was launched on Beta Hydri, being equipped with luxurious passenger pods and, it is rumoured, the latest gambling equipment.

BLAND & BRASS’s new ship, the Rogue, was completed with A class crew as it launched this quarter.

And SWISS MERCENARY FLEET bought 3 more Liquor Factories at Alpha Centauri. Rumours are purely malicious that suggest they are for the chairman’s personal use.

### 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	N	8th	87	40	Simon Burling
B New Expensive Weapons Bring I Empire	3	7	2	N	8th	64	33	Player wanted
C Trans-Solar Trading, Inc	10	8	6	16	1st	77	40	Jerry Elsmore
D Interstellar Metals	10	5	5	3	3rd	330	40	Paul Evans
E The Universal	10	0	5	0	6th	217	40	John Harrington
F Swiss Mercenary's Fleet	10	0	10	0	7th	413	40	Martin Jennings
G Shylocks	10	1	3	N	8th	301	40	Andrew Kendall
H KatKorp	10	2	9	5	2nd	605	40	Michael Martinkat
J Bland & Brass	8	2	7	0	5th	115	40	Colin Parfitt
L Grand Lars Theni & T Heft	10	1	2	0	4th	176	39	Ian Whitchurch
M Tau Ceti Express	4	0	7	0	8th	462	40	Matthew Wale

'N' under Initiative Bid indicates No Move Received

### Press

Negotiations with GLT have apparently resulted in a new passenger timetable for the sector, although TSTI refused to confirm or deny the rumour that both TCX and GLT have taken out options for the purchase of Adam and Eve now that they have been refitted for Passenger Service. "naturally we won't comment on price sensitive information of this nature, but we're always open to offers" was their only comment.

"Why's ever"body always pickin' on me?" plaintively asks Chairman Pevans of Interstellar Metals.

Drew "the Fisk" Vanderbilt-Scott, the "hands on" Chairman of Trans Solar Trucking Inc., confirmed that "if the price is right, TSTI would be prepared to sell Zorro, a streamlined Corco Gamma hull, fitted with an Augmented Jump Pod, and a class A crew, along with both agents Badger and Willy." It appears that he is less than happy with their performance recently and that the current opportunities available to TSTI seem unlikely to produce the results required to ensure their continued employment.

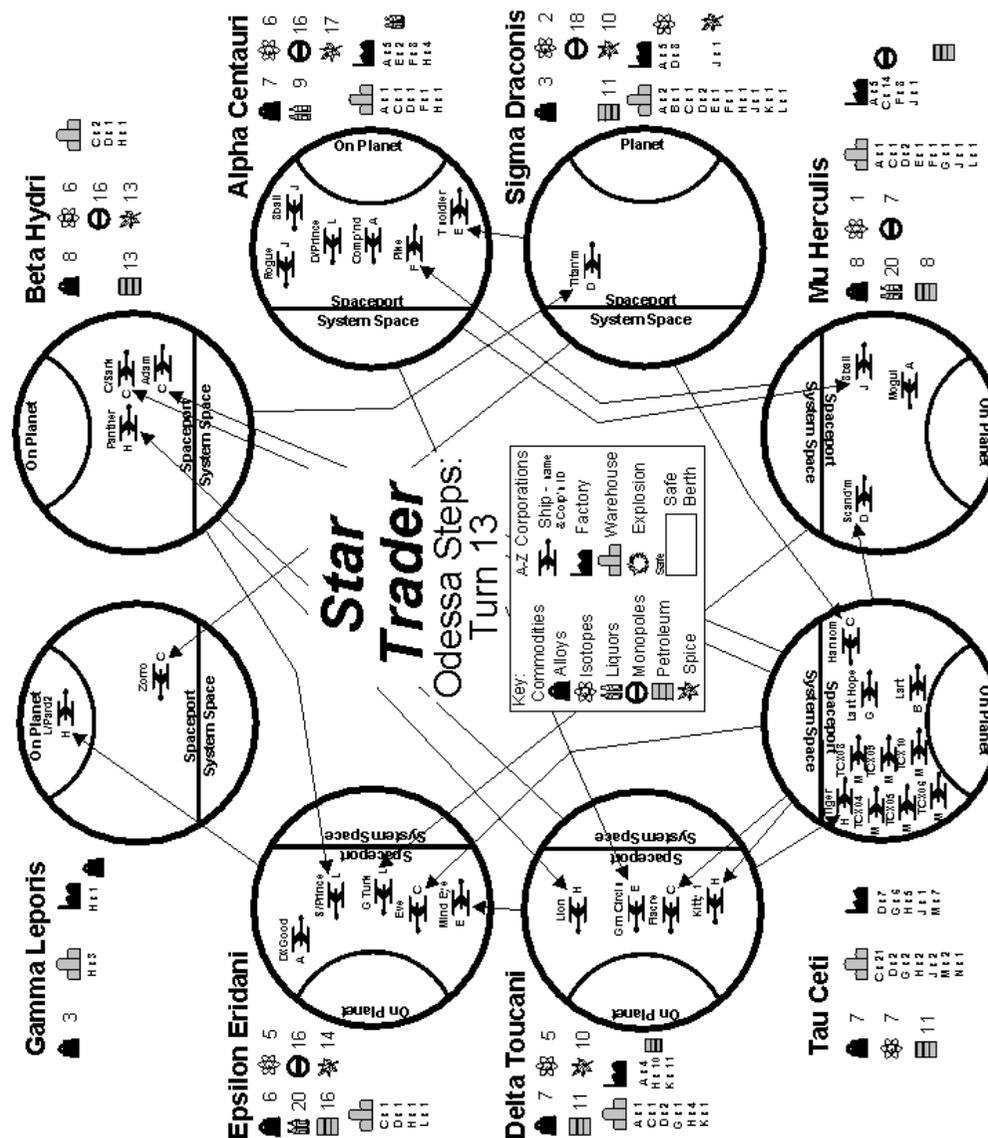
### GM Notes and News

A Corporation that took the starting option "3 factories at XXX" can always hold these in excess of the number of factories its political and business connections would allow. If factories are lost through an event chit, they can be repurchased. Or that's why someone has more factories than Connections.

KATKORP took OP 39. EV 26 – bomb strikes at Sigma Draconis – took place this turn.

There were no new chits this turn.  
 Current Chits (new ones in bold):  
 Turn 14 C1  
 Turn 15 C2  
 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, 30th July 2004.



## Les Petites Bêtes Soyeuses 172

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 April 1658 to Pevans at  
180 Aylsham Drive, UXBRIDGE  
UB10 8UF or LPBS@pevans.co.uk  
by Friday, 6th August 2004**

### March 1658

Parisian society seems to have lost its fascination with the duel. Certainly, there are very few of its members slipping off to secret rendezvous this March. For once D Arth Vader has some real opponents to face. He chooses to square up to Musketeer Zachary The Money Goes first. This is by no means a fair fight: Vader out-weighs and out-reaches his opponent and is better skilled with his sabre than The Money Goes is with his rapier. Claude Byacat attends and offers to see fair play – though he's nominally Vader's second. The Money Goes starts well, dodging both blows of Vader's furious slash. But then he just stands there while Vader regains his balance (and his breath). The Money Goes jumps out of the way again, but is fooled as Vader tries a lunge instead. The blow skewers The Money Goes through his upper arm and he decides that discretion is called for: he concedes.

Next to face Vader is Jean Petit. The Cuirassier is not petite, but he's still no match for Vader. At least he has a sabre to match his adversary's, but he has a lot less expertise with it. Petit catches Vader out by opening with a lunge. This scores a slight graze along the bigger man's thigh and just means he hits Petit even harder. One slash is enough for Petit, who surrenders forthwith.

Which brings us to the rapier duel between Gaston de St Marque and Omi Palone. Palone looks to have the advantage, but both men are suffering from past wounds. Orson de Carte, seconding de St Marque, has barely taken charge of his principal's coat when the fight is over. Palone launches



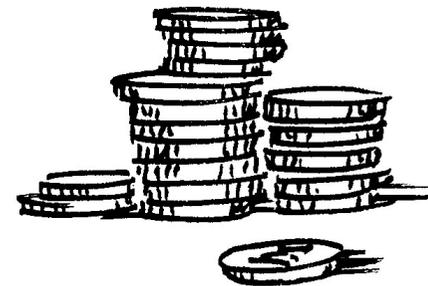
immediately into a furious lunge, pushing forward with his blade. This wipes the smirk off de St Marque's face. He was closing in on his opponent to apply his boot. With Palone's rapier lodged in his thigh, de St Marque can do nothing but surrender.

### Meet the new Government

Omi Palone continues to exert an influence on matters as his next actions are to pressure the Colonel of the 53rd Fusiliers and the senior Captain in the King's Musketeers into resigning. Nobody takes advantage of the vacancies though. Stan Dandy Liver uses his influence to persuade Zachary The Money Goes' Aide to quit. The Money Goes leaves the job vacant.

It's all change in the Royal Marines as Jacques Shitacks buys the vacant Colonel's position. Euria Humble takes the Lt-Colonel's slot in his wake and resigns his post as Brigade Major of First Foot Brigade to take command of first battalion. And Orson de Combat purchases the vacant Major's position behind him. Jean de Florette signs up new boy Jean-Claude van Damme for the Picardy Musketeers and appoints Duvail de Fontaine as his Aide. Van Damme would like to be a Major, but a lack of vacancies means he has to settle for Captain. Another new arrival in Paris, Monsieur Nom N Clature, joins Grand Duke Max's Dragoons. He, too, buys himself a Captaincy. Jean Petit is backed for the job of Second Division Adjutant by Omi Palone (the man gets everywhere) and Sean Sondamour. Petit is appointed with alacrity.

Now he's Minister of State, it's time for Field Marshal Co W Ard Extrême to form his Government. The post of Chancellor of the Exchequer is already occupied by D Arth Vader and there's no change there. Stan Dandy Liver accepts the job of Minister of Justice, relinquishing command of First Foot Brigade and gaining the title of Marquis. The former Minister of State, Henry Tierry Christian, takes up the post of Commissioner of Public Safety. Perhaps this isn't such a new Government after all. There are Minister without Portfolio positions for Alfonse Qué Holique (with special responsibility for Quality Quaffing – wine and brandy), Omi Palone (for Fancy Footwork – Dance and Duelling) – instead of commanding the Frontier Division – and Revaulvin d'Or (Galas, Boules and Balls – Sport and Parties), previously Second Foot Brigadier. Holique and Palone both receive Baronies. Another Ministerial appointment is a non-entity with responsibility for Arts and Antiquities. But Charles à Tanne, who had put himself forward in February,

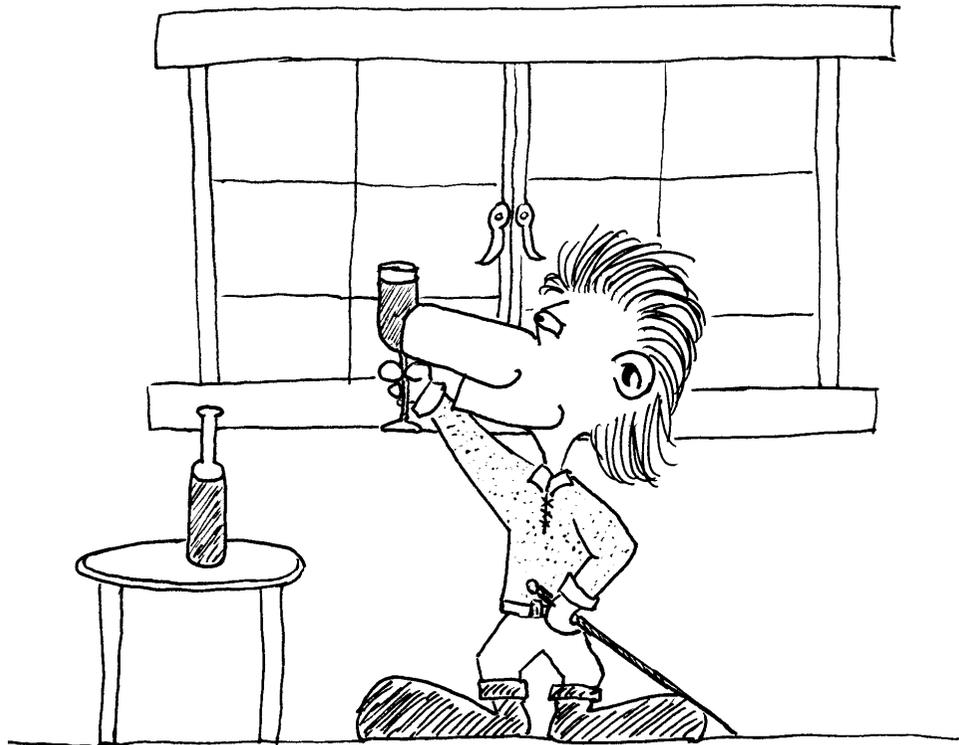


does not get to be a Minister. Finally, Extrême appoints Euria Humble as his Aide. He also declares 1658 as a Year of Culture!

Count Abel Ringeur tries to avoid His Majesty's ire by fleeing back to the Frontiers with the troops. Count Marvin Leigh Rowbow also volunteers, though he doesn't seem to be in any trouble with the King. KM Lt-Colonel Meaux Curlieunlaurrie joins up with a Frontier regiment while General Claude Byacat sets off for the Royal North Highlanders. The 4th Arquebusier commander, Gar de Lieu, gives two battalions of his men their marching orders. He stays in Paris though. Harry Covert is made of sterner stuff and accompanies his battalion of the Royal Foot Guards into action.

Zack, Zack, Zack!

For most of Paris there is only place to be seen this month: Toadying to Zachary The Money Goes in the Fleur de Lys! The main dissenter is Marc de Zorro, who holds a month-long birthday bash in Bothwell's with Guinevere de Arthur at his side. The entertainment is provided by Marc trying to horsewhip his manservant for last month's mistake with the invitations. Strangely, Marc seems to be having trouble finding a new servant. Ced Deucer brings Mary



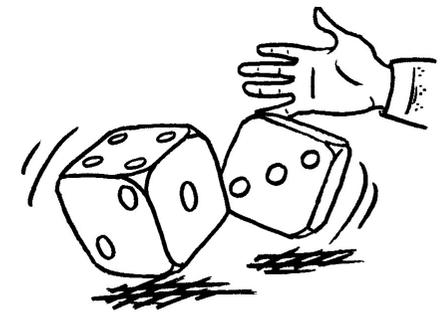
Huana along to Marc's celebrations for all four weeks. Jean Petit joins the party at the start of the month. He then heads off to the Bawdy houses before courting a certain young lady. He ends March practising his sabre in anticipation of another duel next month.

After Jean's departure, Marc's party is joined by Euria Humble and Sue Briquet, Jean de Florette and Revaulvin d'Or and Maggie Nifisent. All of these had been with Zack the week before. Euria goes on to deal with matters pertaining to the new Orphanage he is establishing. He has sunk several thousand crowns into this venture, which he has named L'Orphanage du Roi. He finishes March stuck outside the Blue Gables when Louis de Ath fails to turn up for his advertised poetry reading. Jean follows the other Jean's example by hitting the red light district. It hits back when the footpads jump him and remove his spare cash. He concludes his month with some rapier practice. Maybe he'll be able to hold them off next time. Revaulvin just goes off for two weeks rapier practice.

In week 3 Orson de Combat and Lucy Fur arrive to Toady to Marc. They've spent two weeks in the Fleur with Zack. Orson completes a hat-trick of parties by holding his own in the Blue Gables the following week. For some reason he doesn't take Lucy along. He is joined by Jean ou Rous and Jacques Shitacks, with Vera Cruz on his arm. This Jean has had a wretched month, spending it on a certain lady's doorstep while she was out with her current beau. He is happy enough to sing "More Beer, and don't spare the beer" for the delectation of the assembly. It's worth 20 crowns of anybody's money – and Orson pays up. Jacques also spent some fruitless time on a doorstep in week 3, but he doesn't mention it in front of Vera. She's happy that the two of them were at Zack's do in the Fleur for the first half of March.

Let us returning to the Fleur: Zack is not the only member in residence. Henry Tierry Christian is there for the whole month. He has the company of Edna Bucquette, who watches him throw his money around on the gaming tables. He wins four of his first week's nine bets. He places another four bets the following week and wins two. In the third week he places two bets, but loses them both. That's enough for him: he's lost a bit of

cash, but gained plenty of status. However, he's also attracted the attention of his regimental enemy, D Arth Vader. Arth visits the Fleur with Kathy Tinne at the start of March and swaps challenges with Henry. Arth leaves the club



for a week's practice with his sabre. A week's courting and he re-appears at the Fleur for the last week of the month with Bette Noire on his arm.

Co W Ard Extrême is another visitor to the Fleur. He and Polly Hydronne arrive at the start of March. They stay there for the rest of the month. So do Charlemagne le Gosse and Ada Andabettoir. Charlemagne starts March by placing over seven grand on a single wager. He wins. Flushed by success, Cardinal's Guardsman Charlemagne takes the opportunity to confront King's Musketeer Zachary The Money Goes. They exchange insults and challenges. And do this for the next three weeks. KM Subaltern Duvail de Fontaine supports his CO, swapping his own challenge with Charlemagne when he Toadies to Zack in week 1. He brings Charlotte de Gaulle with him. After this appearance in public, Duvail goes into the gym with his rapier for a couple of weeks. And then he has his regimental duties to carry out.

### Party, party, party!

Lots of other people turn up for Zack's party. Alfonse Qué Holique, for example. He is there for the whole of March with Ella Fant on his arm. Beppe de Marko arrives in week 3, accompanied by Jacky Tinne. And a couple of heavies. Beppe's decided to take precautions and spent the first week hiring some bodyguards and putting investigations in train. Then he went a-courting. Mlle Fant is the result. After one week with Zack, Beppe returns the following week, but on his own. He may regret this. After a week at his own club, the Frog & Peach, newcomer Fernand Louis Adelmo de Gaulle appears at Zack's do. Two weeks of partying and then he's off to the Bawdyhouses for some different recreation.

Gar de Lieu spends the first half of March chasing a certain young lady without success. He spends the second half in the Fleur Toadying to Zack.



Week 3 sees him bump into another newcomer, Jean-Claude van Damme, who's been there since the start of the month. Jean-Claude is a member of Gar's enemy regiment. Slapped cheeks ensue. Then Jean-Claude departs for some female company at the Bawdy houses. Gaston de St Marque is another man failing in his courting attempts. Having wasted a week on this, he drowns his sorrows as Zack's guest for the rest of the month. Would-be Major Jon Dam Toadies to Zack for weeks 1 and 2. It's a shame a lack of funds means he's still only a Captain. An outing to the Bawdyhouses for female company follows and he wraps up March with a week's sabre practice.



Jacques Wabbit bookends his month with time at Zack's party, delivering his 'joke' (see Press) on his first visit. In the intervening weeks he, too, fails to court anyone and then slakes his lusts at the Bawdyhouses. Lucien d'Escaille-huitaillements hits the Bawdyhouses first this month. Then he hits the booze at Zack's party for the rest of the time. Red Phillips is the first stop for Marc O'Polo and Marie Antoinette. After a couple of weeks there, they join the rest of the crowd at the Fleur as Zack's guests. Omi Palone brings Katy Did along to Zack's gathering. They look set for the month, but suddenly remove to Bothwell's for the last week. Some female company at the Bawdyhouses is how Rene Ouai starts his month. Then he's at Zack's bash for a couple of weeks. Amongst others, he meets Beppe and Jacky. Rene completes the month by ruining Beppe's. A duel will be required, gentlemen.

Fifi is the target of Stan Dandy Liver's advances this month. She succumbs easily and Stan whisks her off to Zack's party. Here Stan loses over three thousand crowns in a single wager. The next week he's back to his old tricks, but lucks out this time. Fifi doesn't seem to notice and is happily escorted back to the party for week 4. Lotte Bottle arrives at the Fleur on the arm of Sean Sondamour. A week of this and Sean's off seeking pastures new. He seems to be very effective in finding ladies who are out with their beaux. So his last week is taken up with sabre practice. Xavier 3sup is the last of Zack's guests, though he and Ophelia Derriere are there at the beginning. A week's revelry is enough and he adjourns to the gym for three weeks workout with his cutlass.

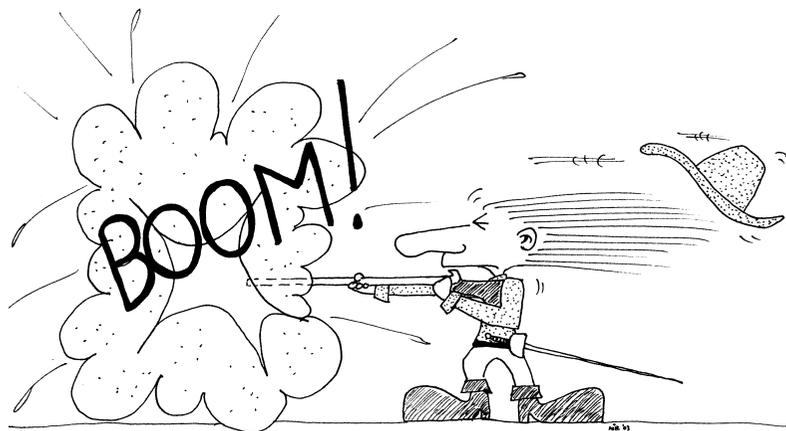
The only person unaccounted for in Paris so far is the new Captain in the GDMD, Nom N Clature. He is successful in his courting and celebrates for three weeks in Red Phillips. On his own!

## Skirmishes on the frontiers

After the antics of the winter season, the frontiers are relatively quiet this month. The weather is warmer, but this means a lot of rain and mud. Emile Fitoux is assigned to Frontier Regiment 1. He is part of a squad trying to manhandle some guns into position. One of the guns breaks free and rolls back down the slope. Stuck in the mud, Fitoux is unable to get away and is crushed beneath the wheels. RIP. General Ringeur is skulking with Frontier Regiment 2. The troops see no real action and neither does General Ringeur. He writes an awful lot of letters, though. His fellow General, Marvin Leigh Rowbow, is with Frontier Regiment 3, along with 13th Fusilier Major Joseph de Veevre. A sweepstake on the number of days of consecutive rain is won by General Rowbow, garnering him over 500 crowns. Major de Veevre just curses his luck. Damply.

Lt-Colonel Harry Covert has brought his battalion of the Royal Foot Guards to bolster Frontier regiment 4. Bored by inaction, he takes his men out for a raid on Spanish territory. They snatch a Spanish unit's colours and hotfoot it back to camp. KM Lt-Colonel Meaux Curlieunlaurrie, also attached to the Frontier Regiment, is in charge of the pickets. After the Foot Guards have scampered back into camp, he challenges the approaching Spanish troops. The reply is a volley of gunfire, mostly aimed at Lt-Colonel Curlieunlaurrie. He dodges them all. Lt-Colonel Covert trades in the colours for 500 crowns and is Mentioned in Despatches ("covered in mud"). This brings him the title of Marquis. There's nothing for Lt-Colonel Curlieunlaurrie.

Finally, the RNHB Regiment skirmishes with some Austrian troops – presumably reconnoitring out the new French positions. The Highlanders see them off in short order. General Claude Byacat, who's leading a Battalion, has his men clear the battlefield. This brings in just 300 crowns for him. ❖



## Press

### Announcements

Gentlemen of the Heavy Brigade  
The Brigade may shortly be returning to action. If men of either regiment have a preference for or against joining the fun, the first to ask will get precedence.

† Sean Sondamour

Anyone looking to improve their standard of life by being a true gentleman should apply to the DG this month.

To all True Men of Paris,  
Join the King's Musketeers and hunt down those that would do us harm!

† B.Bdr-General The Money Goes,  
Minister of War

Wanted: Competent and brave captain, especially one with experience of siegework, to become the Aide of a well-known and well-regarded Brigadier. Applications to my office, loyalty will be well-rewarded.

† Brigadier Revaulvin d'Or, 2<sup>nd</sup> Brigade  
of Foot

The 4th Arquebusiers are seeking new cannon fodder. Especially suitable candidates may be considered for the post of Regimental Adjutant. Brigadier General GdLi is also looking for an aide. For all these positions apply to GdLi at 4th Arquebusier regimental HQ.

† GdLi

Omi Palone will be looking for a new Aide. Any interested captains are requested to contact him.

† Omi Palone

### Matters of Honour

To that Anonymous 'Gentleman' who insulted the 13th Fusiliers last month Sir, it is a well known fact that the 13th Fusiliers drink the blood of their foes (except the English, whose blood is too thin for our tastes) and feed their corpses to our mounts (if we can save them from Bessie the War Pig and her iron snout!) to breed within them a fiery disposition and martial fervour. Apart from that, we only ever drink from the Cup of Glory, unlike the 27th Musketeers who imbibe only the bitter Gall of Defeat. If you have the courage to make your real identity known, consider yourself challenged.

† Brigadier Revaulvin d'Or, Colonel 13<sup>th</sup>  
Fusiliers

Gentlemen of Paris, I am looking for a good man to hold my cloak on occasion. I promise nothing more than reciprocation, the occasional early morning and drinks at the bar after. Apply to JoR.

### Social

What Ho! Still not hung over? Here's a chance to do it all over again. Party at my club Week 4 for SL 6 and above. Bring the ladies... Launch of Fizz Buzz championship. As ever, enemy regiments welcome...  
† OdC

To the most gentle and generous gentlefolk of Paris – My sincere and most humble apologies that this year's Orphans' Ball has had to be cancelled. The evil Austrian Army saw to that! However, due to my good fortune in Le Roi's service, I have been able to fund the cost of the orphanage from my own

coffers for another year. I look forward to seeing you all at next year's bash at New Year.

Yours the most profusely apologetic,  
† Euria (ever so) Humble.

Attention, gentlemen of Paris!  
Newly arrived in the capital, Nom N. Clature is delighted to announce that he will be holding a party in the fourth week of April, in his club, to celebrate his admission to Grand Duke Maximilian's Dragoons and purchase of the rank of Captain. All welcome, excluding regimental enemies.

### Personal

If anyone has a little spare influence they could use to help me secure an appointment as Aide to Prinny or as Captain to His Eminence's Escort, I would be grateful. I can offer a little cash in exchange or return of support in future.  
† Ced Deucer

To Ced Deucer

Sir, you seem to have joined two less-favoured regiments without bothering to inform the Regimental HQ of your resignation from the Fighting 13<sup>th</sup>. I cannot tolerate such an act of military laxity and bad manners. Consider yourself dismissed as my Aide.

† Brigadier Revaulvin d'Or, 2<sup>nd</sup> Brigade  
of Foot

*< sigh > If only it were that easy.*

† Le Roi

Thanks for keeping a record of my lady friends, guys, but it's not nice to count. I can't help it if they're drawn to me. It must be my magnetic personality and charm. The QOC should try it instead of just getting them drunk and man(their wish)handling them.

To Major Marc de Zorro

Sir,  
Did you or did you not advertise your party in February as being all month long, open to all gentlemen and their ladies and especially to those of SL9 or above?

And did you not ignore the obligations of honour and decency by absenting yourself from your club in pursuit of the pleasures of the flesh and a desultory bout or two of weapons practice?

Do you consider this the act of a gentleman? Or behaviour towards one who has done you no harm? And by which we both of us were denied the social advancement we deserved (I lost 2 SPs and didn't gain the 3 SPs for carousals if you'd held your bloody party, costing me an SL).

Sir, if you were ever possessed of honour you have besmirched it by your behaviour. If you were ever possessed of reputation, it is greatly tarnished.

† Brigadier Revaulvin d'Or, 2<sup>nd</sup>  
Brigade.

Sir,

You are quite correct, my party was as advertised.

As my original message was published without my name attached, and my manservant declared that he was unable to deliver any of the subsequent invitations, and none of the Gentlemen or ladies he was told to invite replied, I was under the impression that nobody was aware of my party.

Following last month's actions I offer you my deepest apologies; I have had my manservant publicly horse-whipped and he has been dismissed from my service. I am holding a second bash this month and you will be more than welcome if you accept my apology.

Yours,  
† Marc de Zorro

Madame Gnomeclencher has been looking into her crystal ball and has the following advice for CWAE. "Jupiter is rising in the evening sky, but approaching the moon, signifying that you have been raised above your station. A quick Vesta, now riding in Cygnus, spells the manner of your end to the wise. Be watchful of all men with beards. Your lucky stone is Kidney."

### 5 Jokes for ZTMG

Cardinal's Guard 1: When we return from the front, the first thing I'm going to do is rip off my mistress's knickers.

Cardinal's Guard 2: Really?

Cardinal's Guard 1: Yes, the elastic is killing me. † MdZ

"How many Cardinal's Guards does it take to screw in a lightbulb?"

"I don't know."

"None – this is the seventeenth century, but imagine the fun of watching them try!"

† EH

The joke is that they call themselves Guards: Cardinal's Mannequins is a better title. † JW

A drunken Cardinal's Guard is lounging in a bar and rests his smelly feet on the counter.

Barman: get those smelly feet off my counter.

Drunk Cardinal's Guard: zey are not smelly feet, zey are ... counterfeit!

† OdC

A joke "concerning the Cardinal's Guards"

Sadly there should be but one, but the Kings Musketeers are of so little concern it is clear to all that there there is none.

† Ced Deucer

Monsieur Grand-Pere de Heroes,

It is with regret that I must inform you that another of your grandsons has fallen in service to France.

Sylvester di Stalloni was a fine man and an accomplished Regimental Adjutant. I and the men of the Royal Marines shall truly miss him.

Alas, Matters of State may prohibit in April, but should you be in Paris in May, I hope you will attend the Memorial Service and Wake I shall be holding to honour Sylvester. I shall write anon once date and venue have been arranged.

Please accept my condolences.

† Brigadier Baron Liver

Sir

Grand-Pere has asked me to write to you to thank you for your kind words of condolence. Indeed, I speak on behalf of all my family, when I say that we are deeply touched that you will honour my cousin with a memorial service and wake. I will represent my family at this event since Grand-Pere has the arthritis and may not be well enough to travel.

The death of my cousin, Sylvester di Stalloni, was very unfortunate. He will be greatly missed. I had planned to visit him in Paris after his return from the front. We both mourned the loss of our cousin Arnaldo, which was deeply felt by our family. Both Sylvester and Arnaldo spoke very highly of you and considered you to be a loyal and true friend.

May I be considered your humble servant,

† Jean-Claude Van Damme

While not wishing to exonerate Darth Vader from the accurate and well-judged description of him, I must point out that cesspits and soakaways are full of it. Shithouses stand above it, but smell of it. † The Pedant

Lord Percy Percy says, as fashion is tending towards the pathetic, Duvail de Fontaine has a fashionable duelling routine.

#### IN THE MINISTRY OF STATE

Clerk: Sir, there is a letter from Baron Liver.

CWAE: Eh? What is it?

Clerk: He sends you the list of ministerial appointments. Liver will become Minister of Justice; Christian will become Commissioner...

CWAE (interrupting): Oh well, don't read all of these names. Where do I have to sign?

Clerk: Here, sir.

CWAE (signing): Next time, ask Liver to sign these things himself. Why do these stupid forms need my signature?

Clerk: Because you are the Minister of State.

(CWAE grumbles and retreats to the Fleur de Lys with Polly.)

#### Official Announcement of the Ministry of State

Hereby the year 1658 is declared the YEAR OF CULTURE. The proper observance of the festivities connected to it will be regulated by four newly appointed ministers:

(\*) The Minister for Galas, Boules & Balls (Sport & Parties),

(\*) The Minister for Quality Quaffing (Wine & Brandy),

(\*) The Minister for Fancy Footwork (Dance & Duelling), and

(\*) The Minister for Arts & Antiquities.

The candidates for these posts will be announced officially by the Minister of State.

† Baron Stan Dandy Liver  
pp Minister of State, Count Extrême

Fame at last! I've been recognised by Lord Percy Percy. † SDL

Kid Charlemagne,

I fear that you, like the rest of Paris, misunderstood my meaning. I do not object to the Field Marshal refusing to appoint me to a command. That is his right. What I objected to was his incivility in not responding like a gentleman.

I have written to him personally on several occasions, both privately and in the press, but to date he has failed to reply. It was for this rudeness that I challenged him. However, Paris has decided that this is acceptable behaviour. Personally, I disagree and believe that this is the thin end of the wedge and is likely to result in the entire social fabric of society crashing down around our ears. But I cannot fight Paris alone. I will therefore accept this minor humiliation by ceasing to pursue satisfaction against Viscount Extrême and I will trust that he will not pursue any vendetta against me or my supporters through the abuse of his position.

† General Gaston de St Marque

#### Poetry Corner

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

Fifi Fo Fum,  
My blood is up for a French woman.  
Be she blonde or be she red,  
I'll grind her bones till I shake my bed.  
† SDL

To ZTMG  
Zachary's such a wit that he buys his jokes.  
He pays for each five hundred crowns.  
Little wonder that he and the King's Musketeers  
Are called the Parisian Clowns.

You Jack-yT-inne,  
You Jack-yT-out,  
Inne-out-inne-out,  
She shakes you all about,  
You do the holey-pokey  
And you kiss her right,  
That's what yT's all about.  
– Hey!

† SDL

Some talk of Abel Ringeur,  
And some of Byacat,  
Of Liver and of Vader,  
And such great names as that.  
But when it comes to brav'ry  
Recall the epithet,  
When held as candle to their names,  
Extrême's in silhouette.

† SDL

(with apologies to: "The British Grenadiers".)

Some said that Katy would  
But I say that Katy's good  
For her love I had to bid  
And I found that Katy did!

† Omi Palone

1 He's generally exemplary,  
In matters of defence,  
That he's now the Field Marshal,  
Is no coincidence.

France's honour he'll defend,  
Though some can't quite comprehend,  
Why His Majesty, the King,  
Should praise him so.

2 Now he's Minister of State,  
His campaign he'll not abate,  
For the abstinence of violence,  
Is his goal.

You can count on Count Extrême,  
His regime will reign supreme,  
For he's a Culture Vulture's Uncle,  
Gunga-Din!

† SDL

## Points Arising

Filthy, Rich and Loaded, Stockbrokers to the Parisian gentry, announce that they have two Bonds in the Fleur de Lys for sale. Offers should start at 1100 crowns. [Reminder: these represent an investment in the re-built club and provide a quarterly dividend.]

The following didn't send any orders and suffered the consequences:

BdW Bud d'Wiser (Francesca Huskinson) has NMR'd. Total now 1

EF Emile Fitoux (Timothy Hunt) has NMR'd. Total now 2 and is sent to a Frontier regiment

JdV Joseph de Veevre (Andrew Kendall) has NMR'd. Total now 2 and is sent to a Frontier regiment

LdA Louis de Ath (Russell March) has NMR'd. Total now 1

LI Lokwot Isaw (Barry Townsend) has NMR'd. Total now 1

X1 (Chris Boote) has NMR'd. Total now 1

BR (Graeme Morris), HdE (Graeme Wilson) and SC (Paul Wilson) were floated at their own request.

CaT (Alan McTernan) and X2 (Mark Jones) got the benefit of the doubt and were floated.

There's a new *En Garde!* game about. *Stellar En Garde!* is a science fiction variant with "the feel of David Weber's *Honor Harrington* universe." GM James Wooten is looking for more players. You can find the game at <http://stellar.atraluna.com> or e-mail James at [stellarengarde@yahoo.com](mailto:stellarengarde@yahoo.com).

**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. Getting your press this way is particularly helpful. E-mail orders to me at LPBS@pevans.co.uk –

## Announcements

Ced Deucer asks NPC Captain Cardinal's Escort to resign  
 Ced Deucer asks NPC Aide to Crown Prince to resign  
 Ced Deucer applies for Captain Cardinal's Escort  
 Ced Deucer applies for Aide to Crown Prince  
 Gar de Lieu asks NPC Brigadier of 3rd Foot Brigade to resign  
 Gar de Lieu applies for Brigadier of 3rd Foot Brigade  
 Jean de Florette applies for Brigadier of 1st Foot Brigade  
 Jacques Shitacks asks NPC Army Adjutant of First Army to resign  
 Jacques Shitacks asks NPC Army Adjutant of Second Army to resign  
 Jacques Shitacks asks NPC Army Adjutant of Third Army to resign  
 Jacques Shitacks applies for Army Adjutant of First Army

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

Jacques Shitacks applies for Army Adjutant of Second Army  
 Jacques Shitacks applies for Army Adjutant of Third Army  
 Omi Palone asks NPC Aide to Lt. General (OP) to resign  
 Omi Palone asks NPC Division Adjutant of Frontier Division to resign  
 Stan Dandy Liver asks NPC Lt.Colonel of Picardy Musketeers to resign  
 Stan Dandy Liver asks NPC Major 1 of Picardy Musketeers to resign  
 Stan Dandy Liver asks NPC Major 2 of Picardy Musketeers to resign  
 Stan Dandy Liver asks NPC Captain 4 of Picardy Musketeers to resign  
 Stan Dandy Liver asks NPC Aide to General of Second Army to resign  
 Stan Dandy Liver asks NPC Aide to General of Third Army to resign

## Duels

### Results of this month's duels:

D Arth Vader (with CBy, gains 1 Exp) beat Jean Petit.  
 D Arth Vader (with CBy, gains 1 Exp) beat Zachary The Money Goes.  
 Omi Palone (gains 1 Exp) beat Gaston de St Marque (with OdC).  
 Stan Dandy Liver's challenge to L'Editeur was voted down 4:9.

### Grudges to be settled next month:

Horatio d'Escargot (2-Hand, adv.) and Jean ou Rous (Rapier, 3 rests) have mutual cause as neither stood down over Jane.  
 Charles à Tanne (Foil, Seconds ClG, adv.) has cause with Stan Dandy Liver (Foil, Seconds OdC & SS) for pinching Fifi.  
 Charlemagne le Gosse (Rapier, Seconds SS & CaT, adv.) and Duvail de

Fontaine (Rapier, 3 rests) have mutual cause for being in enemy regiments.

Charlemagne le Gosse (Rapier, Seconds SS & CaT, 2 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause for being in enemy regiments.

D Arth Vader (Sabre, 1 rests) and Henry Thierry Christian (Sabre, adv.) have mutual cause for being in enemy regiments.

Revaulvin d'Or (Rapier) has cause with Jean Petit (Sabre) for pinching Maggie.

Gar de Lieu (Rapier, adv.) and Jean-Claude van Damme (Rapier) have mutual cause for being in enemy regiments.

Beppe de Marko (Sabre, Seconds HTC & ZTMG, adv.) has cause with Rene Ouai (Rapier, 1 rests) for pinching Jacky.

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

### Duels held over until June:

Abel Ringeur versus D Arth Vader.

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

Timothy Hunt gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 3; EC 5 (X4).

## Tables

### Other Appointments

King's Escort: Ensign N	Captain BR
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal EH
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 HTC	
Chancellor of the Exchequer DAV	Minister of Justice SDL
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	Poor	General/2nd Army Commndr	11	Flr	4	Bill Michell
MLR	Count Marvín Leigh Rowbow	24	F	Rich	General	11	Flr	3	Martin Jennings
CBY	Viscount Claude Byacat	24	F	Rich	B.General/1st Army Commndr	7	Flr	4	William Steven
CWAE	Count Co W. Ard Extrême	24+	96	Comfy	Fld Marshal/State Min.	5	Polly	3	Benedikt Löwe
ZTMG	Count Zachary The Money Goes	22-	22	Wlthy	B.Bdr-General KM/War Minister	11	Flr	4	Gerard Udowiczenko
HTC	Count Henry Tierry Christian	22	66	Fthy	B.Bdr-General QOC/CPS	12	Edna	3	Matthew Shepherd
CaT	Earl Charles à Tanne	22	61	Wlthy	B.Bdr-General CG/1st Div Adjutant	11	Flr	4	Alan McTernan
DAV	Count D Arth Vader	21	52	Rich	Colonel DG/Chancellor	12	Bette	6	Michael Blasebalk
AQH	Baron Alfonso Qué Holique	21+	64	Rich	B.Bdr-General RFG/Min w/o Port	5	Ella	5	Tym Norris
SDL	Marquis Stan Dandy Liver	20	62	OK	Bdr-General/Justice Min.	8	Fifi	4	Guy Arnold
CIG	Baron Charlemagne le Gosse	20+	62	Rich	Lt.Colonel CG/Gen's Aide	8	Ada	2	Neil Packer
BdM	Viscount Beppe de Marcko	18+	83	Fthy	B.Bdr-General CPC	15	Jacky	2	Mark Moores
GdSM	Earl Gaston de St Marque	17	53	Fthy	B.General	9	Nathan Richards	3	Nathan Richards
LI	Viscount Lokwot Isaw	16+	65	Rich	Major RFG/Gen's Aide	13	Both	3	Barry Townsend
OP	Baron Omi Falone	16+	57	OK	B.Lt-General/Min w/o Port	3	Katy	4	Mike Dommett
SS	Sir Sean Sondamour	16+	51	Rich	B.Lt-General/Hvy Brigadier	3	Lotte	2	Pete Holland
HC	Marquis Harry Covert	15	F	Wlthy	Lt.Colonel RFG	12	Both	2	James Guiton
BR	Baron Beau Romir	14	43	Wlthy	Captain RFG/Capt.K's Esc	4	Both	3	Graeme Morris
RdO	Revaulvin d'Or	13+	51	Comfy	B.Bdr-General 13F/Min w/o Port	7	Maggie	4	Jerry Spencer
RO	Rene Ouai	13+	46	Comfy	B.Lt-General/Prov.Mil.Gov	1	Both	5	Peter Denison
MdZ	Marc de Zorro	13+	44	Comfy	Major RFG/Gds Brigade Maj.	3	Guinevere	5	Colin Parfitt
BdW	Bud d'Wiser	11	17	Comfy	Colonel GDMD	8	Hunt	2	Francesca Huskinson
OdC	Sir Orson de Combat	11+	62	Wlthy	Major RM	4	Lucy	5	Francesca Weal
JP	Sir Jean Petit	11+	50	Comfy	Lt.Colonel ALC/2nd Div Adjutant	4	Hunt	4	Pete Card
EH	Sir Euria Humble	11+	45	Comfy	Lt.Colonel RM/FMshl's Aide	7	Sue	5	Matthew Wale

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player	
X3	Xavier 3sup	11+	41	Wlthy	Major RM/Gen's Aide (1st Army)	4	Ophelia	5	Mark Mortimer	
GdLi	Sir Gar de Lieu	11+	35	Poor	B.Bdr-General 4A	3	Hunt	4	Bill Hay	
MC	Meaux Cur-leunlaurrie	10	F	Wlthy	Lt.Colonel KM	6	Hunt	2	Wayne Rutledge	
JdV	Joseph de Veevre	10	F	OK	Major 13F/2 F Brigade Maj.	3	Hunt	5	Andrew Kendall	
JdF	Jean de Florette	10+	40	Comfy	B.Bdr-General PM	4	Hunt	4	Robert Carter	
JS	Jacques Shtacks	10+	34	Comfy	Colonel RM	3	Vera	4	David Olliver	
SC	Sirius Chien	9	8	Poor		3	Hunt	4	Paul Wilson	
CD	Ced Deucer	9+	48	OK	Captain CG/Bdr's Aide (RdO)	5	Mary	3	Nigel Monaghan	
LdE	Lucien d'Escaillehuitaillement	9+	41	Comfy		3	BG	4	Nik Luker	
DdF	Duvail de Fontaine	8+	34	Comfy	Subaltern KM/Bdr's Aide (JdF)	5	Charlotte	BG	1	Simon Burling
LdA	Louis de Ath	7	8	OK		3	RP	4	Russell March	
MOP	Marc O'Polo	7+	52	Comfy	Major 27M/3 F Brigade Maj.	5	Marie	RP	4	Kevin Morgan
JoR	Jean ou Rous	6-	6	Comfy	B.Bdr-General Gscn	4	F&P	2	Brian Niemi	
JcVd	Jean-Claude van Damme	6+	49	OK	Captain PM	6	RP	1	Pam Udowiczenko	
FLAG	Fernand Louis Adelmo de Gaulle	6+	35	OK		5	F&P	4	Hajo 'Red' Schlosser	
HdE	Horatio d'Escargot	5	3	OK		4	F&P	3	Graeme Wilson	
JW	Jacque Wabbit	5+	58	Wlthy	Captain RM/Bdr's Aide (SDL)	6	RP	2	Terry Crook	
JD	Jon Dam	5+	40	Poor	Captain PLLD	4	RP	1	Ben Brown	
NNC	Nom N Clature	4	13	Poor	Captain GDMD	4	RP	5	Richard Huzzey	
EF	Emilie Fitoux	3	RIP			4	RP	5	Timothy Hunt	
X2		3	0	Poor		3		3	Mark Jones	
X1		2-	2	Poor		2		3	Chris Boote	

GdAn 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, Wlthy = 5000-10000, Rich = 10000-25000, Flthy = 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+