

## That would be enough

This has been issue 47 of *To Win Just Once*, published 18th August 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 Friday 3rd Sept.

Orders for *Les Petites Bêtes Soyeuses* to Pevans by Friday 10th September 2004.

(Remaining deadlines for 2004 are 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.

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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]

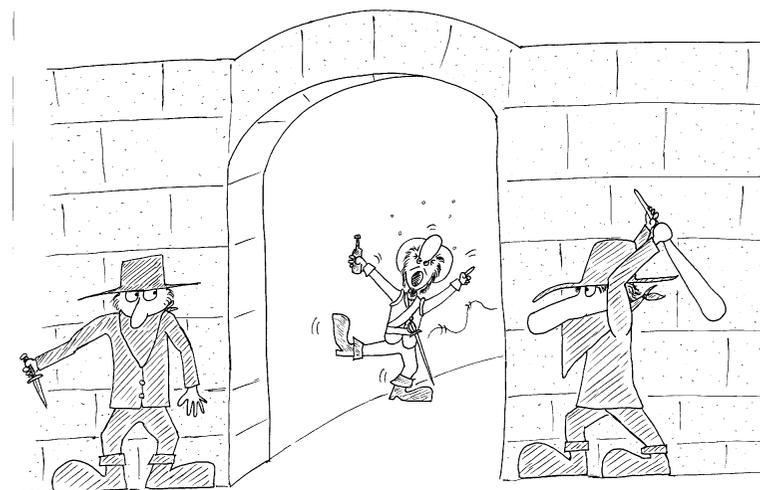
**Railway Rivals** the second game is in progress. Edward Walkington wants to play in the next. You will need the chosen map to play. [free start-up]

**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*)



A quiet month in *Les Petites Bêtes Soyeuses* (p 17) and *Goa* (below) is one of the games previewed (p 6)



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## Contents

	Page
Contents .....	2
Chatter .....	3
Letters .....	3
Games Notes .....	4
Science Fiction .....	7
Games Events .....	9
Credits .....	9
Fictionary Dictionary .....	10
Scores from Round 3 .....	10
Turn 4 Definitions .....	10
Odessa Steps .....	12
Star Trader – Turn 14 .....	12
Corporation Table .....	14
GM Notes and News .....	14
Would you like some Pork Chop with that Garlic? .....	15
Railway Rivals 2 – Turn 12 .....	15
Games from Pevans .....	16
Les Petites Bêtes Soyeuses 173 .....	17
April 1658 .....	17
Press .....	23
Announcements .....	23
Matters of Honour .....	23
Social .....	23
Personal .....	25
Poetry Corner .....	26
New Rules: Horse races .....	27
Points Arising .....	29
Announcements .....	30
Duels .....	30
Trial .....	31
New Characters .....	31
Tables .....	31
Other Appointments .....	31
Battle Results .....	32
Army Organisation and Summer Deployment .....	32
Brigade Positions .....	32
Frontier Regiments .....	32
Regiments Organisation .....	33
Hell Hath no Furry .....	33
The Greasy Pole .....	34
That would be enough .....	36

## Chatter

Well, I had a happy time at the Great British Beer Festival. Geraldine and I joined Neil Packer and James Guiton, plus their mate Chris, for the afternoon. A good time was had by all. As far as I can remember. I have some tasting notes somewhere and, if you're really lucky, I'll get them written up for this issue. Neil and James have also threatened to join in.

The business doesn't seem to have progressed too far since last time. I seem to have spent quite a bit of time setting up the accounting software I'm using and getting my books up to date. Plus I've done a mailshot to some ex-clients, which I'm now following up. Who knows, they might have work for me. ☺ And I've been working with my current client, of course. This all seems to have kept me pretty busy.

The *Railway Rivals* game ends this issue, so Mike is looking for players for a new game. Let me know or contact Mike directly. Let us know if you have any specific maps for the game or want to play a particular map – we should be able to provide working copies if necessary.

Thinking about it, we could do with a few more players in *Les Petites Bêtes Soyeuses*. We seem to be losing players slowly (one a month or so) and gaining new players even more slowly! So, recruit your friends.

**Stop Press:** apologies to *Odessa Steps* players, but I haven't received this turn's star system map. We'll have to wait until Mike returns from holiday.

## Letters

Nik Luker writes...

Great to see you offering games for sale again and very pleased to see the titles from Eight Foot Llama. I had the pleasure of playing *Monkeys on the Moon* with the guys from Eight Foot Llama at Essen a couple of years ago. A fine bunch of people, very enthusiastic about their products and prepared to spend any amount of time explaining rules etc. To cap it all, they also have a great sense of humour, which is reflected in their games. And, yes, I did buy a copy of *Monkeys* – it's a neat little game with some clever mechanics and requiring a degree of resource management to win. Not *Spiel des Jahres* material, but anyone looking for something light and quirky won't go far wrong with this one.

Interestingly, I don't see the Eight Foot Llama games as that light. Even *Who Stole Ed's Pants?* (which is a very silly game) requires some thinking. *Monkeys on the Moon* needs a whole lot more. And so does *The Penguin Ultimatum*.

## Games Notes

I mentioned last time that the Ragnar Brothers had released their new game, *Viking Fury*. I was quite taken with it, so I thought I'd tell you a bit more about it. As is usual with the Ragnars' games, the board is actually a cloth (traditionally, this is referred to as a "tea towel", but it's rather more substantial and much larger than the typical tea towel). It shows Western Europe, but the significant things are the seas, rivers and coastal cities.

The players are all Vikings, setting off from their bases in Denmark, Norway and Sweden to trade, raid and settle. Two sets of cards drive the game. The Saga cards are collected when particular trades, raids or settlements are completed. Some of these are worth extra points immediately, but all the cards count in the scoring at the end of the game. Running out of Saga cards is when the game ends.

The other set of cards is called Rune cards. They generally allow the players to bend the rules in some way (such as moving further than they would usually be able to) or do something special. For example, causing an uprising in someone else's settlement. Apart from the cards, there is no direct interaction between players – other than racing to complete a Saga, which happens occasionally.

*Viking Fury* has a mix of points scoring: during the game plus extra points at the end. So you can't be sure just how well everybody's doing. It also allows players to pursue different strategies. I like it so far, but I'll report further when I've played it more. You can get the game direct from the Ragnar Brothers. Contact them at [www.ragnarbrothers.co.uk](http://www.ragnarbrothers.co.uk) or [gary.dicken@ntlworld.com](mailto:gary.dicken@ntlworld.com).

I also mentioned that I'd had the opportunity to try out this year's game from Warfrog. *Struggle of Empires* is scheduled for release at Spiel (late October). It's about the rivalry between the European powers in the eighteenth century, which mainly concerns their various colonies – in the Americas, Africa, India and the Far East. So players are European nations, deploying ships and troops to build up their own colonies and do down everybody else's. One wrinkle in the game is that the nations are grouped into two broad alliances and can only attack members of the opposition. Periodically, the alliances change and players bid on who goes into which alliance. Early on this doesn't matter, but later it can be crucial to be able to attack somebody (or be safe from attack by somebody!).

Players get two actions each turn, which include moving troops around and fighting battles. My experience is that you usually need three actions to

assemble the forces you need and attack. So you can usually see an attack coming – though you may not be able to do much about it. Actions generally cost money as well. Another clever mechanic in the game is that you can always get more money. Presumably this is from raising taxes, as the effect is to increase the Unrest level in your Empire. At the end of the game, the players with the most Unrest lose victory points.



You need to work through the mechanics of the game carefully to understand it all as the details can be important. You need to get to grips with the board as well. It has a rather disjointed feel as it's not simply a map of the world. What it does is concentrate on the areas that are important to the game. You should also note that it's a fairly lengthy game – with six beginners, it took well over 3 hours, so I recommend learning with a smaller number.

All in all, this looks like another good game from Martin Wallace and the Warfrog crew. However, if you're a fan of *Princes of the Renaissance* (Warfrog's 2003 release) you'll get a strong *déjà vu* about this game – some of the mechanics will be very familiar from the earlier game. I'm told that this is because Wallace has been developing *Struggle of Empires* for many years. Bits of it have thus been re-used in other games before the original has seen the light of day!

I've caught up with *Goa* as well. This has been getting a lot of favourable comment since it came out. It is regularly compared to *Princes of Florence*, which suggests it's my kind of game. The theme of the game is companies competing to exploit the eponymous spice-rich region of India. At the heart of the game is an auction, in which players bid for tiles off the board. The tiles provide plantations, free resources or victory points or let you do something.

After the auction, you have three actions every turn – and can get more by playing cards. This goes round the table, each player carrying out one action, until everyone passes. Actions include producing spices, hiring ships, getting cash, drawing cards and improving your 'technology' levels. These let you produce more, hire more ships and so on. Each is also worth victory points at the end, as are cards and cash.

Clearly there is scope for a lot of different strategies here, as each technology scores the same points for the same stage of development. You have the option of specialising in a particular aspect that you think is important. You are always limited, though, by the number of actions you can take each turn and the number of turns. Hence there is an aspect of planning what you need to do on each turn.

My initial impression is that *Goa* is a good strategic game, though I'm not bowled over by it. I will definitely be playing it again – I think it needs several playings to get to grips with the way the game works. *Goa* was designed by Rüdiger Dorn and is published by Hans im Glück (in German) and Rio Grande Games (in English).

In last issue I reviewed *Ticket to Ride* – this year's *Spiel des Jahres* (Game of the Year) in Germany. There are four other games on the 'nominated' list from which the winner was picked.

*Dicke Luft in der Gruft*: designed by Norbert Proena and published by Zoch. I don't know much about this game, but apparently it's a memory game with a vampire theme. Rio Grande Games is producing an English language edition as *Dawn Under*.

*Einfach Genial*: designed by Reiner Knizia and published by Kosmos. This is a German edition of *Mensa Connections*, the game I saw (but didn't get to try) at the London Toy Fair this January. The game is very abstract, using playing pieces that are two hexagons connected together. Each hexagon has a symbol in it and the pieces are played onto the board to match symbols. The aim is to add to groups of the same symbol, thus scoring points. However, the winner is the player who has the most points in the colour they have scored fewest points in. It sounds clever, but it's really not my cup of tea. I've also been unable to find out who's publishing it in the UK.

*Raja* was designed by Michael Kiesling and Wolfgang Kramer and is published by Phalanx. It is also available in English as *Maharaja* (not to be confused with the *Maharaja* published by Avalon Hill some years ago) from Rio Grande Games. I don't know much about this one, though I'm told players travel between a number of Indian cities, building palaces for their Maharajah. Given the designers, it's probably fairly abstract, rather cerebral and pretty good. It's also one of the games for this year's EuropeMasters tournament, so I shall be playing it sooner or later.

*Saint Petersburg* was designed by Michael Tummelhofer and is published by Hans im Glück. An English language edition is published by Rio Grande Games (that's 3 out of the 5 nominated games that Rio Grande publishes!). The theme of this game is the building of the eponymous city – Peter the Great's "Window on the West". This is essentially a card game as players build up arrays of cards to score points in the three different categories. It's been well received by gamers, but it left me cold.

## Science Fiction

One of the useful things about holidays is getting the opportunity to read books that are just too big to carry around when commuting. So, when I was in France in June, I read all 1113 pages of *Ash: A Secret History* by Mary Gentle. Published in 2001, my copy has been sitting in my reading pile for at least a year. But I've read it now.

The first thing I had to deal with was the idea that the Ash in the title was simply an abbreviation of the rest of the title: A Secret History. Ash is, in fact, the main character in the book. She is a mercenary captain, leading her band of disparate, but relatively disciplined, soldiers around Western Europe. Most of the action takes place in 1476.

Around this story we have a framing device to set things firmly in the current day. This is correspondence to and from Dr Pierce Ratcliff, the academic who has translated Ash's story. He is excited to have got his hands on long-lost documents which allow him to shed light on a murky corner of European history. And he's very pleased that he has a publishing deal for this material.

The prologue introduces us to Ash as a child. She grows up within a mercenary band, living with the ever-present threat – and occasional reality – of rape and learning what happens when you're on the losing side. Ash is different physically from the people around her – ash blonde, for example – though they're such a mixed bunch she doesn't seem to stand out any more than anyone else.

The main action of the story starts some years later when a still young Ash is now commander of her own company. An interesting mixture of mounted knights, arquebusiers, artillery and men-at-arms. They are in the service of the Holy Roman Emperor, Frederick III, fighting Charles (the Bold – or rash), Duke of Burgundy. This is the initial historical interest. Burgundy was a significant power in Western Europe, in opposition to France, but it disappeared from history after Charles's death. With no heirs to the Dukedom, the French King re-asserted control and Burgundy was gone.

The story is very detailed. It is written like a piece of fiction, complete with dialogue, and told from Ash's point of view. As we read more of Ash's story, elements begin to jar. As a reader, I assume that Gentle has done her research properly. Thus, anything unfamiliar is due to her knowing more about 15th century Europe than I do. Eventually, the strangeness gets overwhelming. (This is nothing new – I still remember the dislocation I felt when she started casually talking about the **five** points of the compass in *Rats and Gargoyles*.) Representatives of the Visigoth Carthaginian Empire, for example, which lies in "the Eternal Twilight". Hmm, perhaps this is an alternative history. The Visigoths are accompanied by their golem. An animated hunk of stone. Okay, make that a fantasy alternative history.

Now put that together with the academic discussions between the sections of the story and you have a real dissonance, which keeps going. And I have to say that after 400-odd pages I'd had enough. The Ash story was interesting, but I'd had about enough of the details of 15th century warfare and politics. The story didn't seem to be going anywhere and the Pierce Ratcliff bits had just become irrelevant. I couldn't see how they fitted with the bulk of the book.

Then Ash goes to Carthage. And we discover things that pull the two disparate parts of the book back together again. What is more, there is a strong argument that this book is a work of **science** fiction rather than fantasy – despite the fact that 90% of the pages are, effectively, a historical adventure. Very clever stuff and I was completely hooked again.

The only issue I have with the book is the final Afterword. One of the things I noticed about *Grunts* was that Gentle couldn't bring herself to kill off her favourite characters. The premise of *Grunts* is that the main characters are all Orcs: nasty creatures who think nothing of eating each other, let alone killing each other. Gentle established this principle in the first couple of stories. Later on, however, favourite characters survive, however unlikely that might be. And so, again, in *Ash*. But it is only a minor issue. Overall, I think this is a fine book, well worth the time needed to get through those 1113 pages.

## Games Events

A reminder about Battlemasters, which 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).

And then there's GEN CON UK: now under new management and in the week before Spiel. It takes place at the Minehead Butlin's (no, really) from 14th – 17th October. I anticipate an emphasis on role-playing and CCGs, but there will also be board games, computer games and miniatures. There will, of course, be a Trade Hall and special guests. There is plenty of information on the GEN CON UK website at [www.genconuk.com](http://www.genconuk.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 47 was written and edited by Pevans. The LPBS masthead (page 16) is by Lee Brimmicombe-Wood, as is the illustration on page 22. The drawings on pages 18 and 20 are by Nik Luker and those on pages 19 and 21 by Tim Wiseman. 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 3

#### Votes on Round 3

Voter	E	F
Pevans	8	7
Pete Holland	8	2
Francesca	1	4
Huskinson		
Colin Parfitt	1	8
Barry Townsend	3	6
Gerald	8	4
Udowiczenko		
Pam Udowiczenko	8	1

Here are the real meanings of the words in round 3.

Emunctory (n): an organ (e.g. a kidney) or part of the body (e.g. the skin) that carries away body wastes.

Fugacious (adj): 1 disappearing soon after

appearing – used chiefly of plant parts (e.g. stipules) other than petals and sepals;

2 *formal* lasting a short time, fleeting.

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.

### Turn 4 Definitions

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

#### Galimatias

1 A region of Asia Minor in the first century AD. The Galati were early

converts to Christianity, but were repeatedly conquered by their more powerful neighbours. They were absorbed into what is now Turkey. The region's only memorial is St

#### Players' Scores

Name	This round	Total
Guy Arnold	1	1
Pevans	3	10
Bill Hay	0	2
Pete Holland	2	8
Nik Luker	1	6
Bill Mitchell	0	6
Mark Moores	0	2
Graeme Morris	0	4
Neil Packer	0	1
Colin Parfitt	4	5
Al Tabor	2	4
Gerald	1	2
Udowiczenko		
Pam Udowiczenko	0	3

Paul's Letter to the Galati (in the Apocrypha).

2 Adjective used to describe the behaviour of someone putting on a pretence of being gay, either because they believe it is trendy, or because they believe it actually improves their chances with the opposite sex.

3 The green liquid fermenting beneath the bag in the dustbin.

4 Describes the movement of someone's eyes, when said person has lost the will to live during a conversation that has no foreseeable way out. Most notable during first dates that are going badly.

#### Hodoscope

1 Derived from Norse mythology (Hod being the blind god of darkness). People would have a hodo scope done, to foretell the coming year. Alas, Hod being blind meant that his predictions were generally unreliable and contained many generalisations. In later years, their inaccuracies worsened and Hod

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: Irremeable and Kerygma.

**Votes and definitions to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by Friday 10th September.**

wanted to distance himself from them. So he persuaded scribes to subtly change the spelling to what we know today.

2 Frightening medical implement, designed to help keep troublesome patients in line just from the sight of it. Although not actually intended for use, more awkward patients would be advised not to push their luck. HOD stands for horribly over-sized device.

3 An archaic instrument for assessing the capabilities of construction workers. It measured the size of the upper arm and thigh. The measurements were used as a basis for work assignments and replaced simple tests based on the number of bricks a man could carry.

4 A very accurate and rare form of fortune telling (e.g. "Today you will be hit by a bus – wear clean underwear; today's lucky numbers are 7, 13, 21, 27, 31 and 42 (bonus ball 6)."

## Odessa Steps

### Star Trader – Turn 14

*“So we have an agreement?” The impassive GRAND LARS spokesbeing let a small smile play across its faces. Across the table the besuited humans from BLAND & BRASS checked with their Principal.*

*“Yes, we can agree the transfer.”*

*“So good to avoid the hustle of the Market.”*

*“Your things?”*

*“Will be at your warehouse in 20 tellars.”*

*“The HectoTrans?”*

*The GRAND LARS spokesbeing reached into a fold of skin and retrieved an isocube, then tossed it across the desk. “Paid in full, Gentlebeings.”*

At Beta Hydri INTERSTELLAR METALS sold 9 Isotopes at the price of 3 HTs and became Dealers. They will also doubtless be pleased to know that their Isotope Factories at Sigma Draconis are back on line once more, though company spokesmen would not give a firm assurance that they would continue to keep the production facility open. IM didn't sell Petroleum, bidding 11, because KATKORP took the initiative, sold 6 for 11 HTs each before them and gained a Contractorship too.

At Alpha Centauri, GRANDS LARS THENI bought 6 Liquor at 11 HTs apiece, possibly expecting to turn a profit and see the price rocket when TRANS SOLAR TRADING Inc. ramp the price next Quarter. But this is supposition. GRAND LARS will be happy adding a Dealership to their Market Positions. TSTI were selling Isotopes – 8 units for 4 HTs each – and acquired a Dealership as well. They then sold 6 Spice at 14 HTs each and got a second Dealership in the Quarter. IM sold a further 6 at the closing price using Percent. SWISS MERCENARY FLEET sold 9 Monopoles at a price of 14 HTs and became Contractors.

Sigma Draconis saw GRAND LARS trying to sell Isotopes, but refusing to sell at a loss. They bought 4 Alloys for 4 HTs each instead. TOTAL TRANSIT 2070 sold 5 Monopoles for 18 HTs apiece. In Spice, INTERSTELLAR METALS bought 5 on Contract, and SWISS MERCENARY bought 1 on Contract.

Monopoles were the big movers on Mu Herculis, as TSTI bought 18 for 14 HTs each, which made them sure of a Dealership. SWISS MERCENARY sold 5 on Contract, while a rare private deal took place as BLAND & BRASS sold 11 Monopoles to GRAND LARS for a grand total of 121 HTs. GRAND LARS then wanted to buy Petroleum, but the price slumped, allowing INTERSTELLAR

METALS to pick up 5 on Contracts at a lower price. IM also bought 5 Isotopes on Contract. TOTAL TRANSIT 2070 sold 5 Liquor on Contract here.

Undoubtedly miffed by events last quarter, TRANS SOLAR TRADING INC dumped 14 Isotopes for 2 HTs each at Tau Ceti, regaining the Market Managership and undercutting IM's bid of 4 to sell. KATKORP sold 5 units on Contract.

KATKORP bought 14 Petroleum for 12 HTs each at Delta Toucanis, allowing IM to make a good profit selling 5 units on Contract. TSTI sold a single Isotope for 5 HTs.

Epsilon Eridani saw GRAND LARS selling 7 isotopes for 3 HTs apiece. Then TOTAL TRANSIT 2070 sold 5 Liquor at a price of 18 HTs. The KAT sold 2 Petroleum for 14 each and had hoped to dispose of more, while THE UNIVERSAL's sole trade of the Quarter was selling 6 Spice for 12 HTs each and a Dealership.

Finally KATKORP Bought 2 Alloys at Gamma Leporis.

Going Round the Corporations, TRANS SOLAR TRADING INC sold their 14 Monopole Factories and bought 16 Liquor Factories at Alpha Centauri.

KATKORP sold their 10 Petroleum factories at Delta Toucanis, and repaid their bank loan. They then took out a new smaller – 300 HT – loan for 4 turns, bought 10 Liquor factories at Alpha Centauri, built a Warehouse at Mu Herculis and increased their Criminal Connections.

SWISS MERCENARY bought 2 Monopole Factories at Mu Herculis and 2 more Liquor Factories at Alpha Centauri. Corporation Spokeswomen, speaking around large bars of chocolate, were at pains to make it clear that these two **were** for the Chairman's special benefit.

TOTAL TRANSIT 2070 bought a Petroleum Factory at Delta Toucanis.

INTERSTELLAR METALS repaid their Loan, and took out a new loan of 249 HTs for 4 Quarters. A new Phoenix Cargo Ship, the Curium was laid down at Tau Ceti with A grade crew.

BLAND & BRASS sold their Factory and Warehouse at Tau Ceti.

GRAND LARS THENI equipped Midnight Duke with Passenger pods before running out of money leaving further re-equipping impossible to carry out.

### 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	4th	337	40	Simon Burling
B New Expensive Weapons Bring I Empire	3	7	2	N	11th	67	33	<i>Player wanted</i>
C Trans-Solar Trading, Inc	10	8	6	7	1st	153	40	Jerry Elsmore
D Interstellar Metals	10	5	5	3	5th	206	40	Paul Evans
E The Universal	10	0	5	0	8th	329	40	John Harrington
F Swiss Mercenary's Fleet	10	0	10	0	3rd	435	40	Martin Jennings
G Shylocks	10	1	3	N	9th	325	40	Andrew Kendall
H KatKorp	10	3	9	5	2nd	62	39	Michael Martinkat
J Bland & Brass	8	2	7	0	6th	283	39	Colin Parfitt
L Grand Lars Theni & T Heft	10	1	2	0	7th	42	39	Ian Whitchurch
M Tau Ceti Express	4	0	7	N	9th	494	40	Matthew Wale

'N' under Initiative Bid indicates No Move Received

### GM Notes and News

Spice and Liquor are the legal Commodities that can be transported in Spaceships and do not take up any space. Piccolo hulls, which cannot have Cargo pods attached, can only carry this sort of goods. Any ship can carry these goods, even if they do not have a Cargo Pod. Tempus is the Illegal commodity that doesn't take up space, but you need to have the Opportunity chit as well to buy it.

If a Hull has a Pod capacity – the Phoenix for instance can have up to 6 pods – an Augmented Jump pod does NOT count towards the number of pods the ship can carry. (There are a number of people with one less pod on their ships than the ship can carry and I don't know if this is deliberate.)

If only one player says that he will carry out an agreement, the agreement does not take place. (Even if you insist that you have agreed it with the other player. It must be in both sets of orders.)

If you increase Criminal Connections, your Reputation drops by one. This affects Reputation bonus at the end of each Quarter.

Some people are trying to load their ships with too many goods (IM, you know who you are). I will decide arbitrarily which goods are actually loaded in this case.

There were no new chits this turn. Current Chits (new ones in bold):  
 Turn 15 C2  
 Turn 16 C3

**Orders to Mike Dommatt, 119 Victoria Road, ALTON GU34 2DD or by e-mail to [mike\\_dommatt@yahoo.co.uk](mailto:mike_dommatt@yahoo.co.uk) by Friday, 3rd September 2004.**

### Would you like some Pork Chop with that Garlic? Railway Rivals 2 – Turn 12

Romanov Railways had better track for this last series of races and finished ahead of Ivor & Co. Impaler Trains got up to pip TTYF!

#### Races

Race	Between	TTYF!	RR	IT	HH	I&C
36	11 – 53	+2	20			10-2
37	15 – S4				+3	20-3
38	21– 43		10-1	10-2	+3	
39	24– 56		10-2	10-1		10+3
40	S6 – 62	20	5	5		
41	32 – 44		10	20		
42	36– 64	20-6	+12	10-6		
<b>Total</b>		<b>36</b>	<b>64</b>	<b>46</b>	<b>6</b>	<b>38</b>

#### Builds

Romanov Railways (RR), Red Nathan Richards Points: 276 + 64 = 340  
 Impaler Trains (IT), Black Gerald Udowiczenko Points: 214 + 46 = 260

Ivor & Co (I&C), Purple Pevans Points: 277 + 38 = 315  
 Trains Take You Further (TTYF!), Blue John Harrington Points: 221 + 36 = 257

Huge Engines etc. (HEDGEHOG), Green Mark Jones Points: 72 + 6 = 78

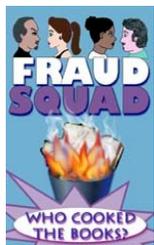
#### GM Notes

Game end statements for next time please gentlemen, and anyone who wants to play in the next game please notify me or Paul.

**Game end statements to Mike Dommatt, 119 Victoria Road, ALTON, Hants GU34 2DD or by e-mail to [mike\\_dommatt@yahoo.co.uk](mailto:mike_dommatt@yahoo.co.uk) by Friday, 3rd September 2004.**

# Games from Pevans

## Latest Additions



### Fraud Squad

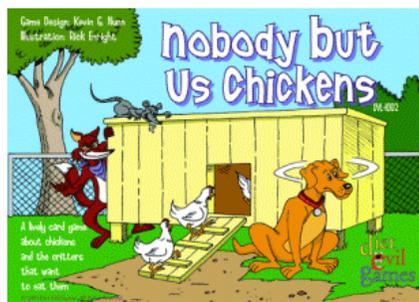
A deduction game in which players try to identify the who, how and where of a corporate fraud (think Enron!). A card game from Diet Evil (now Dancing Eggplant) Games.

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.

## Les Petites Bêtes Soyeuses 173

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 May 1658 to Pevans at  
180 Aylsham Drive, Uxbridge UB10 8UF  
or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by  
Friday, 10th September 2004



## April 1658

Ah, Paris in Spring... The season seems to have affected most of Parisian society, too, as very few of them turn up to their gladiatorial confrontations. One of the few is Charlemagne le Gosse. Let down by the non-appearance of Duvail de Fontaine, he only has Zachary The Money Goes to face. This will be a straight rapier fight, but The Money Goes has the advantage of greater expertise. Not to mention being rather larger than the slightly-built le Gosse. Sean Sondamour is le Gosse's second and Fernand Louis Adelmo de Gaulle holds The Money Goes's coat. Both men start cautiously with a parry – le Gosse uses the time to abuse The Money Goes as “a bully-boy who needs standing up to”. The Money Goes then attacks with a lunge. Le Gosse continues parrying and stops the blow. A riposte brings him first blood. The Money Goes ignores this scratch and attacks again with a slash, followed immediately by a furious lunge. The slash is enough for le Gosse, but he is still run through by the lunge as he surrenders.

It is also rapiers at dawn for Gar de Lieu and Jean-Claude van Damme. The delicate van Damme looks at a distinct disadvantage against the medium build of de Lieu. However, de Lieu is carrying previous injuries that even things up a bit. Van Damme opens with a furious lunge, hoping to get in quickly with the initial lunge. It seems de Lieu saw it coming as his parry cancels the smaller man's attack. He ripostes immediately and van Damme concedes the duel.

## Heavy Liver

Stan Dandy Liver is throwing his weight around again. First he leans on the Second Army commander's Aide and forces him out of his job. The Second Army commander, General Abel Ringeur, does not appoint a successor. Jean Petit does not have the same influence as Liver. His call on the Frontier Division Adjutant to resign falls flat. He does manage to buy himself the rank of Colonel in the ALC, though. Captain Ced Deucer of the Cardinal's Guard strikes out on his own. He puts together just enough influence to persuade the Captain of the Cardinal's Escort to resign. Unfortunately he has little pressure to exert on the City Military Governor and doesn't get the post.

Then there is a concerted campaign against the three Army Adjutants. The Third Army Adjutant is Henry Tierry Christian's target. His influence is persuasive, but not enough. On the other hand, the warrant he issues for the arrest of the Minister without Portfolio (Arts and Antiquities) is most successful. D Arth Vader pressurises the Adjutant of Second Army. He is also ineffective. The First Army Adjutant is coerced by that man Liver, with the support of Revaulvin d'Or. The joint approach works and their target quits his job. The First Army commander, General Claude Byacat, awards the position to RM Colonel Jacques Shitacks.

What is happening in the Picardy Musketeers? Jean de Florette, Joseph de Veevre and Jacque Wabbit work together to make it almost certain that the junior Major will resign. He doesn't. D Arth Vader shows them how it's done. He has a word with the senior Major, who promptly quits. The Lt-Colonel attracts pressure from Jacques Shitacks and Orson de Combat, but brushes it off. After all this Jean-Claude van Damme buys his way to Major. De Florette is then appointed Brigadier of First Foot – thanks to a lot of influence from Alfonse Qué Holique – and makes de Combat his Brigade Major.

New boy Denis Bone signs up with the Queen's Own Carabiniers, courtesy of Henry Tierry Christian. He buys the rank of Private. Zachary The Money Goes recruits Fernand Louis Adelmo de Gaulle for the King's Musketeers. He insists on being a Private, too. Sirius Chien doesn't even manage that. He applies to the Dragoon Guards, but is turned down flat by D Arth Vader.

Only one more unit volunteers for action on the front: the First Squadron of the



Princess Louisa Light Dragoons, led by their new Major, Jon Dam (financial assistance from Zachary The Money Goes). Brigadier-General Gar de Lieu also volunteers. In his case it is to lead a Battalion of the Royal North Highlanders. And Charles à Tanne announces that he's fed up with Parisian society not talking to him and that he is retiring to his country estates. As a parting gift, he leaves a sum of money in trust for "any man that kills Coward". The general reaction in Paris is "Charles who?"

## Outside Liver

While March was a month of parties, April is a month of sticking to your own club. Mostly. In the Fleur de Lys we find Alfonse Qué Holique, Co W Ard Extrême and Henry Tierry Christian. Pick a week and they are there. Ella Fant accompanies Alfonse; Polly Hydronne is on Co's arm; and Henry has the company of Edna Bucquette. Stan Dandy Liver thinks he should be in the Fleur, too, Toadying to Co. Unfortunately for him, Co doesn't appear to be aware of this. Stan stands outside the club for three weeks this month.

Zachary The Money Goes gets it right, Toadying to Gaston de St Marque at the beginning of the month. The Minister of War and an unattached General together. Hmm... But perhaps they are discussing Gaston's latest venture. He has sunk tens of thousands of crowns into constructing a horse racing track for Paris. D Arth Vader brings Bette Noire to the Fleur in week 1, where he and Henry exchange challenges. Their antagonism doesn't prevent Chancellor Vader from handing over a few thousand crowns to CPS Christian. D Arth also despatches substantial sums to Co W Ard Extrême (Minister of State) and Stan Dandy Liver (Minister of Justice). And he nominates Stan as his

favoured financier. Ah, the delights of high finance! And, lastly, Revaulvin d'Or passes the middle fortnight of April in the Fleur.



Things are much the same at Bothwell's – though with a slightly lower class of person, naturally. Here we find Beau Romir, Lokwot Isaw and Sean Sondamour in residence for the month. Frances Forrin joins Beau; Angelina di Griz accompanies Lokwot; and Sean has Lotte Bottle on his arm. Sean show Lotte what he's made of by strolling over to the gaming tables and blowing his wad in one bet. Also at the tables is the

fourth couple in the club, Marc de Zorro and Guinevere d'Arthur. Marc seems to have some sort of system, as he lays a careful pattern of bets. Three wins, a loss and a cut leave him a few hundred crowns up.

Marc and Guinevere return the following week, when Marc lays another series of bets – though at half the amount he was betting the week before. This time he wins two, loses two and cuts one for a small overall loss. Being occupied with his gambling, Marc doesn't realise that Euria Humble wants to Toady to him. Euria spends a fortnight in the foyer. The crowd at Bothwell's is augmented in week 2 by Beppe de Marko. He comes in with a big grin on his face, Jacky Tinne on his arm and a couple of bodyguards behind him. (Presumably Rene Ouai, Jacky's previous beau, has a rather different expression on his face.) The two stay at the club for the rest of the month. Beppe is also pleased by having successfully bought a Bond in the Fleur de Lys (at a very hefty premium).

### No Liver

Hunter's is the exception, being the venue for Orson de Combat's party in week 4. Orson has been in Hunter's all month, accompanied by Lucy Fur. Sirius Chien and Emma Roides have spent the month there as well. Bud d'Wiser brought Leia Orgasma to the club for the first two weeks. And Jean Petit showed up with Maggie Nifisent in week 1. This caused a slight ruction as Jean and Bud took exception to each other's uniforms. Things settled down once they had exchanged challenges. Jean P's departure saw the arrival of Jean de Florette for weeks 2 and 3. This Jean's only contretemps this month was with the Shylocks' 'boys', who arrived at his lodgings to separate him from the money he owed. Plus interest.

Then Orson launches his party, aiming to teach everyone the venerable game of Fizz Buzz. With Lucy at his side, Orson welcomes Bud d'Wiser and Leia, Ced Deucer and Henrietta Carrotte, Jean-Claude van Damme, Jean de Florette, Jacques Shitacks, Jacque Wabbit, Horatio d'Escargot, Marc de Zorro and Guinevere, Marc O'Polo and Marie Antoinette and Sirius Chien and Emma. There are several choruses of "un, deux, trois ... merde!" or "un, deux, fizz, quatre, buzz, six ... sacré bleu!" until someone realises that one of the party has left and nobody can work out who it



was. Marc places a few bets while he's there: two wins and a cut leave him ahead on the week and well ahead on the month.

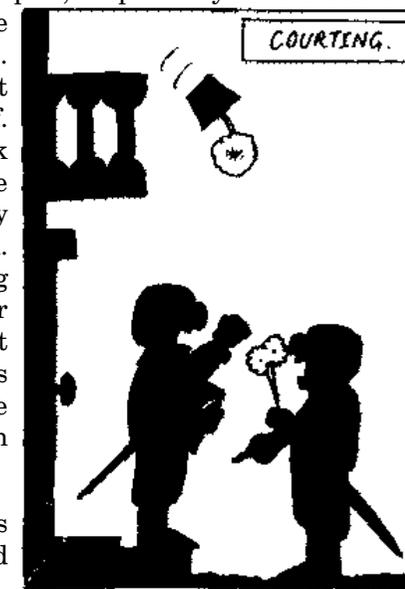
Before Orson's party Marc O'Polo spends three weeks in the Blue Gables with Marie. Xavier 3sup brings Ophelia Derriere along in week 2. Ced Deucer arrives at the club the same week with Henrietta on his arm, having won her affections the week before. The two stay for another week before going on to Orson's bash. The Frog & Peach has just one visitor: Horatio d'Escargot in week 3. And Red Phillips is home to Nom N Clature for the whole of April. Jacque Wabbit is there to start with – otherwise Nom has the place to himself.

### Poetic Liver

Horatio d'Escargot moves around quite a bit this month. He is the only man in the gyms in week 1, getting a week's practice with his two-handed sword. Then it's a trip to the Bawdyhouses for some practice of a different kind. Jean de Florette was the first man in the Bawdyhouses, as he started the month there. After their various exploits in week 1, Charlemagne le Gosse, D Arth Vader and Jean Petit pass the rest of the month practising with their favourite weapons. Rapier for Charlemagne and sabre for the other two. Charlemagne is also pleased to be one of the two successful bidders for Bonds in the Fleur.

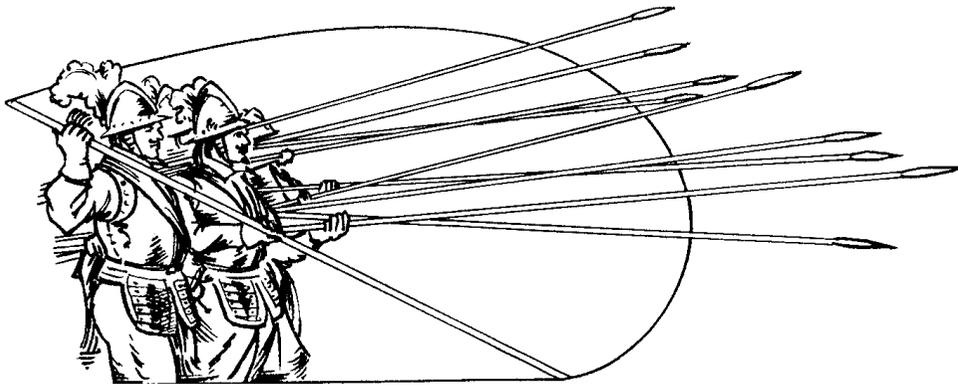
Euria Humble and Xavier 3sup arrive in the Royal Marines' gym in week 3 for two weeks' practice with cutlass. Bud d'Wiser and Marc de Zorro also while away a week practising: with sabre and rapier, respectively. The visitors to the Bawdyhouses this week are Jacque Wabbit and Jean-Claude van Damme. Anyone would think that the red light district's footpads have taken the month off. However they strike twice in the final week of April. First rolling Gaston de St Marque and then pouncing on Zachary The Money Goes. Both have empty pockets, though. Zack and Gaston seem to be doing everything together this month. After their Toadying in week one, they spend the next two weeks arguing on Kathy Pacific's doorstep. Zack thinks he should have precedence as he and Kathy have been an item before. Gaston disagrees.

Fernand Louis Adelmo de Gaulle concludes his month at the Bawdyhouses, having had



an unspectacular April. After completing his regimental duties as a Private, he discovers that he cannot rejoin the Frog & Peach having just resigned from the club. Some confusion there. At least he has done the King's Musketeers a favour by finding them a new mascot: a piglet called Josie (see Press). Private Denis Bone also has two week's duties to carry out – with a different regiment. This follows two unsuccessful weeks tramping round the residential areas with a wilting bunch of roses in his hand.

Jacques Shitacks and Xavier 3sup have a noisy first week of April: quarrelling with each other on Frances Forrin's doorstep. Jacques returns the following week, only to discover that Frances is out on the town anyway. His disappointment is rather vocal and he gets the heave-ho from Vera Cruz. Jean-Claude van Damme's exploits become rather public, too, when he bumps into Jacque Wabbit outside Angelina di Griz's place. Which is also empty. Other men who were unlucky in love are Revaulvin d'Or and, surprisingly, the poetry-reading Stan Dandy Liver. The subject of his poetry was not at home.



### Devilled kidneys

On the frontiers, the weather improves a bit, making military operations a bit easier. Mainly for the enemy. Frontier Regiment 2 gets mauled by an Austrian attack. General Abel Ringeur makes a brave stand, exhorting the troops to stand up for themselves against the tyrant. At least, that's what his Mention in Despatches says. Major Jon Dam's Squadron of the PLLD is attached and counter-attacks to good effect. Major Dam receives a pat on the back.

General Marvin Leigh Rowbow, serving with the third Frontier Regiment, stands on the ramparts and harangues the enemy. He dodges the occasional musketball to gain a Mention in Despatches. He also wins the best part of a thousand crowns in wagers with the Frontier officers. 13F Major Joseph de

Veevre stays securely in camp, but makes just as much money by backing General Rowbow.

The odd cannonball comes in the direction of Frontier Regiment 4. Only one of them does any real damage, landing right on Louis de Ath. RIP. KM Lt-Colonel Meaux Curlieunlaurrie keeps his head down and spends some time with the RFG Battalion of Lt-Colonel Harry Covert, where they serve a superb breakfast. Covert is as safe as houses and well fed into the bargain.

Brigadier-General Gar de Lieu joins the RNHB and takes command of a Battalion. He spends the month drilling his new command. General Claude Byacat leads his Battalion into the attack. This brings him two Mentions and a few hundred crowns. A grateful monarch makes him a Count. ❖

## Press

### Announcements

DG recruitment drive

Any honourable men who wish to join a superb regiment please contact DAV urgently, so you're ready for next month's big party.

### Royal Proclamation

*Abel Ringeur is declared persona non grata and all loyal subjects are ordered to apprehend the villain and turn him over to the authorities.*

† Le Roi

To the Royal Marines

Gentlemen: I am the proudest man in France this morning as I wake and find myself Colonel of such a great regiment. Our regiment's history can be traced through the pages of history with great ease. All you have to do is follow the trail of our enemies' blood as it drips through the parchment. Such brave Marines fighting for a proud nation and King.

Yours, † Colonel Shitacks

### Matters of Honour

To Jean Petit:

Sir, I do not know you nor do I want to. Why then you choose to consort with my mistress while I am involved with public affairs is a mystery. What discommodates His Majesty's servants affects the state itself and would be tantamount to sedition if it were not so ungentlemanly. Consider yourself challenged.

† Revaulvin d'Or, Minister To  
The Crown

### Social

Party, Party, Party

Due to the distinct lack of parties, to celebrate my elevation to Viscount and to wish every one well in the forthcoming campaign season, I'll be holding a party in May (all being well). All month, all welcome, all costs paid for. Oh and don't forget to bring those lovely ladies.

† Major Lokwot Isaw RFG

**BIGGEST PARTY OF THE YEAR!!!!**  
To give everyone in Paris a view of what they can achieve with hard work and dedication I will be holding a 'Personal Development' party in weeks 2 and 3 of May at the Fleur, open to all gentlemen and their partners, all costs will be paid. Anyone not attending will be seen as social outcasts.

† D Arth Vader  
(His Majesty has been sent a personal invite and we will be extremely honoured if he attends.)

Party next month at Bothwell's, weeks 3 and 4. All SL11+ welcome. Others please apply for special invitation. † Sean Sondamour

### Count Extreme's Equestrian Challenge Chase

In my capacity as Minister of Sports & Parties, I hereby announce a Horse Race open to all-comers to take place in Week 3 in May.

I hereby invite all loyal and courageous gentlemen to celebrate inevitable victory over our enemies abroad by participating in this fast and furious event.

† Revaulvin d'Or, Minister of Sports & Parties

Wake for Sylvester di Stalloni  
1st Week of May at the Fleur.  
All Friends & Family welcome (i.e. RM and PM – Only) † SDL

Omi Palone will be holding a party for soldiers of breeding in week 3 next month.

### Invite

Once more into the breach dear friends  
– for an Orson de Combat party at his club... bring the ladies  
– reintroducing 20 Crowns for best song – preferences to those submitted to me before the party starts...  
More Fizz Buzz... and introducing... Hovering Bunnies! SL 6 and over, all carousing costs paid.

Nom N. Clature warmly invites all of Paris's citizens to join him for a party at his club in the first week of next month. He will be delighted to talk with all persons of upstanding character and offers gratuitous refreshments. Over the past 7 weeks he has exhaustively researched the facilities at the club's bar, and now feels sufficiently confident with them that he can host an engagement there.

In honour of the formation of the new government, I hereby invite all Paris to a Military Bash and Banquet at the Fleur, Week 2 in May. Featuring a display of martial skills by the 13<sup>th</sup> Fusiliers, drinking contests and games of boules, using matchlock and cannon balls instead of the usual equipment. Your drinking and eating costs will be paid, mistresses are welcome – even the 'ladies' of the 27<sup>th</sup> Musketeers – and the dancing will go on all night.

† Revaulvin D'Or, Minister of Galas, Boules & Balls

The Minister for Quality Quaffing would like to announce his first wine-tasting session. This will be for all gentlemen of SL14 and above and will be held at his club in week 4 of May. All costs will be met.

### Personal

Lord Percy Percy says, as fashion is tending towards the gargantuan, ZTMG has a fashionable stomach.

To the Honourable General Viscount Claude Byacat

Sir, I would be overjoyed to serve as your Adjutant and the chance to learn from such a man as yourself. I thank you most profusely and will of course act as your second in all matters of honour.

Your servant as always,  
† Colonel Jacques Shitacks

Dear Editor,

Who is this Orson de Carte who appears in your duelling report? Sir, this has happened once before. I am a good-natured chappie outside war and duels but, Sir, I give you notice that should it happen again, I may consider it a challenge to my honour.

† OdC

*Mon cher Sir Orson,  
I can only apologise and assure you that I will do everything possible to avoid a duel make sure this doesn't happen again.* † L'Editeur

I'm still trying to raise money to meet the King's "request". Donations gratefully received. † AR

I'm afraid Coward Extrême's rudeness to myself and other senior members of Paris has finally forced me to retire. However, I can promise the following. My Bankers retain funds amounting to 6000 crowns. These will be given to any man that kills Coward: in a duel or otherwise.

Yours,  
† Charles (happy to speak to anyone) à Tanne

General Rowbow,  
Although I was a little surprised to find myself joining you (got in the wrong coach, I think), it was a pleasure to assist you. Although you have all the luck with gambling. And now, I hope to get back to some serious drinking. † JdV

When you bear in mind the habits of the regiment, it's not surprising the King's Musketeers are a dying breed.

The Story: On his way towards the KM barracks FLAG stopped at a corner (in order to check the traffic before crossing the street) when a noise behind him made him turn round. A very young pig had escaped its sty and was having it away on its trotters, squeaking shrilly. A huge dog (FLAG thought it might be an Illyrian mastiff – the kind that usually has to wear a collar with iron spikes) was in pursuit, barking loudly. "This little guy deserved more from life than to end his days between the jaws of that dog," thought FLAG. When the piglet was almost past him he snatched it by the scruff (plenty of loose skin there).

The dog shot past them, right into the street, and was promptly mangled by the wheels of a passing carriage!

At the gate of the King's Musketeers' barracks FLAG hid the piglet under his cloak. While he was waiting for his orders to be written fair, the dratted animal escaped again ... and darted straight into the CO's office. No dogs there, thank God, but after a while ZTMG came out, holding the pig.

"Who brought this?"

"I did, Sir," quavered FLAG.

"Well done, er, Private de Gaulle! The KM always had a regimental mascot. Does it have a name?"

"No, sir, I only just..."

"Right. In that case we'll call her Josie. Welcome to the regiment!"

Primus: This wine must be good, it's been approved by the Minister for Quality Quaffing.

Secundus: I wouldn't be too sure, if I was you.

Primus: Why?

Secundus: Well AQH will drink anything that's got alcohol in it!

Gentlemen and others

It has come to my attention that the King has started acting unreasonably. He has started making excessive demands from individual citizens that are beyond the ability of said citizen to meet.

Next time, it could be you. Are you happy about this?

† The People's Friend

To Brigadier Marquis Stan Dandy  
Liver

Sir, as promised I shall use what influence I have to remove that incompetent Lt-Colonel in the Picardies. I hope this helps your man.

As always yours,

† Colonel Shitacks

Could it not be agreed that a competition could be held to decide which is the most beautiful of the ladies of Paris (after Her Majesty, of course)? Their gallant defenders could fight duels to defend the merits of their loves. A maximum amount of blood lost could be allowed to reduce the advantage that those born of part-human parents (yes, I'm thinking of you, Monsieur Vader) have in the ordinary run of events. What do people think?

NNC, Welcome to the GDMD, I hope that you enjoy being in this fine regiment.

I am sorry that I was not able to welcome you properly last month but I had some domestic things to attend to.

† BdW

## Poetry Corner

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

I wonder if to the front I will fly  
If I drink my club's bar totally dry?  
While some uncharitable folks  
May well continue to coax  
Me with gibes about alcoholism,  
I'd just like to now tell 'em  
That a discerning interest in

The nation's best wine cannot be sinnin'.

† Nom N. Clature, GDMD, c/o the  
Barman, Red Philips

I want to cover your dumplings,

In nothing but Liver stew,

Whilst I munch upon raw Carrotte,

And whisper my love for you.

Oh, Henrietta, my darling,

Let me be your Carrotte cake:

I'll spread you with cream,

And I'll jam you;

All for our pleasure's sake.

† SDL

Sweet ladies of Paris so suave and sublime,

I respect and worship you all, just given the time.

If your men folk ignore you and just use you at night,

Inform me: I'll fight them and then treat you right.

My words can be muddled and my head feels fazed –

All your beauty and charm, I'm still just amazed.

I'm well known in Paris and don't fear a soul,

But if you dishonour a lady, I'll watch your head roll.

† SDL

## New Rules: Horse races

Some time ago, Nathan Richards sent me some very comprehensive rules for adding horse racing into *LPBS* (breeding and training, sponsoring races, presenting horses and running races). I came to the conclusion that these were too detailed for me to implement quickly, so they went on the back burner. Then Jerry Spencer came up with a suggestion for running horse races.

I put Jerry's ideas together with Nathan's, tweaked the result and have come up with the following.

These take immediate effect and we'll see how they work out. Comments are welcome.

### Sponsoring a race

Members of Parisian society may sponsor horse races in which gentle-

men compete with each other (in other words, these are amateur races in which characters ride their own horses: no thoroughbreds, no jockeys). The cost of putting on a horse race is a minimum of 1000 crowns, but may be increased (in increments of 100 Crowns) with no upper limit. 50% of this will go to the owner/rider of the winning horse, 25% to second place and 10% for third place. The remaining 15% is paid for the use of the racetrack (i.e. it goes out of the game).

### Attending the race

Characters may attend the race as spectators. This is treated as Toadying to the sponsor at his club and takes a week's action. They may, of course, carouse, bring their mistresses and gamble, as normal.

There is no organised betting on the results of the race: gentlemen are free to wager amongst themselves as they wish. (A bet needs to be in both/all players' orders.)

**Entering the race**

Entrants Toady to the sponsor, as above. If they don't (or can't), they can't take part in the race.

In addition, they pay the sponsor a fee of 50 crowns. The sponsor gets 1 SP for every entrant.

**Horse race attributes**

The base speed of a character's horses depends on his Military Ability as the table (right) shows. Characters who are members of cavalry Regiments or Brigades add 1 to the base speed of their horses (they are deemed to know more about horses). Members of the Royal Marines subtract 1 (boats yes, horses no).

MA	Base speed
1	3
2-3	4
4-5	5
6-8	6
9+	7

Each character has a riding skill modifier, which depends on his base (not earned) Expertise. See the table on the right.

Expertise	Riding skill
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

EC	Weight mod
1	+3
2	+1
3	0
4	-1
5	-2
6	-3

Each character also has a weight modifier, which depends on his Endurance Class and is shown to the left.

*So, Pierre has an MA of 4, base Expertise of 16 and Endurance Class of 4. This gives him a base speed of 5 for his horse, +2 for skill and -1 for weight to give him a speed of 6.*

**Results of the race**

The race is worked out by rolling 2d6 for each entrant. To this total is added his horse's base speed, modified according to the skill and weight of the rider. The highest score wins – dead heats are possible – next highest is second and so on.

*For example, Pierre rolls a 9, to give him a total of 15 for the race. He beats Bertrand, whose speed is 8, but rolls a 6 (= 14). In third place is Michel with a speed of 6 and a roll of 5 (= 11).*

The winner of the race gets 50% of the amount put up by the sponsor plus 1 SP for every participant in the race. Second place gets 25% of the money and SPs equal to half the number of entrants in the race (rounded down). Third place gets 10% of the money and 1 SP. (If only two horses run, there is no third place prize.)

After the race, the GM rolls three dice for each horse: on a 3 or 18 (roughly 1/100), the horse is injured and has to be put down. If this takes the character below the minimum number of horses required for his rank, he has three months to buy himself a new horse or he will lose the rank.

**Points Arising**

**We could do with a few more players in Les Petites Bêtes Soyeuses. We seem to be losing players slowly (one a month or so) and gaining new players even more slowly. So, recruit your friends!**

After the success of last month's sale of Bonds in the Fleur de Lys, a private gentleman has approached stockbrokers Filthy, Rich and Loaded to sell some more Bonds on his behalf. Bids in excess of 1500 Crowns are invited.

Solicitors Saisir et Courir have charge of the trust fund established by Charles à Tanne. The fund will be paid out on the death of Co W Ard Extrême, but will diminish due to the costs of maintaining the fund. The balance stands at 5940 Crowns.

Next month is the last of the season.

- The following didn't send any orders and suffered the consequences:
  - DdF Duvail de Fontaine (Simon Burling) has NMR'd. Total now 1
  - HC Harry Covert (James Guiton) has NMR'd. Total now 1
  - LdA Louis de Ath (Russell March) has NMR'd. Total now 2 and is sent to a Frontier regiment
  - LdE Lucien d'Escaillehuitaillement (Nik Luker) has NMR'd. Total now 1
  - MC Meaux Curlieunlaurrie (Wayne Rutledge) has NMR'd. Total 1

- OP Omi Palone (Mike Dommett) has NMR'd. Total now 1
- X2 (Mark Jones) has NMR'd. Total now 1

IMB (Chris Boote) was floated at his request.

Brian Niemi (JoR) is away on a course "with little or no internet access..." and has been floated at his request.

RO (Peter Denison) has been floated due to computer problems. (He has no browser and he must surf!)

**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. Send your orders to lpbsorders@pevans.co.uk and you'll get an automated reply when your message arrives in my mailbox. Please 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 LPBS@pevans.co.uk. ◇ P

## Announcements

Denis Bone applies for Aide to Brigadier

Jacques Shitacks asks NPC Lt.Colonel of Picardy Musketeers to resign

Stan Dandy Liver asks NPC Lt.Colonel of Princess Louisa Lt Dragoons to resign

Stan Dandy Liver asks NPC Lt.Colonel of 27th Musketeers to resign

Stan Dandy Liver asks NPC Division Adjutant of Cavalry Division to resign

Stan Dandy Liver asks NPC Brigadier of Guards Brigade to resign

Stan Dandy Liver asks NPC Army Commander of Third Army to resign

Stan Dandy Liver applies for Brigadier of Guards Brigade

## Duels

Results of this month's duels:

Charles à Tanne didn't turn up to fight Stan Dandy Liver and lost SPs.

Duvail de Fontaine didn't turn up to fight Charlemagne le Gosse and lost SPs.

Zachary The Money Goes (with FLAG, gains 1 Exp) beat his enemy Charlemagne le Gosse (with SS).

Henry Thierry Christian didn't turn up to fight D Arth Vader and lost SPs.

Revaulvin d'Or didn't turn up to fight Jean Petit and lost SPs.

Gar de Lieu (gains 1 Exp) beat his enemy Jean-Claude van Damme.

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.

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

Jacques Shitacks (Cutlass) and Xavier 3sup (Cutlass, adv.) have mutual cause as neither stood down over Frances.

Bud d'Wiser (Sabre, adv.) and Jean Petit (Sabre, 2 rests) have mutual cause for being in enemy regiments.

D Arth Vader (Sabre, 3 rests) and Henry Thierry Christian (Sabre, adv.) have mutual cause for being in enemy regiments.

Gaston de St Marque (Rapier, Seconds OdC & ZTMG, 3 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause as neither stood down over Kathy.

Jean-Claude van Damme (Rapier, 1 rests) and Jacque Wabbit (Cutlass, adv.) have mutual cause

as neither stood down over Angelina.  
Revaulvin d'Or (Rapier, Seconds OP) challenges Jean Petit (Sabre).

"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.

Challenges to be voted on:

Revaulvin d'Or challenges Jean Petit for stealing Maggie.

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.

## Trial

The Commissioner of Public Safety, Count Henry Thierry Christian, has arrested an NPC Minister without Portfolio. This unfortunate will be put on trial at the start of next month, with the Minister of State, Co W Ard Extrême, presiding. Players are welcome to submit pleas and press about the trial, but I suspect that these won't have much effect on CWAE and HTC...

## New Characters

Russell March gets the First son of a very wealthy Viscount: Init SL 11; Cash 825; MA 5; EC 2 (X1).

## Tables

### Other Appointments

King's Escort: Ensign N	Captain BR
Cardinal's Escort: Ensign N	Captain ___
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 Commdr	11	Flr	4	Bill Michell
CWAE	Count Co W. Ard Extrême	25+	76	Wlthy	Fld Marshal/State Min.	5	Polly	3	Benedikt Löwe
MLR	Count Marvin Leigh Rowbow	24	F	Rich	General	11		3	Martin Jennings
CBY	Count Claude Byacat	24	F	Rich	B.General/1st Army Commdr	8	Flr	4	William Steven
ZTMG	Count Zachary The Money Goes	23+	83	Wlthy	B.Bdr-General KM/War Minister	11	Flr	4	Gerald Udowiczenko
CaT	Earl Charles à Tanne	22	RIP						Alan McTernan
AQH	Baron Alfonso Qué Holique	22+	67	Rich	B.Bdr-General RFG/Min w/o Port	5	Ella	5	Tym Norris
HTC	Count Henry Tierry Christian	21-	19	Flthy	B.Bdr-General QOC/CPS	12	Edna	3	Matthew Shepherd
DAV	Count D Arth Vader	21	50	Rich	Colonel DG/Chancellor	12	Bette	6	Michael Blasebalk
SDL	Marquis Stan Dandy Liver	20	56	Wlthy	Bdr-General/Justice Min.	8		4	Guy Arnold
CIG	Baron Charlemagne le Gosse	20	45	Rich	Lt.Colonel CG/Gen's Aide	8		2	Neil Packer
BdM	Viscount Beppe de Marcko	19+	57	Flthy	B.Bdr-General CPC	15	Jacky	2	Mark Moores
GdSM	Earl Gaston de St Marque	17	40	Wlthy	B.General	9		3	Nathan Richards
LI	Viscount Lokwot Isaw	17+	52	Rich	Major RFG/Gen's Aide	13	Angelina	3	Barry Townsend
SS	Sir Sean Sondamour	17+	51	Rich	B.Lt-General/Hvy Brigadier	3	Lotte	2	Pete Holland
OP	Baron Omi Palone	16	46	OK	B.Lt-General/Min w/o Port	3		4	Mike Dommert
HC	Marquis Harry Covert	15	F	Wlthy	Lt.Colonel RFG	12		2	James Guiton
BR	Baron Beau Romir	15+	45	Wlthy	Captain RFG/Capt.K's Esc	4	Frances	3	Graeme Morris
MdZ	Marc de Zorro	13	37	Comfy	Major RFG/Gds Brigade Maj.	3	Guinevere	5	Colin Parfitt
RO	Rene Ouai	13	27	Comfy	B.Lt-General/Prov.Mil.Gov	1		5	Peter Denison
RdO	Reaulvin d'Or	13	26	Comfy	B.Bdr-General 13F/Min w/o Port	7		4	Jerry Spencer
OdC	Sir Orson de Combat	12+	52	Wlthy	Major RM/1 F Brigade Maj.	4	Lucy	5	Francesca Weal
JP	Sir Jean Petit	12+	39	Comfy	Colonel ALC/2nd Div Adjutant	4	Maggie	4	Pete Card
X3	Xavier 3sup	11	30	Wlthy	Major RM/Gen's Aide (1st Army)	4	Ophelia	5	Mark Mortimer
EH	Sir Euria Humble	11	29	Comfy	Lt.Colonel RM/FMshl's Aide	7		5	Matthew Wale

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
BdW	Bud d'Wiser	11	22	Comfy	Colonel GDMD	8	Leia	2	Francesca Huskinson
GdLi	Sir Gar de Lieu	11	F	Poor	B.Bdr-General 4A	3		4	Bill Hay
JdF	Jean de Florette	11+	33	Comfy	B.Bdr-General PM/1 F Brigadier	4		4	Robert Carter
JS	Jacques Shitacks	10	27	Comfy	Colonel RM/1st Army Adjunt	3		4	David Olliver
MC	Meaux Curileunaurrie	10	F	Wlthy	Lt.Colonel KM	6		2	Wayne Rutledge
JdV	Joseph de Veevre	10	F	Comfy	Major 13F/2 F Brigade Maj.	3		5	Andrew Kendall
CD	Ced Deucer	9	28	Poor	Captain CG/Bar's Aide (RdO)	5	Henrietta	3	Nigel Monaghan
SC	Sirius Chien	9	13	OK		3	Emma	4	Paul Wilson
LdE	Lucien d'Escaillehuitaillement	8-	2	Comfy		3		4	Nik Luker
DdF	Duvail de Fontaine	8	10	Comfy	Subaltern KM/Bar's Aide (1 F Bde)	5		1	Simon Burling
MOP	Marc O'Polo	8+	29	Comfy	Major 27M/3 F Brigade Maj.	5	Marie	4	Kevin Morgan
LdA	Louis de Ath	7	RIP						Russell March
JCvd	Jean-Claude van Damme	6	13	OK	Major PM	6		1	Pam Udowiczenko
JoR	Jean ou Rous	6	9	Comfy	B.Bdr-General Gscn	4		2	Brian Niemi
FLAG	Fernand Louis Adelmo de Gaulle	6	6	OK	Private KM	5		4	Hajo 'Red' Schlosser
JW	Jacque Wabbit	6+	32	Wlthy	Captain RM/Bdr's Aide (SDL)	6		2	Terry Crook
HdE	Horatio d'Escargot	5	12	OK		4		3	Graeme Wilson
JD	Jon Dam	5	F	OK	Major PLLD	5		1	Ben Brown
NNC	Nom N Clature	4	12	Poor	Captain GDMD	4		5	Richard Huzzey
DB	Denis Bone	3-	1	Poor	Private QOC	3		5	Timothy Hunt
X2		2-	2	Poor		3		3	Mark Jones
IMB	Ivan de Maphril en Bleubréille	2	0	Poor		2		3	Chris Boote

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, Wlthy = 5000-10000, Rich = 10000-25000, Fithy = 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+