

That would be enough

This has been issue 44 of *To Win Just Once*, published 7th May 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 21st May.

Orders for *Les Petites Bêtes Soyeuses* to Pevans by Friday 28th May.

(Remaining deadlines for 2004 are 25th Jun/2nd Jul, 30th Jul/6th Aug, 3rd/10th Sep, 8th/15th Oct, 12th/19th Nov.)

Subscriptions

The PDF and online versions of *To Win Just Once* are free. Or you can subscribe to the paper version – which includes the cost of playing in any (or all!) of the games (let me know if you'd like a sample copy first). If you want to play in the games through the online 'zine, there is a "Games only" subscription rate.

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

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11-issue subscription	5.00	10.00	10.00

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

Games played

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

Diplomacy Neil Packer will run this if we have seven interested players. So far 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]

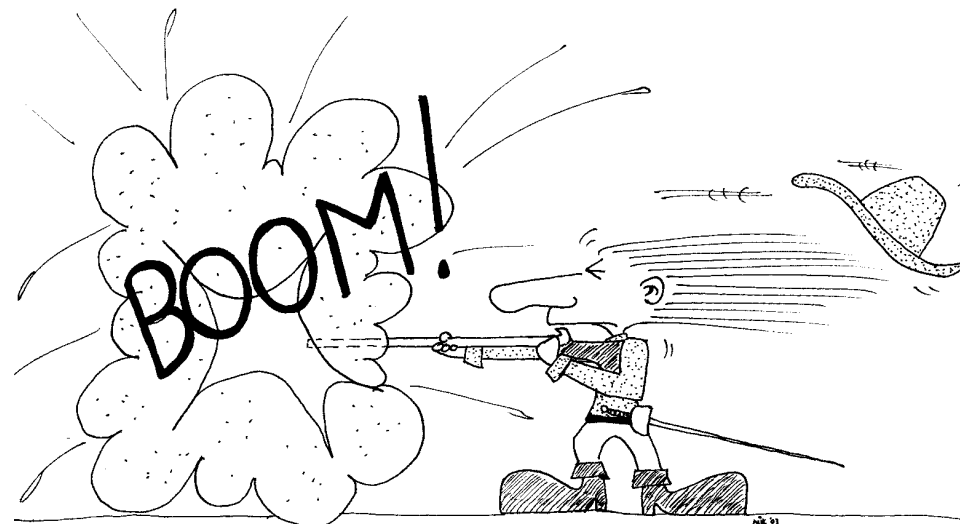
Railway Rivals the second game is in progress. Edward Walkington wants to play in the next. You will need the chosen map to play. [free start-up]

Star Trader A game is in progress and has space to take over an existing position. Martin Jennings is queuing for the next game. Full rules will be provided. [start-up fee]

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Action in *Les Petites Bêtes Soyeuses* (p 17)
Plus first look at a couple of new games (*Memoir '44* below)



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Chatter

Well, here I am a month into my notice period and I'm still waiting to find out what my employer requires me to do before I depart. Mind you, the people who are staying don't yet have the details of what they're meant to be doing this year (which runs April-March). Situation normal, then.

So I've been doing what I think is professional and wrapping stuff up with my clients. Some of whom will transfer to my new freelance incarnation (I hope!). Not that I've got much further with setting this up. I've been too busy with Easter, visiting the USA and suffering from a stinking cold (any germs in this 'zine come with my compliments). I'll be busy in May!

The visit to America was to attend Alan Moon's invitation-only games convention, the Gathering of Friends. This is a great opportunity to play some of this year's new games (as are the other events at this time of year), look at some prototypes (lots of designers and publishers attend the event) and meet old friends. A couple of whom have asked me if I can handle their games in the UK. Well, I'm setting up my own business, so why not have a games sideline? And it gives me an operation to try out all my business advice on! More news as things become more concrete.

A piece of sad news is the death of venerable game designer Alex Randolph. Resident in Venice, he had been ill for some time and died in hospital on 28th April. We will remember him for his many fine games, including *TwixT*, *Inkognito* and *Ricochet Robot*. Plus many lighter games, like *Hol's der Geier* and, one of my favourites, *Die Heisse Schlacht*.

Hey! There's a Beer Festival in Ealing on 13th-15th May. Anyone fancy joining me on the Thursday or Friday afternoon? Let me know (phone or e-mail). More about the event at www.beeronbroadway.org.uk.

So, let's have my thoughts about a couple of these new games (more in next issue). But first, a couple of letters (well, communications).

Letters

First off, I heard from Andrew, the GM of PBeM game *Medieval Diplomacy*. He asked me to pass on some information about the game to my readers and I'm happy to oblige.

Medieval Diplomacy is a play-by-email strategy game, where each player rules a historical realm in Europe circa 1320 AD. Players of strategic games such as *Diplomacy*, *Axis & Allies* and *Risk* will find many familiar elements in the game. The political situation and units are authentic for this time period. There is a detailed program that depicts the forces of all

realms as miniatures on a giant game board. To stay on your throne, you will need to use well-planned tactics, clever scheming, and ruthless determination. It is completely free to play, and new games begin regularly. We have a community of over 500 active players, and positions are open for both new blood and veterans. Everyone is welcome to sign up for a game at <http://www.agegames.com/mw>. Hope to see you on the battlefield!

Neil Packer pitches in next with some SF comments.

No films seen recently, and I've read very little. Ooh. *Broken Angels*, Richard Morgan's follow up to *Altered Carbon*, is excellent. The first book is his noir, detective, cyberpunk story. The more recent one is his adventure-set-against-a-background-of-war-torn-strife cyberpunk story. If you liked the first one, you'll like *Broken Angels*. If you didn't like *Altered Carbon*, I'm not sure you should be reading anyone's views on science fiction.

Ahem. Well, okay, I've just started *Altered Carbon* (it's been on my reading pile for quite a while now) and I'll let you know whether I fit into Neil's mould of SF readers.

New Games

My favourite of the new games I've played recently is *Power Grid*, a new title from Rio Grande Games. It's not a completely new game, however. The starting point is *Funkenschlag*, designed by Friedemann Friese and published under his own imprint, 2F Spiele, in 2001. Friedemann has done some development work on this to produce a new (and better, I think) version, with Rio Grande Games publishing an English language version as *Power Grid*. The game involves building a network of cities to which you are supplying electricity. Most of the mechanics remain the same between the two games. However, *Power Grid* has a clever system of buying interconnections between cities. This replaces the 'crayon game' aspect of *Funkenschlag* – drawing the connections on the board. At the same time, it gives much the same restrictions and opportunities as drawing the connections. So the effect is 90% the same, but faster to play and allows higher quality production.

So *Power Grid* is produced to the same standard as other Rio Grande Games with new artwork (from Maura, 2F's current artist). The mounted board has a



Game play remains the same. Players bid for power plants at auction, then buy fuel (coal, oil, nuclear or garbage) and new links for their networks. Plants with fuel use it (apart from the expensive wind- and wave-powered plants) to provide power across their network and thus generate income.

The changes from the original game have improved playability and reduced the playing time a bit without changing the character of the game. It's still a moderately complex strategy game that takes a couple of hours to play. The competition for power plants, cheap fuel and the right connections makes *Power Grid* a fascinating challenge. Highly recommended.

As a fan of *Battle Cry*, I jumped at the chance to play a pre-production copy of *Memoir '44*, to be published by Days of Wonder. This is Richard Borg's adaptation of the game system he used for *Battle Cry*. He has translated it to the Western Front in WW2 from the American Civil war setting of the original. The game seems to work well and, like *Battle Cry*, it has some great bits. Plastic model soldiers, tanks and artillery, carefully differentiated for the two sides. So, Sherman tanks in green for Allies, Panzer IV models in grey for the Germans. There are two boards: one with beaches for the invasion scenarios and the other a generic countryside. Both are divided into large hexagons to regulate play. These are overlaid with tiles showing terrain features for the specific scenario.

Play is dictated by the cards in each player's hands, which restrict their options to move pieces and attack. Attacks are resolved by dice and pieces removed. Elimination of a complete unit gives the opponent a victory point – usually 5-6 wins the battle. The game is not meant to be a serious simulation, but it does reflect the battles its scenarios reproduce. Like *Battle Cry*, *Memoir '44* provides interesting and entertaining play with a large chunk of luck. (The recommended approach is to play each scenario twice, swapping sides, and see who produces the better result.)

For *Battle Cry* fans, the major difference is that artillery is very powerful. It doesn't need a line of sight to shoot at something and its effects are not diminished by range or terrain. The scenario I played was Arnhem, where the main German forces have to cross the bridge to take on the British troops in the town. Unfortunately the bridge is single file and facing two artillery units. Ouch! (Richard Borg later told me that this is the toughest of the fifteen scenarios that come with the game.)

The game is tied in to the 60th anniversary of D-Day and the subsequent battles to liberate Western Europe. It therefore has an 'Overlord scenario' that combines multiple sets and several players (per side) to re-create the whole invasion. The game is entertaining stuff and I recommend it to anyone who doesn't mind wargames.

Science Fiction

Over a year after I read the first volume (*Precursor*), I have now finished the rest of C J Cherryh's "Second *Foreigner* Trilogy": *Defender* and *Explorer*. And I have to say that I'm rather disappointed by the whole thing. Even though I am a fan of Cherryh's books. For those who aren't familiar with this series, here is an introduction – anyone else can skip the next paragraph.

The first trilogy was *Foreigner*, *Invader* and *Inheritor*. In these books, we were introduced to an alien planet inhabited by the intelligent, humanoid *atevi* and a small human colony. The human population is confined to one island following a devastating war (decades prior to the books). Our protagonist is Bren Cameron, one of the few humans trained to understand and deal with the *atevi* – and avoid further wars. The first trilogy took us through the upheavals caused by the re-appearance – after generations – of the spaceship that originally brought humans to this world. The fourth book, *Precursor*, sees Cameron now working for the most powerful *ateva* lord and negotiating with the leaders of the spaceship. He is now in the middle of three groups: the local humans, the spaceship humans and the *atevi*. But, unlike with the *atevi*, he has not spent a lifetime studying the culture he is now trying to deal with.

Defender takes up the story with further revelations from the spaceship Captains (there are four: one for each shift!). The ship abandoned the crew of a space station it had set up in another star system after encounters with hostile aliens. This splits the crew into factions, some of whom had relatives on the station. It underlines that there are divisions even within the (relatively small) spaceship crew. Cameron's challenge now is to negotiate between these factions as well as representing the *atevi* and managing relations with the human colony. The focus is the spaceship crew. The *atevi* are generally a nuisance and the other humans all but ignored. However, the *atevi* are very useful when it comes to forcing the issue. From these confrontations, Cameron fashions compromises and begins to find out what really happened.

We start the third book, *Explorer*, with the spaceship on its way to rescue the surviving humans from their station. To complicate matters, the station was damaged by an attack from hostile aliens. Cameron still has to deal with multiple factions within the spaceship crew. On board the ship he also has a group of *atevi*, some of whom are very important. There is also a group from the human colony. On arrival, he then adds the humans running the damaged station (who have their own motives and goals). Not to mention a bunch of trigger-happy aliens. Once again, the story is of negotiation, digging for the truth and compromise.

The books repeat themes familiar from much of Cherryh's work. The pawn stuck in the middle, reacting to what the movers and shakers do and trying to make sure the whole thing doesn't blow up in everybody's faces. The difference is that Cameron is actually a person of some consequence. By the last book, he has a substantial standing in his adopted society. Cherryh ignores this. Instead, like many Cherryh heroes, he has to cope with apparently arbitrary and unhelpful decisions and actions by others without knowing what is going on. Cameron never tries to wield the authority he has. I would say that he chooses not to, but the possibility does not even appear to cross his mind.

At the end of the story, I came to the conclusion that this was Cherryh writing on autopilot. Normally I find her books gripping, but not these. The pace was slow, apart from some unlikely action sequences at the end. And there was no real sense of an alien culture being evoked – which is one of the strong elements in the first trilogy. This is despite a rather good, if improbably smooth, first contact episode in *Explorer*. I was also irritated by the passages that appeared every few chapters summarising the action so far. I can only assume that the stories were originally published in serial form and have not been edited to take out the connecting material. This is either a lack of attention to detail or sloppy editing. Thinking about it, with the effective application of a blue pencil, these three volumes could probably have been condensed to a single book. I don't think anything much would have had to be sacrificed from the plot and the pace would have been much faster.

So, regrettably, my verdict is that I have been disappointed by this trilogy. Cherryh fans, like me, will read it anyway. If you don't know her work, start somewhere else. I suggest: *Downbelow Station* if you like your SF hard and/or without aliens; *Pride of Chanur* (or, indeed, *Foreigner*) if you want aliens (lots of them in the case of the Chanur stories); or *Gate of Ivrel* if you want fantasy. All cracking books, but all written some time ago (even *Foreigner* is from 1994). I do hope this is not a trend.

Games Events

Maycon will have happened by the time you read this, but plenty more events are coming up in the next couple of months.

I almost overlooked Beer & Pretzels. This is two weeks after Maycon: 15th-16th May in Burton-on-Trent (Mmm, beer...). Run by the irrepressible Phil and Sally of Spirit Games, the event takes place during the day (10-10 on Saturday, 10-7 on Sunday) at Burton Town Hall. It includes board games, CCGs, role-playing and wargames. And lots of fun. Entry is £7 for both days or £4 for one. More information (including local B&Bs for an overnight stay) at: <http://www.spiritgames.com/bnpdetails.php>.

Summer Stabcon is the weekend of 2nd-4th July at Woolton Hall in Manchester (Woolton Hall is one of the University's Halls of Residence). This is a mixture of board games, role-playing games and wargames. Entry is £15 (£12.50 in advance) and accommodation is available "in sturdy bedrooms at the Hall". For more information and booking forms, sign up to the Stabconinfo group at Yahoo!: <http://groups.yahoo.com/group/stabconinfo>.

Manorcon follows a fortnight later: 16th-19th July at Chamberlain Hall, University of Birmingham (yes, another University's Hall of Residence). This event concentrates on board games and *Diplomacy* in particular. In fact, this year's Manorcon is host to WorldDipCon XIV and features the World *Diplomacy* Championships. Don't worry if Dip's not your cup of tea, there'll be plenty of other stuff going on. Registration is £12 and accommodation is available on site (and some of it's even *en suite*). Find more information at: <http://devel.diplom.org/manorcon/>.

This box concentrates on games events I expect to attend.

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

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

Maycon: a mixture of board games and role-playing at the Thistle Birmingham City Hotel in central Birmingham over May bank holiday weekend. This convention is also the host for SpielChamps UK – The UK Board and Card games Championship and qualifier for the European Championships. For more details and a booking form, see www.maycon.org.

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

MidCon: board games plus the UK's National *Diplomacy* Championship. 12-14th November 2004 at the Thistle Birmingham City Hotel in central Birmingham. Entrance is £15 in advance, £18 on the door; accommodation is £75/night for a double/twin room and £47/night for a single room, inclusive of breakfast. For details: www.midcon.org.uk.

Credits

To Win Just Once issue 44 was written and edited by Paul Evans. The LPBS masthead (page 18) is by Lee Brimmicombe-Wood. The cover picture is by Nik Luker and the illustrations on pages 19 and 21 are by Tim Wiseman. The photographs were taken by Pevans.

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. (Usually 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.) We'll run this for 10 issues. The winner is the player with the most points at the end.

Here the definitions sent in for our first two words.

Amphigory

1 A box of frogs.

2 Adj. describes a particularly bloody joke or film involving frogs, newts or toads. e.g. Q. What's green and turns red at the push of a button? A. A frog in a blender. (An amphigory joke.)

3 Ancient term equivalent to present day 'bloodbath'. E.g. "Did you see the gladiators at the Colosseum last night? A total amphigory!" Derived from the phrase 'AMPHI-theatre of GORE'.

4 An allegory in which certain thematic elements are amplified to the point where it either makes very clear sense or no sense whatsoever.

5 Well an amphiTHEATRE is a big round THEATRE and an ALLEGORY is a story that's ALL about something, so Amphigory must be a big round about – like the one in Swindon perhaps?

6 Amphigory - the scene of a school laboratory full of pupils dissecting frogs.

7 In ancient Rome the devotees of the Games noted that the residue left on the sands of the amphitheatre (fondly known to them as the "amphy") had its own particular qualities. Just as "sticky" does not fully describe a stick, nor "irony" an iron, they felt that the word "gory" here fell short of the mark. The bloody mess in the arena, they decided, was specifically "amphigory"!

8 The word comes to us from French, though it is Breton in origin. An amphigory is an ornately carved wooden dresser. It was usually used to display the family's best crockery.

9 The sense of nervousness experienced when feeling the need to break wind, but unsure if it really is just gaseous. Commonly experienced by those suffering from an upset stomach.

10 Disease which turns people into accountants, as in “he’s got ‘am-figure-y”.

11 (N) A pottery jar full of human flesh.

12 A condiment sprinkled on unsmoked haddock when eaten raw.

13 A Roman word for a container used for the holding of blood used in religious rites.

Babouche

1 N. A shower bag made from the hide of farmed baboons.

2 A female baboon.

3 Barbecued road kill. (Origin: Cajun Louisiana (US))

4 The noise made by men when a beautiful woman walks past unexpectedly causing an inhalation of breath.

5 A monkey’s bathroom.

6 The traditional cry of pain mixed with pleasure used by sex-crazed adolescent masochists. It is derived from “Babs, ouch!” the expostulation of one punched by a member of Pan’s People (for those too young to remember Pan’s People try putting

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: Curtilage and Drupaceous.

**Votes and definitions to TWJO, 180 Aylsham Drive, UXBRIDGE
UB10 8UF or TWJO@pevans.co.uk by Friday, 28th May.**

“Top of the Pops – ancient history – bouncy dancers – teenage crush – sad individual” into Google).

7 (A) Small but perfectly formed. No longer considered to be politically correct...

8 The liquid remaining in a glass or container that has been mostly emptied, that vanishes when you attempt to drain the last drop, but reappears as if by magic when the glass is replaced on the table (or other flat surface).

9 Babouche, or baby’s mouth as it is translated into the vulgar tongue, is given to that simpering way of talking that some women adopt thinking that it makes them attractive.

10 The little known fetish for standing in front of screaming baboons and being soaked by their spittle (ugh!).

11 This is an alternative spelling of baboosh; it’s onomatopoeic for the noise made when something thrown into water skips once before sinking.

12 The noise a man makes when his wife elbows him in the ribs for staring at a babe, (think Homer Simpson: “baaaabe... Ouch!”).

Would you like some Pork Chop with that Garlic? Railway Rivals 2 – Turn 9

Romanov Railways collected most points this round, but Ivor & Co. is still ahead overall. TTYF! and Romanov Railways built parallel track to connect into the I&C system, while Impaler Trains connected into more areas. Hedgehog failed to submit orders by the deadline.

Races

Race	Between	TTYF!	RR	IT	HH	I&C
15	12 – 46		20+7			10-7
16	13 – 62					20
17	23– 63		20-4		+4	10
18	26– 45	+3+3	10-4-3	20-3+4		
19	31 – 53	10 JR	10	10 JR		
20	36 – S6			10 JR		10 JR
21	S2– 51	20+1	10-1			
Total		37	65	41	4	43

Builds

Trains Take You Further (TTYF!), Blue
John Harrington
(P60) – Q61 – Q67 (1 to I&C)
Points: 94 + 37 -8 = 123

Romanov Railways (RR), Red
Nathan Richards
(R60) – Q61 – Q67 (1 to I&C)
Points: 126 + 65 -8 = 183

Impaler Trains (IT), Black
Gerald Udowiczenko
(O30) – N29;
(Sighet) – U3 – X4
Points: 118 + 41 -7 = 152

Huge Engines etc. (HEDGEHOG), Green
Mark Jones
Points: 55 + 4 = 59

Ivor & Co (I&C), Purple
(J55) – I55 – I54 – Bacau – K52 – K51
Pevans
Points: 152 + 43 -8 +1 +1 = 189

GM Notes

IT collected 5 VP in Race 11 and not RR.

TTYF! should have paid 5 to RR for use of track in Race 14.

Next turn’s races:

Race 22 16 – 25
Race 23 13 – 66
Race 24 22 – 61

Race 25 45 – Special 3
Race 26 35 – Special 1
Race 27 33 – 52
Race 28 42 - 51

You may enter up to 5 of the races.

Next turn’s builds: up to 6 build points including known payments to rivals.

**Orders to Mike Dommett, 119 Victoria Road, ALTON, Hants GU34 2DD or
by e-mail to mike_dommett@yahoo.co.uk by Friday, 21st May 2004.**

Odessa Steps

Star Trader – Turn 11

“Sir.”

“Yes?”

The sector Admiral was dressing for dinner as his Flag Lieutenant entered his bedroom.

“Systems report armed Pirates intercepting ships at Delta Toucanis, Mu Herculis and Sigma Draconis. Ships are reporting them after recovering from emergency hyperjump, and other ships are failing to arrive.”

“Damn them. This has gone too far. Get me Starfleet Command!”

“Now?”

“No. It can wait till later tonight. Don’t want to tip people off, but it’s time we got some resources to clean up the area. And if I can prove who’s behind it I’ll have them broken.”

And so it turned out. THE CULTURE was caught red-handed by the Federal forces. Despite suggestions from various Political leaders in the Quadrant that everyone knew the piracy was really caused by terrorists, the subsequent inquiry forcibly closed down the Corporation and confiscated all its assets.

A fairly popular result, judging by the celebratory street parties on Delta Toucanis. Despite new ships being laid down, the spaceways are much emptier than they have been for some time. Some Corporations tried to claim The CULTURE’s shipping fleet, or elements of it, but all claims were rejected.

THE CULTURE had apparently been selling information as part of a triad of Corporations, but had failed to live up to its side of the bargain recently. Though attempts had apparently been made to agree terms with TRANS SOLAR TRADING INC., the third – as yet unknown – party did not consent. Sanctions were therefore put on THE CULTURE that would have brought it before an inquiry once again. Except that the now defunct group of crooks shot more shipping out of space, finally snapping the Federation’s patience.

Shipping groups compared notes and, with the freer information flow, we have been able to confirm that THE CULTURE’s Ice intercepted the IM’s Vanadium at Mu Herculis. Vanadium successfully Emergency Hyperjumped away. Ice then intercepted TT2070’s DX Goods, which fought back. Despite heavy damage, IT was blown away with missiles. At Sigma Draconis the blockader was Better Red, which captured BLAND & BRASS’s ship, the Friday. This fight was bitter, and the CULTURE’s ship took 3 Hull hits before it managed to subdue the Clarinet hull.

However, most of the fighting took place at Delta Toucanis where KATKORP’s Leopard was overwhelmed, the Dagger hull loitering in System Space. The same Corporation avoided a second loss when Panther successfully made an Emergency Hyperjump back to Tau Ceti. IM’s Titanium apparently missed being intercepted,

before SHYLOCKS ship, Uncle, was captured. UNIVERSAL’s Tin Soldier might have added to the numbers, but its low-grade crew failed the Hyperjump.

Of course, in quieter Quarters, the news of a breakthrough in producing artificial Spice, with Market Demand for the genuine product dropping, would have been the big news. GRAND LARS THENI & T. HEFT have re-launched themselves under new management, also an interesting development.

TRANS SOLAR TRADING sold Alloys on Contract at Gamma Leporis. They then sold 10 Alloys for 5 HTs each at Epsilon Eridani and gained a Dealership. THE UNIVERSAL tried to sell Spice, but had shipped it to a different system.

At Delta Toucanis, THE CULTURE sold 7 Isotopes for 7 HTs apiece, after which INTERSTELLAR METALS sold 10 more at the same price. IM got a Dealership though. KATKORP then sold 5 on contracts. KATKORP was buying Petroleum – 9 units at a price of 8 HTs – and becoming Contractors. IM bought 5 more on Contracts and the UNIVERSAL’s bid of 4 to buy was ignored. The UNIVERSAL did get to buy 5 Spice on Contract.

Tau Ceti only had dealings in Isotopes. TRANS SOLAR TRADING INC. sold 10 at a rock-bottom price of 1 HT, driving the price down. KATKORP sold and SHYLOCKS bought on Contracts.

TOTAL TRANSIT 2070 sold 4 Alloys, all that remained on its ship after the damage it took, at Mu Herculis for 5 HTs each. INTERSTELLAR METALS bought 5 isotopes for 2 HTs apiece, after SHYLOCKS had bought 6 at 3 HTs. TT2070 couldn’t find takers to sell at 5 HTs and the UNIVERSAL’s bid to buy of 1 was too small. SWISS MERCENARY sold 5 Monopoles at 6 HTs and IM bought 5 Petroleum on Contract.

Sigma Draconis saw IM using its Contracts again, buying 5 Isotopes as the price fell. Then IM bought 5 Spice on Contract, after SWISS MERCENARY FLEET had sold 8 units for 6 HTs and TRANS SOLAR has bought 9 units for 11, both Corporations gaining a Contractorship.

The UNIVERSAL tried to sell Liquors at 11 at Alpha Centauri, but this was too high a bid. TOTAL TRANSIT 2070 sold 7 Isotopes for 5 HTs apiece and was granted the Market Managership. INTERSTELLAR METALS sold 2 Alloys for 5 each, and then TSTI sold their last 4 on Contracts.

TRANS SOLAR TRADING INC were also selling Alloys at Beta Hydri, 11 for 5 HTs each, gaining a Dealership. SWISS MERCENARY FLEET sold 13 Spice at 11 HTs apiece, meaning that they were awarded a Contractorship and that BLAND & BRASS trying to sell at 14 were left with no sales. Finally, THE UNIVERSAL sold 6 Petroleum for 14 HTs each.

TRANS SOLAR TRADING INC took out a 740 HT loan over 4 turns. With this money the Corporation first bought 15 Isotope Factories at Tau Ceti, together with a warehouse, before upgrading Zorro’s crew to A class and re-equipping Fiacre, Adam, and Eve with passenger pods (replacing cargo pods).

BLAND & BRASS considered buying a new ship, but decided to meet their interest payments first, rather than follow in the footsteps of INTERSTELLAR METALS who frequently fail to make theirs.

TOTAL TRANSIT 2070 bought a Monopole Factory at Mu Herculis and two Petroleum Factories at Delta Toucanis, being caught out here by the ramping up of the price prior to selling the factories at a profit by others. They sold a warehouse at Epsilon Eridani and then decided to lay down a new Phoenix hull with cargo and light weapon pods.

SHYLOCKS took out a 200 HT loan over 8 turns – their first priority must be buying a ship. THE UNIVERSAL paid off their loan just in time and sold their Spice factory at Sigma Draconis. INTERSTELLAR METALS took delivery of their new ship Scandium and added an Augmented Jump pod to it.

KATKORP sold a warehouse at Gamma Leporis and bought a new one at Delta Toucanis. They sold all of Tiger’s non-military pods for a pathetic sum and re-equipped with Light Weapon pods.

THE CULTURE tried to increase reputation, but as it was at 0 this wasn’t possible. They then sold all their Petroleum Factories at Delta Toucanis and bought 9 Isotope Factories and a Warehouse at Tau Ceti. The Corporation increased their Political Connections, but this failed to save them this time. There are a lot of embarrassed supporters of THE CULTURE keeping quiet.

GRAND LARS THENI & T. HEFT sold their Alloys factories at Gamma Leporis, took out a 96 HT loan for 4 turns and laid down a Corco Zeta hull with Passenger pods. A new mission statement is promised.

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	7th	210	40	Simon Burling
B New Expensive Weapons Bring I Empire	3	7	2	N	11th	24	33	Peter Denison
C Trans-Solar Trading, Inc	10	8	5	0	9th	469	40	Jerry Elsmore
D Interstellar Metals	10	5	5	3	3rd	192	40	Paul Evans
E The Universal	10	0	5	0	6th	91	40	John Harrington
F Swiss Mercenary’s Fleet	10	0	10	1	4th	477	40	Martin Jennings
G Shylocks	10	1	3	0	5th	338	40	Andrew Kendall
H KatKorp	10	2	9	24	2nd	472	40	Michael Martinkat
J Bland & Brass	7	1	7	0	8th	104	40	Colin Parfitt
K The Culture				20	1st	Eliminated		Nathan Richards
L Grand Lars Theni & T Heft	8	1	2	0	10th	49	28	Ian Whitchurch
M Tau Ceti Express	4	0	7	N	11th	426	40	Matthew Wale
‘N’ under Initiative Bid indicates No Move Received								

Press

GLT Sale Completed

Epsilon Eridiani: Dormant diversified industrial and shipping concern GLT has been bought from InterCom Bank by a private consortium for a rumoured 10% premium over its Net Tangible Asset valuation. New owner Genisaarbi Mezarkos is reportedly considering a redirection of the company away from its manufacturing roots towards becoming a primarily passenger concern.

Market analyst Ron Hegenbaum said “It makes sense as a strategy, as there isn’t a lot of traffic between the Core worlds of the sub-sector; I suspect there’s a decent income stream there. They’ll certainly need a regular income stream to service their new debt loading.”

It is rumoured that new GLT owners are prepared to sell their Gamma Leporis Alloys facilities “If the price is right.”

Press Releases for Trans Solar Trading Inc
Drew "The Fisk" Vanderbilt-Scott, the “hands on” Chairman of Trans Solar Trucking Inc. confirmed that Suem Billum Fleeceum Corps, acting on behalf of TST, has started legal action

against The Culture claiming damages for breach of contract.
“The Culture has failed to disclose material information, which is clearly their responsibility to provide, about the political unrest on Gamma Leporis. Although we have recently received information from other sources in time to divert vessels from Gamma Leporis next quarter, we believe that our warehouses and stock of alloys to be at considerable risk. We would prefer to avoid expensive legal proceedings and would be prepared to drop all action if The Culture were prepared to pay the full market price of 422 HT for the four warehouses and thirty-eight Alloys.”

GLT to diversify?

Delta Toucani: Business brokers remain tight-lipped about attempts by the newly re-floated GLT to establish an interest in the Delta Toucani oil fields. Noted DT wheeler dealer Mike McMathis stated “We have no knowledge of any such acquisition at this time, however we certainly cannot speak for the future or for my competitors.” GLT representatives refused to comment.

GM Notes

Welcome to Ian Whitchurch who is going to try to revive the fortunes of GRAND LARS.

No Move Received from TAU CETI XPRESS; nor from NEWBIE – has anyone heard from him?

A ship in system space is automatically intercepted if another ship enters system space.

The Inquiry roll for THE CULTURE was 6, reduced to 5 by connections.

Ships captured by THE CULTURE are lost and gone.

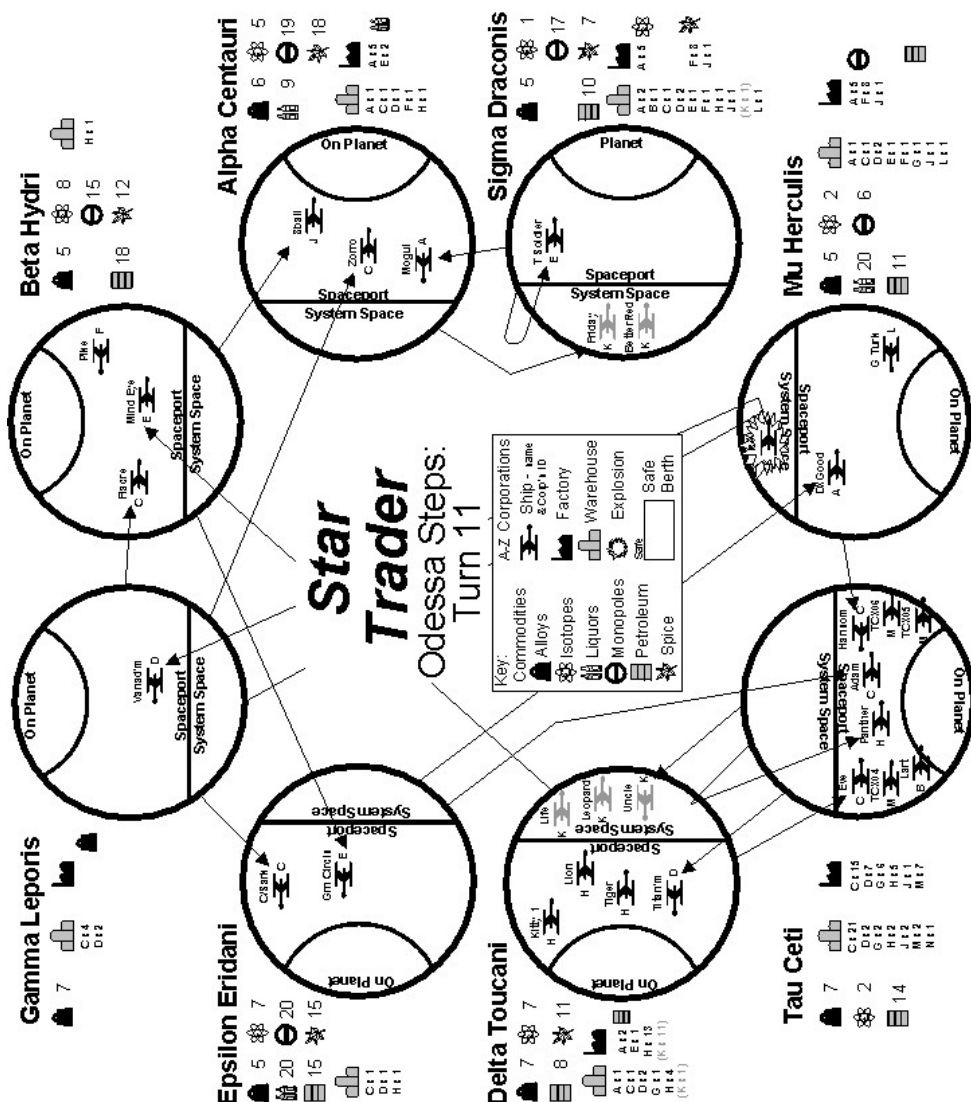
A Reputation reduced to 0 stays at 0 until the Inquiry phase.

EV 8, breakthrough in artificial Spice. took place this turn.

There were three new News chits this
turn. Current Chits (new ones in bold):
Turn 12 C3, P6, B8

Turn 13 P9, B2
Turn 14 C1, B8
Turn 15 C2, P9

Orders to Mike Dommett, 119 Victoria Road, ALTON, Hants GU34 2DD or
by e-mail to mike_dommett@yahoo.co.uk by Friday, 21st May 2004.



Les Petites Bêtes Soyeuses 170

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.



Next deadline is 28th May 2004

January 1658

A new year starts: all is fresh and new. Except for the grudges that need to be settled by various members of Parisian society. Despite belonging to enemy regiments, Henry Thierry Christian and D Arth Vader are not exactly rivals. Their monthly meetings have the feeling of a ritual. So here we have the man-mountain Vader stomping along with Claude Byacat by his side. There we have the slight figure of Christian, hurrying along with Abel Ringeur. The two (four, if you include their seconds) meet up. They unsheathe their sabres. One man rests. The other lunges. He strikes home. The blunt tip of the sabre does minimal damage. The 'wounded' man surrenders. And they go home again. This time Vader is on the receiving end and Christian is victorious.

Gar de Lieu and Jean de Florette are also members of enemy regiments. But they don't muck about; they get stuck in to each other with vigour. Both men are using rapiers and neither has a second. De Lieu's medium build and inferior skill puts him at a disadvantage. First blood is to de Florette, who attacks at once with a furious lunge. De Lieu responds with a lunge. De Florette hits him again with the second half of the furious lunge. As de Florette recovers his guard, de Lieu swings round with a slash to even things up. Then he strikes again with a lunge. Just as de Florette closes in on him. Despite having de Lieu's rapier stuck through him, de Florette delivers a well-placed boot to his opponent's groin. De Lieu collapses and concedes the duel.

Gaston Lescroc has other things on his mind this January and doesn't show up for his duel with Xavier 3sup. Nor is he around to face Jacques Shitacks –

but Jacques doesn't put in an appearance either. Marc O'Polo's absence leaves Joseph de Veevre and Revaulvin d'Or without a fight as well.

At least Sean Sondamour has the balls to turn up for his clash with Rene Ouai. While not built on the scale of Vader, Ouai is a beefy chap. Against him, the slender Sondamour looks even smaller. Sondamour does have the advantage of a better expertise with his weapon. He is also using a sabre to Ouai's rapier and has Charlemagne le Gosse as his second. He starts with a furious lunge. The sabre strikes home, but does little damage. Presumably he is hoping Ouai will retire at the first touch. This is not to be: Ouai hits back with a lunge and Sondamour capitulates.

Sondamour is no fit state to meet his second adversary of the month, Marc de Zorro. And Harry Covert simply doesn't show up to fight de Zorro (or, indeed, Beau Romir). Instead de Zorro is left to take on Ouai in his second duel. With Romir as his second, de Zorro squares up to Ouai with a rapier in his hand. This looks a fairly even fight, but Ouai is carrying some old injuries which tip the balance in favour of de Zorro. This time it is Ouai who starts with a furious lunge. He hits with the lunge, takes a lunge in return and strikes again with the cut. De Zorro slashes in counter-attack and then lunges again while Ouai is still recovering from his exertions. This blow is too much for Ouai, who surrenders.

No entry

New boy Austin Allegro wishes to sign up with a regiment. The 53rd Fusiliers won't have him. Neither will the 27th Musketeers. Colonel de Lieu doesn't want him in 4th Arquebusiers. And Colonel Lescroc won't admit him to the 69th. Bravo the Gascons! A new recruit for Jean ou Rous's command. Plain Austin Allegro becomes Captain Allegro of the Gascons. Then he volunteers for a Frontier regiment. Duvail de Fontaine would like to be in a more senior regiment. But Brigadier-General Zachary The Money Goes doesn't want him in the King's Musketeers. And the Cardinal's Guard doesn't want anyone who's already applied to the Musketeers. De Fontaine tries the Dragoon Guards, but D Arth Vader, having just purchased the Colonel's rank, turns him down as well.

The pattern of rejection is taken up by the unnamed 'X4'. He is rejected by the Crown Prince Cuirassiers (Bdr-Gen. Beppe de Marko), the Royal Marines (Bdr-Gen. Liver), Grand Duke Max's Dragoons (Colonel Bud d'Wiser), the Picardy Musketeers (Colonel Jean de Florette) and the 13th Fusiliers (Bdr-Gen. d'Or) before finally gaining admittance to Princess Louisa's Light Dragoons. He doesn't meet the social requirements for the rank of Major and has to settle for being Captain X4. Still, at least he gets a cash donation. From Euria Humble?!

Jean Petit has asked the Adjutant of Second Division to quit his job. Petit has a quiet word with the gentleman concerned, who departs the job with alacrity. What Petit then needs is some similar influence to get himself appointed to the vacancy. Sadly, this is missing and Petit remains just a Lt-Colonel. Similarly, R Even d'Ypres d'Ete has asked for the resignation of the First Division commander. Stan Dandy Liver calls in a favour to force the man out. But nobody applies for the position.

Those who have asked for jobs generally don't get them. Because somebody's already in the post, mainly. Euria Humble has a chance of gaining appointment as Aide to a General, but fluffs it. For some reason Bdr-General Stan Dandy Liver thinks he is Brigadier of First Foot and offers the Brigade Major's post to Humble. Since Liver isn't Brigadier and the job is already taken, this gets nowhere. And Jacques Shitacks is offered the chance to be Aide to Field Marshal Co W Ard Extrême, but doesn't take advantage of it. The Field Marshal announces a change in the line-up for the summer campaign. He is swapping over the Royal Foot Guards and the Royal Marines. This should put the Guards in the thick of the action. (There are suggestions that the Royal Marines are just thick, but that's evidently not the case.)

Bdr-General Liver's belief that he commands the First Foot Brigade causes further confusion when he tries to volunteer part of the Brigade. He ends up taking just the first battalion of his regiment, the Royal Marines, into action. The Battalion CO, Lt-Colonel Jacques Shitacks, goes along with his men. However, Major Xavier 3sup has given his command, third battalion of the Royal Marines, their marching orders. Captain Orson de Combat marches with this unit. With second battalion (commanded by Major Humble) already in action, this means the whole regiment can be united on the field. Brigadier Sondamour gets it right, mobilising Heavy Brigade command to join its two component regiments in the field. Colonel de Florette takes the Picardy Musketeers into action and Lt-Colonel Harry Covert deploys the first battalion of the Royal Foot Guards under his command.



Happy New Year

The major event of January is D Arth Vader's New Year party, which kicks off 1658 in fine style – he has clearly spent a lot of money on decorations and catering. Though the Dragoon Guards' colours are not to everybody's taste. And the application forms for the regiment are probably over the top. Arth holds court in the Fleur de Lys with Anna Rexique at his side. Together they

welcome several other couples and lots of singles. The couples are Alfonse Qué Holique and Ella Fant, Ced Deucer and Mary Huana, Joseph de Veevre and May Banquot l'Idée and Sirius Chien and Emma Roides. Each lady is presented with a bouquet on arrival "for brightening up Paris." The singles are Beau Romir, Duvail de Fontaine, Gar de Lieu, Horatio d'Escargot, Louis de Ath, Lucien d'Escaillehuitaillements and Rene Ouai. Amazingly, the event passes off without incident. There is not a single clash of regimental loyalties or affront taken at some *faux pas*.

At the same time, Charlemagne le Gosse brings Ada Andabettoir to the Fleur to Toady to Abel Ringeur and Bette Noire. Charlemagne also brings a large sum of money. Co W Ard Extrême and Polly Hydronne complete the complement in the club. All six are back again the following week, when the clamour of Arth's party has subsided. Henry Thierry Christian appears at the club. The question of where he was the preceding week is answered by the presence of Mlle Edna Bucquette on his arm. Toadying done, Charlemagne heads off to the gymnasium for a couple of weeks' practice with his rapier. Numbers in the Fleur are kept up by the return of Arth. With him is Mlle Kathy Pacific, so that explains what Arth was up to. No doubt Anna is pretty upset – Zachary The Money Goes definitely will be! Arth and Henry exchange their ritual challenges with an air of utter boredom (and the usual agreement as to the outcome of the duel, no doubt). Abel and Bette receive some new guests to conclude January: Revaulvin d'Or and Maggie Nifisent. Co, Polly, Arth, Kathy, Henry and Edna are all at the Fleur again. And up pops Gaston de St Marque clutching a small chest. He wants to wager the contents on red. After the Fleur's staff have counted the money (they went past 25,000) and held some consultations, they agree. Gaston promptly wins the bet! And has to find a second chest to take his winnings away.

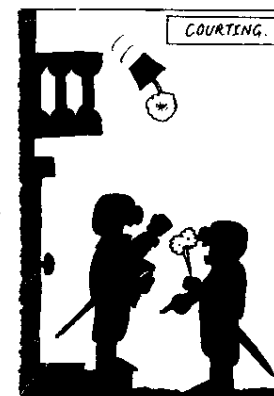
Before his Toadying at the Fleur, Revaulvin is to be found at Hunter's. This is his first outing with Maggie, whom he spent the previous week courting (tough luck, Omi Palone: this is what you get if you ignore your lady friend and spend all month with your rapier). Interestingly, in the first week of January Revaulvin was to be found on Katy Did's doorstep. Together with Gaston, who, we are told, keeps on trying with the fair Katy. Gaston spends a week working out with his rapier before taking his savings, but not Katy, to the Fleur. The other visitors to Hunter's are Sirius Chien and Joseph de Veevre. Sirius is there for the middle two weeks of the month with Emma Roides. He completes his month practising with a two-hander. Joseph brings May to the club for the latter fortnight of January after his week's practice.

Bothwell's is empty for the first half of January. Then Beau Romir arrives with Frances Forrin and brings her back the following week. Beau's missing week was clearly spent courting Frances. His Majesty notices the actions of

the Captain of his Escort. Or maybe he just fancies Frances, too. Outside Bothwell's is Rene Ouai, who has spent a week at the Bawdyhouses satisfying his need for female company. Unfortunately he hasn't found out that Harry Covert volunteered for action and isn't there to be Toadied to. He turns up again the following week, but there's still no sign of Harry, of course. Marc de Zorro visit Bothwell's for a drink to complete his month. He's had an exciting month chasing the ladies and practising his rapier technique.

At the Frog & Peach we find just Gaston Lescroc. After a week stuck in his lodgings with a heavy cold, he arrives to hold his party still sniffing. Only Horatio d'Escargot turns up to sample the promised Corsican delicacies. His opinion of deep-fried goat's cheese and spicy ratatouille goes unrecorded. Gaston returns to the club the following week on his own to sit and think. Then it's off to the Bawdyhouses – where he looks, but doesn't touch – and home to pack ready for active service next month. Horatio mixes up his activities, moving on the Bawdyhouses (he touches!) and ending with a two-handed sword in his hand. Other visitors to the Bawdyhouses are the enigmatic 'X4' and Claude Byacat in week 1. Claude attracts the attentions of the footpads, but has carefully spent his cash. Both move on to work out with their preferred weapon: the sabre. The following week Gar de Lieu is mugged. He, too, has disposed of his money. Lucien d'Escaillehuitaillements is also in the red light district. It's then rapier practice for both of them for the rest of the month. The other significant sword-twirler is Alfonse Qué Holique, who passes three weeks with a rapier after his Toadying.

Ced Deucer and Duvail de Fontaine cause a fuss when the pair of them pitch up outside Henrietta Carrotte's place. Neither will back down. Their subsequent fortunes are mixed as Ced continues to draw a blank, but Duvail succeeds with the next object of his affections. At least Charlemagne le Gosse let Ced off his regimental duties so he could spend all his time getting nowhere with the ladies. Meanwhile would-be ladies' man, Louis de Ath, has mixed success this month. Perhaps we'll find out more in February.



Find the pig

Brigadier-General Zachary The Money Goes, commanding the King's Musketeers, is still after Austrian blood. And now he knows where the enemy troops are. And extra regiments have volunteered to join the Musketeers, Cuirassiers and Cardinal's Guard: the whole of the Royal Marines has now arrived, the Picardy Musketeers stand shoulder-to-shoulder with their brother Musketeers and the Heavy Brigade HQ is here to co-ordinate the two Cuirassier regiments. Bdr-Gen. The Money Goes decides on a full-frontal

attack (no surprise there). The two Musketeer regiments lead the attack, with the Cardinal's Guard and the Marines on the flanks. The cavalry tries to keep out of the way of the Austrian artillery.

The Picardies are not expecting the fierce firefight they get into as they approach the enemy lines. Taking casualties, the regiment retires in good (well, reasonable) order. Colonel Jean de Florette receives a Mention in Despatches ("Chap's name sounds vaguely familiar..."). After last month's experience, the King's Musketeers know what to expect. They hold their ground, drawing the Austrians' fire. The two battalions of the Cardinal's Guard outflank the enemy positions on one side; the Marines do the same on the other. The double envelopment routs the enemy.

Colonel Charles à Tanne of the Cardinal's Guard is brevetted to Brigadier-General and Mentioned in Despatches. He scoops some 1500 crowns-worth of booty from the battlefield. There are just a thousand crowns of goodies for the commander of the Royal Marines, Bdr-Gen. Stan Dandy Liver. His name goes into the Despatches ("I'm sure my wife knows this fellow..."). For Lt-Colonel Jacques Shitacks there's 1200 crowns of loot and nothing else. Major Euria Humble takes his looting seriously and accumulates 500 crowns more than Shitacks. But he's out-shone by fellow Major Xavier 3sup. When he cashes up, he's got two thousand crowns. And he is Mentioned ("How many flags can a chap carry?"). There's a substantial amount of plunder for the three Captains, too. 1,400 crowns-worth for Orson de Combat, 1,600 for Jacque Wabbit and 2,000 for Sylvester Di Stalloni. All three Captains are Mentioned in Despatches. But Captain de Combat does best, getting his name into the Despatches twice ("are you sure he's not de Carte?").

The Heavy Brigade is kept at bay by the Austrian guns, but chases off fleeing soldiers once the battle is won. CPC Bdr-General Beppe de Marko gets stuck in for two Mentions ("chap on a horse with a silly beard"). What he takes off the escaping enemy comes to 1,400 crowns. Brevet Lt-Colonel Jean Petit commands the ALC. He has his rank made permanent. Heavy Brigadier Sean Sondamour is brevetted to Lt-General. He is Mentioned ("another one who'll want a Division to command"). And he collects 1,500 crowns-worth of booty.

Bdr-Gen. The Money Goes feels much better when he surveys the battlefield. Still no sign of war-pig Bessie (missing, believed eaten during the summer campaign), though. There's a Mention for The Money Goes ("still going on about that blessed pig") and he gets top dollar: 2,200 crowns. A further 1,800 crowns are acquired by Major Meaux Curlieunlaurrie when he sells off his plunder. His name appears briefly in the Despatches ("I still think there are three of him") and he is promoted to Lt-Colonel.

The Frontier regiments try to deal with other Austrian outposts and are generally unsuccessful. New Gascon Captain Austin Allegro is attached to Frontier regiment 1. He ducks the bullets when the regiment is routed and is Mentioned in Despatches ("what's that Gascon doing here?"). Bolstered by the 1st battalion of the Royal Foot Guards, Frontier Regiment 3 holds its own. RFG Lt-Colonel Harry Covert is noticeable in the front line, but gets no reward. The regiment also has the privilege of the presence of General Marvin Leigh Rowbow. He observes from a safe distance. PLLD Colonel Guy de Lynes should probably have kept his distance too. However, attached to Frontier regiment 4, he tries to show the Frontier officers how it's done. Leading the troops while wearing a Colonel's insignia attracts a bullet. Or sixteen. RIP. ❖

Press

Despatches from the Front

Rough scrum here at the Front ... and plenty of hookers (ho! ho!)

† Orson de Combat

Announcements

Further to my previous "Award" announcement...

This award still needs a name (modesty forbids "the Sondamour Award") – suggestions are welcome. To clarify – for encounters to count, you must be seen in public with your mistress. This information will be compiled from the 'last seen with' gossip columns, together with the published details of social activities. While I may admire the dedication (and stamina) of the man who courts 4 women in the same month, such exploits are not so easily verified, so sadly cannot be taken into consideration. As the year progresses, I intend to publish updates of the leading contenders.

† Sean Sondamour

His Majesty is able to confirm that a sum of money has been put into trust for this Award. † Le Roi

69A seeks officers and men for a visit to the front in February.

Apply to GdLi at regimental HQ

Gentlemen, the 69th are going to the front in February. If you think you're hero material don't hang back. Hand in your application today. Glory, Loot and all that cheese are just around the next corner! † Paul Lescroc, Colonel 69th

Colonel with map folding skills and exceptional military ability sought as First Army Adjutant. Apply to General Viscount Claude Byacat.

The Dragoon Guards are recruiting. All suitable applicants requesting to join should contact DAV this month. You need to be an honourable gentleman to be allowed access. If you don't fit this description, please don't apply. Bribes will not be accepted – that is the type of practice only the QOC would accept.

All officers and men of the ALC should be aware that their furlough in Paris will be indefinitely postponed. The fact that I am being hounded for a paltry seven hundred crowns by the money lenders should not diminish their zeal in the pursuit of the King's enemies through the dark winter months and on into Spring – although it is certainly true that a small loan might set matters aright. † JP

To all members of the RFG, just a final reminder – We are off to the Front next month, and I'm NOT accepting any excuses; if I can fight with a thundering hangover, so can the rest of you.

† Col AQH

Matters of Honour

To: L'Editor de la Presses

From: Brigadier Sir Stan Dandy Liver, RM

Sir,

Your proof reading is abysmal & your typesetting no better!

By your hand my poems have been scrambled, like oeufs – an apt description of yourself – and raped of their proper meaning.

Further, this is not the first time, nor even the third, that you have adulterated my submissions.

Being a fair-minded man I have, in the past, let these indiscretions slide; but on this occasion you have gone too far!

Hence, in defence of my poetry's violated honour, I have no recourse but to demand satisfaction from you, the Editor.

I hereby challenge you to a duel and call upon Paris to support me. The freedom of La Presse may extend to adultery (what full-blooded Frenchman doesn't?), but to rape – Never!

Your humble servant,

† Brigadier Liver

Bdr Liver,

I regret that your poems were printed incorrectly, but this was the best we could do from your confused manuscript. Should you issue a challenge, I will be represented by a champion. (Volunteers please contact the editor).

† L'Editeur

Baron Harry Covert,

May I offer my most sincere

apologies for my behaviour outside the door of Mlle d'Arthur. I offer you my surrender and an offer of breakfast.

Your servant,

† Marc de Zorro

Captain Sir Beau Romir, Standards have obviously slipped since my day if an officer in the Royal Foot Guards can be so ungallant as to allege that a named lady is "a wanton". You, Captain, are clearly a cad, a rogue and a bounder. You disgrace the uniform of the most prestigious regiment in France. Consider yourself challenged.

† General Viscount Claude Byacat

Social

To celebrate his triumphant arrival in Paris, the fragrant Louis de Ath will be holding a party all month at the Blue Gables. Free drinks for all the lower level riff-raff and a cash prize for the person in the dandiest dress. † LdA

Party throughout February

To celebrate my birthday, all of French society is invited to join me at my club. All costs paid for gentlemen with a SL of 9 or more.

Good and most generous gentlefolk of Paris: you are all invited to attend the annual Orphans Ball to be held during the first week of the coming month at my club – Hunter's. Last year's fundraiser was most successful and, with the most gracious support of the King, many poor orphans have been housed. In addition, bursaries have been provided throughout the year to young and financially disadvantaged gentlemen as they enter Paris society. Please attend and give generously.

Yours,

† Euria (Ever So, Ever So) Humble

General Viscount Claude Byacat will host a gathering at the Fleur in the fourth week of February. As well as his staff officers, up to eight Parisians otherwise ineligible for the Fleur are welcome to join him. Expenses will be paid for all such guests and their ladies.

Personal

Sir Stan,

You are a bounder, a rogue and a cad.

But you do it with style. If I can be of service to you in any capacity, please do not hesitate to ask.

Your student,

† MdZ

Points Arising

Yes, the Field Marshal really has swapped over the Royal Foot Guards and the Royal Marines for the campaign season. For the time being, the two regiments remain in their normal Brigades, but they will swap over at the beginning of June (and back again at the end of August).

Welcome back to Russell March, who many of you will remember ahs played in this game before as well as running his own game.

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

GdL Guy de Lynes (Colin Forbes) has NMR'd. Total now 2 and is sent to a Frontier regiment

JoR Jean ou Rous (Brian Niemi) has NMR'd. Total now 1

JS Jacques Shitacks (David Olliver) has NMR'd. Total now 1

MC Meaux Curlieunlaurrie (Wayne Rutledge) has NMR'd. Total now 1

MOP Marc O'Polo (Kevin Morgan) has NMR'd. Total now 1

You are of no further use, Chien. I will have to use other agents now.

† The Masked Loon

Count Abel Ringeur would like to thank all those members of Parisian society who helped me in my hour of need. I appear to have allowed my appointments to be filled. Anyone interested in taking them up (in return for some help with my financial position) will need to persuade the incumbents to resign first.

Poetry Corner

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

REYE R Even d'Ypres d'Ete (Benjamin Sorrill) has NMR'd. Total now 1

Orders subsequently arrived from David and Ben, but too late to be used.

David Kennard's new character (X2) was removed as he didn't send any orders and hadn't sent any orders for his previous character. And he has not renewed his subscription.

Some problem prevented their character sheets getting to Francesca Huskinson and Barry Townsend, so their characters (BdW and LI) were floated.

I had some e-mail from Timothy Hunt, but not his orders. I gave him the benefit of the doubt and floated EF.

X1 (Chris Boote) was floated at his request (too busy organising Maycon or some such feeble excuse <grin>).

Several people used influence this month for things that hadn't been announced and still haven't been. I'm

not sure what's going on – I hope you are.

The only comment I received on holding over duels for characters who are floated was positive. So, the new rule is: if your character is floated, any outstanding duels will be held over to the following month.

We seem to be getting less and less Press each turn. I hope this isn't a symptom of anything. It's a good way of beefing up the role-playing in the game and I'd like to see more, please.

Reminders: It is worth sending orders in even if they're a day or two late: I

may be able to action the orders and will probably be able to use any press. It also reassures me that you're still there.

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

Announcements

Co W. Ard Extrême applies for Minister of State
Euria Humble asks NPC Captain 1 of Royal Marines to resign
Gaston de St Marque applies for Minister of State
Marvin Leigh Rowbow applies for Army Commander of Third Army
Revaulvin d'Or applies for Commnr. of Public Safety
Revaulvin d'Or applies for Minister without Portflilio

Revaulvin d'Or applies for Minister of Justice
Stan Dandy Liver asks NPC Aide to Lt. General of First Division to resign
Stan Dandy Liver asks NPC Aide to Lt. General (REYE) to resign
Stan Dandy Liver asks NPC Brigade Major of 1st Foot Brigade to resign
Stan Dandy Liver asks NPC Commnr. of Public Safety to resign
Stan Dandy Liver applies for Brigadier of 1st Foot Brigade

Duels

Results of this month's duels:

Henry Thierry Christian (with AR, gains 1 Exp) beat his enemy D Arth Vader (with CBy).
Jean de Florette (gains 1 Exp) beat his enemy Gar de Lieu.
Neither Gaston Lescroc nor Jacques Shitacks turned up for their duel and both lost SPs.
Gaston Lescroc didn't turn up to fight Xavier 3sup and lost SPs.

Marc O'Polo didn't turn up to fight Joseph de Veevre and lost SPs.
Marc O'Polo didn't turn up to fight Revaulvin d'Or and lost SPs.
Harry Covert didn't turn up to fight Beau Romir and lost SPs.
Harry Covert didn't turn up to fight Marc de Zorro and lost SPs.
Marc de Zorro (with BR, gains 1 Exp) beat Rene Ouai.
Sean Sondamour declined to meet Marc de Zorro as he was under half Endurance.

Rene Ouai (gains 1 Exp) beat Sean Sondamour (with ClG).

Grudges to be settled next month:

Gaston de St Marque (Rapier, 1 rests) and Revaulvin d'Or (Rapier, adv.) have mutual cause as neither stood down over Katy.
Ced Deucer (Rapier, adv.) and Duvail de Fontaine (Rapier) have mutual cause as neither stood down over Henrietta.
Omi Palone (Rapier) has cause with Revaulvin d'Or (Rapier, adv.) for pinching Maggie.
D Arth Vader (Sabre, Seconds CBy, 3 rests) and Henry Thierry Christian (Sabre, Seconds AR, adv.) have mutual cause for being in enemy regiments.
Claude Byacat (Sabre, adv.) challenges Beau Romir (Sabre, Seconds MdZ & LI, 3 rests).
Gaston de St Marque (Rapier, adv.) challenges Co W. Ard Extrême (Rapier, Seconds CBy, 2 rests).

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

Challenges to be voted on:

Claude Byacat challenges Beau Romir for being ungallant and insulting a lady publicly.
Gaston de St Marque challenges Co W. Ard Extrême for not appointing him to Army command.

Duels held over until March:

Jean Petit versus D Arth Vader.
Zachary The Money Goes 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

Russell March gets the Second son of a very wealthy Baron: Init SL 7; Cash 750; MA 3; EC 3 (LdA).
Colin Forbes gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 3; EC 1 (X2).

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 N
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 N	
Chancellor of the Exchequer DAV	Minister of Justice N
Minister of War ZTMG	Minister of State __

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

Battle Results

Army Organisation and Summer Deployment

First Army (Defence)	CBy/X3/N3/AQH
Guards Brigade (Defence) – RM CG KM	
Second Army (Assault)	AR/N/N1/N
First Division (Assault)	___/___/CaT
1st Foot Brigade (Assault) – RFG PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	N4/N/___
3rd Foot Brigade (Assault) – 27M 4A	
4th Foot Brigade (Assault) – 69A Gscn	
Frontier Division (Assault)	OP/N/N3
Frontier Regiments (Assault)	
Third Army (Field Ops)	N5/N/N2/N
Cavalry Division (Field Ops)	N1/N/___
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Dragoon Brigade (Field Ops) – GDMD PLLD	

Organisation and Deployment for the Campaign
Season plus Army and Division posts
(CO/Aide/Adj't/QMG):
ID for chars, N (+ MA for CO and Adj't) for
NPC, for vacant

Frontier Regiments

(Assault for Dec-Feb)

	F1	F2	F3	F4	RNHB
Colonel	N2	N1	N5	N5	N7
Attached	AA		I Bn RFG MLR		

Also at the Front

Heavy Brigade (ALC, CPC)
Cardinal's Guard - 2 Bn 3 Bn only
King's Musketeers
Royal Marines
Picardy Musketeers

This table shows the Colonels of Frontier regiments (N + MA for NPCs), together with the volunteers assigned for this season.

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Heavy Brigade: 3
Archduke Leopold Cuirassiers: 4
Crown Prince Cuirassiers: 3

Cardinal's Guard: 1
King's Musketeers: 3
Royal Marines: 1
Picardy Musketeers: 5
Frontier regiment 1: 5
Frontier regiment 2: 5
Frontier regiment 3: 4
Frontier regiment 4: 3
RNHB regiment: 3

Brigade Positions

Guards Brigade	N4/N/MdZ
Horse Guards Brigade	N2/N/N3
Heavy Brigade	SS/_/N6
Dragoon Brigade	N2/N/N4
First Foot Brigade	N6/N/N3
Second Foot Brigade	RdO/CD/JdV
Third Foot Brigade	N4/N/MOP
Fourth Foot Brigade	N1/N/GL

Entries as Army Organisation Table

Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	AR
64	Edna Bucquette	18	W	HTC
3	Kathy Pacific	17	B	DAV
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	RdO
55	Jacky Tinne	16		
60	Polly Hydronne	16	W	CWAE
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	BR
48	Fifi	14	B/W	
16	Ophelia Derriere	13		
26	Ella Fant	13	B	AQH
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	SC
33	Anna Rexique	10	I	DAV
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		
51	Jane Lapotaire	9	B/I/W	
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		JdV
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	CD
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CIG
25	Lois de Low	5	B	

This table shows the mistresses in Paris.
B=Beautiful, I=Influential, W=Wealthy,
Last = Last lover seen with this month

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
AR	Count Abel Ringeur	27	63	Rich	General/2nd Army Commandr	11 Bette	Flr	4	Bill Michell
CBY	Viscount Claude Byacat	24	59	Rich	B.General/1st Army Commandr	7	Flr	4	William Steven
MLR	Count Marvin Leigh Rowbow	24	F	Wlthy	General	11	Flr	3	Martin Jennings
ZTMG	Count Zachary The Money Goes	23	F	Wlthy	B.Bdr-General KM/War Minister	11	Flr	4	Gerald Udowicenko
CWAE	Viscount Co W. Ard Extrême	22	56	Comfy	Fld Marshal	5 Polly	Flr	3	Benedikt Löwe
HTC	Count Henry Thierry Christian	22	39	Fthy	Colonel QOC	12 Edna	Flr	3	Matthew Shepherd
CaT	Marquis Charles à Tanne	22	F	Wlthy	B.Bdr-General CG/1st Div Adjutant	11	Flr	4	Alan McTernan
DAV	Count D Arth Vader	21	21	Rich	Colonel DG/Chancellor	12 Kathy	Flr	6	Michael Blasebalk
AQH	Sir Alfonso Qué Holique	20	44	Rich	B.Bdr-General RFG/1st Army QMG	5 Ella	Flr	5	Tym Norris
REYE	Count R Even d'Ypres d'Ete	20	38	Rich	B.Lt-General	15	Flr	2	Benjamin Sorrell
SDL	Sir Stan Dandy Liver	20	F	Comfy	B.Bdr-General RM/Min w/o Port	8	Flr	4	Guy Arnold
CIG	Baron Charlemagne le Gosse	19+	62	Comfy	Lt.Colonel CG/Gen's Aide	8 Ada	Flr	2	Neil Packer
BdM	Earl Beppe de Marko	17	F	Fthy	B.Bdr-General CPC	15	Both	2	Mark Moores
GdSM	Earl Gaston de St Marque	17+	82	Fthy	B.General	9	Flr	3	Nathan Richards
LI	Earl Lokwot Isaw	15	36	Wlthy	Major RFG/Gen's Aide	12	Both	3	Barry Townsend
OP	Sir Omi Palone	15	32	OK	B.Lt-General/Entr Div Commandr	3	Both	4	Mike Dommett
SS	Sir Sean Sondamour	15	F	Rich	B.Lt-General/Hvy Brigadier	3	Both	2	Pete Holland
HC	Baron Harry Covert	15	F	Wlthy	Lt.Colonel RFG	11	Both	2	James Guiton
GdL	Baron Guy de Lynes	14	RIP						Colin Forbes
BR	Sir Beau Romir	14+	61	Comfy	Captain RFG/Capt.K's Esc	4 Frances	Both	3	Graeme Morris
MdZ	Marc de Zorro	12	35	Comfy	Major RFG/Gds Brigade Maj.	3	Both	5	Colin Parfitt
RO	Rene Ouai	12	34	Comfy	B.Lt-General/Prov.Mil.Gov	1	Both	5	Peter Denison
RdO	Revaulvin d'Or	12+	47	Comfy	B.Bdr-General 13F/2 F Brigadier	7 Maggie	Hunt	4	Jerry Spencer
BdW	Bud d'Wiser	11	19	Comfy	Colonel GDM	8	Hunt	2	Francesca Huskinson
GdLi	Sir Gar de Lieu	10	20	Poor	Colonel 4A	3	Hunt	4	Bill Hay

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
X3	Xavier 3sup	10	F	Comfy	Major RM/Gen's Aide (1st Army)	4	F&P	5	Mark Mortimer
EH	Sir Euria Humble	10	F	Wlthy	Major RM	7	Hunt	5	Matthew Wale
MC	Meaux Curlieunlaurie	10	F	Comfy	Lt.Colonel KM	6	Hunt	2	Wayne Rutledge
X2		10	RIP						David Kennard
OdC	Sir Orson de Combat	10	F	Comfy	Captain RM	4	Hunt	5	Francesca Weal
JP	Sir Jean Petit	10	F	Poor	Lt.Colonel ALC	4	BG	4	Pete Card
JdV	Joseph de Veevre	10+	30	OK	Major 13F/2 F Brigade Maj.	3 May	Hunt	5	Andrew Kendall
SC	Sirius Chien	9	19	OK	Colonel PM	3 Emma	Hunt	4	Paul Wilson
JdF	Jean de Florette	9	F	Poor	Colonel RM	4	BG	4	Robert Carter
JS	Jacques Shitacks	9	F	OK	Lt.Colonel RM	3	BG	4	David Olliver
LdE	Lucien d'Escaillehuitaillement	8	16	Comfy		3	BG	4	Nik Luker
CD	Ced Deucer	8+	28	OK	Subaltern CG/Bdr's Aide (2 F Bde)	5 Mary	F&P	3	Nigel Monaghan
JoR	Jean ou Rous	7-	5	Comfy	B.Bdr-General Gscn	4	F&P	2	Brian Niemi
LdA	Louis de Ath	7	23	OK		3	BG	3	Russell March
DdF	Duvail de Fontaine	7+	25	OK		5	F&P	1	Simon Burling
MOP	Marc O'Polo	6-	4	Poor	Major 27M/3 F Brigade Maj.	5	RP	4	Kevin Morgan
SDS	Sylvester Di Stalloni	6	F	Comfy	Captain RM/RM Regt. Adj.	1	F&P	3	Pam Udowicenko
HdE	Horatio d'Escargot	6+	20	OK	Colonel 69A/4 F Brigade Maj.	4	F&P	3	Graeme Wilson
GL	Gaston Lescroc	5-	0	Comfy		2	F&P	3	Hajo 'Red' Schlosser
EF	Emile Fitoux	4	0	OK		2		5	Timothy Hunt
JW	Jacque Wabbit	4	F	Comfy	Captain RM/Bdr's Aide (SDL)	6		2	Terry Crook
AA	Austin Allegro	4	F	Poor	Captain Gscn	6		4	Mark Jones
X4		3	6	Poor	Captain PLLD	4	RP	1	Ben Brown
X1		3	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, Flthy = 25000+ Last seen is the lady the character was last seen with in public.