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Chatter

Mike and I have decided we can squeeze another issue of *TWJO* in before the end of the year. The final deadlines for 2004 will be just before Christmas (don't forget to post early!), with issue 51 out early in the New Year.

My apologies again that the star system map was missing from last issue's *Odessa Steps* report. I sent it out to players when it did arrive and it is available on the website (www.pevans.co.uk/OSMap14.html).

A quick check of my website stats for August shows that most people are visiting to read my review of *Puerto Rico*. Though the most frequent search term is still "Gothic Game"! Checking back further, I find that the website got about twice as much traffic in August as it did the previous year. The PDF version of *TWJO* 47 was downloaded 93 times – and issue 46 84 times – so it's attracting a few readers. Tell me who you are!

Okay, a fairly lengthy *TWJO* this time. There's a review of *Viking Fury*, my account of the 2004 Great British Beer Festival and an SF review. But first...

Letters

Richard Breese writes with news of his new game, to be released at Spiel, from R & D Games (Richard's imprint).

Reef Encounter is a gamer's game for two to four players lasting approximately 90 minutes. All components, including the rules (which are in both English and German), are in full colour. The original artwork is again by Juliet Breese. The game is just a little (not much) more complex than the earlier 'Key' games, the most recent of which, *Keythedral*, has just been re-released by Pro Ludo.

Production will be limited to a maximum 1,068 copies, which is the number of sets of 'shrimps' I have available. The larger production run (than *Keythedral* – approximately 750 copies) means that there should be sufficient copies to last for the full four days of the Essen Spiel.

I will wait until after Essen to decide whether to sell any remaining copies by post. This is partly because I do not yet have packing boxes of the correct size, but also because the game is quite heavy, making postage expensive.

The games are being produced in Germany by Ludofact, so the components will be top quality and the boxes rigid! However, the large number of components means that *Reef Encounter* is unlikely ever to be reissued elsewhere like *Keythedral* and *Keydom* were. The large number of components has also resulted in a deeper 70 mm box (than the Key games) and a corresponding price tag of 40 Euros.

The aim of the *Reef Encounter* is to grow the largest and strongest corals on the reef and to feed the parrotfish. Points are awarded at the end of the game for the number and type of polyps that your parrotfish has consumed.

Each turn players play larva cubes, allowing polyp tiles to be placed onto the boards to create new and larger corals. Corals that are two or more polyps in size may attack other weaker types of coral. Polyps from a defeated coral can then be recycled as new polyps or used to obtain alga cylinders or larva cubes. Shrimps can also be played to protect the corals from attack. Alga cylinders strengthen some types of corals relative to the other types and can fix the hierarchy between two particular types of coral (and increase their value) for the remainder of the game.

Sounds fascinating. As a fan of Richard's earlier games, I'm looking forward to getting my hands on a copy of this one. One point to note from the above is that the game may well not be available after Spiel. If you're not going yourself and want a copy, I suggest you beg someone to get one for you.

Viking Fury reviewed

Viking Fury is the latest game from UK designers The Ragnar Brothers – best known for **History of the World**, which was picked up by Gibson's and then Avalon Hill. However, they have self-published plenty of other games, notably **Backpacks & Blisters**, a fun game of hiking around the Lake District. Given their name, it is perhaps surprising that they've taken so long to produce a Viking game. But here it is.

The first thing to note is that **Viking Fury** has the Ragnars' trademark printed 'tea towel' as a board. Tea towel is rather understating things as what we have here is a substantial cotton cloth that is A1 in size. Printed on it is a map of Europe. It looks a bit strange at first. This is because the important bits are not the land, but the seas and waterways across which the players travel on their expeditions. You can see this in the section of the board I've printed on the cover of *TWJO*.

Like the Vikings themselves, the players are looking to trade, raid and settle across Europe. You do this by moving your longship marker from the Viking bases in Denmark, Norway and Sweden across the map. You each have a card that shows what you have on board your longship: men and goods. When you get to a coastal town, you can sell some of your cargo to gain victory points – marked on a track round the board.

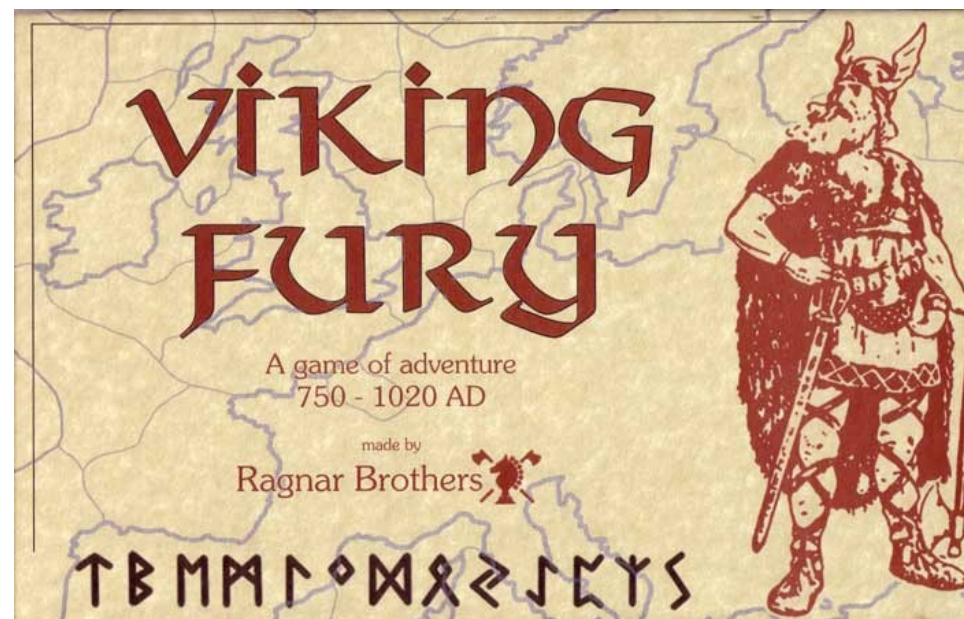
Trading is also something of a Trojan horse. Each town has a value, which is the number of points you score for trading with it. It's also the town's resistance to being raided or settled. However, once a town has been traded

with – by any player – its resistance is reduced by one. So you follow Viking tradition. Turn up as a peaceful trader with a load of furs, case the joint and come back later for a spot of looting.

However, you can only raid towns that have treasures, like Lindisfarne and Lincoln. If you're successful, treasures score victory points, too – more than trading with a town, on average. Though you don't know just how many until you get your hands on it. There are three big treasures – in Paris, Rome and Constantinople. These are the three toughest towns to take on. And Rome and Constantinople are difficult to get to when you're based in Scandinavia. There's also a hefty bonus for whoever has the most treasures at the end.

The mechanics of raiding mean that you have to risk men from your longship and may lose them. The same is true of settling. Here you will also have to use one of your pieces to establish the settlement, if successful. Unlike raiding and trading, settling only scores points at the end of the game. What's more, the more towns in a region (groups of three towns in the same area, such as Norwich, Lincoln and York on the east coast of Britain) that are settled, the more points each of them is worth.

The way this works out is that raiding and trading are preliminaries. Both activities score points, but the big points come from colonies. The rules mean that players raid and trade before they settle, neatly reproducing history. The



higher value towns are the most attractive, too, which focuses attention. What really drives the game, though, is carrying out the Sagas.

Sagas are represented by a deck of cards; with each Saga allocated to Denmark, Norway or Sweden. Each card is awarded to the player who completes what is on it. It may be raiding particular towns, trading with a region or settling in a region. Some Sagas award extra victory points – usually for the more difficult challenges, such as settling Newfoundland. At the end of the game, there is a substantial bonus for the players who hold the most Sagas for each of the three Viking nations.

As a result, players tend to go for carrying out the Sagas. You can go and trade with the French towns if you want to, but you're better off doing this when there's a Saga to be collected. However, only two-thirds of the Saga cards are used in each game, so you can't be certain just what Sagas are going to come out. You also have to be the player who completes the Saga. It's worth looking out for opportunities to complete Sagas that others have started. The corollary is to beware of starting things you can't finish and leaving opportunities for others.

So there's a premium on planning your expeditions. You have a limited number of 'actions' each turn. And you can only do one thing in each port. So look at what you can achieve in your turn to score points without leaving openings for others.

The other element in the game is the deck of Rune cards. Players have up to three of these and can only gain more in home ports (Denmark, Norway and Sweden). Playing one lets you do something outside the normal rules. For example, moving somebody else's longship out of the way. Or trying to take over someone else's settlement – the only way players can directly 'fight' each other. As you can see, these can be a useful tactical advantage.

I haven't gone into the way ships move about the board. The seas and waterways are divided into four regions: north, south, east and west. Each region allows a different number of sailing 'days', restricting how far players can move in one turn (unless you throw things overboard). Thus the standard in the balmy Mediterranean is 6, while the inclement Arctic Ocean only allows 3. This is modified by the wind dial, which can be changed when you play a Rune card. Sometimes it's worth playing a Rune card just to modify the wind.

Getting home is much easier. If you lose all your men, your turn ends and your longship is immediately returned to Scandinavia ("Wintering"). You can also choose to use this 'teleport' facility – though you'll lose anything more than one crewman from your longship. Obviously, this ends your current

expedition, but it sets you up to re-stock your longship and embark on the next. Okay, it's not particularly realistic, but it does make sure the game moves along. And it means you can plan expeditions tactically: put just what you need on board and go for it!

So what we've got here is a very tactical game. The broad shape is obvious: trade first, then raid and finally settle. Given the bonuses available, it makes sense to take advantage of the Saga cards. So where you trade, raid or settle will be guided by the Sagas. And what the other players are up to. The Rune cards can give you ways of pulling a fast one and gaining an advantage over your opponents. Some of these are quite powerful, especially towards the end of the game when there's limited time for your opponents to come back at you.

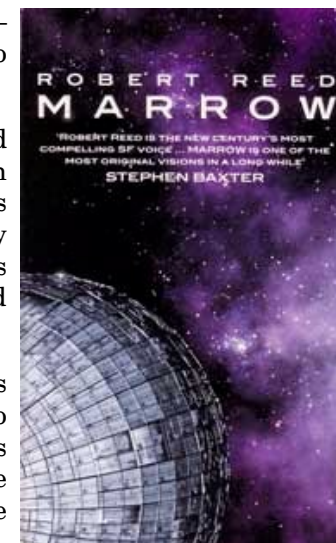
While everybody will be picking up points during the game, the points for settlements at the end of the game are crucial. So you need to keep an eye on who's got what settlements to have an idea of who's doing well. However, there are also the bonuses for the Saga cards. Because these are scored separately for each nation, they're rather more difficult to work out. So you may have an idea how everybody else is doing, but you can't be certain. The result is an entertaining and highly competitive game. I recommend it. (You can find *Viking Fury* in UK shops or direct from www.ragnarbrothers.co.uk.)

Science Fiction

My latest reading is *Marrow* by Robert Reed. This is a very strange book. Not least because the first part of the story was very familiar, though a lot of the details seemed different. I came to the conclusion that an edited version of this was published in *Interzone* a while ago – though I haven't looked through my collection to make sure of this.

Anyway, the story is set on a huge spaceship. And when I say huge, I mean vast: the size of an enormous planet. (Help: running out of adjectives here!) It is derelict, sweeping into the Milky Way from the depths of space. By luck, humanity finds the ship first, refurbishes and colonises it and starts 'selling' passage on board to aliens.

By the time the story starts, it is some hundreds (thousands?) of years later. The Ship is home to millions (billions?) of individuals from thousands of species as it follows its course through the galaxy. This gives you an idea of the scale of the



backdrop to this book. Reed throws numbers around with abandon – everything is on a titanic scale. Even the main story of the book covers some five **thousand** years!

The Ship is run by the Master, a computer-enhanced individual who happened to command the first mission to The Ship. Under the Master are hundreds of Captains, thousands of crew and troops and the barely-human Remoras, who work on the surface of The Ship maintaining and repairing it. We are well into the future here and these human beings (those that are human) are much enhanced from us flesh and blood creatures. To the extent that things like a broken – or even amputated – arm is not a problem.

Our main character is Washen, a Captain who was born aboard The Ship. Her job is dealing with some of the alien species who board The Ship and this is how we are introduced to her. Then she, and selected other Captains, are alerted by the Master to go undercover. Fearing some alien infiltration they rendezvous, to be given a secret mission by the Master: to investigate the mystery at the apparently solid core of The Ship.

This is where the name of the book comes from: Marrow is the enigma at the heart of The Ship. So Washen and her fellow Captains go on a journey. A journey that will last far longer than they expect as the twists stand the plot on end a couple of times. In fact, you could see this as at least three separate stories strung together (which fits with the first part being published as a stand-alone piece).

At the end, we have an answer of just what The Ship is and its purpose in the Universe. I'm afraid that I'd pretty much given up by that point – only the momentum of the story and wanting to see how it finished kept me going. My problem is that, having started with a huge canvas, Reed goes completely over the top, trying to paint bigger and bigger images. For example, I can accept that these enhanced humans can heal themselves. The loss of a limb, for instance, putting them into a coma while their body heals the wound and gradually regenerates the missing part. By the end of the book, Reed has taken this to a ludicrous extreme. My disbelief hit the deck and never suspended itself again.

So, what can I say? This is an imaginative, original book with a lot to commend it. In the end I just couldn't cope with its far-fetched extremes. Try it for yourselves.

I mentioned *Interzone* earlier on and it occurs to me that I haven't mentioned the major changes there. After a long delay, issue 193 (labelled "Spring 2004", when it was expected to be Jan/Feb) finally appeared a few months ago. This

carried the big news that editor David Pringle was standing down after being the driving force behind *Interzone* for 22 years. Pringle cited "a combination of reasons, familial and financial – and also, it must be admitted, because of a certain weariness."

Very professionally, Pringle had arranged for *Interzone* to continue. The future editor and publisher being Andy Cox, the man behind TTA Press, which produces *The Third Alternative*. (A quick check suggests that this is a fantasy/horror fiction magazine.)

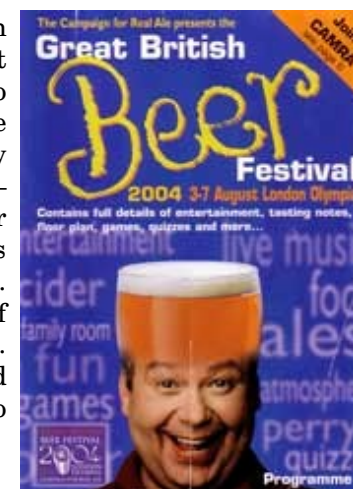
And just last week the first TTA-produced issue of *Interzone* arrived. It looks very different – in fact, my first reaction was "Ugh!", but I'm sure it will grow on me. After the columns and rectangles of black text on white that characterised the old *Interzone*, the new magazine looks, well, alien! However, that hasn't affected the content and I look forward to continuing my long subscription. Find out more at the TTA Press website: www.ttapress.com.

Great British Beer Festival 2004

This year I made two visits to the GBBF. On the Tuesday evening I went for one of Camra's organised tastings of this year's Champion Beers. And so I saw how the great storm affected Olympia. It started while I was waiting for the Olympia train at Earl's Court. Getting wet in a Tube station is quite an achievement! The wind blew, thunder cracked and a lot of rain came down.

It was still doing the same when the train arrived at Olympia. The little bit of shelter at the station was crammed full of people trying to avoid getting wet, so I splashed through the torrent pouring down the road. Despite my umbrella, I was pretty damp when I arrived – especially my right foot, which had found water deeper than my shoe. Inside Olympia there was water pouring through the roof in several places. Think waterfalls! The result was a lot of puddles, some of them a couple of inches deep. And the only thing the Olympia staff seemed able to do was spread the water from place to place. Luckily it stopped raining after a while.

I'd arrived well before the tasting, so I had an initial pint. For once the Batham's was on. Batham's is a pub brewery in the Black Country outside Birmingham (and close to the canal at the top of the



Delph flight of locks). Batham's Best (4.3% ABV) is a golden pint that smells like beer should: hops, mostly, though I did detect a touch of toffee. It has a wonderful bitter taste with some fruit and a slightly musty aftertaste. My favourite beer of all time!

The tasting turned out to be on a larger scale than I expected. A dozen or so, I thought. There was seating for 72. And it was close to full. Roger Protz, who is *Good Beer Guide* editor and has written about beer for many years, ran the show. He introduced the beers and talked us through the tasting, including bits of history and brewing techniques.

First up was the 2004 Champion Mild: GB Mild (3.5%) from JW Lees of Manchester. This is a dark red-brown mild – coloured, we were told, using dark sugar rather than dark malt. It smelled strongly of caramel and tasted similar (I got some hints of liquorice). There was a dry finish and a burnt aftertaste. For me, there was no real bite to the beer. I like my beer bitter and mild isn't. So not something I'll be drinking regularly.

Our second beer was the Champion Bitter. This was a brown-gold pint, which looked pretty ordinary and smelled a bit vinegary to me. There was much consternation when we were told that this was Greene King IPA (Suffolk, 3.6%). This is generally a pretty ordinary beer – the sort of thing I drink if there isn't anything better on offer. But a Champion beer? Protz explained that the tasting for selecting the Champion beers is conducted blind by a panel of experienced beer-drinkers – journalists, brewers (provided they don't have a beer in competition) and Camra reps. And this was scored best by the panel. I have to say that I wasn't particularly impressed. It tastes mainly malty, with a hoppy aftertaste. There was, apparently, a resinous or spicy taste (from the Challenger hops), but I just found it ordinary.

Next up was the Champion Best Bitter, which was much more interesting. Ironside (4.2%) comes from the Hampshire brewery (in Hampshire, would you believe?). It had a deep golden/copper colour and a strong, fruity nose. It tasted rich and fruity with a lovely bitter aftertaste. A gorgeous beer, though probably not one I would drink in quantity.

Fourth was the Champion Speciality beer – defined as having 'exotic' ingredients. This was a golden colour in the glass – noticeably lighter than the previous beers. The smell quickly gave away one constituent: elderflower, which gave a sharpness to the nose. This was Trade Winds (4.3%) from the Cairngorm brewery (in Scotland, of course), which was voted Champion Beer of Scotland in June. Apart from the elderflower, this beer uses maize and wheat. The result is a very nice beer with bags of fruit in the taste after the sharp nose. It is also quite astringent – with overtones of grapefruit (from the

American Cascade hops, we were told). A very dry finish completed the taste. Damn' fine stuff and a beer I want to drink more of.

Time for the Champion bottle-conditioned beer: the Titanic (Staffordshire) brewery's Stout. As you'd expect, this was a very dark beer with reddish tints to the brown – the colour comes from using roasted barley. It smelled of coffee and molasses. It tasted of molasses (think condensed Golden Syrup) as well. It was not bitter, but very dry – despite the sugar flavour. There was a smoky aftertaste as it went down. Good stuff, but not my usual tippie.

Finally we came to the Champion Strong Bitter and overall gold medallist: Kelham Island (South Yorkshire) Pale Rider (5.2%). This is a pale yellow beer, much paler than anything else in the tasting. This is very much in the modern style of hoppy, yellow bitters, which I like. It smells very hoppy, but has a much gentler taste. This is full of fruit and spice alongside the bitterness. Altogether an excellent pint.

Returning on the Thursday afternoon for some real drinking, I was pleased to see that the weather – and Olympia itself – was dry. Geraldine came with me and we met up with Neil Packer and James Guiton for a very pleasant afternoon's drinking. We also found Michelle Dalton, a Swiggers regular who was at the Festival with some work colleagues.

As always I started with something familiar to get my taste buds tuned up. This year I went for Caledonian Deuchars IPA, gold medallist in 2002. This is another yellow bitter, with lots of hops and plenty of bite. It went down very well with a 'Real Cornish' pasty for lunch.

I had a nip of the Girardin Framboise that Geraldine tried. This is a lambic beer from Belgium with, as the name suggests, raspberries. And it tasted like raspberries, too. A sharp nose and a taste that was both sweet and sour – I could feel my mouth puckering. Interesting stuff, but not beer as we know it!

Then it was time to hit Bar Nouveau, the section of the Festival for new breweries/beers. My first was Copper Dragon's (North Yorkshire) Dark Ale (3.5%). According to Camra's notes, this is brewed according to a "recipe from days gone by". It is as dark as a porter, through brown rather than red. It had a strong caramel nose and taste with a nice bitter finish. A good beer, but nothing special.

My next beer was from Wales: Breconshire (Powys) brewery's Golden Valley (4.2%). In the glass it was a rich yellowy-gold, not unlike strong urine. And that's what it smelled like, too! Luckily it tasted a lot better. It was fruity with a bit of bite from the hops and it got better as it went down. A rather strange beer and one I think I will avoid on balance.

Jarrow (Tyne & Wear) Bitter (3.8%) was another yellow beer. It tasted astringent and bitter – much more like it. But that may have been the comparison with the previous beer. It got blander as I went on drinking it. Overall, then, a decent beer, but nothing more.

Repairing to the North West bar, I tried a beer from West Yorkshire: Clark's Classic Blonde (3.9%). This was a very pale yellow beer with little nose. The main taste was musty. It was thin, a bit spicy and not very interesting.

Roger Protz had recommended that people should try the new John Bull bitter (4.1%) from Charles Wells (Bedfordshire). John Bull is famous as one of the worst keg beers, but the brewery has taken nothing but the name in producing a new beer. So I thought I'd give it a try (it helped that we were sitting by the Charles Wells bar!). I came back from the bar with some brown beer. It looked ordinary, it tasted ordinary and, by golly, it was ordinary.

I thought about another pint of Batham's, so trotted to the West Midlands bar. The Batham's was off, so I decided to try Pot o' Gold (4.4%) from the Wood brewery (Shropshire). This was an amber yellow beer with a pungent, spicy aroma. It had a bitter, biting taste. A lovely treat for the taste buds! And it went very well with the selection of olives we were nibbling. The combination really made my mouth water.

Looking for something a little stronger, I tried Dark Star (West Sussex) Sunburst (4.8%). This looked really golden in the glass with a great hoppy aroma. The taste was rich – I'm not sure my taste buds could be trusted by this stage, but it came across as almost a barley wine. It wasn't that strong, though, so it's certainly something I will try again.

So, another good year at the Beer Festival. I tried some very interesting beers – and some less interesting ones. Now all I need is the opportunity to drink them on a regular basis.

Games Events

There are actually more events to squeeze in before GEN CON UK and Spiel. The first is Tringcon XI: 9:30 to 21:30 on Saturday 2nd October at the New Mill Social Centre, Tring (Herts). This is an informal board games event run by Alan Parr, editor of games 'zine *Hopscotch* (among other things). Entry is £10 for the day, including a buffet lunch. For more information, contact Alan on 07951 473402 or alanparr@dial.pipex.com.

The second is Psychocon. This takes place over the weekend of 8-10th October at the Clifton Hotel in Scarborough. There is a *Diplomacy* tournament, but it's

mainly a general board games convention tied in with the *Psychopath* 'zine. Details at www.psychozine.co.uk/psychocon/.

After which it's GEN CON UK – 14th-17th October at the Minehead Butlin's, see www.genconuk.com – Spiel – 21st-24th October in Essen – and MidCon – 12th-14th November at the Birmingham City Thistle Hotel in Birmingham.

And we have advance notice of Oxcon 2005 from Richard Huzzey. This will be the weekend of 22nd-23rd January at The Mitre, High Street, Oxford. As usual, this event will have *Settlers of Catan*, *Lost Cities* and *Diplomacy* tournaments, as well as plenty of ad hoc games-playing. For details, e-mail diplo@herald.ox.ac.uk or keep an eye on the website (come.to/oxcon/), though this is currently just showing the results from Oxcon 2004.

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/.

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/.

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

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

Credits

To Win Just Once issue 48 was written and edited by Pevans. The LPBS masthead (page 24) is by Lee Brimmicombe-Wood, as is the illustration on page 31. The pictures on pages 26 and 30 are by Tim Wiseman and on page 28 by Nik Luker. Pevans took the photos and scanned the images.

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 4

Votes on Round 4

Voter	G	H
Mike Dommett	1	2
Pevans	4	2
Pete Holland	3	1
Nik Luker	3	3
Graeme Morris	4	3
Colin Parfitt	4	2
Gerald	2	2
Udowiczenko		
Pam Udowiczenko	4	3

charged particles (e.g. electrons and protons) occurring esp in the cosmic rays falling on the earth from outer space.

The table above on the left shows which definitions people voted for last round. The table on the right gives the scores of those who have provided definitions.

Round 5 Definitions

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

Irremeable

1 From “ream of paper” and referring to those pieces of paper that

Here are the real meanings of the words in round 4.

Galimatias (n): a confused and often pretentious mixture, esp of words; nonsense, gobbledygook.

Hodoscope (n): an instrument for tracing the paths of electrically

Players' Scores

Name	This round	Total
Guy Arnold	0	1
Pevans	4	14
Bill Hay	0	2
Pete Holland	5	13
Nik Luker	0	6
Bill Michell	0	6
Mark Moores	0	2
Graeme Morris	0	4
Neil Packer	0	1
Colin Parfitt	2	7
Al Tabor	0	4
Gerald Udowiczenko	5	7
Pam Udowiczenko	0	3

refuse to form an orderly stack after the ream is opened.

2 Cannot be remembered. Typically, the more your life depends on something, the more irremeable it becomes – e.g. anniversary dates.

3 Descriptive of a brand new sheaf of paper which, having been removed from its wrapping and, say, carelessly dropped, resists all attempts to re-stack it as neatly as when it first left the wrapper.

4 Washed up, useless. As in the current state of the Conservative Party under Michael Howard.

5 East Anglian dialect for someone of genial disposition. Originally “a amiable” person.

6 To reme (from: “re: me”) = to make reference to oneself in a letter, memo etc. Hence “remeable” = A matter on which it is possible to refer to oneself. From which, “irremable” = “nothing to do with me guv!”

7 A complex filing system. To the untrained, the irremeable system appears to consist of stacking papers in random piles on every available surface.

8 To be angry with yourself, when you do something stupid, when you really should know better.

Kerygma

1 Adj. Used in certain American states for someone who claims Irish ancestry. It is believed to be a contraction of “his grandma’s from Kerry”. Hence “the kerygma Kennedy family” (Chicago Sun editorial, June 4 1961).

2 What a man from south-west Ireland finds under his foreskin.

3 Congealed fatty deposits that materialise in cooking pans when they are not washed up immediately. Invariably shows no apparent relationship to the food cooked in the pan. The word possibly derives from ‘Kerrygold’.

4 Term used to describe the plight of a cursed board games player. So called after the tiles held by the first man to be strangled by his wife during a game of Scrabble (R) (cf. “Dead Man’s Hand” in poker). NB the woman was acquitted on the grounds that the victim had, and I quote, “dithered”.

5 A Japanese term, meaning to have killed off too many brain cells with sake.

6 The technical term for a paper clip that has been bent out of shape to provide another purpose (e.g. cleaning you nails, poking into the reset hole on an alarm clock etc.).

7 The itch or tickle one gets within the ear canal, usually caused by hair curling into the ear (although it may be a phantom sensation).

8 A violent explosion caused by heating a can of kerosene past its ignition point.

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: Lentiginous and Muscarine.

**Votes and definitions to TWJO, 180 Aylsham Drive, UXBRIDGE
UB10 8UF or TWJO@pevans.co.uk by Friday 15th October.**

Would you like some Pork Chop with that Garlic?

Railway Rivals 2 – Game End

Romanov Railways (RR), Red
Nathan Richards
Points: 340 = 1st

I was fairly certain after the construction phase finished that I had the best network, although I was slightly annoyed that I had only been second to reach the north-east corner of the map, which I considered to be my 'back yard'. However, I had got distracted by running a route into the far north-west so as to be able to challenge Gerald's domination of the western half of the map. In the long term, I think that was probably the right move as, in the final round, we were able to split the races between ourselves rather than face more widespread competition.

In the last few turns, I was able to run almost every race and this freedom of choice meant I could concentrate on the races I was most likely to win. However, the whole game proved to be rather closer than

I had expected and I certainly didn't think that Pevans would be my real competition, as his network seemed quite provincial. Just goes to show, you never can tell!

Ivor & Co (I&C), Purple Pevans
Points: 315 = 2nd

Romania was certainly an interesting map to play. The mountains all over the map mean that most of the connections are obvious. The result is players having monopolies over parts of the country as the cost of competing is prohibitive. A little judicious mountain-crossing is very useful though.

I inherited an initial position in the south from Timothy. This looks pretty good initially as the ground is much more open – and you've got Bucharest. However, it also means that the other players had grabbed most of the routes through the mountains by the time I got there.

The initial races worked in my favour, but the open ground then began to work against me. It made it a lot cheaper for the other players to build additional lines to compete with me than for me to build through the mountains to compete with them.

The result was that Romanov Railways (Nathan) just overhauled me at the end. Darn it!

Congratulations to Nathan, thanks to everybody for participating and thanks to Mike for GMing.

Impaler Trains (IT), Black
Gerald Udowiczenco
Points: 260 = 3rd

We well came 3rd which, considering some of our lacklustre results and poor dice rolling, isn't too bad. However, I am slightly disappointed that we were so far off the pace.

I really did think at the beginning of the game that we had a really good chance of winning, or at least being close. Especially as we were the only company to start in Western Romania.

But alas the routes just didn't fall kindly for us and losing our map in the middle of the game cost us dearly... I had scribbled a number of notes on where to build and, as (bad) luck would have it, one of those builds was to have been into Bulgaria, the turn before that destination came up. But how much difference 10-20 points would have made, I really don't know.

In the end, I think the main difference was the number of races both Nathan and Pevans could run each turn, especially solo runs. Whereas I was struggling to even manage the maximum number of races per turn.

Well done to Nathan on winning. In the end I probably tipped the scales towards him with some of our joints run towards the end, so perhaps I am really the power behind the throne?

Well done to John, for making me sweat for third place, it really was close. But in the end I think it was really a 2 horse race, between Nathan and Pevans with the rest of us also-rans.

Trains Take You Further
(TTYF!), Blue
John Harrington
Points: 257 = 4th

I can't actually find my map of this game and I would not be surprised if that is because I ceremonially burnt it after the last turn. What a hard map to play on - and I am not referring to the proliferation of hills, but rather the production values of the map itself (place names at right-angles to hex numbers, place names blending in with the background making them hard to find) which, allied with the generally unpronounceable Romanian towns and cities made route-planning an ordeal.

I decided at the start of the game to ignore short term gains to be earned

through connecting towns and to try and concentrate on building an efficient network. The plan was to get to Bucharest and, in the words of Jim Morrison, "break on through to the other side". Unfortunately, by the time I got close to Bucharest it was a bit like M6 in the rush-hour, and there was no cheap way to break on through. In retrospect, I should have built more in the west where, if memory serves, Impaler had a bit of a monopoly (not that it did him much good if it was Impaler!).

One thing I always overlook in **RR** is how much of one's income comes from other people using your track. My builds in the racing stage tend to be attempts to create a new route from one city to another whereas I might be better off simply cutting corners to make existing routes more attractive to my rivals.

Notwithstanding the grottness of the map (which Mike is now going to reveal he personally hand-drew) I

GM Comments

The profusion of mountains does tend to dominate the map, and I agree with Paul's assessment of this. I also hate the names and unreadability of the towns, but I did want to run **Railway Rivals** in the country I visited with a Morris side for a cultural exchange a year after the revolution.

If you'd like to play in the next game, contact Mike Dommett (119 Victoria Road, ALTON GU34 2DD or mike_dommett@yahoo.co.uk) or Pevans (TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF or TWJO@pevans.co.uk).

had a great time in this game. Communication was good from all players except Mark (obviously) and I have no complaints about the final result. I can't recall any particularly egregious dice rolling by the Dommett so I can't even whinge about being unlucky in the races, though one can always claim that had the race destinations come out differently things might have been different.

Congratulations to Nathan on his victory, and to Gerald for pipping me on the final turn. Hard lines to Pevans, but we can't have 'zine editors winning in their own 'zines. Most of all, many thanks to Mike for running the game efficiently. Please put me down for another game, preferably on a map with place names that only have one syllable.

**Huge Engines etc. (HEDGEHOG),
Green Mark Jones
Points: 78 = 5th**

Mark Jones dropped out, but I don't think that this affected the result. There were a lot of joint runs and, in the end, Romanov Railways' connections into the mountains proved decisive.

I quite fancy an English map for the next game - any preferences?

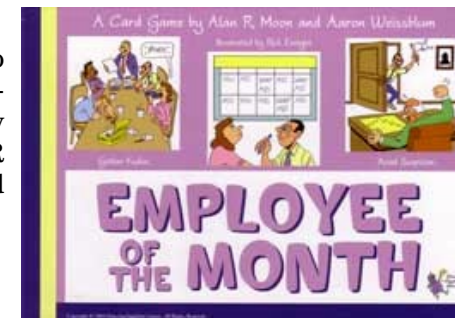
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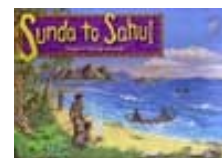
Employee of the Month

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Coming Soon...



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Odessa Steps

Star Trader – Turn 15

“So you are thinking of diversifying?”

“Well, yes. We’ve concentrated on basic carriage, but the money seems to be in producing your own goods.”

“Well, we can show you some excellent facilities, only recently decommissioned. It won’t take much to bring them onto line, and there’s a lot of people looking for work.”

“I was hoping this was so.” BLAND & BRASS’s Quadrant Director followed the Agent into his office.

Gamma Leporis saw TOTAL TRANSIT 2070 buying 10 units for 3 HTs each and gaining a Contractorship. KATKORP had to be content with a single unit at the same price.

TRANS SOLAR TRADING, reportedly trying to achieve a Market Position in every commodity in every market, started by selling 8 Spice for 11 HTs each and getting a Dealership at Epsilon Eridani. They followed this by selling 12 Monopoles at a price of 15 HTs and acquired a second Dealership. KATKORP tried to sell petroleum at 13 HTs, but the price fell too fast. THE UNIVERSAL sold 6 Liquors for 15 HTs apiece and gained a Dealership. GRAND LARS THENI sold 3 more at 17 HTs as the demand was high this Quarter. GRAND LARS THENI also sold 3 Isotopes for 3 HTs each, keeping the price down.

KATKORP made their first trade at Delta Toucanis – 1 Alloy for 7 HTs – and then sold 4 Isotopes on Contract. TOTAL TRANSIT 2070 sold 10 Isotopes at 4 HTs each and obtained a Dealership. KATKORP finished by selling 5 Petroleum on Contract from their stockpiles.

Tau Ceti was quiet, just INTERSTELLAR METALS gaining a Contractorship by selling 11 Isotopes for 1 HT apiece. Not a lot of profit there.

Mu Herculis saw GRAND LARS THENI selling 4 Alloys at a price of 9 HTs and wishing that they had some more. KATKORP bought 8 Isotopes for 1 HT each and acquired a Dealership. SWISS MERCENARY FLEET sold 13 Liquors for 16 HTs apiece and gained a Dealership. INTERSTELLAR METALS bought 6 Petroleum on Contract, using Percent. TSTI sold 8 Monopoles for 9 HTs each, and BLAND & BRASS sold their one for 10 HTs.

KATKORP bought 8 Isotopes at Sigma Draconis for 1 HT each again, and GRAND LARS sold 5 on Contract. TT2070 sold 5 Monopoles for 17 HTs

apiece, while INTERSTELLAR METALS bought 5 Spice on Contract and SWISS MERCENARY sold 2 on Contract.

Spice was popular at Alpha Centauri. BLAND & BRASS sold 2 for 10 each, and then TSTI sold 7 at 11 HTs and became Contractors. IM’s bid of 14 and UNIVERSALS of 15 were ignored. INTERSTELLAR METALS bought 5 Liquor for 12 HTs each; GRAND LARS’s bid of 12 and TSTI’s of 11 being ignored here. BLAND & BRASS sold 2 Isotopes at 2 HTs and TT2070 sold 4 more for 3 HTs each.

Finally, at Beta Hydri, TRANS SOLAR TRADERS INC sold 12 Monopoles for 16 HTs each and gained a Dealership. INTERSTELLAR Metals sold 7 Petroleum at 9 HTs and a Dealership. KATKORP dumped 5 more on their Contract. And then TSTI wrapped things up selling 9 Spice for 10 HTs and a final Dealership.

TOTAL TRANSIT 2070 upgraded its ship’s crews. GRAND LARS THENI not only failed to deliver a large group of Passengers, it then found that TSTI had taken other passengers that it had been counting on. Maybe a price war will benefit travellers in the Quadrant.

INTERSTELLAR METALS bought a Warehouse at Gamma Leporis, while SWISS MERCENARY FLEET sold their Warehouse at Sigma Draconis and upgraded the crew on Pike.

KATKORP sold 4 Liquor Factories at Alpha Centauri and bought 4 Petroleum Factories at Mu Herculis, adding a new Warehouse to take the production.

BLAND & BRASS repaid their loan to the Federation banks and took out a new 300 HT loan for 4 Quarters. This was invested in a Petroleum factory at Mu Herculis, 2 Spice factories at Sigma Draconis and a Warehouse at Mu Herculis.

GRAND LARS THENI upgraded the crew of Sunset Princess and laid down yet another Phoenix Hull at Alpha Centauri, naming her Twilight Countess.

GM Notes and News

If two or more people try to take the same group(s) of passengers between two Spaceports, the one with the Initiative Order will go first.

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

Turn 16 C3

Turn 17 **B4, C4**

Turn 18 **C6, B8**

Turn 19 **P2**

Corporation Table

Corporation letter & name	Conn'n Levels Bus Crim Pol	Init Bid	Turn Order	Cash	Rep'n	Player
A Total Transit 2070	10 0 7	0	2nd	405	40	Simon Burling
B New Expensive Weapons Bring I Empire	3 7 2	N	9th	64	33	Player wanted
C Trans-Solar Trading, Inc	10 8 6	7	1st	889	40	Jerry Elsmore
D Interstellar Metals	10 5 5	3	3rd	182	40	Paul Evans
E The Universal	10 0 5	0	7th	466	40	John Harrington
F Swiss Mercenary's Fleet	10 0 10	0	4th	682	40	Martin Jennings
G Shylocks	10 1 3	N	9th	349	40	Andrew Kendall
H KatKorp	10 2 9	1	6th	257	40	Michael Martinkat
J Bland & Brass	8 2 7	0	8th	190	39	Colin Parfitt
L Grand Lars Theni & T Heft	10 1 2	0	5th	55	40	Ian Whitchurch
M Tau Ceti Express	4 0 7	N	9th	534	40	Matthew Wale

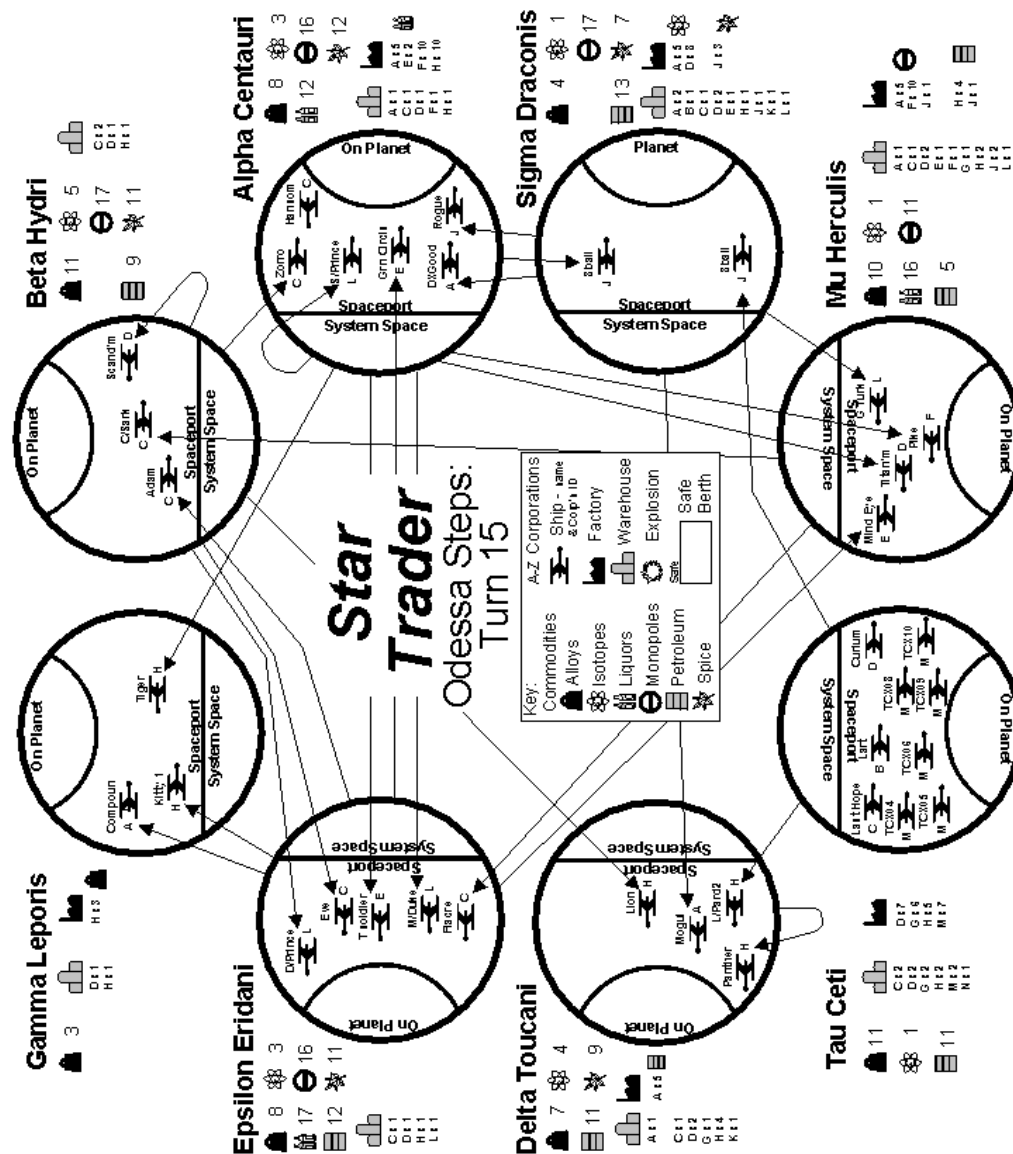
'N' under Initiative Bid indicates No Move Received

Market Positions

System	Commodity	Dealers	Contractors	Market Managers
GL	Alloys	D E L	A	C
EE	Alloys	C	A	
	Isotopes	D H		
	Liquors	A E		
	Monopoles	A C L		
	Petroleum	A C		
	Spice	C D E		
DT	Alloys	L		
	Isotopes	A C D	H	
	Petroleum	C E	D	H
	Spice		E	
TC	Alloys	C H		
	Isotopes		D G H	C
	Petroleum	D	H	
MH	Alloys		C	
	Isotopes	C D E L	G	
	Liquors	F	A	

System	Commodity	Dealers	Contractors	Market Managers
MH	Monopoles	C J L		F
	Petroleum	A C	D	
SD	Alloys			
	Isotopes	C E H	D L	
	Monopoles			
	Petroleum	C D		
	Spice	J L	D F	C
AC	Alloys	D E H	C	
	Isotopes	C M		A
	Liquors	A L		
	Monopoles	C	F	
	Spice	D	C J	
BH	Alloys	C E		
	Isotopes	D	C	
	Monopoles			
	Petroleum	C D	H	
	Spice	C J	F	

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
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by Friday, 8th October 2004.



Les Petites Bêtes Soyeuses 174

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

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Orders for June 1658 to Pevans at
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Friday, 15th October 2004



May 1658

As the last month before the campaign season, May in Paris is always frenetic. This year, the whole army is mobilised, which makes things even more frenzied than usual. Adding to this are disturbing rumours circulating about His Majesty...

Much of Parisian society maintains a calm, relaxed approach. This involves lots of parties and not too many duels. But there are still a few affairs of honour to be settled. Pick of the crop is the confrontation between GDMD Colonel Bud d'Wiser and ALC Colonel Jean Petit. Both cavalrymen have their sabres. D'Wiser is the more experienced swordsman, but Petit is the bigger man (despite his name). Petit starts by parrying, just in case d'Wiser tries a lunge. As he has a sabre, d'Wiser starts a furious slash. His slash cuts straight through Petit's guard to draw blood first. Despite his surprise, Petit jumps away from the cut, which whistles harmlessly past his torso. As d'Wiser recovers his guard, Petit strikes with a slash of his own. The Dragoon attacks again with another slash, but Petit has got it right and blocks this blow. Both men duck and weave, then recover their breath. They strike together with a slash apiece. Both blows land, but only d'Wiser surrenders.

The monthly performance of D Arth Vader and Henry Thierry Christian takes place as usual. As always, both men have sabres and Vader out-weighs and out-reaches Christian by a factor of three. As a slight variation, both men attack with furious lunges to strike quickly. Christian concedes the 'fight'.

General Gaston de St Marque and Brigadier-General Zachary The Money Goes have fallen out over a woman. This is somewhat amusing, since The Money Goes is one of de St Marque's usual seconds! The two men meet with rapiers in hand to settle the matter. As the bigger man, The Money Goes has the edge, despite de St Marque's superior expertise. The Money Goes starts with a parry and then drops his guard to start an attack. De St Marque lunges to win first blood and the encounter.

And then there is the duel between Jacque Wabbit and Jean-Claude van Damme. Wabbit is a slightly-built fellow (very much the same size as de St Marque, Christian and d'Wiser), yet wields a thumping great cutlass. Well, he is a Major in the Royal Marines. His opponent, a Major in the Picardy Musketeers, looks as though he could hide behind that cutlass. His own weapon is the rapier. Van Damme wastes no time: it's all-out attack with a furious lunge. The lunge scores first blood on Wabbit, who tries a lunge of his own. The blunt end of his cutlass thumps into van Damme's chest and may just have bruised him. So Wabbit tries something different, grounding his cutlass and using it to launch an overhead kick. Unfortunately, his gymnastics coincide with van Damme's cut. There is a nasty ripping sound as the rapier tears through the back of Wabbit's thigh. Wabbit surrenders even before he's hit the ground.

Forging a new job

The Minister of Arts & Antiquities (technically, a Minister without Portfolio) is on trial. The Commissioner of Public Safety, Count Henry Thierry Christian, leads the prosecution.

"I was advised by one of my many agents," he begins, "that this Minister was attempting to take possession of His Majesty's royal marbles under the guise of his post. When questioned about this matter he then attempted to say that the King had none and that he was not attempting to gain possession of something that did not exist.

"I myself know full well that the King is in full possession of his marbles and would never question such things. So I arrested him on the spot for making these allegations. I can only conclude that this was some pathetic attempt by the Minister to cause a political problem between the King and myself – had I been foolish enough to ask him about this – in an attempt to discredit the office of the CPS.

"Before I close I would just like to apologise to His Majesty for any stress that has been brought about by this Minister questioning the possession of his marbles to also make a point of saying that I would never fall for such trickery and would never question the existence of the King's marbles."

Predictably, the Minister denies any such thing and suggests that the CPS has trumped up charges against him in order to be able to assume his powers for himself.

The court is then treated to a stream-of-consciousness verdict from the Minister of State, Co W Ard Extrême, sitting in judgement.

“My dear friend Stan tells me that while he can’t recall what exactly the charges were, he was sure that it was a horrible crime that this Minister committed. Poor Stan, he must feel very bad, just two months after carefully selecting this minister, to be disappointed so sorely. Ah well, so since Stan says so, this guy is definitely GUILTY. And I guess he HAS to die, because if he doesn’t, he might come back to blame me for his situation and that is not a prospect I like. So: DEATH.”

And so CPS Christian assumes the job of Minister without Portfolio (responsible for Arts and Antiquities) in addition to his own job.



Investing in new jobs

Other people are after new jobs as well. Or at least clearing the way. Sean Sondamour has a word with the Adjutant of the Cavalry Division, but to no avail. Minister Extrême asks Revaulvin d’Or to move from being a Minister without Portfolio to Minister of Justice. D’Or is in favour of this, but the post is currently held by Stan Dandy Liver. However, d’Or then leans on the Guards Brigadier, who promptly quits. With a bit of support from Alfonse Qué Holique, Liver is appointed the new Guards Brigadier. So, the post of Minister of Justice is now free – too late for d’Or. This month anyway. Liver is also to be seen investing in Finance. Meanwhile Zachary The Money Goes buys up some of the Fleur Bonds available from Filthy, Rich and Loaded.

Minister Extrême and Omi Palone use their influence to force out the General commanding Third Army. And then there’s the Lt-Colonel of the 27th Musketeers. He has been asked to resign and is under a lot of pressure from Jean de Florette, Jean Petit, Marc O’Polo and Stan Dandy Liver. He’s spending more time with his family before you can say redundant. The Lt-Colonel out of the way, O’Polo buys his way to Colonel of the regiment. As the new commander, he recruits Sirius Chien to the 27M. Chien buys a Captaincy, using some of the funds donated by Charlemagne le Gosse.

Not having the social standing to join the Dragoon Guards or the Crown Prince Cuirassiers, Ivan de Maphril en Bleu-bréille applies to the Princess

Louisa Light Dragoons. He is accepted and buys the rank of Subaltern – the best he can get. He is assigned to the first Squadron and packed off to join his unit on the frontier. Charlemagne le Gosse buys the Colonelcy of the Cardinal’s Guard.

Partying with the DG

The social event of the month has to be D Arth Vader’s ‘Personal Development’ party at the Fleur de Lys. The club has been decked out in royal insignia (as Arth hopes His Majesty will attend) and the Dragoon Guards’ colours. There are gifts for all the ladies present – Arth has spared no expense to make this a memorable occasion. Such as the liberal scattering of DG brochures (which detail the exploits of the Dragoon Guards and belittle the Queen’s Own Carabiniers) around the premises. The party gets off to a great start in the second week when Arth and Bette Noire welcome over thirty guests. Shame that the first guest is Denis Bone of the QOCs. There’s a frank exchange of views. To be continued at the start of next month.

Other unaccompanied gentlemen who arrive are Fernand Louis Adelmo de Gaulle (Josie the pig doesn’t count!), Gaston de St Marque, Horatio d’Escargot, Jacque Wabbit, Jacques Shitacks, Jean de Florette, Jean-Claude van Damme and Lucien d’Escaillehuitaillements. Plenty of ladies turn up as well. Ella Fant accompanies Alfonse Qué Holique. Emma Roides is with Sirius Chien, who is the first member of the Cardinal’s Guard to spot the lone King’s Musketeer – Fernand – and swap challenges (“Pig-fancier!” “Bacon-eater!”). Fifi arrives on the arm of Stan Dandy Liver. Frances Forrin accompanies Beau Romir. Ced Deucer escorts Henrietta Carrotte, who is miffed that Ced abandons her to exchange insults with Fernand. Well, he is a Captain in the Cardinal’s Guard. Katy Did accompanies Omi Palone. Leia Orgasma is hand in hand with Bud d’Wiser. Lotte Bottle arrives with Sean Sondamour. Lucy Fur is escorted by Orson de Combat. Marie Antoinette attends with Marc O’Polo and Xavier 3sup has the company of Ophelia Derriere.

There are other people in the Fleur at the same time. His junior officers pay their respects to the Colonel of the Cardinal’s Guard, Charlemagne le Gosse. They also point out the presence of Private de Gaulle. So Charlemagne leaves his drink with Ada Andabettoir (who’s not amused) to exchange insults with the most junior King’s Musketeer. Revaulvin d’Or is in the Fleur, too, and is spotted by Marc O’Polo. They swap challenges. Which horrifies Lucien d’Escaillehuitaillements. Here he is in Paris’s most exclusive establishment and riff-raff like Revaulvin have been allowed to become members! Lucien marches over and delivers a swift challenge in an effort to put Revaulvin in his place. Beppe de Marko and Jacky Tinne observe all this with quiet amusement. As do Co W Ard Extrême and Polly Hydronne.

Arth and Bette return the following week for more of the same, and about two-thirds of their guests do the same. Horatio d'Escargot, Jacques Shitacks and Lucien d'Escaillehuitaillements are all there. As are Alfonse Qué Holique and Ella, Bud d'Wiser and Leia, Beau Romir and Frances, Ced Deucer and Henrietta, Marc O'Polo and Marie, Sirius Chien and Emma, Stan Dandy Liver and Fifi and Xavier 3sup and Ophelia. Euria Humble and Sue Briquet join the party for the first time.

Racing with d'Or

In week 3 there is another attraction at the Fleur, which takes some people away from Arth and Bette's do. Revaulvin d'Or is now holding his horse race – the Count Extrême Equestrian Challenge Chase – which he has spent a thousand crowns on. Revaulvin enters the race himself and is joined on the start line by Denis Bone, Gaston de St Marque, Jean-Claude van Damme, Jacque Wabbit and Zachary The Money Goes. Assessments of the horseflesh suggest that there isn't too much variation in the quality of the entrants' mounts. Nor in their relative skill on horseback. What is apparent is that Jean-Claude has the build of a jockey. While Denis has more the build of a horse. Albeit a small one – a Shetland, perhaps?



The race starts smoothly with all six horses bunched together as they round the first corner. Despite some jostling, Jean-Claude gets his nose in front. Down the back straight Jean-Claude takes a clear lead while Denis drops back. Jean-Claude pulls away round the final corner, leaving Gaston, Jacque, Revaulvin and Zack straining to get ahead of each other. Denis brings up the rear. Giving his horse its head along the final straight, Jean-Claude wins the race some three lengths clear. Zack wins the struggle to be second, a neck in front of Gaston on the inside. It's a dead heat for fourth between Jacque and Revaulvin, both half a length down on Gaston. Denis crosses the line a length and a half further back.

The only official spectators are Marc de Zorro and Guinevere d'Arthur, guests of Revaulvin. However Arth's party watches from the Fleur's terraces. Ced Deucer and Sirius Chien spot that Zachary The Money Goes is a King's Musketeer and make sure the appropriate insults are traded. Charlemagne le Gosse is again in the Fleur with Ada, so he mixes it with Zack as well. Lucien d'Escaillehuitaillements is aghast at the sight of Marc de Zorro and slaps him around the chops for the audacity of not being noble. Again Beppe de Marko, Jacky Tinne, Co W Ard Extrême and Polly Hydronne are in the club, maintaining a low profile.

While all this is going on, Lokwot Isaw is partying all month in Bothwell's with Angelina di Griz. Without the attraction of what's going on in the Fleur in the middle weeks, a respectable number of people turn up for the first week. Horatio d'Escargot is the sole solo male. Bud d'Wiser is there with Leia. Beau Romir brings Frances. Ced Deucer accompanies Henrietta. Maggie Nifisent is with Jean Petit, who picks a fight with Bud, a member of his enemy regiment. Marc de Zorro is accompanied by Guinevere. Omi Palone attends with Katy and Sirius Chien turns up on the arm of Emma. Sean Sondamour and Lotte are in Bothwell's too.

The next week the party is reduced to Lokwot and Angelina with Marc and Guinevere as their guests. Week 3 sees the hosts back again, joined this time by Orson de Combat and Lucy Fur. Sean is back again, with Lotte, for his own party. Only Jean de Florette Toadies to him. Sean lays a couple of grand on the gaming tables, but cuts his bet when he sees the house's roll. And Omi Palone brings Katy to Bothwell's for a week.

Numbers swell again at the end of the month, once Arth's bash has concluded. Lokwot and Angelina welcome a dozen guests. Jean de Florette and Lucien d'Escaillehuitaillements Toady on their own. Bud is there again with Leia, Beau with Frances, Ced with Henrietta, Marc with Guinevere and Sirius with Emma. Lokwot offers a toast to all present, wishing them well in the forthcoming campaign. Sean's minimalist party continues with Omi and Katy as his and Lotte's guests. Sean puts down another wager, but loses the lot this time. And Orson de Combat is in Bothwell's with Lucy. For all of them, the talking point is a more refined version of the rumours sweeping the streets: the King is illegitimate, his elder brother should be on the throne and General Abel Ringeur is the champion of the cause.

A wake for Sylvester

This leaves us with what happens in the Fleur either side of Arth's party. Stan Dandy Liver starts May by holding a Wake for Sylvester di Stalloni. From the Royal Marines Colonel Jacques Shitacks, Lt-Colonel Euria Humble

(accompanied by Sue Briquet), Major Orson de Combat and Captain Jacque Wabbit turn up. The Picardy Musketeers are represented by the regiment's commander, Brigadier-General Jean de Florette, and Major Jean-Claude van Damme. Other members of the club are inside its doors for the week. Alfonse Qué Holique brings Ella Fant with him. Beppe de Marko is sequestered with Jacky Tinne. Charlemagne le Gosse and Ada Andabettoir are at the gaming tables: Charlemagne wins several thousand crowns on a single roll of the dice. Co W Ard Extrême brings Polly Hydronne to the Fleur for some peace and quiet. Bette Noire and D Arth Vader are also in the club for the week.

Come the end of the month, Alfonse Qué Holique and Ella have Stan Dandy Liver and Fifi as their guests in the Fleur. Henry Thierry Christian is in the club, too, accompanied by Edna Bucquette and Toadied to by Jacques Shitacks. Zachary The Money Goes shows off his latest conquest: Kathy Pacific. Much to Gaston de St Marque's chagrin. He and Zack met on Kathy's doorstep early in May and Gaston has gone back for a further attempt this week, only to find that she's out. Zack exchanges a further series of insults with Charlemagne le Gosse, who is in the Fleur with Ada. Other occupants are Beppe de Marko and Jacky and Co W Ard Extrême and Polly. For all of them, the talking point is a more refined version of the rumours sweeping the streets: the King is illegitimate, his elder brother should be on the throne and General Abel Ringeur is the champion of the cause.



The only other club to have any visitors this month is Red Phillips. Nom N Clature spends three weeks in his club before visiting his mistress. He doesn't seem to be spending the money Bud d'Wiser has given him. Those without mistresses resort to visiting the Bawdyhouses as usual. This is how Lucien d'Escaillehuitaillements and Fernand Louis Adelmo de Gaulle start their month. And how Horatio d'Escargot, Jean-Claude van Damme, Jacque Wabbit and Revaulvin d'Or end theirs. The footpads seem very quiet this month – perhaps the press gangs have driven them off the streets.

The main men in the gymnasiums are Henry Thierry Christian and Jean Petit, both of whom spend three weeks working out with their sabres. Euria Humble and Xavier 3sup get in two weeks' practice with cutlass. Marc O'Polo passes two weeks working out with his rapier. And D Arth Vader completes May with a week's practice with his sabre.

Frontier Frolics

Full military operations have not yet started, but all the Frontier regiments are involved in some skirmishing. Attached to Frontier regiment 2, KM Subaltern Duvail de Fontaine keeps his head down and survives. General Abel Ringeur is in evidence, making speeches to the troops at every available opportunity. He is briefly Mentioned in Despatches and raises over five hundred crowns for his cause. Major Jon Dam leads his Squadron of the PLLD alongside the Frontier troops. New boy Subaltern Ivan Maphril en Bleubraille joins the unit and is shown the ropes. There is no reward for either of them.

On the Spanish border, Frontier regiment 3 comes under attack from reconnoitring Spanish forces. 13F Major Joseph de Veevre has a close encounter with an enemy pike. Rather closer than he would have liked! But he bats the pike aside to grab a prisoner and earn himself a few hundred crowns. General Marvin Leigh Rowbow is also with the regiment. He puts himself about a bit, giving good advice to the regiment's officers. He is rewarded with a couple of hundred crowns.

Lt-Colonel Harry Covert's Battalion of the RFG is with Frontier regiment 4. The Guards hold the line when the Frontier troops take a beating. Covert is Mentioned in Despatches. KM Lt-Colonel Meaux Curlieunlaurrie is also serving with the regiment and tries to inspire with his personal example. He is Mentioned in Despatches as well.

The Royal North Highland Border regiment skirmishes in the forests. General Claude Byacat leads a Battalion to good effect. He captures an enemy officer who brings in a thousand-crown ransom. This gets him two Mentions in Despatches. Bdr-General Gar de Lieu concentrates on the loot and collects a thousand crowns of his own. ❖



Press

Announcements

Charlemagne le Gosse asks Majors 1 and 2 of the Cardinal's Guard to seriously consider their positions (i.e. resign) as neither has represented the honour of the regiment all year.

† ClG

Join the DG if you want good parties, if you are a true gentleman of Paris and you despise the QOC. Contact DAV or submit the application on the back of the DG brochure, available at all good parties.

A very serious matter has come to my attention. Le so-called Roi is not the true heir to the throne. Indeed, he has an older brother. Or should I say half brother?

Le so-called Roi's elder brother has noticed how I have been persecuted recently, and has asked me to support him in his quest to reclaim the crown which is rightfully his. His name shall be kept secret for now, to protect his safety. I no longer have any regard for my own; since le so-called Roi declared me *persona non grata*, it can't really get any worse for me.

I therefore call on all gentlemen of France, believing in the God-given right of monarchy, to defend the true heir and see the end of the impostor who currently sits on the crown.

Flock to the banner of the Second Army, or be on the losing side!

† Count Abel Ringeur

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

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

UNDER NEW MANAGEMENT

The Cardinal's Guard, charged with the Holy duty of protecting His Eminence, is seeking a more high profile role to bring godliness to the French People and their friends, allies and enemies. As such, sterling young men of appropriate social level, with a wide variety of skills are required.

Sizeable grants will be forthcoming – especially for those willing to stand up to the bully boys of the King's Musketeers.

Applications to:

† Baron Charlemagne le Gosse,
CO CG

Matters of Honour

To Xavier 3sup

Sir, it seems unfortunate that we both find the same lady of interest, but then she is a fine catch and strong to boot, with those child-bearing hips and hill-walking legs. Not to mention her fly-fishing arms and chicken-wringing hands!!

However I will not fight you over her: it is bad for the regiment and morale. I do not expect to see you on the duelling field.

Yours,

† Colonel Jacques Shitacks
Royal Marines

Pte QOC GSH WLTM any1 4
duelling 2nding. † DB

GdSM: Why didn't you stand down to me, when we met at Kathy's door?

† Zack

Revaulvin d'Or,

I am puzzled by your challenge to Jean Petit for 'stealing' Maggie. Surely you had your chance last month, but, by all accounts, could not be bothered to show your face on the day? Without further explanation, I must vote that you have no cause.

† Sean Sondamour.

My dear Msr D'Or

I am mortified by any distress I have caused, but I am consoled by the knowledge that Maggie has found a real man to tender to her, rather than a whining milksop. I suggest you take what comfort you can from that.

† JP

Social

To SDL and R.M. & P.M.

I apologise for not attending Sylvester's wake. I felt I wanted to do something practical, so was practising my regimental weapon in preparation for my revenge on his killers.

† X3

Typical, you wait months for a decent party to come along and then you get lots all at once. It's like waiting for a lift into town on a cart horse. I wish the Minister of Sports and Parties would get his act together and find a way to organise the parties better.

Ladies and Gentlemen of Paris,
I am delighted to announce the imminent opening of Le Prix d'Or, the new racetrack being constructed on the outskirts of Paris. I can personally assure you that the decor is of the very highest calibre and is in the most tasteful and restrained colours. In this, I am indebted to Lord Percy Percy, a man whose experience in analysing the fashions of the upper echelons of polite society is legendary. We have also been most fortunate in persuading Pierre, the genial bartender at the Fleur de Lys, to manage the establishment and I am sure that many of you will want to wish him well and support him in his new role, if only because he probably knows more secrets about most of you than you care to admit!

We hope to open shortly with a gala night at which we have high hopes that their Majesties Le Roi and La Reine will be the guests of honour. However, in the meantime, we will be scheduling a small number of unofficial races in order to tread the track in. The next of these races will take place in the first week of next month and I will personally put up a prize fund of 1,000 crowns for the race. Riders from all social classes are welcome to attend and spectators and their ladies are invited to join me in the long bar, known as "At the Gallop", afterwards.

I look forward to seeing you there,

† General Gaston de St Marque

At Revaulvin d'Or's Grand Military Bash & Banquet, guests were initially entertained by two

companies of the 13th Fusiliers, their teeth sparkling and fusils bared. They conducted complicated drills such as 'Picking Up Your Fusil', 'Cocking Your Serpentine' and 'Marching In Step'. With banners flying bravely and the tuck of drum setting the pace, they thrilled those gathered, who all agreed that victory in the Pan-European Marching Contest (On To Madrid!) was guaranteed.

After refreshing themselves, teams of ladies and gentlemen were formed to compete in games of Boules, using heavy matchlock balls and shell. There was much laughter and friendly competition until two cannonballs with lighted fuses were rolled onto the field, causing the players to scatter in unseemly haste. Fortunately Minister d'Or was prepared and buckets of sand were thrown over the shells put out the fuses. Unruly members of the 27th Musketeers are suspected and he will surely ask for an investigation by the powers-that-be.

Such unwonted exertion gave spice to the drinking contests, with much quaffing of spiced wines, ale and brandy and no little spillage and falling into the ornamental ponds. Even the ladies took part, with – needless to say – Lotte Bottle (who had slipped away for the evening) taking the prize.

The dancing did go on all night until the morning gun reminded every one that war was imminent and carriage, horse and chair took the guest home to a well-earned rest.

Personal

Those in authority are not judged only by good motivation. The people have given us the duty to defend them. That duty sometimes requires the violent restraint of violent Nations. In some cases the measured use of force is all that protects us from a chaotic world ruled by force. So I remind all those who have yet to join a regiment, to look deep inside their hearts and join up and I salute those currently taking the war to the enemy.

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

Lord Percy Percy says, as fashion is tending towards to completely useless, RdO is very fashionable.

If anyone has influence with the City Military Governor which they would be willing to use to assist me in filling the vacant Cardinal's Escort post, I would be grateful.

† Capt C Deucer.

How many Royal Foot Guards does it take to light a candle?

Two.

One to hold the taper to it, and one to cry out "Let freedom reign".

Dear de Fontaine, I am a little surprised to see that you aren't a Captain yet. Did my man not come and see you last month with the necessary funds to help you out?

† B.Bdr-General The Money Goes, King's Musketeers

Hominus abednigus, your place is in the Royal Marines.

D Arth Vader,

Regarding your preposterous claim to hold the biggest party of the year last month. I would like to remind you that in March of this year, I held the largest party so far!! With over 40 guests in attendance for the whole month, not a piddly 2 weeks.

If you want to be known as a great host, then you have to give up playing with your weapon for a couple of weeks and feel the force of a whole month of partying, assuming you can handle it?

Yours,

† Zachary The Money Goes

Private de Gaulle, I hope you are keeping a close eye on Josie and hope he isn't causing you too many problems?

† B.Bdr-General The Money Goes, King's Musketeers

Letter from AQH to the Quartermaster General

Sir, I am worried about the supplies you are proposing to send with our troops to the Front. In particular I note a distinct lack of wine, brandy or port. While I accept that there are limits to the budget, I do think that a smaller proportion should have been spent on such non-essential things as swords and armour and more on the sort of things that will make our men more effective in battle – Alcohol, alcohol and more alcohol!

Yours,

† Alfonse Qué Holique

If it is better to light a candle than to curse the darkness, why will no-one buy the Grand Duke Max Dragoons any more matches?

Dear Jon Dam,

I see you're still having problems with your regiment organisation, do you need any help? Perhaps when you return from the Front we could meet up and I could discuss the finer points of social etiquette and give you a few tips?

† ZTMG

Primus: I've found a way to confuse our CPS.

Secundus: Do tell.

Primus: Well, you know the way he treats his horses...

Secundus: Doesn't all of Paris.

Primus: I gave him a horse last week.

Secundus: Was this the one he was walking around – lifting the tail, then looking under its belly, looking confused?

Primus: That's the one.

Secundus: What did you do?

Primus: I gave him a Gelding. He won't know what to do with it.

Poetry Corner

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

Will she, won't she,
Did she do?

Did she play my didgeridoo?

Katy Did alone can say,
"Did the smile on my face
Give me away?"

† SDL

The following poem was incorrectly attributed to Stan Dandy Liver last month. We are happy to re-print it now over the actual author's name.

† L'Editeur

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.

† DAV

Points Arising

Next turn is the start of a new season. **All characters start the month in Paris and all duels must be fought.** Any vacant appointments not taken by player characters will be filled by NPCs – unless appointed by a player character, who may order that they are left vacant (if you have a post or a rank that allows you to appoint other characters to posts, don't forget to appoint people).

Next turn is the start of the campaign season. All units listed on the "Army Organisation" table will be in action (any volunteers will serve with the Frontier regiments). Characters who are part of one of these units can only avoid active service by resigning from their regiment and/or appointment.

Stockbrokers Filthy, Rich and Loaded still have a few more Fleur Bonds for sale. Bids in excess of 1500 Crowns are invited.

Civil War

General Abel Ringeur has raised the Pretender's standard in an attempt to overthrow the King. The campaign will therefore be a civil war!

All player characters must decide which side they are on (or declare themselves neutral and guard France's frontiers). Each military unit will usually follow its commander and NPCs will generally follow their superior officer. Thus a PC Brigadier may support the Pretender, only for the PC commander of one of the Regiments in the Brigade to declare for the King, but the PC commander of one of the Regiment's Battalions to side with the Pretender. It will be confusing!

This season's campaign will be a series of battles between the opposing sides. Players may swap sides at a later date (but may suffer some penalty if they do).

Given that so few characters will be in Paris this season, I was thinking of running two or three months in one go. Since we have the Civil War, we'll start with just June. If this runs smoothly, I may well opt to run July and August together. We'll see.

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 5881 Crowns.

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

DdF Duvail de Fontaine (Simon Burling) has NMR'd. Total now 2 and is sent to a Frontier regiment
JdV Joseph de Veevre (Andrew Kendall) has NMR'd. Total now 1

Peter Denison (RO) was floated at his own request.

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

X1 (Russell March) and X2 (Mark Jones) were removed as neither player has sent orders for some time.

Returning to the fold is Gerry Sutcliff, last seen here as The Hon. Toulouse le Game. And we should have a second new player, Filipe Silva. Welcome both.

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

Beppe de Marko applies for Brigadier of Heavy Brigade

Ced Deucer applies for Captain Cardinal's Escort

Charlemagne le Gosse asks NPC Majors 1 and 2 of Cardinal's Guard to resign

Gar de Lieu applies for Brigadier of 3rd Foot Brigade

Gaston de St Marque asks NPC Army Commander of Third Army to resign

Omi Palone asks NPC Aide to Lt. General (OP) to resign

Revaulvin d'Or applies for Minister of Justice
 Sirius Chien applies for Captain Cardinal's Escort
 Stan Dandy Liver asks NPC Major 1 of GDMD to resign
 Stan Dandy Liver asks NPC Colonel of PLLD to resign

Stan Dandy Liver asks NPC Aide to Lt. General (SS) to resign
 Stan Dandy Liver asks NPC Brigadiers of Heavy, Dragoon, 3rd Foot and 4th Foot Brigades to resign
 Stan Dandy Liver asks NPC Division Commander of Cavalry Division to resign

Duels

Results of this month's duels:

Jacques Shitacks didn't turn up to fight Xavier 3sup and lost SPs.
 Jean Petit (gains 1 Exp) beat his enemy Bud d'Wiser.
 D Arth Vader (gains 1 Exp) beat his enemy Henry Thierry Christian.
 Gaston de St Marque (gains 1 Exp) beat Zachary The Money Goes.
 Jean-Claude van Damme (gains 1 Exp) beat Jacque Wabbit.
 Revaulvin d'Or's challenge to Jean Petit was voted down 3:6.

Grudges to be settled next month:

Abel Ringeur (Sabre, Seconds HTC, 2 rests) has cause with D Arth Vader (Sabre, Seconds CBy, adv.) for pinching Bette.
 Horatio d'Escargot (2-Hand, Seconds SC, adv.) and Jean ou Rous (Rapier, 3 rests) have mutual cause 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 back).
 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.
 Bud d'Wiser (Sabre, adv.) and Jean Petit (Sabre, 1 rests) have mutual cause for enemy regiments.
 Ced Deucer (Rapier) and Fernand Louis Adelmo de Gaulle (Rapier, adv.) have mutual cause for being in enemy regiments.
 Charlemagne le Gosse (Rapier, Seconds SS, adv.) and Fernand Louis Adelmo de Gaulle (Rapier, 3 rests) have mutual cause for being in enemy regiments.
 D Arth Vader (Sabre, Seconds CBy, adv.) and Denis Bone (Cutlass, 4 rests) have mutual cause for being in enemy regiments.
 Fernand Louis Adelmo de Gaulle (Rapier, 1 rests) and Sirius Chien (2-Hand, Seconds HdE, adv.) have mutual cause for being enemies.
 Lucien d'Escaillehuitaillement (Rapier, 3 rests) has cause with Revaulvin d'Or (Rapier, Seconds OP & JdV, adv.) as he's not Noble but higher SL.
 Marc O'Polo (Rapier, 1 rests) and Revaulvin d'Or (Rapier, Seconds

OP & JdV, adv.) have mutual cause for enemy regiments.
 Ced Deucer (Rapier, 4 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause for enemy regiments.
 Charlemagne le Gosse (Rapier, Seconds SS, 2 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause for being in enemy regiments.
 Lucien d'Escaillehuitaillement (Rapier, 1 rests) has cause with Marc de Zorro (Rapier, Seconds BR, adv.) as he's not Noble but higher SL.

Sirius Chien (2-Hand, Seconds HdE, 3 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause for being in enemy regiments.

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

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

Gerry Sutcliff gets the Second son of a Merchant: Init SL 3; Cash 150; MA 1; EC 4 (X1).
 Filipe Silva gets the Bastard son of a very wealthy Merchant: Init SL 2; Cash 450; MA 2; EC 5 (X2).

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 __	
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.

Army Organisation and Summer Deployment

First Army (Defence) CBy/X3/JS/___
 Guards Brigade (Defence) – RM CG KM
 Second Army (Assault) AR/___/NI/N
 First Division (Assault) N2/N/___
 1st Foot Brigade (Assault) – RFG PM
 2nd Foot Brigade (Assault) – 13F 53F
 Second Division (Assault) N4/N/JP
 3rd Foot Brigade (Assault) – 27M 4A
 4th Foot Brigade (Assault) – 69A Gscn
 Frontier Division (Assault) ___/___/N3
 Frontier Regiments (Assault)
 Third Army (Field Ops) ___/___/N2/N
 Cavalry Division (Field Ops) NI/N/N3
 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

Battle Results

Frontier regiment 1: 5
 Frontier regiment 2: 4
 Frontier regiment 3: 4
 Frontier regiment 4: 6
 RNHB regiment: 3

Brigade Positions

Guards Brigade SDL/JW/MdZ
 Horse Guards Brigade N2/N/N3
 Heavy Brigade SS/N/N6
 Dragoon Brigade N2/N/N4
 First Foot Brigade JdF/DdF/OdC
 Second Foot Brigade ___/___/JdV
 Third Foot Brigade N4/N/MOP
 Fourth Foot Brigade NI/N/___

Entries as Army Organisation Table

Frontier Regiments

(On Campaign for Jun-Aug)

	F1	F2	F3	F4	RNHB
Colonel	N2	NI	N2	NI	N7

Attached

Also at the Front

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

Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	DAV
64	Edna Bucquette	18	W	HTC
3	Kathy Pacific	17	B	ZTMG
35	Katy Did	16	I	OP
42	Maggie Nifisent	16	B	JP
55	Jacky Tinne	16		BdM
60	Polly Hydronne	16	W	CWAE
52	Guinevere d'Arthur	15	B/W	MdZ
10	Frances Forrin	14	B	BR
48	Fifi	14	B/W	SDL
16	Ophelia Derriere	13		X3
26	Ella Fant	13	B	AQH
27	Lucy Fur	13	B	OdC
30	Leia Orgasma	13	B	BdW
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	SS
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	CD
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	EH
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	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	LI
56	Ingrid la Suede	10		
51	Jane Lapotaire	9	B/I/W	
57	Ava Crisp	9	I	
59	May Banquet l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	MOP
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	
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	F	OK	General/2nd Army Commndr	11	Flr	4	Bill Michell
CWAE	Count Co W. Ard Extrême	25	76	Withy	Fld Marshal/State Min.	5	Polly	3	Benedikt Löwe
MLR	Count Marvin Leigh Rowbow	24	F	Rich	General	11	Flr	3	Martin Jennings
CBY	Count Claude Byacat	24	F	Rich	B.General/1st Army Commndr	9	Flr	4	William Steven
ZTMG	Count Zachary The Money Goes	24+	80	Poor	B.Bdr-General KM/War Minister	11	Kathy	4	Gerald Udowiczenko
AQH	Baron Alfonso Qué Holique	22	56	Rich	B.Bdr-General RFG/Min w/o Port	5	Ella	5	Tym Norris
HTC	Count Henry Thierry Christian	21	33	Fthy	B.Bdr-General QOC/CPS	12	Edna	3	Matthew Shepherd
CIG	Baron Charlemagne le Gosse	21+	65	Rich	Colonel CG/Gen's Aide	8	Ada	2	Neil Packer
DAV	Count D Arth Vader	20-	2	Rich	Colonel DG/Chancellor	12	Bette	6	Michael Blasebalk
SDL	Marquis Stan Dandy Liver	20	34	OK	Bdr-General/Gds Brigadier	8	Fifi	4	Guy Arnold
BdIM	Viscount Beppe de Marko	20+	60	Fthy	B.Bdr-General CPC	15	Jacky	2	Mark Moores
SS	Sir Sean Sondamour	18+	57	Withy	B.Lt-General/Hvy Brigadier	3	Lotte	2	Pete Holland
LI	Viscount Lokwot Isaw	17	45	Rich	Major RFG/Gen's Aide	13	Angelina	3	Barry Townsend
GdSM	Earl Gaston de St Marque	17	39	Withy	B.General	9		3	Nathan Richards
OP	Baron Omi Palone	16	48	OK	B.Lt-General/Min w/o Port	3	Katy	4	Mike Dommett
BR	Baron Beau Romir	16+	55	Withy	Captain RFG/Capt.K's Esc	4	Frances	3	Graeme Morris
HC	Marquis Harry Covert	15	F	Withy	Lt.Colonel RFG	13		2	James Guiton
RdO	Revaulvin d'Or	14+	45	OK	B.Bdr-General 13F/Min w/o Port	7		4	Jerry Spencer
MdZ	Marc de Zorro	14+	45	Comfy	Major RFG/Gds Brigade Maj.	3	Guinevere	5	Colin Parfitt
RO	Rene Ouai	13	23	Comfy	B.Lt-General/Prov.Mil.Gov	1		5	Peter Denison
OdC	Sir Orson de Combat	13+	61	Withy	Major RM/1 F Brigade Maj.	4	Lucy	5	Francesca Weal
JP	Sir Jean Petit	13+	46	Comfy	Colonel ALC/2nd Div Adjutant	4	Maggie	4	Pete Card
JdF	Jean de Florette	12+	51	Comfy	B.Bdr-General PM/1 F Brigadier	4		4	Robert Carter
X3	Xavier 3sup	12+	47	Withy	Major RM/Gen's Aide (1st Army)	4	Ophelia	5	Mark Mortimer

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
EH	Sir Euria Humble	12+	46	Comfy	Lt.Colonel RM/FMshl's Aide	7	Sue	5	Matthew Wale
BdW	Bud d'Wiser	12+	43	Comfy	Colonel GDMD	8	Leia	2	Francesca Huskinson
XI		11	RIP						Russell March
GdLi	Sir Gar de Lieu	11	F	OK	B.Bdr-General 4A	3		4	Bill Hay
JS	Jacques Shitacks	11+	45	Comfy	Colonel RM/1st Army Adjutnt	3		4	David Olliver
MC	Meaux Curlienuaurrie	10	F	Withy	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	10+	51	Poor	Captain CG	5	Henrietta	3	Nigel Monaghan
SC	Sirius Chien	10+	45	OK	Captain CG	3	Emma	4	Paul Wilson
MOP	Marc O'Polo	9+	45	Comfy	Colonel 27M/3 F Brigade Maj.	5	Marie	4	Kevin Morgan
LdE	Lucien d'Escaillehuitaillement	9+	38	Comfy		3		4	Nik Luker
DdF	Duvail de Fontaine	8	F	Comfy	Subaltern KM/Bdr's Aide (1 F Bde)	5		1	Simon Burling
JW	Jacque Wabbit	7+	61	Withy	Captain RM/Bdr's Aide (Gds Bde)	6		2	Terry Crook
JCvD	Jean-Claude van Damme	7+	51	OK	Major PM	6		1	Pam Udowiczenko
FLAG	Fernand Louis Adelmo de Gaulle	6	20	OK	Private KM	5		4	Hajo 'Red' Schlosser
JoR	Jean ou Rous	6	9	Comfy	B.Bdr-General Gscn	4		2	Brian Niemi
HdE	Horatio d'Escargot	6+	43	OK		4		3	Graeme Wilson
JD	Jon Dam	5	F	Poor	Major PLLD	6		1	Ben Brown
NNC	Nom N Clature	4	13	OK	Captain GDMD	4		5	Richard Huzzey
DB	Denis Bone	4+	27	Poor	Private QOC	3		5	Timothy Hunt
X2		2	RIP						Mark Jones
IMB	Ivan de Maphril en Bleubrëille	2	F	Poor	Subaltern PLLD	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, Withy = 5000-10000, Rich = 10000-25000, Fthy = 25000+
Last seen is the lady the character was last seen with in public.

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