

That would be enough

This has been issue 54 of *To Win Just Once*, published 26th April 2005. 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 *Railway Rivals* and *Star Trader* to Mike Dommett by 13th May.

Orders for *Les Petites Bêtes Soyeuses* and *Easy Money* bids to Pevans by Friday 20th May 2005.

(Deadlines for 2005 are 17th/24th June, 22nd/29th July, 26th Aug/2nd Sept, 30th Sept/7th Oct, 4th/11th Nov, 9th/16th Dec.)

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Games only		
Per issue/game turn		£0.50
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Games played

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

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 Game 3 has started. Andrew Barnes is interested in the next game. We provide rules and a working copy of the map. [start-up fee]

Star Trader A new game is just starting – we can fit in another player or two, so let me or Mike know if you're interested. Full rules will be provided. [start-up fee]

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Mik Svellor explains *Louis XIV*, one of the new games introduced inside

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Chatter

I've just come back from a few days in the USA at the Gathering of Friends – Alan Moon's board games event. As always it's been a great opportunity to play some of the newest games and I'll let you have my first thoughts on those. We should also see these games at Maycon next weekend – and I look forward to seeing some of you there.

Talking of new games, Fictionary Dictionary finishes this issue (results on page 5). For our new, all-reader game, I'm introducing a little thing devised by our own Chris Boote. It's a share trading game called *Easy Money*. Everyone who reads *TWJO* is included – if you read someone else's copy or get the PDF off the website without getting a reminder from me, let me know and I'll make sure to include you. The introduction is on page 6.

And then there's a new *Star Trader* game just kicking off. The game can handle a few more players, so let Mike or me know if you want to be included.

Mike Dommett has introduced me to *Dane's Games*, a games playing 'zine produced by Dane Maslen – a familiar figure in the postal *Diplomacy* hobby. Dane runs games of *Outpost* and other "mass-participation games". The 'zine is distributed as an HTML-format e-mail and back issues are available on the website: <http://myweb.tiscali.co.uk/danemaslen/danesgames>. You can pick up all the other details on the website.

And now, on to the drinking...

London Drinker 2005

Officially this was the London Drinker 21st Beer and Cider Festival. I didn't bother with the cider when I visited for the Thursday afternoon session. My notes on this year's event are rather briefer than usual. I'll leave you to speculate on why this is.

Anyway, tackling the beers in alphabetical order, I'll start with the Acorn brewery (in Barnsley in South Yorkshire). Their beer was Barnsley Gold (4.3% alcohol by volume). This was a yellow beer with an astringent, hoppy nose. It tasted of hops, too, with a distinct bite to it. I realised that I'd actually sampled this beer before – at last year's London Drinker Beer Festival. It came across rather better this time with none of the mustiness I'd found last year. Not a beer I'd want to drink a large amount of, but quite palatable.

The beer I started with was from Adnams (Southwold, Suffolk). I am a fan of Adnams' Bitter, but this was Broadside, rather stronger at 4.7% abv. It was a

brown beer, darker than most bitters and with an appetising, rather fruity aroma. I found it a decent pint, but not as bitter as I like: too much malt and not enough hops. I think I prefer the Bitter.

Copper Dragon is a small brewery in Skipton (North Yorkshire) on the edge of the Dales. Of their several beers only Black Gold (3.7% abv) was on tap and I happily sampled it. I was surprised by the very dark beer I was presented with. There was a definite roasted aroma to the beer and coffee and chocolate hints to the taste. It was a hoppy and very dry beer – brewed, apparently, to a restored nineteenth century recipe. I shall be looking for an opportunity to try Copper Dragon's other beers.

Holden's is a name I remember from my years at university in Birmingham. The brewery is based at Woodsetton in the West Midlands. Their Black Country Bitter (3.9%) is a yellow beer with a very bitter nose – and used to be a welcome change from the mildness of Birmingham (M&B and Ansells) brews. It tastes of hops, too, and is a dry beer with a slight taste of straw. It's a bit on the thin side, but it's an enjoyable pint.

W J King is a new name to me, but apparently the brewery was set up a few years ago by the King side of King & Barnes after that company was taken over by Hall and Woodhouse. King's continues the tradition of brewing in Horsham (West Sussex). I tried Broadshield Bitter (4%). This was a brown beer that was surprisingly sweet. It was also fizzier than most of the other beers I tasted – petillant, even. Not a success for me.

From Manchester came a couple of beers from the Phoenix brewery. Navy (3.8%) was the one I tried. This looked amber in the glass. It smelled rather fruity and, indeed, tasted the same. The fruit taste was quite intense – almost grapy. Not a beer I could drink in any quantity, but quite passable.

All in all, it was a very pleasant afternoon's beer drinking. It's still a few months before the Great British Beer Festival (2nd-6th August), but there's a beer festival in Ealing in mid-June (Weds 15th – Sat 18th, to be exact). Anybody fancy joining me there for a few pints on, say, the Thursday? Details on the website: www.beeronbroadway.org.uk.

Science Fiction

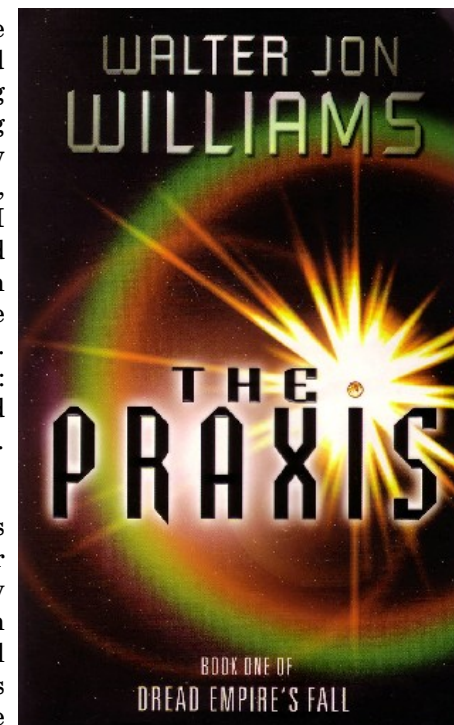
I found Walter Jon Williams's *The Praxis* a rather strange story. I think mainly because it worked against my sympathies. It's billed as "Book One of 'Dread Empire's Fall,'" which is enough to give me pause in the first place. It is set in the far future when humanity is one race in a mighty galactic empire. This has been welded together by an alien race, the Shaa, with utterly

dispassionate brutality. As the prologue puts it, "races had to be pruned, pruned with bullets and whips and skinning knives, with the greater annihilating fire of antimatter bombs, with the slow wasting of radiation and the slower, inexorable decline of starvation." Now, I expect space opera to be on a grand scale. To have sweeping wars in which millions or billions die and whole planets or star systems are destroyed. This book makes it personal as well: individuals are skinned alive and dismembered; families are eradicated. Which makes it rather more chilling.

As the book opens the last of the Shaa is dying. This can't be good for their Empire. They have built up a highly regimented and stratified society with themselves at the top. So what will happen when the topmost layer is removed? Those within the Empire clearly expect things to carry on much as before. Mainly because their lives follow the rules laid down and they can't imagine not having these rules.

A prime example of this is our leading character, Lieutenant Gareth Martinez. A younger scion of the provincial house Martinez, he is serving as Aide to the Fleet Commander and stationed at the very centre of the Empire. Unfortunately, the Fleet Commander has volunteered to commit suicide with the Shaa's retinue on his death. The Fleet Commander's apoplectic reaction to Martinez's quiet (and selfish) suggestion that the Empire would be better served by his continued service, sums up just what this Empire is about. And this is, of course, completely alien to our liberal, Western ways. An utter denial of individual self and liberty and, instead, complete subjection to an inflexible duty.

If this cultural dissonance is not enough, we have the character of Martinez. As a younger son he has to make his way in the military, hence his position in the (space) navy. (Interestingly, that other traditional career for younger sons – the clergy – is not available: there is no religious or spiritual element to this Empire.) He is continually scheming to better his position – and that of his family – but isn't the brightest button in the box. He's a humourless stuffed shirt and just not a sympathetic character. He does have a talent for flying a



spaceship, though. Early in the book this makes him famous as he finds a way to rescue a space-yacht racer who's out of control.

Our other leading character is the cadet who gets to attempt the rescue. Caroline Sula is a very different character – how different is one of the things we discover through the book as her past is explored in flashback. She is bright, blonde and outspoken. She and Martinez strike up an unlikely relationship and we see the action of the book largely through their eyes.

This, of course, is what happens after the death of the last Shaa. Anyone have any guesses? Well, quite. What happens to any Empire when the top level is removed. In this case, there's no invasion from outside to take control, so there's a civil war. Despite the military nature of the Empire, it's not used to fighting its own technology, so this is always going to be, umm... fun.

Williams's writing is the major plus to the book. He sucks you in and keeps you rushing along with the story. It is an entertaining read, embellished with Williams's invention. The question is whether it's enough to make me get the next part of the story. On balance, I think it is. I'm intrigued to find out how Martinez and Sula come through the turmoil – and whether Martinez becomes a more likeable character. I'll keep you posted.

Doctor Who

I can't finish this column without mentioning the return of *Doctor Who* to our TV screens. It's back. And great fun it is, too. Though I'm not entirely comfortable with Christopher Eccleston's cheeky chappy Doctor. And this weekend the Daleks are back! One of them anyway. Find me a sofa to hide behind! (Though, in fact, I used to hide behind the armchair...) Perhaps we can have a communal viewing at Maycon on Saturday...

Notes on New Games

German publisher Haba is best known for its fantastic range of wooden games for younger children. For them to come out with a family board game is quite a departure. The game is *Amazonas*, which has players visiting villages on both sides of the Amazon river to collect specimens of flora and fauna. Players have to get at least three of a kind to score any points, but there are also bonuses for getting one of each different type. Apart from collecting points to win the game, players are also looking to earn money each turn. The money is spent on acquiring the next specimen/s. Finally, each player has a number of villages to connect, *Ticket to Ride*-style, and will lose points if s/he fails to do so. So this is a clever, tactical game, but is not too deep – definitely a family game rather than a gamers' game.



Amazonas in play

Around the World in 80 Days is not a new title for a game. And the game isn't brand new as it's one of those I missed at Spiel last year. Designed by Michael Rieneck, *Around the World in 80 Days* is published by Kosmos and Rio Grande. The theme is, as you'd expect, Jules Verne's novel of the same name. Players follow the itinerary of Phileas Fogg and Passepartout, crossing continents and oceans by various forms of transport. While progress along this route is shown on the board, the number of days taken by players is shown by the track around the edges. Standing still for a turn doesn't (usually) hurt a player as s/he doesn't expend any days and may pick up cards to travel faster. But get too far behind and you will be penalised. Again, this is more of a family game than a gamers' game, but it is great fun.

Australia is a Michael Kiesling and Wolfgang Kramer design published by Ravensburger. It is rather lighter than most of this duo's games, but that's no surprise for a Ravensburger family game. *Australia* is a very abstract game, though played on a board that shows Australia and the surrounding sea. There are some nice playing pieces – model 'Rangers' and a little biplane for each player – cards that provide and limit players' options and tokens for money. Gameplay is about playing your cards and moving your plane to place your Rangers where they can score the most points. The game lasts long enough that re-deploying your limited supply is an issue. There are several clever tactical twists and the game provides some challenges. I enjoyed it and would happily play it again, but it's not on the same level as *Maharaja*.

Buy Low, Sell High – or, more completely, *The Motley Fool's Buy Low, Sell High* – is a clever little Knizia-designed share trading game. In fact, it's *Palmyra* (Editrice Giochi, 1996) without the ancient trade routes and amphorae. Published by Überplay, the *Motley Fool* connection will no doubt get the game into places no game has gone before. Players can influence the prices of three stocks by playing cards from their hand and must then work out when to invest and when to cash up. The more players, the more of a gamble this is. It's fun to play once, but I'm not sure I'd want to play it again.

Much more fun is *Diamant* (Diamond), designed by Bruno Faidutti and Alan Moon and published by Schmidt. This is a *Pass the Pigs* style game with a mining theme. Each turn, players have to decide whether to stay in (and go deeper into the mine) or pull out with their takings so far. Get out safely and you can 'bank' what you've got. Get caught by a hazard and you lose what you have in hand. There's no depth to this; it's just fun. And the more, the merrier: it takes up to eight players.

Franz-Benno Delonge has designed the two-player *Fjorde* from Hans im Glück (*Fjords* is the English language edition from Rio Grande). This is a kind of cross between Go and *Carcassonne*. Players lay tiles to build up a playing area of grassland, water and mountains. Along the way they get to place four wooden 'huts' on grassland areas. Once all the tiles are down, they start filling in the grassland by spreading out from their huts with wooden discs. The disputed areas between players get filled in first, then each player claims the territory they've managed to block off. Whoever plays the most chips, wins. This is a neat tactical game where the luck element (who draws which tile when) counter-balances the thinking. But it's not my kind of game.

At first sight, I thought the people I saw playing *Heckmeck am Bratwurmeck* were playing Mah Jongg. However, the ivory-like tiles are the trophies players are bidding for in what is a dice game. Think Shut-the-Box or *Can't Stop* and you'll get the basic idea: how far can you continue to roll the dice without going bust? In this case, you're trying to achieve the numbers shown on the tiles. Each success reduces the options available – though you can pinch them off other players. This is a neat little game, designed by Reiner Knizia and published by Zoch and Rio Grande.

In the Shadow of the Emperor is the English language edition from Rio Grande of another game I missed at Spiel (*Im Schatten des Kaisers* from Hans im Glück). Ralf Burkert is the designer of a game that reminds me a bit of *Goa*. The setting is the medieval German States where players represent various noble families trying to become Emperor (of the Holy Roman variety, I assume). This is done by getting control of enough Electors to vote oneself in. In turn, this means using your limited actions to best effect. As always, there

are several ways of achieving this. The game provides a decent challenge once you've mastered the elaborate mechanics, but I found it too dry.

Stefan Dorra is the designer behind *Kreta* (Crete) from Goldsieber. At first glance it reminded me of Reiner Knizia's *Samurai*. It has a long, narrow island map with oddly-shaped playing pieces on it. There the resemblance stops. The island of Crete is divided into provinces, some of which will be scored during the game. Players can see the next two to be scored and thus try to get their pieces into those provinces to grab some points. To place the pieces, the appropriate character must be played from the player's set of cards. But you only get your cards back when someone triggers a scoring. Then the next-but-one province to score is revealed and the players head for that. This is a clever game that isn't too complicated (though there's more to it than I've suggested here) and can be played quite briskly. I liked it.

Previewed at Spiel last year, *Louis XIV* is the latest from alea (and from Rio Grande in English). As you'd expect, this is much more a gamers' game, coming from Rüdiger Dorn, best known for *Goa* and *Traders of Genoa*. *Louis XIV* is a similarly complex game. Core to it, for example, are the twelve characters at the court, each of whom provides players with some commodity or special action. So first you have to learn what these are and then you have to work out how they fit together. And then you can think about winning. One clever touch is that almost everything you do will give you victory points. The trick is getting the big points – in this it reminds me of *Princes of Florence*. So there is some strategy in the game, but there's an awful lot more tactics. The more I play this game, the better it gets.

Manila is another Rio Grande/Zoch combination, this one designed by Franz-Benno Delonge. It is, essentially, a gambling game. Each round barges carrying various commodities will arrive at the port of Manila. Or not. This is decided by rolling dice. Players bet on the outcome in various ways and can



Manila in play

try to influence it – but all of these cost money. They also have investments in the commodities, which increase in value the more of that commodity that makes it safely into port. At the end of the game, it's the most money that wins, so it's a game of playing the odds. However, the heart of the game is rolling dice and you can't predict that. Not my cup of tea.

I have to mention *Shadows over Camelot* even though I haven't had a chance to play it. The pre-production version looks very cool. This is a co-operative game – along the lines of Reiner Knizia's *Lord of the Rings* game. Given the title, you won't be surprised that the players are Knights of the Round Table, who must work together to defeat the various threats facing Camelot. Except that one of the Knights is actually a traitor and is working for the dark side. (My money's on Mordred, but that's probably just typecasting.) Designed by Bruno Cathala and Serge Laget, *Shadows over Camelot* is due for publication (by Days of Wonder) in June. I can't wait.

Sticking with Days of Wonder, *Ticket to Ride Europe* is, essentially, a new edition of last year's big hit with a map of Europe rather than the USA. The game has been tweaked by designer Alan Moon and has several new features (ferries, tunnels) and new options for play (stations). It works well, but I'm not convinced that the improvements are worth the extra complexity.

Another of Reiner Knizia's clever scoring systems is to be found in *Tower of Babel* (Rio Grande – or *Der Turmbau zu Babel* from Hans im Glück). The board depicts the Seven Wonders of the Ancient World plus the eponymous tower. Players have a hand of cards in several suits, representing different elements that go into the construction of the Wonders – each will require several to complete. One player puts up an element of a building and all the players offer to participate. The first player chooses who will be involved and they get various rewards. Players who offered to participate but were tuned down also get some reward. So the trick is to optimise your points across all the various ways of scoring. It's a neat game, but not one of Knizia's best – and it's very dry.

Games Events

Last call for Maycon, which happens this coming weekend at the Rutland Square Hotel in Nottingham. As this is a Bank Holiday, Maycon is a full three days of games-playing: board games, card games and role-playing. It includes Spielchamps, the UK Board and Card game Championships, which take place on Sunday 1st May. I shall be there for the weekend and taking part in Spielchamps with the rest of the TWJO team. There's still time to join us, so check the details on the website: www.maycon.org.

The following weekend (7th-8th May) is MSO Cambridge – the regional Mind Sports Olympiad. This is very definitely a competitive event, with tournaments in several games. Most of these are classic abstract games (Backgammon, Chess, Go, Othello, Shogi and so on). However, it also includes *Puerto Rico* and *Settlers of Catan*. It's taking place at Netherhall Upper School & Sixth Form College in Cambridge and there are full details on the website at: www.gen.cam.ac.uk/msocam.

And the weekend after that is Beer & Pretzels. This is a friendly board games (mostly) event run by the proprietors of Spirit Games, Sal and Phil Bootherstone. It takes place at the Town Hall in Burton-on-Trent (Staffs) – just along the road from the shop – on 14th and 15th May. Accommodation is available in nearby B&Bs. See the website for details of all this: www.spiritgames.com/bnpdetails.php.

After which things seem pretty quiet in June.

This box concentrates on regular 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.

Winter Stabcon: early January at the Britannia Hotel in Stockport.

Maycon: 29th April-2nd May 2005 at the Rutland Square Hotel, St James Street, Nottingham. This friendly convention is a mixture of board games and role-playing and includes 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.

Summer Stabcon: 8th-10th July 2005 at Woolton Hall, Manchester University. A mixture of board games, wargames, CCGs and role-playing at this friendly convention. Sign up with the stabconinfo Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Spiel: the board games event of the year. Oct. 13th-16th 2005, at the Messe (Exhibition Centre) in Essen (Germany). Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel/e000.php4.

Credits

To Win Just Once issue 54 was written and edited by Pevans. The LPBS masthead (page 16) is by Lee Brimmicombe-Wood, as is the picture on page 28. The illustrations on pages 17, 18, 19 and 20 are by Tim Wiseman and those on pages 21 and 22 by Nik Luker. Pevans took the photos and played with Photoshop.

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.

Final Scores

Here are the meanings of the words in round 10.

Venatic *adj*: **1** of or used in hunting; **2** fond of or living by hunting.

Whangee (*n*): **1** any of several Chinese bamboos (genus *Phyllostachys*) whose stems are used for walking sticks, canes etc; **2** a walking stick, riding crop, etc of whangee.

Votes on Round 10

Voter	V	W
Guy Arnold	3	3
Mike Dommett	3	1
Pevans	1	1
Pete Holland	6	1
Francesca Huskinson	4	6
Nik Luker	5	6
Mark Moores	5	3
Graeme Morris	6	3
Barry Townsend	5	6
Gerald Udowiczenko	5	1
Pam Udowiczenko	3	3

So there you are. The table 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. More voters this time has served to increase Pete Holland's margin over his competitors and so we call him the winner! Congratulations to Pete (who will find that his *TWJO* sub is a little bigger than it was) and my thanks to all those who participated and voted. It was great fun.

Players' Scores

Name	This round	Total
Guy Arnold	0	1
Mike Dommett	1	10
Pevans	3	22
Bill Hay	0	2
Pete Holland	7	32
Nik Luker	4	20
Bill Michell	0	6
Mark Moores	0	2
Graeme Morris	1	19
Neil Packer	0	1
Colin Parfitt	6	28
Al Tabor	0	4
Gerald Udowiczenko	0	11
Pam Udowiczenko	0	9

So, time for a new game. See the next page to find out all about it.

Easy Money

A share-trading game by Chris Boote

Easy Money is played over a set number of turns (12 in this case) with the winner being the person with the most money (not including the value of shares) at the end of the game.

There are four tradable stocks (red, blue, green, yellow) plus a fifth, black, which can be bought, but not sold. All stocks start at a price of 10p per share. Black stocks never change price, but the prices of the others will rise and fall as they are traded.

Players start with 100p money and one of each tradable stock. Each turn, each player bids to buy or sell a number of shares in one tradable stock. The price of the stock rises by 1p for each share in bids to buy and falls by 1p for each share in bids to sell. (For example: the price of Red shares is 10p. Chris bids to buy 5 Red shares, Paul bids to sell 2 Red shares and Julia bids to buy 1 red share. The Red share price rises by 4p: 5 - 1 + 2.) Players' sales and purchases take place at the final price after making these adjustments. (In the example, Chris pays 70p for his 5 Red shares, Paul gains 28p for selling his two and Julia pays 14p for her 1 share.) The price of a stock cannot fall below 1p.

If a player can't afford to buy a share at the new price or fails to make any bid or tries to sell shares s/he doesn't have (or anything else that invalidates their bid), then s/he buys a black share for 10p. Should a player not be able to afford a black share when required to buy one, s/he buys one for all their remaining money. Players are out of the game if they own four black stocks. They are also out if they have no money and no tradable stocks.

Bids are sent to the Games Master (GM) by the deadline. S/he will collate the bids and calculate the results. Then s/he publishes the bids, shareholdings and money of all players, together with the share prices and the next deadline. After 12 turns, the player with the most money, regardless of shareholdings, wins the game.

Start-up

Everybody who reads *To Win Just Once* can play: you start with 1 share of each of the Red, Blue, Green and Yellow stocks and 100p. Initial prices are 10p for each tradable stock. For the first turn just send me your bid: "Buy/Sell n shares of Red/Blue/Green/Yellow."

**Bids to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or
TWJO@pevans.co.uk by Friday, 20th May 2005.**

Oh, Mr Porter!

Railway Rivals game 3 – Round 3

SLOTH WORST TRAINS were one of the companies building into Maidstone, along with TOOT, LOL and DECLINE. SWT also built to Deal, arriving in front of LOL. DECLINE built across the ridge into Sevenoaks and then further north. TOOT built along the Thames, through Gravesend and across the River Dart. TTYF! aimed a branch towards the Medway, before crossing the North Downs and building into South London. SPAMTRAK simply built into South and North West London, while laying out links towards Reigate and into Three Bridges.

A – John Harrington, TRAINS TAKE YOU FASTER! (TTYF!), Blue
Points: 36+ 6 for towns –2 to TTYF! – 3 to TOOT + 1 from SLOTH = 38

Start Points: 20

Builds: (E51) – Sevenoaks – F52- F54; (E48) – E47 (+6) (E47) – G47

(G47) – H46 – I47 – London South
Points: 26 + 6 for towns + 2 from DECLINE + 2 for Sydenham Hill Substation (J46) = 36

B – Chris Boote, SLOTH WORST TRAINS (SWT), Purple

Start Points 35

Builds: (D61) – E61– E60 – E59 – Maidstone; (A58) – A57 (Canterbury) – E69-E70-E71 (E71)– E72-E73-Deal; (A57) – B56 – C56 (+6)

Points 35+ 6 for towns -1 to DECLINE = 40

C – Steve Bunce, DOVER EASTBOURNE CHATHAM LINE (DECLINE), Yellow

Start Points 36

Builds: (E57) – Maidstone; (E57) – G56 (+6) (-3 to TOOT) (D53) – E53 (E53) – Sevenoaks – F52 – G52 (-2 to TTYF!)

D – Edward Walkington, TOTALLY OUT OF ORDAH TRAINS (TOOT), Green

Start Points: 46

Builds: (J57) – G56 – F56; (J57) – K57 (K57) – Gravesend – K54 (+6) (K54) – K51

Points: 46 + 6 for towns + 3 from DECLINE = 55

E – Gerald Udowiczenko, LEAVES ON THE LINE (LOL), Black

Start Points: 25

Builds: (A59) – B58 – C58 – D57 (D57) – Maidstone (A68) – D69 – D70; (N24) - Ashford

Points: 25 = 25

F – Timothy Hunt, SPAMTRAK, Red

Start Points : 38

Builds: (F42) – G42 – H42 – K44 (K44) – L44 – London South (+6); (M5) – Three Bridges (+6) (Dorking) – D44; (L44) – London NW (+6)

Points: 38 + 18 from towns + 2 from Substation (Vauxhall) = 58

GM Notes

Building alongside each other in towns does cost less than building alongside each other in the open.

Please remember my deadline is 7 days before the main deadline for the *En Garde!* game. Two of you were very late and one didn't send in orders at all. I have exercised my discretion in ordering some builds for him, as an NMR at this stage is fatal.

Dice rolls for round 3 are **5, 2 & 6**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 13th May 2005.**

Star Trader

Pre-start

We have enough players to start a new *Star Trader* game. The participants this time are:

John Boocock,
Steve Bunce,
Simon Burling,
Jerry Elsmore,
Pevans,
Alex Everard,
Howard Goble,

Michael Grazebrook,
Bill Hay,
Michael Martinkat,
Martin Jennings,
Bob Parkins,
Nathan Richards and
Ian Whitchurch.

We can fit another player or two into the game – let Pevans or Mike know pronto if you're interested.

To start the game off, Mike will need everybody's preferences for a starting option (section 24.5). These will be allocated as fairly as possible, but you should give at least half a dozen options just in case.

It's also a good time to think of a name for your Corporation.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 13th May 2005.**

Les Petites Bêtes Soyeuses 180

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* (see back page). You will also need a copy of the rules to *En Garde!* – or at least access to a copy.

Orders for December 1658 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or lpbsorders@pevans.co.uk by Friday, 20th May 2005



November 1658

There's a distinct chill in the air these mornings and those Parisians who are up and about early wrap themselves in their cloaks. Or is that just to hide the swords? A number of socialites have matters of honour to settle. Colin Maillard and D'en Percent, for example. Maillard's weapon of choice is a sabre, while Percent has just a foil – and his second, Leo Nonmie. An opening furious lunge from Percent is avoided by Maillard jumping out of the way. The blunt edge of Percent's foil does no damage when he cuts, while Maillard's slash draws first blood. Maillard follows up with a cut, which does rather more damage. Percent perseveres and finally strikes home with a lunge. This is the first part of a furious lunge and, again, the cut is pointless. As this strikes, Maillard hits again with another slash. He gets in another slash while Percent recovers his balance and follows up with a cut. This partially deflects Percent's lunge and precipitates his surrender. Both men need a few bandages after this fight.

Lucien d'Escaillehuitaillements has a few duels to fight. He would like to meet Fernand Louis Adelmo de Gaulle first, but de Gaulle doesn't show up. Next on the list is Omi Palone, who does. This is rapier versus rapier, Palone having the greater expertise. Both men start with a parry or two. Palone drops his guard first to attack with a lunge. The blow hits home just as d'Escaillehuitaillements lowers his own sword. Injured, d'Escaillehuitaillements steps aside to examine how badly. Palone hits him with a slash. d'Escaillehuitaillements

jumps out of the way again, but Palone follows up and skewers him with a second lunge. Palone's greater expertise now comes into play and he gets in another lunge before his opponent can react. This is enough for d'Escaillehuitaillements, who hasn't landed a blow yet, and he surrenders.



Palone moves on to his meeting with Charlemagne le Gosse. This is another rapier fight, but le Gosse is of much smaller build than the uninjured Palone. The duellists are very cautious, parrying against an early lunge. Palone then tries a block as le Gosse drops his guard. Le Gosse attacks with a lunge only to see Palone skip out of the way.

Both men recover their balance and slash, scoring first blood at the same time. Then it's a lunge apiece, causing further injury. Le Gosse opts for a slash next and deflects Palone's lunge – though both attacks draw blood. This is enough for the smaller man and le Gosse concedes the clash. He is Zachary The Money Goes' choice for first opponent this month, but declines the honour due to his injuries.

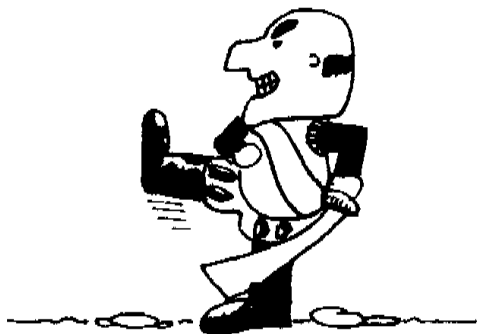
The Money Goes squares up to the heavily bandaged Lucien d'Escaillehuitaillements instead. D'Escaillehuitaillements could avoid this fight with honour, but turns up anyway. His injuries give The Money Goes a big advantage and his comparative lack of skill certainly doesn't help. The Money Goes attacks from the start with a lunge. D'Escaillehuitaillements parries and scores first blood with a riposte. He then jumps aside, but has misjudged the timing, allowing The Money Goes to hit back with a slash. A second lunge from The Money Goes is parried, but the next parry is useless against the following slash. 2:1 to The Money Goes as he lunges again. This attack fails as d'Escaillehuitaillements hops out of the way. The Money Goes slashes through d'Escaillehuitaillements' next parry to provoke his surrender.

More rapiers at dawn

Next, The Money Goes takes his rapier to meet Rene Ouai and his. This is a fairly even fight, though The Money Goes has the benefit of better expertise with the duellists' chosen weapon. This time The Money Goes tries a parry. Ouai is still getting into gear, but he then parries as The Money Goes prepares. The Money Goes' lunge strikes as Ouai rests again. Ouai goes for another parry, only to be hit by a slash and a lunge in quick succession. However, The Money Goes doesn't get to the second part of his furious lunge as Ouai finally attacks. He runs The Money Goes through with a full-blooded lunge, forcing his surrender.

Sporting fresh bandages, Omi Palone returns to meet Gar de Lieu. Palone is at a disadvantage here, despite having the higher expertise. Both men have rapiers and de Lieu has Stan Dandy Liver as his second. The start to the fight is almost choreographed. Together the two men parry, lunge and slash. Palone then departs from the script with a furious lunge. Both lunge and cut strike home – the latter reducing the damage from de Lieu's lunge – but de Lieu keeps going. As Palone recovers from his exertion, de Lieu gets in a lunge to even the score. Palone throws in the towel.

After all this rapier work, we see some cavalymen getting into the action. But that doesn't include Denis Bone, who refuses to show up for his appointment with Orson de Combat. De Combat moves on to his second adversary, Henry Thierry Christian. Zachary The Money Goes reappears as Christian's second. Christian's medium build would make him underdog against the bulk of de



Combat, but the bigger man is still suffering from the wounds he took last month. A big difference in skill puts de Combat on the defensive. The two begin with a series of blocks and a jump. Christian's expertise then tells as he gets in a slash for the first touch. The cut part of his furious slash misses as de Combat dodges. A hefty slash from de Combat as Christian recovers his balance is too much for the smaller man. Christian surrenders.

Cavalryman Leo Nonmie takes his sabre against infantryman Denis d'Ertée's rapier. Nonmie is by far the bigger man and has an advantage, despite some old injuries. Nonmie fools d'Ertée by opening with a lunge. This doesn't do much damage, but it makes d'Ertée's block quite pointless. D'Ertée comes back with a lunge of his own, only to meet a slash coming the other way. This not only deals him a more serious blow, it also reduces the effectiveness of his own attack. Nonmie swings straight into a furious slash. Only the first half of the routine is needed as d'Ertée capitulates. Hardly injured, Nonmie is looking forward to taking on Bud d'Wiser, but there is no sign of him.

Shuffle, shuffle

Gar de Lieu, Revaulvin d'Or and Stan Dandy Liver join forces to remove the Cavalry Division Adjutant. As Adjutant General, Gar de Lieu then appoints himself to command the Cavalry Division. This allows him to make Xavier 3sup (who's just bought himself the rank of Lieutenant-Colonel in the Royal Marines) the new Divisional Adjutant.

Brigadier-General Zachary The Money Goes would like to get rid of his current Aide. His influence is insufficient to persuade the man to go, though. This might have been embarrassing, as he's already offered the job to Leo Nonmie. However Nonmie isn't interested. Instead he tries to buy the rank of Major within the Crown Prince Cuirassiers so that he has a command to take to the Front. Unfortunately, he doesn't have the money for this and ends up, still a Captain, serving with a Frontier regiment.

With more influence at his disposal, Stan Dandy Liver leans on the Regimental Adjutants of the Picardy Musketeers and the Royal Foot Guards. Magnon de Sources chips in to get the PM Adjutant out and both quit their jobs. De Sources offers to be the new Regimental Adjutant, but Colonel Jacques du Lac isn't interested. Conversely, Bdr-General Henry Thierry Christian asks Denis Bone to be his Aide, but Bone isn't interested.

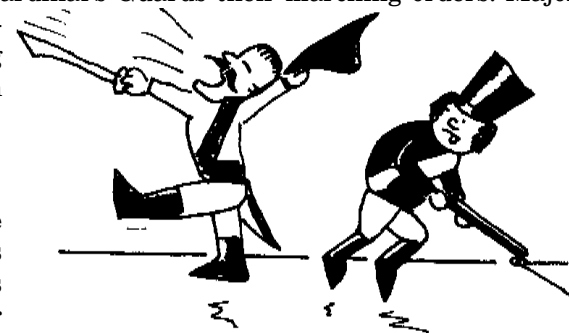
The ranks of the King's Musketeers are augmented by Felix de Carabas, who is signed up by CO Zachary The Money Goes. The Money Goes also finances de Carabas's purchase of the rank of Captain. D'en Percent joins the military, buying Major in the Princess Louisa Light Dragoons. Pierre de Mont Réal doesn't, as Jacques Shitacks rejects his application to the Royal Marines.

The Minister of State, Co W Ard Extrême, tries to re-shuffle his Government, swapping Alfonse Qué Holique and Revaulvin d'Or between the posts of Chancellor of the Exchequer and Minister of Justice. The problem is that neither man has resigned from his current job, so there is no vacancy for either to be appointed to. Ah well, perhaps they'll get it right next month. Count Extrême does make Jacques Shitacks the latest member of the Government, appointing him a Minister without Portfolio (with responsibility for Social Mobility).

Having skipped his duel, Bdr-General Bud d'Wiser volunteers for active service on the frontiers. He doesn't bother ordering his regiment to go with him and is thus assigned to a Frontier regiment. Bdr-General Charlemagne le Gosse, by contrast, gives the Cardinal's Guards their marching orders. Major Lucien d'Escaillehuitaillements finds himself heading into action rather than spending the month in Paris.

Suits in the Fleur

Having requested "the pleasure of the company of his friends" at the Fleur de Lys this month, Stan Dandy Liver



rolls up with Di Lemmere on his arm to see who's taken up his invitation. Revaulvin d'Or is the first to arrive and is made welcome by his hosts. Omi Palone gets there next, in the company of Katy Did. Stan greets him effusively and presses a pouch of several hundred crowns into Palone's hand. "A little something to keep the 'poor' of Noble Society out of the gutter," he confides. A similar gift is urged on Zachary The Money Goes when he appears a few minutes later. Next to arrive are Royal Foot Guards Beau Romir and Lokwot Isaw, sharing a coach. They are accompanied by Frances Forrin and Angelina di Griz, respectively. Beppe de Marko escorts Jacky Tinne and Alfonse Qué Holique arrives last with Ella Fant on his arm.

All Stan's guests, apart from Omi and Katy, return in the second week. The following week only Omi turns up. As Stan's not there, he doesn't get into the club. Stan's activities are explained when he comes back at the end of the month: he now has Vera Cruz with him. He places a few thousand crowns on a single wager, only to see the money disappear. His first guest, Revaulvin, brings Polly Hydronne to the party. Omi, Katy, Beau, Frances, Beppe, Jacky, Alfonse and Ella are all there as well. After a few glasses (or was that bottles), Alfonse throws some cash on the gaming tables and loses it. Being able to lose over ten thousand crowns without blinking an eye gets him some extra kudos. (The cackling in the background comes from the retired Marvin Leigh Rowbow, who's a major bond-holder and is totting up his dividends.)



Thomas, Joseph, Bess and Gérard return. Colin Maillard joins the fun, as do Pierre de Mont Réal and Belle Epoque. Gérard tries to emulate Alfonse Qué Holique's style on the gaming tables, but a 10-crown stake just doesn't reach the minimum standard of the Fleur.

Orson de Combat is the third man to host some Toadies in the Fleur. With Lucy Fur on his arm, he greets Gar de Lieu, Joseph de Veevre and Bess and Rene Ouai and Kathy Pacific. The same group comes back for more of the same the following week. The third week is Alfonse Qué Holique's turn to be host, but only Gar and Felix de Carabas Toady to him. Felix returns to the Fleur in week 4 as the guest of his CO, Zachary The Money Goes. As a man of noble birth, Felix is incensed to bump into riff-raff like Joseph de Veevre in the Fleur. Once he's got over the misapprehension that Joseph is part of the staff, Felix challenges him.

Other members of the Fleur attend the club on their own. Well, apart from their ladies, anyway. Henry Thierry Christian is there with Edna Bucquette all month. He has a couple of opportunities to exchange challenges with Orson de Combat. The two men may be colleagues in Government, but they serve in enemy regiments. Co W Ard Extrême brings Bette Noire to the Fleur for the whole of November. Beppe de Marko turns up with Jacky Tinne for week 3.

Other clubs

Bothwell's is the haunt of Harry Covert for most of the month. He spends the last week slaking his lusts in the bawdyhouses. This is after the club gets more crowded in the third week with the arrival of Beau Romir and Frances and Rene Ouai and Kathy. Rene and Kathy have the place to themselves for the last week.

Xavier 3sup takes Ophelia Derriere to Blue Gables for a bit of fun. Then it's three weeks' practice with his cutlass. The Frog and Peach is busier. Magnon de Sources spends his November there with Betty Kant. Marie Antoinette accompanies Denis Bone for three weeks, but Denis has to deal with his regimental duties by the end of the month. This just leaves Red Phillips, which is where Pierre de Mont Réal takes Belle for the two weeks between winning her affections and hitting Jacques Shitacks' party.

New boy Averell de Alton takes care of one thing at the beginning of November: he visits the bawdyhouses for some female company. Then he goes courting. The lady of his affections has only just fallen for another, so it's no surprise that she rejects Averell. But a repeat of his entreaties, coupled with the absence of her beau, softens the lady's heart (and gives Averell his first duel). Imagine her surprise when he promptly abandons her for a week's drinking in Hunter's.

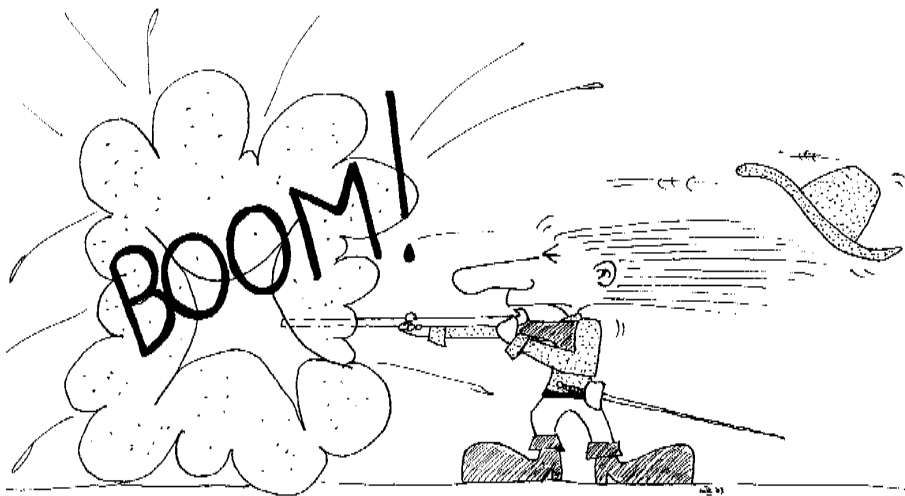


Also in the red light district at the start of the month are Horatio d'Escargot and Thomas Tudo. Thomas is a victim of the footpads, but has spent his cash. He works out his anger with a week's practice with his sabre before heading for the parties. Horatio just goes straight off partying. D'en Percent fits a visit to the bawdyhouses into his busy schedule. The footpads decide he's a likely lad and relieve him of his spare change. Quite a bit of spare change, as it happens – though nothing on the scale of last month's haul. After three weeks with his rapier, Fernand Louis Adelmo de Gaulle concludes November by carousing and wenching in the bawdyhouses. Gaston de St Marque does the same, but preceded it with one week's rapier practice and two weeks on a lady's doorstep (she was out on the town).

It's two weeks of practices for Antoine Valois (sabre), Jacque du Lac (two-handed sword), Lokwot Isaw (rapier) and Orson de Combat (sabre). Lots of others make room in their schedules for a week's workout.

A raw deal

On the frontiers it's cold and wet and the troops are on manoeuvres. The soldiers slog through the mud and wish they were somewhere else. The Cardinal's Guards are fresh volunteers, so their commander, Charlemagne le Gosse, has them rushing hither and thither. They show up the Frontier troops in the exercises, winning the pot put up by the General Staff and gaining le Gosse a Mention in Despatches ("far too keen"). Lt-Colonel Ced Deucer is pleased to have the rest of the regiment with his Battalion and rushes around like an enthusiastic puppy as he tries to impress. He and le Gosse get 300 crowns each from the prize money. Major Lucien d'Escailliehuittaillements would rather be in Paris, keeps his head down and earns nothing.



The first squadron of the Dragoon Guards, under Lt-Colonel Euria Humble, is attached to Frontier regiment 2. Humble enters into the spirit of things, getting his cavalymen to show off some complicated manoeuvres on the parade ground. 69th Arquebusier Major Drew B D'Oeu – also attached to 2nd Frontier – gets terribly confused as he tries to dodge the horsemen to cross the parade ground. An unfortunate zig when he should have zagged sees him stumble. He falls under the horses' hooves and is trampled to death. RIP. Lt-Colonel Humble gets the 50 crown special award for his contribution to the exercises and is Mentioned in Despatches ("splendid display"). His sidekick, Captain Jacque Wabbit, is promoted to Major (and command of a squadron).

Frontier regiment 3 gets into a pickle as its manoeuvres lead it into the path of a mudslide. CPC Captain Leo Nonmie, who is attached to the regiment, has his horse swept from under him, but surfs the mud to safety. There is a Mention in Despatches for him ("way to go, dude!") along with promotion to Major. One acting Private (known only as X6) is amongst those trapped in the mud, but earns himself a MiD by digging his comrades out. Bdr-General Bud d'Wiser, also attached to this regiment, marshals the rescue effort to receive a MiD himself. ❖

Press

Announcements

New arrival in Paris looking to join the best regiment. All recommendations welcome, but would prefer KM, CG or RFG. Any financial help will be more than appreciated as well. † AdA

To All Loyal Men of Paris,
Come and join the country's premier regiment, the King's Musketeers and ensure that France's enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment. Generous bonuses available and help with purchasing your commission.

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

To all members of the RFG.

Just to remind you that the RFG will be on manoeuvres for Jan and Feb. So make sure you have a really good bash in December so you can stay drunk for two months.

† Col AQH

To all loyal men of France,
Gentlemen, the Royal Marines are now rebuilding this glorious regiment which took so many battle honours during the recent civil war. Soldiers and officers of all ranks are asked to apply in writing to the offices of the regiment. Where possible, help will be offered to the worthy in securing posts.

Yours,

† Sir Jacques Shitacks – Brigadier
General, Royal Marines

To all 'gentilhommes du courage'
I implore you all to take up your
arms, pack your 'articles necessaires'
and join me at the front, fighting the
perfidious foes of our 'Belle France'.

Yours, † Captain Leo Nonmie

Loyal fighting men of France,
I am looking for an Aide. I intend to
take the regiment into battle in Jan
and need someone to sort out all the
paperwork. Last campaign the
honours list got filed in the toilet
paper stack with disastrous
consequences.

Yours,
† Sir Jacques Shitacks –
Brigadier General, Royal Marines

The Inspector General for the
Cavalry Regiments requires an Aide,
preferably one that can be a source of
military guidance to him, being
somewhat deficient in that area.
Please apply to RO.

Social

"Welcome back from the Front Party"
All at the Front in November will be
welcome to toady to Viscount Liver at
The Fleur. All Costs Paid, Wk 2.
† SDL

RO wishes to invite any
prospective future Brigadiers of
Cavalry regiments – that is any
officers of the rank of Lt. Colonel and
above – to have a drink with him at
Bothwell's during the 1st and 3rd
weeks of December. Discussions with
the current incumbents of the posts
can then be arranged.

My apologies to those whom I turned
away from Bothwell's. I obviously did
not make myself clear, and I hope to
entertain those I may have offended
at some not too distant time.

† Omi Palone

Personal

Dear Leo Nennie,
Those engravings sound interesting.
Perhaps we could "discuss" them at
my club sometime soon? † ZTMG

Lord Percy Percy says, as fashion is
tending towards to wearing of large
shapeless clothing, the 4th
Arquebusiers must be very
fashionable.

We can hunt Jacques Wabbit with a
gun, gun, gun, and it will be fun, fun,
fun.

...in the sun, sun, sun. † Le Roi

Dear GdSM,
I was just wondering, in your expert
opinion, whether it's a good idea to
abstain from entertaining the ladies
the week before a big race?

† ZTMG

Poetry Corner

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

Vera Cruz, Vera Cruz, Vera Cruz,
Feisty wee lass: What a ruse!
Silver shoes, silver shoes, silver
shoes,
My stomach and joints turn to ooze.
Peared views, pared views, paired
views,

You summon the quick to my muse!
Let's cruise, let's cruise, let's cruise,
On the Seine with nothing to lose.
J'accuse, j'accuse, j'accuse,
I've lost my heart to your muse!
As in zoos, as in zoos, as in zoos,
Let us fuse as rams and ewes.

Non-refuse, non-refuse, non-refuse,
I'm nothing if not yours to use!
Golden hues, golden hues, golden
hues,
Oh! Please be mine! Vera Cruz!
† SDL

Points Arising

And this issue completes 15 game
years and 18 real years (plus 1 year's
hiatus) of *Les Petites Bêtes Soyeuses*.

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
rank that allows you to appoint other
characters to vacant posts, don't
forget to give some orders).

As next month is December,
Mistresses' influence will be renewed
at the end of the month. A good
reason to court a new mistress next
month and gain twice as much
influence.

The following didn't get any orders in
on time ("No Move Received") and
suffered the consequences.
SF Sebastian Flyght (Kevin Morgan)
has NMR'd. Total now 2 and is
sent to a Frontier regiment
SS Sean Sondamour (Pete Holland)
has NMR'd. Total now 1

X6 (Brian Niemi) has NMR'd. Total
now 2 and is sent to a Frontier
regiment
X7 (Richard Huzzey) has NMR'd.
Total now 2 and is sent to a
Frontier regiment

Terry Crook is busy with the
elections and JW was floated.

MdZ (Colin Parfitt) has been floated
at his request.

Welcome to Bill Schmitt, who starts
the game with his first character,
Louis Beaulieu.

Solicitors Saisir et Courir have
charge of the trust fund established
by Charles à Tanne and supported by
D Arth Vader. The fund, of 6,000
crowns, will be paid out on the death
of Co W Ard Extrême.

May I remind you that once the
details of a duel are published (in the
Duels listing below), they can't be
changed. This information is taken
from the character's "Standard duel
details" (shown on the character
sheet). These can be changed at any
time, but only affect future duels.

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

Felix de Carabas asks NPC Aide to Crown Prince to resign
Felix de Carabas applies for Aide to Crown Prince
Magnon de Sources applies for Regiment Adjutant of PM

Zachary The Money Goes asks NPC Major 1 of King's Musketeers to resign
Zachary The Money Goes asks NPC Captain 1 and Captain 2 of King's Musketeers to resign

Duels

Results of this month's duels:

Colin Maillard (gains 1 Exp) beat D'en Percent (with LN).
Rene Ouai (gains 1 Exp) beat Zachary The Money Goes.
Denis Bone didn't turn up to fight Orson de Combat and lost SPs.
Fernand Louis Adelmo de Gaulle didn't turn up to fight Lucien d'Escaillehuitaillement and lost SPs.
Omi Palone (gains 1 Exp) beat his enemy Lucien d'Escaillehuitaillement.
Gar de Lieu (with SDL, gains 1 Exp) beat Omi Palone.
Bud d'Wiser didn't turn up to fight Leo Nonmie and lost SPs.

Omi Palone (gains 1 Exp) beat his enemy Charlemagne le Gosse.
Charlemagne le Gosse declined to meet Zachary The Money Goes as he was under half Endurance.
Leo Nonmie (gains 1 Exp) beat his enemy Denis d'Ertée.
Orson de Combat (gains 1 Exp) beat his enemy Henry Thierry Christian (with ZTMG).
Zachary The Money Goes (gains 1 Exp) beat his enemy Lucien d'Escaillehuitaillement (under half Endurance).

Grudges to be settled next month:

Euria Humble (Cutlass, Seconds SDL) has cause with Denis d'Ertée (Rapier) for pinching Sue.

Henry Thierry Christian (Sabre, Seconds ZTMG & DB, adv.) and Orson de Combat (Sabre, Seconds EH, 5 rests) have mutual cause for being in enemy regiments.

Colin Maillard (Sabre, Seconds PdMR, adv.) has cause with Averell de Alton (Foil, 3 rests) for pinching Mary.

Felix de Carabas (Rapier, adv.) has cause with Joseph de Veevre (Rapier, Seconds OP & RdO) as he's not Noble but higher SL.

"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

Mark Barrowcliffe gets the Second son of a wealthy Marquis: Init SL 8; Cash 500; MA 1; EC 2 (FdC).
Bill Michell gets the Second son of a very wealthy Baron: Init SL 7; Cash 750; MA 1; EC 3 (X1).
Bill Schmitt gets the Orphaned First son of a Peasant: Init SL 3; Cash 11; MA 5; EC 4 (LB).

Tables

Other Appointments

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

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
CWAE	Count Co W. Ard Extrême	25	61	Rich	General/State Min.	5 Bette	Flr	3	Benedikt Löwe
ZTMG	Count Zachary The Money Goes	24	58	Comfy	B.Bdr-General KM/2nd Army QM	Gen. 11	Flr	4	Gerald Udowiczenko
AQH	Baron Alfonso Qué Holique	24+	73	Fthy	B.Bdr-General RFG/Chancellor	7 Ella	Flr	5	Tym Norris
SDL	Viscount Stan Dandy Liver	23+	69	Comfy	Lt-General/War Minister	11 Vera	Flr	4	Guy Arnold
HTC	Count Henry Tierry Christian	22	66	Fthy	B.Bdr-General QOC/CPS	14 Edna	Flr	3	Matthew Shepherd
CIG	Baron Charlemagne le Gosse	22	F	Rich	B.Bdr-General CG/Min w/o Port	8	Flr	2	Neil Packer
BdM	Viscount Beppe de Marko	20	56	Fthy	Bdr-General	17 Jacky	Flr	2	Mark Moores
SS	Sir Sean Sondamour	20	54	Wthy	B.General/1st Army Commndr	5	Flr	2	Pete Holland
GdSM	Viscount Gaston de St Marque	20+	74	Comfy	General/2nd Army Commndr	9	Flr	3	Nathan Richards
HC	Earl Harry Covert	18+	57	Wthy	Lt.Colonel RFG	14	Both	2	James Guition
LI	Viscount Lokwot Isaw	17	50	Rich	Major RFG/Gen's Aide (2nd Army)	15 Angelina	Both	3	Barry Townsend
RdO	Sir Revaulvin d'Or	17+	55	Rich	B.Bdr-General 13F/Justice Min.	8 Polly	Flr	4	Jerry Spencer
BR	Baron Beau Romir	17+	52	Wthy	Captain RFG/Capt.K's Esc	4 Frances	Both	3	Graeme Morris
MdZ	Sir Marc de Zorro	16	48	Comfy	Major RFG/Gds Brigade Maj.	3	Both	5	Colin Parfitt
OP	Marquis Omi Palone	16	42	Comfy	Major KM	4 Katy	Both	4	Mike Dommett
OdC	Baron Orson de Combat	16+	68	Comfy	Colonel DG/Min w/o Port	4 Lucy	Flr	5	Francesca Weal
RO	Rene Ouai	16+	55	Wthy	B.Lt-General/Insp.Gen.Cav	1 Kathy	Both	5	Peter Denison
GdLi	Sir Gar de Lieu	14+	53	Poor	B.Lt-General/Cav Div Commandr	3	Both	4	Bill Hay
JS	Sir Jacques Shitacks	14+	47	Poor	B.Bdr-General RM/Min w/o Port	3	Flr	4	David Olliver
X3	Sir Xavier 3sup	13	31	Comfy	Lt.Colonel RM/Cav Div Adjutant	4 Ophelia	BG	5	Mark Mortimer
BdW	Bud d'Wiser	13	F	Comfy	B.Bdr-General GDMD	11	Hunt	5	Andrew Kendall
JdV	Joseph de Veevre	13+	39	Comfy	Lt.Colonel 13F/2nd Div Adjutant	3 Bess	Hunt	5	Matthew Wale
EH	Baron Euria Humble	12	F	OK	Lt.Colonel DG/FMshl's Aide	11	Hunt	4	Hajo 'Red' Schlosser
FLAG	Sir Fernand Louis Adelmo de G'ille	10	15	OK	Lt.Colonel KM	5	Hunt	4	Hajo 'Red' Schlosser

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
AdA	Averell de Alton	10	11	Poor		2	Hunt	4	Martin Jennings
LdE	Lucien d'Escaillehuillement	10	F	Comfy	Major CG	3	Hunt	4	Nik Luker
CD	Sir Ced Deucer	10	F	OK	Lt.Colonel CG	7	Hunt	3	Nigel Monaghan
DdE	Denis d'Ertée	9	27	OK	Colonel 53F	1 Sue	Hunt	3	Pete Card
FdC	Felix de Carabas	9+	35	OK	Captain KM	1	BG	2	Mark Barrowcliffe
HdE	Horatio d'Escargot	9+	35	Poor	Major ALC	4	BG	3	Graeme Wilson
LN	Leo Nonmie	8	F	Poor	Major CPC	4	F&P	5	Chris Boote
JW	Jacque Wabbit	8	F	Wthy	Major DG/LtGen's Aide (SDL)	6	F&P	2	Terry Crook
JdL	Jacque du Lac	8+	37	OK	Colonel PM/1 F Brigade Maj.	5 Deb	BG	4	Paul Wilson
AV	Antoine Valois	7	21	Comfy	Major GDMD	1 Ava	BG	4	Simon Burling
DeP	D'en Percent	7+	28	Comfy	Major PLLD	1	F&P	4	Gerry Sutcliffe
TT	Thomas Tudo	7+	27	OK	Captain ALC	2		5	Ben Brown
DB	Denis Bone	6	17	OK	Subaltern QOC	3 Marie	F&P	5	Timothy Hunt
GV	Gérard V'idocq	6+	27	Poor	Subaltern PM	4 Freda	RP	3	Filipe Silva
MdS	Magnon de Sources	5	15	Poor	Captain PM	4 Betty	F&P	5	Robert Carter
DBdO	Drew B d'Oeu	5	RIP						Bill Michell
CM	Colin Maillard	5+	23	Poor		2	RP	2	David Lopez
PdMR	Pierre de Mont Réal	5+	17	OK		6 Belle	RP	5	Pam Udowiczenko
X7		3	F	Poor		5		3	Richard Huzzey
X6		2	F	Poor		5		2	Brian Niemi
SF	Sebastian Flight	2	F	Poor	Captain 69A	2		4	Kevin Morgan

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, Wthy = 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+