

That would be enough

This has been issue 55 of *To Win Just Once*, published 1st June 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 17th June.

Orders for *Les Petites Bêtes Soyeuses* and *Easy Money* bids to Pevans by Friday 24th June 2005.

(Remaining deadlines for 2005 are 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
11-issue/turn subscription	£5.00

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*)



The *To Win Just Once* team (l to r: Pevans, Pete, Michael, Sebastian) celebrate living up to their name – see SpielChamps UK report, page 6

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Contents

	Page
Contents	2
Chatter	3
<i>Louis XIV</i> reviewed	3
SpielChamps UK 2005	6
Science Fiction	7
Games Events	9
Credits	9
Easy Money	11
Turn 1	11
What's this about?	13
Mission of Gravity	14
Star Trader game 3 – Start up	14
GM Notes.....	14
Press	15
Oh, Mr Porter!	16
Railway Rivals game 3 – Round 4	16
GM Notes.....	16
Les Petites Bêtes Soyeuses 181	17
December 1658	17
Press.....	24
Announcements	24
Matters of Honour	25
Social	25
Personal.....	25
Poetry Corner.....	27
Points Arising.....	28
Announcements	29
Duels	30
New Characters.....	31
Tables	32
Other Appointments	32
Battle Results.....	32
Army Organisation and Summer Deployment	32
Brigade Positions	32
Frontier Regiments.....	32
Regiments Organisation.....	33
Hell Hath no Furry... ..	33
The Greasy Pole	34
That would be enough	36

Chatter

First off, I'd better clear up something I got wrong in last issue. I confused the publisher of the new *Amazonas* game. It's Kosmos (which I should have realised from the square box that's a feature of Kosmos's games), not Haba. Haba did publish a game of the same name some years ago, but this is a completely different game.

I had a fun time at Maycon over the Mayday bank holiday weekend. It was in Nottingham this year, at the Rutland Square Hotel – a rather pleasant hotel in the centre of the city. In fact, the hotel is just down the hill from Nottingham Castle. We seem to have missed the opportunity to re-enact any Robin Hood adventures though.

I spent the weekend playing board games, as usual, but there were several role-playing games going on. Plus SpielChamps, of course – see later for more on that. High points for me were cracking games of *Power Grid* and *Struggle of Empires* (with the gang from Cornwall) and my traditional game of *Britannia* on Sunday. Ben Brown won the last of these after scoring big with his Romans and hanging on to win despite a strong challenge from Sebastian Bleasdale, who did well with the Saxons.

A big “well done” to Sue Lee – and her support team – for organising another great event. I look forward to next year's Maycon – and I hope to see more of you there! Watch this space for details.

Coming up this month (15th-18th June) is the Ealing Beer Festival – Beer on Broadway – at Ealing Town Hall. Anybody interested in joining me for a beer or two on the Friday (17th June) afternoon? The Festival is open from 11 to 11, so that should give enough time for a beer or two. Send me an e-mail or call me on 07771 535690 if you fancy it. Details of the event are on its website: www.beeronbroadway.org.uk.

Okay, back to the games...

Louis XIV reviewed

The first publication from alea this year is sub-titled “Intrigue in the Court of the Sun-King” – or at least, that's how it's given on the English language edition of *Louis XIV* from Rio Grande Games. This is presented as one of alea's smaller box range, but it's as complex a game as many of its larger companions. *Louis XIV* was designed by Rüdiger Dorn, the designer of *Traders of Genoa* and *Goa*, amongst others.

Inside the box area a dozen square boards, representing major characters at court, a set of wooden pieces for each player, several sets of cards and lots of cardboard counters. The character boards form the core of the game's intricate structure. They all correspond to historical individuals: the King's mother, brother, wives, son, mistresses and courtiers including, of course, the Cardinal (Mazarin in this case). Players play their pieces to gain influence over characters, thus allowing them to get specific counters. These are used to complete 'Mission' cards, which are the major source of Victory Points and give players special abilities or actions.

The set-up starts with laying out the boards in order. They form two concentric circles, touching only at corners, with the inner circle made up of the people closest to the King. Players have some of their pieces in front of them – a stock from which they can place pieces on characters – while others are in a



'reserve' in the playing area. In general, pieces in reserve have to be moved to the stock before they can be played – you can begin to see some of the detail of the game play here. Players also start with some missions and choose these from the easy, difficult or medium sets.

Each turn, players get a hand of influence cards, each of which corresponds to one of the 12 characters. These constrain where players can place their pieces that turn, playing one card at a time. It's not as restrictive as it sounds, since a player puts up to three pieces (from stock) on a character's board. From there, they can trail pieces to a row of boards. Wild cards provide some options and cards can also be used to bring pieces from reserve to stock. Another clever feature is that players will have one card that isn't played, which gives more options. What's clear is that you need to do some planning at the start of the turn. How best can you use the cards you have to gain the abilities of the characters and use them to fulfil your missions? Ooh, this is my kind of game!

As the turn goes on, players must react to what their opponents are doing. This makes it very useful to be able to keep options open until later in the turn. So players will often move pieces from reserve to stock early in the turn. Conversely, a pre-emptive move – getting lots of pieces onto a character quickly – is another tactical option. One of the characters gives players an

additional card for the next turn. This means they have an extra card to play and can thus ensure they go last – a useful tactical advantage. All of the characters provide useful benefits like this, so there is always some advantage to be gained by getting influence on a character.

There are several different ways influence is used with a character. For many of them, any player with influence on the character can spend money to gain the ability or item that character provides. However, the player with most influence gets it free. But their pieces go into reserve, while the other players get theirs back into stock. This kind of balancing mechanism is one of the features of the game and another factor to be weighed up when planning your turn. Other characters may provide their service to anyone with enough pieces on them and so on. It doesn't stop there, though. Depending on the circumstances, a character is often flipped over each turn. The other side gives a slightly different way of getting the character's ability. The alternative to paying for it, for example, is that only the player with the most pieces gets the use of the character's ability.

At the heart of the game is the inner circle of characters. Each of these provides a different item (scroll, helmet, ring or orb – though this consistently described as a "scepter" in the Rio Grande edition). A cut-out figure representing the King will be with one of these four each turn. For this character there is an extra reward for the player with the most influence: a crown, which is a wild item. Crowns can also be gained from a couple of the outer characters. The items are used to play Mission cards. The easy Missions require one specific item and any other; to play the difficult ones, players will need a pair of the same item. Getting a couple of Crowns is thus a great opportunity to get a difficult Mission into play. And it follows that it's something you shouldn't let other players get.

Game turns are played in a strict sequence of phases. It starts with identifying how much gold players get and just where the King is going to be this turn. Players also get a fresh hand of cards. Then it's the meat of the turn when players play their cards to get influence (pieces) onto the character boards. Once all of this has been done, the influence on each character is evaluated – in numerical order – to see which players gain what. The sequence is important, as, for example, one of them allows players to place more influence on a character. This can be for later in the turn or an early move for the next turn – more tactical options. Finally, players have the opportunity to play their Missions. Once in play, the Missions provide their owners with advantages, usually tied in to a specific phase of the turn.

Louis XIV is played over four turns – which is not much time. (The limited and structured play reminds me rather of *Princes of Florence*.) At the end of

this, players' Victory Points are assessed. Played Mission cards count for five points each. But players will also have accumulated 'Shield' counters during the game. These can be acquired in many different ways: from characters, from Missions, from card play. They are also given for things left over at the end of the game: unused cards and items, for example. There are several different shields, but they're dished out at random. At the end of the game, there's a small bonus for whoever has the most of each type of shield. This seems a little odd to me, as it's just a bonus point or two paid out at random. Okay, it gives an incentive to collect more shields to be more likely to get bonuses, but players may just get lucky.

In fact, there's quite a lot of randomness in this game. The amount of money given to players each turn, which cards players get, which Missions players get and so on are all random elements. The game is thus almost entirely tactical. The only strategy element I can see is within a turn, when you can plan how to get the items you need to complete the Missions you hold. Even then, players draw a replacement Mission for a played Mission before they play any second Mission and can thus trust to luck (it also allows a player with two Crowns to pick up a difficult Mission that they know they can play).

I think Rüdiger Dorn has come up with a winner here. *Louis XIV* is a superb tactical game. I like the challenge of maximising what I can get from each turn – and I like not having to plan several turns ahead (this is why I don't play much Chess!). I like the challenge of out-thinking my opponents each turn, too. I think the complexity and intricate nature of the game will repay skilled play and that this will more than outweigh the randomness of the cards. Though I haven't played the game enough to be certain of this. At the moment, *Louis XIV* is at the top of my list of games from 2005.

SpielChamps UK 2005

As some of you will know, the bottle of champagne (see cover) is traditionally awarded to the lowest-placed team that doesn't include the lowest-placed player. Yes, the *To Win Just Once* team (Pevans, Pete Card, Michael Colao and Sebastian Bleasdale) came last in this year's tournament. In fact we lived up to our name by winning just once: well done Sebastian, for winning his game of *Age of Steam*. This was rather disappointing



The victorious Nil Nominatus team

after our fourth place last year, but we'll be back to try again next year.

SpielChamps UK is the UK Board and Card Games Championship and took place as part of Maycon in Nottingham on 1st May. Since they started (as Intergame UK) the Championships have used the same format. Teams of four play four games against the members of the other teams. Players score points according to their finishing position in each game and teams count the total of their players' scores. This year's four games were: *Age of Steam*, published by Warfrog/Winsome; *City and Guilds* from JKLM Games; the classic *Modern Art*, published by Hans im Glück and Mayfair; and last year's hit, *Ticket to Ride* from Days of Wonder.

SpielChamps' referee, Jerry Elsmore, organised the event very effectively. For *Ticket to Ride*, Jerry had organised a sort of duplicate Bridge set-up. Each player started with a previously-determined set of Tickets (the cities players get bonus points for connecting with their track). This takes some of the randomness out of the game and helped to balance the game. For *Age of Steam*, we had an unpublished map (of Spain), provided by the game's designer, Martin Wallace, and which nobody had played before. All in all, they were four fine games and were great fun to play.

The number of teams was down on previous years, but the standard of play was very high. The winners were the Nil Nominatus team: James Faulkner, Timothy Luffingham, Geoff Simons and James Wood. Our congratulations to them. And also to Russell Harris (of The Uninspired), who was the highest scoring individual. While Nil Nominatus take the title of UK Champions, the top four teams have the opportunity to represent the UK in the European Championships (EuropeMasters) at Spiel in October.

Science Fiction

I've now caught up with Alastair Reynolds' 2001 follow-up to **Revelation Space**, **Chasm City**. This is not a sequel, just another story set in the same universe. And a rather different story it is, too. Our protagonist is one Tanner Mirabel who, as we quickly discover, is an ex-military security specialist and huntsman. He is hunting down Reivich, the man who killed Cahuella, Mirabel's employer, and Gitta, Cahuella's wife.

This brings us to the first of many contradictions that run through the book. Mirabel comes across as a likeable, honourable man. Why, then, was he working for Cahuella, an arms dealer, racketeer and murderer? Why does he feel he has to continue the vendetta? (We later find out that Reivich killed Cahuella in revenge for the deaths of his own family.)

Anyway, we start on Sky's Edge, a planet locked into a perpetual war between two factions. We learn that humanity came to the planet (in the 61 Cygni-A system) in a flotilla of cold-sleep ships, one of whose leaders, Sky Haussmann (hence the name of the planet), jettisoned his ship's sleepers. For this crime Haussmann was crucified by his fellows. Now, centuries later, he is revered by a cult that spreads its gospel through a genetically-engineered virus. Complete with visions and stigmata.

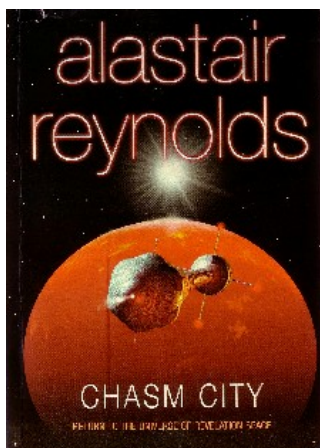
That is one busy first chapter. With a very *noir* feel as Mirabel negotiates with other hard men in his pursuit of Reivich. The pace doesn't ease up either. Pretty quickly, people are dead, there's a nuclear explosion and Mirabel is floating in space. And the reader has absorbed a lot of background information.

Mirabel chases Reivich across space to Chasm City, the one human settlement on the inhospitable planet of Yellowstone (in the Epsilon Eridani system). The main thrust of the plot is his quest and his parallel exploration of Chasm City and its society. This is interwoven with flashbacks that explain his relationship with Cahuella and with visions of the life of Sky Haussmann – yes, he's been infected by that virus.

The three strands to the story weave together to show us – and him – just who Tanner Mirabel is. In this, *Chasm City* feels simpler and more straightforward than *Revelation Space*. Despite being just as weighty a tome, the book feels shorter too. I think this is because it has a tighter focus and a smaller scale, though it's full of detail. Reynolds has put together a very complex universe and we learn an awful lot about it.

There is, of course, a major revelation at the end of the book – though this became increasingly obvious to me as the story went on. But there are other surprises too, that change our view of the universe that Mirabel and the other characters inhabit. They give us some connections to what we learned in *Revelation Space*, too. Though, again, there is no real relationship between the two stories. A big difference as far as I was concerned was that the main characters were more likeable, while remaining pretty hard-bitten.

Chasm City is a very enjoyable book and I recommend it highly. I found it more accessible and less demanding than *Revelation Space*. On balance, though, I think the earlier book is the better of the two. I look forward to reading more from Reynolds.



Games Events

June seems to be a barren time for games events, but Summer Stabcon comes along at the start of July. This is a fun weekend with a mixture of games taking place – role-playing, board games, wargames et al. It all takes place at a University of Manchester hall of residence on 8th – 10th July. Sign up with the stabconinfo Yahoo group for booking forms and more information: <http://groups.yahoo.com/group/stabconinfo>.

Only a week later comes Manorcon: 15th – 18th July at Shackleton Hall (a Birmingham University hall of residence). This is the largest board games convention in the UK and includes a number of organised tournaments. Advance booking closes on 17th June, so get in quickly if you intend going. Details and forms are available on the website: www.diplom.org/manorcon.

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: Mayday bank holiday weekend at a venue to be decided in 2006. 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. Keep an eye on the website – www.maycon.org – for the latest details.

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.

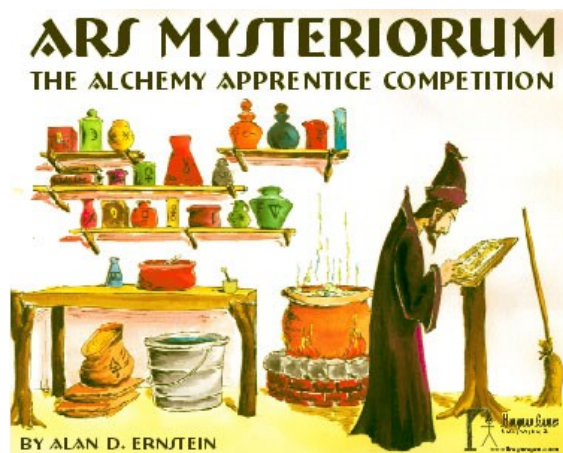
Spiel: the board games event of the year. Oct. 13th-16th 2005, at the Messe (Exhibition Centre) in Essen (Germany). Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel/e000.php4.

Credits

To Win Just Once issue 55 was written and edited by Pevans. The LPBS masthead (page 16) is by Lee Brimmicombe-Wood, as are the pictures on pages 20 and 31. The illustrations on pages 18 and 23 are by Nik Luker. Jerry Elsmore took the cover photo, Pevans the rest and played with Photoshop.

Games from Pevans

www.pevans.co.uk/Games



The latest game from Alan Ernstein and Hangman Games, *Ars Mysteriorum* is a strategic game of bidding and logistics. Players bid to gain the variety of ingredients required for alchemical recipes. They demonstrate their technique to the Masters of Alchemy to build up their own recipe book. The more recipes, the more money they can earn. Add in the final Masters' awards at the end and the player with the most money wins.

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Easy Money Turn I

This table lists everyone who reads *To Win Just Once* – the people I know about anyway. It shows what they bid last turn, what they actually got and what they hold now.

Player	Bid			Actual			Holding					Money
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	
Stephen Agar				B	1	Black	1	1	1	1	1	90
Guy Arnold	B	5	Yellow	B	1	Black	1	1	1	1	1	90
Mark Barrowcliffe				B	1	Black	1	1	1	1	1	90
Chris Baylis				B	1	Black	1	1	1	1	1	90
Michael Blasebalk				B	1	Black	1	1	1	1	1	90
John Boocock				B	1	Black	1	1	1	1	1	90
Chris Boote	B	6	Yellow	B	1	Black	1	1	1	1	1	90
Ben Brown	B	2	Blue	B	2	Blue	1	1	3	1	0	58
Steve J Bunce				B	1	Black	1	1	1	1	1	90
Andy Burke				B	1	Black	1	1	1	1	1	90
Simon Burling	B	2	Yellow	B	1	Black	1	1	1	1	1	90
Pete Card				B	1	Black	1	1	1	1	1	90
Robert Carter	B	5	Red	B	5	Red	6	1	1	1	0	30
Ashley Casey				B	1	Black	1	1	1	1	1	90
Richard Clyne	New player			Held over			1	1	1	1	0	100
Terry Crook				B	1	Black	1	1	1	1	1	90
Peter Denison				B	1	Black	1	1	1	1	1	90
Mike Dommett	B	4	Yellow	B	1	Black	1	1	1	1	1	90
Neil Duncan				B	1	Black	1	1	1	1	1	90
Jerry Elsmore	S	1	Red	S	1	Red	0	1	1	1	0	114
Alex Everard				B	1	Black	1	1	1	1	1	90
Colin Forbes				B	1	Black	1	1	1	1	1	90
Howard Goble				B	1	Black	1	1	1	1	1	90
Michael Grazebrook				B	1	Black	1	1	1	1	1	90
James Guiton				B	1	Black	1	1	1	1	1	90
John Harrington				B	1	Black	1	1	1	1	1	90
William Hay	B	4	Green	B	4	Green	1	5	1	1	0	20
Pete Holland	S	1	Red	S	1	Red	0	1	1	1	0	114
Timothy Hunt	B	4	Yellow	B	1	Black	1	1	1	1	1	90
Francesca Huskinson				B	1	Black	1	1	1	1	1	90
Richard Huzzey				B	1	Black	1	1	1	1	1	90
Martin Jennings				B	1	Black	1	1	1	1	1	90
Mark Jones				B	1	Black	1	1	1	1	1	90
Andrew Kendall	B	1	Blue	B	1	Blue	1	1	2	1	0	79

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Benedikt Loewe				B	1	Black	1	1	1	1	1	90
David Lopez				B	1	Black	1	1	1	1	1	90
Nik Luker	B	3	Blue	B	3	Blue	1	1	4	1	0	37
Russell March				B	1	Black	1	1	1	1	1	90
Michael Martinkat	B	3	Blue	B	3	Blue	1	1	4	1	0	37
Bill Michell	B	3	Green	B	3	Green	1	4	1	1	0	40
Nigel Monaghan				B	1	Black	1	1	1	1	1	90
Mark Moores	B	5	Yellow	B	1	Black	1	1	1	1	1	90
Kevin Morgan				B	1	Black	1	1	1	1	1	90
Graeme Morris	B	4	Yellow	B	1	Black	1	1	1	1	1	90
Mark Mortimer				B	1	Black	1	1	1	1	1	90
Brian Niemi				B	1	Black	1	1	1	1	1	90
Tym Norris				B	1	Black	1	1	1	1	1	90
David Olliver				B	1	Black	1	1	1	1	1	90
Neil Packer	S	1	Blue	S	1	Blue	1	1	0	1	0	121
Colin Parfitt	S	1	Green	S	1	Green	1	0	1	1	0	120
Bob Parkins				B	1	Black	1	1	1	1	1	90
Nathan Richards				B	1	Black	1	1	1	1	1	90
Hajo Schlosser	S	1	Red	S	1	Red	0	1	1	1	0	114
Bill Schmitt				B	1	Black	1	1	1	1	1	90
Matthew Shepherd				B	1	Black	1	1	1	1	1	90
Filipe Silva				B	1	Black	1	1	1	1	1	90
Jerry Spencer				B	1	Black	1	1	1	1	1	90
Dan Steel				B	1	Black	1	1	1	1	1	90
Gerry Sutcliff				B	1	Black	1	1	1	1	1	90
Alan Tabor	B	2	Yellow	B	1	Black	1	1	1	1	1	90
Catherine Thomson				B	1	Black	1	1	1	1	1	90
Barry Townsend				B	1	Black	1	1	1	1	1	90
Gerald Udowiczenko	B	5	Yellow	B	1	Black	1	1	1	1	1	90
Pam Udowiczenko	B	5	Yellow	B	1	Black	1	1	1	1	1	90
Matthew Wale	B	4	Green	B	4	Green	1	5	1	1	0	20
Edward Walkington				B	1	Black	1	1	1	1	1	90
Francesca Weal				B	1	Black	1	1	1	1	1	90
Ian Whitchurch				B	1	Black	1	1	1	1	1	90
Graeme Wilson	B	2	Red	B	2	Red	3	1	1	1	0	72
Paul Wilson	B	3	Blue	B	3	Blue	1	1	4	1	0	37

Share prices			
Red	Green	Blue	Yellow
14	20	21	52

Well, that was interesting. As you can see from the table, so many people wanted to buy Yellow that the price rise meant nobody did. I wonder what Yellow will do next turn?

Several of you pointed out a potential problem with the rules. A player could bid to buy a million shares in a colour, knowing that they won't get any but can then sell their shares at a huge profit the following turn. A particularly useful tactic for the player with the highest shareholding in a colour on the penultimate turn.

After a discussion with Chris, we have added a rule. Players can't bid to buy more shares than they could afford to buy at the current price. So most players couldn't bid to buy more than 1 share in yellow next turn (some can't even do that and a few could bid for two). This new rule has no effect on turn 1 as everybody could have afforded their bids.

It doesn't seem to be clear, so let me stress that you can only bid to buy or sell shares in **one** colour each turn.

For next turn just send me your bid: "Buy/Sell n shares of Red/Green/Blue/ Yellow."

**Bids for Turn 2 to Pevans at 180 Aylsham Drive, UXBRIDGE
UB10 8UF or TWJO@pevans.co.uk by Friday, 24th June 2005.**

What's this about?

Devised by Chris Boote, **Easy Money** is a game for all readers of **To Win Just Once** – **if your name isn't in the list above, let me know and I'll add you in.** The game takes 12 turns, the winner being whoever has 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 black, which never changes price. All stocks start at a price of 10p per share. Players start with 100p money and one of each tradable stock.

Each turn, each player must bid to buy or sell a number of shares in one colour of stock (except Black). A Buy bid is limited to the highest number of shares the player can afford at the current price. 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. Players' sales and purchases take place after making these adjustments. The price of a stock cannot fall below 1p.

If a player can't afford to buy their shares at the new price or fails to make any bid or tries to sell shares they don't have (or anything else that invalidates their bid), then they buy a black share. Should a player not be able to afford a black share, they buy 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.

Mission of Gravity Star Trader game 3 – Start up

We have 14 players signed up for this game. Starting options have been allocated according to players' preferences. This gives us the following line up.

Corporation A, John Boocock: Option 21 – Piccolo Hull in addition at start.

Corporation B, Steve Bunce: Option 12 – Friends in High Places (-1 to reputation loss).

Corp C, Simon Burling: Option 11 – Hot Shot Pilots (+1 to smuggling checks).

Corp D, Jerry Elsmore: Option 13 – Hot Shot Navigators (+2 to Hyperjump).

Corporation E, Pevans: Option 1 – 3 Dealerships at start.

Corp F, Alex Everard: Option 3 – High tech Sensors (±1 to interception).

Corporation G, Howard Goble: option 10 – Market Manager in one commodity at one spaceport.

Corp H, Michael Grazebrook: Option 4 – Precog (+5 to all initiative rolls).

Corporation J, William Hay: Option 5 – Flute Hull instead of Clarinet at start.

Corporation K, Martin Jennings: Option 20 – influential friends (start with 9 connection levels).

Corporation L, Michael Martinkat: Option 7 – 3 Isotope Factories at Sigma Draconis to start (no connection levels required).

Corp M, Bob Parkins: Option 2 – Monarch Hull instead of Clarinet at start.

Corporation N, Nathan Richards: Option 19 – Charismatic Chairman (+2 to reputation each turn).

Corporation P, Ian Whitchurch: Option 8 – 2 Corco Zeta Hulls instead of Clarinet Hull.

GM Notes

Considering players' first 6 choices, popular choices were 19, 20, 1, 13, 10, 8, 15 and 21. Least popular were 6, 14, and 17.

From Everybody by **Friday, 17th June 2005** I need the following.

1) Corporation Name – I know some of you have already sent this.

2) Ship Name(s).

3) Ship Location(s).

4) Warehouse Location(s).

5) Distribution of your 7 initial Connection Levels between Business, Criminal and Political Connections.

From Corporation K (Martin Jennings) I need the 9 initial levels.

From Corporation G (Howard Goble) I need to know the commodity and the spaceport. From Corporation E (Pevans) I need to know the three commodities and locations.

In answer to various queries I confirm the following.

- i) You can put all your connection levels into one type – e.g. Criminal 7, if you wish.
- ii) You can gain Business Connection levels through successful trading.
- iii) Corporation L does NOT need to have any Political or Business levels to support their initial 3 factories at any time. (This is an exception to rule 20.3.)

Any chrome that you wish to add to your Corporation is welcome. For instance, I know that Pevans will run Solar Spice and Liquors, led by that old reprobate Pevans van Rijn (which also checks your SF knowledge).

I tend to use the expression "Quarter" to mean a turn in the rules when reporting the game events.

With the next adjudication you will receive your turn 1 player sheets – a sample sheet has been sent out under separate cover – and then the Corporations can start trading.

Press releases are encouraged (especially if sent as e-mail).

Press

Iskandar Fire and Accident Beta Hydri Commercial Gazette, 4Q2522

"IFA have recently taken possession of certain assets belonging to the now-defunct Mu Herculis Development Company. We are interested in entertaining bids for these assets, as our current business plans are purely financial rather than industrial or commercial".

Mu Herculis News, 1Q2523

IFA chairman resigns suddenly. Company refuses to comment.

Beta Hydri Commercial Gazette, 1Q2523

"Mu Herculis' reputation as an

interesting place to do business was reinforced again, following the sudden resignation of IFA chairman Lu Wazzman. Sources close to IFA indicated that kickbacks were taken in certain contracts on Tau Ceti"

Mu Herculis New, 1Q2523

IFA to go into shipping business, as new chairman Aldo Vueqani declared his intentions to 'Grow Mu Herculis into the Twenty Sixth Century' and 'Ensure a better future for everybody'. He said 'This planet, this planet I grew up on, and this planet I intend to die on, this planet has enough wealth for everyone and their bruvver.'

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 17th June 2005.**

Oh, Mr Porter! Railway Rivals game 3 – Round 4

SLOTH WORST TRAINS got rather confused, but have started several branches. TOOT reached the outskirts of London, and built across the Downs into Tonbridge. LOL followed the Rother westwards below Ashdown Forest, running alongside Decline for a while. DECLINE crossed the upper Dart towards London, and then turned and built into the wilds of Romney Marsh. TTYF! built eastwards into Maidstone, then crossed the ridge into the Vale of Kent. SPAMTRAK looped through London and back across the Thames and linked up to several towns that they had by passed before.

A – John Harrington, TRAINS TAKE YOU FASTER! (TTYF!), Blue

Start Points: 36

Builds: (F54) – F57 (1 to TOOT, 1 to Decline)
(F57) – Maidstone; E47-D46
(Maidstone) – C59 – London South

Points: 36 - 2 + 1 = 35

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

Start Points 40

Builds: (Deal) – C73 – B72; (Maidstone) – F58
(Ramsgate) – I73 – Margate
(F58) – G58; (B72) – A72

Points 40 = 40

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

Start Points 38

Builds: (G52) – H52 – i52 – i51
(H17) – H19
(H19) – H21 – I22 – I23

Points: 38 + 1 + 5 = 44

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

Start Points: 55

Builds: (G56) – F55 – E55; (K51) – K50
(K50) – K48
(E55) – D54 – Tonbridge; (K48) – K47 – L46 (3 to SPAMTRAK)

Points: 55 +1 –3 = 53

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

Start Points: 25

Builds: (M22) – L21 – K21 – J20
(J20) – J18
(J18) – J12 (5 to Decline, 1 to TTYF!)

Points: 25 –6 = 19

F – Timothy Hunt, SPAMTRAK, Red

Start Points : 58

Builds: (D4) – Reigate; London NW – London NE – L46 (+12)
(M3) – Horsham; (D4) – Shoreham (+12)
(L46) – J47 – J51

Points: 58 +24 Towns + 3 TOOT = 85

GM Notes

Races start after 6 rounds of building, not when all the towns have been connected to.

One player did not send in orders, I have made some sensible orders, but please can all players submit orders by the deadline.

It costs 3 points to build into or out of a hill hex, and 5 points to build between two hill hexes.

The west is the line of half hexes on the edge of the map (see K41 by the word "Thames" for an example).

Dice rolls for next round are 5, 3 and 2

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by Friday, 17th June 2005.**

Les Petites Bêtes Soyeuses 181

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 January 1659 to Pevans
at 180 Aylsham Drive, UXBRIDGE**

**UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 24th June 2005**

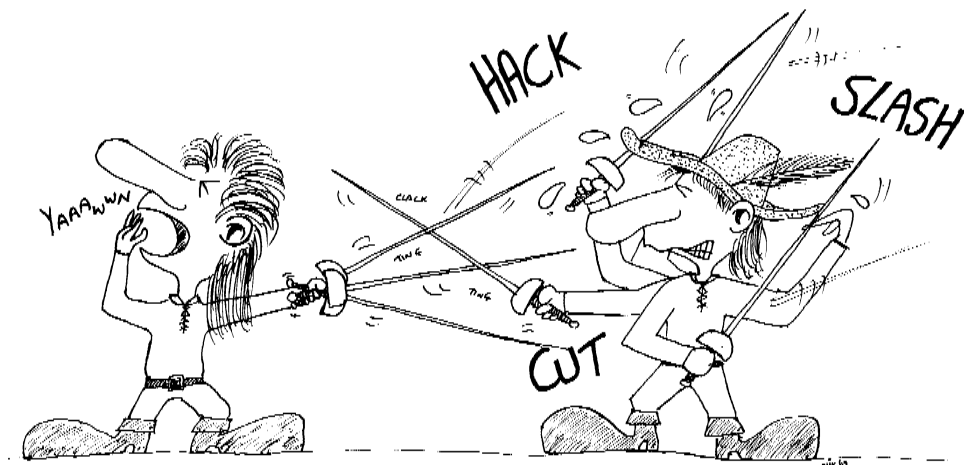


December 1658

It doesn't look like it will be a white Christmas in Paris: more a grey Christmas with scattered showers. And rather warmer than the season would suggest. So those Parisians who have early morning assignations are just circumspect rather than bundled up against the cold. First up are Fusilier Colonel Denis d'Ertée and Dragoon Guard Lieutenant-Colonel Euria Humble. As expected, d'Ertée carries a rapier, while Humble, surprisingly, has a cutlass with him. And Stan Dandy Liver as his second. Despite being rather smaller than his opponent, d'Ertée thinks he's spotted an opportunity. He blocks solidly, stopping Humble's first slash. He probably keeps this up for too long before attacking with a furious lunge. The lunge strikes home, but Humble's second slash arrives just afterwards. Humble is scratched; d'Ertée is on his knees. D'Ertée offers his surrender, which Humble accepts.

Next is a sabre duel between cavalry enemies, Henry Thierry Christian and Orson de Combat. De Combat has the advantage of build, but is far less accomplished with his sabre than Christian. Zachary The Money Goes seconds Christian, but this doesn't help him much. As de Combat blocks against a slash, Christian closes in and attacks with his right boot. Winded and bruised, de Combat staggers back to assess the damage. Christian's greater expertise allows him to launch into a furious slash and hit de Combat before he can react. De Combat tries another block, but it is ineffective against the cut. Injured three times, de Combat finally attacks with a slash. This catches

Christian in the ribs while he is still regaining his balance. He has had enough and concedes the duel.



THE BENEFITS OF SUPERIOR EXPERTISE.

Colin Maillard is another gent with a sabre and a second – Pierre de Mont-Réal in this case. His opponent, Averell de Alton (who is similarly non-military), has naught but a foil and rather less skill at swordplay. He is, however, rather more solidly built than the slight (and wounded) Maillard. Maillard launches into a furious slash, but de Alton has his measure and jumps aside from both the slash and the cut. He just doesn't have the skill to get an attack in. Maillard throws in a slash before starting another furious slash. This throws off de Alton's rhythm. He dodges the two slashes only to be caught by the cut. He strikes back with a lunge, wounding Maillard. The latter continues with another slash and furious slash. De Alton's jumps now only save him from the first slash. He is hit by the second slash and the cut, but continues to duck and weave. Maillard hits him with another slash, but a second lunge from de Alton brings a surrender from Maillard.

Finally, we have a rapier duel between Musketeer Felix de Carabas and Fusilier Joseph de Veevre. De Veevre is the bigger man, but is carrying old injuries which bring him a bit closer to de Carabas's level. He is also seconded by Omi Palone. De Veevre starts with a furious lunge. The lunge is expected: de Carabas parries and then ripostes to score the first touch. De Veevre's cut is rather more effective and disrupts de Carabas's lunge. A second lunge from de Carabas evens things up, striking home as de Veevre recovers his balance. A lunge from de Veevre is parried again. De Carabas ripostes to conclude the fight in his favour.

Call him Flipper

De Carabas clearly has some influential friends. His request that the Crown Prince's Aide resign is backed by Alfonse Qué Holique and Gar de Lieu. His duelling opponent, de Veevre, tries to stop this, but the Aide quits anyway. Then Holique teams up with Henry Thierry Christian and Stan Dandy Liver to convince the Dauphin that de Carabas is the man for the job. De Carabas is duly appointed.

De Veevre calls in another favour to get rid of the senior Major in the King's Musketeers – as Zachary The Money Goes has requested. The two Captains stay put and there is no movement within the regiment. The Royal Foot Guards' commander, Alfonse Qué Holique, signs up Averell de Alton, who buys his way to a Captaincy – the hundred or so crowns he got from Omi Palone is helpful here. Charlemagne le Gosse recruits Gérard Vidocq and He'sa Hasbian for the Cardinal's Guard and donates several hundred crowns to each man. Hasbian takes the rank of Captain, leaving him with plenty of money left over. Vidocq would like to be a Subaltern, but isn't qualified for that rank and must settle for being a Private. So he doesn't spend much of le Gosse's money either. Stan Dandy Liver uses some influence to help Pierre de Mont-Réal get into the 4th Arquebusiers, where he buys a Majority. Gregoire Nouille heeds no help to enrol with the 69th Arquebusiers where he, too, becomes a Major. He is promptly appointed the Brigade Major of Fourth Foot.

The Minister of State, Co W Ard Extrême, tries again to switch Alfonse Qué Holique and Revaulvin d'Or between jobs. Neither resigns from his existing position, so there's nowhere to appoint them to. In fact d'Or is nowhere to be seen this month. His staff take up the slack and quickly uncover evidence that Chancellor Holique is embezzling from the Exchequer. They put together a case for Minister of Justice d'Or to rule on next month... It arrives on d'Or's desk at much the same time as a heavy chest from Holique. A similar, if somewhat lighter, chest comes Stan Dandy Liver's way. This is quite useful as the Shylocks' boys turn up at the start of December to extract a repayment from Liver. They take the money with interest. Liver's attention is elsewhere as he makes Lieutenant-General Gar de Lieu the Inspector-General of Infantry in place of his previous job as commander of Cavalry Division.

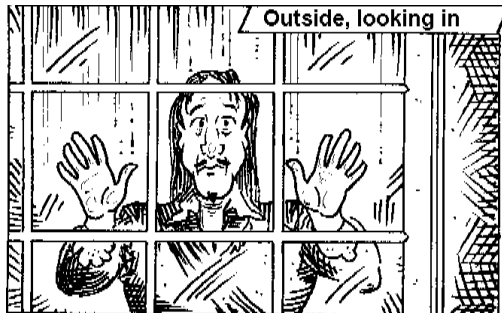
Magnon de Sources would like to be Regimental Adjutant of the Picardy Musketeers. After all, he's a Captain in the regiment with a decent Military Ability. Colonel Jacque du Lac, who has a better Military Ability, turns him down, preferring to leave the position vacant. Instead, Sean Sondamour offers de Sources the opportunity to become his Aide. De Sources refuses this offer – he doesn't have the rank for the post anyway. Sondamour leaves the staff positions in First Army vacant.

Having been singularly unsuccessful in acquiring any loot in his last season on the frontier, Lt-Colonel Ced Deucer volunteers his Battalion of the Cardinal's Guard again. He's just one step ahead of the Shylocks. It's bad news for the new Private, Gérard Vidocq, as he's promptly mustered with first Battalion and marched off. Louis Beaulieu gets substantial funding from Euria Humble and Omi Palone, but joins a Frontier Regiment and goes into action as well.

Box their ears and send them home

December starts with a punch-up in the Frog & Peach. Two members of enemy regiments turn up at the club (with their lady friends in tow) and it takes several staff to separate them. In the blue corner is Picardy Musketeer Captain Magnon de Sources with Betty Kant. Fourth Arquebusier Major Pierre de Mont-Réal occupies the red corner and Belle Epoque wields the sponge. A duel will be required to settle matters. Magnon and Betty have the place to themselves the following week. But Pierre and Belle are back the week after for further exchanges. When Pierre and Belle arrive in the last week there is no sign of Magnon or Betty. Instead, the pair are witnesses to Colin Maillard's prowess on the gaming tables. Colin makes four 50-crown bets, cutting one and winning two. This puts him ahead of the game, with slightly more cash and status than he had at the start.

The week Magnon doesn't spend in the Frog & Peach provides some entertainment for those in the Fleur de Lys. Magnon rolls up expecting to join the new Aide to the Crown Prince, Felix de Carabas, for drinks with his patron. Unfortunately, Felix is not around and the Dauphin, of course, has never heard of Magnon. He is left cooling his heels in the foyer while Betty heads home in a huff.



Pierre's week away from his club sees him join the party in Hunter's. His host is He'sa Hasbian. Apart from Pierre and Belle, He'sa welcomes Averell de Alton and Mary Huana, Antoine Valois and his new companion, Leia Orgasma (wooed away from Bud d'Wiser the week before), Colin Maillard and Ferro Roche. Ferro reckons he has a system to beat the gaming tables and puts it to the test. The system appears to be doubling the stake when he loses (or cuts) a wager. He starts all right, winning the second bet after cutting the first. However, a series of three losses followed by a cut leaves him without the funds to continue. He is out of pocket and has failed to improve his status

(quite the reverse, in fact). Hunter's is home to Averell and Mary all month – they are the only people there apart from He'sa's party. Antoine, by contrast, toddles off to wield his sabre for a couple of weeks.

He'sa's December starts on Emma Fant's doorstep. Here he meets Zachary The Money Goes, who clearly has the same thing in mind as He'sa. Given that the two men are members of enemy regiments, there's never any question that either will stand down. The impasse means that Emma is untroubled this month. Instead, He'sa holds his party and Zack goes elsewhere. Zack then appears at the Fleur de Lys with Anna Rexique on his arm. He'sa tries to wipe the smile off his face by renewing their dispute. Now he's not a member of the Fleur. He's there as a guest of his CO, Charlemagne le Gosse. Who is showing off his new conquest, Lois de Low. Charlemagne is also, of course, enemies with Zack, so it's two on to one. Until Zack's junior colleague, Felix de Carabas, comes to his aid. As the new Aide to the Crown Prince, Felix is enjoying a quiet drink with the Dauphin – and wondering what's happened to his buddy, Magnon de Sources, who's supposed to join them. The Crown Prince thinks this is all jolly good fun and eggs on both sides indiscriminately.

The same dispute continues the following week, though this time Felix isn't there to join in (and, as already mentioned, Magnon turns up a week late). Felix is to be found putting in a second week's practice with his rapier, having started December with a visit to the Bawdyhouses (where he blew 50 crowns betting on black). Apart from the arguing Cardinal's and King's men, several other visitors grace the Fleur with their presence. These are Beppe de Marko, who brings Jacky Tinne to the club for the whole month, Co W Ard Extrême, also there for four weeks with Bette Noire, and Stan Dandy Liver. Stan has Edna Bucquette on his arm, which is remarkable as, two weeks previously, he was escorting Ella Fant and Edna was with Henry Thierry Christian! Not only that, but Stan only won Ella from the affections of Alfonse Qué Holique at the start of December. Ah, the power of poetry!

Winning big time

Having identified what Stan was up to when he wasn't in the Fleur, let's see what he did when he was there. For his first visit, in week 2, with Ella, he is joined by Lucien d'Escaillehuittaillements and Leo Nennie, in turn accompanied by Ulla Leight. A jolly time is had by all – though Stan is eyeing up Edna, who's in the club with Henry for the second week in a row. Henry had a little flutter on the tables at the start of December: little being a relative term and meaning, in this case, 9,000 crowns. Which is the sum the Fleur is the poorer for after Henry's gamble pays off. In the background Fleur de Lys bond-holder Marvin Leigh Rowbow winces as his profits take a hit. Henry leaves the Fleur after two weeks to fail at his courting attempts. Sean

Sondamour is also in the Fleur – in week 2. He has Violet Bott on his arm, having won her affections the week before. One visit to the Fleur is enough and Sean spends the rest of December working out with his sabre.

Bothwell's is pretty lively during December too. Four members are there for the duration: Beau Romir, accompanied by Frances Forrin; Gar de Lieu, with Maggie Nifisent; Marc de Zorro, escorting Guinevere d'Arthur; and Rene Ouai, who has Kathy Pacific on his arm. Most of them start the month with a guest or three (apart from Beau, who catches the King's eye as Captain of his Escort). Denis d'Ertée Toadies to Rene and brings Sue Briquet with him. Joseph de Veevre, Jacques Shitacks and Orson de Combat join Marc and Guinevere. Bess Ottede accompanies Joseph and Lucy Fur is with Orson. The arrival of Joseph in Bothwell's causes Denis some discomfort. "He's a jumped-up toe-rag with not a drop of noble blood in his body," mutters the Marquis's son. After twenty minutes muttering Denis has had enough. He marches over and challenges Joseph for his cheek. This gets the attention of one of Gar's guests. Leo Nennie is an enemy of Denis and seizes the opportunity to challenge him. Denis reciprocates. Leo's other half, Ulla Leight, has given up on him by this stage and is chatting to Maggie. Gar's other guest is Lucien d'Escaillehuitaillements. And Omi Palone is also in Bothwell's with Katy Did. Oops! Omi and Lucien are enemies and they exchange challenges.

The second week sees some changes in the guests of the Bothwell's four. Denis and Sue Toady to Gar and Maggie for a change. So do Joseph and Bess. Orson and Lucy remain with Marc and Guinevere. Jacques tries to Toady to Rene, but for some reason Lt-General Ouai is not accepting guests this week. Jacques gets no further than the foyer. The following week Jacques gets back in by Toadying to Marc and Guinevere alongside Orson and Lucy. Having visited the Fleur, Leo and Lucien return as Gar and Maggie's guests. And Denis and Sue Toady to Rene and Kathy – Denis and Leo are able to glare at each other again. Joseph has gone off to practise his rapier for a couple of weeks. To conclude December, the only guests at Bothwell's are Orson and Lucy, courtesy of Marc and Guinevere once again. Omi is back in the club with Katy having spent two weeks practising his rapier. Rene tries to spice up his Christmas by placing a several thousand-crown wager: he loses the money, but enhances his status. Jacques and Lucien have given up their Toadying to visit the Bawdyhouses. Denis practises with his rapier and Leo with his sabre.

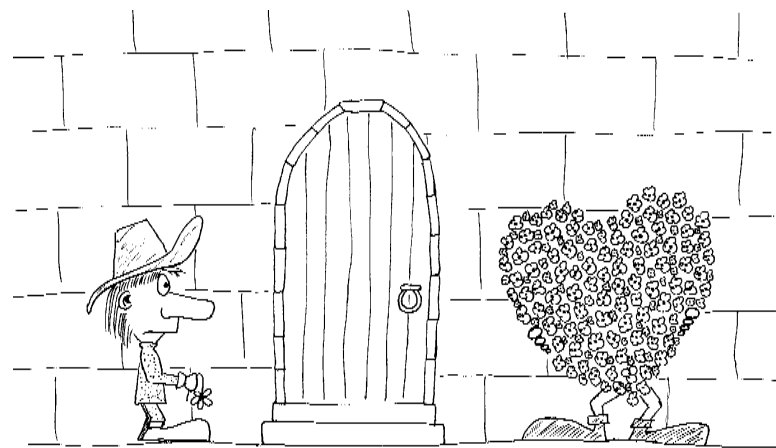
Blue Gables has just two pairs of visitors this month. Jacque du Lac takes Deb Estaround for a drink to start the month. He spends the rest of December with his Two-handed sword. Horatio d'Escargot turns up in the third week with Henrietta Carrotte on his arm. It's taken him two weeks to win her affections from Ced Deucer, spending the money he got from Jacque du Lac. Ced's continued absence at the front probably helped. One visit to the Blue

Gables is enough, however, and Horatio concludes the month improving his Two-hander skills.

Bouquet size matters

The biggest argument of the month takes place outside the residence of Maggie Nifisent. It's between Alfonse Qué Holique, Charlemagne le Gosse and Gaston de St Marque. Charlemagne is prepared to defer to Alfonse, but not to Gaston. And Gaston and Alfonse stand down to no man. Duels (almost) all round, then. As already noted, Charlemagne goes off to court Lois successfully and takes her to the Fleur for the rest of the month. Gaston and Alfonse are made of sterner stuff: they both turn up on Maggie's doorstep again. This is enough for Alfonse, who repairs to the Bawdyhouses for some female company and completes December with his rapier. Gaston perseveres with his visits to Maggie's residence and finally discovered that she's been out all along! So he heads off to a different lady's home, only to find she's not at home either. At least the loan from Beppe de Marko means he is able to put further funding behind the horse-racing track he's having built on the outskirts of Paris.

Colin Maillard has some success with the ladies before his visits to Hunter's (as He'sa's guest) and the Frog & Peach. He also fits in a week's practice to improve his sabre skills. New boy Gregoire Nouille is consistently unlucky in his wooing and ends his December in the Bawdyhouses where he can pay for some attention. Ferro Roche is in the Bawdyhouses, too, after his courting and gambling were unsuccessful. He improves his rapier skill for a week as well.



For several Parisians December seems to be an opportunity to work out in the gymnasiums. Denis Bone and Euria Humble are there for the whole month, practising sabre and cutlass, respectively. D'en Percent starts the same way, exercising his rapier arm. He diverts to the Bawdyhouses for a week, only to

attract the attentions of the footpads. He is relieved of his spare change and returns to his practice with renewed vigour for the rest of the month. Fernand Louis Adelmo de Gaulle and Thomas Tudo start in the Bawdyhouses and then take up their swords. Rapier for Fernand and sabre for Thomas. Fernand believes the ladies in the red light district should all be wearing hooded red cloaks trimmed in ermine and black boots. He's also hopeful that some will have birch or hazel switches. And, ideally, a reindeer...

But where, everyone asks, is Jacque Wabbit? The answer is intriguing. The Dragoon Guards Major is sitting in his lodgings in full uniform, his belongings packed for a journey to the frontiers. But the Dragoon Guards stay resolutely in their barracks in Paris. Major Wabbit does not even give any orders to his own Squadron, who enjoy a peaceful December at home,

Glorious mud!

The forecast on the frontiers is mud. Sticky brown mud. Mud that clings and turns all the troops into brown figures struggling across the landscape. Fresh recruit Private Louis Beaulieu does not enjoy his introduction to life in a Frontier Regiment. He marches through the mud, he wears the mud, he inhales the mud and he's probably eating the mud. Still, he survives. Just.

Lt-Colonel Ced Deucer's Battalion of the Cardinal's Guard is attached to Frontier Regiment 4, laying siege to some insignificant Spanish outpost. The Frontier troops suffer from galloping dysentery, but Ced Deucer's discipline keeps his men healthy – apart from the Captains. He receives a Mention in Despatches for his efforts. Private Gérard Vidocq survives his unwelcome introduction to active service with nothing to show for it. The moves around the regiment could be bad news for Captain He'sa Hasbian as he's now transferred to First Battalion and will join them in action next month. ❖

Press

Announcements

To all Members of the RFG
It's off to the Front lads! I need some exercise before the next bout of drinking and you're coming with me.

† AQH

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

Soldiers of France,
I am looking for men of stout heart to mentor. Whilst my finances are thin at the moment, I do have the ear of those in high places and my influence does not go ignored. In return, I ask for nothing but your loyalty. Applications should be hand-written to me at the usual address. Help France build a better, brighter and more beautiful future under His Majesty!

† Viscount General Gaston de
St Marque
Commander of the Second
Army of France

Attention all aspiring gentlemen of Paris

The Royal Foot Guards are looking for men of quality & breeding to join their ranks. If that's you and you can hold your drink, apply to Col AQH for the adventure of a lifetime.

Matters of Honour

D'en Percent offers his services as an intermediary for those gentlemen wishing discretion in their arrangements.

Social

Sir Jacques Shitacks – Minister for Social Mobility – will be holding a 12th night party through weeks 1, 2 and three at the Fleur in Jan to celebrate this important season and the bounty of fair Paris. All are welcome and are invited to bring their mistresses.

Yours,

† Jacques

Gentlemen (and ladies) of Paris,
Please join me in weeks 2 and 3 of January for my New Year's Costume Ball. Carousing costs will be paid if you have an SL 13+.

There is a prize of 250 crowns to the person with the most amusing costume.

† Marc de Zorro

Gentlemen,
I would like to request the pleasure of your company in week 1 and 2 at my club. Please note that this does not include civilians (a scruffy lot), characters of SL 4 and lower (an even scruffier lot) and members of the CG (the absolute dregs).

† FLAG Lt. Colonel KM

**** PARTY ** PARTY ** PARTY ****

To celebrate the New Year in style. Come to Zachary The Money Goes (ZTMG) New Year's Bash!

Everyone in Paris is welcome, even the scum of the Cardinal's Guard.

Tickets will cost 50 crowns per week you attend. But you can buy the whole month for only 150 crowns.

**** PARTY ** PARTY ** PARTY ****

Personal

Sir Omi,
After seconding me against your own subordinate, please could you keep him out of my sight? It's interrupting valuable drinking time at parties. Now, I'm off for some valuable drinking time at parties.

Yours etc.,

† JdV

Dear Parents;

I have arrived safely in Paris and am looking to join any Frontier Regiment, I am ready to fight and die for God and Country. My meagre funds and lack of skills are all the more to drive me to excel in all fields of my endeavours. You have taught me well how to survive; as a poor family we never lacked love for one another. The material things in life are just the extra luxuries that come to those that may be able to afford them, but do they have the love and comfort of a close knit family as we do?

I did enjoy a good meal in a nice inn along with a glass of fine wine, the only luxury I afforded myself before going off to battle. I have to admit to being somewhat nervous, but I am not afraid: what will be will be. But I am not stupid to go charging headlong into a den of wolves, I will follow my leaders and obey the orders given me.

My best to you, dear mother and father, also give hugs and kisses to Colette and François. I will write to you as often as I can from the front lines.

Your loving son and brother,

† Louis Beaulieu

Dear Count Brigadier Quartermaster Money Goes

I would be delighted to show you my engravings, and would welcome an invitation to a 'petit confidentiare' at your club any time that suits you.

Yrs,

† Major Nennie

CWAE: Servant?

Servant: Yes, Sir?

CWAE: I haven't heard anything from my dear friend Stan in weeks... How am I supposed to deal with these awfully complicated government duties if he doesn't tell me what to do?

Servant: (remains respectfully silent)

CWAE: Do you know what could be the reason for that? Send another letter to him asking for details about our government plans – preferably a pile of documents for me to sign...

Servant: As you wish, Sir.

(The servant leaves the MoS's chambers. A few minutes later, he can be seen in the library of CWAE's mansion burning letters addressed to the MoS bearing the seal of the Ministry of War. A sinister hooded figure hands him a bag of silver coins and leaves through the back door.)

To Brevet Brigadier-General Baron Charlemagne le Gosse, Cardinal's Guard and Minister without Portfolio.

It has long been my ambition to serve in his Eminence's Guard and I thank you from the bottom of my heart for the opportunity to serve him in the capacity as one of his Guard. My father will be absolutely delighted as will my mentor, the Canon of Paris, who holds the Cardinal and your good self in the highest of regard. May the divine God and His Eminence watch over me as I enter into their service,

Your Most Obedient Servant,

† He'sa Hasbian

He'sa Hasbian,

I'm sorry to hear that you've taken leave of your senses and joined the Cardinal's Guard. I won't hold this against you; I'll let my sword do that for me.

In disgust,

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

To all military men

There are far too many 'hommes grises' occupying important military positions, and blocking the promotion prospects of those of us with more of a feel for 'le vive militaire'

I suggest that we all work together, applying whatever 'petites suasions' we can to encourage them to take their lack of talent elsewhere

Obviously, this would not apply to those in the 53F, as even an 'anane anomie' would do a better job...

Yrs

† Major Nennie

Poetry Corner

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

1 To the largest girl,

I have ever seen,

I know we could make,

A wonderful team.

I'll bathe you and shower you,

With my elephant's trunk,

Till you're giddy with pleasure,

As if you were drunk.

2 Vast are the plains,

Of your lily-white thighs.

Deep are the pools,

Of your sensuous eyes.

Your breasts roll as the sea,

With the wind in your hair.

Imagine the joy,

That our bodies could share.

3 I'll kiss and caress,

I'll nip and I'll bite;

With wild abandon,

You'll scream your delight.

And then, in the glimmer,

Of a new golden dawn,

I'll give you a reason,

To be glad you were born.

4 Oh, please, Ella Fant,

Do us this favour,

I'll make you a night,

Of mem'ries to savour,

For you will recall,

Our drama fonder,

When into your jungle,

Slides my anaconda.

† SDL

Poem by Louis Beaulieu

Bury Me In The Clover or Snow

1 Fold me in our country's stars,

Roll the drum and fire the volley.

What to me are all our wars,

What but death bemocking folly.

In the clover or the snow,

What cares I, I cannot know.

2 Leave me to God's watching eye,

Trust me to the hand that made me.

Mortal love weeps idly by,

God alone has power to aid me.

In the clover or the snow,

What cares I, I cannot know.

1 Don't be a Shrinking Violet,

Nor ever Forget-me-not,

I feel a certain Euphorbia,

When you smile like a Buttercup,

Your hair is a-shimmer with

Marigold,

Your soul knows the Cherry's peace,

My heart is a-flutter with Rose petals,
Trode under your lily-white feet.
2 For now I have sung you a rainbow,
Depicted in flowers full and gay,
Please will you be my lady,
I call on you, Edna Bucquette.

† SDL

I really cannot see at all...
What is much better than kicking a ball...
Or having a laugh and downing some beers –
Save duelling with the Queen's Own Carabiniers!

† OdC

1 Al Qué Holique had a drink,
Chug-a-lug a mug.
And in that mug he had some: Beer!
Chug-a-lug a mug!

With a Quaff, Quaff here,
And a Quaff, Quaff there,
Here a Quaff, there a Quaff,
Everywhere a Quaff, Quaff,
Al Qué Holique had a drink,
Chug-a-lug a mug!
2 And in that mug he had some:
Rum!
With a Swig, Swig here,
Etc.
3 And in that mug he had some:
Wine!
With a Gulp, Gulp here,
Etc.
4 And in that mug he had some:
Schnapps!
With a Slurp, Slurp here,
5 And in that mug he had some:
Brandy!
With a Sip, Sip here,
Etc.

† SDL

Points Arising

I have updated the rules for **Les Petites Bêtes Soyeuses**. They are available on the website as a PDF: www.pevans.co.uk/LPBS/LPBSRules.pdf. They contain all the changes and clarifications since the last version (including the Horse Racing rules) and I recommend that all players have a read through. If anyone would like a paper copy, let me know.

Co W Ard Extrême's appointment as **Minister of State expires** at the end of January. Characters who wish to apply for the job should do so with next month's orders (and then start

gathering plenty of influence for the following month!).

It's not a trial, but the Chancellor of the Exchequer, Alfonse Qué Holique, has been caught embezzling. The Minister of Justice, Revaulvin d'Or, decides his fate next month. If I don't get any orders for RdO again, AQH will suffer the consequences. It needs a 7 or more on the roll of two dice to execute him and the King will commute this on a 7 on one die. Either of these rolls may be influenced.

The following didn't get any orders in on time ("No Move Received") and suffered the consequences.

BdW Bud d'Wiser (Francesca Huskinson) has NMR'd. Total now 1
HC Harry Covert (James Guiton) has NMR'd. Total now 1
LI Lokwot Isaw (Barry Townsend) has NMR'd. Total now 1
RdO Revaulvin d'Or (Jerry Spencer) has NMR'd. Total now 1
SF Sebastian Flyght (Kevin Morgan) has NMR'd. Total now 3 and is sent to a Frontier regiment
X3 Xavier 3sup (Mark Mortimer) has NMR'd. Total now 1
X6 (Brian Niemi) has NMR'd. Total now 3 and is sent to a Frontier regiment
X7 (Richard Huzzey) has NMR'd. Total now 3 and is sent to a Frontier regiment

I have not generated a new character for Richard Huzzey as his subscription has lapsed.

We welcome several new players to the game this turn. Ashley Casey transfers his character (HH) from the game I used to run at the Manorcon PBM games convention. Andy Burke joins us this turn and Richard Clyne

re-joins us from next turn. Welcome to you all.

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.

Reminders: It is worth sending orders in even if they're a day or two late: I may be able to action the orders and will probably be able to use any press. It also reassures me that you're still there.

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to lpbsorders@pevans.co.uk and you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk. ◇ P

Announcements

Denis Bone applies for Aide to Brigadier
D'en Percent asks NPC Lt.Colonel of Princess Louisa Lt Dragoons to resign

He'sa Hasbian asks NPC Captain Cardinal's Escort to resign
He'sa Hasbian applies for Captain Cardinal's Escort

Leo Nenmie asks NPC Lt.Colonel of Queen's Own Carabiniers to resign
 Leo Nenmie asks NPC Lt.Colonel of Archduke Leopold Cuirassiers to resign
 Leo Nenmie asks NPC Lt.Colonel of Crown Prince Cuirassiers to resign
 Leo Nenmie asks NPC Lt.Colonel of Grand Duke Max's Dragoons to resign
 Leo Nenmie asks NPC Lt.Colonel of 27th Musketeers to resign
 Magnon de Sources applies for Regiment Adjutant of PM
 Rene Ouai asks NPC Brigadier of Horse Guards Brigade to resign

Rene Ouai asks NPC Brigadier of Heavy Brigade to resign
 Rene Ouai asks NPC Brigadier of Dragoon Brigade to resign
 Stan Dandy Liver asks NPC Lt.Colonel of Princess Louisa Lt Dragoons to resign
 Stan Dandy Liver asks NPC Major 1 of Princess Louisa Lt Dragoons to resign
 Zachary The Money Goes asks NPC Captain 1 of King's Musketeers to resign
 Zachary The Money Goes asks NPC Captain 2 of King's Musketeers to resign

Duels

Results of this month's duels:

Euria Humble (with SDL, gains 1 Exp) beat Denis d'Ertée.
 Orson de Combat didn't turn up to fight Henry Thierry Christian and lost SPs.
 Averell de Alton (gains 1 Exp) beat Colin Maillard (with PdMR).
 Felix de Carabas (gains 1 Exp) beat Joseph de Veevre (with OP).

Grudges to be settled next month:

He'sa Hasbian (Rapier, 5 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause for being in enemy regiments.
 Alfonse Qué Holique (Rapier, 1 rests) has cause with Stan Dandy Liver (Cutlass, Seconds OdC & SS, adv.) for pinching Ella.

Bud d'Wiser (Sabre, adv.) has cause with Antoine Valois (Sabre, 5 rests) for pinching Leia.
 Alfonse Qué Holique (Rapier, 1 rests) and Gaston de St Marque (Rapier, Seconds OdC & ZTMG, adv.) have mutual cause as neither stood down over Maggie.
 Charlemagne le Gosse (Rapier, Seconds SS, adv.) and Gaston de St Marque (Rapier, Seconds OdC & ZTMG, 1 rests) have mutual cause as neither stood down over Maggie.
 Denis d'Ertée (Rapier, adv.) has cause with Joseph de Veevre (Rapier, Seconds OP & RdO, 2 rests) as he's not Noble but higher SL.
 Denis d'Ertée (Rapier) and Leo Nenmie (Sabre, adv.) have mutual cause as enemies.

Leo Nenmie (Sabre, adv.) has cause with Joseph de Veevre (Rapier, Seconds OP & RdO, 3 rests) as he's not Noble but higher SL.
 Lucien d'Escaillehuitaillement (Rapier, 4 rests) and Omi Palone (Rapier, Seconds ZTMG & FLAG, adv.) have mutual cause for being in enemy regiments.
 Magnon de Sources (Rapier, adv.) and Pierre de Mont Réal (Rapier, Seconds CM, 1 rests) have mutual cause for being in enemy regiments.
 Henry Thierry Christian (Sabre, Seconds ZTMG & DB, adv.) has cause with Stan Dandy Liver (Cutlass, Seconds OdC & SS, 4 rests) for pinching Edna.
 Charlemagne le Gosse (Rapier, Seconds SS, adv.) and Felix de Carabas (Rapier, 2 rests) have mutual cause for being in enemy regiments.

Charlemagne le Gosse (Rapier, Seconds SS, 3 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause for being in enemy regiments.
 Felix de Carabas (Rapier, adv.) and He'sa Hasbian (Rapier, 1 rests) 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.

Duels held over until March 1659:

Ced Deucer versus Horatio d'Escargot.

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

Andy Burke gets the First son of a small Merchant: Init SL 4; Cash 28; MA 1; EC 3 (FR).
 Ashley Casey has the Bastard son of an Impoverished Viscount: Init SL 9 (but starting here at 10); MA 2; EC 3 (HH).
 Richard Clyne gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 1; EC 4 (X2).
 Brian Niemi gets the Second son of an Impoverished Baron: Init SL 7; Cash 40; MA 1; EC 3 (X1).



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	OK	B.Bdr-General KM/2nd Army QMG	11 Anna	Flr	4	Gerald Udowiczanko
AQH	Baron Alfonso Qué Holique	24	53	Fthy	B.Bdr-General RFG/Chancellor	7	Flr	5	Tym Norris
SDL	Viscount Stan Dandy Liver	23	49	Wthy	Lt-General/War Minister	11 Edna	Flr	4	Guy Arnold
HTC	Count Henry Thierry Christian	23+	73	Fthy	B.Bdr-General QOC/CPS	14 Edna	Flr	3	Matthew Shepherd
CIG	Baron Charlemagne le Gosse	22	46	Rich	B.Bdr-General CG/Min w/o Port	8 Lois	Flr	2	Neil Packer
GdSM	Viscount Gaston de St Marque	20	54	Comfy	General/2nd Army Commndr	9 Violet	Flr	3	Nathan Richards
SS	Sir Sean Soudamour	20	51	Wthy	B.General/1st Army Commndr	17 Jacky	Flr	2	Pete Holland
BdM	Viscount Beppe de Marko	20	41	Fthy	Bdr-General	17 Jacky	Flr	2	Mark Moores
HC	Earl Harry Covert	18	36	Wthy	Lt.Colonel RFG	14	Both	2	James Guiton
BR	Baron Beau Romir	17	39	Wthy	Captain RFG/Capt.K's Esc	4 Frances	Both	3	Graeme Morris
LI	Viscount Lokwot Isaw	17	37	Rich	Major RFG/Gen's Aide (2nd Army)	15	Both	3	Barry Townsend
RdO	Sir Revaulvin d'Or	17	35	Rich	B.Bdr-General 13F/Justice Min.	8	Flr	4	Jerry Spencer
OdC	Baron Orson de Combat	17+	56	Comfy	Colonel DG/Min w/o Port	4 Lucy	Flr	5	Francesca Weal
RO	Rene Ouai	16	49	Comfy	B.Lt-General/Insp.Gen.Cav	1 Kathy	Both	5	Peter Denison
MdZ	Sir Marc de Zorro	16	46	Comfy	Major RFG/Gds Brigade Maj.	3 Guinevere	Both	5	Colin Parfitt
OP	Marquis Omi Palone	16	23	OK	Major KM	4 Katy	Both	4	Mike Dommett
GdLi	Sir Gar de Lieu	15+	46	Poor	B.Lt-General/Insp.Gen.Inf	3 Maggie	Both	4	Bill Hay
JS	Sir Jacques Shitacks	15+	45	Poor	B.Bdr-General RM/Min w/o Port	3 Bess	Flr	4	David Oliver
JdV	Joseph de Veevre	13	28	Comfy	Lt.Colonel 13F/2nd Div Adjutant	3 Bess	Both	5	Andrew Kendall
X3	Sir Xavier 3sup	13	21	Comfy	Lt.Colonel RM/Cav Div Adjutant	4	BG	5	Mark Mortimer
EH	Baron Euria Humble	13+	50	OK	Lt.Colonel DG/FMshl's Aide	11		5	Matthew Wale
BdW	Bud d'Wiser	12-	0	Comfy	B.Bdr-General GDMD	11		2	Francesca Huskinson
LdE	Lucien d'Escaillehuittaillement	11+	35	Comfy	Major CG	3	Hunt	4	Nik Luker
HH	He'sa Hasbian	11+	34	Comfy	Captain CG	2 Mary	Hunt	3	Ashley Casey
AdA	Averell de Alton	10	23	Poor	Captain RFG	2 Mary	Hunt	4	Martin Jennings

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
FLAG	Sir Fernand Louis A de Gaulle	10	18	OK	Lt.Colonel KM	5	Hunt	4	Hajo 'Red' Schlosser
CD	Sir Ced Deucer	10	F	OK	Lt.Colonel CG	8	Hunt	3	Nigel Monaghan
DdE	Denis d'Ertée	10+	32	OK	Colonel 53F	1 Sue	Hunt	3	Pete Card
FdC	Felix de Carabas	10+	30	OK	Captain KM/C.Prnce Aide	1	BG	2	Mark Barrowcliffe
HdE	Horatio d'Escargot	9	15	OK	Major ALC	4 Henrietta	BG	3	Graeme Wilson
LN	Leo Nennie	9+	50	Poor	Major CPC	4 Ulla	F&P	5	Chris Boote
JdL	Jacque du Lac	8	21	OK	Colonel PM/1 F Brigade Maj.	5 Deb	BG	4	Paul Wilson
JW	Jacque Wabbit	8	18	Wthy	Major DG/LtGen's Aide (SDL)	6	F&P	2	Terry Crook
AV	Antoine Valois	8+	25	Comfy	Major GDMD	1 Leia	BG	4	Simon Burling
GN	Gregoire Nouille	7	11	Poor	Major 69A/4 F Brigade Maj.	1	BG	3	Bill Michell
TT	Thomas Tudo	7	11	OK	Captain ALC	2	BG	5	Ben Brown
DeP	D'en Percent	7	8	OK	Major PLLD	1	F&P	4	Gerry Sutcliff
DB	Denis Bone	6	13	OK	Captain QOC	3	F&P	5	Timothy Hunt
GV	Gérard Vidocq	6	F	OK	Private CG	4	RP	3	Filipe Silva
CM	Colin Maillard	6+	19	Poor		2	F&P	2	David Lopez
PdMR	Pierre de Mont Réal	6+	18	Poor	Major 4A	6 Belle	F&P	5	Pam Udowiczanko
Mds	Magnon de Sources	5	13	Poor	Captain PM	4 Betty	F&P	5	Robert Carter
FR	Ferro Roche	4	5	Poor		1		3	Andy Burke
X2		4	0	Poor		1		4	Richard Clyne
LB	Louis Beaulieu	3	F	Poor		5		4	Bill Schmitt
X7		3	RIP						Richard Huzzey
X6		2	RIP						Brian Niemi
SF	Sebastian Flight	2	F	OK	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+