

That would be enough

This has been issue 71 of *To Win Just Once*, published 30th December 2006. 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 *Star Trader* and *Railway Rivals* to Mike Dommert by 12th Jan.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 19th January 2007.

(Deadlines for 2007 are 16th/23rd February, 23rd/30th March, 27th April/4th May, 1st/8th June, 6th/13th July, 10th/17th August.)

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Games only	UK & Europe (VAT @ 17½%)	Rest of world (tax free)
Per game turn	£0.50	£0.50
11-turn subscription	£5.00	£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: www.engarde.co.uk

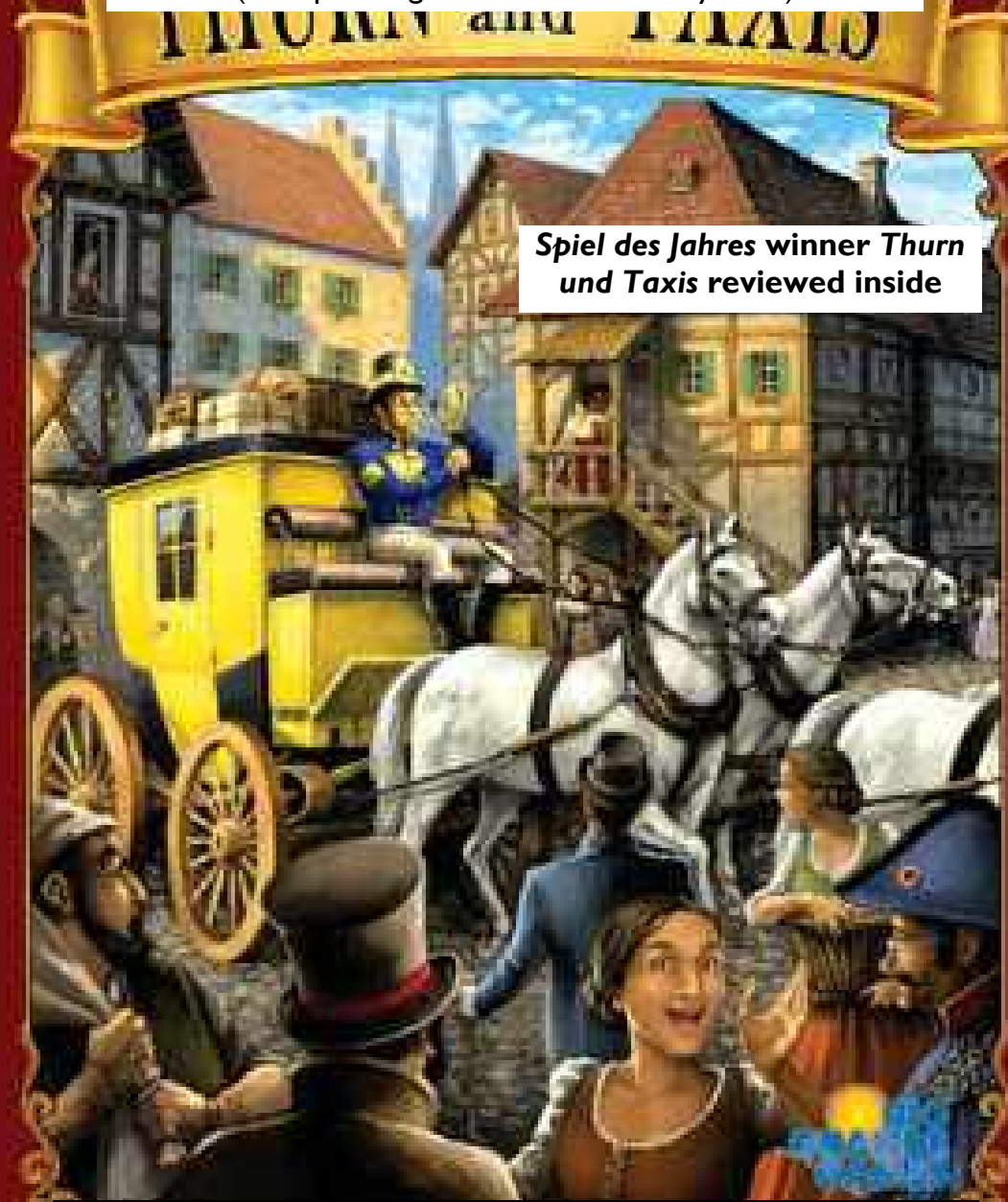
Railway Rivals on the North England map has started. Queue here for the next game. We provide rules and a working copy of the map.

Star Trader Colin Parfitt, Thomas Frost and Mark S Robinson are waiting for the next game. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

A Happy New Year to you all and welcome to 2007! I'm sorry I didn't manage to get this issue of *To Win Just Once* out before Christmas, but there was just too much going on at work – along with the Christmas preparations.

It looks like I'm going to be busy for several months, so expect the next few issues to be a bit thinner than usual. Of course, you are all more than welcome to add your own contributions and save me some work. (Hint, hint!)

The website statistics for November show that the PDF version of *TWJO* 69 was downloaded 80 times and *TWJO* 70 71 times in the one week it was available. As in recent months, my review of *Viking Fury* was the most popular page on the website and “viking” was the search term used most often to find the site. But that's old hat: let's get on to a more recent game.

Thurn und Taxis reviewed

Well, it's the 2006 *Spiel des Jahres* (Game of the Year) in Germany and there's been quite a buzz about *Thurn und Taxis* since it first appeared: let's see if it lives up to its reputation. Interestingly, the game's author is given as Karen and Andreas Seyfarth. Andreas Seyfarth, of course, gave us *Puerto Rico*. Karen Seyfarth is the missus and, according to Herr Seyfarth's interview with Tom Vasel (www.thedictower.com/interviews/int087.htm), “she did work much on all of my games with playtesting, suggestions and critiques”. This time they're joint designers (as they were on *Max und Moritz* in 1991). But enough of this, what about the game?

The game is about the beginnings of the mail service in Germany. (The game's title comes from the noble house of Thurn und Taxis, which started postal services in Europe in the sixteenth century.) The board is a map showing regions of what is now Germany and neighbouring countries and centred on Bavaria. The board also shows the main towns – from Lodz (Poland) in the top right corner to Basel (Switzerland) in the bottom left – and the network of roads that connects them. This is how the mail is carried.

The other major component is a deck of cards. Each card shows one of the towns on the board. Players use these to build up routes. Half a dozen cards are laid out and, each turn, you must pick up one of these. You must also play one in front of you, adding to or starting a route. The cards in front of you must reflect the road connections on the board. Thus if you start with Basel, you can place Zurich to one side of it and/or Freiburg to the other – these are the only two roads out of Basel. There are three other roads out of Freiburg and two from Zurich. As you

can see, once you start a route, you are severely constrained in the cards you can play. In particular, you can only add to the ends of the route, you can't insert cards in the middle. This gives a certain spatial awareness element to the game. It is quite possible to start a route that you then have to scrap as you run out of the right cards. Or you may want to do this for tactical reasons.

The board also constrains routes. Notably, there's only one road to Lodz. This makes it a tough place to include in a route unless you have the right cards before you start. The road from Lodz goes to Pilsen, in Bohemia (or the Czech Republic as it is known these days). I'm intrigued that the only other Bohemian town on the board is Budweis. Do Pilsener and Budweiser ring any bells? I find it a bit more than coincidental that two major centres of the brewing industry are the only Bohemian towns worthy of mention. I think one of the Seyfarths likes their beer! I'll go for a Budvar (as Budweis is known in Czech).



Once a route reaches three cards long, a player can declare it complete. This lets them place pieces (wooden 'houses') in the towns (where they don't already have a house) to show the extent of their network. They can either place a house in each town in the route that is in one region or one house in a town in each different region that the route includes. Say you have a route of Lodz (Poland) – Pilsen

(Bohemia) – Budweis (Bohemia) – Linz (Austria). You could put houses in Pilsen and Budweis as they're both in the same region. Or one in each region: Poland, which has to be Lodz, Austria, which means Linz, and Bohemia, which is either Pilsen or Budweis. This gives some direction to planning your routes.

Completing a route can also get you some points. First, players can claim a stagecoach card if they've achieved a route of the minimum length. The smallest is 3, the largest 7. You can only take the next highest even if your route is longer. Second, you may be able to take one (or more) of the various bonus chips that are available. If you meet the requirements, you take the highest value chip still available for that bonus. So it's not just the first person to achieve something that gets a bonus, but they'll get the biggest bonus. There are bonuses for getting long routes. There are bonuses for having a presence in all the towns in a region or group of regions: Bohemia + Austria, for example. There are also bonuses for having at least one house in each region apart from Bavaria (it's the largest region on the board). Finally, there is a 1-point bonus for being the person to trigger the end of the game.

And the game usually reaches its end when someone claims their 7 coach. At this point, everybody who hasn't taken their turn yet this round gets to do so. Then players score up and the player with the most points wins. Each player gets the points for their biggest coach and their bonuses and loses points for any houses they haven't placed yet. As the 7 coach is worth ten points and the 6 coach only 7, getting that 7 coach is a decent step on the way to winning. Of course, it's quite possible that another player or two will be able to get a 7 coach as well, so you need a few more points.

Now that you've seen what the scoring opportunities are, you'll have an idea of what players are trying to do in building their routes. Getting pieces into a region, spreading across regions and making longer routes. As the bonus for something is bigger the earlier you get it, there's a definite incentive to be first to earn a particular bonus. And that means keeping an eye on what the other players are up to. I like the fact that it's still worth going for a bonus even if someone else gets there first. It also means that there are always ways to score points available to players.

Another way the game can end is when somebody uses up all their houses. This means you really need to keep an eye on how many the other players still have – and how many you've got. Even if you are racking up bonuses, you can't afford to fall too far behind other players in getting your houses on the board or you'll really suffer from the penalties for having pieces left over. And it is quite possible that one player building towards a route that's 7 long will be thwarted by someone else using up their pieces.

There is one other thing to mention. I've said that each turn a player gets to pick up a card and play a card and may declare a route complete – thus getting any coach and/or bonus for this. There's one other thing they do: use one of the four special actions available to them. One of these allows them to pick up a second card; another to play a second card. These are the abilities used most often in the game, allowing a player to draw two and play one or draw one and play two each turn. The third action is to replace the set of face-up cards – usually in the hope of getting something more suitable to pick up. The final special action allows a player to claim a coach card that is up to two higher than the length of route they have just completed. This can be very useful, especially when it lets you claim that 7 coach with a route that's only 5 long. The thing to remember, when planning your turn, is that you only get to use one special action each turn! It's all too easy to get used to drawing or playing two cards a turn and forget that you can only do one when you want to claim that your route is two longer than it is.

The mechanics of the game are relatively straightforward, leaving players with the challenge of planning what they're doing. The aim is to score points faster than the other players and, ideally, grab a 7 value coach (and end the game) before anyone else. There are plenty of things to think about along the way, but the game is not overwhelming and certainly doesn't outlast its welcome. In fact, I'd say it usually ends a bit more quickly than players expect – something to be aware of when you first play the game.

Thurn und Taxis is a clever, tactical game without being too demanding. It requires players to think about what they're doing – both within each turn and longer term – and take decisions. Players are constrained by the availability of cards and must work within these limitations. However, there are lots of ways of scoring points, so there are always things to do each turn. What this game doesn't have is any interaction between players. Players need to keep an eye on what others are doing in order to avoid competing for the same cards and bonuses and so that they aren't surprised by a game-ending move. Apart from that, each pursues their own path, expanding their routes and racking up their own scores. It's my kind of game!

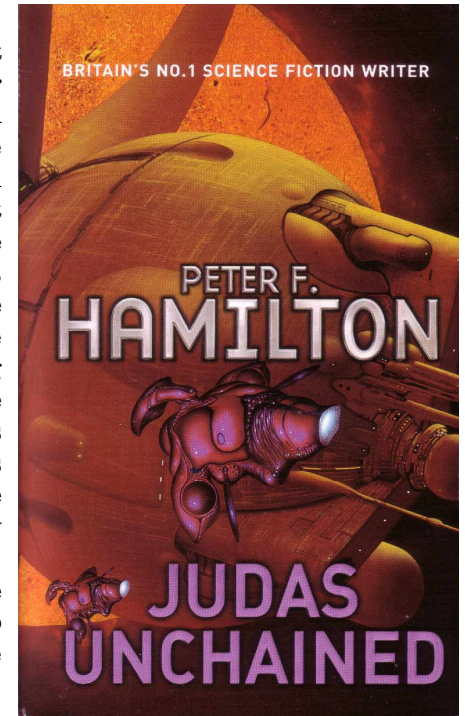
Overall, I like it a lot, but I recognise that it's not going to be everybody's cup of tea. It gets 9/10 on my highly subjective scale.

Science Fiction

Judas Unchained is the second 1200 pages of Peter F Hamilton's 'Commonwealth Saga.' I reviewed the first volume, *Pandora's Star*, in TWJO 57 and have been anticipating the conclusion ever since. It was top of my reading pile when I went away in September and I wasn't disappointed.

The story so far: the setting is a human civilization expanding across the stars thanks to wormholes (providing direct links from planet to planet), effective rejuvenation and the ability to record (and restore) memories. The main plot of *Pandora's Star* has humanity investigating an astronomical anomaly only to wish they hadn't. Human space is invaded by an enemy that has learnt the technology of interstellar travel from the explorers. Oops! This may be the main plot, but it's not enough for Hamilton. We also have a genetically-engineered detective (Paula Myo), political manoeuvring, a terrorist organisation that believes human development has been subverted by an alien (the Starflyer) for its own ends, several other alien races and a major character (Ozzie Isaacs) on walkabout across the interstellar pathways of fey aliens. My question at the end of *Pandora's Star* was how Hamilton would weave these disparate stories together. I had a particular feeling that Ozzie's wandering would produce the ultimate answer.

Judas Unchained picks up where the first volume left off and pitches the reader straight into the middle of the action with an assassination. Then we get to see some of the political infighting and catch up on Ozzie's progress. Hamilton is very good at showing us the big story through the personal stories of the individuals involved – most of whom aren't able to see the big picture. For example, we see the high level political and military planning that goes into humanity's response as we follow the senators and military leaders we met in *Pandora's Star*. We readers have already had an insight into the aliens, however, so we immediately suspect how things are going to go wrong. Another of Hamilton's strengths is that he still surprises us – things don't go according to plan in his stories any more than in the real world.



We also find out more about the terrorists and what the invasion means to their agenda. We follow the story of Paula Myo as politics first gets in her way and then gives her fresh opportunities. The whodunit strand that I rather enjoyed in *Pandora's Star* is not repeated here. Instead, life gets rather complicated for Ms Myo. Not least because of the return of some characters who appeared to have left the story in the first book. We have guerrilla fighting on the occupied planets.

We have the continuing survival of a human consciousness embedded in an alien body – which is what gives readers an insight into the aliens. And we have the continuing odyssey of Ozzie Isaacs (and friends) across alien worlds, ending in a surprising hijacking – rather different from what I was expecting.

The climax of the story is, of course, the final battle against the invading aliens. Or is it? There is a lot more going on and for the last third or so of *Judas Unchained* the alien threat is in the background as another plotline takes centre stage. While the story as a whole is wrapped up, humanity is in a very different position than it was at the start of the story and there is a lot of mopping up to do. In the grand tradition of space opera, billions have died, planets have been destroyed and stars exploded. One of the questions about space opera is whether it makes economic sense to invade other star systems. Of course, in fiction, this depends on the economy the writer has established – make interstellar travel cheap and the rewards high and invasion makes sense. In these books, Hamilton constructs a wholly believable alien culture in which constant expansion is not just possible but an imperative. Clever stuff.

Taken together, the two volumes make one terrific story. It is a tale of the huge sweep of (future) history, told through the detailed stories of individuals. It is Peter F Hamilton on the very best form and I recommend it highly.

Games Events

The New Year starts with Stabcon as usual: 5th-7th January at the Britannia Hotel in Stockport. I won't make it this year, but it's always good fun, with a mixture of role-playing and board games (and a few CCGs). Sign up with the Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Later in January, it's Oxcon: over the weekend of 20th and 21st at The Mitre, High Street, Oxford. This features the usual *Settlers* and *Lost Cities* tournaments plus, for the first time, a *Puerto Rico* tournament. There's plenty of room for other games playing and lots of other things going on. For details, see the website: users.ox.ac.uk/~diplo/oxcon.

For more information on board games events in general, see the *Queen's Lane Advertiser*, which can be found at www.boardgamers.org.uk/qla.php.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street London SE1 (just along from London Bridge station, past the London Dungeon). 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: 5th-7th January 2007 at the Britannia Hotel in Stockport. Long-running con that mixes role-playing and board games (and CCGs). Sign up with the Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Maycon: late May bank holiday weekend at a location to be determined. This friendly convention is a mixture of board games and role-playing and includes the UK Spielchamps tournament. Keep an eye on the website – www.maycon.org – for the latest details.

Summer Stabcon: early July at Woolton Hall, Manchester University.

Spiel: the board games event of the year. 18th-21st October 2007, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: a long-running board games event in central Birmingham. Early November 2007 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 71 was written and edited by Pevans. The *LPBS* masthead (page 18) is by Lee Brimmicombe-Wood, as is the illustration on page 25. Bryan Lea drew the illustrations on pages 19, 21 and 32. Tim Wiseman did the one on page 23 and Nik Luker the picture on page 24. The cover picture is from the English language version of *Thurn und Taxis*, courtesy of Rio Grande Games. Pevans took the photos and played with his scanner and Photoshop.

Games from Pevans

Mail order board and card games in the UK



Check out the website for all the new (and old) games available. The very latest additions include:

Claim It! – a push-your luck game from Kris Gould

Take it to the Limit! – Peter Burley's 'advanced' *Take it Easy!*

The long-awaited *Tempus* from Martin Wallace

www.pevans.co.uk/Games

St Mary's Railway Rivals game 4 – Turn 8

Races

Race	From	To	STRIKE	TGWR	LATE	PCMR
7	13	32	15 - 5		0-3+2	15+6
8	14	51			20-3	+3
9	26	54	0-2+5	+6	10-4+5	20-10
10	21	46	10			10
11	62	43	10	10		
12	36	64		10-2		20+2
6	35	55		20		
Total			33	44	27	66

LATE falters and the gap closes to the other companies. STRIKE makes the only build, which looks like paying off immediately.

PCMR built from L23 to K24 on the first round, so last turn was as reported for PCMR. K12 – J11 was not 1 to LATE, but 1 to TGWR: scores have been adjusted.

Builds and scores

Player A

SOMEBODY TO REALLY INFLAME
KEN'S EGO (STRIKE)

Gerald Udowiczenko (BLACK)

Builds: (Tottenham Court Road) –
Euston

Score: $96 - 6 + 33 = 123$

Player B

TURNHAM GREEN WIVENEY
RAILWAY (TGWR)

Chris Boote (RED)

Builds: None

Score: $54 + 44 = 98$

Player C

LONDON AREA TRANSIT EXPRESS
(LATE)

Steve Bunce (BLUE)

Builds: None

Score: $140 + 27 = 167$

Player D

PEVANS'S CENTRAL METRO-
POLITAN RAILWAY (PCMR)

Paul Evans (GREEN)

Builds: None

Score: $59 + 66 = 125$

GM Notes

Races for the next round (you may enter up to four):

13 42 Liverpool Street – 15 Marylebone

14 34 Charing Cross – 25 Euston

15 56 Richmond – 63 Hammersmith

16 66 Paddington – 11 Watford

17 52 Victoria – 33 Cannon Street

18 23 Finsbury Park – 45 Elephant & Castle

Races were pre-rolled – race 14 stands.

Next turn's build allowance after the races is 8 points, including known payments to other players.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 12th January 2007.**

Ribblehead Viaduct Railway Rivals game 5 – Turn 3

A: NEW UNIFIED LOCOMOTIVE
COMPANY (NULC)

Colin Parfitt (BLACK)

Builds: (Preston) - K8 - Blackpool; (K8)
- Lytham (+6, 3 to NEW)

(Lancaster) - Q12 - R12 - R13

(R13) - R15 - T16

Score: $25.5 + 6 - 3 = 28.5$

B: PEVANS'S NORTHERN COAL
RAILWAY (PNCR)

Paul Evans (RED)

Builds: (York) - N29; (A72) - A70 - Z19
(Z19) - Z18

(Z18) - Z16 - B65 (5 to NEW)

Score: $26 + 2 - 5 = 23$

C: LONG AND TORTUROUS
RAILWAYS IN NORTHERN
ENGLAND (LATRINE)

Steve Bunce (BLUE)

Builds: (D12) - Warrington; (J27) -
York (+3 - 2 PNCR)

(J27) - G 29

(G29) - Doncaster; (I28) - I30 (+3)

Score: $41 + 6 - 2 = 45$

E: CHUFFIN' RAILWAYS (CR)

Nathan Richards (BROWN)

Builds: (D15) - D 13 - Warrington;
(D14) - Wigan; (Warrington) - C12
(St Helens) - D9

(D9) - D8 - Liverpool; (D9) - F8

SCORE: $38 = 38$

F: NORTHERN EXPANSION INTO
WASTELANDS (NEW)

Gerald Udowiczenko (ORANGE)

Builds: (R10) - W13 - W14

(W14) - Y15 - Y16

(Y16) - Z16 - Appleby (+3)

Score: $29.5 + 3 + 5 + 3 = 40.5$

GM Notes

TOOT has stopped playing. TOOT's track will remain in place. It can be used by anyone when racing at normal costs. Building parallel and forming junctions will cost as normal. No further track will be added to TOOT's railway.

PRESTO is rebranded to the original intended name of NEW.

Corrections

Last Turn NULC Built J16 to K17 and NOT K15 on his way to Burnley.

Last Turn LATRINE should have paid 1 to CR for the Junction at I25 (rectified).

Last Turn TOOT built Barnsley – F25 – E25 (and NOT F26).

Next turn's builds are **4, 5, 6**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 12th January 2007.**

Mission of Gravity

Star Trader game 3 – Turn 14

“That was rough!”

“Report, please.”

“Uh...”

“Report please, systems check.”

“Umm, captain – my screens are clear.”

“Where are we?”

“Just off our starting point, Sir.”

It's hard to steer when psionic emanations are disrupted! Hyperspace is difficult enough to travel without the added burden of a Psychic Jam. Most of the better crews still found their way to the target systems, but many of the poorer crews, and those taking risky jumps were limping back into the spaceports all this quarter with exhausted crew. Many Corporations found themselves with ships scattered around the 8 systems.

However, the word that a ship was wanted to take an exploration team had got round and there was keen competition got the contract. It was won by TRADE WIND, whose ship, Bolearis, was despatched from Gamma Leporis.

The presence of the highly illegal tobacco on Sigma Draconis, probably raised by the AIA as a typically irrational activity, was the target of VOGON's ship, which made an unauthorised landing on Planet.

CAESAR WHOLESale collected some weapons at Alpha Centauri for onward shipment. Suggestions that the Corporation should be investigated were overruled by friends in the System Government.

TRANS SOLAR TRADING INC bought 11 Alloys for 3 HTs each at Gamma Leporis and gained a Dealership.

Epsilon Eridani saw ZWILLINGE selling 3 Isotopes for 7 HTs apiece. ALSAFI-TOLIMAN ACQUISITIONS Co. sold 6 Petroleum for 12 HTs each – undercutting ZWILLINGE's bid of 14 – and gained a Contractorship.

At Delta Toucanis ISNOTISTOO sold 2 Alloys at a price of 4 HTs, but failed to sell Isotopes at 10. Neither did ISKANDER, selling at 8, or ZWILLINGE, selling on Contract, when their ship had failed to arrive with the goods. TRADEWINDS sold 8 at 8 and VOGON sold 2 more at the same price. ISNOTISTOO bought 10 Petroleum for 10 HTs to become a Dealer, while ISKANDER bought just 1 for 9 HTs. ISNOTISTOO then sold 14 Spice for 12 HTs each, gaining a second dealership, and cutting out ZWILLINGE who wanted to sell at 13 HTs.

VOGON disposed of an Alloy for 5 HTs at Tau Ceti. ALSAFI TOLIMAN bought 12 Isotopes for 4 HTs each and acquired a Dealership. ZWILLINGE and ISKANDER bought 5 each on Contracts. TRANSURANIC's bid of 1 was ignored. ZWILLINGE then sold 10 Petroleum for 8 HTs apiece and became a Contractor.

ISKANDER sold 9 Isotopes at 7 at Mu Herculis, undercutting VOGON's 8. CAESAR WHOLESale dropped 9 Liquor for 7 HTs each to gain a Dealership and SSL&M sold their single one on Contract. CAESAR bought 4 Monopoles at 12 HTs each and SOLAR SPICE, LIQUORS & MONOPOLES bought 5 on Contract. CAESAR failed to buy Petroleum at 10 as the price rose unexpectedly.

Sigma Draconis saw TRANSURANIC buying 6 Alloys for 1 HT each and ZWILLINGE using Percent to do the same. VOGON sold 5 Isotopes on Contract. SWISS MERCENARY FLEET sold 10 Monopoles for 12 HTs each, getting a Dealership and enough free cash to repay their loan. SOLAR WINDS TRADING COMPANY sold 7 Petroleum at 8 HTs and gained a Contractorship. Finally at Sigma Draconis, TRANSURANIC bought 3 Spice for 7 HTs a unit, keeping the price up for SSL&M and ZWILLINGE to buy 5 each on Contract.

SOLAR SPICE, LIQUORS & MONOPOLES bought 10 Liquors for 8 HTs each at Alpha Centauri and gained a Dealership. ISKANDER and TRANSURANIC couldn't buy at 6 HTs. SOLAR WINDS then sold 8 at 4 HTs, driving the price back down.

Beta Hydri had HONEST DARTH selling 4 Isotopes for 6 using his Market Manager's position, though ISKANDER did sell 2 more at the same price. ISKANDER sold 8 Monopoles for 17 HTs each and gained a Contractorship, while SSL&M sold 5 on Contracts. HONEST DARTH sold 4 Petroleum for 14 HTs apiece and, finally, SSL&M sold 5 Spice on Contracts while TRADWINDS cursed the non-arrival of their ship.

TRANS SOLAR TRADING INC shuffled pods around, and launched their new ship, Betley, at Alpha Centauri with a passenger cargo pod mix. CAESAR WHOLESale repaid their loan early.

SOLAR SPICE LIQUORS & MONOPOLES paid to increase their Reputation. SWISS MERCENARY FLEET repaid their loan this Quarter. An item that may worry a few other Corporations in the near future.

ZWILLINGE were not the subject of an Inquiry, but then, no sabotage was carried out by their agents. Perhaps the Corporation has seen the futility of violence. They bought two new Warehouses, one at Epsilon Eridani and one at Delta Toucanis, and were improving their Political Connections with good works. The Twin was re-crewed with an A class crew, but they were unable to re-crew ships that had failed their Hyperjumps this quarter.

TRANSURANIC TRADE CORPORATION bought a new Warehouse at Alpha Centauri and launched their as yet unnamed Piccolo hull there. ISKANDER FIRE & ACCIDENT bought a Warehouse for Delta Toucanis. Someone in VOGON INDUSTRIES spent the interest for the mortgage on Tobacco, with the resulting increase in the loan and loss of Reputation.

Press

Sabotage? Sabotage, by damn! What kind of business do they think I'm running? I call for the tabloids to be muzzled: ruining honest businesses with completely unfounded allegations like these!
Pevans van Rijn

Corporation Table

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash	Rep	Player
	Bus	Crim	Pol					
A Alsafi-Toliman Acquisitions	8	4	4	3	8th	264	40	Rob Fuller
B Solar Winds Trading Co	3	0	8	0	11th	200	27	Steve Bunce
C Caesar Wholesale	7	8	2	0	7th	249	39	Simon Burling
D Trans Solar Trading, Inc	10	0	7	15	4th	228	30	Jerry Elsmore
E SSL&M	10	3	5	+1	6th	21	29	Paul Evans
G HDQUS	10	2	2	0	9th	694	32	Howard Goble
H Trade Wind	4	0	8	10+9	1st	314	38	Colin Parfitt
J ISNOTISTOO	10	0	3	0	12th	445	40	William Hay
K Swiss Mercenary Fleet	8	0	9	0	13th	129	40	Martin Jennings
L Zwillinge	9	2	7	7	10th	364	16	Michael Martinkat
M Transuranic Trade Corp	10	0	3	5	5th	298	40	Bob Parkins
N Vogon Industries	10	7	0	20	2nd	37	36	Nathan Richards
P Iskander Fire and Accident	10	7	4	15	3rd	286	40	Przemyslaw Orwat

'N' under Initiative Bid indicates No Move Received; 'F' indicates the Corp was floated

News

EV 1 (-4 on Hyperjumps) affected many Corporations this quarter.

OP 34 was taken by CAESAR WHOLESALE.

OP 27 was taken by VOGON.

OP 47 was taken by TRADE WIND.

There are no new News Chits this turn (shown in Bold):

Turn 15 P2, B6

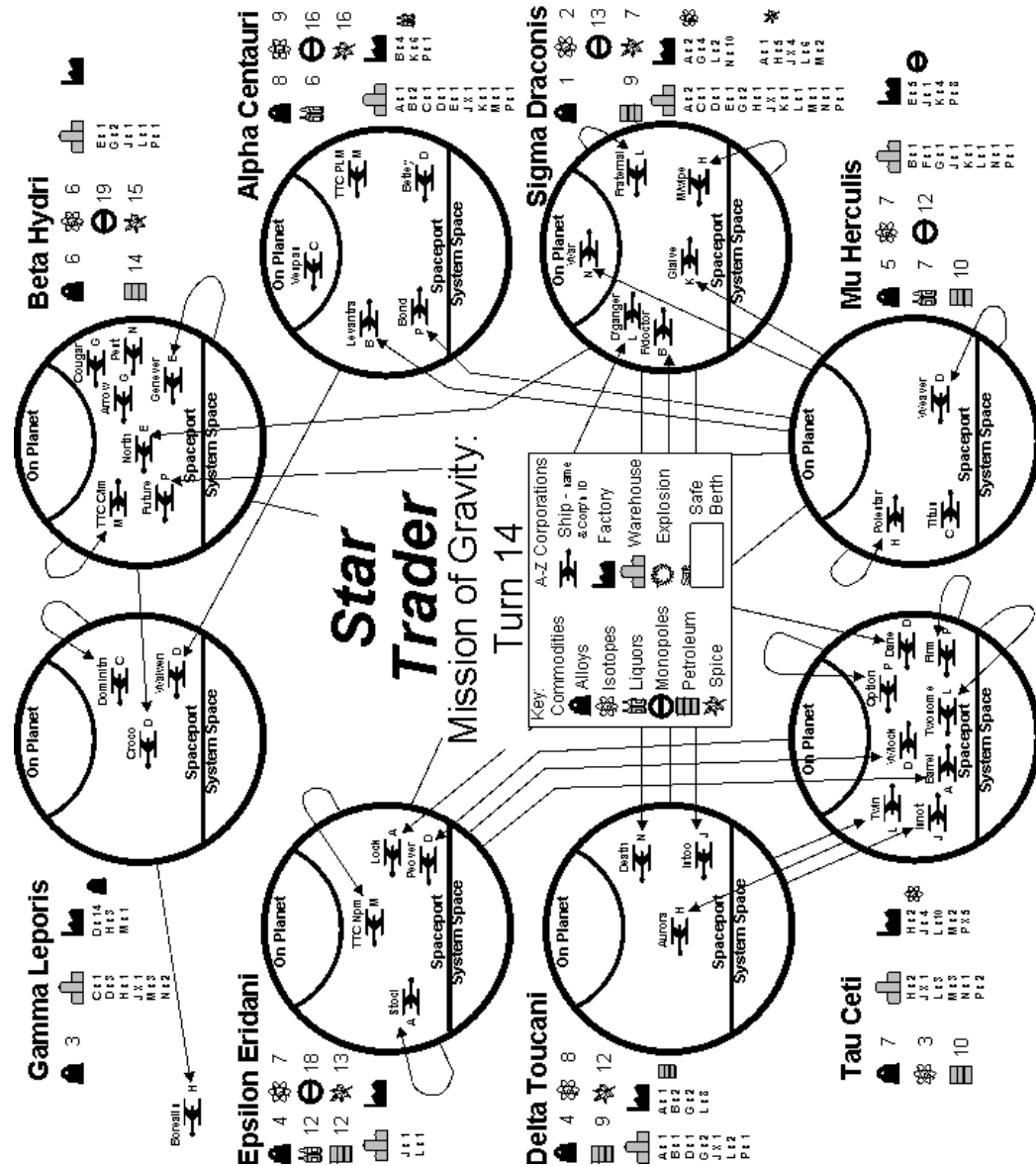
Turn 16 P9, P2, C2

GM Notes

If you have a query on your player sheet, please put it in your e-mail where I see it. I have had comments attached to the player sheet that don't

print out, so I missed them. The earlier the query, the easier it is to put things right.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by Friday, 12th January 2007.



Great White Hunter

Turn 4

This game is open to all readers of *To Win Just Once*, so do join in even if you haven't taken a turn yet.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1																				
2																		e	e	
3						x											X	e	e	
4				X								g					X			
5		x										g			x		G	G		
6												g					x			
7																				
8				X	g	g	g	x					x					x		
9										x										
10							X							⚡						
11																				
12																				
13																				
14													x				E			
15			m				X												X	
16						X	a	a	X		X									
17								x	x											
18																				
19	X			X	↓	↓	↓	x						x					x	
20																				

There was some confusion this turn: players continued shooting at animals that were already dead. To try to avoid this happening again, I will now mark animals as dead (strike through) on the turn they are finished off. Note that this turn's gorilla has been dealt with as Pete Holland retains his lead.

Mike Dommatt exhorts his fellow hunters: "Let's drive the animals towards his royal highness, crown prince Gerald (he's such an awful shot, it's the only way he will hit them)."

Player	Shots This turn	Points This turn	Total Score
Guy Arnold			1
Ben Brown	F15, F16	0	2.25
Charles Burrows	D19, G19	0	3.4
Rob Carter			2
Mike Dommatt	D19, G19	0	2.4
Jerry Elsmore	S5	1.5	3.9
Bill Hay	G8, G19	0	3
Pete Holland	S5	1.5	5.75
Francesca Huskinson	S15, G10	0	1
Andrew Kendall	D8, G8	0	3.25
Nik Luker	P14	1	3
Tim Macaire	G16, A19	0	2
Michael Martinkat			1
Bill Michell			1
David Olliver	G19, D19	0	3.4
Neil Packer	Q3, S5	1.5	3.5
Colin Parfitt	G8, D8	0	1
Al Tabor	Q4, R5	1.5	3.75
Barry Townsend	D4, G19	0	1
Gerald Udowiczenko	F16, D19	0	2
Pam Udowiczenko	I16, K16	0	0
Matthew Wale	D19, G19	0	3.4
Paul Wilson			1

Key

Animals				
	Symbol	Size (Squares)	Number on grid	Points Value
Monkey	M	1	12	2
Antelope	A	2	9	4
Snake	S	2	?	8
Gorilla	G	3	6	7
Lion	L	3	3	9
Elephant	E	4	2	15
Other symbols				
	X	Missed shot		
Upper case = this turn, lower case = last turn, Strikeout = dead animal				

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each snake is two diagonal squares and moves by up to three squares a turn. Animals only touch (if at all) at corners.

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. The 20x20 grid

represents an area of the African bush, while the players are all hunters looking to bag trophies.

All you have to do is nominate two squares to take pot-shots at: F9 and M17, say. (the second is only used if the first misses). If you hit something, you score a point – if several players hit the same square they each get a point – which is deducted from the value of the animal. An animal is dead when all its points are gone or all its squares have been hit. In the latter case, the points are shared between the players who hit its last square(s). After 15 turns or when the board is clear (except for any snakes), the player with the most points wins.

**Send your shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk
by Friday, 19th January 2007.**

Les Petites Bêtes Soyeuses 197

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

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see back page). You will also need a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

**Orders for May 1660 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpsorders@pevans.co.uk
by Friday, 19th January 2007**

April 1660

April starts wet and windy, so the furtive figures meeting at dawn are wrapped in cloaks for more than one reason. The cloaks have to come off, though, if swords are to be swung. Thus we find Beppe de Marko squaring up to Joseph de Veevre. This is interesting as de Marko is much slighter than de Veevre – in fact, de Veevre is twice the man de Marko is. As an ex-cavalryman, de Marko carries a sabre to infantryman de Veevre's rapier. Given the size of de Veevre's biceps, it won't make much difference. Revaulvin d'Or comes along to second de Veevre. De Marko opens the attack immediately with a (furious) lunge, hoping to catch his adversary by surprise. De Veevre has chosen the same attack and both blades bite home together. Skewered by the rapier, de Marko hops back and surrenders. De Veevre bandages his wound and waits for his next opponent.

This is Alain Hermès, who is more evenly matched against de Veevre. Only his relative lack of skill with the rapier lets him down. The duel starts in exactly the same way – with both men attacking furiously – but this time there is no immediate surrender. Instead both lunges and cuts strike home. Then Hermès changes things, going for a slash and partly deflecting de Veevre's next lunge. It's been an even fight to this point, but Hermès's lack of skill catches up with him. As he recovers his balance, de Veevre lunges unopposed and this is enough for Hermès to throw in the towel. De Veevre needs several bandages after this fight, but is still game for another one.



Into the fray steps the tiny figure of Silas Grimbling. Not only is he as inexpert with his rapier as Hermès, he makes de Marko look like a big man. But his attitude belies the inequality in stature. Predictably, de Veevre launches into a furious lunge. Grimbling parries the opening lunge and ripostes to draw first blood – though the blow barely breaks the skin. Grimbling jumps back to avoid de Veevre's cut and hits him with a slash – again the wound is only just visible. Then Grimbling lunges just as de Veevre recovers his footing to launch a lunge. Both blades find their mark, but Grimbling doesn't get back up again. RIP.

After all this, Revaulvin d'Or is keen to cross swords with his tormenter, Minister of State Gaston de St Marque. Unfortunately, de St Marque doesn't feel the same way (see his Press statement) and makes no appearance.

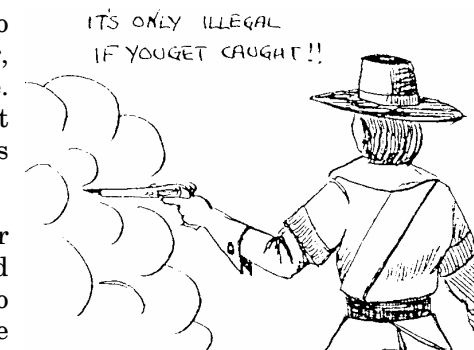
This leaves an interesting encounter between Dragoon commander Bud d'Wiser and Cuirassier CO Horatio d'Escargot. Interesting because d'Escargot wields a two-handed sword, while his foe carries the standard cavalry sabre. Otherwise, the two men are well matched, though d'Wiser has more skill with his weapon and is carrying old injuries. Lun a'Tic seconds d'Escargot. D'Wiser attacks from the start of the fight, opening with a (furious) slash. D'Escargot does the same, but the inertia of his heavy blade slows him down. D'Wiser's slash strikes first, but makes no difference to d'Escargot's attack. This slash knocks d'Wiser to his knees and prompts his surrender.

Lawyers on trial

As the Commissioner of Public Safety, Zachary The Money Goes, is on active service, his case against Messrs Courir and Saisir is presented on his behalf.

"Minister of State Count de St Marque," begins his missive. "As you well know, the accused have been managing a fund set up by the late Charles à Tanne and D Arth Vader, to pay upon the death of Co W Ard Extrême the sum of 6000 crowns. This is nothing less than an incitement to commit murder! These... these... rats, as I cannot call them men, have quite happily produced posters to entice people to commit murder and have clearly profited from it. A day has not gone by without seeing these posters scattered around town. Not only have they charged fees to maintain this 'murder fund', but have lived off the fund itself.

"It is gratifying to see that no one lowered themselves to murder, to try and collect on this blood money. But it is only a matter of time and we cannot condone



this, and must remove temptation. I remain yours &c, Count Zachary the Money Goes, CPS.”

Only Maitre Saisir is in court to defend himself and he is loudly booed by Pate Derry, sitting in the public gallery. His point is that the trust fund was established according to the late Charles à Tanne’s will and he and his colleague are merely administrators. This falls on deaf ears. They belong to Minister of State de St Marque, who is sitting in judgement.

“The first thing we do, let’s kill all the lawyers’ is a quote from that English playwright, Shakespeare,” begins the Minister. “Whilst I do not often agree with the English, on this occasion the sentiment seems well merited. Solicitors Saisir and Courir are hereby found guilty of incitement to murder General Co W Ard Extrême and sentenced to death by hanging. The trust fund of 6,000 crowns is to be confiscated and remitted to the Treasury in full.”

Minister on trial

As the protesting lawyer is dragged from the court, Revaulvin d’Or might well be a trifle nervous at the prospect of his own trial. The Minister of Justice is accused of colluding in the embezzlement of massive sums of money from the Exchequer. Again, the CPS’s case is presented by his staff.

“Your Majesty, Minister of State Count de St Marque,” starts his presentation. “Unfortunately I am unable to present the evidence in person as I am currently on the frontiers, but I have reviewed the case file against Baron Revaulvin d’Or and my findings are as follows:-

“Further to the audit investigation carried out into Treasury funds and still ongoing, we can clearly see that, on three separate occasions during the tenure of the late Baron Alfonse Qué Holique as Chancellor, substantial sums were paid to the defendant, Baron Revaulvin d’Or. If you look at appendix 1a, 1b and 1c, you will clearly see the sums involved and the dates of these transactions. I will also be looking into the suspicious death of Alfonse Qué Holique at the Front, to ensure it was only an accident and not a case of person or persons unknown trying to silence Alfonse from giving evidence at a future date.

“The most damning evidence is from d’Or’s own hand with his letter addressed to the then Chancellor, Count de St Marque, stating that a withdrawal from the Treasury of 25,000 Crowns should be made and those proceeds should be split between various persons in your Government. For full details please see exhibit A [interested parties should refer to the press in *LPBS 194/TWJO 68*].

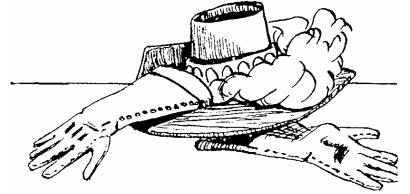
“As you can see, it is very clear that Baron Revaulvin d’Or, among others, was involved in a complex and systematic case of embezzlement and fraud over a

number of years. And, as already mentioned by the Minister of State, we currently have a full audit investigation into the Treasury funds, going back years, which I’m sure will unearth more names.

“Please excuse the shortness of this evidence, as I am wading through a mountain of paperwork. Your humble servant, Zachary The Money Goes, CPS.”

Some defence

“Noble Lords, Gentlemen and Citizens of Paris,” cries the accused, desperate to have his defence heard. “I hereby declare that, as Minister of Justice, I received funds disbursed to me by the former Chancellor Alfonse Qué Holique. I aver that, if he were alive today, he would say that such funds were remunerations, emoluments and honorariums to do with the exacting nature of my position. However, in order that not the slightest stain should accrue to the House d’Or, I hereby offer 8,000 crowns to the Exchequer, in repayment of any sums illicitly sequestered and accepted by me in ignorance of their origins. Having complied with your directions and trusting to the undertakings given to me by you, I hereby ask for clemency.”



Former Minister Lokwot Isaw speaks on behalf of the defendant. “Gaston de St Marque, Minister of State, you and the rest of Paris know that I am a loyal, honest and trustworthy man and would do anything for His Majesty, King Pevans. As this supposed crime happened during my term as Minister of State, I think I am in the best position to tell if Baron d’Or is guilty or not, and I believe he is not guilty. Yes, Baron d’Or did write to me asking to be paid for extra costs but, as your new Chancellor of the Exchequer has said, the accounts of my Government whilst I was Minister of State do add up and are in order. If this is the case, then surely there can be no case to answer, apart from a letter that he wrote and, as far as I know, it is not illegal to write letters. I believe this trial is a terrible mistake made partly by myself not replying to Baron d’Or’s letter, informing him that I do not believe in embezzling from the Treasury. If you find Baron d’Or guilty, you will be making this mistake much worse.”

Ministerial changes

The Minister of State considers the evidence for several seconds before delivering his verdict.

“Baron d’Or,” begins the Minister. “From the evidence I have heard you are an habitual criminal who has, hitherto, managed to avoid arrest in the same casual manner. Whilst I am minded to order you to be taken from this court to a place of execution and your head to be severed from your body with a sword, never let it

be said that this court is not fair and just in all its dealings. I announced an amnesty for a one-month period for all those who came forward and admitted their crimes and, despite the fact that your confession has been compelled by the circumstances of your arrest, this court will be merciful and shall not pass a sentence of death. In so doing, I shall also overlook the derisory 'offer' that you made to me in your pre-trial negotiations of the payment of 2,000 crowns to me. Such a sum is an insult to my honour and my pride in good, honest government.

"It is the intention of this Government to be tough on crime and tough on the causes of crime. For the record, let me state clearly that the recent announcement by the current Chancellor, Orson de Combat, confirmed that the state's finances were in order for the period of my tenure in office only. Unfortunately, a careless scribe appears to have 'criminally' misused an apostrophe to give "the past years' accounts" a clean bill of health rather than "the past year's accounts" in the Marquis de Combat's announcement. Previous to that date, a number of flagrant abuses have been exposed. Having due regard to your conspiracy to embezzle from the Treasury and your receipt of stolen goods on no less than three occasions, I can not do less than pass a punitive sentence upon you. Noting your rich wealth and good living on the proceeds of crime, I therefore fine you the sum of 12,000 crowns, being 75% of your net assets."

There is a hurried intervention by the Clerk of the Court, pointing out that the maximum fine that can be imposed is 1,200 crowns. Reluctantly, Minister de St Marque reduces the fine to that amount and ex-Minister d'Or makes good on his earlier statement by paying the Exchequer a further 8,000 crowns.

"Whilst the law does not permit me to pass further sentence upon you for your crimes," continues de St Marque, "I would strongly recommend that you take yourself into exile and away from the city of Paris until the campaign season is over. Better yet, get thee hence to the Front and remove the stain from the name of your good family through the performance of brave deeds in the service of His Majesty King Pevans. May God have mercy on your soul."

Following his conviction, of course, Revaulvin d'Or loses his position of Minister of Justice. His portfolio is assumed by the CPS for the remainder of his term. In anticipation of losing his job, Brigadier-General d'Or has applied to command several Brigades. His preference is Brigadier of the Horse Guards, which appointment he duly takes up. However, he does not take up the Minister of State's suggestion, preferring the pleasures of Paris to the dangers of active service on the frontiers.

Armed ball?

The major pleasure in Paris this month is Gaston de St Marque's month-long grand ball for members of the armed forces. It is well supported by Parisian

socialites, though numbers do fall off through the month. Averell de Alton may have financial troubles (he can't maintain his horses, let alone membership of his club), but he is able to spend the month in the Fleur with Mary Huana thanks to Gaston's generosity. Alain Hermès is Gaston's guest for just the first week. Maggie Nifisent accompanies Bud d'Wiser for the whole month. Beau Romir brings Frances Forrin in week 1 and they return in weeks 3 and 4 after they've spent a week Toadying to the Crown Prince. Beau starts placing bets on his first visit. In that week he loses four wagers, wins two and cuts three more. Even at the house minimum, he's losing cash (and status) hand over fist. Next week he does rather better: 4 wins, 4 losses and 1 cut mean he only just loses out. He cuts four bets in week 3 and gives up as his losses reach a critical point.

After buying his way to Major of the Royal Marines, Gustav Ind turns up at Gaston's party with Emma Roides for a week. Horatio d'Escargot and Henrietta Carrotte attend for the whole month, which Horatio spends arguing with Bud d'Wiser over the merits of their respective regiments. The next guest is Jean Laissez Faire, who stops for two weeks: one with Lucy Fur, one without. Popping in just once (for week 2) are Jacquès Pottès and Deb Estaround. Lun a'Tic brings Bess Ottede along for the month, while Lucien d'Escaillehuitaillements is on his own. Sue Briquet joins Lokwot Isaw as Gaston's guests for four weeks. The first two weeks see Orson de Combat bring Fifi to join the party. Once they've gone, Pate Derry pops in (for week 3). Pierre de Vin Rouge arrives the following week and is the one person turned away – he does not belong to any military unit. Having paid his fine, Revaulvin d'Or is welcomed to the ball with his partner, Bette Noire. Revaulvin makes a great show of distributing largesse to a number of 'fallen women' who have gathered outside the club for this purpose. He is dressed in rather unfashionable clothes that have clearly seen better days. Could he be making a point?! Anyway, Revaulvin and Bette stop for three weeks and spend the last in the Fleur separately. Ella Fant and Sean Sondamour are at the ball all month, while Stewart Senquiry and Ada Andabettoir are only there for the first three.

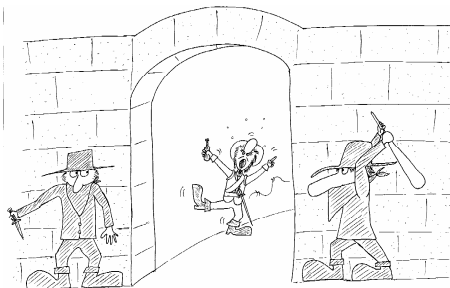


Dancing queen?

While all this is going on, Pierre de Mont-Réal and Guinevere d'Arthur host a dancing competition at Bothwell's. The 20-crown prize is only awarded in two weeks – the weeks Jacquès Pottès and Deb Estaround attend. As this is higher than the entry fee, it's a profitable couple of weeks for Jacquès. If Beppe de Marko had only paid the cost, he would have been able to join the competition instead of languishing outside the club all month. Nobody else turns up, though

Thomas Tudo and Cath de Thousands are also in Bothwell's at the beginning of the month. Jacques and Deb hold their latest Bridge session at the Blue Gables in week 4. Pate Derry and Stewart Senquiry toady to Jacques along with their ladies: May Banquot l'Idée and Ada Andabettoir, respectively.

The Parisian footpads strike twice this month, but come away empty-handed. Their victims are Pierre de Vin Rouge at the start of April and Alain Hermès at the end. However, both have spent all their cash on women and wine at the Bawdyhouses. Pierre then goes courting, but the object of his affections is out on the town with her current beau. Joseph de Veevre runs into Gar de Lieu when he goes wooing. They argue over precedence on Kathy Pacific's porch and will need a duel to settle things. Then Joseph heads for the red light district for a drink – and no funny business! Pate Derry goes to the Prix d'Or for his drink.



Gar de Lieu is one of several Parisians who spend three weeks in the gyms with their swords. In his case, it's a rapier, as it is for Alain Hermès and Charlemagne le Gosse. Devlin Carnate and Thomas Tudo practise their sabres for three weeks and Gustav Ind puts in three weeks with his cutlass. Orson de Combat shows up later for two weeks' sabre practice. It's two weeks on rapier for Joseph de Veevre and Jean Laissez Faire.

Seeing off the Gascons

In southern France, the Gascons are not taking well to the presence of the army. A week of rioting culminates a full assault on Frontier regiment 1. Faced with a huge mob armed with pitchforks and billhooks, the Frontier troops opt for discretion rather than valour. The various senior officers assigned to the regiment try to rally the troops and are Mentioned in Despatches as a result. His uniform means RFG Captain Roget de Saurus attracts a lot of unwelcome attention. Despite having his epaulettes and buttons sliced off by some wicked-looking – and very sharp – ironmongery, the Captain survives with just scrapes and bruises – and two Mentions (“Amazing he survived,” “but his uniform's a bloody disgrace!”). There's also a narrow escape for General Co W Ard Extrême. Lieutenant-General Jacques Shitacks takes the fighting in his stride, though, and he goes into the Despatches twice.

As the peasants celebrate their success, the Dragoon Guards arrive and charge right through them. Bdr-General Euria Humble leads the regiment, earning his own Mention in Despatches. He is able to collect a couple of hundred crowns in

plunder as well. Lt-Colonel Antoine Valois goes a hundred crowns better as he, too, finds his name in the Despatches.

The King's Musketeers open fire on the rabble and drive them off. This success allows the Musketeers rich pickings – and the occasional surprise. Lt-Colonel Fernand Louis Adelmo de Gaulle is scouring the battlefield when an apparently dead peasant springs back to life and stabs him. Taken by surprise, de Gaulle falls backward and impales himself on the head of a broken pike sticking out of the soil. RIP. Major Walter Butts grabs his musket, but it misfires and he has to take evasive action as the insurgent comes after him next. He ducks, his men fire and the peasant goes down. A couple of musketballs clip Major Butts, but he survives to amass just over a thousand crowns in loot. He is Mentioned in Despatches for his bravery and is promoted into the vacancy at Lt-Colonel left by de Gaulle's demise. There are no such heroics for (brevet) Captain Benedict d'Over, who makes do with just 600 crowns of goodies. Colonel Zachary The Money Goes takes time off from sending prosecution notices back to Paris to collect a thousand crowns for himself.

The defeat breaks the back of the would-be rebellion and the remaining Frontier regiments mop up the remaining troublemakers. Some of them still fight back, though, as Con d'Masses finds out, terminally, when he corners a group. RIP. Also with Frontier regiment 2, Bdr-General Egon Madd survives handily and pockets some four hundred crowns. Major Roland Pollee d'Eaulee and his squadron of the QOC serve with Frontier regiment 3. The cavalry have a fine time hunting down fleeing peasants and Major Pollee d'Eaulee is Mentioned in Despatches. His share of the booty comes to 600 crowns.

Frontier regiment 4 hits a pocket of resistance as they come under fire from a fortified farmhouse. The initial volley takes them by surprise, felling QOC Captain Lucien de la Rue. RIP. Subaltern Armand Unejambe charges towards the source of the gunfire. Mistake; big mistake. He goes down under a second volley. RIP. 4th Arquebusier Colonel Le Frog and RFG Major Chacal approach more cautiously with the bulk of the regiment. Not cautiously enough – further musketry takes its toll. The survivors storm the farmhouse and finish off their attackers, but this group does not include Le Frog. RIP. Chacal's reward is the 500 crowns worth of loot he takes away. ❖



Press

Announcements

Bearing in mind what Count Lokwot Isaw said last month about “There is no harm in asking – you don’t get anywhere unless you ask,” could I therefore ask that the Cardinal’s Guard be disbanded?

I mean, there’s no harm in asking...

† B.Bdr-General The Money Goes,
King’s Musketeers
*Perhaps you could take this up
with His Eminence? † Le Roi*

To RFG,
Men, as previously warned, next month we are off to the Front to get some practice in for the summer campaign. Anyone wanting out, please let me know.

Yours Respectfully,

† Count Lokwot Isaw RFG Colonel

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

Matters of Honour

Baron d’Or,
His Majesty King Pevans declared that the dispute between us (as to whether your actions constituted a

crime) should be resolved by investigation of the new Minister of State and not by force of arms. In obedience to his Majesty, I therefore cannot agree to fight you. Following this month’s trial, this issue should now be resolved once and for all. However, if you persist in making such challenges, then I will be forced to ask the Commissioner of Public Safety to issue a warrant for your arrest, and for the arrest of any of your supporters who vote in favour of such challenges, for attempting to pervert the course of justice and refusing to obey a royal edict.

† Gaston de St Marque
Minister of State

Social

PUBLIC NOTICE

Chancellor OdC wishes to set up a drin... (oops!) focus group at my club to discuss my proposals to modify the duelling tax. If you have been affected by the tax you should not miss this event.

Week 1 + 2 at my club. Ladies admitted for the first week only due to the seriousness of the matter under consideration. Expenses on me personally (not the Exchequer, please note). SL 12 and over welcome.

I will be holding other sessions for our less privileged comrades later on in the financial year.

† Chancellor Orson De Combat

Ministerial Correspondence

I would like to reassure everyone that even though I am at the Front, Paris is foremost in my thoughts. I am currently reviewing all the old Case Files my predecessors had and a number of new ones that have recently been brought to my attention.

Rest assured though I may be at the Front, my thoughts and eyes are in Paris!

† Zachary The Money Goes,
Commissioner of Public Safety

Before any scandalous rumours start from those who want to thwart de St Marque’s “Clean-Up Campaign”: once I know what the total value of the liquidated assets of the ex-Minister of Justice, Baron Revaulvin d’Or, are, I will transfer these funds straight to the Treasury.

† Zachary The Money Goes,
Commissioner of Public Safety

Personal

Dear B.Bdr-Gen Madd,
Thank you for your message inviting me to interview for the position as your Aide after the recent successful CPC campaign.

I suspect, however, that your messenger was not entirely trustworthy as he directed me to a rather disreputable district of the city where I was set upon by footpads. Luckily, I was carrying none of our spoils.

Alas, I remember nothing of the past three and a half weeks other than the overwhelming stench of carbolic acid

and being dragged out of the river Seine, battered and bruised, wearing nothing but peasant rags. All in all, a rather unpleasant experience which appears to have left me with both a lisp and a slight hunch. I am fortunate that Deb Onairre is starting to nurse me though this and I will be more than recovered enough should you wish us to go out on campaign again in May.

Needless to say, I would of course be happy to attempt to interview for the position again, though I think I would prefer it if we could meet up at the barracks this time.

† Major Jacquès Pottès

Cher Egon Monnay

I do not have a hunch, but would spitting blood (conspicuous consumption) be a useful attribute in an aide? † Silas Grimbling

From the Diary of Egon Madd.

I’m still at the Front and there are partially dismembered bodies everywhere, I’m splattered with blood and surrounded by cries of pain. Apart from the Gascons trying to kill me, it’s just like home.

To Adjutant-General Marquis Charlemagne le Gosse
From: Major Gustav Ind, Royal Marines

My Lord,

Thank you for appointing me as your Aide. I have begun to set your military affairs in order and ask if there is anything else that you would have me do?

Yours, in honour,

† Major Gustav Ind

Commander Shitacks knows exactly what he is in command of, which is why he went to the front by himself.

To Stewart Senquiry

It is a sign of advancing social status, to be talked about by the chattering classes. Don't get yourself too worked up about it. I think they like to make up big words and then pretend to understand them. It makes them feel better about their lack of social standing. Still, don't let that stop you from thrashing one of the intellectual upstarts if you get the chance – never hurts to remind them who their betters are.

Yours, † Baron Sean Sondamour, General, Field Army Commander (And Phronemophobe apparently! I understand it means I don't believe in wasting time with unnecessary thinking.)

Count Isaw,

I am grateful for your kind words and defence of my actions. The King was well-served by you and France has enjoyed a period of peace and the nobility a period of prosperity (as you and I well know). That time is now over and, with it, the hallowed traditions of our great country are fading away, breaking apart. May they come again one day,

† Baron Revaulvin d'Or, Brigadier of France

Lord Percy Percy says, as out of tune singing with a quartet, 3 of whom play lutes, is becoming fashionable, Jacques Pottès risks becoming fashionable.

Dear Mr d'Over,
Thank you for taking an interest in the Paris Bridge Club. As Le Roi points out, it would be interesting to see the bidding on this particular hand. While both partners plainly have a very strong hand, it would be difficult for either to predict the weakness in Spades in advance. Without careful play, this hand could easily go one trick down.

Obviously much depends on how the distribution of cards to the North and South go, but I would be inclined to play the hand as follows... [Assume a rather florid and flowery analysis of possible outcomes.]

† Jacques Pottès
Assume nothing: here is an ... analysis of possible outcomes.
† Le Roi

My dear Benedict d'Over

The Bridge conundrum seems simple for one who has spent as long as I have at the Front with nothing to do during the long periods of inaction but play cards. Declarer should take the Diamond trick and lead Hearts. Without the bidding, it is difficult to know whether to try the finesse or not. However, the five missing Heart cards are most likely to break 3:2 and so the two master cards can be led from the top. If the Queen drops, then declarer can make five tricks in Hearts and cash all his winners to make the grand slam. If the Queen of Hearts does not drop, then declarer will lose a Heart trick, but get back in on any other suit led. He can then make the two extra Heart tricks and his winners to make 6NT exactly. However, if the Hearts

break 4:1 to the North then the Queen will not drop and the declarer will once again lose the Queen, get back in and be able to take the two additional Heart tricks by overreaching the 10 of Hearts with the Jack in dummy's hand. If Hearts break 4:1 to the South or 5:0, then declarer is paddling up a very muddy river without an oar...

† Gaston de St Marque

To Gar de Lieu,

I was about to add my support to your application when it occurred to me that you seem to have applied for MY job. If you have information to suggest that there is (or is soon to be) a vacancy, I would be very grateful to hear it.

Yours, † Baron Sean Sondamour, to the best of my knowledge, still Field Army Commander

Venustraphobic? Stewart Senquiry? Have you seen his current Mistress? How can he even begin to defend himself?

Lord Percy Percy says, as arbitrary and unpleasant behaviour is on the rise, Gaston de St Marque is extremely fashionable.

Poetry Corner

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

The ladies of Paris seem happier than ever:

"The gentlemen court as never been better!"

Of course, I realize, it's quite plain:

The King's Musketeers are out on campaign.

† Major Jean Laissez Faire

Points Arising

To mark 20 years (!) of *LPBS* next April/May, I intend to run a face-to-face *En Garde!* game at Maycon at the end of May (www.maycon.org for details). All players, past and present, are welcome to join in. And volunteers are needed to help GM the game.

I'm also thinking of having a social event on the Saturday evening (? or would another date/time be better?) so that anyone who can't make it for the weekend has a chance to join us.

Watch this space for details.

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

AU Armand Unejambe (Mark Barrowcliffe) has NMR'd. Total now 4 and is sent to a Frontier regiment

C Chacal (Jon Sedgwick) has NMR'd. Total now 2 and is sent to a Frontier regiment

CdM Con d'Masses (Craig Pearson) has NMR'd. Total now 2 and is sent to a Frontier regiment

CWAE Co W. Ard Extrême (Benedikt Löwe) has NMR'd. Total now 2 and is sent to a Frontier regiment

LdR Lesmis de Rables (Robert Carter) has NMR'd. Total now 1
 LF Le Frog (Mark Mortimer) has NMR'd. Total now 2 and is sent to a Frontier regiment

The following were floated at their own request:

EF (Timothy Hunt) has been floated
 JdB (John Harness) has been floated
 SDL (Guy Arnold) has been floated
 X1 (Charles Burrows) has been floated
 X2 (Chris Boote) has been floated
 X3 (Justin Key) has been floated

Chris Rudram has resigned from the game as he's moving to Canada. Thanks for playing, Chris, and maybe we'll see you back when you're settled in your new address.

The *En Garde!* rules are available to LPBS players at a reduced rate: see the Points Arising web page for any month at www.pevans.co.uk/LPBS; or

Announcements

Gar de Lieu applies for Army Commander of Field Army
 Pate Derry applies for Division Adjutant of Frontier Division

send a cheque for £6 (payable to Margam Evans Limited).

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 should be able to use any press. It also reassures me 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

Roget de Saurus asks NPC Captain, King's Escort to resign

Duels

Results of this month's duels:

Joseph de Veevre (with RdO, gains 1 Exp) beat Beppe de Marko.
 Horatio d'Escargot (with LaT, gains 1 Exp) beat his enemy Bud d'Wiser.
 Joseph de Veevre (with RdO, gains 1 Exp) beat his enemy Alain Hermès.
 Joseph de Veevre (with RdO, gains 1

Exp) killed his enemy Silas Grimbling.
 Gaston de St Marque didn't turn up to fight Revaulvin d'Or and lost SPs - voted cause 6:3.
 Stewart Senquiry was voted cause against 'Primus', but no-one accepted the challenge.

Grudges to be settled next month:

Lucien d'Escaillehuitaillement (Rapier) has cause with Jean de Bendeur (Sabre, Seconds EF) for pinching Belle.

Gar de Lieu (Rapier, Seconds SDL, 1 rests) and Joseph de Veevre (Rapier, Seconds RdO, adv.) have mutual cause as neither stood down over Kathy.

Bud d'Wiser (Sabre, adv.) and Horatio d'Escargot (2-Hand, Seconds LaT, 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.

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

Mike Dommett gets the First son of a very wealthy Gentleman: Init SL 6; Cash 825; MA 5; EC 2 (X4).

Mark Barrowcliffe gets the First son of a wealthy Baron: Init SL 8; Cash 550; MA 4; EC 4 (X6).

Craig Pearson gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 2; EC 4 (X7).

HaJo 'Red' Schlosser gets the First son of a very wealthy Merchant: Init SL 4; Cash 550; MA 6; EC 3 (X8).

Olaf Schmidt gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 2; EC 4 (X9).

Mark Mortimer gets the Second son of a Peasant: Init SL 2; Cash 10; MA 6; EC 2 (X10).

Tables

Other Appointments

King's Escort: Ensign N	Captain N	Shows who holds appointments outside military units: ID for Characters, N for NPC, ___ for vacant, CPS for additional posts held by the CPS.
Cardinal's Escort: Ensign N	Captain N	
Aides: to Crown Prince BR	to Field Marshal TT	
Provincial Military Governors: N/N/N/N/N		
City Military Governor N	Adjutant-General CIG	
Inspectors-General: of Cavalry N	of Infantry PdMR	
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer OdC	Minister of Justice CPS	
Minister of War SDL	Minister of State GdSM	

Battle Results

King's Musketeers: 1
 Dragoon Guards: 3

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

Army Organisation and Summer Deployment

Field Army (Field Ops) SS/C/DC/___
 First Division (Field Ops) JS/N/N3
 2nd Foot Brigade (Field Ops) – 13F 53F
 3rd Foot Brigade (Field Ops) – 27M 4A
 Second Division (Field Ops) ___/___/AV
 4th Foot Brigade (Field Ops) – 69A Gscn
 RNHB Regiment (Field Ops)
 Frontier Division (Field Ops) ___/___/___
 Frontier Regiments (Field Ops)

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

Brigade Positions

Guards Brigade N4/N/LaT
 Horse Guards Brigade RdO/RPdE/N6
 Heavy Brigade ___/___/N2
 Dragoon Brigade N1/N/N6
 First Foot Brigade N1/N/___
 Second Foot Brigade JdV/N/N5
 Third Foot Brigade N4/N/N2
 Fourth Foot Brigade N1/N/N5

Entries as Army Organisation Table



Frontier Regiments

(Defence for Mar-May)

Colonel	N6	N6	N6	N2	N9
Attached	JS CWAE RdS	EM	I Sqn QOC	C	

Also at the Front

King's Musketeers
 Dragoon Guards

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

Hell Hath no Furry...

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

Regiments Organisation

	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	I3F	PLLD	53F	27M	4A	69A	Gscn
Col	LI		ZTMG	EH		HdE	EM		BdW	N6	JdV+	DC					N3
LCol	AdA		WB	AV		TT	StSy		N6			PD					N5
Maj	LaT+		N6	N6+		N2+	N1	GI	N6	N5+	N1	N6+	N5+	AH	N2+	N5+	N6
Maj	C		N6	N3		N2	JP		N2	N5	N5	N6	N2	LdR	N6	N6	N6
Capt	BR		N3	N3		N5	N5	N5	N3	N6	N6	N5	N3	N1	N6	N5	N3
Capt	N2		N4	N4*		N4*	N4	N6*	N3	N6	N5	N5	N3	N5	N1	N3	N3
Capt	RdS		N3	N3		N2	N2	N4	N1	N6	N5	N6	N3	N2	N6	N3	N3
Capt	N5*					N5	N6*	N2*	N2*	N4	N5*	EF	N2*	N3*	N5*	N6*	N5*
Capt																	
Capt																	

Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, * shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player	
GdSM	Count Gaston de St Marque	24-	21	Comfy	Fld Marshal/State Min.	9 Edna	Flr	3	Nathan Richards	
CIG	Marquis Charlemagne le Gosse	24	56	Withy	B.Lt-General/Adjutant Gen	11 Lois	Flr	2	Neil Packer	
SDL	Count Stan Dandy Liver	24	45	Withy	Lt-General/War Minister		Flr	4	Guy Arnold	
CWAE	Count Co W. Ard Extrême	24	F	OK	General	5	Flr	3	Benedikt Löwe	
ZTMG	Count Zachary The Money Goes	23	F	Withy	Colonel KM/CPS	11	Flr	4	Gerald Udowiczenko	
SS	Baron Sean Sondamour	22	65	Withy	General/Fld Army Commndr	5 Ella	Flr	2	Pete Holland	
LI	Count Lokwot Isaw	21	51	Withy	Colonel RFG	19 Sue	Flr	3	Barry Townsend	
RdO	Baron Revaulvin d'Or	19	53	Withy	Bdr-General/HGds Brigadier	8 Bette	Flr	4	Jerry Spencer	
BR	Baron Beau Romir	19	52	Comfy	Captain RFG/C.Prnce Aide	7 Frances	Flr	3	Graeme Morris	
BdM	Viscount Beppe de Marko	19	48	Fithy	Bdr-General	17	Flr	2	Mark Moores	
DC	Devlin Carnate	19	34	Comfy	Colonel PLLD/Fld Army Adjutm	4	Flr	2	Bruno Giordan	
GdLi	Baron Gar de Lieu	19	23	OK	B.General	3	Flr	4	Bill Hay	
OdC	Marquis Orson de Combat	19+	72	Withy	Bdr-General/Chancellor	6 Fifi	Flr	5	Francesca Weal	
BdW	Baron Bud d'Wiser	19+	61	Comfy	B.Bdr-General GDM/Min w/o Port	11 Maggie	Flr	2	Francesca Huskinson	
JS	Sir Jacques Shitacks	18	F	OK	B.Lt-General/1st Div Commandr	3	Both	4	David Olliver	
EH	Marquis Euria Humble	16	F	OK	B.Bdr-General DG	14	Both	5	Matthew Wale	
FLAG	Sir Fernand Louis Adelmo de Gille	15	RIP						Hajo 'Red' Schlosser	
LaT	Lun a Tic	15+	58	Comfy	Major RFG/Gds Brigade Maj.	1 Bess	Hunt	2	Paul Wilson	
TT	Sir Thomas Tудо	15+	48	Comfy	Lt.Colonel ALC/FMshl's Aide	6 Cath	Both	5	Ben Brown	
LdE	Lucien d'Escaillehuitaillement	15+	47	Comfy	Major CG	3	Both	4	Nik Luker	
PdMR	Sir Pierre de Mont Réal	14	43	OK	B.Lt-General/Insp.Gen.Inf	8	Guinevere	Both	5	Pam Udowiczenko
JdV	Sir Joseph de Veevre	14	41	OK	B.Bdr-General 13F/2 F Brigadier	3	Both	5	Andrew Kendall	
AV	Sir Antoine Valois	14	F	Comfy	Lt.Colonel DGI/2nd Div Adjutant	1	Both	4	Simon Burling	
C	Sir Chacal	14	F	Comfy	Major RFG/Gen's Aide (Fld Army)	3	Both	2	Jon Sedgwick	
AdA	Averell de Alton	14+	50	Poor	Lt.Colonel RFG	4 Mary	Both	4	Martin Jennings	
HdE	Sir Horatio d'Escargot	13+	77	OK	B.Bdr-General ALC	4 Henrietta	BG	3	Graeme Wilson	

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
EM	Sir Egon Madd	12	F	OK	B.Bdr-General CPC	6	Hunt	2	Tym Norris
JLF	Jean Laissez Faire	12+	41	OK	Major CG	2 Lucy	Hunt	3	Filipe Silva
StSy	Stewart Senquiry	11+	51	Poor	Lt.Colonel CPC	1 Ada	Hunt	2	Colin Parfitt
RdS	Roget de Saurus	10	F	OK	Captain RFG	6	BG	2	Gerry Sutcliffe
WB	Sir Walter Butts	10	F	Comfy	Lt.Colonel KM	4	BG	3	Richard Newby
JP	Jacques Portés	9+	48	Comfy	Major CPC	2 Deb	BG	4	Mark Booth
PD	Pate Derry	9+	27	Poor	Lt.Colonel PLLD	7 May	F&P	1	Tim Macaire
RPdE	Roland Pollee d'Eaulee	8	F	OK	Major QOC/Bdr's Aide (HGds Bde)	6	HGds	3	Pete Card
AU	Armand Unejambe	7	RIP						Mark Barrowcliffe
BdO	Benedict d'Over	7	F	Comfy	B.Captain KM	6	BG	4	Mark Stretch
LdLR	Lucien de la Rue	7	RIP						Olaf Schmidt
AE	Auray Enri	7	RIP						Chris Rudram
LF	Le Frog	6	RIP						Mark Mortimer
GI	Gustav Ind	6+	35	OK	Major RM/LtGen's Aide (CIG)	2 Emma	F&P	5	Ashley Casey
EF	Emile Fitoux	5	7	Poor	Captain PLLD	4	RP	5	Timothy Hunt
PdVR	Pierre de Vin Rouge	4	4	Poor		4	RP	3	Keith Bristow
X1		4	0	Poor		3		1	Charles Burrows
X2		4	0	OK		4		3	Chris Boote
AH	Alain Hermès	4+	20	Poor	Major 27M	2		4	Rob Fuller
LdR	Lesmis de Rables	3-	0	Poor	Major 27M	5	RP	3	Robert Carter
JdB	Jean de Bendeur	3	6	Poor	Subaltern PLLD	5		5	John Harness
SG	Silas Grimbling	2	RIP						Mike Dommatt
X3		2	0	Poor		1		5	Justin Key
CdM	Con d'Masses	1	RIP						Craig Pearson

An F under SPs means that the character was at the Front, RIP means that he died.

+ against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Fithy = 25000+

Last seen is the lady the character was last seen with in public.

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