

That would be enough

This has been issue 60 of *To Win Just Once*, published 24th November 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 9th Dec.

Orders for *Les Petites Bêtes Soyeuses* and *Easy Money* bids to Pevans by Friday 16th December 2005.

(Initial deadlines for 2006 are 20th/27th January, 24th February/3rd March, 31st March/7th April, 5th/12th May, 9th/16th June, 14th/21st July, 18th/25th August.)

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Games played

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

En Garde! Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play.

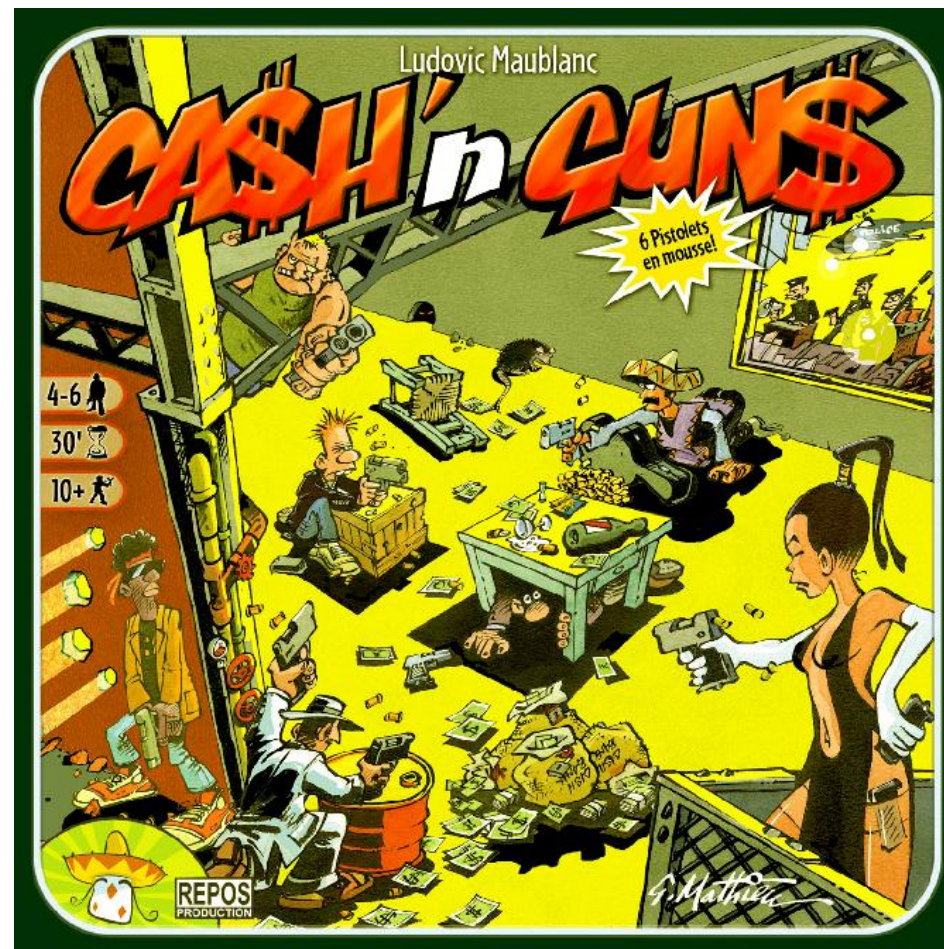
Railway Rivals Game 3 has started. Andrew Barnes is interested in the next game. We provide rules and a working copy of the map. [start-up fee]

Star Trader A new game has started – we can fit in another player or two, so let me or Mike know if you're interested. Full rules will be provided.

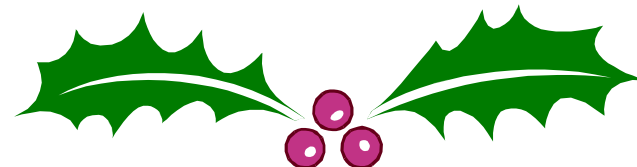
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



An inspired bit of silliness from Spiel '05 – report inside



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Chatter

First of all let me wish all my readers a very merry Christmas and a happy New Year for 2006. This is, of course, instead of sending you all cards. ☺

It seems to have been a busy few weeks since I got back from Spiel. I spent a happy weekend playing an outlaw in a Wild West 'freeform' game and then a few days in Barcelona. No time to report on "Once Upon a Time in Tombstone" yet, but expect a report and photos next issue. What I have done is start writing up my notes from Spiel '05. The first part of my report follows. The full thing will be available on my website (www.pevans.co.uk/Reviews/Spiel2005.html) soon and will be updated as time allows. Part 2 will follow in the next *TWJO*.

Also included is a report on EuropeMasters 2005 and the results of the *TWJO* team. All this means that there isn't a Science Fiction column this time, but expect it back next issue. Instead, here's some news.

En Garde! 2005

The new edition of *En Garde!* is almost ready. As I write this, I'm sending proofs back and forth to try and get it just right. Fingers crossed that it'll be ready in another week or so. It'll take a bit longer to get in to the shops, but should be widely available early next year. Retail price will be £10 (more likely £9.99) or \$18, depending on where you are. There's a special offer for *LPBS* players – see page 38. If there's a games shop near you, tell them to get it in – trade enquiries to Trade@margamevans.co.uk or see www.margamevans.co.uk/engarde.

Spiel '05

The Spiel games fair is a big event each year in the world of board games. Even more so as it becomes increasingly international and attracts games publishers from all around the world. This year's event was attended by some 144,000 visitors across the four days. They saw 400 new products from 723 exhibitors from 30 different countries. As always, there is far too much to see – and certainly far too much to be able to play everything. My report reflects just a fraction of the show, concentrating on the stuff that interests me.

Designer Friedemann Friese is always noticeable at Spiel. It may have something to do with the green hair! This year's game from his imprint, 2F Spiele, is *Fiese Freunde Fette Feten* (Mean Friends, Hot Parties). This was designed by Friedemann with Marcel-André Casasola Merkle – best known for his card games. The game itself can best be described as a realistic, modern

Careers laced with Friedemann's sense of humour and outlook on life. Players each have a board showing their standing in a number of factors: how much they smoke, drink, use drugs, are knowledgeable, are spiritual and so on. There is also space to show friends, love and marriage. And break-ups and divorce.



FFFF at an early stage – no friends, but loads of knowledge

At the start of the game, each player gets five life goals, no friends and doesn't smoke, drink etc. Then they go through puberty. This is the first opportunity for players to progress towards their life goals. By taking cards from the table, players build up their rankings. When they match the requirements of a life goal, the goal is achieved and can be played. This is probably more comprehensible with an example. So, let's say one of my life goals is becoming a

games designer (with suspiciously green hair). The icons on the card show, for example, that I need some drink, some knowledge and at least four friends, but must not be in love. So I will look to get experience that will give me that: picking up friends while fighting shy of romance.

And so it goes. Additional cards that provide more experiences for players are auctioned and the first person to achieve all their goals wins. This is less a game, more an experience. The game mechanics work fine, but there's not a lot to them. The fun is all in taking part and that's how I prefer to play the game. Never mind winning, how much fun can I have along the way? Thus being able to pick the 'Green Hair Dye' card on the way to achieving my goal of becoming a games designer is hugely satisfying. And there aren't many games that will bring people across the room to see what's happening. Great fun and one of my favourite games at this year's Spiel.

As always, card game specialist Adlung Spiele had a crop of new games at Spiel. The most interesting of these was *Helden & Zaubersprüche* (Heroes and Spells), designed by Jochen Schwinghammer. However, this is just an expansion of Schwinghammer's *Zauberschwert & Drachenei* (Magic Sword and Dragon Egg) from 2003. The game is a fantasy-themed quest to defeat monsters and claim magical artefacts. The expansion adds new monsters and terrain and gives the heroes more options. *Rotundo* (designed by Jodi Soares) also looks like it might be interesting. In this game players compete in auctions and swaps to make the best collection of marbles. However, like the rest of the Adlung selection, it seems to be aimed at children.

The prototype new game from alea was *Um Ru(h)m und Ehre* (whose punning title translates as "For Rum/Renown and Honour"), designed by Stefan Feld. Opportunities to try this out were pretty limited and I didn't get the chance to play it. The game will include nice pirate figures for players to move around the board – nine pieces with multiple configurations. The aim is to collect – as the title suggests – rum and renown (by winning 'competitions'). This is one of alea's smaller-boxed games (like *Louis XIV* and *Wyatt Earp*), but I'll wait to play the game before pronouncing on it.



The new *Oltre Mare*

Amigo had the new edition of *Oltre Mare*, first published last year by Italian outfit Mind the Move. Given the full production treatment by a major German publisher, this version of the game looks absolutely terrific. It certainly makes Emanuele Ornella's cracking game accessible to more people. Watch out for the English language edition from Rio Grande. Also from Amigo (and Rio Grande) is *Drachenreiter* (Dragonriders), a race game by Klaus-Jürgen Wrede and Jean de Poël. The game has some good-looking dragon pieces that players race around one of the tracks that can be made from the board segments. And Amigo is also publishing a new edition of Reiner Knizia's *Quo Vadis*. This is a clever game where winning depends on the ability to negotiate with the other players. Mayfair is producing the English language edition.

Cardchess International had the odd-looking – and even more oddly named – *H2Olland*. Designed by Richard van Vugt and Jeff Widderich, the game has the players as farmers building up their farms. Each turn follows the pattern of the seasons. Players plant their crops and then harvest them. These provide the raw materials to build windmills, farms and dykes and to plant new fields. The combination of windmills and dykes allow new areas of land to be drained of the water covering them. This is a very tactical game that gives players lots of clever things to do to get an edge over their opponents.

The ultimate goal of the game is to plant fields with tulips and cash in on tulipmania (think dot com boom with flowers). While there is some opportunity

to do this during the game, the main activity happens at the end. Suddenly everybody is tearing out their crops and planting tulips (assuming you've bought plenty of bulbs). The winner of the game is decided in a final race to claim the tulip fields. Strangely, this phase seems to owe little to the build-up that has gone before. When I tried the game, I did badly for six turns, but won the game as my farms turned out to be strategically placed for the end game.



H2Olland – look at those windmills!

H2Olland is an intriguing game. It looks good – the model windmills are something else – and plays well. But there seems to be little connection between the final, game-winning turn and what's gone before. Of course, this being Spiel, there's every chance that we didn't get the rules right. So it will bear further investigation – and was certainly enough fun that I'll happily play it again. Worth taking a look at.

Stephan “*Old Town*” Riedel has one new title from his outfit, Clicker Spiele. This is *Ostfriesenlauf* (called *Gotham Race* in English – there's a little story that amusingly explains the name), a boxed edition of a game that was previously available in a diy form. This is a neat race game as the East Frisians (Ostfriesen) compete to find out who's fastest. The basic mechanics are straightforward: the player's pawns are moved around the track according to the cards played. First to cross the finish line wins.

What makes this more tricky is that the cards move a pawn in a particular position in the race: “third place moves 2 spaces forward,” for example. And all players choose their cards before any of them is played. So you may try to move your pawn, which is in third place, only to find it's been overtaken before your card takes effect. The last player is the first to play a card, so s/he will have more control and should be able to catch up. And then lose control again. This is one of those simple games that's much harder to play. It isn't particularly deep – a game doesn't last more than 30 minutes – but it is good fun and offers a bit of a challenge. Good stuff.

Italian publisher da Vinci had several new titles for us – including a new expansion for *Bang!*. The one I tried is a card game designed by Alessandro

Zucchini. *Lucca Città* aims to reproduce the palaces of the eponymous Italian city. Each card (with a few exceptions) shows a storey of a palace in a particular colour. Players build up palaces with matching cards, each choosing a set of cards from those face up on the table. Cards that don't fit can also be turned over as part of the city walls. Each card shows some windows, which are the points scored when the palace is completed. They also show some shields, which are used to decide the order of play. So completing a palace can mean you take your turn later, making it more difficult to get the cards you want. Ties are broken by the house numbers on the doors to unfinished palaces. So that's three things to think about on each card.

Players can also score points by ‘opening’ their completed palaces. As the points tally here depends on what other people have in play, there are plenty of tactical options to consider. After a set number of turns, the game ends. Players gain further points from city walls and Towers (the cards that aren't parts of a palace) – provided the player has enough shields in unfinished palaces to support them. This gives players lots to weigh up when making their decisions. It's a quick-playing (20 minutes says the box), clever card game. An English language edition is available from Mayfair. Excellent stuff and another of my favourites.

A new game from Doris and Frank (Spiele von Doris & Frank) is an event. *Arche Opti Mix* is a card game of getting animals into the Ark (which is the title of Rio Grande's English edition). This is the usual combination of clever mechanics from Frank Nestel and excellent and amusing graphics from Doris Matthäus. The game is about managing the animals and foodstuffs going on to the Ark so that nothing eats anything else and the Ark doesn't tip over. I haven't played the game yet, but it looks fun.



Frank Nestel poses with *Arche Opti Mix*

Eagle Games were showing off their new, big box games. I was most interested in the new version of *Railroad Tycoon – The Boardgame*. Credited to Martin Wallace and Glenn Drover, this uses a further development of the *Age of Steam/Lancashire Railways/Volldampf* system. That is, moving cubes of ‘goods’ to destination cities to increase income to your company, which is financed by issuing shares in the short term. The big plus to this has to be the Eagle Games

production, which means lots of good-looking components in a big box. Identifying any differences in the game will have to wait on an opportunity to play it.

Other games from Eagle included a new edition of *Conquest of the Empire*, originally published by Hasbro in 1984. The game includes the original rules by Larry Harris (with additional work by Glenn Drover) plus a new version “designed by Glenn Drover, inspired by a design by Martin Wallace”. *Sid Meier’s Pirates! – The Boardgame*, designed by Glenn Drover, is one of Eagle’s usual board game adaptations of a computer game. On the other hand *Wench!* is a card game of forfeits and penalties designed by MYNDzei Games.

After discovering *Neuland* last year, I was keen to see the two new games from Eggertspiele – though neither was designed by Peter Eggert himself. *Antike* (Antiquity) was designed by Mac Gerdts. The double-sided board shows the eastern Mediterranean and Near East on one side and the whole of the Med on the other. This immediately provokes comparisons with *Civilization*, but *Antike* is a very different game. The aim is to get cards representing major figures of antiquity – Plato, Alexander, you get the idea. These come in five groups and are gained for achieving different things on the board. The first player to get enough cards – depending on how many people are playing – wins the game.

The really clever thing is the mechanism that decides what a player can do each turn. It’s a circular track of eight spaces, around which each player moves a pawn. At the start of a turn, the player can move three spaces for free or pay to move further. Then they can do the action they’ve landed on. Three of the actions generate one of the three commodities used in the game. Another three actions allow players to spend each commodity. Marble builds temples (which enhance the province they’re in), iron builds armies and navies (I don’t think they need explaining) and gold improves knowledge (which provides bonuses like moving further). The actions of acquiring and expending a commodity are, of course, opposite each other. The remaining two actions allow the player to move their pieces on the board – this is how territory is gained.

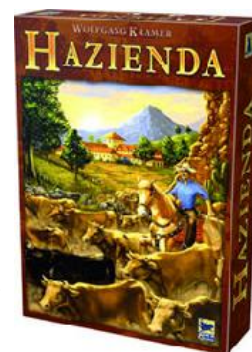
This means it takes time to do anything. A player can’t simply build a big army and attack. S/he has to get the iron, then the armies and, finally, move. It’s just as difficult to respond to a threat, which puts the advantage with the aggressor. However, the game is not just about territory on the board. This is only one way of gaining the personalities needed to win. And there isn’t enough territory to be able to win just by conquering the world. As with many other games, the trick is to do things that other players aren’t doing. And if you can surprise them, so much the better. Terrific stuff and one of my favourite games of the show.

The other game from Eggertspiele is *Die Dolmengötter*, designed by Thomas Odenhoven. This is a more abstract game played on a board of interconnected

octagons, hexagons and squares. These represent stone circles. Players place stones on the corners as they move, slowly building up the circles. Once anyone has a majority of a circle, they get to place a scoring stone. Further scoring stones are added as others take over the majority. The final score depends on the value of the stone and its position in the stack. Clever stuff, but not my kind of game.

After the success of *Leapfrog* last year, Scotsmen Fraser and Gordon Lamont (alias Fragar games) were back with another animal-themed game, *Shear Panic*. Despite the cute sheep models, this is a strategy game of getting your sheep in the right place at the right time. It sold out almost as soon as the fair began, due to advance orders and the popularity of *Leapfrog*.

The big new game from Hans im Glück was *Hazienda*, designed by Wolfgang Kramer. The pedigree makes this a must try game, but I didn’t get a chance at Spiel. The game is about territory and development as players expand their farms (“Haciendas”) and livestock. It’s also about ending the game at the right point – when you’re winning! I look forward to trying it – probably in the English language version from Rio Grande.



There were four new games from JKLM Games, all of which look very interesting. I didn’t bother trying them at Spiel as I’m sure there’ll be plenty of opportunity to do so back in the UK. The games are: *Celtic Quest*, by Nigel Buckle, card game *Fruit Bandits* by Ian Vincent, *Kings Progress* by Steve Kingsbury and *Third World Debt* by Dave Thorby.

Kosmos had the usual array of new games. This year’s addition to the *Settlers of Catan* family is *Elasund: der Erste Stadt* (called *Elasund: the First City of Catan* in the English language version from Mayfair Games), designed, of course, by Klaus Teuber. This uses some of the *Settlers* mechanisms as players compete and co-operate to build the eponymous city. Kosmos also had *Beowulf – die Legende* by Reiner Knizia (with an English language edition from Fighting Fantasy Games as *Beowulf – the Legend*). This looks rather like a co-operative game re-telling Beowulf’s story – like *The Lord of the Rings*. However, the game seems to be more competitive than that as players score points by helping Beowulf in his quests. Thus there are a winner and losers, rather than players winning or losing as a group. Another one that’s certainly worth trying.

Unlike, as far as I’m concerned anyway, Kosmos’s take on a Sudoku board game and *Tooor!* (Gooooal!). The latter is a development by Oliver Abendroth of his card game *Finale* from a few years back. I just said no! That leaves *Zauberstauber* (Magic Duster) by Heinrich Glumpler – the English language edition from Rio

Grande is *Techno Witches*. This is a race game for modern witches – the kind who ride vacuum cleaners rather than brooms (eat your heart out, Harry Potter!). There's also a programming element as players decide what spells to cast (or moves to make) in advance. This appears to be a rather clever and original game and I'm looking forward to trying it properly.

The nutters at Krimsus Krimskramskiste had two new games for us (leaving aside the role-playing stuff). Both are card games with an Ancient Egypt theme. *Die Baumeister des Krimsutep* (The Architects of Krimsutep) is about building on the banks of the Nile. The playing area is a grid, in which cards can be played, with the Nile running through the middle. At its heart, the game is about taking tricks. As well as scoring points for cards won, players also get to add buildings to the grid. There are various restrictions on building placement (like *Alhambra*), so who ends up building what where depends on the outcome of the tricks. More points are scored for placing buildings and there are further bonuses at the end of the game. I'm not a big fan of trick-taking games, but in this game the trick-taking is only part of the story. And winning tricks is not always the goal. This is one I definitely want to try, but the jury's out at the moment.

The second game is *Die Pyramide des Krimsutep* (The Pyramid of Krimsutep) and is about exploring the eponymous pyramid. And grabbing the treasure, of course. Play starts with a grid of square tiles face down and the players' pawns waiting to enter the pyramid. Players now move around the pyramid, turning over the tiles as they explore. They are looking for the 'canopic jars' of Krimsutep. Getting one of these back to base allows the player to place a treasure in the pyramid. And the first player to retrieve a treasure wins the game. But – and there's always a but – the first jar discovered wakes Krimsutep's mummy. Now players can also manoeuvre the mummy to block their opponents. There are various restrictions on players' movements around the pyramid – not least the passageways shown on the tiles! This means there's a planning and calculation element to the game as well as the plain fun. Another one I definitely want to put through its paces.

Another pleasant surprise from last year's games was *Das Zepter von Zavandor* from Lookout Games. So I was intrigued to see what they had for us this year. The company's big board game for 2005 is *Das Ende des Triumvirats* (The End of the Triumvirate). Designed by Johannes Ackva and Max Gabrian, the setting is the civil wars that marked the end of Rome as a republic (and led to the Empire). Interestingly, the game is designed specifically for three players: Crassus, Pompey and Caesar. The aim is to dominate the fledgling empire, by political control, by military conquest or by getting the people of Rome on your side. With three different ways of winning, there are plenty of options – which means a need to make decisions and to keep a careful eye on your opponents.



Das Ende des Triumvirats

One clever mechanism limits the game to a maximum of four turns, so it doesn't drag on. This is the election of a Consul. One of the players must be elected Consul at the end of each turn. Being elected Consul twice gives the player a political victory. So turn 4 will always be the decider. There's a lot more to commend in this game, including excellent production (in the same, dark style as *Zepter*), and I look forward impatiently to trying it out.

Other games from Lookout include a planned new edition of *World Cup Tournament Football*. No doubt this will tie in to some football thing that's happening next year.

After the success of *Oltre Mare* last year, Italian publisher Mind the Move had *Il Principe* from the same designer, Emanuela Ornella. As this was a limited edition it wasn't surprising that it sold out quickly. Taking its inspiration (and title) from Machiavelli, the game is about conquering and holding territory in medieval Italy. The English language version is from Z-Man Games and is eagerly awaited.

Phalanx Games had a new version of Günter Cornett's *Pingvinas* called *Packeis am Pol*. The English language version – *Hey! That's My Fish!* – is published by Mayfair and was well-received by the British and American contingents at Spiel. It's a quick strategy game in which players grab fish with their penguin pieces. This produces gaps in the ice field (the board) and the game finishes when penguins can't move any further. It's a nice little game and I think a bit of a departure for Phalanx, whose usual fare is big wargame-like strategy games. Such as *Mesopotamia*, designed by Klaus-Jürgen Wrede. Players expand across the territory of the game, building up their tribe in competition with the others. At the same time, the players must co-operate to build a temple to the Gods –

and then make offerings. This game has also been well received and I look forward to playing it.

Playme.de is, I believe, mainly a retailer, but they do have a few publications to their name. This year's game, *Big Kini*, by Guido Eckhof, created quite a buzz at Spiel, so I had to give it a try. The game is played over a board of hexagonal tiles, which start face-down. When explored and turned face-up, each tile shows an atoll of three islands. Each island produces something – cash, goods – or allows actions – moving to another island, placing new pieces. In order to do the action, though, players have to have control of the island, or a pair of neighbouring islands or the whole atoll. These positions are worth victory points too.

As well as having control, players need to get the opportunity to use the action. There are six actions, shown on a board. Players take their turns by placing a pawn on the action they want and then doing it. But there are limited opportunities for each action, so being in last place in a round can be a real pain. This is particularly true of getting money. Players need money to do other things, so getting money is a high priority, but only two players a turn can do this.

The game is thus one of planning your expansion carefully and choosing the ways you want to score victory points. As there are several ways of doing this, it pays not to compete with other players. The advanced game changes things by adding action cards into the game, but I haven't played with these yet. *Big Kini* is an interesting game with plenty to recommend it, but not one of my favourites.

I finally caught up with *Jenseits von Theben* at the Prinz Spiele stand. This was the second edition of Peter Prinz's game and it quickly sold out – mainly to US visitors with orders for several copies as far as I could make out. The game has some clever mechanics. To start with, doing anything takes time (in weeks), which is shown by moving your pawn along the



Jenseits von Theben in play

track round the outside of the board. Initial actions are about doing research and collecting equipment and expertise for your archaeological expedition(s). Then you go on an expedition (moving takes time, too). Depending on how much time you want to spend and how much research you've done (modified by your equipment and experts), you take a number of cards from the location and see what you've found. The decks start as a mixture of rubbish and treasures. The more expeditions, the fewer treasures will be left, of course, putting time

pressure on the players. The game ends after three years (three times round the track) and players tot up their points and bonuses to see who's won. This is a terrific little game and I'm just sorry it's sold out. Twice! Hopefully a larger publisher will take it up – or Prinz will be able to finance a third edition.

Coming up in part 2 next issue: the new games from Queen, Sagacity, Splotter, Tresham Games, Warfrog and others – including the cracking *Caylus* from Ystari and the bonkers gun-pointing game *Cash'n Guns* (as shown on the cover). But I'll just finish by giving you my favourites of the games I played at the show. They are: *Antike* and *Caylus* for substantial strategy board games; *Fiese Freunde Fette Feten* for the experience; *Cash 'n Guns* for sheer silliness and *Lucca Città* as an intriguing card game.

Europemasters 2005

Each year the Saturday of the Spiel games fair sees a large group of keen gamers disappear from the halls. Sequestered in one of the Messe's big halls, they are taking part in the European Board Games Championship – EuropeMasters. This year 120 players participated in 30 teams drawn from nine European countries. The expansion of the event meant there was room for a fifth British team. As the fifth-placed team in the UK Tournament couldn't make it, the *To Win Just Once* team had the opportunity to participate.

This year's selection of games was pretty good. Having games that are interesting and fun to play makes the tournament more of an enjoyable game session than a viciously competitive grind. It is certainly competitive, though. First up this year was *Himalaya*, published by Tilsit Editions and designed by Régis Bonnessée. The game's interesting victory conditions – eliminating players one by one – made it a good choice for the competition.

The second game was *Im Schatten des Kaisers* (aka *In the Shadow of the Emperor*), published by Hans im Glück and Rio Grande Games and designed by Ralf Burkert. This was my least favourite of this year's games. There's nothing wrong with the game, I find it's just about grinding through the mechanics and don't enjoy it much. After lunch, it was time for *Louis XIV*, designed by Rüdiger Dorn and published by alea and Rio Grande. I really like this game, the key to which is making the most of the cards you are dealt. There are enough different things to do to improve your position that all the cards are useful.

Finally we came to *Das Zepter von Zavandor*, designed by Jens Drögemüller, published by Lookout Games and clearly based on the revered *Outpost*. It's a clever game that rewards a long-term strategy of building up your resources to finance a final effort for victory. I'm a big fan of this game, but was concerned

that it was too long for the tournament. I needn't have worried, as I was treated to a masterclass in how to force the pace and win the game.

The winners of the tournament were "Esch Treff" from Germany. Czech team "Paluba" was second and "The Uninspired" was the highest placed UK team in third place. The prize for the best individual performance was shared by Frank Lamprecht (of "Esch Treff") and Bastian Winkelhaus (of fifth-placed team "The Spanish Inquisition"). Both had perfect scores, which is a tremendous achievement. My congratulations to all. Of the other British teams, "The Largest Army was 10th, "Nil Nominatus" 12th and "Three Men and a dog" 23rd. And *To Win Just Once?* We were top of the second division! Ahem: we placed 16th out of the thirty teams. Our thanks go to organiser Ronald van Lent and his team – and all the sponsors of the event.



The winning team celebrate their trophy

EuropeMasters 2006 will take place on Saturday 21st October as part of next year's Spiel games fair. The qualifying tournament for British teams – and the UK Board and Card Games Championship – is SpielChamps UK. The 2006 event is scheduled for Sunday 28th May as part of Maycon (see below).

Games Events

After the flurry of events in the last couple of months, it all goes quiet for a while. There is Dragonmeet – for the role-players amongst us – at Kensington Town Hall in London on 3rd December (see www.dragonmeet.com).

The next event is Winter Stabcon: 6-8th January 2006 at the Britannia Hotel in Stockport. This is a fun event that combines board games, wargames, CCGs and role-playing. Sign up with the stabconinfo Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Coming up in February is the 10th anniversary Ramsdencon: 16th-19th February 2006 at Ramsden Hall School, Billericay, Essex. Organised by the ineffable Annie Shillabeer, this event is always fun. Lots of board games, some role-playing

(usually a freeform) and occasional complete lunacy. You can find the website at www.ramsdencon.co.uk, but it hasn't been updated yet.

March sees Mastercon XIII, which is hosting EuroDipCon XIV (the European *Diplomacy* Championships) this year. It's 3rd-5th March 2006 at the Lee Valley Youth Hostel (Windmill Lane, Cheshunt, Herts). The focus of this event is *Diplomacy*, but plenty of other things go on. Accommodation is available in the Hostel or in nearby hotels. For details see: myweb.tiscali.co.uk/edc2006.

This box concentrates on 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: 6-8th January 2006 at the Britannia Hotel in Stockport. 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.

Maycon: late May bank holiday weekend (26th-29th May 2006) at the Ramada Hotel at Heathrow. 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: early July at Woolton Hall, Manchester University.

Spiel: the board games event of the year. 19th-22nd October 2006, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel/e000.php4.

Credits

To Win Just Once issue 60 was written and edited by Pevans. The LPBS masthead (page 25) is by Lee Brimmicombe-Wood as are the illustrations on pages 21, 27 and 40. The drawings on pages 29, 31 and 32 are by Nik Luker. Thanks to Repos Production for the cover picture of *Cash'n Guns* and the *Hazienda* photo is courtesy of Hans im Glück. Pevans took the other photos and played with his scanner and Photoshop.

Oh, Mr Porter!

Railway Rivals game 3 – Round 9

Both of the races missed last time found takers and nearly everybody won one race. A fair number of joint runs took place, too, as players co-operated. There was only a little building as TTYF! improved their line towards Brighton and DECLINE built into Folkestone.

Just over 50 points separate the first and last companies, though they are starting to fall into two groups as we go into the second half of the races.

Races

Race	TTYF!	SWT	DECLINE	TOOT	LOL	SPAMTRAK
11 52-63	20-2		0+1 JR	0+1 JR		10
13 43-65	20-5		0+1-4	+1	+3	10+4
15 15-S3	20-5		0+2+7 JR		10-7	0+3 JR
16 26-62	5-1 JR	0+2-2+3	0+2	20-3	5-1 JR	0
17 36-44				20-6	+6	
18 51-S6						20
19 32-64	0-2	10+1-4	20+1+4+4	+1		0-5
20 24-55		20+3-4	+4+4	10-7		
21 13-41			20-13		10-2+7	0+2+6
TOTAL	+50	+29	+53	+37	+31	+50

Builds and Points

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

Start Points 65

Builds: (G13) – G10 – F9; (E14) – E15 (1 to DECLINE)

Points: 65 -6 builds +50 races = 109

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

Start Points 71

Builds: None

Points: 71 + 29 races = 100

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

Start Points: 70

Builds: (M27) – Folkestone (3 to LOL)

Points: 70-6 + 1 builds + 53 races = 118

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

Start Points: 121

Builds: No Builds

Points 121 + 37 races = 158

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

Start Points: 107

Builds: None

Points 107 + 3 builds + 31 races = 141

F – Timothy Hunt, SPAMTRAK, Red

Start Points: 103

Builds: NONE

Points: 103 + 50 races = 153

GM Notes

Races for next round:

22) 61 (London South) – S1 (Seaside)

23) 32 (Sevemoaks) – S4 (Cross Channel)

24) 14 (Eastbourne) – 25 (Ashford)

25) 55 (Tunbridge Wells) – 11 (Folkstone)

26) 36 (Sheerness) – 21 (Whitstable)

27) 51 (Dorking) – 41 (Shoreham)

28) 43 (Brighton) – 66 (London NW)

You may enter up to 4 races.

If you are thinking of joint runs, get your discussions in early.

Next turn's builds – up to 4 points. (Building happens after the races. These points are not used for payments to others for junctions and parallel tracks, which will come from your account.)

I am planning to run a game on the London Underground map for four players. I know Andrew Barnes and Steve Bunce are interested: anyone else should let me know.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 9th December 2005.

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Easy Money Turn 6

This table lists the people still in this game (originally everybody who reads *To Win Just Once* – the people I knew about anyway – with new readers added in as they subscribe). It shows what they bid last turn, what they actually got and what they hold now.

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Guy Arnold	S	1	Blue	S	1	Blue	0	5	0	0	1	84
John Boocock	B	1	Yellow	B	1	Black	3	1	1	1	4	OUT
Chris Boote	S	2	Green	B	1	Black	2	0	1	1	2	66
Ben Brown	B	2	Yellow	B	2	Yellow	0	0	0	2	0	148
Simon Burling	S	1	Blue	S	1	Blue	3	0	0	1	1	40
Charles Burrows	S	1	Yellow	S	1	Yellow	0	1	3	0	1	89
Robert Carter	B	1	Green	B	1	Green	6	4	0	0	0	15
Mike Dommett				B	1	Black	1	3	1	0	2	75
Jerry Elsmore	S	1	Yellow	S	1	Yellow	0	0	0	0	0	213
William Hay	S	1	Red	S	1	Red	0	6	1	0	2	55
Pete Holland	B	1	Red	B	1	Red	1	0	4	0	1	41
Timothy Hunt	S	2	Red	S	2	Red	0	1	1	1	3	146
Francesca Huskinson				B	1	Black	0	1	2	1	4	OUT
Andrew Kendall	B	2	Blue	B	2	Blue	1	2	2	1	0	18
Nik Luker	B	2	Green	B	2	Green	0	3	1	0	1	124
Michael Martinkat	S	1	Red	S	1	Red	0	0	4	0	2	109
Bill Michell				B	1	Black	0	4	0	0	1	132
Graeme Morris	S	6	Green	S	6	Green	1	0	1	0	2	168
Richard Newby				B	1	Black	1	1	1	1	4	OUT
David Olliver	B	1	Green	B	1	Green	1	2	2	1	1	11
Neil Packer	B	3	Green	B	3	Green	0	4	0	1	2	105
Colin Parfitt	B	3	Red	B	3	Red	4	0	0	0	1	87
Alan Tabor	S	1	Green	S	1	Green	2	0	3	0	1	43
Barry Townsend				B	1	Black	0	1	4	0	3	34
Gerald Udowiczenko	B	2	Green	B	2	Green	0	2	3	0	1	54
Pam Udowiczenko	B	2	Green	B	2	Green	0	2	3	0	1	54
Matthew Wale	B	1	Green	B	1	Green	0	2	1	0	0	134
Graeme Wilson	B	1	Green	B	1	Green	2	2	1	1	1	30
Paul Wilson	B	1	Red	B	1	Red	2	1	2	1	2	42

Share prices			
Red	Green	Blue	Yellow
32	28	28	36

A correction from last time: despite having no money, Graeme Morris gained a Black share for his invalid bid.

This turn Graeme benefits from flogging his Green shares just as lots of other people bid to buy. But this only puts him in second place. Jerry Elsmore retains the lead as he sells his last share. We also see John Boocock try to buy a Green that he can't afford and Chris Boote try to sell Green shares that he doesn't have.

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

**Bids for Turn 7 to Pevans at 180 Aylsham Drive, UXBRIDGE
UB10 8UF or TWJO@pevans.co.uk by Friday, 16th December 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 (even if they have 0 money, they get a black share). 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 – Turn 4

"Tau Ceti is now under the protection of Semper Durus Corporation. (Sensitive ecosystem, don't you know, mustn't have too many crass commercial industrialists and merchants crawling all over it.)

All ships arriving in Tau Ceti are advised to pay 50 HTs to the 'Eco-Tourism' fund administered by Semper Durus. Ships failing to do so will be considered poachers and treated accordingly...

Corporations may wish to enter conditional instructions in advance to pay such fines to avoid unnecessary delays or the risk that the ship may be sold or confiscated to meet the fine."

Which seems a fairly clear message from SEMPER DURUS. ZWILLINGE had a quick and equally clear response as the SEMPER DURUS warehouses at Mu Herculis Spaceport suffered an explosive decompression and complete loss of all contents (though some were rumoured to have been hoovered up by intersystem craft). ZWILLINGE weakly denied responsibility, but too many signs pointed to the Corporation's involvement. This had the effect of lowering the Corporation's Reputation, but it received several encouraging editorials in the free trade press and eager assistance from local banks as they repaid their loan and took out a new one for 531 HTs over the next four quarters. The new money was spent on increasing Criminal Connections – presumably to wreak further havoc on SEMPER DURUS – wrehouses at Delta Toucanis, Epsilon Eridani, and Beta Hydri, improving Reputation and laying down two new Phoenix hulls with a mixture of Cargo and Passenger Pods at Tau Ceti and Alpha Centauri,

SOLAR SPICE, MONOPOLES & LIQUORS bought warehouses at Beta Hydri and Alpha Centauri and raised their Reputation considerably after their successful trading.

TRANS SOLAR TRADING INC. now has a fleet of 6 liners in commission and is carrying 36 units of Passengers a Quarter in great comfort – a fact reflected in their increase in Reputation. They also spent monies in increasing their Business Connections.

TRANSURANNIC TRADE CORPORATION increased their Reputation slightly as they laid down the TTC Curium at Alpha Centauri Shipyards – another Cargo and Passenger ship.

SOLAR WINDS TRADING CO. found its passenger ships travelling nearly empty – competition is a cruel game.

ISKANDER FIRE & ACCIDENT was back with a vengeance under new management. Funded by a 550 HT loan over 4 Quarters, warehouses were bought at Epsilon Eridani and Delta Toucanis and 2 Liquor factories were brought into action at Alpha Centauri. The two idle Corco Zeta hulls were finally named – Bond and Future – and fitted out with top class crews and Cargo Pods. A streamlined Corco Gamma Hull was laid down at Alpha Centauri. Business Connections were raised and Reputation was also improved, just by seeing the signs of life.

VOGON INDUSTRIES took OP10 onto the famine, buying the maximum they could. This revival of the slave trade is affecting local politics. The Despair was sold for 120% of list price at Mu Herculis and Reputation was increased.

CAESAR WHOLESALE disposed of OP11 on Gamma Leporis and, with the help of Agent Willy, made a substantial profit on the deal.

SWISS MERCENARY FLEET has the auditors in reviewing the cash flow, being one of the Corporations who have loans coming due next Quarter.

HONEST DARTH'S USED SPACESHIPS increased their Reputation and took passengers on board their liner.

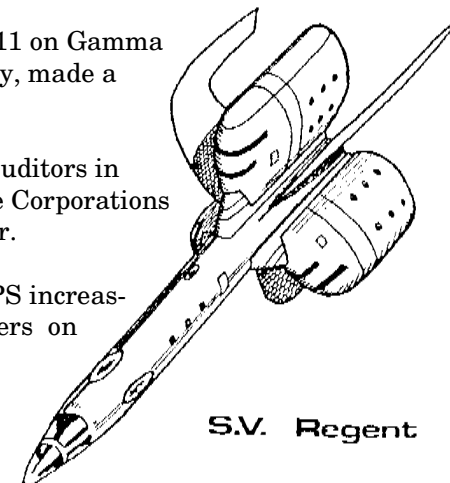
SEMPER DURUS followed their announcement by ignoring the interest due on their loan. No doubt they expect to divert some of the fines into the Corporation's accounts in future.

At Gamma Leporis TRANSURANNIC bought 6 Alloys for 4 HTs each and CAESAR WHOLESALE bought 5 on Contracts.

Epsilon Eridani saw VOGON INDUSTRIES selling 10 Isotopes for 4 HTs apiece to gain a Dealership.

ZWILLINGE sold 10 Isotopes for 5 HTs each at Delta Toucanis and gained a Dealership. TSTI bought 16 Petroleum at a price of 9 HTs and acquired a Dealership as well. HONEST DARTH's bid of 6 to buy was ignored.

VOGON INDUSTRIES couldn't sell Isotopes at Tau Ceti for 7, but TTC could buy 6 for 4 HTs each and a Dealership.



S.V. Regent

Lots of buying and selling at Mu Herculis. VOGON INDUSTRIES sold 6 Alloys at 7 HTs beating CWI's bid of the same price. TRANSURANNIC sold 6 Isotopes for 8 HTs each and VOGON sold 2 more at the same price. SEMPER DURUS's bid to sell at 10 was ignored and, as we all know now, they won't have to worry about selling those Isotopes again. SOLAR SPICE, LIQUORS & MONOPOLES bought 5 Monopoles on Contract. TRANSURRANIC bought 7 Petroleum for 10 HTs apiece and gained a Dealership, while ISKANDER sold 4 for 9 HTs each.

Neither ZWILLINGE nor VOGON INDUSTRIES – bidding 4 and 7 to sell Isotopes at Sigma Draconis – found any takers. ZWILLINGE did sell 11 Petroleum for 12 HTs each and gained a Dealership. SSLM bought 9 Spice at 14 HTs and became a Contractor.

Nobody was looking to trade at Alpha Centauri where all prices remain depressed.

ISNOTISTOO bought 2 Alloys for 6 HTs each at Beta Hydri. SSLM sold 12 Monopoles for 16 HTs apiece and achieved a second Contractorship, while ISNOTISTOO sold 2 more at 17 HTs. SSLM then sold 10 Spice for 16 HTs to get a Dealership, but ISNOTISTOO's bid of 17 was too high. Finally HONEST DARTH sold 7 Petroleum for 10 HTs each and gained a Dealership.

Corporation Table

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A LNER	0	4	3	N	13	510	20	John Boocock
B Solar Winds Trading Co	1	0	8	0	5	9	23	Steve Bunce
C Caesar Wholesale	2	7	2	0	9	13	30	Simon Burling
D Trans Solar Trading, Inc	5	0	7	0	3	110	33	Jerry Elsmore
E SSL&M	5	3	5	0	2	82	39	Paul Evans
F Semper Durus	1	7	1	0	12	17	21	Alex Everard
G HDQUS	6	2	1	2	11	151	33	Howard Goble
H Trade Wind	1	0	8	N (5+5)	13	56	27	Michael Grazebrook
J ISNOTISTOO	6	0	3	0	6	56	24	William Hay
K Swiss Mercenary Fleet	2	0	9	0	10	131	30	Martin Jennings
L Zwillinge	4	1	7	3	1	193	30	Michael Martinkat
M Transuranic Trade Corp	6	0	3	3	4	45	32	Bob Parkins
N Vogon Industries	5	7	0	0	8	238	33	Nathan Richards
P Iskander Fire and Accident	2	7	1	0	7	293	29	Przemysław Orwat

'N' under Initiative Bid indicates No Move Received

GM Notes

There was one new News chit this turn and OP 10 (B1) on turn 6 was taken by VOGON INDUSTRIES.

NEWS CHITS (new ones this turn in **Bold**):

Turn 5 C2, B3

Turn 6 P8, P7

Turn 7 B6

Turn 8 **B4**

Several Players will find that they don't have the Passengers they were hoping for. Another Corporation earlier in the turn order took them first.

Corporations carry out actions in the Opportunity Phase in Turn Order, not in Initiative Order. So if you want to take an Opportunity chit, you may

find someone else has spent money in the Initiative Phase to go before you and take the chit.

If your Corporation is reported as carrying out a sabotage attempt, no, it doesn't necessarily mean that you did. Some other Corporation could have done the deed and is blaming you.

If you have a query ask me as soon as you can. If I'm away I may not see it until after I've started adjudicating the game.

Players whose Corporations go to the wall are not allowed to rejoin this game. (Not that anyone would take revenge on another player whose actions eliminated him.)

Press

Attention:

Tau Ceti is now under the protection of Semper Durus Corporation. (Sensitive ecosystem, don't you know, mustn't have too many crass commercial industrialists and merchants crawling all over it.) All ships arriving in Tau Ceti are advised to pay 50 Ht to the 'Eco-Tourism' fund administered by Semper Durus.

Ships failing to do so will be considered poachers and treated accordingly...

New Important Detail:

Any ship arrested for poaching will be returned to owner on payment of a fine

calculated as:

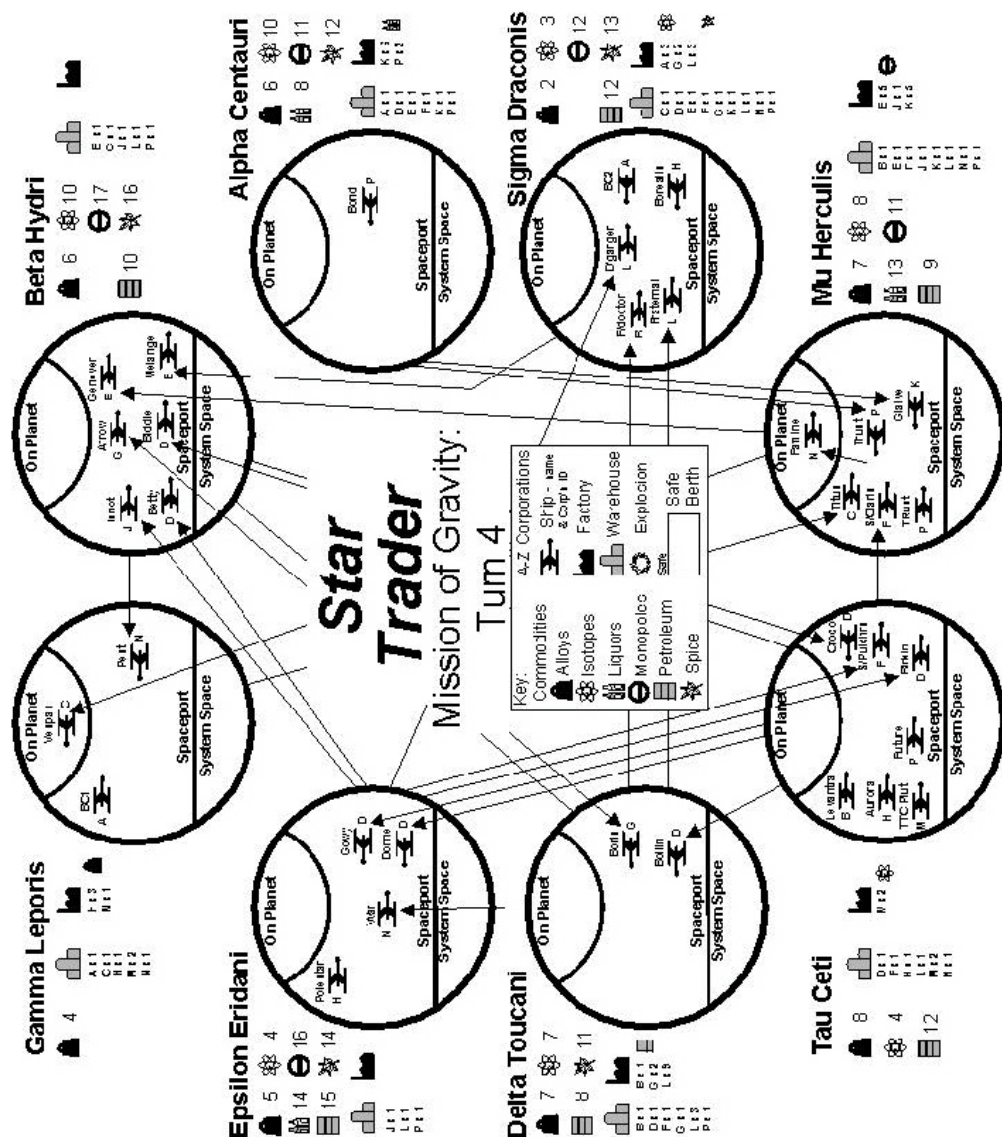
(Value of Hull + Pods + Crew + Cargo) * .6

Cargo valued at current local system price or 10 HT for any item not saleable locally

Corporations may wish to enter conditional orders in advance to pay such fines to avoid unnecessary delays or the risk that the ship may be sold or confiscated to meet the fine.

What's this, by hokey?! A toll for visiting Tau Ceti?! Let me tell you, Tuan Durus, Pevans van Rijn's ships fly where they want, by damn!

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 9th December 2005.**



Les Petites Bêtes Soyeuses 186

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 June 1659 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 16th December 2005**



May 1659

May is the last month before the serious military campaign begins. So there's a certain feverishness to the activities in Paris this month. In the case of the duels between the Cardinal's Guard and the King's Musketeers this is quite normal. CG commander Charlemagne le Gosse chooses to meet KM Captain Walter Butts first. Both men have their rapiers, though le Gosse is much more competent with the weapon. Butts is seconded by his CO, Zachary The Money Goes, while le Gosse has Sean Sondamour at his side (choosing not to second Butts as well). The two duellists salute and cross swords. Le Gosse parries, Butts blocks. Le Gosse parries again, Butts blocks again. Another block from Butts meets further parrying from le Gosse. Le Gosse parries, Butts rests and then jumps aside from le Gosse's next parry. Butts recovers his balance as le Gosse parries. Then le Gosse strikes! His lunge comes just as Butts is gathering himself for his own attack. Spiked through the arm, Butts concedes the fight.

Pausing only to wipe the blood from his sword, le Gosse rushes off to second his comrade, Ced Deucer. Lieutenant-Colonel Deucer is taking on his opposite number in the King's Musketeers, Fernand Louis Adelmo de Gaulle. De Gaulle has no second, but has slightly greater expertise and a tougher constitution, which give him an edge. His strategy is simple: lunge and slash. A combination he repeats metronomically. Deucer's approach is even simpler: he just parries. So de Gaulle's first lunge is stopped by Deucer's parry. Deucer responds with a riposte to draw first blood. De Gaulle's slash goes straight through Deucer's parry

to even things up. And so it goes: lunge meets parry, a riposte follows and a slash then balances the score. Deucer is first to decide that he's had enough of this. He surrenders. Both men have now been wounded half a dozen times and neither is in a fit state to fight any further duels. So Beppe de Marko doesn't get to meet Deucer and le Gosse doesn't get the chance to fight de Gaulle. Le Gosse still has one fight to go, but refuses to give The Money Goes another easy victory.

Instead, The Money Goes takes de Gaulle as his second to meet another member of the Cardinal's Guard, Felix de Carabas. There is bad blood here because de Carabas is a former Musketeer. Stan Dandy Liver seconds de Carabas, who has far less skill with his rapier than the beefier The Money Goes. It doesn't look good for the Cardinal's man. An opening parry from The Money Goes is ineffective as de Carabas winds up for a slash. This blow strikes just as The Money Goes lunges and reduces the effect of the lunge. De Carabas tries a parry and a block as he examines the damage. As soon as he drops his guard, The Money Goes hits him with a slash. "I surrend-urk!" cries de Carabas, as The Money Goes follows up immediately with a (furious) lunge. However, that's the last damage de Carabas receives as The Money Goes puts up his sword.

The Money Goes (and de Gaulle) next meet the other CG Major, Lucien d'Escaillehuitaillements next. D'Escaillehuitaillements is closer to The Money Goes in build, but even less competent in swordplay than de Carabas. D'Escaillehuitaillements parries, but his defence is misplaced as The Money Goes lunges as soon as he drops his guard. First blood is enough for d'Escaillehuitaillements and he concedes the duel.

That concludes the Musketeers and Cardinal's Guard's activities this month. Elsewhere, Foot Guards Colonel Alfonse Qué Holique meets Brigadier-General Bud d'Wiser of the Grand Duke Max Dragoons. D'Wiser could legitimately duck out of the fight, but turns up to face the much beefier Holique. His only advantage is that he knows his way around his sabre better than Holique understands his rapier. Lokwot Isaw accompanies Holique as his second. D'Wiser starts with a (furious) lunge that neatly skewers Holique. First blood is enough: Holique surrenders.

Orson de Combat doesn't show for his meeting with Dan de Lyon. So de Lyon squares up to Antoine Valois instead. Valois is a solidly-built figure, but looks slight compared to the bulk of de Lyon. On top of that, Valois's old injuries mean he doesn't actually need to fight. Both men have sabres and neither has a second. They square up, swing their blades and attack with a (furious) slash. Both blows strike home and Valois gives up.

For his last fight, de Lyon takes on Euria Humble. Humble is a bigger man than Valois, but still smaller than de Lyon – though he has a fresh wound. By way of

compensation, Humble is wielding a cutlass (not the traditional weapon of the Dragoon Guards) and is substantially more skilled in swordplay. He also has Stan Dandy Liver to back him up. Humble blocks as his first action, effectively missing a beat. His slash thus lands just after de Lyon has blocked. De Lyon retaliates with a furious slash, hitting Humble twice. But the time it takes de Lyon to recover from this exertion gives Humble the opportunity to smack him with another slash. Then they do it again. Despite taking a third cutlass slash, de Lyon keeps going. The initial slash of his second furious slash is too much for Humble, who surrenders before the cut can get him.



Conspirators everywhere

Paris has a new pastime this month: show trials! The Commissioner of Public Safety arrested two Ministers and several senior military men last month. This month Bud d'Wiser puts all five of his victims on trial in front of the Minister of State, Lokwot Isaw. The Chancellor of the Exchequer and the Minister of Justice stand accused of conspiring together to embezzle His Majesty's funds. The King is astounded that any of his Ministers would carry on in such a way and urges Count Isaw to apply the maximum penalties. The two Ministers are pretty much non-entities and get no support from the social circles of Paris. It is no surprise that the two are found guilty and promptly executed. Particularly as this allows CPS d'Wiser to assume the portfolios of Chancellor and Justice.

The military men on trial are the commanders of the First, Second and Cavalry Divisions. The two infantrymen are accused of sympathising with revolutionaries. The evidence isn't clear-cut, but Minister Isaw finds them guilty nevertheless. He sentences both to prove their loyalty by serving on the frontiers for a year. With the summer campaign about to start, neither man is too bothered about this. The Cavalry Division commander is charged with profiteering from selling his command's horses. The evidence is circumstantial, so Minister Isaw ensures that the miscreant doesn't benefit from his misdeeds by confiscating his assets. Half of the proceeds goes to CPS d'Wiser, of course.

More Ministers needed

His prosecutions successfully concluded, Bud d'Wiser then resigns as Commissioner of Public Safety. His reward is to be immediately appointed as a Minister without Portfolio by Minister of State Lokwot Isaw. The King is sufficiently impressed to elevate d'Wiser to a Baron. The resignation frees up the

CPS's other Ministries, allowing Count Isaw to appoint a new Chancellor and Justice Minister next month. This month he turns down the applications of Leo Nonmie and Omi Palone to be the new CPS and appoints Jacque Wabbit to the position instead.

Further down the hierarchy, Gaston de St Marque, Rene Ouai and Stan Dandy Liver team up to remove the Heavy Brigadier. Leo Nonmie tries to lend his weight to this, but can't influence anyone this senior. The threesome does the trick, however, and the Brigadier quits his post. Nobody takes up the position, but no doubt some retired Brigadier will be wheeled out to lead the Brigade in the summer campaign. By contrast, Second Foot has a new commander. Inspector-General Gar de Lieu selects (brevet) Brigadier-General Revaulvin d'Or of the 13th Fusiliers for this position and Bdr-Gen. d'Or quickly accepts. First he donates a large sum to the Inspector-General; then he orders the whole Brigade mobilised to get some fighting practice since they aren't in action this summer. His number two in the 13F, Lieutenant-Colonel Joseph de Veevre, thus goes into action as acting commander of the regiment.

Meanwhile Gar de Lieu uses some of his own influence to persuade the Frontier Division commander to resign. The man accepts the opportunity to step down – no doubt fearing that he might be on trial next month for pinching cannonballs (or something). This leaves an actual vacancy to command a Division in the campaign. The job of filling this belongs to the Adjutant-General. Rene Ouai has applied for the position. Stan Dandy Liver uses his influence on the Field Marshal in an effort to prevent this. He is perfectly countered by Alfonse Qué Holique, who supports Ouai. Ouai is appointed on his own merits.

The Lt-Colonel of Archduke Leopold's Cuirassiers seems to have aroused the wrath of several Parisians. Gaston de St Marque, Jacque Wabbit and Magnon de Sources all tell the man he should resign. He doesn't think about it for too long before handing in his notice. Horatio d'Escargot buys the vacant rank with a donation from Stan Dandy Liver. Thomas Tudo then grabs the Major's spot just vacated. Jacque Wabbit tries to remove the Lt-Colonel in the Queen's Own Carabiniers on his own. His target laughs off his puny efforts. So no-one progresses in the QOC. However, new boy Auray Enri signs up with the regiment and makes himself a Subaltern. In the Royal Foot Guards Lokwot Isaw buys his way to Lt-Colonel and Averell de Alton purchases the now available Major's position, thanks to the odd gift from Alfonse Qué Holique and Beau Romir.

Antoine Valois volunteers his squadron (Third) of the Dragoon Guards to join his colleague, Jacque Wabbit's, squadron in action. Captain Denis Bone hopes that elements of the QOC will be in action, but is assigned to a Frontier regiment when he arrives at the front on his own.

Pay up before you go-go in

Zachary The Money Goes throws another of his pay-me-money-to-get-in parties in the Fleur de Lys all through May. A surprising number of people pay him money – and several fork out rather more than he's asking for! Beau Romir, for example, Toadies to Zack all month. He brings Frances Forrin with him and pays his 30 crowns a week – rather than the 100 for the month that Zack would have accepted. Den Ouveau brings Angelina di Griz along for week 1: Magnon de Sources brings Betty Kant and Marc de Zorro Edna Bucquette. All these gentlemen pay up. Fernand Louis Adelmo de Gaulle rolls up unaccompanied and plonks 100 crowns into Zack's hands. He is followed by new boy Jean-René Gratien, who pays the requisite 30, and Walter Butts, who does the same. Fernand and Walter get a bit of a rebate as Zack picks up the drinks bill of his regimental buddies. The three of them join forces to mock their ex-comrade, Felix de Carabas, when he arrives to Toady to the Crown Prince (as Prinny's Aide). Challenges are exchanged, as usual.

Elsewhere in the Fleur several notable Parisians sit quietly with their lady friends. Dan de Lyon is there with Emma Roides as the guests of Stan Dandy Liver and Lotte Bottle. Alfonse Qué Holique has his customary bottle or two with Fifi for company. Rene Ouai accompanies Kathy Pacific and Sheila Kiwi joins Sean Sondamour for a glass or two. It's Hunter's for Averell de Alton, escorting Mary Huana, and Ced Deucer with Jacky Tinne on his arm. Horatio d'Escargot turns up at Blue Gables with Henrietta Carrotte. Elsewhere, Bud d'Wiser and Lucien de la Rue have no luck with the ladies, while the charms of Beppe de Marko and Thomas Tudo are rewarded and Charlemagne le Gosse visits his mistress (allegedly). Co W Ard Extrême and Roland Pollee d'Eaulee trade cash for female favours at the bawdyhouses, but only Roland has brought enough crowns!

To wrap up the first week of the month, Auray Enri and Pauvre Guillaumme are busy with their regimental duties. Dancer Sous le Pond'Avignon, Gaston de St



Marque, Lucien d'Escaillehuitaillements and Lokwot Isaw put in a week's practice with rapier. And Euria Humble does the same with his cutlass.

Minister at home

Zack has some serious competition in week 2. The halls of the Horse Guards see some unaccustomed visitors. Member Dan de Lyon brings Emma Roides along and welcomes several Toadies. These are Auray Enri, Lucien de la Rue and Roland Pollee d'Eaulee, none of whom brings any female company. Lucien consults Dan on "what Parisian women really want" in an effort to improve his success rate with women. Horatio and Henrietta are back in the Blue Gables, as are Ced and Jacky at Hunter's. Den Ouveau now takes Angelina to the Frog & Peach for a quiet drink.

In the Fleur, Lokwot Isaw – with Sue Briquet at his side – is 'at home' to petitioners. Averell de Alton is quick to arrive, bringing Mary with him. Gaston de St Marque escorts Bette Noire and Marc de Zorro accompanies Edna again. Other members visiting the club this week include Co W Ard Extrême and Beppe de Marko. Katy Did is on Beppe's arm after he wooed her last week (in the absence of Omi Palone). The only other people in the club – apart from Zack's party – are Alfonse and Fifi, back for another bottle.

Beau and Frances return as Zack's guests. So does Fernand, who slaps another hundred crowns into Zack's hand and heads for the bar. Jean-René Gratrien and Magnon de Sources are back, too. The latter has Betty with him again. There are two new arrivals: Bud d'Wiser and Thomas Tudo. Neither has any female company, but they are members of enemy regiments. Challenges are exchanged, egged on by the rest of Zack's guests.

Felix de Carabas is off with a heap of presents to impress a young lady. Someone seems to have got there first as she's not at home. Walter Butts gets his female company in a more certain way: he takes some crowns to the bawdyhouses. Pauvre Guillaume is still busy with his regimental duties, while Euria Humble practises cutlass again. Stan Dandy Liver joins him. It's another week with rapier for Lucien d'Escaillehuitaillements and Dancer Sous le Pond'Avignon and a first week for Charlemagne le Gosse and Rene Ouai. Sean Sondamour is the last man in the gym, waving his sabre about.

Toadying Colonels

The third week of May sees Zack's guests reduced to the regulars – Beau (and Frances) and Fernand – plus Thomas Tudo again. Fernand forces a further hundred crowns on his bemused host (who pays for Fernand's drinks). The second week of Lokwot's 'at home' also gets the same guests as last time. These are Averell and Mary, Gaston and Bette and Marc and Edna. The one new arrival is Walter Butts, who's clearly doing the rounds of this month's parties. He

buttonholes Lokwot and suggests that "all official documents be written in invisible ink on rice paper: thus providing bored officials with snacks while insuring everything is completely deniable." He offers this suggestion more to claim a free drink, than thinking it will be acted on. Other visitors to the Fleur include Beppe de Marko, who is showing off Katy Did on his arm again. Alfonse and Fifi share another bottle ... or six, Co W Ard Extrême returns and Rene Ouai is back with Kathy.

Jacky is at Hunter's with Ced again. Henrietta and Horatio re-appear at Blue Gables. And Angelina joins Den at the Frog & Peach once more. Pauvre Guillaume visits his young lady at her place. Bud d'Wiser and Auray Enri do the same – though the young ladies in question weren't actually expecting them. And neither were their previous lovers, Denis Bone and Gaston de St Marque! Lucien de la Rue fails to press his suit again, despite the advice from Dan de Lyon. As does Jean-René Gratrien. And the object of his affections is still not at home to Felix de Carabas.

Euria Humble is back in the gym for a third (and then a fourth) week's practice with his cutlass. Stan Dandy Liver uses week 3 for a second session with his cutlass. Lucien d'Escaillehuitaillements and Dancer Sous le Pond'Avignon complete three weeks with their rapiers. Sean Sondamour finishes two weeks' practice with sabre. Magnon de Sources pops in for a week with his rapier. Dan de Lyon does the same with his sabre. It's a second week with his rapier for Charlemagne le Gosse, who goes on for a third week. Roland Pollee d'Eaulee arrives and puts in two weeks sabre practice. Lokwot Isaw is back with his rapier in week four. Completing their month with a week's practice are Bud d'Wiser and Thomas Tudo on sabre.

Another traditional end to a month is visiting the Bawdyhouses. At the end of May they attract Dancer, Felix, Fernand, Jean-René and the two Luciens, all of whom take advantage of what the bawdyhouses have to offer. Except for Jean-René, who just has a drink or two. The footpads decide Felix is a likely lad and bash him over the head as he leaves. The relieve him of the few crowns he has carefully left about his person for just such an eventuality. That's the kind of cash Pauvre Guillaume could do with, but nobody's donating anything.

Den and Angelina are back at the Frog & Peach for week 4. Other members join them in the club. Magnon de Sources brings Betty Kant for a drink. And Auray Enri arrives to show off Marie Antoinette on his arm. Hunter's has just Ced and Jacky in residence again. While in the Fleur, the Minister of War, Stan Dandy

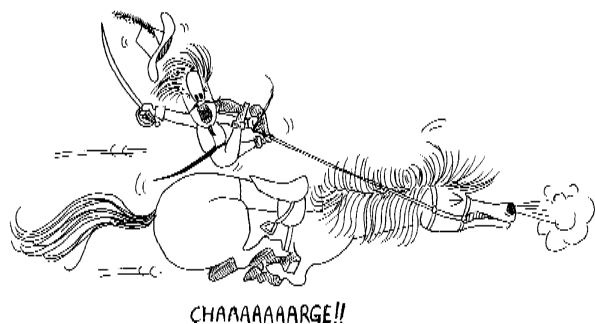


Liver, has invited regimental commanders – and a few, more senior officers – to join him to discuss the upcoming campaign. His invitation is taken up by Army commanders Gaston de St Marque and Sean Sondamour, Adjutant-General Rene Ouai and ALC CO Horatio d'Escargot. They are joined by the commanders of the QOC, Picardy Musketeers, 27th Musketeers and Gascons – all of whom are very grateful to be included in this gathering.

Other members in the Fleur de Lys are Alfonse Qué Holique and Fifi, Beppe de Marko and Katy and Co W Ard Extrême. And there's the final week of Zack's party. Anna Rexique has been with him all month, as have Beau Romir and Frances. Walter Butts drops in again this week. So do Marc de Zorro and Edna. Averell de Alton turns up for the first time, bringing Mary Huana with him and paying the entry fee. Dan de Lyon and Emma Roides also arrive and Dan pays.

Winning, losing and taking part

As the weather clears up from last month's rain, French forces get their act together and make some inroads the against the enemy forces. Bdr-General Nonmie leads the Crown Prince Cuirassiers on patrol in force. Meeting a Spanish force on a similar mission, the CPCs herd them under the guns of the 4th Arquebusiers. A few volleys soften them up and a charge by the Cuirassiers scatters the enemy. Nonmie is Mentioned in Despatches, thus redeeming last month's disgrace, and acquires a selection of Spanish uniforms that fetch some 700 crowns on the open market. Colonel Pierre de Mont-Réal, commanding the 4th Arquebusiers, isn't quick enough to get any loot. Or, indeed, anything else.



Second Foot Brigade HQ and the 13th Fusiliers arrive alongside the 53rd to give a whole infantry brigade in the field with the Royal Marines and Princes Louisa Light Dragoons. The fresh 13th isn't really ready for action and gets mauled by enemy fire. Lt-Colonel Joseph de Veevre rallies his men behind the stalwart 53rd, who are unimpressed by a few musketballs. Brigadier Revaulvin d'Or has his rank made permanent, which removes his connection to the 13th. He receives a Mention in Despatches and picks up a couple of hundred crowns in booty. De Veevre is promoted in d'Or's wake to become Colonel of the 13th.

The Royal Marines march around the fighting and attack the enemy force from the flank. Faced with the glittering cutlasses of the Marines, the Spaniards crack and run for it. Princess Louisa's Light Dragoons chase them from the field. Royal Marine commander Jacques Shitacks sweeps on to the battlefield and sweeps off with 400 crowns of plunder. His number two, Lt-Colonel Phresh Face, follows suit and sweeps up twice as much.

The Frontier regiments suffer as usual. Krasne Homme is serving as a Private with Frontier regiment 1. The regiment holds firm, but takes casualties from enemy fire. Private Homme survives a couple of volleys, but eventually falls to a musketball with his name on it. RIP. QOC Captain Denis Bone is also serving with Frontier regiment 1. The only thing that saves him is his thick leather belt. When he's hit by a musketball, it absorbs most of the blow and he survives. This lets him take part in the plundering and collect a couple of hundred crowns.

Frontier regiment 2 is hit harder and flees the field. Serving with the regiment, Lt-General Gar de Lieu advises its commander: "Run! Now!" This brings him a brief Mention in Despatches ("Good advice") and the title of Baron. Major Jacque Wabbit's second squadron of the Dragoon Guards takes the opportunity to support the Frontier troops. There's a Mention in Despatches for Major Wabbit at the end of the month.

Bdr-General Jacque du Lac advises the commander of Frontier regiment 3 as his troops run for it. "Run! Urk!" he cries as a series of musketballs hit him. RIP. On the other hand, the disgraced Second Division commander survives happily. The regiment has the support of second Battalion of the King's Musketeers under Major Omi Palone and Major Antoine Valois's third Squadron of the Dragoon Guards. They two units combine to hold off the attack, which brings Mentions in Despatches for both Majors. Palone picks up 300 crowns in loot with Valois collecting slightly less.

The man known only as 'X6' serves with fourth Frontier regiment as a Private and survives his baptism of fire. 69A Colonel Gregoire Nouille is alongside him and is brevetted to Bdr-General. The First Division commander is assigned to the RNHB and survives despite the regiment's poor performance this month. ❖

Press

Announcements

Gentlemen of Paris!
Fun! Frolic in the sun – and fight the Spanish Hun!
Join the 4th A's as we defend France

and fight for the glory of King Pevans.
Apply to Colonel de Mont Réal...

"The Spanish Hun"? To what nation does this man refer?

† Le Roi

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

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

To: Current and would-be members of
the Cardinal's Guard

Note that, despite my scribe being
abducted by a rogue band of Gurkhas
last month, the Cardinal's Guard is
still looking for talented recruits of
suitable social standing to bolster its
ranks before the summer campaign.
Very generous bursaries are available
on request to help gentlemen with the
not inconsiderable expense of joining a
regiment charged with the Holy
Honour of guarding His Eminence.

Current members of the Guard should
be aware that we will be spending
some time at the Front this summer. If
you have pressing plans which require
your presence in Paris, please let me
know so that I can arrange
appropriate battalion deployment.

† Baron Charlemagne le Gosse,
CO, CG

*I find it strange that the
commander of the Cardinal's
Guard does not seem to be
aware that his regiment is not
involved in this summer's
campaign.*

† Le Roi

Matters of Honour

My Dear Omi,
Happily, matters between myself and
Count Isaw have been resolved to our
mutual agreement. Thus I will have no
need of your services in holding my
coat, but I thank you for your kind
offer.

† Gaston de St Marque

To: Captain Dan de Lyon

As a new arrival to the capital I would
like to extend my offer to attend your
matters of honour. I think it is
important that we men of gentle or
noble blood stick together and your
alacrity with the blade is to be
admired. I can't quite understand why
a gentleman should want to join a
horsey outfit, but I suppose we are all
allowed our little eccentricities.

Your Humble Servant

† Jean-René Gratrien

Personal

To my accuser, who shamefully hides
behind the pseudonym of "Le Bladder
Noir": I may be confounded by the
intricacies of military tactics, but the
simple proprieties of office are not lost
on me. I refute your allegations totally.
No one has bought any appointment in
my gift – in fact I haven't yet
succeeded in appointing anyone. If you
would be so good as to show your face,
I would happily see it on my cold steel.

† RO

One hesitates to ask, but have you
considered a recruiting campaign for
the CPC, my dear Leo Nennie?

† Omi Palone

It's a little known fact but the Picardy
Musketeers used to be a Cavalry
Regiment. But they started to pimp
their mounts, and developed a taste
for "Dobbin Burgers", with the result
that they have to proceed on foot and
carry horseshoes in their backpacks.
Or so people say.

One would like to think that the
Colonel of the RFG will be stocking his
cellar with something better than the
thin vinegar that he's been offering his
visitors lately. Time will undoubtedly
tell.

To Le Premier Cru,

Sir, (that is, if you are even a man –
which I doubt) you hold no rank or
even proof of service in any regiment.
Yet you claim knowledge of diseases,
which worries me, and obviously hold
a grudge against the Royal Marines.
Could it be that you were turned down
by the regiment for being a diseased
weakling and not fit for service?! I
suspect that you sit around feeling
sorry for yourself and waiting for good
things to just happen for you. Well, I
suggest that you get off your fat, lazy
arse and join the frontier regiments.
The experience will either kill or cure
you. Then you can talk of the great
regiments, but not before.

Yours in contempt,

† Bdr General Jacques Shitacks –
Royal Marines

Le Premier Cru is talking nonsense! I
am assured that there are almost no
diseases you can catch from the Royal
Marines.

† Omi Palone

People of Paris, isn't it good to see that
it hasn't taken long for the old ways of
corruption and greed to raise their
ugly head!! This month we see the
predictably farcical trials that will
ultimately lead to the CPS holding the
positions of the Minister of Justice and
the Chancellor of the Exchequer. So
basically d'Wiser will have total power
to do what he wants, or turn a blind
eye to everything... What a great
appointment from our new Minister of
State... I wonder how badly depleted
the treasury will end up? And, as
always it will all be blamed the
pervious (*sic*) Minister of State,
Extrême.

† The Silhouette (unfortunately, The
Shadow was already taken).

*And what do you think now, M
Silhouette?*

† Le Roi

Lord Percy Percy says, as fashion is
tending towards the poor display of
taste, the Dragoon Guards are one of
Paris's most fashionable Regiments.

*Should that be "the display of
poor taste", perhaps?*

† Le Roi

ClG, we sympathise, but you could
have been lost in the one way system
in Reading.

To: Count Lokwot Isaw

You will forgive me for an outburst of
temper occasioned by the fact that I
thought I had been unjustly gazumped
of my rightful office. In retrospect,
knowing that I was ineligible to be
considered by His Majesty for the
appointment as Minister of State, you
were well within your rights to proffer
your own name in service and it was

wrong of me to harangue you for so doing. Alas, I was not in possession of all the facts. I only wish I had been aware of the constitutional rules barring me from consideration and thus not made quite such a fool of myself in both applying and venting my spleen at you. If the office of Minister of State is not to be mine (at least this year...), then I am heartened by the fact that it has gone to a career soldier with extensive experience of life in the ranks and not a civilian or a glory-hound who has purchased his commission and whose merit is therefore measured solely by the depth of his purse. To show that I hold no grudge, I shall make a point of paying court upon you this month in the Fleur. I am sure that you will serve France well in the coming year.

† General Gaston de St Marque

To my Dear Count Lokwot Isaw, My Lord, I have spoken to the King in praise of your standing and abilities and helped in no small way to grease the way to your current high Ministerial position. I now say to you that should you have further need of my support in the future then I would be only too pleased to listen with a sympathetic ear.

Yours in regard,

† Bdr-General Jacques Shitacks

To ZTMG and other who have applied for Government posts, My apologies for not sorting out the Government posts and leaving you hanging around wondering what's happening. It appears that life in the

Government is not as simple as the military, where you can just shout an order and expect it to be done. It seems that you have to do everything yourself to get anything done. I hope to be making amends very shortly.

† LI, Minister of State

To: Captain Baron Beau Romir, Captain of the King's Escort My Lord,

May I express my surprise that a man of your elevated social standing has not yet joined the Fleur de Lys Club? May I hope that you will rectify this oversight in the near future?

Yours (in mock outrage),

† Lt. General Viscount Stan Dandy Liver, Minister of War

I'm not quite sure why the Cavalry Division Commander is being tried for selling horses. At least he doesn't sleep with them first, unlike the QOC.

Poetry Corner

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

Ced Deucer – Wart Hero
Your spots rise even when
You hide it from view
How Paris shouts your shame
Stop it Ced Deucer! They will only spread!

† Omi Palone (Not a writer of anonymous rubbish. A writer of acknowledged doggerel, perhaps, but it's the Cardinal's Guard we are talking about here and I can't be bothered to wake the Muse.)

Points Arising

En Garde! offer for LPBS players

As mentioned earlier in *TWJO*, I expect the new edition of the *En Garde!* rules to be available in a couple of weeks. Retail price will be around £10, but *LPBS* players can order a copy from me for £6 (inclusive of UK postage – £7 to addresses outside the UK). Send me a UK cheque (payable to Margam Evans Limited) for the appropriate amount – or pay Games@pevans.co.uk via Paypal – with a note that you want a copy of the rules and the address to send it to.

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

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

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

GN Gregoire Nouille (Bill Michell) has NMR'd. Total now 2 and is sent to a Frontier regiment

OdC Orson de Combat (Francesca Weal) has NMR'd. Total now 1

Kevin Morgan's character (X1) was floated as Kevin was dealing with a family bereavement.

Andy Burke's character (X5) was removed as I haven't had orders from Andy for some time. Nor have I had any response from my e-mails or letter. If anyone knows Andy, please ask him to get in touch.

Stockbrokers Filthy, Rich and Loaded are pleased to announce that they have one Fleur Bond available. Bids in excess of 1350 Crowns are invited.

Solicitors Saisir et Courir have charge of the trust fund established by the late Charles à Tanne and supported by the late D Arth Vader. The fund, of 6,000 crowns, will be paid out to whoever kills 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 lpborders@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

Charlemagne le Gosse asks NPC Brigadier of Guards Brigade to resign

Charlemagne le Gosse applies for Brigadier of Guards Brigade

Denis Bone asks NPC Lt.Colonel of Queen's Own Carabiniers to resign

Denis Bone asks NPC Major 1 of Queen's Own Carabiniers to resign

Dan de Lyon asks NPC Major 1 of Queen's Own Carabiniers to resign

Dan de Lyon asks NPC Brigade Major of Horse Guards Brigade to resign

Felix de Carabas applies for Minister of Justice

Gar de Lieu asks NPC Brigadier of Guards Brigade to resign

Gar de Lieu asks NPC Brigadier of 1st Foot Brigade to resign

Rene Ouai applies for Division Commander of First, Second, Cavalry and Frontier Divisions

Duels

Results of this month's duels:

Fernand Louis Adelmo de Gaulle declined to meet Charlemagne le Gosse as he was under half Endurance.

Charlemagne le Gosse didn't turn up to fight Zachary The Money Goes and lost SPs.

Charlemagne le Gosse (with SS, gains 1 Exp) beat his enemy Walter Butts (with ZTMG).

Bud d'Wiser (under half Endurance, gains 1 Exp) beat Alfonse Qué Holique (with LI).

Dan de Lyon (gains 1 Exp) beat his enemy Antoine Valois (under half Endurance).

Orson de Combat declined to meet Dan de Lyon as he was under half Endurance.

Dan de Lyon (gains 1 Exp) beat his enemy Euria Humble (with SDL).

Zachary The Money Goes (with FLAG, gains 1 Exp) beat his enemy Felix de Carabas (with SDL).

Zachary The Money Goes (with FLAG, gains 1 Exp) beat his enemy Lucien d'Escaillehuitaillement (under half Endurance).

Ced Deucer declined to meet Beppe de Marko as he was under half Endurance.

Fernand Louis Adelmo de Gaulle (gains 1 Exp) beat his enemy Ced Deucer (with ClG).

Grudges to be settled next month:

Charlemagne le Gosse (Rapier, Seconds SS, 1 rests) and Omi Palone (Rapier, Seconds ZTMG & FLAG, adv.) have mutual cause for being in enemy regiments.

Sans Nom (Sabre) has cause with Dan de Lyon (Sabre, Seconds X1 & LdlR, adv.) for pinching Emma.

Omi Palone (Rapier, Seconds ZTMG & FLAG, adv.) has cause with Beppe de Marko (Sabre, Seconds ZTMG, 2 rests) for pinching Katy.

Felix de Carabas (Rapier, Seconds SDL & LdE) and Fernand Louis Adelmo de Gaulle (Rapier, Seconds OP) have mutual cause for being in enemy regiments.

Felix de Carabas (Rapier, Seconds SDL & LdE, adv.) and Walter Butts (Rapier, Seconds ZTMG & SS, 3 rests) have mutual cause for being in enemy regiments.

Felix de Carabas (Rapier, Seconds SDL & LdE, 4 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause for being in enemy regiments.

Bud d'Wiser (Sabre, adv.) and Thomas Tudo (Sabre, 3 rests) have mutual

cause for being in enemy regiments.

Denis Bone (Cutlass, adv.) has cause with Auray Enri (Sabre, 1 rests) for pinching Marie.

Gar de Lieu (Rapier, Seconds SDL, 4 rests) has cause with Bud d'Wiser (Sabre, adv.) for pinching Maggie.

"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

Chris Rudram gets the Second son of a very wealthy Knight: Init SL 6; Cash 750; MA 3; EC 4 (AE).

Paul Wilson gets the First son of a very wealthy Earl: Init SL 10; Cash 825; MA 1; EC 2 (X2).

Mark Mortimer gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 6; EC 3 (X3).

Tables

Other Appointments

King's Escort: Ensign N	Captain BR	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 FdC	to Field Marshal EH	
Provincial Military Governors: N/N/N/N/N		
City Military Governor N	Adjutant-General RO	
Inspectors-General: of Cavalry __	of Infantry GdLi	
Commissioner of Public Safety JW		
Chancellor of the Exchequer __	Minister of Justice __	
Minister of War SDL	Minister of State LI	

Battle Results

2nd Foot Brigade: 1

13th Fusiliers: 5

53rd Fusiliers: 3

Crown Prince Cuirassiers: 2

Royal Marines: 2

Princess Louisa Lt Dragoons: 2

4th Arquebusiers: 2

Frontier regiment 1: 4

Frontier regiment 2: 5

Frontier regiment 3: 5

Frontier regiment 4: 4

RNHB regiment: 5

Army Organisation and Summer Deployment

First Army (Siege) SS/MdS/LN/___
 Cavalry Division (Field Ops) N2/N/N1
 Horse Guards Brigade (Field Ops) – DG QOC
 Heavy Brigade (Field Ops) – ALC CPC
 Frontier Division (Siege) ___/___/N5
 Frontier Regiments (Siege)
 Second Army (Defence) GdSM/___/N4/ZTMG
 First Division (Defence) N1/N/N4
 1st Foot Brigade (Defence) – RM PM
 RNHB Regiment (Defence)
 Second Division (Defence) N2/N/jdV
 3rd Foot Brigade (Defence) – 27M 4A
 4th Foot Brigade (Defence) – 69A Gscn
 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 N5/N/MdZ
 Horse Guards Brigade ___/___/N4
 Heavy Brigade ___/___/N2
 Dragoon Brigade ___/___/N6
 First Foot Brigade N3/N/___
 Second Foot Brigade RdO/N/N5
 Third Foot Brigade N1/N/N6
 Fourth Foot Brigade N6/N/GN

Entries as Army Organisation Table

Frontier Regiments

(On Campaign for June-Aug)

	F1	F2	F3	F4	RNHB
Colonel	N2	N3	N3	N1	N4

Attached

Also at the Front

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

Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	GdSM
64	Edna Bucquette	18	W	MdZ
3	Kathy Pacific	17	B	RO
35	Katy Did	16	I	BdM
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		CD
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	BR
48	Fifi	14	B/W	AQH
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	SDL
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	HdE
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	LI
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		SS
63	Carole Singeurs	11		
20	Emma Roides	10	I	DdL
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	DO
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	MdS
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	AE
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	
25	Lois de Low	5	B	

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
AQH	Marquis Alfonso Qué Holique	25+	89	Fthy	Colonel RFG/Min w/o Port	7 Fifi	Flr	5	Tym Norris
CWAE	Count Co W. Ard Extrême	24	33	Poor	General	5	Flr	3	Benedikt Löwe
SDL	Viscount Stan Dandy Liver	23	46	Wthy	Lt-General/War Minister	11 Lotte	Flr	4	Guy Arnold
ZTMG	Count Zachary The Money Goes	23	30	Comfy	B.Bdr-General KM/2nd Army QMG	11 Anna	Flr	4	Gerald Udowiczenko
GdSM	Viscount Gaston de St Marque	22	56	OK	General/2nd Army Commndr	9 Bette	Flr	3	Nathan Richards
CIG	Baron Charlemagne le Gosse	22	35	Rich	B.Bdr-General CG/Min w/o Port	8	Flr	2	Neil Packer
SS	Sir Sean Sondamour	20	52	Wthy	B.General/1st Army Commndr	5 Sheila	Flr	2	Pete Holland
BdM	Viscount Beppe de Marko	20	44	Fthy	Bdr-General	17 Katy	Flr	2	Mark Moores
LI	Count Lokwot Isaw	19	59	Comfy	Lt.Colonel RFG/State Min.	17 Sue	Flr	3	Barry Townsend
BR	Baron Beau Romir	19+	62	Wthy	Captain RFG/Capt.K's Esc	5 Frances	Flr	3	Graeme Morris
OdC	Baron Orson de Combat	18	44	Comfy	Colonel DG/Min w/o Port	4	Flr	5	Francesca Weal
RO	Rene Ouai	18	43	Comfy	B.Lt-General/Adjutant Gen	1 Kathy	Flr	5	Peter Denison
GdLi	Baron Gar de Lieu	18	F	Comfy	B.Lt-General/Insp.Gen.Inf	3	Both	4	Bill Hay
MdZ	Sir Marc de Zorro	17	50	Comfy	Major RFG/Gds Brigade Maj.	3 Edna	Both	5	Colin Parfitt
RdO	Sir Revaulvin d'Or	17	F	Rich	Bdr-General/2 F Brigadier	8	Both	4	Jerry Spencer
JS	Sir Jacques Shitacks	17	F	OK	B.Bdr-General RM/Min w/o Port	3	Flr	4	David Oliver
OP	Marquis Omi Palone	16	F	OK	Major KM	4	Both	4	Mike Dommett
EH	Baron Euria Humble	15	30	OK	Lt.Colonel DG/FMshl's Aide	11	Both	5	Matthew Wale
BdW	Baron Bud d'Wiser	14+	68	Comfy	B.Bdr-General GDMD/Min w/o Port	11	Both	2	Francesca Huskinson
JdV	Joseph de Veevre	13	F	Comfy	Colonel 13F/2nd Div Adjutant	3	Both	5	Andrew Kendall
CD	Sir Ced Deucer	13+	52	Poor	Lt.Colonel CG	10 Jacky	Hunt	3	Nigel Monaghan
FLAG	Sir Fernand Louis Adelmo de G	13+	48	Poor	Lt.Colonel KM	5	Hunt	4	Hajo 'Red' Schlosser
LdE	Lucien d'Escaillehuillement	12	16	Comfy	Major CG	3	Hunt	4	Nik Luker
AdA	Averell de Alton	12+	44	OK	Major RFG	2 Mary	Hunt	4	Martin Jennings
AV	Antoine Valois	11	F	OK	Major DG	1	Hunt	4	Simon Burling
TT	Thomas Tudo	11+	37	Poor	Major ALC	2	Hunt	5	Ben Brown

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
FdC	Felix de Carabas	11+	34	OK	Major CG/C.Prnce Aide	1	Hunt	2	Mark Barrowcliffe
HdE	Horatio d'Escargot	10	24	OK	Lt.Colonel ALC	4 Henrietta	BG	3	Graeme Wilson
JwV	Sir Jacques Wabbit	10	F	Wthy	Major DG/CPS	8	F&P	2	Terry Crook
LN	Leo Nennie	10	F	OK	B.Bdr-General CPC/1st Army Adj't	4	F&P	5	Chris Boote
JdL	Jacque du Lac	10	RIP						Paul Wilson
WB	Walter Butts	9+	46	Poor	Captain KM	3	F&P	3	Richard Newby
GN	Gregoire Nouille	8	F	OK	B.Bdr-General 69A/4 F Brigade Maj.	1	BG	3	Bill Michell
KH	Krasne Homme	8	RIP						Mark Mortimer
DdL	Dan de Lyon	8+	50	Poor	Captain QOC	1 Emma	HGds	6	Ashley Casey
MdS	Magnon de Sources	8+	42	Poor	Major PM/Gen's Aide (1st Army)	4 Betty	F&P	5	Robert Carter
JRG	Jean-René Gratrien	8+	31	Poor		1	BG	3	David Lopez
DSPA	Dancer Sous le Pond/Avignon	7-	5	OK		4	BG	4	Gerry Sutcliffe
X1	Sans Nom	7	8	OK	Major QOC	2	BG	2	Kevin Morgan
PdMR	Pierre de Mont Réal	7	F	OK	Colonel 4A	6		5	Pam Udowiczenko
AE	Auray Enri	6	15	OK	Subaltern QOC	3 Marie	F&P	4	Chris Rudram
DB	Denis Bone	6	F	OK	Captain QOC	3	F&P	5	Timothy Hunt
DO	Den Ouveau	6+	29	Poor		1 Angelina	F&P	4	Richard Clyne
PF	Phresh Face	5	F	OK	B.Lt.Colonel RM	3	F&P	3	Charles Burrows
X5		3	RIP						Andy Burke
X6	Pas de Nom	3	F	Poor		5		2	James Guiton
LdIR	Lucien de la Rue	3+	10	Poor		5		6	Olaf Schmidt
RPdE	Roland Pollee d'Eaulee	3+	9	Poor		6		3	Pete Card
PG	Pauvre Guillaume	2	6	Poor	Private 27M	3		4	Filipe Silva

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+