

That would be enough

This has been issue 62 of *To Win Just Once*, published 8th February 2006. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks.

Deadlines

Orders for *Les Petites Bêtes Soyeuses* and *Easy Money* bids to Pevans by Friday 3rd March 2006.

Orders for *Railway Rivals* and *Star Trader* to Mike Dommett by 24th Feb.

(Deadlines for 2006 are 31st March/7th April, 5th/12th May, 9th/16th June, 14th/21st July, 18th/25th August, 22nd/29th September, 27th October/3rd November.)

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Start-up fee	£2.00	£2.50	£3.00

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

Games played

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

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

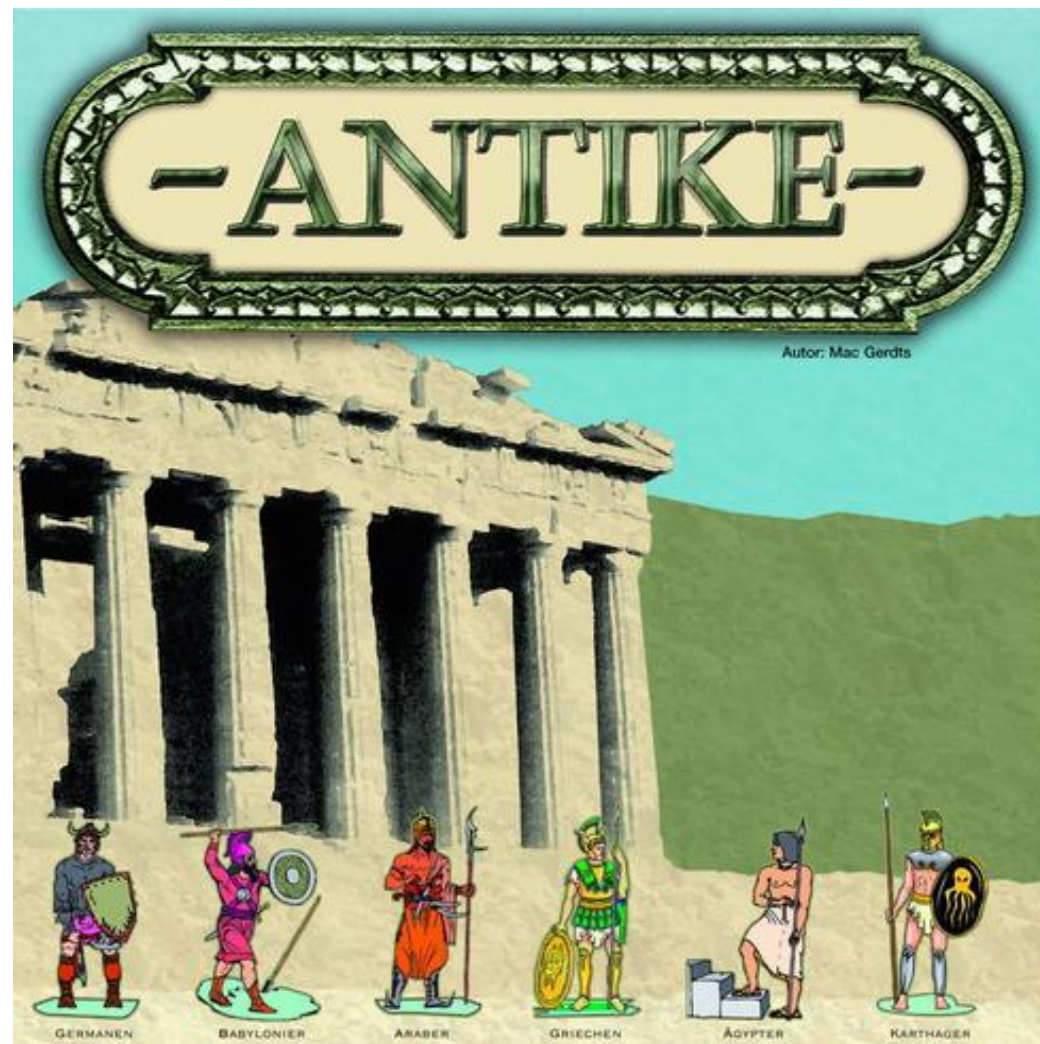
Railway Rivals The London Underground game has just started. A new game will start in a few issues: who'd like to play? We provide rules and a working copy of the map. [start-up fee payable]

Star Trader A game is in progress and we have a couple of positions available if anyone wants to join in – 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*)



Antike reviewed inside

Plus the campaign season continues in *Les Petites Bêtes Soyeuses*

Issue 62: February 2006
(LPBS 188: July 1659)

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Chatter

Thanks to all those who sent me birthday wishes: they were all much appreciated. Now I've reached 50, I guess I finally have to admit that I'm middle aged. There are plenty of other indicators. For example, what was my chest size is now my waist size. I shan't mention my chest size, but what was once 'Medium' is now 'Large' and is heading towards 'Extra Large'...

Mind you, if I am middle-aged, then it's about time I exercised my inalienable right to complain that things aren't what they used to be. As a Rowan Atkinson character once said: "I didn't serve in two world wars ... I admit it." No, I need a better catchphrase than that. Hmm...

As one *Railway Rivals* game draws to a close, Mike Dommett is ready to start another. The aim is to start the new game with *TWJO* issue 64 – after Mike returns from some eclipse watching. The game will be "on either the North of England or the Severn Valley map – both will take 5 or 6 players." If you're interested in taking part let either me (Pevans) or Mike know.

I've not had time to read many books in recent weeks, so there's no science fiction column in this issue. I do have a couple of letters, though.

And let me mention the London Drinker Beer Festival: 22nd-24th March at the Camden Centre (Bridborough Street, London WC1 – effectively across the road from St Pancras station). I'm planning on visiting this on Friday (24th) afternoon – from 2 pm-ish (the Festival's open from noon to 10:30 pm on the Friday). Anybody care to join me? There's more information on Camra's North London branch's website at www.camranorthlondon.org.uk/ldb.

Talking of websites, the December statistics from www.pevans.co.uk show my reviews of *Puerto Rico* and *Viking Fury* as the most popular pages. *Puerto Rico* was the search term used most often to find the site, with "Paul Evans" and "En Garde!" second and third. Interest in the "Gothic game" – the old favourite – has dropped off. The PDF edition of *TWJO* 60 was downloaded 98 times in December – and *TWJO* 61 33 times in the last few days of the year. And the *LPBS* house rules were referenced 49 times – and I thought you all knew the rules by now!

I don't believe it!

What is the world coming to? I've always thought the word 'police' had two syllables. 'Poh' and 'leess'. But nowadays it's just one: 'pleess'. Grr! It annoys me every time some reporter mumbles 'pleess' – or 'pleessing' – in a television report. Even BBC newsreaders say it – and they were always the model for correct pronunciation!

And, talking of missing syllables, what is this abomination, the 'box set'? It's a **boxed** set, you morons! A set of things that has been boxed. I can see what's happened. Loose talking has slurred 'boxed' and 'set' together. Some ignoramus has written this down as 'box set'. And all the other twerps have believed him (or her – let's not be sexist when dishing out the blame). Grrr!

Letters

Al Tabor writes:

[I] appreciated the Iain Banks review. I'm just rereading the Culture series, sparked by picking up the last few in the series which I'd never read. Another current favorite [sic – he's American you know] is Kage Baker's Company series, particularly the Coyote one – although you really need to read the first for it to make sense. (The instalments don't seem to me like they work very well as separate novels.)

That's Iain **M** Banks in this context! I have Baker's Company books on my list of things to read. I'd prefer to start with the first in the series, *In the Garden of Eden*, and I haven't managed to get hold of it. However, I see it's just been re-printed, so I shall have to put an order in.

Mark Moores adds:

[I] enjoyed your review of *The Algebraist* – Iain Banks is one of my favourite authors.

Thanks both for the compliments. It's always good to hear that people enjoy what I write. ☺ Letters are always welcome – artwork even more so, by the way!

Antike reviewed

After discovering Peter Eggert's excellent *Neuland* (reviewed in *TWJO* 53), I was keen to see the new games from Eggertspiele at Spiel '05 – and particularly the company's new strategy game, *Antike* (Antiquity). My enthusiasm was tempered by the knowledge that it was not designed by Peter Eggert himself. I needn't have worried. Designer Mac Gerdt has come up with an excellent game.

The double-sided board shows the eastern Mediterranean and Near East on one side and the whole of the Mediterranean on the other. Rather neatly, one side is in German, the other in English. The same double-sided, bilingual approach is taken to the rest of the game's components. This makes the game immediately accessible to both German- and English-speaking players. And the 'other side' of the game can be used quite easily once they know how the game works. Other publishers who want to address both markets, take note!

The territory shown on the board immediately provokes comparisons with *Civilization*. This similarity is pretty superficial and quickly disappears when you get into the detail of the game. In *Antike* the aim is to be the first player to reach a target number of victory points. There are five different sets of cards, representing major figures of antiquity: Plato, Alexander, you get the idea. Each card is a victory point and the cards in each set are gained for achieving different things on the board.

The easiest cards to obtain – to start with, anyway – are gained for each five cities the player has on the board. This in itself has several layers. First you have to move a legion or fleet into an empty province. Then you can build a city, which costs one of each commodity in the game: iron, marble and gold. So you have to have produced the commodities first. Each province produces a specific commodity, so players will always expand their empires at the start of the game to gain more commodities. The victory points are almost incidental.

Each of the commodities can also be used to build other things: Iron to create new legions and fleets; Marble to build temples; and Gold to advance knowledge. Temples are placed in a province and are very useful. To start with, they triple the production of the province. Second, they allow more legions or fleets to be built there. And they triple the defence strength of the city – very useful in the later stages of the game as players expand into each other's territory. Temples also bring victory points: every three Temples is another point.

Knowledge is even more useful. There are four fields of knowledge with two layers in each. Being the first to acquire knowledge costs a substantial chunk of gold, but brings the player a victory point card (the third set). It also gives them some advantage. For example: the first level of transport allows the player to move legions two spaces; the first level of navigation allows fleets to move two. Once somebody has made this 'discovery', it's then cheaper for other players to acquire it. So the first player may not keep the advantage for long. But they have a victory point, which subsequent purchasers don't get. There's also a 'super-power': getting to the second level in all four fields of knowledge allows a player to use each commodity interchangeably. That is, gold can be used to buy knowledge, create troops or build temples, for example. Anyone who achieves this probably has the game in the bag.

Players can't ignore the situation on the board. They will run out of neutral territory to conquer all too soon. Those who want to continue expanding will then have to fight. The combat rules are very simple: the larger force wins. However, battles are treated as part of movement. Legions and fleets need a 'movement point' to attack. Since the standard is one move, players can move a force on one turn, but have to wait for the second before they can attack. And who knows what will have happened in the meantime. This is why movement knowledge is

important: it lets you attack faster! The final point about combat is that the winner sacks any temple when taking over a city. And each temple sacked is worth a victory point (*Antike's* not all about how civilised you are!).

This leaves one set of victory points unaccounted for. Because, strangely, it seems to be the most difficult to achieve. Players can gain a point for each seven sea areas they have a fleet in. This is tricky because there aren't that many sea areas. However, unlike land, you don't have to control the area for it to count. Though other players object to having enemy fleets sitting outside their cities.



The 'English' side of the board – showing the Near and Middle East

I haven't yet described what happens in a turn and this is where the game is really clever. At the heart of *Antike* is 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. Another three actions allow players to spend each commodity. 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 – and gain territory. This means it takes time to do anything. A player can't simply build a big army and attack. They have to get the iron, then the armies and, finally, move. A minimum of three turns – more if you don't want to pay out.

The initial strategy of the game is fairly clear: grab more territory. The question is where to go from there. Concentrating on iron-producing provinces allows you to build up your armies and go conquering. But you're unlikely to be able to win just on territory. Focus on marble and build lots of temples is another option. Again, it won't win the game on its own and it will make you a target for your militaristic neighbours! Or go for gold and be first into each field of knowledge. Though this is likely to leave you with a smaller, weaker presence on the board.

In practice some mixture of the three is needed. Using knowledge or temples to increase your production is good for the long term, but makes for a slow start. However, this kind of strategy has paid off for me in several games – though I haven't had serious competition for knowledge. Yes, this is a game where you need to keep an eye on what your opponents are up to. Then you can throw the odd spanner in the works – something everybody needs to do to stop anyone establishing a lead. However, the key to success seems to be following a strategy that is different from everybody else. I've certainly established how powerful knowledge can be; the question is how players' strategy will evolve to deal with this. I look forward to finding out.

Antike is a terrific strategy board game. One of my favourites from Spiel '05 and certainly one of my games of the year. I recommend it whole-heartedly.

Antike is a strategy board game designed by Mac Gerdts and published (in Germany) by Eggertspiele (English rules are available on www.eggertspiele.de or www.boardgamegeek.com). It is for 2-6 players, aged 12+, and takes around 2 hours to play. It is available in specialist games shops (including Games from Pevans) at around £30 or direct from the publisher's website. A vThis review

Games Events

Last call for 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 (there's a *Call of Cthulhu* freeform) and occasional complete lunacy. Expect designers Reiner Knizia and Martin Wallace to be play-testing new games. You can find more information on the website at www.ramsdencon.co.uk.

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 at the Hostel is now booked up, but rooms are available in the nearby Marriott Hotel. Organiser Shaun Derrick has arranged a special price at the hotel, contact him on

shaun.derrick@tmguk.com to make a booking. For details on the event, see: myweb.tiscali.co.uk/edc2006.

I've just had advance notice of Manorcon. It's at the University of Birmingham Halls of Residence site, as always, in the building now known as Shackleton Hall. This year's dates are 21st-24th July. Organised events include the central *Diplomacy* tournament and *Settlers*, *Puerto Rico* and other competitions. Entry is £11 for the weekend (cheaper than last year due to a refund from the University on last year's event) with accommodation available on site. For details and a booking form, see www.diplom.org/manorcon.

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: early January 2007 at the Britannia Hotel in Stockport.

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. A mixture of board games, wargames, CCGs and role-playing at this friendly convention. Sign up with the stabconinfo Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Spiel: the board games event of the year. 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.

Credits

To Win Just Once issue 62 was written and edited by Pevans. The LPBS masthead (page 19) is by Lee Brimmicombe-Wood as are the pictures on pages 10 and 28. The illustrations on pages 20 and 23 are by Tim Wiseman and those on pages 22 and 24 by Nik Luker. The *Antike* artwork is courtesy of Eggertspiele. Pevans played with his scanner and Photoshop.

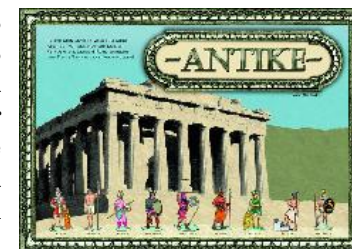
Games from Pevans

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Until mid-March: a free copy of *Fraud Squad* when you spend £20 or more

Antike

One of my favourite games of 2005: players expand their empires in the ancient world. But it's not just a military game, gaining knowledge and building temples are just as important. The clever mechanics mean players always have to balance what they want to do with what they can do – and what their opponents are up to. Clever stuff from Mac Gerdts and Eggertspiele.



For 2-6 players, aged 12+, playing time 90-120 minutes: £30.00

Die Dolmengötter

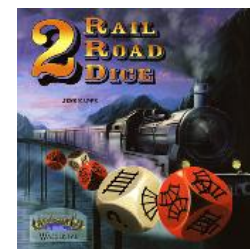


I still think this should be the Obelix game. Though the game is actually based on Irish stone circles and the “gods of the dolmens”. Anyway, players carry dolmens (you see!) to stone circles, aiming to have the topmost stone and thus score the points for the circle. This is a not-too-demanding abstract game that works well multi-player. Designed by Thomas Odenhoven and published by Eggertspiele.

For 2-5 players, aged 10+, playing time 20-30 minutes: £22.00

Railroad Dice 2

Despite the name, this game is rather different from *Railroad Dice*. The theme – building railways – remains the same, as do some of the mechanics and components. However the game is simpler and slicker – and better produced. The aim remains carrying the most passengers between the stations on the network built up by the players. Excellent stuff from Jens Kappe and Wassertal.



For 2-4 players, aged 12+, playing time 30-60 minutes: £22.00

Full catalogue on the website: www.pevans.co.uk/Games

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Oh, Mr Porter! Railway Rivals game 3 – Round 11

The last round of races starts with TOOT in the lead, but with 3 other Railways just behind. SLOTH WORST TRAINS looks certain to finish last, but it's all to play for otherwise. DECLINE has had two very good turns to pull into 2nd place.

Races

Race	TTYF!	SWT	DECLINE	TOOT	LOL	SPAMTRAK
29 16-45	10-4		20-3+1			+6
30 12-63			20-7	-7	5+7+7	5
31 33-42	0-5	+3	10-7+1	10+15-1		-7+1
32 31-56	20-7			+7		
33 22-53	+2	+13		0-8+1	20-4	10-7+3
34 53-56			20-3+2		10-5	+6
35 64-26		+3		20-3	5	5
TOTAL	16	19	54	34	45	22

Builds and Points

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

Start Points 169

Builds: (M10)- N 10

Points: 169 - 1 builds + 16 races = 184

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

Start Points 96

Builds: None

Points: 96 +19 races = 115

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

Start Points: 165

Builds: None

Points: 165 + 54 races = 219

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

Start Points: 202

Builds: None

Points 202 + 34 races = 236

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

Start Points: 164

Builds: None

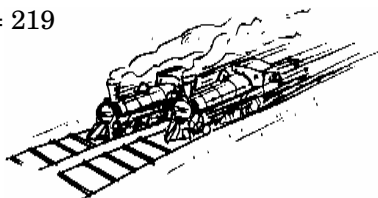
Points 164 + 45 races = 209

F – Timothy Hunt, SPAMTRAK, Red

Start Points: 193

Builds: NONE

Points: 193 + 22 races = 215



GM Notes

Races for next round:

36) 13 (Dover) – 35 (Maidstone)

37) 15 (Hastings) – S5 (Cross channel)

38) S2 (Seaside) – 46 (Haywards Heath)

39) 44 (Brighton) – 24 (Ramsgate)

40) 23 (Margate) – 52 (Three Bridges)

41) 34 (Chatham) – 62 (London South)

42) 65 (London NW) – 54 (Horsham)

You may enter up to 4 races.

Next turn's builds – none.

I shall be starting a new game on either the North of England or the Severn Valley map in issue 64 of TWJO. Both will take 5 or 6 players. Let me know if you're interested.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 24th February 2006.**

St Mary's Railway Rivals game 4 – start-up

We have four players ready to start. The start details are below, and the first build is **15** (remember, as some hex to hex builds cost more than 6, you receive an entire turn's builds at once).

Player A

SOMEBODY TO REALLY INFLAME KEN'S EGO (STRIKE)

Gerald Udowiczenko

Colour: BLACK

Start Town: WOODFORD

Player C

LONDON AREA TRANSIT EXPRESS (LATE)

Steve Bunce

Colour: BLUE

Start Town: WATFORD

Player B

TURNHAM GREEN WIVENEY RAILWAY (TGWR)

Chris Boote

Colour: RED

Start Town: RICHMOND

Player D

PEVANS'S CENTRAL METROPOLITAN RAILWAY (PCMR)

Paul Evans

Colour: GREEN

Start Town: NEW CROSS

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 24th February 2006.**

Easy Money

Turn 8

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	5	Green	S	5	Green	0	0	2	0	1	47
Chris Boote	B	3	Blue	B	3	Blue	0	0	4	1	2	45
Ben Brown	S	1	Yellow	S	1	Yellow	0	0	0	0	0	217
Simon Burling	S	2	Yellow	S	2	Yellow	3	0	0	0	1	67
Charles Burrows	S	1	Red	S	1	Red	0	1	3	0	1	84
Robert Carter	S	3	Red	S	3	Red	3	4	0	0	1	98
Mike Dommett	S	3	Green	S	3	Green	0	0	1	0	2	114
Jerry Elsmore	S	1	Yellow	S	1	Yellow	0	0	0	0	0	208
William Hay	S	6	Green	S	6	Green	0	0	0	0	2	82
Pete Holland	B	2	Blue	B	2	Blue	1	0	4	0	1	21
Andrew Kendall	S	1	Yellow	S	1	Yellow	1	2	0	0	0	92
Nik Luker				B	1	Black	2	3	1	0	2	42
Michael Martinkat	S	1	Blue	S	1	Blue	0	0	2	0	2	161
Bill Michell	S	4	Green	S	4	Green	0	0	0	0	1	136
Graeme Morris	B	6	Blue	B	6	Blue	1	0	6	0	2	3
David Olliver	S	2	Green	S	2	Green	1	0	0	1	1	55
Neil Packer	S	7	Green	S	7	Green	0	0	0	1	2	19
Colin Parfitt	B	1	Red	B	1	Red	6	0	0	0	1	20
Alan Tabor	S	2	Red	S	2	Red	0	0	4	0	1	84
Barry Townsend	B	2	Green	B	2	Green	0	2	4	0	3	63
Gerald Udowiczenko	S	2	Green	S	2	Green	1	0	3	0	1	20
Pam Udowiczenko	S	2	Green	S	2	Green	1	0	3	0	1	20
Matthew Wale	S	3	Green	S	3	Green	0	0	1	0	0	106
Graeme Wilson				B	1	Black	2	2	1	1	3	10
Paul Wilson				B	1	Black	2	1	1	1	3	53

Share prices			
Red	Green	Blue	Yellow
31	1	31	32

Well, last turn was a bit of a mess. After missing Pete Holland's bid and re-adjudicating the turn, I then found I'd overlooked a bid from Bill Michell. Doh! Rather than redo the turn again, Bill was happy to lose the Black share from last turn. His bid took effect this turn. Hopefully I haven't missed anyone this time.

This turn so many people sell Green that the price hits rock bottom – as the only person to buy Green, Barry Townsend gets a bargain. Yellow is sold, too, allowing Ben Brown to take over the lead. Jerry Elsmore remains just behind him.

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

**Bids for Turn 8 to Pevans at 180 Aylsham Drive, UXBRIDGE
 UB10 8UF or TWJO@pevans.co.uk by Friday, 3rd March 2006.**

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 6

“So, where now?”

“We plug in the cube to the comp...”

“And?”

“The missile batteries don’t shoot us down!”

“And we will receive final co-ordinates for landing?”

“That’s the idea.”

The Vespasian hung in close orbit above Tau Ceti III as it waited for the final information. The streamlined Flute hull, suited to the atmosphere, works as it headed towards its illegal landing, where a group of men waited for their passport off of the planet.

CAESAR WHOLESALE INC. took OP 28 – their missing hull is believed to have landed at an undisclosed location on Tau Ceti III.

NEIKAN-DO burst into action, as the comatose BO-CO was renamed. Political Connections were improved; Factories were bought for Spice and Isotopes at Sigma Draconis, and for Petroleum at Delta Toucanis, with new warehouses at Delta Toucanis and Sigma Draconis to service them. A new A class crew was hired for NAGI-2, as the Piccolo hull was renamed. Agent Crip joined the staff at Delta Toucanis. The Federation bankers were pleased to grant the rejuvenated Corporation a 476 HT loan over 8 turns for 46 Interest per Quarter. And a new Phoenix Hull with Light Weapon and Cargo Pods, Nagi-3, was laid down at Alpha Centauri Shipyards. For some reason the new publicity shot went down like a lead balloon with no effect being noticed on the Corporation’s standing, but the new Director seemed unfazed by this.

SOLAR WINDS TRADING COMPANY bought a Liquor Factory at Alpha Centauri. TRANS SOLAR TRADING INC. loaded the unique creatures (OP 22) onto the Gowy at Mu Herculis. SOLAR SPICE, LIQUORS & MONOPOLES paid its loan interest for a change and recruited agent Eleanor at Epsilon Eridani, where she was able to await transport in the Corporation’s new Warehouse.

SEMPER DURUS’s ships are still believed to be in Delta Toucanis System Space, as patrolling Federation warships proved unable to locate the announced blockade for the second Quarter in succession. However Evidence found at Mu Herculis implicates the Corporation in the sabotage of both ISKANDER’s and ISNOT-ISTOO’s Warehouses, with goods being lost. An Inquiry was mooted, but slick action by the Corporation managed to divert attention this Quarter. The Reputation loss was still savage.

HONEST DARTH spotted an error in the bank’s favour, and paid back funds to which it was not entitled. The result was a massive boost to the Corporation’s standing as public approval of their action spread around Epsilon Eridani.

ISNOT-ISTOO laid down a second ship at Tau Ceti Spaceport, a Phoenix hull with Cargo pods – called ISTOO, oddly enough. Bets are being taken on the possible name for a hypothetical third ship.

SWISS MERCENARY FLEET took out a loan for 442 HTs, over 8 Quarters, with 41 HTs interest a Quarter to be paid. This money was used to purchase 12 Liquor Factories at Alpha Centauri.

ZWILLINGE’s actions were limited by the compensation it had to pay to disgruntled passengers that it failed to deliver to their destinations this Quarter. The Passenger pods on Twin and Twosome were sold and replaced with Cargo Pods, as the embarrassed Corporation decided to exit the market before it suffered worse. After paying interest on top, it decided against more purchases.

TRANSURANNIC TRADE CORPORATION loaded some passengers. VOGON INDUSTRIES tried to sell slaves in Gamma Leporis Spaceport, not the wisest of moves. A new Phoenix Hull was laid down at Tau Ceti Spaceport.

ISKANDER FIRE AND ACCIDENT had plans to swap pods around ships, but a failed Hyperjump put paid to their plans. ISKANDER bought 4 Alloys at Gamma Leporis for 3 HTs each to fill their ship pods, allowing TRANSURANIC to take 6 more units for only 1 HT apiece and gain a Dealership.

Epsilon Eridani saw CEASAR WHOLESALE selling 3 Alloys at a price of 4 HTs and 3 Petroleum for 13 HTs each. HONEST DARTH sold another 2 Petroleum for the same price. Big seller was SWISS MERCENARY, shamed by his inaction last Quarter, who sold 7 Liquor for 13 HTs and 14 monopolies for 15 HTs, the last gaining him a Dealership and also restricting SOLAR SPICE LIQUORS & MONOPOLES to selling only 3 at the same figure.

ZWILLINGE tried to sell Petroleum at Delta Toucanis at 6 HTs, but failed as the price dropped. Tau Ceti was good for TRANSURANIC, as they bought 5 Isotopes on Contract and then sold 7 Petroleum for 12 HTs each to gain a Dealership. VOGON INDUSTRIES sold 1 Isotope at the closing price.

VOGON INDUSTRIES sold 2 Alloys for 5 HTs apiece at Mu Herculis. ISKANDER sold 2 Liquors for 13 HTs each and SSLM sold 5 Monopolies on Contract, taking advantage, presumably, of pre-knowledge of the price rise.

ISKANDER were buying Isotopes at Sigma Draconis, 7 for 5 HTs each, and acquire a Dealership, while ZWILLINGE sold 7 for 3 HTs back to the market and

gained the coveted Market Managership. ZWILLINGE also sold 2 Petroleum at 10 HTs and ISNOT-ISTOO bought 5 Spice for 13 HTs each.

At Alpha Centauri VOGON INDUSTRIES sold 6 Alloys for 5 HTs apiece. ISKANDER sold 4 Isotopes at 9 HTs, followed by VOGON selling a further 8 for 8 HTs to gain a Dealership. ISKANDER wanted to buy Liquors at 9 HTs, but were out-bid by NEIKAN-DO, who bought 6 units for 10 HTs – coincidentally raising the price of the factories that SMF wanted to buy.

VOGON INDUSTRIES sold 9 Alloys for 4 HTs each at Beta Hydri and got a Dealership. SOLAR WINDS sold 4 Isotopes at 8 HTs and then ISKANDER sold 14 Monopoles for 15 HTs apiece to gain a Dealership. HONEST DARTH sold a Petroleum for 11 HTs and SOLAR SPICE LIQUORS & MONOPOLES finished the Quarter by gaining a Contractorship, selling 12 Spice for 12 HTs each.

Corporation Table

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Neikan-do	0	4	4	0	8	481	21	Paul Wilson
B Solar Winds Trading Co	2	0	8	0	6	50	25	Steve Bunce
C Caesar Wholesale	3	7	2	0	13	109	32	Simon Burling
D Trans Solar Trading, Inc	5	0	7	21	1	101	25	Jerry Elsmore
E SSL&M	5	3	5	0	10	222	40	Paul Evans
F Semper Durus	1	7	1	0	11	21	6	Alex Everard
G HDQUS	6	2	1	6	3	135	38	Howard Goble
H Trade Wind	1	0	8	N		66	27	Available
J ISNOTISTOO	8	0	3	0	12	52	32	William Hay
K Swiss Mercenary Fleet	2	0	9	0	4	83	32	Martin Jennings
L Zwillinge	5	2	7	5	5	42	37	Michael Martinkat
M Transuranic Trade Corp	6	0	3	2	7	169	36	Bob Parkins
N Vogan Industries	7	7	0	0	9	74	40	Nathan Richards
P Iskander Fire and Accident	4	7	2	5	2	250	38	Przemysław Orwat
'N' under Initiative Bid indicates No Move Received								

Press

The technician thumped his keyboard in disgust. The Galactic Cybercrime Force was chronically under funded and the equipment he had available was from the Stone Age in comparison with what cyber criminals were using these days. Not that he thought it would have made any difference – these guys had to be slick to try and extort money from the top 100

corporations on the Galactic Stock Exchange. On the monitor the infotrailer warbled its message over and over in a loop...

"I runna de business distributing product that people don'ta want. Does notta sound very profitable, you think? You'da be right – but itsa notta because people don'ta want to pay not to receive

miya product. You see, miya business case is based on thinking outside da box. In fact, it'sa based on being as far away from da box as possible when da box stops ticking and goes 'boom'. Anda believe me, some people will paya good money never to have da box delivered. No, miya problem is that miya advertising and public relations just isn'ta reaching all da target audience, despite the fact that miya product is delivered regular as clockwork (ha ha) every month. You don'ta show me no respect! So, I teach you da value of paying 10HT's each month to me for consultancy services inna avoiding de disaster recovery scenario, heh? You needa da object lesson? You see watta happens on

Mu Herculis this month. Next month you pay up or you plan for a fire sale, heya!!"

OOC: Corporations paying 10 HTs to the Saboteur (which the GM will re-distribute to my anonymous bank account) will not suffer the consequences. As of next month the Saboteur will carry out multiple sabotage and lay all the blame on a single corporation, thereby reducing the target's reputation to the point where an enquiry will be invoked on it and a crippling fine or even the forcible closure of the corporation ensues. You have been warned!

Pirates will be met with missiles, so vacate System Space, sucker!!

GM Notes

You only get a roll for a Market Position, with consequent improvement in Reputation and Business Connections, if you buy or sell 6 or more of a commodity.

Once your Business Connections reach 10, they do not improve further. Nor will your other Connections improve instead.

Illegal commodities, like slaves, can only be sold On Planet; they cannot be sold in a Spaceport.

Paul Wilson has taken up the reins of Corp A, now renamed NEIKAN-DO.

Corporation H has assets that could be turned into cash – it is a playable Corp.

Some Corporations have paid to see News Chits in Phase Three that were taken by

other Corporations in Phase Six. Some Corporations have paid in the past to see News Chits that turned out to be OP chits expiring in the next turn. This is perfectly fair. If the News chit turned out to be an Event Chit, you would still be able to react to it in your next turn's orders. You cannot say "I want to see the News Chit if it's an Event, but not if it's an Opportunity." This can be a reason why your cash totals don't seem to be matched with News Chits seen.

Agents: The following agents are in play: Amy, Crip, Captain Kidd, Dragon, Eleanor, JB, Poum, Red Choir, and Willy.

Spaceships are built in Spaceports with Shipyards – see the table at the bottom of page 17 of the rules.

News

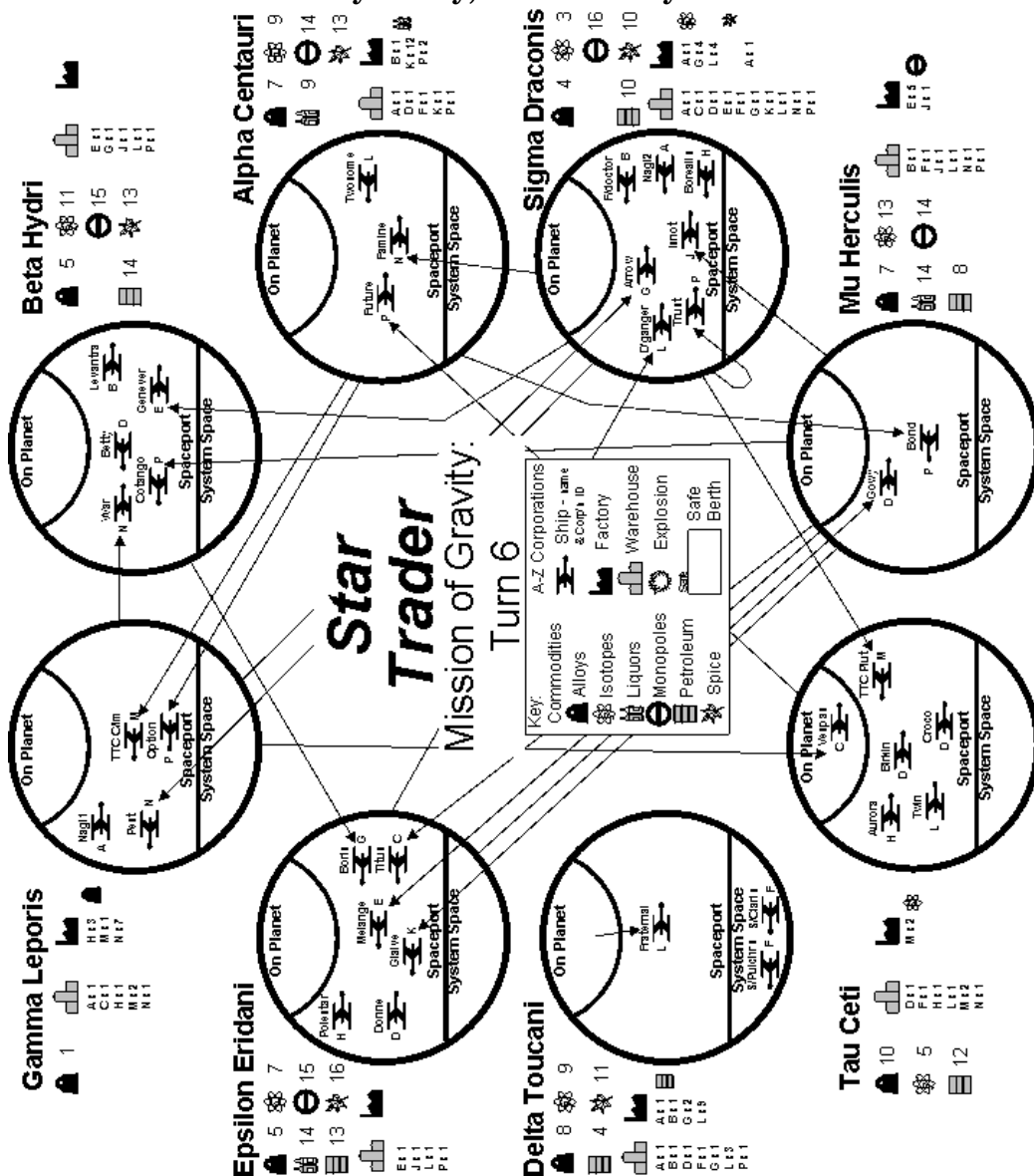
OP 28 was taken by Caesar Wholesale (C), and OP 22 taken by TSTI (D).

EV20 took place with a big boost to Monopoles and a small lift to Isotope prices.

There were no new chits this turn.
NEWS CHITS (new ones this turn in
Bold):

Turn 7 B6, C10, C8
Turn 9 B10

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 24th February 2006.**



Les Petites Bêtes Soyeuses 188

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 published rules to *En Garde!*.

**Orders for August 1659 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 3rd March 2006**



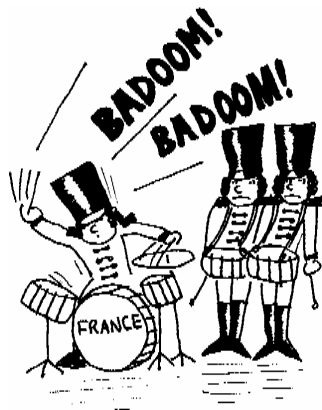
July 1659

With much of the army on active service, there just aren't that many people in Paris to rub each other up the wrong way. This hasn't stopped the Adjutant-General, Lieutenant-General Rene Ouai, and the Minister of War, Lt-General Stan Dandy Liver, coming to blows. The proximate cause being Mademoiselle Kathy Pacific. This is expected to be an even fight. Old injuries to Liver give Ouai an edge in stamina, but Liver is carrying a cutlass against Ouai's rapier. Neither man has bothered with a second, demonstrating some trust in each other's honour despite their dispute. Liver plays it canny and starts with a parry. He follows this by jumping aside and neatly avoids Ouai's lunge. A further jump is expected to dodge a cut, but Ouai is just lunging. This second lunge catches Liver as he recovers his balance. This is enough for today and he concedes the fight.

To the Front!

It looks like some manoeuvring is still going on in the military positions even in the middle of the campaign. However, nobody backs up their announcements by calling in any favours. As a result, there are no resignations this month. But there are several new signings to the regiments. Devlin Carnate joins Princess Louisa's Light Dragoons and buys the rank of Major – he'd like to be Colonel, but Major is all he can get this month. He still takes command of the regiment as his only senior is serving as Brigade Major. Bud d'Wiser signs up new boy Rob d'Masses for the Grand Duke Max Dragoons. He buys the rank of Major.

Colonel Dan de Lyon admits both Jean Laissez Faire and Roland Pollee d'Eaulee to the Queen's Own Carabiniers. Faire buys a Captaincy, while d'Eaulee wants to be a Subaltern. However, his social standing is not sufficient to be an officer – even a very junior one – and he has to settle for being a trooper. Both men pack their kitbags, load their horses and set off to join the regiment in action. Also on the road are the Royal Foot Guards. As anticipated, they are mobilised by Colonel Alfonse Qué Holique. Lieutenant-Colonel Lokwot Isaw, Major Averell de Alton and Captains Beau Romir and Lun a'Tic march off with the regiment.



The Adjutant-General, Lt-Gen Rene Ouai, fills a couple of the vacant Division commands. He appoints Lt-Gen Gar de Lieu to First Division and assigns command of the Frontier Division to ... Rene Ouai! Both men set off to join their respective units. Already in action, QOC Colonel Dan de Lyon turns down the offer from Minister of State Lokwot Isaw to become Commissioner of Public Safety. He prefers to become Army Adjutant of First Army, courtesy of General Sean Sondamour. He repays the Shylocks before heading for the fighting in Artois. Before he marches off himself, Minister Isaw manages to fill a couple of ministries. Revaulvin d'Or takes on the Justice Ministry – becoming Baron d'Or as a result – while Alfonse Qué Holique accepts the job of Chancellor of the Exchequer. Isaw also offers an appointment as Minister without Portfolio to Zachary The Money Goes. Brigadier-General The Money Goes prefers to remain Quartermaster-General of Second Army.

Summer mugging

July is not a good month for Jean-René Gratrien – he may wish to change his name after this. After failing to woo the ladies, twice, he spends a quiet week in his club – the only visitor the Blue Gables gets all month. He wraps up the month by visiting the Bawdyhouses for the female company he's been missing. Setting off on his merry way home, he falls victim to the footpads who relieve him of the small change left in his pockets. But he still has most of the loan he took out at the start of July. Devlin Carnate has a rather more public disappointment when he goes courting. He arrives on Katy Did's doorstep, clutching the obligatory bunch of flowers and a few knick-knacks. The door is answered and he is ushered into the presence of ... Beppe de Marko! Devlin makes a rapid exit with de Marko hard on his heels. However, Devlin's following week is more successful, as Paris discovers when he turns up at the Fleur – as Revaulvin d'Or's guest – with Angelina di Griz on his arm for the latter half of July. Devlin is the latest investor in the Fleur after Filthy, Rich and Loaded found another bond to sell

him (the lure of a commission is all it needs). Beppe and Katy are also in this club for the rest of the month, but keep away from Devlin and Angelina.

D'Or himself has gained the affections of Bette Noire at the start of July. Having done so, he takes Bette to the Fleur de Lys for the rest of the month. Weeks 3 and 4 are his costume party and they are joined not only by Devlin and Angelina, but also by Bud d'Wiser and Maggie Nifisent. Revaulvin dresses as Louis XI initially, with Bette as Jeanne d'Arc. Devlin is costumed as Alexander the Great, a style he carries off rather well. Devlin maintains the same costume for week 4, while Revaulvin is now attired as King Guy of Jerusalem and Bette as Delilah. As the only other person in a costume, Devlin wins the 200-crown prize from his host. This party is a step up for Bud and Maggie, who've been in Bothwell's for the first half of July (the club's only visitors). Stan Dandy Liver is in the Fleur all month with Kathy Pacific. He is the only member there in the first week, when Rob d'Masses Toadies to him. Rob is then off to visit the ladies and re-appears in the Frog & Peach with Lotte Bottle. They return to the club to complete their July. Stan and Kathy pass their time in the Fleur playing backgammon.

The picture at the Fleur de Lys is completed by Co W Ard Extrême. The General seems to be getting rather absent-minded. First, he visits the Bawdyhouses. He attracts the eye of one of the young ladies, but then finds he has insufficient coin to acquire her services! So Co repairs to his club – the Fleur – where he spends the rest of the month sitting at a table. The waiters are unable to persuade him to order anything. There's also Lucien de la Rue, but he doesn't really count as a visitor the Fleur. That's because he has turned up two months too early for Gar de Lieu's announced wake for his uncle, Thierry Umberto de Lieu. As Gar is serving with his new command, Lucien is left on the doorstep. Disgruntled, Lucien collects Eve Ningalle and they pass the rest of the month in Red Phillips. Still, at least he's been able to clear his debts, thanks to a gift from Ced Deucer (Lucien actually returned some of the cash as he thought it was a bit de trop).

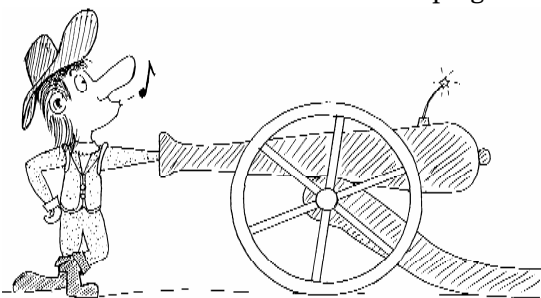
Finally, there's Dancer Sous le Pond'Avignon. He's in need of a drink. Unfortunately, he's not a member of any club. So that's the first week of the month taken care of. A week's practice with rapier follows, which builds up a real thirst. But he's still not a member of a club. At the end of the month, Dancer realises where he's been going wrong. He heads to the Bawdyhouses to enjoy not just a drink (or three), but some female company (or ... *how many?*).

In the field

First Army continues laying siege to Arras, with the Frontier Division manning the ramparts while the Cavalry Division sweeps the countryside to deter Spanish reinforcements. The Spanish military responds to last month's French moves with several probes to ascertain the strength of the French forces. The Crown

Prince Cuirassiers run into one of these. Seeing just some infantry in front of them, the cavalry charges. Then the cannon open up. Enfiladed, the Cuirassiers take heavy casualties and retire in disarray. The regiment's commanding officer, Bdr-Gen Leo Nonmie, is first back to Brigade HQ. He is cashiered for cowardice, stripped of his rank and thrown out of the regiment. On the other hand, he has settled his outstanding debts.

The Heavy Brigadier orders a demonstration of force by the Archduke Leopold Cuirassiers. This makes sure that the Spanish forces don't advance further and that the French don't take any further casualties. Lt-Colonel Horatio d'Escargot, commanding the ALC, manoeuvres his men across the battlefield. Stooping from the saddle, he is able to pick up 150 crowns of good French coin that is scattered around the place. Major Thomas Tudo tries to see how close he can get to the Spanish guns before they fire. When they finally do, an almost-spent cannonball caroms off his breastplate. Major Tudo receives a Mention in Despatches to go with his bruises.



RECKLESS BRAVERY

The Horse Guards Brigade is on the other flank and sees off another enemy probe. The Queen's Own Carabiniers absorb the brunt of the advance and hold firm. Major Dexteur Facteur is acting commander of the regiment and makes sure he gets first dibs on the loot: that's 400 crowns for him. Junior Major Auray Enri has his rank made permanent as he gets to grips with commanding a squadron. In his bright, fresh uniform, new Captain Jean Laissez Faire stands out from the rest of the regiment. He is Mentioned in Despatches ("could see me face in those buttons"). And Trooper Roland Pollee d'Eaulee achieves his wished-for rank when he is brevetted to Subaltern.

The QOCs send a messenger back to Horse Guards Brigade HQ. The Dragoon Guards are promptly despatched. Acting commander Lt-Col Euria Humble takes his men around the enemy's position and leads the charge. Taken in the flank, the Spanish force breaks and flees the field. Lt-Colonel Humble receives a Mention in Despatches for his good work and is granted the title of Marquis by His Majesty. Humble finds time to collect a little loot: 150 crowns worth. This is more than his boss, Horse Guards Brigadier Orson de Carte, gets. De Carte only adds 50 crowns to his purse, but is promoted to full Brigadier-General (which removes him from the regiment and leaves Humble in actual command). Brigade Major Antoine Valois is kept busy writing Despatches and managing the Brigadier's tent. There is no promotion, no Mention and no plunder for him.

On the ramparts

The besieging Frontier Division is bolstered by the arrival of the Royal Foot Guards, bringing the Guards Brigade up to full strength. The Guards are ordered into the attack and succeed famously. Mainly because the defending forces have chosen the same time to make a sortie in the opposite direction. Frontier regiments 1 and 4 take the brunt of the Spanish attack and are swept aside, breaking the siege for a while. However, with enemy reinforcements unable to get through, the status quo is re-established by the end of the month. It's a good result for the Guards Brigadier, Charlemagne le Gosse, who is brevetted to Lt-Gen. There is also a Mention in Despatches for him and he obtains 1200 crowns in plunder. That's almost as much as he's just spent buying a bond in the Fleur de Lys. His Brigade Major, RFG Major Marc de Zorro, gets the same amount of loot, but passes on everything else.

The Royal Foot Guards are the least successful of the Guards regiments. Colonel Alfonse Qué Holique leads his men in gleaning what they can from the field of battle – 200 crowns in his case – and then sends them back to camp while he "wraps up a few details." Somehow Lt-Colonel Lokwot Isaw misses out on all this (presumably he's too busy handling the paperwork as Minister of State) and there's no reward for him. Major Averell de Alton acquires 150 crowns and is Mentioned in Despatches. Captain Beau Romir does better: 250 crowns of plunder and a Mention. There just 100 crowns for Captain Lun a'Tic.

The Cardinal's Guard and King's Musketeers do a good job, storming the outer defences of Arras and putting the defenders to flight. Lt-Col Ced Deucer leads the Cardinal's Guard and is promoted to Colonel. His success is recognised in Paris and the new Colonel becomes a Baron. He is too busy to do much looting, so his takings are under 500 crowns. Major Felix de Carabas storms one of the towers after the French bombardment has suppressed its garrison. He waves the French flag triumphantly from the top, only to find the stonework crumbling under him. His battered body is retrieved from the rubble later. RIP. Fellow Major Lucien d'Escaillehuittaillements plays it safe and picks up some 250 crowns in loot.

There may have been some grandstanding from the King's Musketeers as the Despatches Mention all four most senior officers. Twice each. There is also loot all round. Bdr-Gen Zachary The Money Goes pockets 350 crowns. There's just 50 crowns less for Major Walter Butts. Lt-Colonel Fernand Louis Adelmo de Gaulle finds a couple of hundred. And Major Omi Palone finally gets what he's been looking for: some cash. It's only 150 crowns though. This is a satisfactory first month in charge for Division Commander Rene Ouai, who is promoted to full Lt-Gen. Some 600 crowns find their way to his coffers.



General Sean Sondamour, commanding First Army, spends time on the front lines with his troops. This brings him a couple of Mentions in Despatches and the title of Baron. His new Adjutant is QOC (brevet) Colonel Dan de Lyon, who gets the permanent rank. And General's Aide Magnon de Sources is also promoted to Colonel. First Army HQ seems to be full of high-ranking officers suddenly.

Defending the lines

Second Army has the job of protecting First Army's lines of communication and has a fairly peaceful month. There is the odd skirmish with remnants of larger Spanish forces, but no concerted attack. Bdr-Gen Pierre de Mont-Réal is commander of Third Foot Brigade, but takes over acting command of Second Division. He does a competent job and is promoted to full Brigadier-General. His assignment puts him alongside Division Adjutant Joseph de Veevre, who's also a Bdr-Gen. De Veevre is Mentioned in Despatches – well, he is writing them – and picks up the loose change from the skirmishes: all 50 crowns of it.



Phresh Face commands the Royal Marines, which brings him his full rank (of Lt-Col) and a Mention in Despatches ("walks in a straight line despite being on dry land"). First Foot Brigadier Jacques Shitacks is promoted to (brevet) Lt-General and repays his debts from cash in hand. And First Division commander Gar de Lieu is promoted to (full) Lt-Gen. His name appears in the Despatches ("just arrived here") and he helps himself to 300 crowns' worth of booty. Two Mentions are awarded to General Gaston de St Marque, commander of Second Army. He collects 150 crowns for himself as well. ❖

Press

Despatches from the Front

Dear Roland Pollee d'Eaulee,
My friends in Paris tell me that you have taken the liberty to start courting Ms Antoinette. I find your behaviour boorish and rude. A true gentleman does not take war as an opportunity to play footsie with ladies, but instead helps his country and fights. It seems I will have to give you a lesson in warcraft when I get back.

Yours, † Auray Enri

Cher Gar de Lieu

While the campaign season may pose an opportunity to change one's lady love without immediate response from the betrayed man, to make a habit of swapping a woman every month suggests that you suffer from emotional incontinence and are unable to commit in any form. It is also bad manners against brave men serving His Majesty at the front, but I do not press the point.

Will you meet my blade sir?

† Omi Palone

To GdLi

You cad and a thief! At least these 3 months gives me time to recover to duel you.

† Sir Antoine Valois

Gar de Lieu – I see you are a man that stays at home and steals the mistress of someone defending France's honour on the field of battle.

I think that undermining the morale of men fighting for the King's glory is either the action of a traitor or a lecher.

Or both! † Orson de Combat

AQH,

Sir, supplies for the Royal Foot Guards have arrived at HQ. The box marked "munitions" contains bottles of brandy, the seven boxes marked "rations" contain bottles of whisky, and the large crate marked "first aid" contains bottles of white wine.

There has obviously been a mistake. When I find the reds, I'll be in touch.

Yours, † Marc de Zorro

Announcements

To: Gentlemen of suitable character and rank.

I will be seeking to appoint an Aide from the start of September 1659. Such a position will carry with it such arduous responsibilities that I would expect the successful candidate to spend a large amount of time in my company at the Fleur.

If you think that you could fulfil such a role, please contact me during August.

† Marquis Charlemagne le Gosse

To all members of the RFG, Gentlemen, let's make sure everyone is on no doubt why we are the premier regiment in France. I want to see each and every one of you mentioned in dispatches this season.

Your (heroic) commander † AQH
Hmm: must try harder. † 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

Change in Recruitment Policy

The Cardinal's Guard has a number of vacancies for those with a natural aptitude with the rapier, a sharp mind and a desire to serve God and France. Selected individuals with potential who are not currently serving in a regiment have already been offered a personal invitation to join.

Individuals serving in other regiments who wish to be considered for a personal invitation are invited to identify themselves to the Colonel for consideration.

Note that applications from individuals without an invitation to apply will not be considered.

† Sir Ced Deucer CG

To the Commanding Officer of the Queen's Own Carabiniers
Monsieur,

I, Lucien de la Rue, hereby humbly apply as a member to your renowned regiment.

Yours in service,

† Lucien de la Rue

Dear suitable candidates:

I am in need of an Aide. All men of sufficient rank and qualifications apply to my office. The required skills are:

- 1) Boot licking.
- 2) Human shield duties.
- 3) Making me look good.
- 4) Making me look very good.
- 5) If I don't look good, explaining why.
- 6) Running away fast. Timing is everything! Get it right and we are heroes; a few minutes early and you are a coward – and the ladies don't love the yellow belly.
- 7) Looting the enemy.
- 8) Telling everyone how great I am.
- 9) Attending parties, womanising and drinking!

Training will be provided as well as tea and biscuits.

Yours,

† Jacques Shitacks

Matters of Honour

Beppe de Marko,

Sir: by ducking your duel you show yourself to have less honour than your Regimental comrades.

I call you out, and name you "Craven". Wounded though I am, I will fight you should Paris allow me cause.

† Marquis Omi Palone

To the esteemed readers of this journal,
Looking for a gentleman of quality to act as a second ? So am I. No commoners or other riff raff need apply.

† Jean-Rene Gratrien

Personal

Sir Ced,

No.

Yours,

† Auray Enri

Dear ClG, Perhaps we can split a bottle or 6 on our return from the front?

† Omi Palone

To Bvt Col Dan de Lyon

Let me be the first to congratulate you on your stunning success on campaign. One thing to be said about the cavalry: almost anyone can make it to the top. As for me, I will be joining the Royal Foot Guards whose reputation as the best regiment in the land is not in doubt.

I thank you for the offer of acting as a second, but on reflection I would prefer to be able to return the favour in full and, since it seems you have your hands full with applicants, I will pass.

Best Wishes,

† Jean-Rene Gratrien

Lord Percy Percy says, as fashion is tending towards the indolent, we currently have a set of very fashionable Brigadiers!

Lord Percy Percy Percy says, as fashion is tending towards an acceptance of Tourette's syndrome, the 4th Arquebusiers have very fashionable regimental songs.

Field Marshal Gaston de St Marque says that, as hypocrisy is so popular in Paris at the moment, Lord Percy Percy is the very height of fashion by accusing the Field Marshal of sycophancy after his own fawning display of abject toadyism to His Majesty, King Pevans!

I knew there was a reason I liked this Percy Percy fellow.

† Le Roi

Dear Baron Gar de Lieu,

My most heartfelt thanks for your help in securing the post of 1st Foot Brigade Brigadier. You are indeed honourable and your word beyond reproach. If in the future you have need of me, just send your man, and I will do all that I can.

Yours in friendship,

† Jacques Shitacks

Lucien de la Rue

Sir, without wishing to discuss the merits of the statements for and against the QOC, heresy is a spiritual matter and comes under the aegis of the Cardinal, to whom, as the Pope's agent here in Paris and France, all spiritual matters appertain. Treachery is a crime against His Majesty and will be dealt with, as it recently had to be, by the full force of the law and his Majesty's loyal servants. Heresy *may* combine with treachery – indeed to rise up against God's appointed Regent on Earth can only be a heretical act – but heresy is not of itself automatically treachery. Abuse, or expressions of opinions, are rarely either treachery or heresy. But I leave you good self to sort out those aspects;

I was merely correcting the doubtless misreported words of yours for those less knowledgeable.

I remain,

† Omi Palone

Attn: B. Brig. General Bud d'Wiser
Sir,

I am new to Paris and looking for honest employment. I have heard good things of your regiment and think that it would be a good place to make my career. I would appreciate it if you could allow me to join your regiment at the rank of Major. I would appreciate hearing from you and will leave my servant outside your office door awaiting your reply.

Your subordinate,

† Rob d'Masses

To Rob d'Masses,

I have considered your application for Major and, as long as you toe the line, we should get on just fine.

I hope that this meets with your approval.

† Baron Bud d'Wiser

One doesn't like to spread rumours and excite LdlR, but when the Inspector-General of Cavalry asked for a report of regimental horses broken down by age and sex, the QOC report for the second of the categories was allegedly "All".

† Le Bladder Rouge et Noir

To the Officers of the QOC

Thank you for doing my dirty work for me, especially unrequested.

Good luck at the front.

† Sir Antoine Valois

Horse Guards Brigade Major

The Wabbit has chewed his last droppings and may now be at rest.

There seems to be an annoying Tic in the air, preying on the beautiful of Rome. If it continues before I return from the front, could someone swat it for me? Much obliged. † JdV
Tic? Rome?! What is this man on about? † Le Roi

Is there any truth to the rumour that the GDMD have all got a "touch of the Emmas" from sitting on cold wet saddles?

The lean figure stepped down from the carriage and stretched, breathing in the unpleasant odour of crowded humanity. "Ah, it's good to be back in Paris," Devlin Carnate thought to himself. Fighting in the Foreign Legion is all very well and good, but news of one's heroics doesn't carry the same impact as when one is expanding the borders of Mother France. Perhaps now he would be able to secure the title he craved.

Time to rejoin the army he thought, pausing only to exchange pleasantries with a couple of attractive young ladies, before striding off to find an appropriate vacancy. Surely someone must have room for an ex-Colonel....

Poetry Corner

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

In Memory of Major Sir Jacque Wabbit, DG

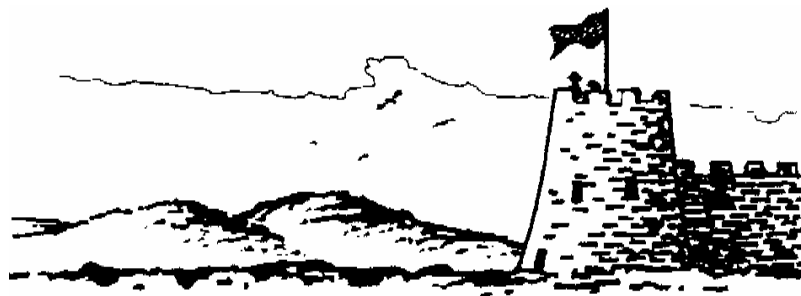
1 Jacque Wabbit rode to the call,
 Jacque Wabbit had a great fall,
 All the Dragoon's horses,
 And all the Guardsmen,
 Couldn't put Jacque together again!
 † SDL

(With apologies to 'Humpty Dumpty')

1 Ride Wabbit, Ride Wabbit, Ride,
 Ride, Ride,
 The Spaniards have fled but you've
 died, died, died,
 Snap, Crackle, Pop! breaks your
 brittle neck,
 You can't Ride Wabbit, Ride Wabbit,
 Ride, Ride, Ride!
 2 Ride Wabbit, Ride Wabbit, Ride,
 Ride, Ride,
 We'll take your loss in our stride,
 stride, stride,
 In your memory we'll hold our heads
 up high,
 So it's Ride Wabbit, Ride Wabbit,
 Ride, Ride, Ride!

† SDL

(With apologies to 'Run, Rabbit, Run')



Points Arising

The Ministers of State and War have determined that the Force Organisation for next year's campaign will be number 36.

Field Army

First Division

2nd Foot Brigade

3rd Foot Brigade

Second Division

4th Foot Brigade

RNHB

Frontier Division

Frontier regiments (and volunteers)

They'll all be on Field Ops.

All military appointments lapse at the end of August and the new posts (according to the new organisation above) will be filled at the beginning of September. With your orders for August you should let me have your applications for the new posts in September – these may be conditional on getting promoted (or not) in August.

The current Minister of War's term of office also runs out at the end of August. Anyone wishing to apply for the post should do so next month for resolution in September.

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

LdE Lucien d'Escaillehuitaillement (Nik Luker) has NMR'd. Total now 1

MM Mad Morty (Mark Mortimer) has NMR'd. Total now 1

X2 (Terry Crook) has NMR'd. Total now 1



En Garde! rules for LPBS players

The new edition of the *En Garde!* rules is now in the shops.

Retail price is around £10 (\$18 in the US), but LPBS players can order a copy from me for £6 (inclusive of UK postage – £7 to addresses in the rest of Europe, £8.50 in the rest of the world).

Send a UK cheque, payable to Margam Evans Limited (to *En Garde!*, 180 Aylsham Drive, Uxbridge UB10 8UF), for the appropriate amount – or online at www.pevans.co.uk/LPBS/SOSubbers.html – with a note of where to send it to.

X6 Pas de Nom (James Guiton) has NMR'd. Total now 2 and is sent to a Frontier regiment

X1 (Timothy Hunt) was floated at his request.

We welcome Bruno Giordan to the game with a character transferred

from the old Manorcon PBM game. Re-joining us after a few years' absence is Craig Pearson. And welcome also to Mark Gilby.

Barry Townsend and Francesca Huskinson tell me that they'll be away on holiday from 4th to 26th March, so LI and BdW will be incommunicado for this period.

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

Announcements

Beau Romir applies for Aide to Crown Prince
 Dan de Lyon asks NPC Captain 3 of Queen's Own Carabiniers to resign
 Gaston de St Marque asks NPC Army Adjutant of Second Army to resign
 Leo Nennie applies for Brigadier of Heavy Brigade
 Rene Ouai asks NPC Aide to Lt. General (RO) to resign
 Stan Dandy Liver asks NPC Aide to Lt. General (SDL) to resign

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

Stan Dandy Liver asks NPC Aide to General (GdSM) to resign
 Stan Dandy Liver asks NPC Division Adjutant of First Division to resign
 Stan Dandy Liver asks NPC Division Adjutant of Cavalry Division to resign
 Stan Dandy Liver asks NPC Army Adjutant of Second Army to resign
 Stan Dandy Liver asks NPC Brigadier of Heavy Brigade to resign

Duels

Results of this month's duels:

Rene Ouai (gains 1 Exp) beat Stan Dandy Liver.

Grudges to be settled next month:

Beppe de Marko (Sabre, adv.) has cause with Devlin Carnate (Rapier, 2 rests) as he tried to court Katy.

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

Challenges to be voted on:

Omi Palone challenges Beppe de Marko for rank cowardice and disgracing his regiment.

Duels held over until September:

Pierre de Mont Réal versus Mad Morty.
 Auray Enri versus Roland Pollee d'Eaulee.

Gaston de St Marque versus Stan Dandy Liver.

Orson de Combat versus Gar de Lieu.
 Antoine Valois versus Gar de Lieu.
 Joseph de Veevre versus Lun a'Tic.
 Omi Palone versus Beppe de Marko.

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

Bruno Giordan transfers Devlin Carnate (DC) from the old Manorcon PBM game. DC is the Bastard son of a very wealthy Count: initial SL 10.

Craig Pearson joins with the Second son of a very wealthy Knight: Init SL 6; Cash 750; MA 4; EC 3 (RdM).

Mark Barrowcliffe gets the Second son of a very wealthy Earl: Init SL 9; Cash 750; MA 3; EC 4 (X3).

Mark Gilby gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 1; EC 5 (X4).

Tables

Other Appointments

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

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

Battle Results

First Army: 5

Cavalry Division: 4

Horse Guards Brigade: 4

Dragoon Guards: 1

Queen's Own Carabiniers: 3

Heavy Brigade: 3

Archduke Leopold Cuirassiers: 4

Crown Prince Cuirassiers: 5

Frontier Division: 3

Guards Brigade: 1

Royal Foot Guards: 4

Cardinal's Guard: 1

King's Musketeers: 1

Frontier regiment 1: 5

Frontier regiment 2: 3

Frontier regiment 3: 2

Frontier regiment 4: 6

Second Army: 2

First Division: 3

1st Foot Brigade: 5

Royal Marines: 3

Picardy Musketeers: 4

RNHB regiment: 2

Second Division: 3

3rd Foot Brigade: 4

27th Musketeers: 5

4th Arquebusiers: 3

4th Foot Brigade: 1

69th Arquebusiers: 4

The Gascon Regiment: 2

Army Organisation and Summer Deployment

First Army (Siege) SS/MdS/DdL/___

Cavalry Division (Field Ops) ___/___/NI

Horse Guards Brigade (Field Ops) – DG QOC

Heavy Brigade (Field Ops) – ALC CPC

Frontier Division (Siege) RO/N/N5

Frontier Regiments (Siege)

Second Army (Defence) GdSM/N/N4/ZTMG

First Division (Defence) GdLi/___/N4

1st Foot Brigade (Defence) – RM PM

RNHB Regiment (Defence)

Second Division (Defence) N6/___/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 CIG/___/MdZ

Horse Guards Brigade OdC/___/AV

Heavy Brigade N7/___/N2

Dragoon Brigade N6/N/N6

First Foot Brigade JS/___/___

Second Foot Brigade ___/___/N5

Third Foot Brigade PdMR/___/___

Fourth Foot Brigade ___/___/___

Entries as Army Organisation Table

Frontier Regiments

(On Campaign for June-Aug)

	F1	F2	F3	F4	RNHB
Colonel	N3	N4	N4	N3	N9

Attached X6

Also at the Front

Guards Brigade (Royal Foot Guards, Cardinal's Guard and King's Musketeers)

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

Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	RdO
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	SDL
35	Katy Did	16	I	BdM
42	Maggie Nifisent	16	B	BdW
55	Jacky Tinne	16		
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
48	Fifi	14	B/W	
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	RdM
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	DC
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	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
47	Eve Ningalle	8	I/W	LdIR
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
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	F	OK	Colonel RFG/Chancellor	7		Flr	5	Tym Norris
CWAE	Count Co W. Ard Extrême	24	29	Poor	General	5		Flr	3	Benedikt Löwe
SDL	Viscount Stan Dandy Liver	23	50	Comfy	Lt-General/War Minister	11	Kathy	Flr	4	Guy Arnold
ZTMG	Count Zachary The Money Goes	23	F	Withy	B.Bdr-General KM/2nd Army QMG	11		Flr	4	Gerald Udowiczenko
GdSM	Viscount Gaston de St Marque	22	F	OK	General/2nd Army Commandr	9		Flr	3	Nathan Richards
CIG	Marquis Charlemagne le Gosse	22	F	Rich	B.Lt-General/Gds Brigadier	10		Flr	2	Neil Packer
LI	Count Lokwot Isaw	20	F	Comfy	Lt.Colonel RFG/State Min.	18		Flr	3	Barry Townsend
SS	Baron Sean Sondamour	20	F	Withy	General/1st Army Commandr	5		Flr	2	Pete Holland
BdM	Viscount Beppe de Marko	19	44	Fthy	Bdr-General	17	Katy	Flr	2	Mark Moores
BR	Baron Beau Romir	19	F	Withy	Captain RFG/Capt.K's Esc	6		Flr	3	Graeme Morris
GdLi	Baron Gar de Lieu	19	F	Comfy	Lt-General/1st Div Commandr	3		Flr	4	Bill Hay
RO	Rene Ouai	18	F	Comfy	Lt-General/Fntr Div Commandr	2		Flr	5	Peter Denison
OdC	Baron Orson de Combat	18	F	Comfy	Bdr-General/HGds Brigadier	5		Flr	5	Francesca Weal
RdO	Baron Revaulvin d'Or	17	51	Rich	Bdr-General/Justice Min.	8	Bette	Flr	4	Jerry Spencer
JS	Sir Jacques Shitacks	17	F	OK	B.Lt-General/1 F Brigadier	3		Both	5	David Olliver
MdZ	Sir Marc de Zorro	17	F	Withy	Major RFG/Gds Brigade Maj.	3		Both	5	Colin Parfitt
DC	Devlin Carnate	16	37	Comfy	Major PLLD	4	Angelina		2	Bruno Giordan
OP	Marquis Omi Palone	16	F	Comfy	Major KM	4		Both	4	Mike Dommett
BdW	Baron Bud d'Wiser	16+	48	Comfy	B.Bdr-General GDMD/Min w/o Port	11	Maggie	Both	2	Francesca Huskinson
EH	Marquis Euria Humble	15	F	OK	Lt.Colonel DG/PMshl's Aide	13		Both	5	Matthew Wale
FLAG	Sir Fernand Louis Adelmo de G'illel	13	F	OK	Lt.Colonel KM	5		Hunt	4	Hajo 'Red' Schlosser
CD	Baron Ced Deucer	13	F	OK	Colonel CG	10		Hunt	3	Nigel Monaghan
JdV	Joseph de Veevre	13	F	Comfy	B.Bdr-General 13F/2nd Div Adjutant	3		Both	5	Andrew Kendall
AdA	Averell de Alton	12	F	OK	Major RFG	3		Hunt	4	Martin Jennings
LdE	Lucien d'Escaillehuittaillement	12	F	Comfy	Major CG	3		Hunt	4	Nik Luker

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
AV	Sir Antoine Valois	11	F	Comfy	Major DG/HGds Brigade Maj.	1		Hunt	4	Simon Burling
FdC	Felix de Carabas	11	RIP							Mark Barrowcliffe
TT	Thomas Tudo	11	F	OK	Major ALC	3		Hunt	5	Ben Brown
LN	Leo Nemmie	10	F	Poor		4		F&P	5	Chris Boote
HdE	Horatio d'Escargot	10	F	OK	Lt.Colonel ALC	4		BG	3	Graeme Wilson
LaT	Lun a'Tic	10	F	Comfy	Captain RFG	1		Hunt	2	Paul Wilson
WB	Walter Butts	9	F	OK	Major KM	4			3	Richard Newby
DdL	Dan de Lyon	8	F	Comfy	Colonel QOC/1st Army Adjutant	1		HGds	6	Ashley Casey
MdS	Magnon de Sources	8	F	OK	Colonel PM/Gen's Aide (1st Army)	4		F&P	5	Robert Carter
JRG	Jean-René Gratrien	7	7	Poor		1		BG	3	David Lopez
DF	Dexteur Facteur	7	F	OK	Major QOC	4		BG	2	Kevin Morgan
PdMR	Pierre de Mont Réal	7	F	OK	Bdr-General/3 F Brigadier	7			5	Pam Udowiczenko
RdM	Rob d'Masses	7+	34	Poor	Major GDMD	4	Lotte	F&P	3	Craig Pearson
JLF	Jean Laissez Faire	6	F	OK	Captain QOC	2			3	Filipe Silva
AE	Auray Enri	6	F	OK	Major QOC	3			4	Chris Rudram
DSPA	Dancer Sous le Pond'Avignon	5-	2	OK		4			4	Gerry Sutcliffe
PF	Phresh Face	5	F	Comfy	Lt.Colonel RM	5		F&P	3	Charles Burrows
LdlR	Lucien de la Rue	4	11	Poor		5	Eve	RP	6	Olaf Schmidt
RPdE	Roland Pollee d'Eaulee	4	F	Poor	B.Subaltern QOC	6		RP	3	Pete Card
X2		2-	2	OK		6			2	Terry Crook
MM	Mad Morty	2	4	Poor		6			3	Mark Mortimer
X1		2	0	Poor		4			5	Timothy Hunt
X6	Pas de Nom	2	F	Poor		5			2	James Guiton

An F under SPs means that the character was at the Front, RIP means that he died. + against SL means it went up this month, - means it went down. Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Fthy = 25000+

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

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