

## That would be enough

This has been issue 68 of *To Win Just Once*, published 1st September 2006. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks.

### Deadlines

Orders for *Star Trader* and *Railway Rivals 4* to Mike Dommett by 22nd Sept.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 29th September 2006.

(Remaining deadlines for 2006 are 27th Oct/3rd Nov, 1st/8th Dec.

First deadlines for 2007 are provisionally 12th/19th January.)

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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.engage.co.uk](http://www.engage.co.uk)

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

**Star Trader** We have a position available in the current game – let Pevans or Mike know if you're interested. Colin Parfitt wants to join the next game. Rules provided.

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# To Win Just Once

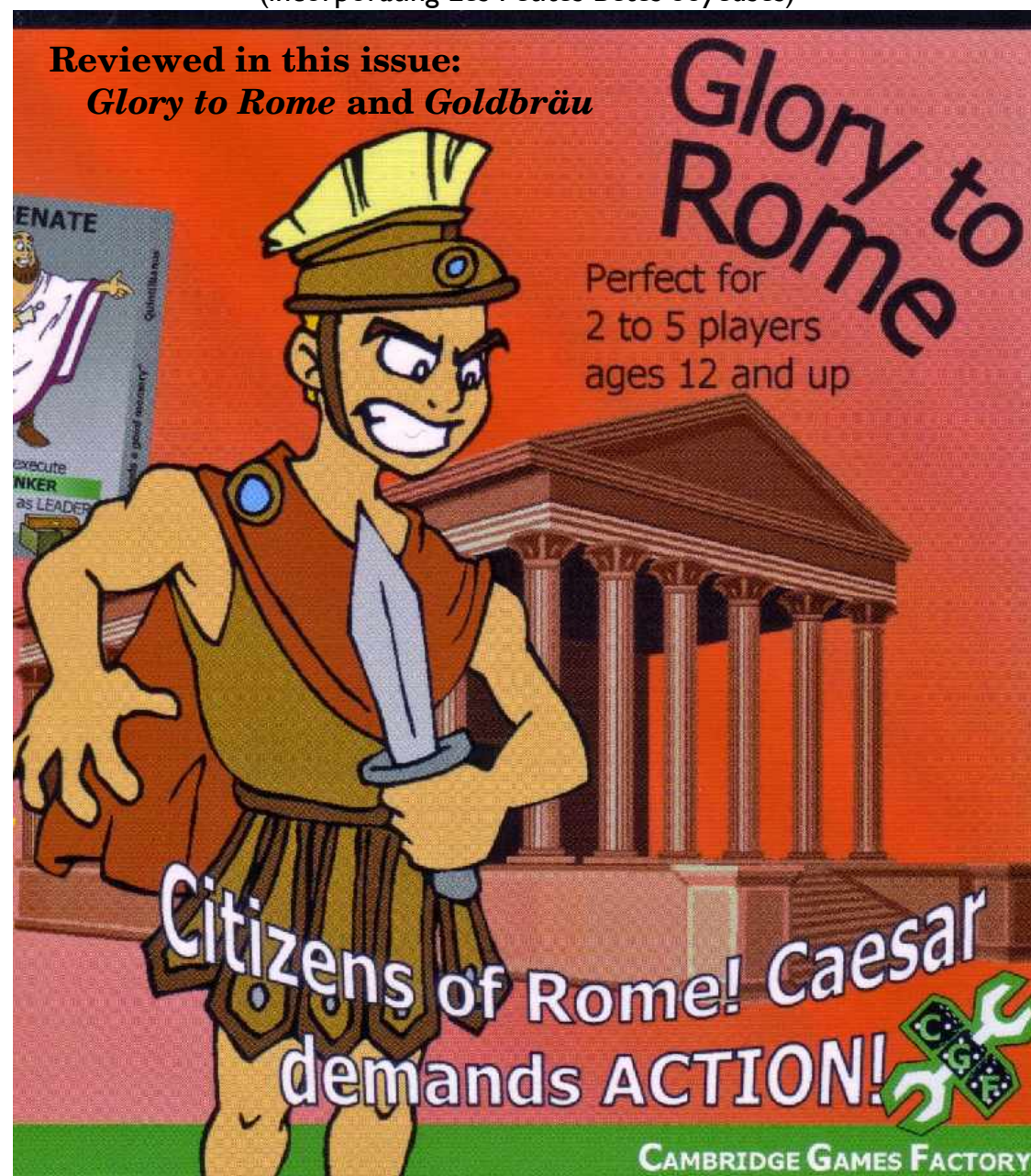
(incorporating *Les Petites Bêtes Soyeuses*)

Reviewed in this issue:

*Glory to Rome and Goldbräu*

Glory to Rome

Perfect for  
2 to 5 players  
ages 12 and up



Issue 68: September 2006

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## Contents

	Page
Contents.....	2
Chatter.....	3
I don't believe it!.....	3
Great British Beer Festival 2006.....	4
Letters .....	6
<i>Glory to Rome</i> reviewed by Pevans .....	7
<i>Goldbräu</i> reviewed by Timothy .....	10
Games Events.....	12
Credits.....	13
Great White Hunter .....	14
Turn 1 .....	14
St Mary's.....	16
<i>Railway Rivals</i> game 4 – Turn 5.....	16
GM Notes .....	16
<i>Railway Rivals</i> game 5 – start .....	17
GM Notes .....	17
Mission of Gravity .....	18
<i>Star Trader</i> game 3 – Turn 11 .....	18
Corporation Table .....	20
News .....	20
Les Petites Bêtes Soyeuses 194.....	22
January 1660.....	22
Press .....	28
Announcements .....	28
Matters of Honour .....	28
Social .....	29
QOC Letters .....	30
Personal.....	30
Poetry Corner.....	33
Points Arising.....	33
Announcements.....	34
Duels.....	34
New Characters.....	35
Tables.....	35
Other Appointments.....	35
Battle Results .....	36
Army Organisation and Summer Deployment .....	36
Brigade Positions.....	36
Frontier Regiments.....	36
Regiments Organisation.....	37
Hell Hath no Furry... ..	37
The Greasy Pole.....	38
That would be enough .....	40

## Chatter

An early publication of this issue as I'm away on holiday for a couple of weeks. It demonstrates that I can actually turn the 'zine around in a week if I pull my finger out... and there's a bank holiday.

It looks like the new postal charges will actually make *TWJO* slightly cheaper to post to UK readers. As it's A5, it fits into the ordinary letter category and these can be heavier than before. So, as long as it doesn't get too fat or too heavy, a basic stamp should be enough. A welcome change from the way prices usually go.

Those of you who get the paper copy will also notice that there's now colour on the inside pages. I've invested in a colour laser printer, so you'll now get the full effect of the photos!

I had a good time at this year's Great British Beer Festival. My tasting notes follow, but first...

### I don't believe it!

Now one of the things I like from time to time is a fry-up. Or breakfast, as I like to call it. Time was (when I'd just moved to London) a bunch of us would get together at someone's place for a full breakfast: fried everything with red wine and whisky to taste. It was even something the team I worked with did occasionally: get together early for a cooked breakfast at the pub down the road from the office. Alas, this was before the licensing laws were reformed, so it was just fruit juice, tea and coffee to drink.

Anyway, there I am standing over a hot stove with a frying pan full of bacon one morning. Except that this bacon was less fried than boiled. The amount of water that came out of it was amazing – and this wasn't just bacon, this was Sainsbury's Taste the Difference back bacon rashers... And it's not just bacon. Okay, I expect vegetables to contain water, but why do so many other things? And, if the recipe says "fry for 10 minutes", does the ten minutes required to boil off the water count? Or does it need a further ten minutes of frying? Grr!

On another tack, I was browsing the DVD offers in HMV the other day (as you do) when I came across the 'box' (spit!) sets of TV series. I was amused to see the careful positioning of the pricing label in the top right corner of every box. This rendered one of my wife's favourite television programmes as "The Little Ho' on the Prairie". Which would be rather different from the show Geraldine likes...

Mind you, I never understood why, if the 'little house' was on the prairie, the landscape was always wooded hills and valleys...



## Great British Beer Festival 2006

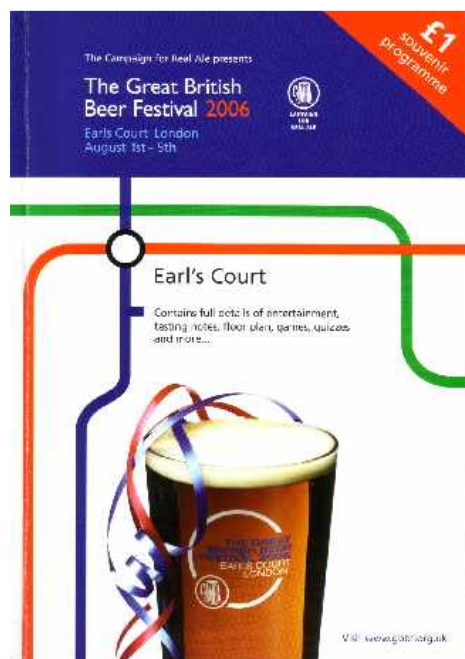
This year, the GBBF was at Earl's Court, rather than Olympia. The Festival apparently had more space at Earl's Court, despite using several halls at Olympia. It certainly felt bigger. The hall was one big space, broken up by the various bars and with lots of seating available. I took a tour round to see where everything was – and to meet up with Neil Packer and James Guiton, my usual drinking companions. It was actually quite difficult to spot people – too many of those present looked like people I know!

Having found Neil and James, it was time for my first beer. As always, I started with something familiar. In this case, Deuchars IPA (Caledonian brewery, 3.8% ABV), the 2002 Champion Beer of Britain. It's a pale, dry beer with a wonderfully fruity nose and taste and a nicely bitter aftertaste. It went very well with my lunch – a 'real' pasty – as we were joined by another *TWJO* subber, Mark Jones.

My usual lunchtime bratwurst wasn't an option – in fact, several of the usual food stalls weren't in attendance. However, there was certainly plenty of variety in the food that was available. It was interesting to see that the Earl's Court food and drink concessions were all open – including Pizza Express – but weren't getting much business.

What was getting lots of business was the bar next to us. We discovered that this bar was serving the 2006 Supreme Champion Beer of Britain: Brewers Gold from Crouch Vale. This is a fine beer, which I've tasted on several occasions. But the GBBF was one place I didn't as, such was its popularity, there was a queue for the pump serving it!

Anyway, time to try some beer that I didn't need to queue for. My first port of call was, as always, the 'Bar Nouveau'. This is where to find new breweries – and beers. I like Yorkshire beers, so my first choice was Golden Warrior (3.8% ABV) from the Empire brewery (a newish brewery in Huddersfield). Like many modern



The GBBF Programme – which cost £1 this year (it's a souvenir!)

bitters, this is a very pale yellow colour. It had a strongly hoppy nose and a really fruity, but hugely bitter, taste. First impressions were good, but the metallic aftertaste rather spoiled it. It's okay, but no more than that.

Moving south west to Worcestershire brought me to the Windsor Castle brewery, home of Sadler's and their Kimber Drop (4.1% ABV). This is one of their seasonal beers, rather than a regular. It's a golden pint with a fruity and really tangy smell. To taste, it was very bitter and dry, but still fruity. It went down very smoothly with a bitter aftertaste. A decent pint, but nothing outstanding

I was intrigued by the Jaipur IPA (5.9% ABV) from Thornbridge (near Bakewell in Derbyshire). For a start, the brewery's full title is the Thornbridge Hall Country House Brewery. And the beer was billed as a 'real' IPA, which apparently refers to the level of alcohol. It gained the silver medal in the Strong Bitters category in this year's Champion Beer of Britain Awards. This was another pale yellow beer. It had a slightly sweet, hoppy aroma. The taste was rich and fruity. It was nicely bitter with an underlying sweetness. And it certainly didn't taste like it was almost 6% alcohol. Nice stuff.

I couldn't resist a beer called Glott's Hop (5% ABV). This comes from another Derbyshire brewery, Howard Town in Glossop. And the name is the original form of Glossop. The beer was golden in colour and had a nice sharp, lemony aroma. It was slightly sharp, but pleasantly dry with some fruity undertones. And it slipped down very nicely – more like a 3.5% 'session' beer than a 5% strong bitter. More good stuff.

I'd had enough of the Bar Nouveau by now and made my next visit to the north east bar to try another Yorkshire brewery. This was Daleside, based in Harrogate, and the beer was Blonde (3.9%). I was expecting something very pale, but it turned out to be a yellowy gold in colour. It has a bright, fresh smell with undertones of something slightly burnt. The taste, too, was bright and refreshing with plenty of hops and a fruity twang. A distinctive and very nice pint.

I rather like wheat beer – whatever it's nationality. (Meantime do a very nice German-style wheat beer for Sainsbury's.) I stayed in Yorkshire for York brewery's Wild Wheat (4.1% ABV), a late summer beer. It was another yellow beer, but it had a very different smell. It smelled musty – like a Tex-Mex chilli! It tasted crisp and sharp – though still with musty overtones – and had a nice dry aftertaste. Another good pint.

Time to move on to something dark: Nightmare Porter (5% ABV) sounded like it would do the job. This is brewed by Hambleton Ales, another Yorkshire brewery. As expected, the beer was a dark brown. It smelled roasted and oaty. It was creamy, but tasted pleasantly dry with a good bitter aftertaste. Excellent stuff.

Each year at the GBBF I look out for my utterly favourite beer in the entire universe: Batham's Best. Each year it's in the programme. But most years it's not on when I try to get a pint. This was one of those years. Ah well. Having got the taste for dark stuff, I finished off with the wonderful Espresso Stout (4.2%) from Dark Star. I'm used to this being served absolutely flat, but it had a bit of a head here – more of a Cappuccino Stout! The dark-roasted coffee beans added to this beer make it something rather special. Strangely, no-one else at the table seemed to appreciate it. I think it's terrific.

And that was it for another year. The new venue worked very well, not least because it cuts out the irritating wait for the Olympia shuttle at Earl's Court tube station. I look forward to next year's event.

## Letters

I fully agree with your review of *Going Postal*, writes Colin Parfitt, for me it repeated the "honest man fights the system" themes of *Guards! Guards!*, *The Truth* and even *Small Gods*. Ironical, as the main character isn't supposed to be an honest man.

You have been unlucky as the books you quoted are Pratchett's worst books. His earlier ones are much better, but personally *Monstrous Regiment* and *Night Watch* are my favourite later books.

*Monstrous Regiment* concerns a young woman who pretends to be a man so she can join the army and search for her missing brother. It's very similar to the *City Watch* books (and there is a Vimes cameo) and it has an unexpectedly balanced view of war. There are a number of running gags, one taken to ludicrous extremes (before being reined in at the conclusion) and another about Lt Blouse, who dreams of being a war hero and having an item of clothing named after him.

In *Night Watch*, Vimes (again) is transported back in time to the week before the Civil War that decimated the original *City Watch* of Vimes' youth. Vimes is mistaken for the watch commander, the man who led the revolution and was eventually murdered. The old time-travel clichés are re-used: Vimes uses his knowledge of the future to create the world he knows. Eventually he has to decide between saving his former colleagues, or ensuring his comfortable life in the future is unchanged. As a long-time Pratchett fan I loved it, but I can see that new readers would be lost with the many references to earlier books and characters. Basically, if you can understand why Vimes buys meat-in-a-bun from a young Dibbler then you'll like this one, if not, try *Monstrous Regiment*.

What, no rat-on-a-stick? *Small Gods* remains my favourite Discworld book, but I have a soft spot for *Moving Pictures*. But, as I said last time, I haven't read much of the recent stuff, so the recommendations are useful.

Graeme Morris wants to know more about the *Easy Money* game:

I couldn't think of any kind of strategy at all and just winged it – no wonder I did so badly. Did anyone actually have a 'plan' or was the outcome mostly luck?

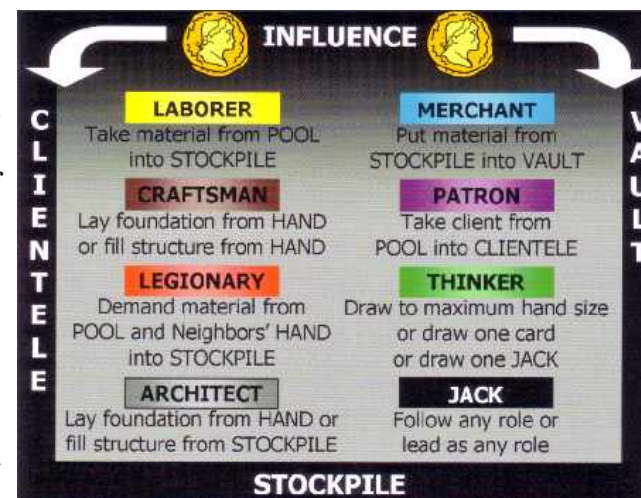
Anybody want to own up to having a plan? I didn't spot anything systematic (not that I was looking too hard!).

## Glory to Rome reviewed by Pevans

*Glory to Rome* is part of the first crop of games from new US publisher Cambridge Games Factory. All their initial games are card games and include *Splat!*, a development of food fight game *Kersplatt!* designed by Ed Carter (in the early Nineties), the main man behind the company. *Glory to Rome* was designed by Carl Chudyk and Erek Slater and is about rebuilding the great city after Nero burnt most of it down (allegedly).

Each player starts with some cards and a board ('Camp' – pictured below) that helps organise the cards they collect and gives the different roles available each turn. In *Puerto Rico* style, the first player ('Leader') chooses a role for the turn. However, in this game they must play a card showing the role (on the left side) in order to choose it. Clearly the cards in your hand can be a huge limitation on which roles you can take. 'Jack' cards get round this by allowing you to take any role. There's also one role – Thinker – that doesn't require a card. This simply allows the player to take extra cards and pass the Leader to the next player. At the end of a turn, cards played go into the 'Pool' on the table, where they can be drawn when required by other roles.

When the Leader chooses a role other than Thinker, the other players can choose, in turn, to play the same role (or a Jack) to take the same action. If they don't, then they're Thinking and get to draw cards – a nice touch that means players aren't short of cards. Then players carry out the action of the role. The aim of the game is to complete structures, increasing



your influence, which is worth victory points at the end of the game. You can also stash cards in your 'Vault' as another way of scoring points. And there are bonuses for whoever has the most of each colour of card in their Vault at the end. The game usually ends when all the cards have been drawn, but certain structures can change the end of the game – and who wins.

The first thing to get your head round with this game is the multiple functions of the cards. I've already mentioned that each card shows a role that can be taken in a turn. The most noticeable thing about each card, though, is its colour. This matches the role. It also matches the raw material (shown on the bottom right) that the card represents. The top of the card indicates which structure it is. This must be built of the material shown on the card. There's a picture of the structure in the middle of the card and any special ability the completed structure provides: a road allows its owner to "use any material in Stone structures," for example. On the bottom left is the value, in influence, of the completed structure, which is also the number of material cards required to complete the structure. This is the same for all structures in that material. Finally, there is an improving quote on the right hand side of the card. Phew!

I've found that players initially struggle to separate the various functions of the cards. Then, of course, you have to work out whether a card is more valuable as a role, a material or a structure. This will vary as the game progresses, too. The inter-relationship of the various uses makes this trickier. The bulk of the cards in the game are these multi-function 'Orders' cards. There are also 'Site' cards, used when starting structures, Jack cards, which I've already mentioned, and the one Leader card to indicate the first player.

As structures are the heart of the game, let's see how they get built. First you play either a Craftsman or Architect card and use that role to lay a foundation. To do this, you play the card for the structure you want to build from your hand and add it a Site card of the same material from the table. In subsequent turns you can add further cards of the correct material from your hand (Craftsman role) or your 'Stockpile' (Architect). (Cards get into your Stockpile by taking them from the Pool using the 'Laborer' role.) When enough cards have been played, the structure is complete. You take the Site card to show the extra Influence you've just earned and the structure's special ability takes effect. This can be a one-off, something that lasts the rest of the game, or even something that ends the game!

There are three other Roles in the game. The Patron role allows you to take a card from the Pool and add its Role to your Camp as a 'Client.' Clients allow you to carry out a Role without playing a card. That is, if you have a Craftsman client and the Leader plays Craftsman, you can Think and use your Client to act as a Craftsman. Or play a Craftsman card and use your client, thus getting two Craftsman actions. This can be very powerful and it's no surprise that players

are limited in the number of Clients they can have. Increasing your Influence allows you more Clients.

The Merchant Role allows players to take a card from their Stockpile and add it to their Vault. These are the cards that are worth points at the end of the game. This is another powerful option, which is also limited by the amount of Influence you have. Legionary is rather different from the others. Having played a Legionary card, you then play another card.



This allows you to take all the cards of the same material (colour) from the Pool and to demand one from each of your neighbouring players. Potentially very useful, but you have to have one of the cards you want in the first place.

That's a lengthy explanation as the game is fairly complex – you'll probably need to play it at least once to get to grips with it. It plays quickly, though, because everybody has the opportunity to do something on every player's turn. This may only be picking up cards, but then you should be in a position to do something on the next turn. Yes, the cards can be a limiting factor (I have been stuck for several turns with just Legionaries in my hand), so you need to manage your hand. This is very much a logistics and management game. The other major factor is the structures you put up. All the special abilities are useful and will probably influence how you play the rest of the game. So keep a careful track of what structures are available and what you can do with those you've completed.

The game starts slowly, as players accumulate cards and start their first structures. It gradually speeds up as players gain Clients and the special abilities of completed structures. Clearly, the main goal is to get some structures completed, but the tactical choice of structure will depend on what cards you have available. Not just the structures themselves, but the materials needed to complete them. So an intermediate goal is getting the cards you need. Similarly, using the Patron to add Clients boosts your ability to do things in the following turns, so it's well worth investing a few turns in doing this. And don't forget to use the Merchant to stash some valuable materials in your Vault.

*Glory to Rome* is an ingenious game that provides plenty of fun and will be very different every time its played. The chaos provided by the randomness of the cards means this is not a game for detailed planning. But you do need to think ahead, work out what resources you'll need and collect them. Trimming your sails, of course, to the options available to you. Clever stuff and a game I can recommend. Especially when the new version is available – this comes in a rigid



box (rather than the zip-lock bag of the first version) and the cards have rounded corners. I give it 8/10 on my highly subjective scale.

*Glory to Rome* was designed by Carl Chudyk and Erek Slater and is published by Cambridge Games Factory in the USA. It's available in UK shops at around £18. It's a card game for 2-5 players, aged 12+ and takes about 90 minutes to play.

## Goldbräu reviewed by Timothy

### First impressions

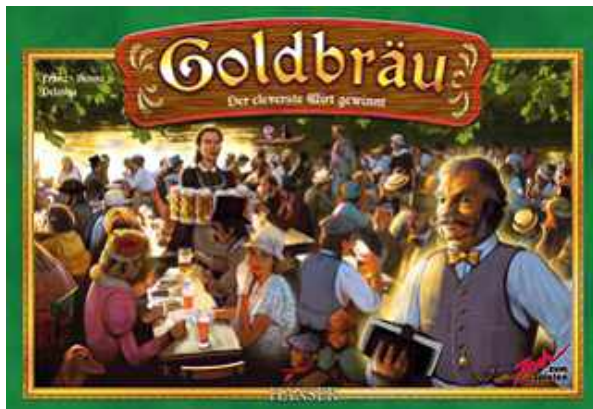
The cards, while not having a linen finish, have been well made and slide easily without sticking. The fences, boss tokens and share markers are all wood, and the brewery contract markers, drunken bum and pretty waitress markers, start player token and payday token are all sturdy cardboard and do have a linen finish for a nice tactile feel. The board is nicely laid out, also has the linen finish and, as a nice touch, the back of the board features the symbols of the 6 beer gardens on it. It's subtle touches like this that show someone really cared about the production values. The rules are clearly laid out with examples of play to ensure things are well understood. The artwork on everything is really very nice.

### Aim of the game

Larger beer gardens will earn more money both for themselves and the breweries that have the contract with them. This income is divided between the shareholders. So, get shares in the businesses, expand the beer gardens and earn the most money to win the game.

### Set up (assuming the 4 player game)

Each beer garden starts with a single table. One gets the Drunken Bum and another gets the Pretty Waitress. Each player starts with four shares in the businesses (Breweries and Beer Gardens), determined by choosing cards from an initial hand of 6, and two bosses, the locations of which are determined in player order (each business can only have one boss at a time). They also get a small amount of cash. The start player gets the start player token and the player opposite them gets the payday token.



### Playing the game

Each round represents one day. After 7 days, it's payday, and everyone gets paid (scores) for the current state of play. Two more weeks of play happen in the same way and the player with the most money wins the game.

At the start of a day, each player selects one of their action cards. The cards are "beer garden expansion", "name boss/beer contract" and "acquire share". Once everyone has chosen, they reveal their selection. "Expansion" cards take effect first, then "boss/contract", then "acquire". If two or more players have chosen the same action card, they take turns clockwise from the current start player.

Beer garden expansion allows you to increase the size of a beer garden by one space, as long as you have a boss token there. If a player is the only player to select this action, they get to do the action twice – they can either increase the same beer garden a second time, or increase a different one.

The Name Boss/Beer Contract action card allows the player either to put their boss in charge of a business or change a brewery contract. If you're not the boss of a business, but you have at least one share there, you can attempt to become boss. If the current boss doesn't have an absolute majority of shares, the take-over is successful. Share cards can be played by the players involved to change the balance of power. To change a brewery contract, the active player must have a boss in both a brewery and a beer garden and simply allocates the beer garden to that brewery. If you're the only player to select this action, you can do it twice.

The Acquire Share action means that the player can either take one of the two face up cards, or take the top card from the draw deck. If it's a face up share, a share cube is placed on the appropriate business. If it's from the draw deck, the player can either reveal it and place a share cube or put it into their hand. (Note that when the last share card of a particular business is played, any player who has just one share in that business loses it. So it's in your interest to have at least two shares in a business if you can.) If it's a Drunken Bum or Pretty Waitress, the player has the option to move the appropriate token by up to two beer gardens from its current location, but not to where the other token is.

There is a cost for this: \$2 if the player was the only player to play that action card, \$5 if two players chose it, or \$8 if 3 or 4 players chose it. A single player does not get to buy two shares, the price break is the benefit instead. Of course, if the first two players take face up share cards, the remaining players have to take share cards from the draw deck. Players are not obliged to take share cards and, indeed, may not be able to afford it if too many other players took that option.

### Payday (scoring)

At the end of the 7th turn (Sunday), it's time to score. It's easy to remember, as it

will be the second time the start player token reaches the player with the payday token. Before scoring commences, players may play any additional share cards from their hands and add shares to the appropriate businesses. Each beer garden's income depends on the number of tables it has –the Pretty Waitress is an additional \$20, while the Drunken Bum deducts \$12. Half the income goes to the brewery that has the contract, the other half is paid evenly to the owner of each share. Any surplus, and there's often some cash left, goes to the boss. Once all the gardens have been done, the breweries' income (from the gardens) is divided in the same way. Again, the boss gets any remainder.

Once scoring has been done, the start token is moved like a regular day, and the payday token is moved one place anticlockwise. Scoring happens again at the end of the second and third weeks and the winner is the player with the most money.

## Thoughts

The rules are simple and easy to understand. The hardest bit is the mental arithmetic for dividing up the earnings, but there's a chart at the back of the rules for the mathematically challenged. The choices, however, are not so simple. Often you are doing something to help another player, sometimes clearly so (by increasing a beer garden in which they too have shares), sometimes less obviously (by them having shares in the brewery that has the contract for the beer garden you're expanding). Then there's trying to figure out what your opponents might do and bluffing them (so you can take advantage of the bonus for being the solo player with that action). There's enough going on to make the game really interesting every time it's played.

Each day/round goes by really quickly, so don't let the lengthy instructions put you off. Once you get into the swing of things it doesn't take long at all. Try not to let the beer garden you have lots of shares in get blocked off. Try to get your garden big enough to give income even if the Drunken Bum is there. Take advantage of getting rid of single-share players by getting the 6th share played.

This is a great game – some complex decisions to be made under simple rules, but choices limited enough that analysis paralysis shouldn't be a problem. There's even the opportunity for a little backstabbing to satisfy your evil side. It's a game I'll happily play, and will even suggest it: 9/10. Thanks to Rio Grande for donating this game to the St Louis Boardgame Meetup Group for review.

## Games Events

There don't seem to be any board games events in September, but there is Games Workshop's Games Day at the NEC on 24th September. 6th-8th October is Excaliber (or Xcaliber) run by Horsemen Events (who run Gen Con UK) at a

holiday village in Cornwall. This is essentially a role-playing event, but there will be a board games library, which suggests that board games will be played. Visit [www.horsemenevents.com](http://www.horsemenevents.com) and follow the Excaliber link for more information.

Looks like I (and Geraldine) will make **MidCon** this November for the first time in ages. I hope to see some of you there.

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](http://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. Sign up with the Yahoo group to find out more: [groups.yahoo.com/group/stabconinfo](http://groups.yahoo.com/group/stabconinfo).

**Maycon:** late May bank holiday weekend at a location to be determined. This friendly convention is a mixture of board games and role-playing and includes the UK Spielchamps tournament. Keep an eye on the website – [www.maycon.org](http://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](http://www.merz-verlag.com/spiel).

**MidCon:** a long-running board games event in central Birmingham. 10th-12th November 2006 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. **MidCon's** main claim to fame is as the hosting event for the National *Diplomacy* Championships, but this plays an ever smaller part of the event. Expect lots of board games – including the latest arrivals from Spiel – plus the (in)famous **MidCon** quiz and music quiz. See [www.midcon.org.uk](http://www.midcon.org.uk) for more.

## Credits

*To Win Just Once* issue 68 was written (apart from the *Goldbräu* review by Timothy Hunt) and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as are the illustrations on pages 16, 17, 18 and 25. The drawings on pages 23 and 24 are by Tim Wiseman and the illustration on page 27 by Nik Luker. The picture of the *Glory to Rome* box is courtesy of Cambridge Games Factory. The *Goldbräu* box art is courtesy of Zoch Verlag. Pevans played with his scanner and Photoshop.

# Great White Hunter

## Turn I

Lots of people hit a target with their opening shots. It's not a good turn for endangered species as several gorillas are hit. The elephant in the top right gets well peppered, too. Taking an immediate lead are Bill Hay and Pete Holland, who both bag a monkey.

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

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

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. The 20x20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies.

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

Player	Shots	Points	Total
Guy Arnold	F5, J13	0	0
Ben Brown	E5, K5	0	0
Charles Burrows	S2	1	1
Rob Carter	G8	1	1
Mike Dommett	Q11, Q12	0	0
Bill Hay	H4, N10	2	2
Pete Holland	C9, C15	2	2
Francesca Huskinson	K15, F5	0	0
Andrew Kendall	C2, L4	1	1
Nik Luker	M8, H16	1	1
Tim Macaire	Q5	1	1
Bill Michell	S12, G19	1	1
David Olliver	D17, L6	1	1
Neil Packer	M2, C16	0	0
Chris Rudram	A1, A2	0	0
Olaf Schmidt	E13, P16	0	0
Al Tabor	K6, B15	0	0
Barry Townsend	B2, T6	0	0
Gerald Udowiczenco	G12, R2	1	1
Pam Udowiczenco	D7, M9	0	0
Matthew Wale	B2, S2	1	1
Paul Wilson	P17, F9	0	0
Graeme Wilson	G11, J3	0	0

## Key

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

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

**Send your shots to Pevans at  
180 Aylsham Drive, UXBRIDGE  
UB10 8UF or  
to TWJO@pevans.co.uk  
by Friday, 29th September 2006.**



## St Mary's Railway Rivals game 4 – Turn 5

Rayners Lane attracts a lot of attention as the coming suburb in London, as PCMR wins the race to connect there. STRIKE builds branches in all directions.

### Player A

SOMEBODY TO REALLY INFLAME  
KEN'S EGO (STRIKE)

Gerald Udowiczenko (BLACK)  
Builds (U26) - Finsbury Park (+6)  
(S16) - W14 - Finchley Road (1 to  
LATE)  
(G23) - Stockwell  
(P21) - Tottenham Court Road  
(P30) - P32  
Score:  $49 + 6 - 1 = 54$

### Player B

TURNHAM GREEN WIVENEY  
RAILWAY (TGWR)  
Chris Boote (RED)  
Builds (J4) - J2 - Acton Town (+6)  
(J3) - N1 - O1 - Ealing - R2 - T1 - U2  
(2 to LATE)  
(Stockwell) - D22 - E23  
Score:  $50 + 6 - 2 = 54$

### Player C

LONDON AREA TRANSIT EXPRESS  
(LATE)

Steve Bunce (BLUE)  
Builds (Kings Cross) - X23 - Finsbury  
Park  
(Ealing) - N2 - L1 - K2 - J1 - Acton  
Town (1 to TGWR)  
(Wembley Park) - X3  
Score:  $84 + 4 - 1 = 87$

### Player D

PEVANS'S CENTRAL METRO-  
POLITAN RAILWAY (PCMR)  
Paul Evans (GREEN)  
Builds: (O11) - O10 - W6 - Rayners  
Lane (+6), (1 to LATE)  
(W6) - Wembley Park  
Score:  $36 + 6 - 1 = 41$

### GM Notes

Rivers still cost 3 to build bridges across clear hex to clear hex.

Next turn's Build is **13** – Races start the round following.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to  
[mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 22nd September 2006.



## Railway Rivals game 5 – start

A last minute arrival in the shape of Gerald Udowiczenko gives us six players for this game on the Northern England map (NO).

### Player A

Colin Parfitt (BLACK)  
Starts at Liverpool

### Player B

PEVANS'S NORTHERN COAL  
RAILWAY (PNCR)  
Paul Evans (RED)  
Starts at Newcastle

### Player C

LONG AND TORTUROUS  
RAILWAYS IN NORTHERN  
ENGLAND (LATRINE)  
Steve Bunce (BLUE)  
Starts at Liverpool

### Player D

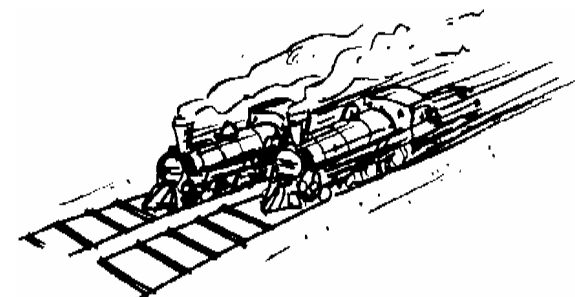
Edward Walkington (GREEN)  
Starts at Sheffield

### Player E

Nathan Richards (BROWN)  
Starts at Sheffield

### Player F

Gerald Udowiczenko (ORANGE)  
Starts at Preston



### GM Notes

With six participants on this map, two players start at each of Sheffield and Liverpool and 1 at each of Newcastle and Preston.

With the first turn, let me have a name for your company (two players have already supplied them).

Next turn's builds are **3, 4, 6**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 22nd September 2006.

## Mission of Gravity

### Star Trader game 3 – Turn 11

*The Flute Hull floated just offshore the thickly wooded coastline. The two groups of men stood on either side of a large raft as it rose and fell in the gentle swell.*

*“That seems to be in order.”*

*“We said it would be. And we have had confirmation.”*

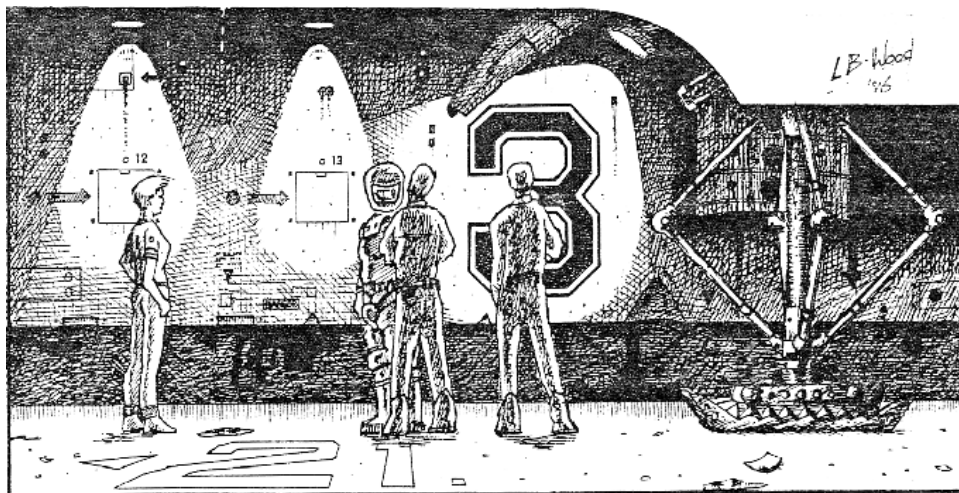
*One of his aides spoke into a mouthpiece and the hovertanks slowly filed out of the cargo pod and across the water towards the land.*

Neither VOGON nor TRANSURANIC sold Alloys for 8 or 3 respectively at Gamma Leporis as the price crashed back to 1.

No one traded at Epsilon Eridani, where prices slowly rose.

At Delta Toucanis ISKANDER FIRE & ACCIDENT sold 8 Isotopes for 8 HTs each and gained a Dealership – following in the steps of TRADEWINDS who had already sold 8 at the same price and also were rewarded with a Dealership. ZWILLINGE sold 5 more Isotopes on Contract. ZWILLINGE also bought 8 Petroleum for 11 HTs apiece, outbidding HONEST DARTH's QUALITY USED SPACESHIPS and ISKANDER, and the price only dropped a little as TRANS SOLAR TRADING INC sold 2 at a price of 9 HTs.

Tau Ceti saw ISKANDER buying 7 Isotopes for 3 HTs each – to gain a Contractorship – leaving ZWILLINGE and TSTI empty handed. TRANSURANIC added 5 to their stocks using their Contracts.



VOGON were unable to sell Alloys at Mu Herculis, though SOLAR WINDS TRADING sold 3 Liquors for 6 HTs each.

Sigma Draconis was busy. ZWILLINGE tried to sell Alloys here, but failed. The Corporation bought 5 Isotopes on Contract as TSTI bought 2 for 6 HTs each and CAESAR WHOLESALE bought 2 at 4 HTs apiece. ISNOTISTOO sold 12 Monopoles at a price of 16 HTs and gained a Dealership. SWISS MERCENARY sold 2 more at 17 HTs.

Still at Sigma Draconis, HONEST DARTH's sold 10 Petroleum for 10 HTs each and gained a Dealership. SOLAR WINDS sold 6 more at the same price, but no Market Position. ZWILLINGE sold another 6 using the good offices of Percent. Lots of people wanted to buy Spice. ZWILLINGE offered 7 HTs a unit and bought 9 and SOLAR SPICE MONOPOLES & LIQUORS bought 5 on Contract. TRADEWINDS (bidding 6), SOLAR (6), TSTI (6) and ISNOTISTOO (7) all went away empty handed.

CAESAR WHOLESALE sold 5 Alloys on Contract at Alpha Centauri. ISKANDER sold 9 Isotopes for 9 HTs each and TRANSURANIC sold 8 more at the same price. Both acquired Dealerships. SWISS MERCENARY FLEET sold 10 Liquors for 6 HTs apiece and CAESAR WHOLESALE bought 10 Liquors at a price of 10 HTs. Both gain Dealerships to make it four new Dealers in the system this Quarter.

ZWILLINGE gained a Contractorship when they sold 12 Petroleum for 12 HTs each at Beta Hydri. SSL&M sold 5 Monopoles on Contract and HONEST DARTH'S sold 3 Isotopes for 13 HTs apiece to end trading this Quarter.

SOLAR WINDS bought a Petroleum Factory on Delta Toucanis with some of the proceeds from their passengers.

CAESAR WHOLESALE sold the weapons at Mu Herculis on Planet and then visited the banks to take out a 300 HT loan.

SWISS MERCENARY FLEET quietly took the passenger pod off the Glaive and sold it.

In a burst of activity, ZWILLINGE hired Agent Amy at Delta Toucanis. They disposed of all their Petroleum Factories at a profit, sold cargo pods from the Fraternal and replaced them with Light Weapon Pods and upgraded the crews on the Twin and Twosome to A class before repaying their loan early. They then returned to their bankers and took out a 600 HT loan over the next 4 Quarters and turned the cash into 7 Spice Factories at Sigma Draconis and 10 Isotope Factories at Tau Ceti along with two more Tau Ceti warehouses.

ISKANDER FIRE & ACCIDENT bought two Warehouses, one at Tau Ceti and the other at Delta Toucanis, and were also buying Isotope Factories, 5 at Tau Ceti. They increased the Corporation's Political Connections, funding a large reservation for native lifeforms in the oceans at Mu Herculis. How people feel knowing that a large block of Tempus is hitting the corridors in Beta Hydri is another matter.

TRANS SOLAR TRADING INC bought more passenger pods for Dane & Peover, and may be restarting passenger services once more. Competition can only be good for the travelling public.

And that, apart from one optimistic Corporation who thought that one ship could collect agents from two systems over 15 light years apart, was that.

### Corporation Table

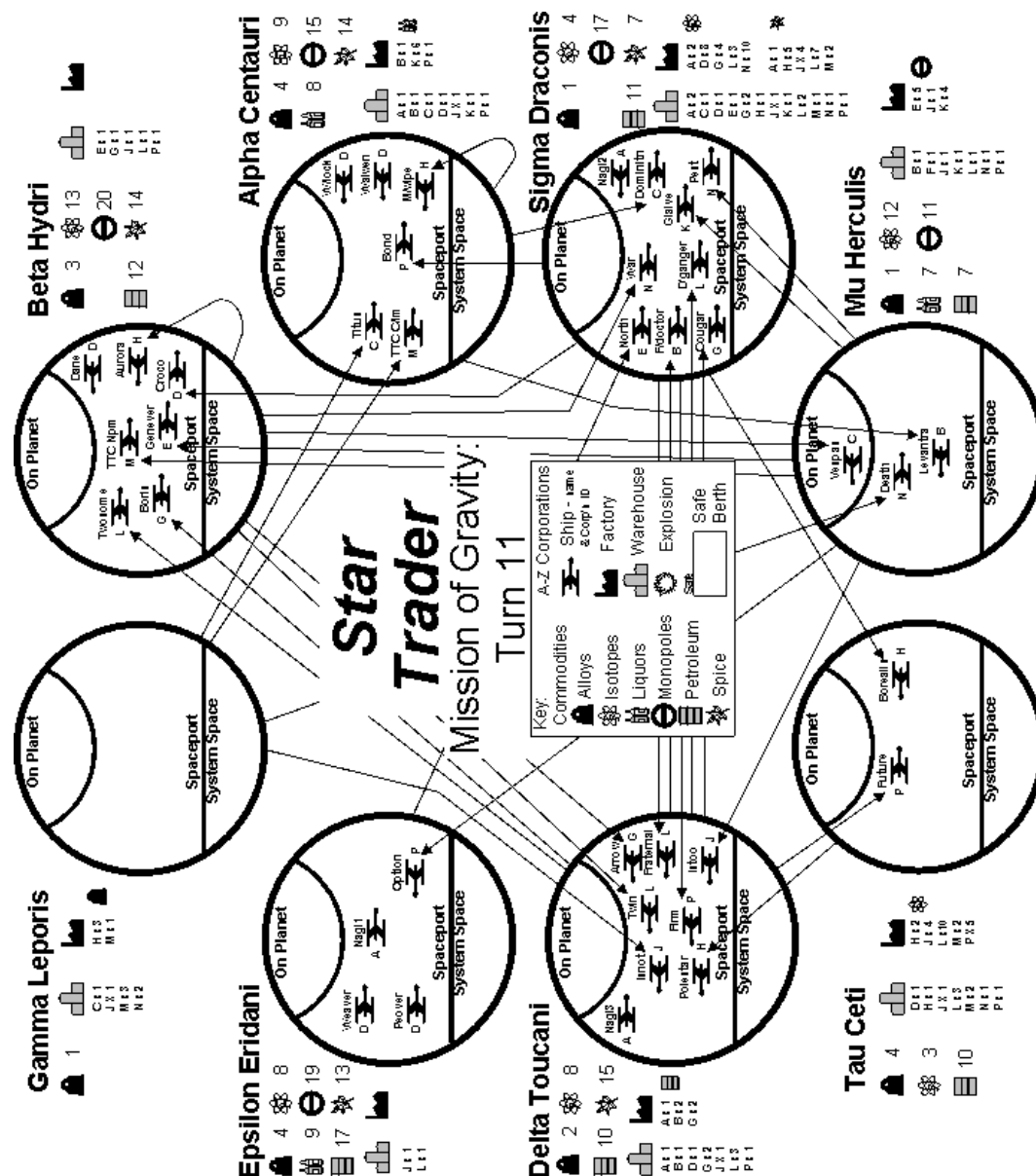
Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Neikan-do	3	4	4	F	13th	26	30	Available
B Solar Winds Trading Co	2	0	8	0	8th	196	25	Steve Bunce
C Caesar Wholesale	5	8	2	0	7th	460	35	Simon Burling
D Trans Solar Trading, Inc	6	0	7	0	10th	173	20	Jerry Elsmore
E SSL&M	8	3	5	+1	12th	110	40	Paul Evans
G HDQUS	8	2	2	0	3rd	497	40	Howard Goble
H Trade Wind	4	0	8	+9	1st	183	38	Colin Parfitt
J ISNOTISTOO	10	0	3	0	11th	344	40	William Hay
K Swiss Mercenary Fleet	6	0	9	0	9th	236	38	Martin Jennings
L Zwillinge	10	2	7	3	6th	187	40	Michael Martinkat
M Transuranic Trade Corp	10	0	3	3	4th	272	40	Bob Parkins
N Vogon Industries	10	7	0	0	5th	138	40	Nathan Richards
P Iskander Fire and Accident	10	7	4	0	2nd	354	40	Przemyslaw Orwat

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

### News

Event 14 took place: Alloys down 5, Turn 12 B8  
various Commodities up 2. Turn 13 P2  
Turn 14 **P10, B4**  
NEWS CHITS (four new ones this Turn 15 **P2, B6**  
turn, shown in Bold):

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk)  
by Friday, 22nd September 2006.





## Les Petites Bêtes Soyeuses 194

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

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

**Orders for February 1660 to  
Pevans at 180 Aylsham Drive,  
UXBRIDGE UB10 8UF or  
lpsorders@pevans.co.uk  
by Friday, 29th September 2006**

### January 1660

New Year: new duellists. General Gar de Lieu has a little matter to settle with Colonel Egon Madd. Stan Dandy Liver accompanies de Lieu and hands him his rapier. Madd has Stewart Senquiry and Pate Derry as his seconds – not that it takes two to pass over his sabre. The protagonists square up for a well-matched fight. A lunge from de Lieu is deflected by a slash from Madd, but both blows do some damage. Madd's attack is the start of a furious slash, which sees him swing round and land a cut on his opponent. De Lieu responds with a second lunge and is able to hit for a third time with a slash while Madd is still recovering his balance. Colonel Madd has had enough and surrenders.

Having congratulated de Lieu on his win, Stan Dandy Liver joins Euria Humble as his second. Lucien de la Rue has chosen the Dragoon Guards' commander as his first adversary of the year. These are both solidly built big men, but de la Rue has a slight advantage. Humble's advantages are his cutlass (to de la Rue's sabre) and his superior expertise. He doesn't make good use of the latter as he blocks against an early slash that doesn't happen. As soon as Humble drops his guard, de la Rue hits him with a slash. He is promptly smacked with a slash from the cutlass. But, as Humble recovers his balance, de la Rue swings round to complete his furious slash with a cut. Humble concedes the fight.

His place is taken by his number two, Lieutenant-Colonel Antoine Valois. Valois is more of a medium build, which would put him on a par with the injured de la



Rue if he were not injured himself. In fact, he is so ill he could cry off the fight. This seems to strike him as the two men cross sabres and Valois surrenders without a blow being struck.

The duel between Brigadier-General Joseph de Veevre and General Sean Sondamour is anything but an even match. Sondamour is a lightweight, even if he has a sabre and a bit more skill. De Veevre is a heavyweight with a rapier. Omi Palone and Revaulvin d'Or second de Veevre, while Charlemagne le Gosse does the same for Sondamour. De Veevre launches into a furious lunge, striking home immediately with the lunge. Sondamour comes back with a lunge of his own and de Veevre throws in the towel after what is only a scratch.

This leaves Major Le Frog of the 4th Arquebusiers, who is due to meet two members of the Picardy Musketeers. Le Frog probably has the widest shoulders of any man in Paris. His opponents aren't little men, but they are not in Le Frog's league. Le Frog chooses to face Henri Hermès first. Both men have rapiers, but Le Frog doesn't seem to understand too much about this. He keeps referring to his rapier as a "two-handed sword". Hermès strikes first, opening with a furious lunge. Le Frog is a beat behind him with a furious slash. The lunge and cut go one way, the slash and cut the other and the damage is pretty even. The two men regain their breath and attack again. Hermès gets in his lunge first, only for Le Frog to slash again. Another lunge is countered by a cut. Again, things are even, but Hermès has had enough – especially after paying Gaston de St Marque his 50 crown 'duelling tax'. He surrenders, allowing his CO to take his place.

Le Frog's second fight is against Magnon de Sources. The wounds inflicted by Hermès bring Le Frog down to de Sources' level – and de Sources has even greater skill. De Sources takes avoiding action at first, dodging away from any lunge. But Le Frog is continuing to slash with his 'two-handed' rapier. De Sources lunges and stabs Le Frog either side of being hit himself with a slash and cut. Annoyed, de Sources closes in and applies his boot where it will do most harm. Le Frog hops around a bit, allowing de Sources to run him through with another lunge. But when Le Frog comes back with a second slash, de Sources gives in.

### Transferring regiments

It's odd that a Captain in the Queen's Own should want to get rid of a Major in the Cardinal's Guard, but Jean Laissez Faire does. He leans on the man and almost persuades him to quit. But not quite. Laissez Faire then resigns his regiment, signs up with the CG and buys his way to a Captaincy. He was hoping for the rank of Major, though. His erstwhile colleague, Captain Roland Pollee d'Eaulee gains a Majority rather more easily: he buys his way up the ranks of



the QOC. Revaulvin d'Or provides the funding for this, and for d'Eaulee to re-finance his borrowings from the Shylocks. Acting commander Major Auray Enri tries to appoint his third Captain (and champion duellist), Lucien de la Rue, as Regimental Adjutant, but he'll have to get rid of the incumbent first.

New boy Gustav Ind has some supporters in Paris, it seems. Devlin Carnate and Stan Dandy Liver back his application to the Royal Marines, making him a shoo-in. He buys his way to Captain, using the money donated to him by Lokwot Isaw. Friends in high places indeed. Colonel Zachary The Money Goes signs up Benedict d'Over for the King's Musketeers and pays for him to take the rank of Subaltern. Roget de Saurus is another new boy benefiting from Lokwot Isaw's generosity. He joins the Royal Foot Guards and becomes Subaltern de Saurus. He was hoping for a Captaincy, but he'll have to wait for his standing to increase.



Major Chacal's application to be an Aide to a General is looked on favourably by both Generals Gar de Lieu and Sean Sondamour. Unfortunately, General de Lieu already has an Aide, so Chacal ends up working for General Sondamour. Horatio d'Escargot gives the Archduke Leopold Cuirassiers their marching orders and accompanies them into action. Magnon de Sources does the same for the whole of First Foot Brigade. Not to be outdone, Omi Palone mobilises the second battalion of the King's Musketeers.

### Spend, spend, spend

The big event of January is Charlemagne le Gosse's month-long New Year parry at the Fleur. (What the guests don't realise is that this is part of Charlemagne's plan to increase the earnings of the bonds he holds in the club's ownership.) The only serious competition comes from Euria Humble's fundraiser for the Paris Orphanage at the start of the month. Meanwhile, Auray Enri is hosting a wake for the late Dan de Lyons at Horse Guards. As wake's go, this is pretty dead. Auray and Di Lemmere are there, of course, but Lucien de la Rue is the only other person to turn up. With Jean Laissez Faire having abandoned the regiment, the once full ranks of the Queen's Own are looking a bit threadbare.

The Orphanage Ball attracts quite a few to Bothwell's. Euria receives his guests with great dignity, thanking each for their support for this noble institution – even if all they've done is turn up. Antoine Valois donates a hundred crowns. Jacques Pottès and Deb Onairre give 50. Lun a'Tic and Bess Ottede contribute 200. But there's nothing from Pierre de Mont-Réal and Guinevere d'Arthur. This is such a shame when even new boy Roget de Saurus can stump up 50 crowns. There is another 50 from Stewart Senquiry and Ada Andabettoir. But the *pièce de résistance* comes from Stan Dandy Liver. The Count sweeps in with a bunch of

ragged children in his wake. "Look what I bring for the Orphanage," he booms. "Ten orphans from my estates!"

Most of Parisian society is in the Fleur, though, as the guests of Charlemagne le Gosse and Lois de Lowe. And many of those are there for the whole month. They are Devlin Carnate and Angelina di Griz, Egon Madd and Leia Orgasma, Fernand Louis Adelmo de Gaulle and Charlotte de Gaulle (only slightly related), Lucien d'Escaillehuitaillements and Belle Epoque, Revaulvin d'Or and Bette Noire, Sean Sondamour and Ella Fant and Zachary The Money Goes and Anna Rexique. The party as a whole is amused to see the constant bickering between the two members of the King's Musketeers, Zack and Fernand, and the Cardinal's man, Lucien. Lucien's newest colleague, Jean Laissez Faire is there to back him up in the first week, but he's on his own after that. Fernand also has his hands full with Charlotte. She wants to play cards, but Fernand reminds her that she promised not to. The threat of not bringing her next week keeps her in line. Charlemagne divides his time between his various guests, but his theme with all of them is that he is an example of how men can rise from humble roots and become members of the Fleur in their own right and spend lots of money.



### Casual visitors

Several others stop by Charlemagne's party for the first week: Averell de Alton and Mary Huana, Le Frog and Ava Crisp and Roland Pollee d'Eaulee and Marie Antoinette. Lokwot Isaw and Sue Briquet pop in and out, attending for just two weeks in all. So does Michael l'Ovnotwore – first on his own and then with Lotte Bottle. François Phresh attends the first two weeks before heading off to the Bawdyhouses for some female company and then to the gyms for some sabre company. Jacques Shitacks is there for three weeks before he feels the need of female company. His visit to the red light district finishes with an attack by the footpads, but he's spent all his cash. Bud d'Wiser also attends the party for three weeks. He has Maggie Nifisent with him, so his departure is to wrestle his sabre.

Despite the departures, the party swells in week 2 as Euria Humble arrives for the rest of the month. With him come others from his Ball. Lun a'Tic and Bess and Pierre de Mont-Réal and Guinevere stay at the party for the rest of the month. Antoine Valois and Roget de Saurus come just for one week. Lucien de la Rue pops in from Auray Enri's do and then pops out to see a certain young lady. That doesn't go so well and he ends his month drowning his sorrows at the Bawdyhouses. He throws some twenty crowns on the tables, but loses the wager and heads for home. The footpads turn him over, reckoning that he must be flush, but he's lost everything he took with him.

The final arrivals at Charlemagne's party in week 2 are Joseph de Veevre and his new lady friend, Katy Did. Having strutted round with Katy on his arm for a week, Joseph feels the need of some rapier practice – well, he does have a duel with Beppe de Marko coming up.

Pate Derry and Stewart Senquiry (who has Ada on his arm) join Charlemagne in week 3. Pate has a busy month. First he visits his mistress, then he spends some time on the gaming tables in the Frog & Peach. He loses as many as he wins, but comes out ahead in terms of kudos. After his visit to the party, there's just time for a week's practice with his sabre. Stewart has been busy elsewhere and concludes January in the Blue Gables, where he fails to impress Ada by losing 50 crowns in a wager.

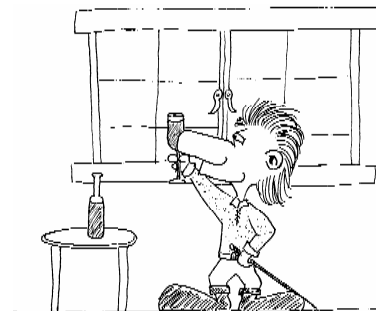
The last to arrive at the party is Field Marshal Gaston de St Marque. Edna Bucquette is with him, which answers the question of what he's been up to for much of the month. But the question most of Paris wants to ask is what he thinks he's doing! For the Chancellor has had the (various parts of the) body of his predecessor, the late Alfonse Qué Holique, disinterred and hung in a gibbet outside the Exchequer. "Let this be a warning to any who would seek to embezzle the King's Treasury!" he declares. As Holique is better remembered as a prodigious drinker and war hero, this does not go down well. Nor are the members of the Royal Foot Guards best pleased at this treatment of their late commander's remains. After all, the man only died last August, having played a vital role in the Army's success in the summer campaign.

### Groundhog month

Beau Romir has a bad time this month. It starts off fine as he fulfils his duties as Crown Prince's Aide, toadying to Prinny in the Fleur with Frances Forrin. After that, he appears to slip into a time warp back to December. First, he tries to Toady to Zachary The Money Goes at a party Zack isn't holding. With a candle on his head and a red ribbon round his belly, he claims to be "Paris's biggest Christingle". Then he looks for Devlin Carnate's do with a cushion stuffed up his shirt, claiming he's "Lester Beer-gut". Finally, he rolls up for Revaulvin d'Or's 'Boxing Day' horse race. This time he's not alone, as Averell de Alton and Auray Enri have also misread Revaulvin's repeated December invitation as January. At least Beau has someone to share his troubles at the end of the month.

January is just routine for new boy Benedict d'Over. He starts with a visit to the red light district and some female companionship. Then he checks out his new club, Blue Gables, and meets a fellow member, Michael l'Ovnotwore, and his companion, Lotte Bottle. A week supervising the Privates in the barracks leaves him just enough time to try his hand at courting. Co W Ard Extrême keeps himself to himself in the Fleur de Lys all month – apart from one week in the Bawdyhouses. Walter Butts puts in three weeks with his rapier and then hits the

Bawdyhouses. And then there are those who have had enough partying after the first week and decide to get some solid practice. Le Frog puts in three weeks with a real two-handed sword. Stan Dandy Liver does the same with a cutlass. It's rapier for Gar de Lieu and sabre for Jean Laissez Faire, Jacques Pottès and Roland Pollee d'Eaulee. Jacques manages to compose a poem to Deb Onairre at the same time! He has it published in a magazine she reads. Auray Enri fits in two weeks sabre practice before his fruitless hunt for Revaulvin's horse race.



### Pikes and Musketeers

Brigadier-General Magnon de Sources brings First Foot Brigade to reinforce the Frontier regiments' siege of English positions. However, the English take the initiative, their pikemen making a sally as his troops begin to dig in. Taken by surprise, the Picardy Musketeers are routed. Captain Henri Hermès falls to the enemy pikes. RIP. Captain Pierre de Vin Blanc survives to be promoted to Major. The Royal Marines come to the aid of their Brigade comrades and force the English back. Captain Gustav Ind gets his first taste of battle, but no reward. Bdr-Gen de Sources demonstrates what it's all about. He picks up some 500 crowns in loot from the retreating enemy. He has his brevet rank made permanent (thus severing his connection to the Picardy Musketeers) and is Mentioned, briefly, in the Despatches.

Bdr-Gen Horatio d'Escargot commands the Archduke Leopold Cuirassiers and has them patrolling the countryside. Several skirmishes with small English forces bring in a bit of loot. That's 600 crowns for d'Escargot and 400 for Lt-Colonel Thomas Tudo, his stalwart second in command. Both men's personal bravery sees them Mentioned in Despatches.

The Frontier regiments have a torrid time. Frontier regiment 1 is in the line of the English attack. The regiment breaks and flees. But, when the fighting is over, the regiment's position is still held by one intrepid soldier: Private Leo Nemie! He emerges from his burrow to a hero's welcome. Promoted to Subaltern, he finds his name written into the Despatches in block capitals ("can't do joined-up writing") and is Knighted by a grateful monarch. Bashful as ever, the self-effacing hero asks if he can come back to Paris now...

Assigned to Frontier regiment 4, Omi Palone holds his battalion of the King's Musketeers steady when the Frontier troops fall back. This brings him two Mentions in Despatches. Bdr-Gen Orson de Combat wonders why he's in the front line rather than Paris, but takes the opportunity to plunder a little. Just 400 crowns or so.





## Press

### Announcements

Please be aware that since my return to Paris I have become somewhat disillusioned by the low standards of law and order in Paris that I see as a very grave threat to the perpetuation of France and his majesty (God bless him).

I would therefore ask that all should take note that I shall be seeking to apply for the vacant role of Commissioner of Public Safety in order to personally enforce and uphold the natural and correct laws of his majesty that are being so laxly employed at the moment.

† C

#### NOTICE to Paris!

The Queen's Own requires you! France is blighted by the English and we intend to rid this noble land of the scourge. Join us next month and all new recruits will be taken on manoeuvres for the rest of the season, fighting this insidious foe.

Anyone without means for the necessary position or horses is invited to contact Major Enri directly. The QOC will not reject you because of such trifles.

† Major Aurai Enri, QOC

To all Captains,

Is there really not a single Captain in the whole of France who does not want to be my aide? Many of the rumours are greatly exaggerated – or, at worst, only slightly true!

Yours, † Lt General Jacques Shitacks

To All Loyal Men of Paris,

Come and join the country's premier regiment, the King's Musketeers, and ensure that France's enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment.

Generous bonuses available and help with purchasing your commission.

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

To All Members of the King's Musketeers,  
Lads, the Front is calling!

I will be taking the regiment to the Front in next month. If anyone has good reason to stay in Paris, let me know, but it must be a good reason!

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

Ministers and Gentlemen of Paris,

I want to publicly announce that I intend to re-apply for Minister of State when it falls vacant at the end of next month. I do so to try and avoid the situation that we had at the end of the last occupant's term, which ended with France without a MoS for a month. If other suitable candidates apply, then I will support them instead, unless of course most of you think that I have done a good job governing France and I receive favourable acknowledgement. Then I will go with what the public wants.

Yours Respectfully,

† Count Lokwot Isaw RFG Colonel  
Minister of State

To all members of the CPC

Just to remind you again. The regiment will be going on exercise in February. Anyone wishing to be excused can submit their request to me and I will consider it.

† Col EM

### Matters of Honour

To "Le Plume Noir"

Sir, and I use that term most loosely, you are a craven coward not to have the decency and courage to challenge me face to face, instead of hiding behind a pseudonym and a letter. Even the late Marc Desade was more of an honourable gentleman than you and HE was a member of the 53rd F. You, sir, and again I use that term in its loosest possible sense, are not fit even to be a member of the human race and YOU dare to call ME an impostor.

How dare you! Does your effrontery know no bounds?

Any real Frenchman would not resort to such unmanly tactics as those that you seem to prefer. Come face me on the field of honour if you have the courage to do so! If you are so afraid that I might hurt or even kill you that you dare not show yourself in person then shut up, crawl back under the stone you emerged from and leave matters of honour to those who actually have some to defend.

For the record, not that it is any business of yours, I do not cook. Like all good gentlemen, I have servants to do that sort of thing for me and my chef, Igor, is most competent in that matter. Naturally, any well-bred Frenchman would know this and your ignorance of such matters only emphasises your lack of breeding. Admittedly, garlic has been off the menu for the past few weeks but that was only because I had a house guest who is unfortunate enough to be allergic to that fine vegetable. Now that he has returned to his mountain castle, it is back of the menu.

† Col Egon Madd

Dear Lucien,

I hope my appearance in last month's duel made up for me missing that last one between us. But, to be honest, you don't really put up much of a fight. Which is a little surprising, considering how much practice you get against the quality of the King's Musketeers.

† ZTMG

Once again, I find I must humbly apologise to Le Roi for the unnecessary death of an officer. He closed as I slashed ... unfortunate. Perhaps now the members of the QOC will stop their campaign of hateful retribution against me. It seems His Majesty's demand for an investigation into this matter by the CPS has been stopped before it started – now that I have removed his head.

† Brevet Brigadier General Euria  
(Ever so) Humble

Well, hats off to you Euria – the combined malice of the QOC did not prevail. Damned ungentlemanly to gang up on a brave soldier like that when France needs all her sons to fight the foe. Of course, some of us spent our Christmas doing just that...

† OdC

### Social

To the Party Goers of Paris,

Please accept my humble apologies about the mix up in November, which left a number of you embarrassingly refused entry to my party.

It seems there was a breakdown in communication about the entrance fee. I have spoken to the doormen and have ensured this will not happen again (and they're no longer working there).

To make up for this I will be holding a month long party at my club when I return from the front. I will post advance notice of when this will be. But rest assured there will be no entrance fee and, for all those embarrassingly left outside, I will cover all costs.

Yours humbly,

† Zachary The Money Goes

#### "PRINCE IN NEED OF A PARTY"

Our esteemed Crown Prince is, for want of a better word, a bit lonely these days. As the person responsible for his well-being in all respects, it falls to me to widen his social circle. As a result I am able to arrange for selected individuals to dine and party with his royal personage (= toady to SL 25).

To ensure that only the 'right sort' are selected to meet Prinny, I would of course require evidence of their good standing (hard cash or other favours are always acceptable as such).

Interested parties should please contact me through the usual channels.

† Capt Beau Romir (Aide to the  
Crown Prince)

## QOC Letters

Dear Members of the QOC,  
Not only did we lose our commander, Paris lost its Guardian for Inner Peace. I must admit that I have toyed with the notion of applying for this post, but I feel I may be inappropriately vengeful towards certain regimental commanders. And while I certainly will get satisfaction on a personal level with M Humble, I think it is not in the interest of King and Country to let other Miscreants slink away while on a personal vendetta. Therefore, I humbly apply for the post of Regimental Adjutant, a position our late commander wanted to bestow on me because of my tactical expertise. Also, I would like to know when and where the wake for our commander is held.

Woefully yours,  
† Lucien de la Rue

Sirs,  
I now seem to be the nominal head of the QOC, an organisation I joined just a few months ago.

As such, I intend the following:

- 1) To purchase my promotion over the coming months to the correct level;
- 2) To assign Lucien to Regimental Adjutant, as there is a need to ensure we have the best people in the best positions.
- 3) To host a wake in week 1 at Horse Guards for our lamented leader.
- 4) To support any and all efforts to bring the scoundrel who did this to book, by any honourable means.

Yours,  
† Aurai Enri

Gentlemen of the QOC, it is unseemly and bootless to quibble over precedence. Whenever Bdr Humble picks a fight with two or more of us, it is he who chooses the order. Furthermore, even though he chooses the weapon of a Marine rather than a gentleman, let us show respect due to his rank and the King's uniform.

† RPdE

Dear QOC  
Sirs, I have found myself as the senior officer in this most August Regiment, and yet to have gained the necessary local knowledge and experience to be a most effective leader. I need time with the regiment on manoeuvres to understand what I have inherited. I therefore intend to take the regiment to support the operations against the English next month and for the rest of the season. As to the matter of Humble, We are now without a friend with the CPS, and must take care that any prosecution of this scoundrel does not diminish the regiment, or ourselves. Time in the field will allow us to bring glory to France, and make us above the stay-at-home babies in the Guards. And give us the necessary requisites to bring 'Humble' to task for his crimes.

Yours,  
† Major Aurai Enri

## Personal

To His Glorious Majesty, King Pevans, and the Minister of State, Count Lokwot Isaw, During the course of the month I was contacted by Baron Revaulvin d'Or, the Minister of Justice, proposing that we embezzle the funds of France from the Treasury. I enclose a copy of his missive:

*My Dear Gaston,  
I think it time we claim that remuneration due to officers of the state, particularly in such onerous posts as we hold, don't you?  
I propose that you withdraw 25,000 Cr from the Treasury next month and split it as follows: MoS-5000cr, MoW-5000cr, MoJ-7000cr, you-8000cr.  
If you agree, I can assure you there will be no awkward questions asked. If you have a counter-proposal, let me know.  
† Baron Revaulvin d'Or, Minister of Justice*

As I have said before, embezzlement from Your Majesty's Treasury constitutes treason against France and against the person of His Majesty. Baron Revaulvin d'Or is clearly guilty of conspiring to commit such a treason.

There may also be a case against the Minister of State and the Minister of War although, from this letter, there is no suggestion that they are, in any way, aware of and complicit in this plot. At this moment in time, France has no Commissioner for Public Safety and it might not be appropriate for the Minister of State to act as judge in a case in which he has, no matter how peripherally, been implicated. I therefore appeal to Your Majesty to act as judge in this matter. I note that the perpetrator will be staging a race around the Place de Vendôme in the last week of the month and so your guards should be able to locate and detain him for trial should you deem it fit.

I remain your obedient servant, Field Marshal of your loyal armies and Chancellor of your Treasury,

† Count Gaston de St Marque

*While this would seem to be prima facie evidence of treason, we are reluctant to act precipitately on the word of a man who cannot distinguish between December and January. We shall shortly be appointing a new Minister of State and will instruct him to investigate this affair. † Le Roi*

My dear Percy Percy,

Many thanks for your kind and well considered comments regarding my footwear. If we should happen to meet, I will be only too eager to shove my frivolously pointed shoe up your no doubt scrawny backside.

Yours,  
† Jacques Shitacks

To: Sir Magnon de Sources

From: Gustov Ind, Captain of the Royal Marines

My Lord Knight,

I am writing to ask you to consider me as your next Brigade Major. I have asked the current aging incumbent to agree to retire after many years of fine service and would be grateful if you could give me a chance in the role. Yours, in hope and honour,

† Gustov Ind, Captain of the Royal Marines

Lord Percy Percy says, as fashion is tending towards being able to eruct extremely loudly, Stewart Senquiry is rather fashionable.

Auray 'Enri

What is this pre-Christmas Dink, and why are you starting in January? Or am I misreading your writing?

† Omi Palone (Major)

Fernand Old Chap,

Just in case I "forget" next time to duel those blundering fools from the Cardinal's Guard, please remind me. Especially when one of them is waiting to learn from an expert.

† Zack

One would like to think that ZTMG will not be making the close acquaintance of the noble CPS at his offices in the Bastille for leaving his Majesty's Government out in the cold, surely cause for a duel in olden times.

A: Roget de Saurus,

New boy in town seeking to further his career and (sigh) finances.

Mon Cher Capt. Chacal

It will not, I think, surprise you that, as Aide to the Crown Prince, I am perfectly content with my rank of Captain in our esteemed regiment. In order to avoid the inconvenience that would accrue to me were I to be promoted, it would suit me perfectly were one of my fellow captains to 'leap-frog' me. Rather than allowing this elevation to apply to one of our rather 'faceless' fellow officers, I urge you to seize the moment yourself. Go on "Maj. Chacal" – you deserve it!

Regards,  
† Capt Beau Romir

From the Diary of Egon Madd

I have successfully transplanted the brain of a rat into the skull of the late Marc Desade. Admittedly, I had to hollow it out quite a bit first before it would fit, but no matter, there was plenty of bone there. Now all I need is one good thunderstorm and I can attempt to re-animate the body!

Pierre de Mont Réal's secretary showed him what was at stake, you mean?

How is it that good friends and companions can so often misconstrue a look, a word, a gesture? Stan, Bette and myself are close, of that there can be no doubt, for we share the same love of France, culture and loyal service to His Majesty. How easy, then, for a sigh of ennui to be taken for the death of Love, a careless hurt given a sign of the Fountain of Romance having run dry? So do not think that I have suffered a slight or the good Count an embarrassment. Why, I lent him my carriage last month, why not my mistress tomorrow? The matter is now closed.

† Baron Revaulvin d'Or, Minister of Justice

My dear Field Marshal

How good it is to hear from you about the manly and noble act of duelling, where two men settle their differences with the exalted act of the blade, crossed and swung with due reverence, and then sheathed with a shared meal and drink to demonstrate that the cause of honour is satisfied. See how a country where duelling was suppressed, across la manche, had lost its King, and though we can only pray for a new sovereign's elevation, the damage has been done.

While I yield not to your military expertise, I feel the problem you identify is due to Parisians using cheap foreign doctors, rather than trained French medical staff. I would humbly suggest that money should be set aside to raise the availability of doctors for men of valour. Indeed, this could also increase the survival of those injured fighting for his Majesty, a most worthy cause.

† Omi Palone

SDL

On a point of style, a four line scheme of 3, 3, 3, 4 syllables is not best answered by a 4, 4, 4, 3 response.

Or have you taken to using an underling with only limited arithmetical powers?

† Omi Palone

To Chancellor

I find your conduct outrageous!! Ordering a duelling tax that is hidden within all the waffle, it benefits you and you alone. As it seems that the higher social level members in Paris are getting richer and the lower social level ones are getting poorer... Shame on you! Euria Humble does have the right idea, but unfortunately he is but one man and it will take a lot of persuasion to change Paris for the better. My suggestion is that those of a high Social Level place 10% of their overall money into a new venture which will aid the lower Social level characters...

Signed a Loyal Citizen of France...

Dear Colonel Euria Humble,

I enclose a gift for the Orphanage.

On a different note, should we at some point carry out manoeuvres at the front?

Yours Festively,

† Antoine Valois

To His Majesty, Le Roi.

Your Highness, I am sorry that your noble eyes had to dwell on such ugly words that were aimed at me last month and, for being the cause, although not the instigator, of such unpleasantness, I do most humbly apologise. I would like to assure Your Highness that, should "Le Plume Noir" have the courage to present himself in person, I will not hesitate to defend my honour to the fullest extent possible.

I would like to thank Your Highness for your kind concern for my good name and remain,

Your most obedient servant,

† Col Egon Madd

To: Brigade Major N5 of the 1st Foot Brigade  
From: Captain Gustov Ind  
Major,

After nearly forty years of exemplary service, I do feel that it is time that you enjoyed your retirement and your pension. I therefore request that you retire and allow a younger man a chance at filling your boots.

Yours, in honour,

† Gustov Ind

## Poetry Corner

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

Fifi, my little darling

Fifi, my little pet

I love to hold your hand dear

When I'm away I shan't forget

The sweet taste upon your lips love

The heart that is so true

And if you just wait a little

I will come back to you

† OP

1 Oh, June may have its sunny charms

And April has its rain

And the chill of January

Make us long for May again

2 But of the months we hold most dear

December's heaven sent

For whenever else can two men die

Over their regiments?

Ah, Belle, Belle!

La plus belle

De les mademoiselles

De Paris!

Ah oui!

Venez avec moi –

Nous allons compter les étoiles

Et danserons dans

Notre grand passion!

Et puis, enfin,

Vous crierez "Far out Man!"

1 DI, my dear, your a female dear,

You are a RAY of golden sun

To ME, your beau, your masculine beau,

SO, let me hold you in my arms!

2 FAR away, I have to travel,

To LA Calais, where I'll write to you,

And fight the TEA drinking surrender monkeys

So DI, my dear, please stay true.

† AE

*Doh!*

† *Le Roi*

The morning after...

The slits of what once were eyes

Excruciating.

## Points Arising

You may have noticed that the turn number is creeping up towards 200. April 2007 will mark 20 years (!) of *LPBS* – though the 20th anniversary of its start was this April. I feel we ought to mark this in some way.

I think the obvious thing to do is have a face-to-face *En Garde!* game, in the old, Gamesfair style. This could be an event in its own right, but it might be more sensible to attach it to another event (to take advantage of their organisation/administration), such as Maycon. The alternative would be simply a social event for people to meet up.

I'd like to get your input on this. Tell me whether you'd prefer:

- An *LPBS* weekend with a face-to-face *En Garde!* game;
- A face-to-face *En Garde!* game as part of a games convention or
- A social get-together.

Egon Madd's challenge to the anonymous "The Plume Noir" may be answered by any character. If someone steps up, the duel details will be published next month for it to be fought at the start of March.

Lokwot Isaw's term as Minister of State lapses at the end of next month. Any character wishing to apply for the job



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

AU Armand Unejambe (Mark Barrowcliffe) has NMR'd. Total now 1  
BdM Beppe de Marko (Mark Moores) has NMR'd. Total now 2 and is sent to a Frontier regiment

C Chacal (Jon Sedgwick) has NMR'd. Total now 1

CD Ced Deucer (Nigel Monaghan) has NMR'd. Total now 2 and is sent to a Frontier regiment

EF Emile Fitoux (Timothy Hunt) has NMR'd. Total now 1

RO Rene Ouai (Peter Denison) has NMR'd. Total now 1

Craig Pearson got the benefit of the doubt and his new character (X3) was floated. 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 you're still there.

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

## Announcements

Gustav Ind asks NPC Major 1 of Royal Marines to resign

Gustav Ind asks NPC Brigade Major of 1st Foot Brigade to resign

Lucien de la Rue applies for Regiment Adjutant of QOC

Magnon de Sources asks NPC Major 2 of Picardy Musketeers to resign

Roget de Saurus asks NPC Major 1 of 4th Arquebusiers to resign

Roget de Saurus asks NPC Major 1 of 69th Arquebusiers to resign

Roget de Saurus asks NPC Major 2 of 69th Arquebusiers to resign

Roget de Saurus asks NPC Lt.Colonel of The Gascon Regiment to resign

## Duels

**Results of this month's duels:**

Gar de Lieu (with SDL, gains 1 Exp) beat Egon Madd (with StSy & PD).

Sean Sondamour (with ClG, gains 1 Exp) beat Joseph de Veevre (with OP RdO).

Lucien de la Rue (no Expertise) beat his enemy Antoine Valois (under half Endurance).

Lucien de la Rue (gains 1 Exp) beat his enemy Euria Humble (with SDL).

Le Frog (gains 1 Exp) beat his enemy Henri Hermès.

Le Frog (gains 1 Exp) beat his enemy Magnon de Sources.

**Grudges to be settled next month:**

Fernand Louis Adelmo de Gaulle (Rapier, adv.) and Jean Laissez Faire (Rapier, 3 rests) have mutual cause for being in enemy regiments.

Fernand Louis Adelmo de Gaulle (Rapier, adv.) and Lucien d'Escaillehuitaillement (Rapier, 1 rests) have mutual cause for being in enemy regiments.

Jean Laissez Faire (Rapier, 5 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause for being in enemy regiments.

Lucien d'Escaillehuitaillement (Rapier, 5 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause for enemy regiments.

Antoine Valois (Sabre, 3 rests) and Lucien de la Rue (Sabre, adv.) have mutual cause for enemy regiments.

Euria Humble (Cutlass, Seconds SDL & AV, adv.) and Lucien de la Rue (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Egon Madd (Sabre, Seconds StSy & PD) challenges 'The Plume Noir' – any character may take up this challenge as 'The Plume Noir'.

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

**Challenges to be voted on:**

Egon Madd challenges 'The Plume Noir' for his insults in the Press last month.

**Duels held over until March:**

Beppe de Marko versus Joseph de Veevre.

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

Craig Pearson gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 5; EC 4 (X3).

Gerry Sutcliff gets the Second son of an Impoverished Marquis: Init SL 8; Cash 40; MA 6; EC 2 (RdS).

Rob Fuller gets the Bastard son of a very wealthy Merchant: Init SL 2; Cash 450; MA 2; EC 4 (X1).

## Tables

### Other Appointments

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

## Battle Results

1st Foot Brigade: 3  
 Royal Marines: 2  
 Picardy Musketeers: 5  
 Archduke Leopold Cuirassiers: 4

Frontier regiment 1: 6  
 Frontier regiment 2: 4  
 Frontier regiment 3: 3  
 Frontier regiment 4: 5  
 RNHB regiment: 2

### Army Organisation and Summer Deployment

Field Army (Field Ops) SS/C/DC/\_\_\_  
 First Division (Field Ops) JS/N/N3  
 2nd Foot Brigade (Field Ops) – 13F 53F  
 3rd Foot Brigade (Field Ops) – 27M 4A  
 Second Division (Field Ops) \_\_\_/\_\_\_/AV  
 4th Foot Brigade (Field Ops) – 69A Gscn  
 RNHB Regiment (Field Ops)  
 Frontier Division (Field Ops) \_\_\_/\_\_\_/N4  
 Frontier Regiments (Field Ops)  
 Organisation and Deployment for the Campaign  
 Season plus Army and Division posts  
 (CO/Aide/Adj't/QMG):  
 ID for chars, N (+ MA for CO and Adj't) for  
 NPC, \_\_\_ for vacant

### Brigade Positions

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

Entries as Army Organisation Table

### Frontier Regiments

(Siege for Dec-Feb)

	F1	F2	F3	F4	RNHB
Colonel	N2	N6	N6	N4	N4
Attached	LN BdM	CD OdC		2 Bn KM	

Also at the Front

1st Foot Brigade (Royal Marines, Picardy Musketeers)  
 Archduke Leopold Cuirassiers

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

## Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	RdO
64	Edna Bucquette	18	W	GdSM
3	Kathy Pacific	17	B	
35	Katy Did	16	I	JdV
42	Maggie Nifisent	16	B	BdWV
55	Jacky Tinne	16		
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	PdMR
10	Frances Forrin	14	B	BR
48	Fifi	14	B/W	
16	Ophelia Derriere	13		
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	JLF
30	Leia Orgasma	13	B	EM
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	MIO
12	Charlotte de Gaulle	12		FLAG
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	LaT
1	Sue Briquet	11	B	LI
4	Anne Tique	11	W	
9	Deb Onairre	11	I	JP
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	AE
53	Angelina de Griz	10	B	DC
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	LF
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	RPdE
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	LdE
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	StSy
25	Lois de Low	5	B	CIG

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

## The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
GdSM	Count Gaston de St Marque	25+	75	Comfy	Fld Marshal/Chancellor	9 Edna	Flr	3	Nathan Richards
CIG	Marquis Charlemagne le Gosse	24-	44	Withy	B.Lt-General/Adjutant Gen	11 Lois	Flr	2	Neil Packer
CWAE	Count Co W. Ard Extrême	24	41	Poor	General	5	Flr	3	Benedikt Löwe
SDL	Count Stan Dandy Liver	24	41	Withy	Lt-General/War Minister	11	Flr	4	Guy Arnold
ZTMG	Count Zachary The Money Goes	23+	83	Withy	Colonel KM/Min w/o Port	11 Anna	Flr	4	Gerald Udowiczenko
SS	Baron Sean Sondamour	22	67	Withy	General/Fld Army Commndr	5 Ella	Flr	2	Pete Holland
LI	Count Lokwot Isaw	22+	66	Withy	Colonel RFG/State Min.	19 Sue	Flr	3	Barry Townsend
RdO	Baron Revaulvin d'Or	19	55	Rich	Bdr-General/Justice Min.	8 Bette	Flr	4	Jerry Spencer
BR	Baron Beau Romir	19	46	Comfy	Captain RFG/C.Prnce Aide	7 Frances	Flr	3	Graeme Morris
GdLi	Baron Gar de Lieu	19	30	Comfy	B.General	3	Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	F	Fithy	Bdr-General	17	Flr	2	Mark Moores
DC	Devlin Carnate	19+	57	Comfy	Colonel PLLD/Fld Army Adjutnt	4 Angelina	Flr	2	Bruno Giordan
JS	Sir Jacques Shitacks	18	52	Poor	B.Lt-General/1st Div Commandr	3	Both	4	David Olliver
RO	Rene Ouai	18	19	Comfy	Lt-General	3	Flr	5	Peter Denison
OdC	Baron Orson de Combat	18	F	Withy	Bdr-General	6	Flr	5	Francesca Weal
BdW	Baron Bud d'Wiser	18+	58	Comfy	B.Bdr-General GDMD/Min w/o Port	11 Maggie	Flr	2	Francesca Huskinson
OP	Marquis Omi Palone	17	F	Comfy	Major KM/Gen's Aide	5	Both	4	Mike Dommett
EH	Marquis Euria Humble	16	46	OK	B.Bdr-General DG	14	Both	5	Matthew Wale
FLAG	Sir Fernand Louis Adelmo de Gille	15+	54	Comfy	Lt.Colonel KM	5 Charlotte	Hunt	4	Hajo 'Red' Schlosser
AV	Sir Antoine Valois	14	34	OK	Lt.Colonel DG/2nd Div Adjutant	1	Both	4	Simon Burling
C	Sir Chacal	14	28	Comfy	Major RFG/Gen's Aide	3	Both	2	Jon Sedgwick
CD	Baron Ced Deucer	14	F	Comfy	B.Bdr-General CG	10	Hunt	3	Nigel Monaghan
PdMR	Sir Pierre de Mont Réal	14+	63	OK	B.Lt-General/Insp.Gen.Inf	8 Guinevere	Both	5	Pam Udowiczenko
LdE	Lucien d'Escallehuitaillement	14+	45	Comfy	Major CG	3 Belle	Hunt	4	Nik Luker
JdV	Sir Joseph de Veevre	14+	42	OK	B.Bdr-General 13F/2 F Brigadier	3 Katy	Both	5	Andrew Kendall
AdA	Averell de Alton	13	31	Poor	Lt.Colonel RFG	3 Mary	Hunt	4	Martin Jennings
TT	Thomas Tudo	13	F	OK	Lt.Colonel ALC/FMshl's Aide	5	Both	5	Ben Brown

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
MdS	Sir Magnon de Sources	13	F	OK	Bdr-General/1 F Brigadier	4	Both	5	Robert Carter
LaT	Lun a'Tic	13+	56	Comfy	Major RFG/Gds Brigade Maj.	1 Bess	Hunt	2	Paul Wilson
EM	Egon Madd	12+	58	Poor	Colonel CPC	6 Leia	Hunt	2	Tym Norris
HdE	Sir Horatio d'Escargot	11	F	Comfy	B.Bdr-General ALC	4	BG	3	Graeme Wilson
LN	Sir Leo Nemmie	10	F	Poor	Subaltern	4	F&P	5	Chris Boote
JLF	Jean Laissez Faire	10+	32	Poor	Captain CG	2 Lucy	Hunt	3	Filipe Silva
StSy	Stewart Senquiry	9	29	Poor	Lt.Colonel CPC	1 Ada	BG	2	Colin Parfitt
WVB	Walter Butts	9	16	Comfy	Major KM	4	BG	3	Richard Newby
RdS	Roget de Saurus	9+	32	OK	Subaltern RFG	6	BG	2	Gerry Sutcliffe
MIO	Michael l'Oynotwore	8+	40	Poor		2 Lotte	BG	2	Justin Key
RPdE	Roland Pollee d'Eaulee	8+	29	Poor	Major QOC/Bdr's Aide (RdO)	6 Marie	HGds	3	Pete Card
JP	Jacques Pottès	8+	26	OK	Major CPC	2 Deb	BG	4	Mark Booth
AU	Armand Unejambe	7-	2	OK		3		4	Mark Barrowcliffe
AE	Auray Enri	7	17	OK	Major QOC	3 Di	HGds	4	Chris Rudram
BdO	Benedict d'Over	7	12	OK	Subaltern KM	6	BG	4	Mark Stretch
LdLR	Lucien de la Rue	7+	32	Poor	Captain QOC	5	HGds	6	Olaf Schmidt
PD	Pate Derry	7+	29	OK	Lt.Colonel PLLD	6	F&P	1	Tim Macaire
FP	François Phresh	6+	38	Poor	Captain PLLD/PLLD Regt. Adj.	5	RP	4	Charles Burrows
LF	Le Frog	6+	37	Poor	Lt.Colonel 4A	3 Ava	F&P	6	Mark Mortimer
HH	Henri Hermès	5	RIP						Rob Fuller
GI	Gustav Ind	4	F	OK	Captain RM	2		5	Ashley Casey
PdVB	Pierre de Vin Blanc	4	F	Poor	Major PM/PM Regt. Adj.	5	RP	4	Keith Bristow
EF	Emile Fitoux	3	3	Poor		4		5	Timothy Hunt
X3		3	0	Poor		5		4	Craig Pearson

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

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

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