

## That would be enough

This has been issue 85 of *To Win Just Once*, published 12th May 2008. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2008

### Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike Dommett by 23rd May.

Orders for *Les Petites Bêtes Soyeuses* and any other contributions to Pevans by Friday 30th May 2008.

(Deadlines for 2008 are 27th June/4th July, 1st/8th August, 5th/12th September, 10th/17th October, 14th/21st November, 19th/24th December)

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Paper edition	UK	Europe	World
Single issue	£2.00	£2.50	£3.00
Subscription (11 issues)	£20.00	£25.00	£30.00

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

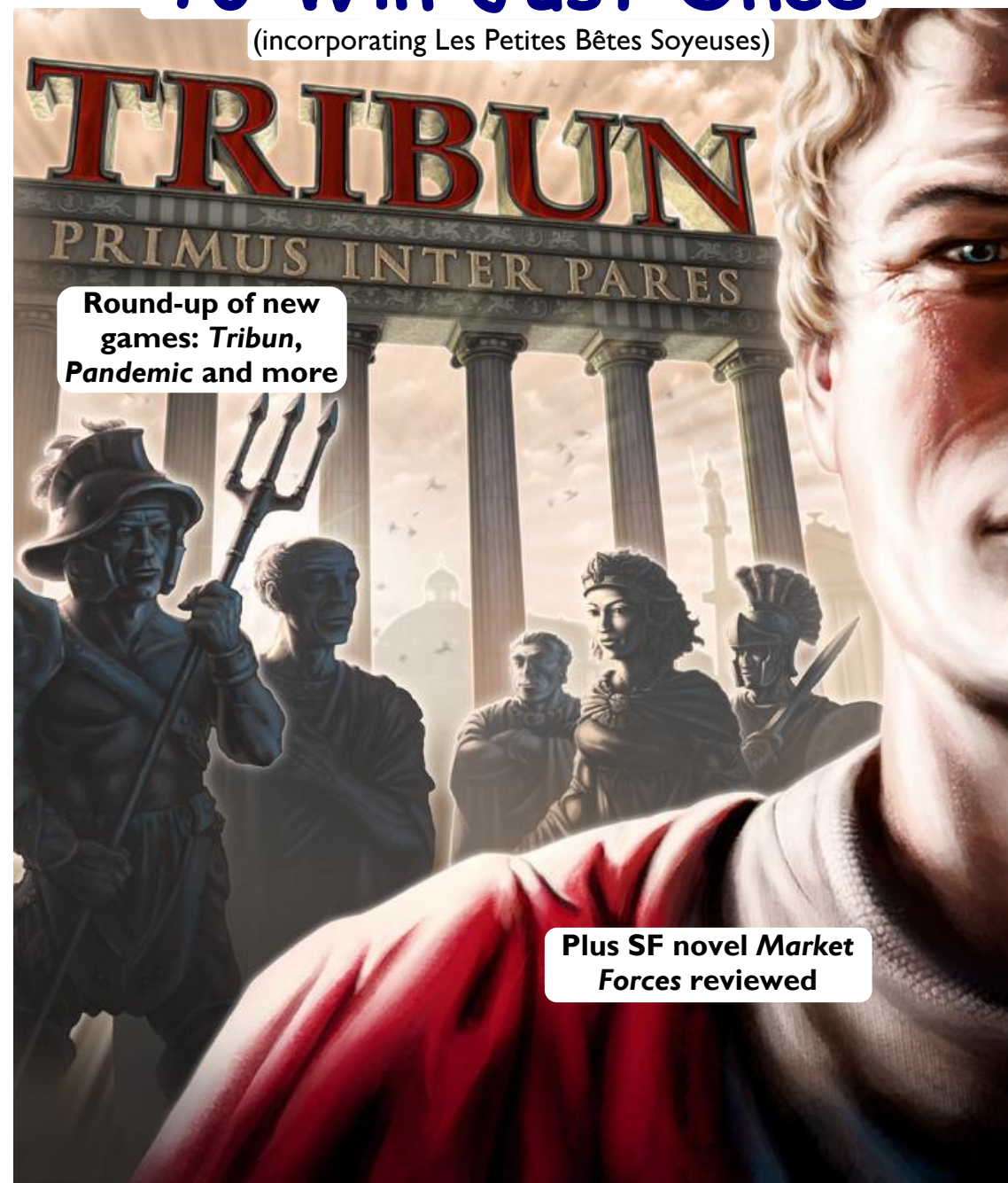
**Railway Rivals** Jonathan Palfrey is in the queue for the next (on the Yorkshire map – working copy provided).

**Star Trader** Colin Parfitt, Thomas Frost, Mark S Robinson, Jerry Elsmore, Gina Teh, Michael Martinkat, Martin Jennings, Dominic Howlett and Pevans are waiting for the next game. Rules provided.

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Round-up of new  
games: *Tribun*,  
*Pandemic* and more

Plus SF novel *Market  
Forces* reviewed

Issue 85: May 2008  
(LPBS 211: June-July 1661)

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## Chatter

I was going to start by commenting on how much I am enjoying this Spring, but the last few days have been more like Summer. The trees round us are still covered in wonderful pink, white and red blossom. Our neighbour's pear tree looks just like a Hanafuda card – dark branches with no leaves, just the blossom, against a light sky.

The current temperature is pretty much what it was when I arrived in Columbus, Ohio for the Gathering of Friends last month. Even the American Eagle flight attendant was taken aback. Announcing that the temperature on arrival was 77 degrees (Americans and me, we understand Fahrenheit, not this new-fangled Celsius stuff), he squeaked "That's, like, 20 degrees more than when we left". That was Tuesday evening and it stayed warm and humid (most unlike central Ohio) until the weekend – the temperature was down to 45° by Sunday.

Not that the temperature mattered much to me: I was in the hotel playing games for five days. And good fun it was, too. I played a lot of new games, played a lot of old games, met some new friends and met some old friends. My notes on the new games follow, now that I'm well over the jet lag.

In the meantime, I've been looking at the last couple of months of statistics from my website. I'm intrigued that my reviews of *Feudo* and *Viking Fury* continue to be the big draws. That's the wonder of the internet. *TWJO* 83 was downloaded 98 times in March, while issue 84 was only downloaded 65 times (in April). Then I wonder why the website is suddenly popular in Brazil? I had a large number of visitors from Google Brazil in March.

## Games round-up

*Change Horses* is the latest from Eggertspiele and was designed by well-known games collector, Bruce Whitehill (aka "The Big Game Hunter"). It's a slow race – players want their horse in last place when the race ends. However, which of the six horses counts for each player is a secret. The horses are allocated at random at the beginning of the game, but you can change your horse during the race. Each turn, players each lay a card showing two horses (or play an action card). When all the cards have been played, horses with an odd number of cards are moved. This makes being in last place in a turn very valuable. It takes a few turns to complete a race, though. It's a nice enough game, but doesn't have a lot to offer hobby gamers. 4/10 on my highly subjective scale.

Aussie Peter Hawes had a pre-production copy of his new game, *Heads of State*, which Eggertspiele expect to have at Spiel this October. Players draw cards to

make the sets that will allow them to place nobles of different ranks on the map of Europe. There are only limited spaces for each type of noble and in each country, so players may need an assassin card or two to make room for their new guy. Players score points *Thurn & Taxis*-style for various sets around the board plus bonuses at the end of the three 'centuries' (exhausting the deck). I was quite taken with his game. There's nothing particularly new about it, but it's an attractive package and works well. 9/10 on my highly subjective scale.

Kris Gould had a pre-production copy of his new game, *Jet Set*, which Wattsalpoag should publish later this year. It is played over a map of Europe, showing major cities and airline connections between them. Players pay to get control of the connections and to add planes (nice little model airliners) to them (or other people's). They can then claim one of the available routes, removing their planes from the connections they use. Completed routes generate income (and victory points), but you have to spend a turn to take some money – one of the many tactical decisions players have to make. At the end of the game, players make a final flight around their network for a bonus. *Jet Set* is an excellent tactical game and I look forward to seeing the finished version (I hope Wattsalpoag is able to keep the planes!). 9/10 on my highly subjective scale.

*Oregon* is another of last year's games, this time designed by Ase and Henrik Berg and published by Hans im Glück and Rio Grande. The theme is exploring the eponymous US state, adding people (pawns) and buildings (tiles). The board



*Jet Set* in play – note the aircraft



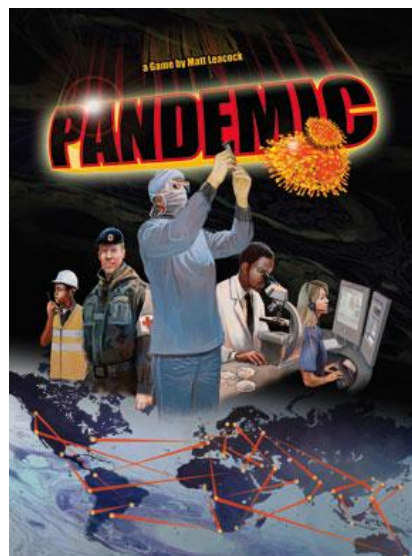
*Oregon*'s meeples have 10-gallon hats!

is divided into a grid and players use two of their cards each turn to identify the squares into which they can play. If they place a pawn, they get the points for any buildings adjacent to it. If they play a building, all players get points for the pawns adjacent to it. There are some tactical wrinkles – like the mines that give players variable victory points – but that's pretty much it. The game works fine, but I found it very dry and without any real challenge or decisions. 5/10 on my highly subjective scale.

Each year Adlung Spiele produce a handful of card games and *Palastgeflüster* (Palace Rumours, I believe) is the most interesting of the 2007 batch. Designed by Michael Rieneck, this is a very neat little game – though I felt it went a touch too long. The cards are sets of seven characters (Jester, Maid etc) in a medieval court. In turn, players lay a card from their hand, aiming to get six **different** characters on the table (which wins the hand). They then get to carry out the character's action – pick up a card, swap cards from their hand, move cards around the table and so on. The colour of the card determines the next player. It's as simple as that. The complexity comes from trying to get rid of duplicate cards and pick up the ones you're missing by using the actions on the cards you have and manipulating who has the next turn. If you're forced to play a duplicate card, everyone else wins that hand. First to a set number of wins, wins (so it's easy to adjust the length of the game if you want to). Simple, but clever. I give it 8/10 on my rumour-mongering scale.

*Pandemic* has been so popular that its publisher, Z-Man Games, has just commissioned a second re-print. Designed by Matt Leacock, this is a neat co-

operative game of fighting diseases. It's played over a map of the world, showing major cities in four colours – the diseases the players are fighting. Central to the game are the two decks of cards, with each card representing a city. The game starts with the diseases on the board in the form of coloured cubes. Each turn, the current player gets four actions, which can be to move, to cure (remove) a cube and so on – many of the actions require playing a card. Then they pick up a couple of cards and also turn over one from the infection deck to spread a disease. The players can cure a disease by playing a set of cards of that colour in a research centre (something players can create on the board). If they cure all four, they win.



But it ain't that easy! When a player draws an 'Epidemic' card at the end of their turn, additional infections occur. (The game can be made more – or less – challenging by using more – or fewer – Epidemic cards.) Then the infection cards already used are shuffled and placed on the **top** of the deck. This means it's more likely that infections will re-occur in the cities that already have them. The really bad news is what happens when a fourth cube is called for in a city. This triggers an 'Outbreak', which infects all the adjacent cities – and can cause a chain reaction if this takes any of them over three cubes. Too many Outbreaks and the players lose! This is a true cooperative game – the players win or lose as a team – and great fun. So much fun that the first thing I did after playing it was play it again. It gets 10/10 on my infectious scale.

*Rattlesnake* is a very silly children's game from Fantasy Flight. It consists of a set of strong magnets shaped like elongated eggs. Players try to place them on the small board without attracting any of the others. The magnets are so strong that this is quite tricky once there are 3 or 4 on the board. And they make a strange noise when they come together, often triggering a chain reaction across the board. Hence the name, I suppose. 7/10 on my magnetism scale.

One brand new game I've tried is *Stone Age* from Hans im Glück and Rio Grande. Designed by Michael Tummelhofer, this is in the style of *Pillars of the Earth*. Each player controls a tribe of pawns ('cave-meeple', apparently) and places them around the board to gain resources and actions. The key limitation on players is that they need to produce enough food to feed their tribe at the end of each turn. Taking the action to increase the size of your tribe (it involves two

pawns and a hut) may seem like a good idea, but not if you can't feed the extra mouth. Particularly important actions are taking buildings and 'Civilization' cards. Buildings cost resources and score victory points immediately. Civilization cards also cost resources and are worth victory points at the end of the game. Some of the cards give you points according to the resources and pieces you've collected during the game, providing some strategy. Otherwise, it's a very tactical game of deciding how best to use your pawns and balancing the immediate needs (food, especially) with your long-term goals (victory points!). It's a clever and entertaining game that I enjoyed playing. 8/10 on my highly subjective scale.



Stone Age in play

Another brand new game I got to try was *Ticket to Ride – the card game*. Designed by Alan Moon and published by Days of Wonder, this uses the cards from the board game, essentially. Players have a number of 'Tickets' which represent routes and require specific numbers and colours of 'Train' cards to complete. The Train cards are just like the standard game: a colour/design of railway car with locomotives as wild cards. Each turn players either pick up a couple of Train cards or play a set from their hand – any number of one colour or one card each in up to three colours. (Or they can pickup some Tickets and decide how many to keep.) However, players can only lay Train cards if they play more of that colour than any other player has in front of them. The other player loses their cards. This matters because, at the start of their turn, players pick up a card from each colour they have in front of them. These go into a pile. Once the

deck runs out, players check through their piles and complete what tickets they can. After a second time through the deck, the game is over. Players score points for completed Tickets and lose points for incomplete ones. The game plays quickly and works very well. It's also a bit more subtle than it seems at first. It gets 8/10 on my railway scale.

*Toledo* is a new game from Martin Wallace, published by Kosmos (in Germany) and Mayfair (in the US). The board shows the town of Toledo, famous for the quality of its swords, with a winding road leading to the fortress at the top. Along the road are spaces for shops, which the players will establish (usually early on in the game). In their turn, players move their pawns along the road to a shop according to the cards they play. They can buy whatever the shop has to offer, with the price increasing as they get further along the road. The shops provide steel or gems or turn these into swords. There are also fencing schools where players can improve their sword-fighting skills – very handy as they use these to oust other players from shops that are full. Completed swords are worth victory points, but only half their face value unless a pawn has ‘taken’ the sword to the fortress. Additional shops let you buy paintings or change money and players can choose to collect money rather than move each turn. This is a decent tactical



A game of *Toledo* in progress

game that will appeal for family play and offers a ‘middleweight’ challenge for gamers. 7/10 on my highly subjective scale.



The board for *Tribun*

A new game from Karl-Heinz Schmiel is an event, so I was disappointed that I didn't get a chance to try *Tribun* at Spiel last year. I've now played it twice and am quite taken with it. As the name suggests, the game is themed around Ancient Rome and the board shows locations around the city. Players place pawns in these to gain cards representing the various political factions. Just what you have to do to gain the cards differs from location to location. They also place pawns to challenge for control of a faction, which they resolve by playing cards. Taking over a faction brings a reward, as does having control of a faction. And it's these rewards that will win the game. Depending on the number of players and how long a game they want, there are different sets of winning conditions. The first player to achieve a set number of these wins outright – unless another player can match that number by the end of the turn, in which case there's a scoring system (with a very useful bonus for being the first to the winning conditions). As you'd expect from Herr Schmiel, this is a very clever game, with several layers and lots of tactical opportunities. I liked it a lot and it gets 10/10 on my Roman scale. Watch out for the English language version (though it's hardly needed) from Fantasy Flight.

## Science Fiction

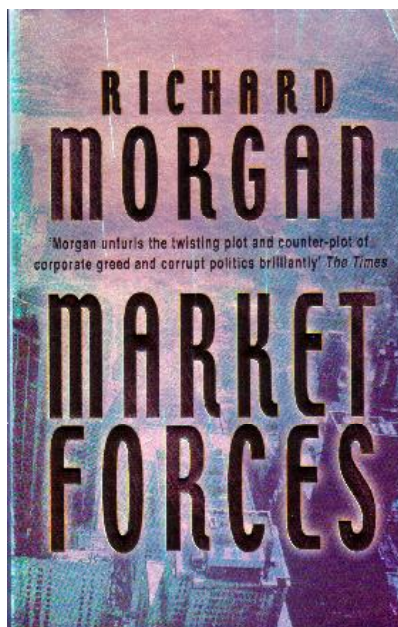
*Market Forces* is Richard Morgan's first novel that isn't about Takeshi Kovacs. Instead, it's set in the near future after an economic crash has divided the country (the world?) into well-off business executives and the dirt-poor rest. As we discover, an executive has the police, the judges and the rest of the establishment on their side, even if they've been gratuitously killing people. Just a short step from the super-rich of today, then.

Our hero is Chris Faulkner, an up and coming executive who has just landed a job with the big boys. He is joining the Conflict Investment team of Shorn Investments. Yep, they bankroll wars. Provided they think their side will win – and they'll be able to make a profit out of it. My immediate thought was that this was the Noughties equivalent of the Fifties satire on the excesses of capitalism, notably Pohl and Kornbluth's *The Space Merchants*, a long-term favourite of mine. Then Morgan introduced another element.

In *Market Forces*, executives don't battle for a contract across a boardroom table with PowerPoint presentations (or even with a fistful of tenners in a lap-dancing club). No, they battle for a contract in their cars, duelling across the empty motorways until one side has been run off the road. Yes, it's *Car Wars* – though without the weaponry. These battles are fought with driving skill and engineering prowess. Part of Chris Faulkner's advantage is that he's married to his mechanic and drives a customised car rather than the company issue.

However, Chris finds some of his colleagues consider him too soft – he actually rescued the woman he was duelling for his last job and took her to hospital. At Shorn Investments "we value ... resolution ... in a terminal fashion." Chris is issued with a company gun for administering the coup de grâce. It is a mark of the man that he wears the gun, as he is required to do, but leaves the ammo clip in his desk drawer.

Chris is contrasted with the man who becomes his mentor at Shorn, Mike Bryant. Mike has been in the job for some time and is a City trader writ large: wife, mistress, slumming it in dodgy dives, drink, drugs and a casual disregard for human life. Well, other people's lives, anyway. As Chris falls more and more



under his shadow, the main question of the book is whether he will become like his role model or get out of the job before he is completely corrupted.

Hence we have two sides to the story, allowing Morgan to explore this nasty future world he has invented. In one, Chris experiences the high life his status entitles him too and gets more deeply committed to his career at Shorn Investments. In the other, his wife's reservations and his own idealism led him to explore ways out and to find ways of doing good through his job. Though clubbing a client to death in a meeting room is probably pushing things a bit far!

The book is an entertaining romp that lets Morgan say some things about the extremes of capitalism. Not to mention motorway driving as a combat skill. It is very much about the main character and how he develops. The job he starts at the beginning of the book changes him even though he fights against it. We watch him to the point where he finally has to decide what he is going to become.

*Market Forces* is good fun, but doesn't quite have the energy of *Altered Carbon*, Richard Morgan's first novel. Mind you, it doesn't have the nastiness and body-count of *Altered Carbon*, either. Worth reading, especially if you like Morgan's other books.

## Games Events

In May we have Beer & Pretzels: 17th and 18th May in the Town Hall in Burton-on-Trent, Staffs. This is two days of board games, CCGs, RPGs, miniatures and anything else organised by the local games shop, Spirit Games. Full details are on the website: [www.spiritgames.co.uk/bnpdetails.php](http://www.spiritgames.co.uk/bnpdetails.php)

Then there's the UK Games Expo in Birmingham (The Clarendon Suites, Stirling Road, B16 9SB) at the end of the month: 31st May and 1st June. The organisers intend it to be a UK version of Spiel. If last year is anything to go by, that's just what it will be: lots of opportunities to play and buy games of all kinds and lots of new games being launched. The event is two separate days and accommodation is available in nearby hotels. Full details are on the website: [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

This box concentrates on events I expect to attend.

**Swiggers:** games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street London SE1 (just along from London Bridge station, past the London Dungeon). Board games and occasional role-playing. No charges, all welcome. For more information, see [www.pevans.co.uk/Swiggers](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.

**Manorcon:** 25th-28th July at Stamford Hall, University of Leicester. The biggest board game event in the UK, celebrating its 25th year. This year it's hosting SpielChamps, the UK Board and Card Games Championship (and qualifier for the European Championships), so I'm hoping to be there. More information from the website: [www.manorcon.org.uk](http://www.manorcon.org.uk)

**Spiel:** the board games event of the year. 23rd-26th October, 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. 14th-16th November 2008 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. See [www.midcon.org.uk](http://www.midcon.org.uk) for more.

## Credits

*To Win Just Once* issue 85 was written and edited by Pevans. The *LPBS* masthead (page 17) is by Lee Brimmicombe-Wood, as are the drawings on pages 24 and 25. Time Wiseman did the picture on page 23 and I think those on pages 18, 19 and 21 are by Bryan Lea. Pevans took the photos and played with a scanner and Photoshop.

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## Fictionary Dictionary

Time for another game open to all readers and I guess most of you will know this one. Each issue I will put up a couple of obscure words. Any of you who want to participate then write in with (fictional) definitions for the words. I publish these, anonymously. You all then vote for your favourite definition.

Players score points according to how many people choose their definition. (Usually the definitions include the correct one and players get points for spotting it. However, it's too easy to look words up in a dictionary, so I've left that out.) We'll run this for 10 issues. The winner is the player with the most points at the end.

Our first two words are: Arenite and Byssinosis.

**Get your definitions in to TWJO, 180 Aylsham Drive, UXBRIDGE  
UB10 8UF or [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk) by Friday, 30th May 2008.**

## The Cold Equations Star Trader game 4 – Turn 1

*"So you want 5 ships?"*

*"Yes, we have the credits."*

*"We'll have to split them; the yards are quite busy."*

*"We are agreeable to that."*

*"So; if you can hand the cubes over..."*

At Gamma Leporis QUASAR bought 20 Alloys for 5 HTs and gained a Dealership. QUASAR then undermined GAMLEPCO's Market Position in Alloys using its Business Connections.

HOUSTON FEARLESS sold 8 Isotopes at Epsilon Eridani and gained a Contractorship. GATES tried to buy Alloys and ended up with 2 at 6 HTs each.

At Tau Ceti HOUSTON FEARLESS bought 17 Isotopes at 7 HTs apiece.

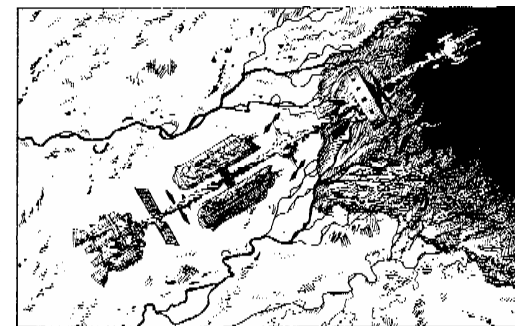
Mu Herculis saw more trading: QUASAR bought 3 Alloys at 16 HTs each, leaving EON FLASHCORP's bid of 11 ignored. QUASAR tried to buy Alloys, but bid too low, which was actually a good thing as they did not have a Warehouse or Ship able to store it. MONOGRAM sold 5 Monopoles on Contract, and HOUSTON FEARLESS did the same with Isotopes.

GATES LEARJET bought 10 Isotopes at Sigma Draconis for 6 HTs each and gained a Dealership.

GATES LEARJET increased their Political Connections and bought an Isotope Factory at Sigma Draconis.

ARCHANGEL LINES sold their Flute Hull to MONOGRAM for 325 HTs, in addition to an agreement to avoid conflict over passenger allocation. Next they went to the Federation bankers and took out a 347 HT loan over 4 Quarters. They then laid down 5 Phoenix Hulls, each with an Augmented Jump and 3 Passengers Pods: 1 at Beta Hydri and 2 each at Tau Ceti and Epsilon Eridani. The Gabriel loaded with passengers for Beta Hydri.

EON FLASHCORP sold their Tempus on Gamma Leporis and were paid 35 HTs for each unit.



They hired Amy at Mu Herculis. Then they increased their Criminal Connections and paid to increase their Reputation.

QUASAR hired agent Two Gun at Mu Herculis and added 3 Alloy Factories and a Warehouse at Gamma Leporis.

MCRADIE hired Tender and increased their Criminal Connections.

MONOGRAM hired X at Mu Herculis, loaded passengers for EE and bought an increase in Political Level and a new Monopole Factory. With the last of their money they laid down a Piccolo hull with an Augmented Jump Pod and an A crew.

HOUSTON FEARLESS bought Warehouses at Sigma Draconis and Mu Herculis and then one Isotopes Factory at Sigma Draconis and Tau Ceti. They added the semi-military Corco Iota hull with A class crew, Augmented Jump, 4 Cargo Pods, a Light Weapons and Passenger Pods. Political Connections were also increased. This was paid for with a 450 HT Loan over 4 Quarters.

**Corporation Table**

Corporation letter & name	Conn'n Levels			Init've Bid	Turn Order	Cash	Rep	Player
	Bus	Crim	Pol					
A Archangel Lines	2	0	2	0	3rd	46	27	Jerry Elsmore
B Eon Flashcorp	1	8	7	0	4th	225	14	Paul Evans
C Quasar Enterprises	10	3	5	50	1st	617	32	Thomas Frost
D Gates-Learjet	6	4	3	10	2nd	158	25	Dominic Howlett
E McRadie's Crew	5	7	0	0	6th	680	0	Martin Jennings
F Monogram Industries	6	0	5	0	5th	32	29	Michael Martinkat
G Houston Fearless	10	0	4	0	7th	466	31	Mark Robinson
H GamLepCo	2	0	3	N	8th	250	19	Gina Teh

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

### GM Notes

You cannot automatically take OP chits – you have to order specific chits to take.

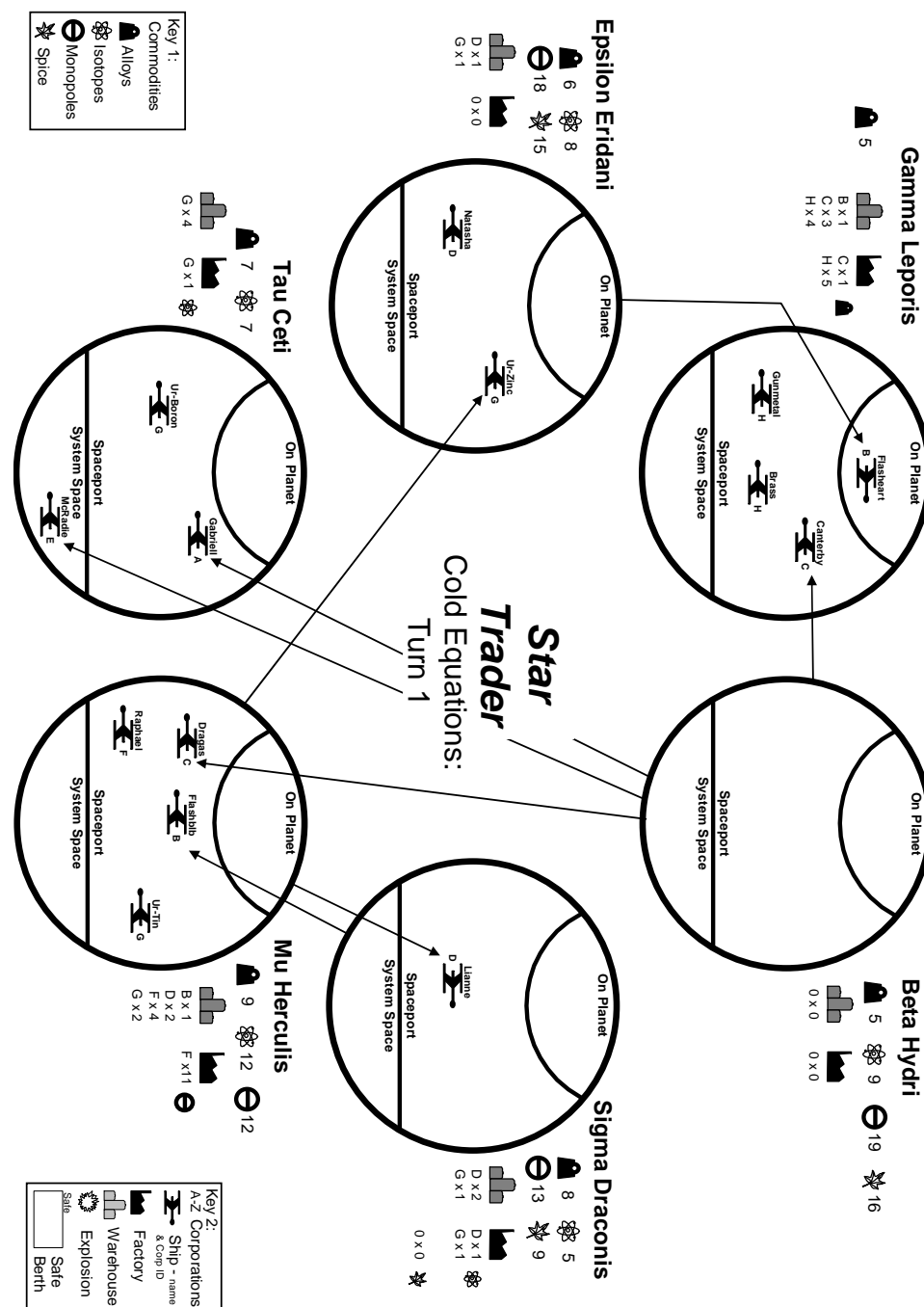
Please put where you want to build your ship and place your agents.

If your ship has a full complement of pods you must say which pods to take off and replace with different pods.

You cannot change crew or legal pods if you are in system space.

There were no News chits this turn.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to mike\_dommett@yahoo.co.uk by 23rd May 2008.**



## Bridgenorth Cliff Railway Railway Rivals game 6 – Turn 4

CHUFFIN' RAILWAYS continues to build south along the Severn, connecting into Gloucester, and builds north as well. VROOM builds south behind the Lickley Hills. BESTRAIL continues to build on the east bank of the Severn, heading towards Birmingham, and branches into Hereford. SEAWEEED builds south east towards the lower Severn. MLX continues to build radiating lines, though he looks to have an intruder on his doorstep.

A: VELOCITY RAILS OF ODD MOTION  
(VROOM) – Gina Teh (BLACK)

Builds: (REDDITCH) - M58

(M58) - N58 - N59 - M60 - L59 - K60

(K60) - PERSHORE; (M60) – EVE-  
SHAM (+6)

Score: 28 +6 (towns) = 34

B: BEN'S ELECTRIC & STEAM TRAINS  
RUN ALONG INLAND LINES  
(BESTRAIL) – Ben Brown (RED)

Builds: (WORCESTER) - H57 -  
DROITWICH - I55

(I55) - J54 - BROMSGROVE; (N20) -  
L21; (E67) - D67 (1 to SEAWEEED)

(L21) - K22 -HEREFORD

Score: 37 -1 = 36

C: SOUTH EAST & WEST EXPANDING  
ENTERPRISE DEVELOPMENTS  
(SEAWEEED) – Tim Macaire (BLUE)

Builds: (LEOMINSTER) - K16; (J22) -  
K23 - L24

(L24) - M25 - ROSS - N26 (+3)

(N26) - B67 - NEWNHAM: (ROSS) -  
M27 (+3)

Score: 39 +6 (towns) +1 = 46

**Building rolls for the next turn: 6, 3, 3**

**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 23rd May 2008.**

D: BILL'S INGENIOUS LEVERAGED  
LOCOMOTIVES (BILL) – Bill  
McKinley (GREEN)

Builds: No Move Received

Score: 47 = 47

E: CHUFFIN' RAILWAYS (CR) - Nathan  
Richards (BROWN)

Builds: (WOLVERHAMPTON) - G45 -  
F44 - E44 - D44

(D44) - D45 - C46 - B45

(CHELTENHAM) - I67 - H67 - G68 -  
GLOUCESTER

Score: 55 = 55

F: MOONS-LENS XPRESS (MLX) -  
Gerald Udowiczenko (ORANGE)

Builds: (D43) - WOLVERHAMPTON  
(N6) - BRIDGENORTH; (LEOMINS-  
TER) - I17

(I17) - G18; (C6) - MONTGOMERY  
(+3)

Score: 28 +3 (towns) = 31

## Les Petites Bêtes Soyeuses 2 I I

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

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

**Orders for August 1661 to  
Pevans at 180 Aylsham Drive,  
UXBRIDGE UB10 8UF or  
[lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk)  
by Friday, 30th May 2008**



## June 1661

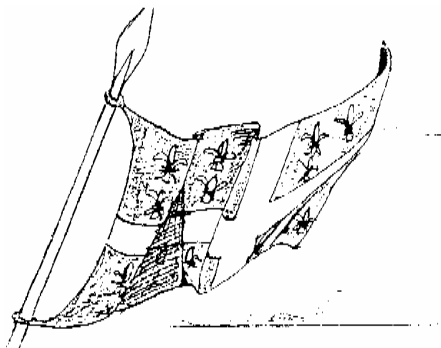
The beginning of June sees Paris all a-bustle as the troops prepare to leave town for the summer campaign. There's still time for the odd matter of honour to be settled, though. The odd duellists are Stewart Senquiry and Pierre de Vin Rouge. De Vin Rouge is not a big man, but he looks like he is when pitted against the slight figure of Senquiry. Zeus Aspillais seconds Senquiry and hands him his sabre. De Vin Rouge takes his rapier from his second, Jacques de la Boite, and crosses blades with his opponent. Both men lunge, the rapier being more effective. De Vin Rouge parries to prevent another lunge. Senquiry hits him with a slash, which does a lot more damage. That's enough for de Vin Rouge: he surrenders.

**We won't go!**

There's just time for some last minute adjustments to military organisation as the armies mobilise. PLLD Major Quasi Le Bossu uses his influence to persuade the Dragoon Brigade Major to resign so that he can have the job. He fails, not least as he was opposed by QOC Lieutenant-Colonel Aloysius Gnomeclencher. Gnomeclencher's own target for resignation is the Horse Guards Brigadier. He is backed up by his regimental colleague, Roland Pollee d'Eaulee, and an enemy, Swender de Jewel. This fails too, leaving Pollee d'Eaulee unable to take command of the Brigade.

Brigadier-General Gustav Ind is looking for a job. His first move is to call in a favour to displace Third Army's Quartermaster-General. He fails. However, General Charlemagne le Gosse appoints him Second Army's QMG, preferring Ind to the other applicant, Alain Hermès. Ind's Aide, Michel Entire, promptly quits "in disgust", to command 1st Battalion of the PMs. As if that wasn't enough, resigning his Ministerial post means Ind no longer qualifies for membership of the Fleur de Lys. Not that that will be an issue for a few months. Finally, Lt-General Gar de Lieu tries to remove the Cavalry Division commander, but fails as well.

New arrival Anton Villanova applies to the 69th Arquebusiers. He chooses the rank of Private and struggles into his new uniform. For some reason he doesn't expect to be sent into action. Jacques de Gain tries first for the Cardinal's Guard, but is turned down by commander Jean Laissez-Faire. He moves on to their enemy regiment, the King's Musketeers, where Zachary The Money Goes welcomes him. The new Private de Gain prepares for his first month on campaign.



Brigadier-General Herve d'Conde, commander of the Dragoon Guards, looks to improve his regiment's chances on the battlefield by appointing the best-qualified Captain as Adjutant. He doesn't need an Aide, though, and leaves this job vacant. Other Regimental Adjutants and the Brigade Major of 2nd Foot are chosen by default from the available candidates. Benedict d'Over is already the King's Musketeers Regimental Adjutant and seems bemused that he has to accompany the regiment into the field. The same occurs to RFG Subaltern Jacen Moulan and Gascon Subaltern Roland Toussaint with their respective regiments. Meanwhile Bdr-General Orson de Combat is keen to get into the thick of things and volunteers to join the Frontier regiments. Major Johnny Sais-Pas has two parting shots. He dumps Marie Antoinette, but makes sure that the 13th Fusiliers' flag continues to fly over their barracks as the regiment marches out.

### Left in Paris

There are still a few socialites in Paris, even if none of the regiments is. Field Marshal Sean Sondamour and Ella Fant spend June in the Fleur de Lys, which the Field Marshal considers his headquarters during the campaign. They are the club's only occupants. At the other end of the social scale, Red Phillips is relatively busy. Ada Andabettoir has a week out with Ilk Lamore Bartat before Ilk retires to practise rapier for the rest of the month. Giles Etraseur brings

Josephine Buonaparte to Red Phillips for two weeks, followed by two weeks of rapier practice. Rob Anybody de Mac Feeble rolls up in week 2 to show off his new conquest, Sal Munella. The two occupy the club for the second half of June.

Dee Arth Maul tries to take advantage of the absence of so many men by doing the rounds of the ladies. Tragically, he runs out of cash after his first, abortive, courting attempt. Things are simpler for Minister of State Gaston de St Marque and Minister of War Stan Dandy Liver. They pass their month practising: Gaston with rapier and Stan with Cutlass. For light relief, Gaston adds to his investments in Arms.

### Divide and conquer

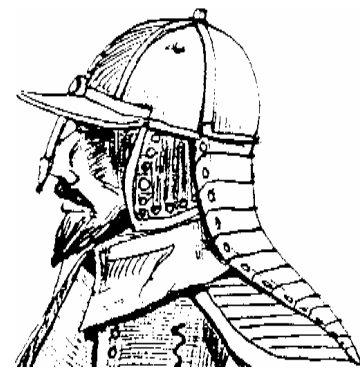
The three Armies march off to fulfil Minister Liver's great plan for this campaign. First Army (alias the Guards) heads southeast to hold the border against the Savoyards. Third Army (the cavalry) heads north and east to conduct Field Operations against Spanish forces in the Netherlands (Cavalry Division) and Franche Comté (Dragoon Brigade). The bulk of the infantry heads southwest to push the border between France and Spain back into the Pyrenees. Given the French army's recent history here, the troops view this with some trepidation.

Grand Duke Max's Dragoons get into a tangle taking on some Spanish infantry. Well-aimed volleys disrupt the horsemen before they can form up and they retreat in disarray. However, it's an ill wind etc. Major Ferdinand Franz survives having his horse shot out from under him. A brevet promotion to Lieutenant-Colonel is his reward. He collects a few hundred crowns in loot as well.

In contrast, the Princess Louisa Light Dragoons make a disciplined attack when they meet the enemy. Regimental commander Devlin Carnate orders his men to charge and they drive the Spanish from the field. There are two Mentions in Despatches for Bdr-General Carnate, who picks up a round thousand crowns from the spoils. Major Quasi Le Bossu acquits himself well, but his share of the takings come to less than half that.

### Going Dutch

Further north, the Heavy Brigade also runs into Spanish forces. Both regiments are victorious. As acting commander of the Crown Prince Cuirassiers, Lt-Colonel Renaul Baptiste Grenoble does a good job without putting himself in any personal danger. His posture on horseback is particularly good. This brings him two Mentions and over a thousand crowns in loot. Brigadier Horatio d'Escargot is promoted to full Brigadier-



General and collects over five hundred crowns for himself. There is a single Mention for Brigade Major Zeus Aspillais.

Horse Guards Brigade has a mixed month. The Queen's Own Carabiniers find the wooded terrain awkward and cannot get the upper hand in their running skirmishes with the Spanish cavalry stationed on the border. Major J'accuse L'amour is furious at receiving a 'Dear John' letter from Sal Munella and recklessly puts himself in harm's way. Two Mentions bring him a Knighthood and he pockets three hundred crowns. QOC commander Roland Pollee d'Eaulee maintains a low profile, but his efficiency is rewarded with command of the Horse Guards Brigade. 150 crowns comes his way as well. The unfortunate demise of the Horse Guards Brigadier has no impact on Brigade Major Aloysius Gnomeclencher (sometime Major in the QOCs), but he has no impact on the campaign either.

The Dragoon Guards, on the other hand, rout the enemy forces they run into. Bdr-General Herve d'Conde gains a Knighthood as a result. He is Mentioned in Despatches, too, and adds some three hundred crowns to his personal war chest. Lt-Colonel Swender de Jewel takes nearly five hundred crowns as his share of the fruits of war. He sends instructions back to Paris for his staff to recruit some foreigners off the streets and have them sample the port sent by Aloysius Gnomeclencher. He calls this process "Foreign sick testing". The question is whether he will apply this to the bottles of cognac Gnomeclencher has now sent. Subaltern Jean Paul Amiss collects the same amount as his CO – a useful introduction to campaign life.

The Third Army commander, (brevet) General Jacques Shitacks, is promoted to full General and Mentioned in Despatches. He takes time to grab four hundred crowns of booty. CPC Colonel Stewart Senquiry takes time away from headquarters with each of the cavalry Brigades. His personal bravery gains him a Mention in Despatches. And allows him to accumulate almost a thousand crowns of plunder.

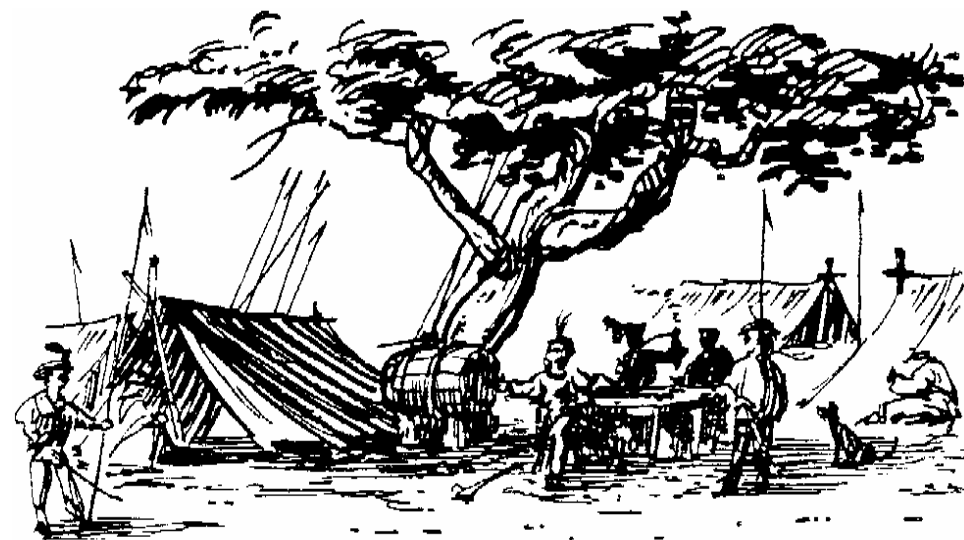
### On Guard

The Guards settle in to their defensive positions along the Savoy border. General Revaulvin d'Or, First Army commander, makes the most of his position. He is promoted to full General, Mentioned and made a Viscount. His share of the booty is just two hundred crowns, but it's a good start.

The King's Musketeers find themselves a comfortable billet and start requisitioning supplies. Lt-Colonel Benedict d'Over proves an adept quartermaster, which gets his name into the Despatches. His commission comes to a hundred crowns. Colonel Zachary the Money Goes and Private Jacques de Gain do quite nicely, thank you. By contrast, the Cardinal's Guard sets regular

patrols and gets involved in a series of skirmishes. The Cardinal's men come out clear winners, but the only reward for their commander, Bdr-General Jean Laissez Faire, is a couple of hundred crowns or so.

The Royal Foot Guards take prime position on the border. Their skirmishes are inconclusive, but provide an opportunity for members of the regiment to gain a little booty. Bdr-General Averell d'Alton is Mentioned twice and Knighted. A couple of hundred crowns come his way as well. There is a Knighthood, too, for Major Roget de Saurus, who has quit as Guards Brigade Major to command a Battalion. There is a Mention in Despatches for his fellow Major, Egon Mad 2, who picks up 150 crowns. Captain Indie Spencible grabs twice as much loot. So does senior Captain Beau Romir, who is also Mentioned. An Earldom comes his way as well – it seems being Aide to the Crown Prince has its uses. Subaltern Jacen Moulan survives unscathed.



### In the Pyrenees

The real action is in the southwest where Second Army is in full assault mode. The Frontier Division is in the centre and does better than expected. All the Frontier regiments hold their own and the Frontier Regiment 3 breaks through the enemy lines. Well, all the regiment except Alan à Ganatcher Alie, who is still hiding in his tent and suffers further disciplinary action. This seems to be catching as Lt-General Euria Humble, attached to Frontier regiment 2, refuses to attack with the rest of the regiment and is disciplined. Bdr-General Orson de Combat is made of sterner stuff and gets stuck in with frontier regiment 4. He acquires a thousand crowns. The Royal North Highlanders exploit the success of

Frontier regiment 3 with Lt-General Gar de Lieu leading a Battalion. He goes into the Despatches and collects nearly 1500 crowns in loot. Lt-Gen de Lieu takes over as Frontier Division commander.

Second Division takes the right flank and has some success. And some failures. Notably the 27th Musketeers, who are caught under Spanish guns. Amongst the first to fall is the regimental commander, Bdr-General Alain Hermès. RIP. The Gascons also come under fire from the Spanish artillery, but hold firm despite taking casualties. Chief of these is Major Jean-Pierre le Crow, who is swept from his horse by a cannonball. RIP. Subaltern Roland Toussaint ducks under the bouncing cannonball and survives to be promoted to Captain. The success of the Division is the 69th Arquebusiers, whose weaponry proves the equal of the enemy. Private Anton Villanova survives his first, hectic taste of action to win a Mention in Despatches ("Villanova? Are you sure he's French"). The success of the regiment means plenty of plunder: two and a half grand's worth for Private Villanova.

The left flank is First Division where RFG Lt-Colonel Lun a'Tic survives happily as Divisional Adjutant. Second Foot Brigade has mixed results. The 13th Fusiliers take a mauling that sees the demise of the regiment's commander, Colonel Walter Butts. RIP. Lt-Colonel Johnny Sais-Pas inherits command, but gets no reward. In contrast, the 53rd Fusiliers push the enemy back.

Both regiments of First Foot Brigade hold their own. Bdr-General Gustav Ind commands the Royal Marines, since his job as Army QMG doesn't involve active service. He is Mentioned twice in Despatches and adds over fifteen hundred crowns to his stash. Lt-Colonel Beau de Cire commands First Battalion and insists on leading his men into action. He is met by a musketball coming the other way. RIP. Good news for the new Major, Renauld Culvert d'Eau, though, as he is promoted into the sudden vacancy at Lt-Colonel. He is also Mentioned in Despatches and bags over fifteen hundred crowns of booty.

Colonel Pierre de Vin Rouge leads the Picardy Musketeers and is Mentioned in Despatches and promoted to Bdr-General. His take is over fifteen hundred crowns. Lt-Colonel Michel Entire liberates a few hundred crowns less, but still gets his name into the Despatches. The position in the line where Major Dominique L'Etoile should be is obliterated by a Spanish cannonball. The Major survives by the simple expedient of not being there. His absence of bravery will not do his social status any good. There are two Mentions for Captain Jacques de la Boite whose plundering brings in almost fifteen hundred crowns.

Brevet General Charlemagne le Gosse, commanding Second Army, gains his full rank and receives a Mention in Despatches. He makes the most of the loot, acquiring over fifteen hundred crowns himself.

## July 1661

It's the middle of the summer and Paris is all but deserted. The "but" includes Field Marshal Sean Sondamour, who has established his base camp in the Fleur de Lys. Fuelled by reports from the front and plenty of wine, Sondamour keeps an eye on things with Ella Fant to support him.

Rob Anybody Mac Feegle has no military pretensions and his camp is in Red Phillips with Sal Munella. Ilk Lamore Bartat is there to start the month with Ada Andabettoir before adjourning to the gyms with his rapier. Giles Etraseur balances his month by spending two weeks in Red Phillips with Josephine Buonaparte and then two weeks practising rapier.

A shortage of cash means Dee Arth Maul's attempts at courting are curtailed. At least he still has May Banquot l'Idée around for a week at the Frog & Peach to finish the month. The Ministers of State and War are in the gyms all July. Gaston de St Marque practises rapier and Stan Dandy Liver cutlass.

### Crazy Horses

The French troops are settling in to their roles this season. The Dragoon Brigade has sorted out their patrol routines along the border with Franche Comté. Perhaps it's a bit too routine as Grand Duke Max's Dragoons run into an ambush. Greeted by a hail of musketballs, the cavalymen retire in some disarray and return to camp to lick their wounds. Lt-Colonel Ferdinand Franz, commanding the regiment, survives to fight again.

The Princess Louisa Light Dragoons are more circumspect. Their month is one of routine interspersed with occasional skirmishes. Doing their job, essentially.



Brigadier-General Devlin Carnate leads the regiment. He is Mentioned in Despatches and plunders the enemy for some four hundred crowns. There is a Mention, too, for Major Quasi Le Bossu, but he doesn't get any loot.

The Cavalry Division is further north maintaining the border with the Spanish Netherlands. They have a fairly peaceful month – the main focus of the Spanish forces seems to be elsewhere. Heavy Brigade is led by Bdr-General Horatio d'Escargot, who is pleased to be Mentioned in Despatches. He exercises the privilege of rank to take a share of the booty. However, he gets less than five hundred crowns. His Brigade Major, CPC Major Zeus Aspillais, takes a more active part in operations, skipping between the regiments and reporting back to Brigade HQ. His activity brings him a

Mention, but no cash. Leading the Crown Prince Cuirassiers, Lt-Colonel Renaul Baptiste Grenoble, does his part. His reward is a Mention in Despatches.

The Dragoon Guards make themselves busy on their part of the frontier. Their activity does not go unnoticed and there's a Mention in Despatches for Bdr-General Herve d'Conde ("busy, busy, busy"). Lt-Colonel Swender de Jewel is Mentioned too ("like a very busy thing"). Brevet Subaltern Jean Paul Amiss has his rank made permanent and pockets a hundred and fifty crowns of booty.

There's little action for the Queens' Own Carabiniers, but Major J'accuse L'amour makes the most of his chances to grab over two hundred crowns of booty. Horse Guards Brigadier Roland Pollee d'Eaulee has his rank made permanent, which removes him from the QOCs. This leaves room for Lt-Colonel Aloysius Gnomeclencher to be promoted to Colonel even while he's serving as Brigade Major. He makes the most of his position to get in on the plundering, amassing eight hundred crowns for himself. Bdr-General Pollee d'Eaulee gets nearly as much. He is also Mentioned in Despatches, which brings him a Knighthood.

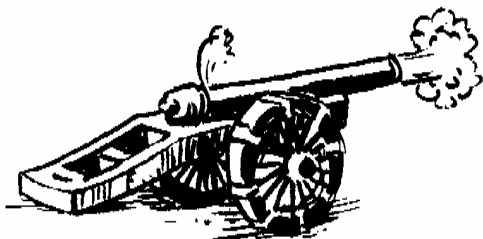
Although he'd prefer a big victory, General Jacques Shitacks is fairly satisfied with Third Army's performance this month. Particularly as he is Mentioned twice in the Despatches. He pockets over three hundred crowns of booty to go with it. His Adjutant, Bdr-General Stewart Senquiry, makes himself busy and has a couple of close shaves. His name goes into the Despatches ("fine, close-shaven chap!") and his share of the loot comes to 500 crowns.

### The Plan

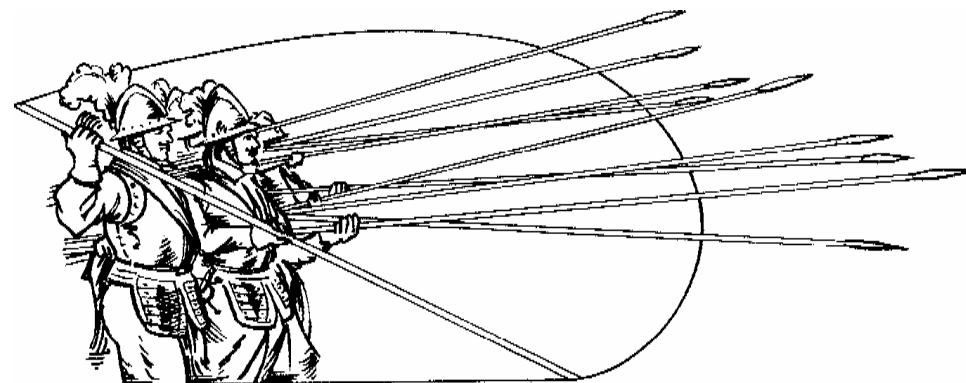
First Army is enjoying the climate in the southeast and has established good defensive positions on the Savoy border. General Revaulvin d'Or inspects his troops with some satisfaction – even more so when he is promoted to be next year's Field Marshal. He organises a few raids across the border to see what swag he can pick up and gets a few hundred crowns. The King's Musketeers are the success story, beating off a concerted attack as the Savoy army looks for some loot of its own. Colonel Zachary The Money Goes is brevetted to Bdr-General and Mentioned in Despatches. Having beaten off the enemy, his men clear the battlefield. Lt-Colonel Benedict d'Over collects three hundred crowns while

Private Jacques de Gain goes 50 crowns better.

There is little for the Cardinal's Guard to do, but regimental commander Jean Laissez Faire does his best to get into some action. He uses the opportunity of the skirmishes to grab himself some loot:



another three hundred crowns. The same amount as Royal Foot Guards commander Averell d'Alton. Egon Mad 2 gets 50 crowns less, but is Mentioned in Despatches as well (very efficient at disposing of corpses"). This brings him a Knighthood, making him the most successful of the RFG this month. His fellow Major, Roget de Saurus, has just the MiD. There is nothing for Captains Indie Spencible and Beau Romir or for Subaltern Jacen Moulan.



### Brainstorm

Second Army is the main show, assaulting Spanish positions in the Pyrenees. On the left flank, First Division has mixed results. The Royal Marines are beaten back. Their commander, Bdr-Gen Gustav Ind, takes the blame and gets no reward for his month. Lt-Colonel Renault Culvert d'Eau, on the other hand, is Mentioned twice in Despatches.

Alongside them in First Foot, the Picardy Musketeers make no progress against a solid defence. There are Mentions for the commander, Bdr-General Pierre de Vin Rouge, and his second in command, Lt-Colonel Michel Entire. Major Dominique L'Etoile only survives by hanging back from the attack, a fact that doesn't go unnoticed and he will pay the penalty.

Second Foot Brigade sees a victory for the 13th Fusiliers under Lt-Colonel Johnny Sais-Pas. He is promoted to Colonel, Mentioned in Despatches ("no, I don't know either") and adds well over a thousand crowns to his personal funds. The Divisional Adjutant, RFG Lt-Colonel Lun a'Tic, busies himself with administrative work, which gets him no reward save ink-stained fingers.

On the right wing, the Gascons bring victory to Second Division as they charge the enemy pikemen. This is not without cost, however: Captain Roland Toussaint pays the price as he is spitted by the enemy. RIP. The other half of Fourth Foot, the 69th Arquebusiers, joins in, but makes less progress. Private Anton Villanova

survives his close encounter with the Spanish pikes. Neither the 27th Musketeers, nor the 4th Arquebusiers distinguish themselves in Third Foot.

Frontier Division in the centre does best, with most of the Frontier regiments succeeding in their attacks. Only Frontier regiment 3 is repulsed. This time Private Alan à Ganatcher Alie cannot avoid the battle. Sadly, he does not return from it. RIP. Frontier regiment 2 breaks through the Spanish line and gets a major opportunity for looting. Private 'X3' hauls away over two thousand crowns worth of goodies and is Mentioned in Despatches. Lt-General Euria Humble is also attached to Frontier regiment 2, but misses out on the loot as he's too busy lecturing the regiment's senior officers on how they should be running things. Bdr-General Orson de Combat inspires Frontier regiment 4 in their attack. He is first to mount the enemy's palisade. And the first to fall as the Spanish muskets make one last volley. RIP. ✦

## Press

### Announcements

To those newly arrived in Paris:  
The Cardinal's Guard is the leading regiment in the kingdom of France. Who else has God's own hand to protect their backs on the battlefield and to soften the occasional jump from a fair damsel's balcony?  
The Cardinal's Escort is needing new members!! Consider your choices well and apply today!  
His Eminence will grant you his blessings.

To All Loyal Men of Paris,  
Come, 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.

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

### Despatches from the Front

Gentlemen of the CPC,  
I trust that you realise that my screaming, dropping my sabre and heading as quickly as I could into the woods was a brilliant tactical manoeuvre to put the enemy off guard?  
Sadly, before I was able to lead a rear-guard action my superiors caught up with me and started rambling about cowardice. (It was difficult to hear as I had my head in a rabbit-hole.)

Yours, † Colonel Senquiry

Sirs,  
Vive le Roi!

† Lt. Col. Sais-Pas

EM2 exhorting his men:  
'Look, just because you're dead is no reason for lying down on the job!'

## Social

Should I survive the front, gentlemen of SL 4 – SL 10 and their mistresses are invited to join me at my club – renamed 'The Salon du Conde' for the occasion – in Week 2 of September where we will toast the health of the King, Monsieur and La Grande Mademoiselle. Your costs will be paid if you wear the blue rosette of the Prince de Conde.

† Zeus Aspillais

To the Ardent Tiddlywinkers of Paris  
To one and all my most humble apologies for the unforeseen and unavoidable postponement of last month's Tiddlywinks tournament. When duty calls (however unexpectedly), one must obey. Note however, that I say 'postponement'. When we war-weary and glory-bedecked band of brothers are once more gathered together in our nation's capital you may rest assured that there will be not just tiddlywinks but also... (ah, but that would be telling!) May fortune smile on all sons of our great nation who once more go to war!

Vive le Roi, Vive la France!

† Beau Romir (Capt RFG)

### Duelling Competition

All gentlemen are invited to enter a duelling contest to be held in September at my Club. Entries must be received before the armies depart to the front so that a draw can be made. The competition shall be scheduled for the 4th week in September and will cost 100 crowns per entrant. The winner will receive 70% of all the

entry monies, while the defeated finalist will claim 30%. It will be played out over the best of three 'touches' – with padding and blunted swords actual damage should be minimal. All entries included in your next orders please. † GI

## Personal

Overheard at the Fleur  
'So, Charlemagne, he is somewhat petite. Is the rest of him in proportion, Lois?'  
'Oh ma cherie, no, of course not. He would only be 4' 2' if that was so.'

Lord Percy Percy says, as fashion is tending towards the redundant, the sword sharpener attached to the Cardinal's Guard is pretty fashionable.

So Walter Butts is up to his ears in it, is he? If he was only a little steadier after his nightly consumption of but a single bottle of wine, his visits to the latrines would have nicer endings.

To Lt.Colonel Aloysius Gnomeclencher I look forward to testing your gift of fine port. Good luck to you and your men this campaign season.

† Lt.Colonel Swender de Jewel

Cher Swender de Jewel,  
A further 6 bottles of Brandy for your health.

† Aloysius Gnomeclencher

What I want to know, has anyone completed a Risk Assessment for this 'Front' thingie?

Primus: I have been asking the Chaplain for the Church's take on the 'men' Egon Madd liked to design.

Secundus: And what did McFergus have to say?

Primus: Something about a goal keeper...

To General Count Gaston de St Marque, Minister of State  
From Brevet Brigadier General Sir Gustav Ind, Minister of Justice  
My Lord,

It has been a pleasurable, if quiet, time to have served as your Minister of Justice. I hereby offer my resignation as I feel that I must serve his Majesty at the front – hopefully in the position of Quartermaster General where my experiences as a Minister will allow me to keep a tight reign on the army's supplies. I hope that, upon my return from the front, you will consider me again for a place on your Government.

Yours, in honour,

† Gustav

ILB: Apart of course from the terminally broke, and those Regiments better known as a death trap.

My Lords, Ladies and Gentlemen  
I am newly arrived in Paris and seek heroism, fun, adventure and companionship. If any gentleman require a friend or a second, I will be happy to oblige. I have heard there is a bellringing club newly formed in Paris and would love to join – I was a bellringer at Le Christ Church.

Yours, etc

† Rob Anybody de Mac Feegle

I am not too sure about the Royal Marines' latest idea, the pulling of small warships on wheels towed by large groups of horses. It does allow the artillery to shelter behind wooden walls, of course, but there is a flaw in it somewhere

† Aloysius Gnomeclencher

Primus: I overheard our Minister of State going on about some dance routine.

Secundus: Did you? That's not a sight I want to contemplate in my thoughts! What was he saying anyway?

Primus: You put your right leg in, you put your left leg in...

Secundus: Oh don't worry, that's just reading the instructions on his britches.

## Points Arising

**Next deadline is  
Friday 30th May 2008**

The Ministers of State and War have determined that the Force Organisation for next year's campaign will be number 74.

First Army (Field Ops)  
First Division  
Guards Brigade  
Dragoon Brigade  
Cavalry Division  
Horse Guards Brigade  
Heavy Brigade

Second Army (Siege)  
Frontier Division  
Frontier regiments  
Third Army (Defence)  
Second Division  
3rd Foot Brigade  
4th Foot Brigade  
RNHB  
Third Division  
1st Foot Brigade  
2nd Foot Brigade

**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. Chancellor and Minister of Justice are also vacant, but GdSM appoints these.** Anyone wishing to apply for these posts should do so next month for resolution in September.

We have two entries so far for Gustav Ind's September fencing competition: Minister of State Gaston de St Marque and Jacques Shitacks.

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

X3 (Chris Martin) has NMR'd. Total now 2 and is sent to a Frontier regiment.

BdM (Mark Moores) was floated for both months at his request.

FF (Mark Barrowcliffe) was floated.

X2 (Barry Townsend) was floated for both months at his request.

New characters for Andrew Burgess, Dave Challoner and Rob Shirai were floated for July.

Richard Newby (Walter Butts) has resigned from the game: sorry to see you go, Richard.

Mark Gilby's new character was removed as he didn't send in any orders after his previous character died of NMRs.

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at [www.pevans.co.uk/LPBS](http://www.pevans.co.uk/LPBS); or send a cheque (payable to Margam Evans Limited) for £7 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

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

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to [lpbsorders@pevans.co.uk](mailto: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

## New Characters

Rob Shirai gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 6; EC 2 (X1).

Andrew Burgess gets the Bastard son of a very wealthy Gentleman: Init SL 4; Cash 675; MA 4; EC 3 (X4).

Dave Challoner gets the Second son of a Peasant: Init SL 2; Cash 10; MA 4; EC 3 (X5).

Chris Boote gets the First son of a wealthy Viscount: Init SL 11; Cash 550; MA 2; EC 1 (X6).

Francesca Weal gets the Second son of a Merchant: Init SL 3; Cash 150; MA 5; EC 4 (X7).

Roland Lee gets the Second son of a wealthy Knight: Init SL 6; Cash 500; MA 5; EC 3 (X8).

## Announcements

GI asks NPC Brigadier of First Foot Brigade to resign

GI applies to be Brigadier of First Foot Brigade

## Duels

Results of June's duels:

Walter Butts didn't turn up to fight Alain Hermès and lost SPs.

Stewart Senquiry (with ZA, gains 1 Exp) beat Pierre de Vin Rouge (with JdlB).

Grudges to be settled next month:

None!

"Adv." shows who (if anyone) has the advantage in Expertise: his first duelling sequence need only contain six Actions.

Duels held over until September:

Ferdinand Franz versus Quasi Le Bossu.

Beppe de Marko versus Jacques Shitacks.

J'accuse L'amour versus Rob Anybody de Mac Feegle.

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.

## Tables

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

## Battle Results

June

First Army: 2

Guards Brigade: 1

Royal Foot Guards: 4

Cardinal's Guard: 2

King's Musketeers: 3

Second Army: 3

First Division: 4

1st Foot Brigade: 5

Royal Marines: 3

Picardy Musketeers: 3

2nd Foot Brigade: 5

13th Fusiliers: 5

53rd Fusiliers: 2

Second Division: 5

3rd Foot Brigade: 4

27th Musketeers: 6

4th Arquebusiers: 2

4th Foot Brigade: 6

69th Arquebusiers: 2

The Gascon Regiment: 4

Frontier Division: 3

Frontier regiment 1: 4

Frontier regiment 2: 3

Frontier regiment 3: 2

Frontier regiment 4: 3

RNHB regiment: 1

Third Army: 2

Cavalry Division: 1

Horse Guards Brigade: 2

Dragoon Guards: 1

Queen's Own Carabiniers: 4

Heavy Brigade: 3

Archduke Leopold Cuirassiers: 2

Crown Prince Cuirassiers: 2

Dragoon Brigade: 4

Grand Duke Max's Dragoons: 5

Princess Louisa Lt Dragoons: 2

July

First Army: 3

Guards Brigade: 1

Royal Foot Guards: 4

Cardinal's Guard: 3

King's Musketeers: 2

Second Army: 2

First Division: 4

1st Foot Brigade: 4

Royal Marines: 5

Picardy Musketeers: 4

2nd Foot Brigade: 2

13th Fusiliers: 1

53rd Fusiliers: 4

Second Division: I  
 3rd Foot Brigade: 3  
 27th Musketeers: 4  
 4th Arquebusiers: 4  
 4th Foot Brigade: 2  
 69th Arquebusiers: 4  
 The Gascon Regiment: 2

## Army Organisation and Summer Deployment

First Army (Defence) RdO/N/\_\_\_/DC  
 Guards Brigade (Defence) – RFG CG KM  
 Second Army (Assault) CIG/\_\_\_/GI  
 First Division (Assault) N3/N/LaT  
 1st Foot Brigade (Assault) – RM PM  
 2nd Foot Brigade (Assault) – I3F 53F  
 Second Division (Assault) N6/\_\_\_/\_\_\_  
 3rd Foot Brigade (Assault) – 27M 4A  
 4th Foot Brigade (Assault) – 69A Gscn  
 Frontier Division (Assault) GdLi/\_\_\_/\_\_\_  
 Frontier Regiments (Assault)  
 Third Army (Field Ops) JS/N/StSy/N  
 Cavalry Division (Field Ops) N6/N/N6  
 Horse Guards Brigade (Field Ops) – DG QOC  
 Heavy Brigade (Field Ops) – ALC CPC  
 Dragoon Brigade (Field Ops) – GDMD PLLD  
 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

Frontier Division: 2  
 Frontier regiment 1: I  
 Frontier regiment 2: 2  
 Frontier regiment 3: 3  
 Frontier regiment 4: I  
 RNHB regiment: 4

Third Army: 3  
 Cavalry Division: 4  
 Horse Guards Brigade: 2  
 Dragoon Guards: 4  
 Queen's Own Carabiniers: 3  
 Heavy Brigade: 3  
 Archduke Leopold Cuirassiers: 2  
 Crown Prince Cuirassiers: 3  
 Dragoon Brigade: 3  
 Grand Duke Max's Dragoons: 5  
 Princess Louisa Lt Dragoons: 3

## Brigade Positions

Guards Brigade N6/\_\_\_/\_\_\_  
 Horse Guards Brigade RPdE/\_\_\_/AG  
 Heavy Brigade HdE/\_\_\_/ZA  
 Dragoon Brigade N7/\_\_\_/N2  
 First Foot Brigade N4/\_\_\_/N5  
 Second Foot Brigade N6/\_\_\_/\_\_\_  
 Third Foot Brigade \_\_\_/\_\_\_/\_\_\_  
 Fourth Foot Brigade \_\_\_/\_\_\_/\_\_\_

Entries as Army Organisation Table

## Frontier Regiments

(On Campaign for June-Aug)

	F1	F2	F3	F4	RNHB
Colonel	N7	N3	N5	N4	N7

Attached	EH
	X3

Also at the Front

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

## Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
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	SS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
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	
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		DAM
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	RAMF
41	Marie Antoinette	8	B/I	
47	Eve Ningalle	8	I/W	
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	GE
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	ILB
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
GdSM	Count Gaston de St Marque	26	61	OK	General/State Min.	9		Flr	3	Nathan Richards
CIG	Viscount Charlemagne le Gosse	26	F	Comfy	General/2nd Army Commndr	14		Flr	2	Neil Packer
SDL	Count Stan Dandy Liver	24	42	Rich	Lt-General/War Minister	11		Flr	4	Guy Arnold
ZTMG	Count Zachary The Money Goes	24	F	Rich	B.Bdr-General KM/CPS	11		Flr	4	Gerald Udowiczenko
SS	Baron Sean Sondamour	22	56	Comfy	Fld Marshal	5	Ella	Flr	2	Pete Holland
OdC	Earl Orson de Combat	22	RIP							Francesca Weal
BR	Earl Beau Romir	20	F	Withy	Captain RFG/C.Prnce Aide	12		Flr	3	Graeme Morris
JS	Baron Jacques Shitacks	20	F	OK	General/3rd Army Commndr	3		Flr	4	David Olliver
BdM	Viscount Beppe de Marko	19	41	Fthy	Bdr-General	17		Flr	2	Mark Moores
RdO	Viscount Revaulvin d'Or	19	F	Rich	General/1st Army Commndr	12		Flr	4	Jerry Spencer
EH	Earl Euria Humble	19	F	Comfy	B.Lt-General/Adjutant Gen	15		Flr	5	Matthew Wale
DC	Sir Devlin Carnate	19	F	Comfy	B.Bdr-General PLLD/1st Army QMG	5		Flr	2	Bruno Giordan
GdLi	Baron Gar de Lieu	17	F	Comfy	B.General/Fnter Div Commandr	3		Both	4	Bill Hay
AdA	Sir Averell d'Alton	16	F	OK	B.Bdr-General RFG	4		Both	4	Martin Jennings
HdE	Sir Horatio d'Escargot	16	F	Comfy	Bdr-General/Hvy Brigadier	5		Both	3	Graeme Wilson
GI	Sir Gustav Ind	15	F	Comfy	B.Bdr-General RM/2nd Army QMG	3		Both	5	Ashley Casey
LaT	Lun a'Tic	15	F	OK	Lt.Colonel RFG/1st Div Adjutant	1		Both	2	Paul Wilson
RdS	Sir Roget de Saurus	14	F	Poor	Major RFG	9		BG	2	Gerry Sutcliff
JLF	Jean Laissez Faire	13	F	OK	B.Bdr-General CG	2		Both	3	Filipe Silva
StSy	Stewart Senquiry	13	F	Comfy	B.Bdr-General CPC/3rd Army Adjunt	2		BG	2	Colin Parfitt
AG	Aloysius Gnomeclencher	12	F	Comfy	Colonel QOC/HGds Brigade Maj.	6		BG	2	Mike Dommett
BdO	Benedict d'Over	12	F	Comfy	Lt.Colonel KM/KM Regt. Adj.	7		Both	4	Mark Stretch
EM2	Sir Egon Mad 2	11	F	OK	Major RFG	5		Both	2	Tym Norris
IS	Sir Indie Spencible	10	F	Comfy	Captain RFG/RFG Regt. Adj.	4		Hunt	1	Charles Burrows
HdC	Sir Herve d'Conde	10	F	OK	B.Bdr-General DG	8		HGds	2	Simon Burling
JaLa	Sir J'accuse L'amour	10	F	Poor	Major QOC	8		HGds	2	Mark Booth
SdJ	Sir Swender de Jewel	10	F	Comfy	Lt.Colonel DG	3		HGds	1	Ray Vahey
ZA	Zeus Aspillais	10	F	OK	Major CPC/Hvy Brigade Maj.	4		Hunt	3	Jerry Spencer

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
RPdE	Sir Roland Pollee d'Eaulee	10+	F	Comfy	Bdr-General/HGds Brigadier	7		HGds	3	Pete Card
JdIB	Jacques de la Boite	9	F	OK	Captain PM	1		BG	5	Justin Key
PdVR	Pierre de Vin Rouge	9	F	Comfy	B.Bdr-General PM	5		Hunt	3	Keith Bristow
ME	Michel Entire	8	F	Comfy	Lt.Colonel PM	7		BG	3	Tim Macaire
AV	Anton Villanova	8	F	Comfy	Private 69A	2		4	Robert Carter	
RCdE	Renauld Culvert d'Eau	8	F	Comfy	Lt.Colonel RM/RM Regt. Adj.	3		BG	2	Gina Teh
X2		7	0	Poor		2		4	Barry Townsend	
RBG	Renaul Baptiste Grenoble	7	F	Comfy	Lt.Colonel CPC	4		BG	4	Olaf Schmidt
JM	Jacen Moulan	7	F	Poor	Subaltern RFG	1		6	Aaron Sibley	
QLB	Quasi Le Bossu	6	F	OK	Major PLLD	6		F&P	6	Mark Cowper
JdG	Jacques de Gain	6	F	OK	Private KM	6		4	Ben Brown	
JSP	Johnny Sais-Pas	6	F	Comfy	Colonel 13F	6		F&P	4	Mike Bird
DAM	Dee Arth Maul	5	9	Poor		2	May	F&P	1	Michael Blasebalk
X1		5	0	OK		6		2	Rob Shirai	
FF	Ferdinand Franz	5	F	OK	B.Lt.Colonel GDMD	4		RP	3	Mark Barrowcliffe
JPA	Jean Paul Amiss	5	F	OK	Subaltern DG	5		3	Tim Skinner	
GE	Giles Etraseur	4	7	Poor		1	Josephine	RP	4	Nik Luker
RAMF	Rob Anybody de Mac Feeble	4	7	OK		1	Sal	RP	2	Pam Udowiczenko
X4		4	0	OK		4		3	Andrew Burgess	
DLE	Dominique L'Etoile	4	F	Poor	Major PM	2		RP	2	Dominic Howlett
ILB	Ilk Lamore Bartat	3	8	OK		6	Ada	RP	6	Andrew Kendall
RT	Roland Toussaint	2	RIP			4		3	Roland Lee	
X5		2	0	Poor		4		3	Dave Challoner	
X3		1	F	Comfy		5		4	Chris Martin	
AaGA	Alan à Ganatcher Alie	1	RIP							Chris Boote

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+