

That would be enough

This has been issue 86 of *To Win Just Once*, published 8th June 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 27th June.

Orders for *Les Petites Bêtes Soyeuses*, Fictionary Dictionary entries and any other contributions to Pevans by Friday 4th July 2008.

(Remaining deadlines for 2008 are 1st/8th August, 5th/12th September, 10th/17th October, 14th/21st November, 19th/24th December)

Subscriptions

TWJO is published on paper and online (as a PDF) at www.pevans.co.uk/TWJO. How to buy or subscribe to the paper edition is detailed below. The PDF edition is free.

If you want to play in any (or all) of the games in TWJO, you have two options. You can subscribe to the paper edition, the cost of which includes playing the games. Or you can take the PDF edition and pay the “games only” subscription.

Here are the subscription rates for the paper edition, including postage (and VAT at 0% – for EU subscribers), depending on where you live. To subscribe, send a cheque or postal order (payable to Margam Evans Limited) in pounds sterling to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK.

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

I also accept payment via PayPal: send your payment to TWJO@pevans.co.uk (this will be shown as Games from Pevans). Don't forget to include your address.

For the games only subscription (including VAT where necessary) send a UK cheque, a postal order or pay via Paypal, as above.

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

Games played

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

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

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

Star Trader A game is in progress: queue here for the next one. Rules provided.

Printed and published by Margam Evans Limited, 180 Aylsham Drive, Uxbridge UB10 8UF
Tel: 05601 480486 E-mail: TWJO@pevans.co.uk Web: www.pevans.co.uk/TWJO

ISSN 1470-0247

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

HAMBURGUM

DESIGNER: MAC GERDTS

Round-up of more new games

Plus Hamburgum reviewed

Contents

	Page
Contents.....	2
Chatter.....	3
Games round-up continued	3
<i>Hamburgum</i> reviewed.....	6
Games Events	10
Credits.....	11
Fictionary Dictionary	12
Turn 1	12
Bridgenorth Cliff Railway	14
<i>Railway Rivals</i> game 6 – Turn 5.....	14
Les Petites Bêtes Soyeuses 212.....	15
August 1661.....	15
Press.....	19
Announcements	19
Despatches from the Front.....	20
Social	20
Regimental Letters	21
Personal	21
Points Arising	23
New Characters	24
Announcements	24
Applications	26
Duels	27
Tables	27
Other Appointments.....	27
Battle Results	27
Army Organisation and Summer Deployment.....	28
Brigade Positions.....	28
Frontier Regiments.....	28
Regiments Organisation.....	29
Hell Hath no Furry... ..	29
The Greasy Pole.....	30
That would be enough	32

Chatter

This issue is being put together in something of a hurry so that I can get it out before I disappear on holiday. That means I've used stuff I already had on the shelves and I apologise if it's a bit slapdash.

One casualty has been the *Star Trader* game. Mike didn't have time to get the turn completed before he went on holiday and I'll be gone before he gets back. If possible, we'll get the results to the players in time to get in another turn, but we may have to hold it over. If we do get the turn in, they'll both be in the next issue of *TWJO*.

My time at the UK Games Expo last weekend was mostly taken up demonstrating games, but I got the chance to play a few games as well. I don't have time to write it up for this issue, so my report will have to wait for next time.

Website stats for May show that my reviews of *Viking Fury* and *Feudo* remain the most popular pages, closely followed by my *Puerto Rico* review. The PDF version of *TWJO* 85 was downloaded 182 times and issue 84 a further 93. The most interesting thing was the number of people searching for "dust game" who have ended up at my page about Dust Bunny Games, publisher of *Seasons*. Not quite what they were looking for, I think. ☺

This issue includes my review of *Hamburgum*, but, first, I have a few more games to add to my round-up of new stuff from last issue.

Games round-up continued

One of the games getting a lot of attention at the Gathering was *The Hanging Gardens* from first-time designer Din Li. It's published by Hans im Glück in Germany and Rio Grande in the US. It's quite simple in essence: you choose a card and lay it over the cards already in front of you. Each card is divided into a grid of six squares, some with a building of a particular colour. The key rule is that only blank squares can overhang what's already down. The aim is to get sets of buildings together and claim a scoring tile, according to the colour of the buildings. These are worth more the more of the same type you have. Simple mechanics, clever idea and a real brain-burner to play. And make sure your spatial awareness is switched on before you start. It's a clever game, but not really my thing. 6/10 on my Babylonian scale.

There's an interesting history of games produced as promotional items for commercial companies. Every now and then there's an excellent game that is only ever produced in limited numbers (I cite *Six-Day Race*). The latest entry in this category is *Jamaica*, which has been published by GameWorks for an

insurance company. This is a good-looking, pirate-themed race game. Players have a set of wide cards that show two actions (move, back up, collect goods etc). The lead player rolls two dice and decides what order they will be used in. Players select a card from the three in their hand and then move their pirate ships in turn. They have to pay the cost of the space they end on or slip backwards until they can pay the cost. There are treasures to pick up (though they can be bad news) and players have to fight other pirates if they end up on the same space. It's a fairly slight game, but huge fun when played in the right spirit. I played it late at night when all the players were tired. We made so many mistakes the game was complete chaos and huge, huge fun. If you get the chance to pick up a copy, do so. 8/10 on my silliness scale.

Kingsburg is one of the games I missed at Spiel last October, so I was pleased to catch up with it – and quite impressed with the game. Designed by Andrea Chiarvesio and Luca Iennaco, it's published by a plethora of European companies plus Fantasy Flight in the US. The game makes clever use of die rolls for turn order and influencing things. Their die rolls allow players to take various actions, shown on the board as a grid, each illustrated with the character at court who they are influencing. The actions are the usual kind of thing: getting goods, increasing military power, adding extra dice and so on. Each player also has a gridded sheet that shows buildings. Spending the goods to build one of these gets you victory points and bonuses on actions. One of the decisions players have to make is whether to specialise in specific rows on the grid or go for a bit of



Kingsburg ready to play

everything. The former increases your victory points, but limits the type of actions you have an advantage in. The latter gives you a balance of bonuses across the actions, but not so many points. Each turn is a season with the last season of the year being an attack on the kingdom which players must defeat (or lose things). The game is played over a limited number of years, which increases the competition for important actions. This is a clever, tactical game that offers the challenge of making the most of your die rolls, in competition with the other players, each turn. 9/10 on my highly subjective scale.

One of the games that has quickly become a regular at Swiggers games club is *Race for the Galaxy*. Designed by Tom Lehmann, this was originally intended to be a card game version of *Puerto Rico*, a role taken by *San Juan*. Instead the game has a science fiction theme and I was quite taken with the prototype. As published (by Rio Grande, Abacus and Ystari), the finished game leaves me underwhelmed, however. Players each have a set of role cards and choose one each turn. All the players get to use all the roles played with a bonus for the one they played. Depending on the roles available each turn, players can play technical developments or planets in front of them, spending cards from their hand to do so. They can add cards to their hand, add cards to 'production' planets and convert production to cards in hand or victory point chips. And the cards in front of them give various advantages. All of which will be very familiar to players of *Puerto Rico* and *San Juan*.



The game ends when somebody has at least twelve cards in front of them. Players count up the points values of their cards and add any bonuses plus any chips they've picked up during the game. My issue with the game is that a lot depends on luck. At the start of the game, your starting planet gives you an advantage in following a particular strategy. However, being able to carry out that strategy will depend on the cards you pick up. The cards cycle round fairly quickly, so you should have the opportunity to do so – unless someone else decides to follow that strategy because they've got the cards first. Secondly, there are a few, very valuable bonus cards, each of which fits with a particular strategy. Get the right card to go with your strategy and you're quids in. For me, the game boils down to getting lucky. If you get a decent bonus card, you have a chance of winning. If you don't, you haven't. (And *San Juan* has the same problem.) Having said this, I do find the game appealing and have played it quite a bit. 7/10 on my science fiction scale.

Hamburgum reviewed

I don't know what it is, but I've been having real trouble getting to grips with a couple of the big games I've been playing recently. One of these is *Hamburgum*, which really impressed me when I first played the prototype. (If you must know, the other is Martin Wallace's *Brass*, which I find annoyingly fiddly and frustrating).

Hamburgum is the third 'roundel' game from designer Mac Gerdts and publisher Eggertspiele. (The other two being the excellent *Antike* and *Imperial*.) This means the key mechanism in the game is an eight-segment circle. Players move their pawn round this (up to three segments for free and extra segments at a cost of one victory point each) and carry out the action they end on. But I'm getting ahead of myself: let's get the basics out of the way.

Hamburgum comes in a substantial box, which remains pretty full when you've broken out all the components. The large board shows a medieval city on each side. One is Hamburg (Hamburgum), the other is London (Londinium). Around this are various areas for playing pieces and a scoring track around the edge. On the Hamburg side of the board, these are annotated in German, while the London side is in English. In practice, this makes little difference as the text isn't significant, apart from the actions on the roundel. It is a bit easier to learn the game using your native (or most familiar) language.

The game is all about building the city's churches. The cities are divided into parishes, each with its own church, plus a cathedral church. Chunky wooden church pieces are used to show when each is complete. In each parish are spaces for players to mark the buildings they've put up, identified by type. A network of lines connects these and the churches. The connections are significant as you can only set up a building if it's linked to an existing building of yours or a church you have donated to. The topography of the two cities is slightly different, so there are some differences in the options available in Hamburg and London. However, my experience is that this is only a minor consideration when playing the game.

There are three commodities that players can produce: beer, sugar and cloth. (I approve of any game that involves beer!) These are represented by substantial wooden cubes in three colours. One cube of each colour is used to show the current value of the commodity. This goes down as production capacity goes up. Players sell these commodities for cash – good solid cardboard coins – and spend the money buying raw materials. There are three of these: bells, bricks and timber. In a neat touch, timber is wooden sticks, bricks are rectangular clay pieces and bells are ... bells. Miniature bells with clappers that actually make a noise. Excellent!

Players use the raw materials to build buildings and ships and to donate to the churches. For each church, there is a set of tiles, representing the five donations required to build the church. Each scores victory points for the player who holds it. The first tile for each church is always a plain 5 points. After this, players have their choice of the other four. These score points for one of: the number of buildings the players has in the church's parish, the number of donations they've made, the number of ships they have or the number of buildings of a specific type they have. As you can see, the value of most of these is likely to increase as the game goes on and there are tactical considerations in which type of tile you choose. However, players can only hold one tile of each type. Collecting a second of the same type means that one of them must be scored immediately.

On top of all this, players have a set of pieces in their colour. Wooden discs are used to mark where they have donated to churches, with a thicker one to mark victory points scored. Players mark their buildings with rectangular cardboard pieces, showing a responsible citizen (male on one side, female on the other). They also have some nice wooden ships in their colour. Each player starts with one of these in the first section of the harbour. This shows that each ship can hold up to three of one commodity. As more ships are built, the existing ships are pushed through the sections of the harbour, reducing the number of goods they



can hold. Finally, each player has a pawn for the roundel. There are also useful crib sheets that outline the actions available.

Before we get back to the roundel, there is one other significant component in the game: the solid rectangular tiles for the six types of buildings. Three of these are production buildings, allowing the owner to produce an extra beer, sugar or cloth for each one they own. The Merchant buildings are simple: build one and you get £100. The Captain buildings get you a free ship and add a 'Flying Dutchman' ship to the harbour. These carry no goods, but occupy a space, pushing the ships along more quickly. The final set of buildings, the 'Officials', provide the owner with some sort of bonus. Cash for each building or for each donation and so on. There are two sets of these. The standard set is numbered and bought in strict sequence – this is a bit simpler when you're learning the game. The alternative set allows players to look through and choose the one they want – which I prefer.

Phew! There are a lot of things in this game. But what happens in a turn is very simple. Move your pawn to the action you want and carry it out. However, while some actions are very simple, others can take a while. There are three production actions, one for each commodity. Land on this, take a cube (plus one for each production building of the same type you own). Simple. There are two trading spaces. Here, players can either sell their goods or buy raw materials. Selling goods is limited by the ships each player has and the section of the harbour each is in. The price the goods fetch starts high and drops as production buildings for each commodity are built. Players can always sell excess goods that their ships can't hold, but for a minimum price.

Buying raw materials is based on a simple table, according to the number of things you are buying. So, two bricks and a timber are three items and will cost you £100. Add a bell, that's four items for £150. (Five is £200, 6 £260 and so on.) The crucial thing for game play is that you can either sell or buy; you can't do both in the same action. As there are two trading actions on the roundel, you can go to one, sell your goods, then hop to the other in your next action and spend the cash on raw materials. However, the two trading segments are opposite each other, so it will cost you one victory point to move the four spaces from one to the other. Worth doing occasionally, when it matters, but not regularly.

Once you have the raw materials, there are three segments that allow you to spend them. The Dockyard allows you to buy ships: each costs a piece of timber. New ships are added to the first section of the harbour (allowing each ship to carry up to three of the same commodity). If there are already as many ships in this section as there are players, the existing ships are first pushed along the harbour (to the two section, the one section and then back to their owner). Players visit the Guildhall to construct buildings. Each costs a brick and a timber. You are also limited by the number of each type available and whether

you can connect to a space of that type on the board. This is where a bit of planning helps: donating to the churches that give you a tactical position on the board. However, your plans can be easily upset by what the other players are up to, so keep an eye on them!

The Church segment is the key to the game. This allows players to make donations towards construction of a church and/or score donation tiles. As you'd expect, donations get more expensive the more that are made. The first donation is just one brick, the second, a brick and a timber, and the fifth and final donation for a church is one brick, one timber, one bell and 10 cash for each citizen (i.e. building) the player has (lots of buildings will make that fifth donation expensive). Completing a church with the fifth donation gets you bonus victory points and the first church to be completed is worth most. A player who has completed a church has the added benefit that they are no longer restricted in where they can place buildings. This makes it very worthwhile to be the first to complete a church. The other side of this is that players should beware of making it too easy for someone else to complete a church. (If everybody makes one donation to the same church, for example, the fifth person gets to complete it and does rather well out of it!)

The game ends when the last church is complete. Players score any donation tiles they have not already scored. They get 50 cash for each commodity and raw material they have left and every 100 cash is another victory point. In a close game, these few points can matter, but they are not all that significant in terms of your overall score.

There is a clear narrative to *Hamburgum*: produce commodities, sell them, spend the cash to buy raw materials, and use these to build buildings and ships and donate to the churches. The important thing to remember is that making donations and completing churches score victory points. Buying buildings and ships does not – though they affect the number of points you score. It is very easy to get caught up in getting more buildings, only to find that other players have grabbed the bulk of the victory points.

One of the things that I have gradually realised is that tempo is important in this game. It often goes faster than I'm expecting. I'm still building up my position and the game is almost over! So bear this in mind and keep an eye on the speed with which other players are building up their positions. Key thing to watch out for, of course, is when people buy a bell (players may only hold one at a time) as that usually means they're looking to complete a church. On the other hand, they may just be trying to mislead everybody else. ☺

Position on the roundel matters, too. It's worth looking a few turns ahead and working out what you want to do when. It's all too easy to end up buying

materials on the far side of the roundel from the 'Church' action. Then you either have to fit in an extra action (which slows you down) or pay victory points to get round. (I just don't look far enough ahead, I think.)

Hamburgum is a surprisingly subtle game. Apart from what you are actually able to do, each action has other implications. Your position on the roundel for one thing. This constrains your options for your next action and, in turn, influences the speed with which you can carry out your strategy. There are also plenty of tactical options available to players. For example, buying several ships just before scoring a ship tile. All in all, *Hamburgum* is a really impressive game that is giving me, for one, something to think about. It gets 9/10 on my highly subjective scale.

Hamburgum was designed by 'Mac' Gerdts and published by Eggertspiele (in German and English). It is a strategy board game for 2-5 players, aged 12+, and takes about 90 minutes to play. Typical retail prices: £32.99 (Leisure Games), \$48 (Funagain), €38 (Eggertspiele).

This review was first published in Gamers Alliance Report.

Games Events

With the Games Expo out of the way, June is an empty month as far as I can see. That takes us to the beginning of July and summer Stabcon. It's 4th-6th July at the Britannia Hotel, Stockport. Stabcon is an interesting mix of board games, role-playing and CCGs that I've always enjoyed. For full information, see the Yahoo group at <http://games.groups.yahoo.com/group/stabconinfo>

This box concentrates on events I expect to attend.

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

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the Duke of York pub at 35 New Cavendish Street, London W1. A day of board games, with those present covering the cost of the room and sandwiches.

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

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.

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 for more.

Credits

To Win Just Once issue 86 was written and edited by Pevans. The *LPBS* masthead (page 17) is by Lee Brimmicombe-Wood. The drawings on pages 16 and 18 are by Nik Luker. Artwork from *Hamburgum* is courtesy Eggertspiele and from *Race for the Galaxy* courtesy of Rio Grande Games. Pevans took the photos and played with a scanner and Photoshop.

© Paul Evans, 2008

Games from Pevans
Mail order board and card games in the UK



All-Zeit



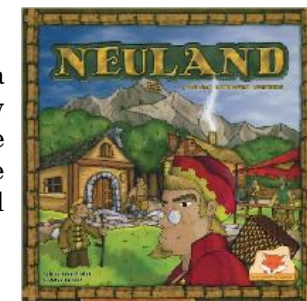
All-Zeit (All time) is an expansion set for **Space Dealer**. It provides over 40 additional cards, giving players more options and updating some of the cards in the original game. The most significant is the Chronosphere and the box includes the wooden cubes needed for this. Two sets can be used, with two copies of **Space Dealer**, to extend the game to more than four players.

For 3-4 players, aged 10+, playing time 30 mins: £6.50

Neuland

A neat update of a terrific game. Essentially, it's a development game. Players collect and use raw materials to construct buildings to produce more sophisticated goods and so on. Clever with some innovative touches – see my review of the original edition at www.pevans.co.uk/Reviews

For 2-4 players, aged 14+, 100 mins to play: £25.00



Full catalogue and special offers online at
www.pevans.co.uk/Games

Fictionary Dictionary

This game is open to all readers and I guess most of you will know it. 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. All readers can then vote for their 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 for this game.) We'll run this for 10 issues. The winner is the player with the most points at the end.

Turn 1

Arenite

1 The antithesis to Kryptonite; this is the material that sustains the Joker and other evil characters in Superman's world.

2 A heavily armoured Ancient Greek warrior who entertained the public by engaging in mortal combat.

3 The chemical added to paper to make school toilet paper.

4 The evening of a wedding anniversary.

5 A Royal Navy (RN) groupie.

6 The total bastardisation of the word "isn't it" by the local hood wearing chav.

7 (adj) – Ever had a "Nite out" that you'd rather forget? Too much booze? All you chat-up lines falling flat? Or worse? If only you could have the chance to do it again ... only this time to get it right! Well (sorry) it'll never happen, but if it did then that chance to re-live, and rectify, those darkened hours of disaster would have to be classified as "arenite opportunity".

8 A kind of granite.

9 When a grockle asked a wise local to identify a local mineral, he supposedly replied "Thas rock, aren't it?". Since then, the term arenite has been widely used in parts of the west country as the impressive sounding name for any type of rock.

10 Follower of the Greek god Ares.

11 A person prone to belligerence and quick to warlike stature.

12 "Aren-ite" – A Wool-based substitute for Gun-Cotton from Arran.

13 The obscurities of the dialects of Northern England are nothing compared to those used in the Outer Hebrides. Nearly every island or even village or smallholding has particular variations of particular words. In Medieval England, and later into Georgian periods local night watchmen would patrol the streets of cities crying "<x> of the hour and all is well" to reassure the polite gentry that their lesser were not actually at their doorsteps. As the cry moved north the

words encountered stronger and stronger variations of dialect until in the northern Isles it became Arls Night, or simply Arenite.

14 n. a follower of Thomas Aren, an Anabaptist prophet from Innsbruck in Austria, executed in Germany in 1525 during the Peasants' War.

15 Part of the fanciful naming scheme of particle physics. Hypothetical complex structure always matched by an equivalent Arentite entity.

Byssonosis

1 Cyclists' equivalent of tennis elbow, this is an inflammation of the knee joint due to excess movement.

2 The process by which money leaks from your wallet.

3 A rare, irrational fear of wash basins, mainly afflicting the upper classes.

4 Word coined (possibly by Thomas Steele) to describe the "Little White Bull" of Native American legend. The fact that it's an anagram of "sissy bison" is purely coincidental.

5 Scientific term for the process whereby a sink (or possibly bath) which is left filled with water manages to empty itself over time, while the plug remains in place.

6 A condition causing excessive hair grown and significant stoop of shoulders (akin to a Bison).

7 A particular affection to the artwork and artefacts heralding from the early Byzantine period.

8 Disease caused by dormant bacteria or viruses exposed in an archaeological dig. Dismissed as a scare story targeting novice archaeologists. Connie Willis hypothesized a byssinotic disease vector in *The Doomsday Book*.

9 n. a nervous condition sometimes exhibited by long-serving police 'sniffer' dogs, who sniff at everything compulsively.

11 Itchy skin disease prevalent in North-eastern Africa.

10 Either a dance or a disease – possibly both.

12 a disease caused by too much Brussel Sprouts.

13 The fear of making eye contact with the slightly crazed, and thereby becoming involved in conversation regarding "their business".

14 A trade association for private detectives.

15 An allergic reaction to buffalo.

All readers (not just those who submitted definitions) are invited to vote for their favourite definition of each word.

And send in definitions for our next two words: Chacma and Dunducketty.

Get your votes and definitions to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by Friday, 4th July 2008.

Bridgenorth Cliff Railway Railway Rivals game 6 – Turn 5

CHUFFIN' RAILWAYS forks at the north and south of its network. VROOM builds past Bredon Hill. BESTRAIL continues to build, heading towards Birmingham, and has a potentially shorter route. SEAWEEED builds towards the upper Wye to Hay (obviously feeling the contemporary connection). MLX continues to build radiating lines and connects some more towns.

A: VELOCITY RAILS OF ODD MOTION (VROOM) - Gina Teh (BLACK)
Builds: (EVESHAM) - M62 - L62 – WINCOMBE; (PERSHORE) - H59 (+3)
(DITTON PRIORS) - L7
(L7) - K7
Score: 34 +3 (towns) = 37

B: BEN'S ELECTRIC & STEAM TRAINS RUN ALONG INLAND LINES (BESTRAIL) – Ben Brown (RED)
Builds: (D67) - B68 - NEWNHAM: (BROMSGROVE) - J51 (1 to SEAWEEED)
(J51) - J50
(J50) - K50 - K49 - L48 (1 to BILL)
Score: 36 -2 = 34

C: SOUTH EAST & WEST EXPANDING ENTERPRISE DEVELOPMENTS (SEAWEEED) – Tim Macaire (BLUE)
Builds: (B67) - C68; (G24) - F24 - E24 - E23 - D22 - D21
(D21) - B20 - HAY (+3)
(K16) - L15
Score: 44 +3 +1 = 48

Templecombe

Please do not rely on my reminder to send in your orders.
BILL has apparently dropped out; I have had no contact with him for two turns. His track will remain in place and can be used in the races at a cost of 1 per hex.
BESTRAIL paid 1 for building N20 - L21, and not E67 to D67.
BESTRAIL is repaid 1 for Leominster-I16. He has not yet built a junction. My mistake.

Building rolls for the next turn: 4, 5, 4

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 27th June 2008**

D: BILL'S INGENIOUS LEVERAGED LOCOMOTIVES (BILL) – Bill McKinley (GREEN)
Builds: No Move Received
Score: 47 +1 +1 (Adjustment) = 49

E: CHUFFIN' RAILWAYS (CR) - Nathan Richards (BROWN)
Builds: (B45) - A45 – COALBROOKDALE: (A45) - N4 - M4
(TEWKESBURY) - I63 - J63 - K64
(K64) - WINCHCOMBE: (B45) - B46 - BRIDGENORTH
SCORE: 55 = 55

F: MOONS-LENS XPRESS (MLX) - Gerald Udowiczenco (ORANGE)
Builds: (A43) – COALBROOKDALE; (WOLVERHAMPTON) - I45 - J45 - WALSALL (+3)
(MONTGOMERY) - A4
(A4) - WELSHPOOL; (E18) - D18; (B6) - C7
Score: 31 +9 (towns) = 40

Les Petites Bêtes Soyeuses 212

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

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

**Orders for September 1661 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 4th July 2008**



August 1661

Paris slumbers in the Autumn sun while the army is away fighting on the frontiers. Various despatches come back from the action, informing Parisians of just what is going on. Private Anton Villanova goes for extreme elevation in the 69th Arquebusiers, buying his way to Colonel of the regiment. The First Foot Brigade has a new Brigadier. Gustav Ind gets the job after he, Devlin Carnate and Stan Dandy Liver joins forces to oust the Brigade's previous commander. Liver also lends his support to make sure Ind gets the job.

The man known only as 'X4' decides to remain incognito for the time being and joins the Queen's Own Carabiniers, courtesy of Aloysius Gnomeclencher. 'X4' fancies being an officer, but even Subaltern is beyond his social standing and he has to remain a Trooper. Colonel Johnny Sais-Pas signs up two recruits for the 13th Fusiliers, donating each 50 crowns starting money. Stan Ding on à Chair buys himself a Captaincy, but Jean-Pierre Henri is short of cash and can only serve as a Trooper.

Roland Garaud joins the 53rd Fusiliers, where he establishes himself as a Captain. The 27th Musketeers acquire the services of Dion Thibault, who joins them as a Major. This makes him second in command — and acting commander when the senior Major takes control of 3rd Foot Brigade. Ilk Lamore Bartat's attempt to start a military career is thwarted as Pierre de Vin Rouge refuses him entry to the Picardy Musketeers. The new recruits march off to join their regiments, leaving a disconsolate Bartat in Paris.

Summer in the city

Faced with another four weeks in the city, Ilk takes Ada Andabettoir to Red Phillips for three of them. They spend the final week at her place. Giles Etraseur and Josephine Buonaparte also visit Red Phillips. They are only there for one week as Giles has an engagement with his rapier for the rest of the month.

May Banquot l'Idée enjoys her August. She and Dee Arth Maul have the run of the Frog & Peach for the month. Sean Sondamour and Ella Fant do slightly better: they have the Fleur all to themselves, from where Field Marshal Sean keeps a watching brief on the campaign.

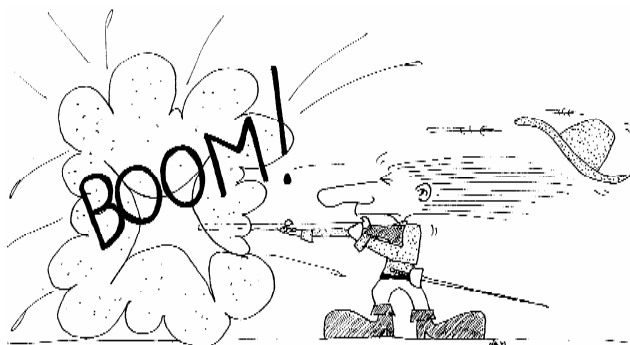
Gaston de St Marque and Stan Dandy Liver are both in the gymnasium. Gaston practises rapier, Stan wields a cutlass, and both are there for the duration.

Horses for courses

Well to the east of Paris, the Dragoon Brigade is patrolling the border with Franche Comté as part of Third Army's Field Ops. Princess Louisa's Light Dragoons come across a Spanish cavalry force and engage it in a series of running skirmishes. The two sides are well matched, so PLLD commander Devlin Carnate sends a messenger to alert their fellow Dragoons. Grand Duke Max's boys join the fray and usher the Spaniards off the field with extreme prejudice. The spoils are shared around. Brigadier-General Carnate grabs a few hundred crowns of loot. Lieutenant-Colonel Ferdinand Franz, commanding the GDMD, amasses a thousand crowns worth of booty. And Major Quasi Le Bossu is promoted to Lt-Colonel in the PLLD.

The Cavalry Division is covering the north-east border. The Brigadier of the Heavy Brigade, Bdr-General Horatio d'Escargot, takes his HQ staff to inspect the troops. While they are visiting the Crown Prince Cuirassiers, news comes in of Spanish troops approaching. Lt-Colonel Renaul Baptiste Grenoble, acting commander of the CPCs, orders his men into the saddle and sets off to engage the enemy. Keen to see some action, d'Escargot sets off with the Cuirassiers and his staff chase after him.

Brigade Major Zeus Aspillais catches up with his boss just as the Cuirassiers find the enemy. Aspillais tries to persuade the Brigadier to retire from the action, just as the Spanish troops part ranks to reveal the



artillery batteries emplaced behind them. "Boom!" go the guns. "Squelch!" goes Major Aspillais as a cannonball lands square on him. RIP. Brigadier d'Escargot ducks under the bouncing ball and heads for the rear, having got the message. Lt-Colonel Grenoble keeps his men under control and the Cuirassiers leave the field in relatively good order. This brings a Mention in Despatches and a Knighthood for Grenoble. There is a Mention for d'Escargot, too. He is promoted to Lt-General and wins 300 crowns on the Brigade sweepstake.

Courses for horses

Horse Guards Brigade has a calmer month. Very calm for the Queen's Own Carabiniers. Though Trooper 'X4' has a rather final introduction to military life. Taking advantage of his inattention, one prankster loosens his girth. As his troop carries out a full charge, his saddle lurches right, throwing the unpractised 'X4' off his horse and under the hooves of the others. RIP. Major J'accuse L'amour is Mentioned in Despatches for the success of his drills and collects 50 crowns from the coffers. Colonel Aloysius Gnomeclencher is brevetted to Bdr-General and receives a cask of wine from Swender de Jewel.

The Dragoon Guards see some action, scattering Spanish infantry across the countryside. Subaltern Jean Paul Amiss takes the chance to grab a bit of loot and finds himself 150 crowns better off at the end of the month. Lt-Colonel Swender de Jewel is much better practised at this plundering lark. He gains over five hundred crowns this time and spends some sending a cask of win to Aloysius Gnomeclencher. Bdr-general Herve d'Conde insists on leading the charges himself. He is Mentioned twice in the Despatches ("Bloody brave" "Bloody fool") and earns 250 crowns. He takes over command of the Horse Guards Brigade.

Horse Guards Brigadier Roland Pollee d'Eaulee is brevetted to Lt-General. He takes over command of the Cavalry Division just in time to lead it back to Paris. He finds a couple of hundred crowns of loot as well. General Jacques Shitacks, commanding Third Army, is fairly satisfied with the campaign. He finishes off with two more Mentions and a bag of loot that comes to three hundred crowns this month. Bdr-General Stewart Senquiry is Army Adjutant and completes his duties this month. His name goes into the Despatches, too, but his share of the booty is half his commander's.

Summer on the Riviera

August is very hot in the south east – but only the weather, not in any military sense. First Army does not exert itself too much. This brings General Revaulvin d'Or a brief Mention in Despatches and well over a thousand crowns for his suntan lotion concession. The General has already been named as Field Marshal for the next year, but remains banished at the front for another season.

The Royal Foot Guards have the best billets, but the soldiers add to them with sun awnings and adopt an afternoon siesta. All except Subaltern Jacen Moulan, who derides his comrades as sissies. "Mother Moulan raised no cowards!" he cries. He takes his men for an afternoon route march with full packs. They stagger back into camp a few hours later, suffering from dehydration. Well, most of them. Heatstroke has claimed several on the way. Subaltern Moulan's body is found a couple of days later. RIP.

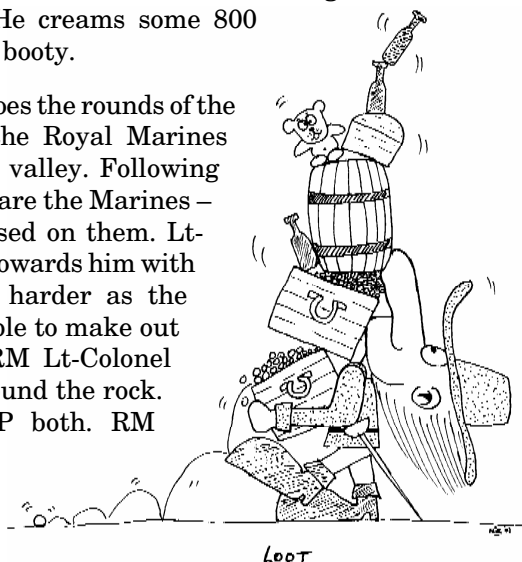
Captain Indie Spencible collects 150 crowns worth of loot, but his fellow Captain, Beau Romir, refuses to exert himself that much. There's nothing for him. Nor is there anything for Major Roget de Saurus. Major Egon Mad 2 is promoted to Lt-Colonel and scavenges 150 crowns for himself. Bdr-General Averell d'Alton receives a Mention in the Despatches and liberates 250 crowns worth of goodies.

The Cardinal's Guard go torpid in the heat and there's nothing to report about them. Not even Bdr-General Jean Laissez Faire, in command. The King's Musketeers do at least mount patrols, but restrict these to the cooler hours of the afternoon and evening. Private Jacques de Gain finds this most congenial and doesn't exert himself enough to be noticed. Lt-Colonel Benedict d'Over demonstrates his excellent night vision. He is Mentioned in Despatches and sees his way to 250 crowns worth of loot. Bdr-General Zachary the Money Goes finds 50 crowns more to go with his Mention in Despatches.

Summer in the mountains

In the Pyrenees, Second Army presses forward, but has mixed success against the Spanish forces. Army commander General Charlemagne le Gosse is Mentioned in Despatches twice. He creams some 800 crowns off the army's accumulated booty.

First Division Adjutant Lun a'Tic does the rounds of the regiments for his CO. He finds the Royal Marines chasing some Spanish troops up a valley. Following them, he is caught by surprise – as are the Marines – when an avalanche of rocks is loosed on them. Lt-Colonel a'Tic sees a rock bounding towards him with some strange markings. Looking harder as the boulder approaches, he is finally able to make out what they are. It's the body of RM Lt-Colonel Renauld Culvert d'Eau wrapped round the rock. And then it lands on a'Tic. RIP both. RM commander Gustav Ind survives having his horse crushed to gain a Mention in Despatches.



The Picardy Musketeers do much better as they use their muskets to drive off a Spanish force. Then they loot the enemy camp. Captain Jacques de la Boite is a bit surprised and fails to take advantage. Major Dominique L'Etoile is first over the ramparts and first with his snout in the trough. He is Mentioned in Despatches (redeeming his disgrace) and comes away with almost two thousand crowns. Lt-Colonel Michel Entire follows him – with his battalion – and plunders over fifteen hundred crowns for himself. Bdr-General Pierre de Vin Rouge's share is in between the other two and he is mentioned twice for the regiment's success.

The Fusilier regiments of Second Foot suffer from a bad batch of gunpowder. Guns mis-fire or fail to go off. The results are bad news all round. In the 53rd Fusiliers, Captain Roland Garaud is killed by shrapnel from an exploding fusil. RIP. Private Jean-Pierre Henri is in the line when the 13th Fusiliers are charged by Spanish cavalry. Many of the guns fail to fire and the horsemen crush the Fusiliers, including Private Henri. RIP. Captain Stan Ding on à Chair escapes to be promoted to Major. Colonel Johnny Sais-Pas is pleased just to escape.

In Third Foot, the 4th Arquebusiers are routed, but the 27th Musketeers turn the tables on the enemy, hitting them from both sides. Major Dion Thibault celebrates his first month in action by clearing the battlefield of everything of value. His cashes in his haul for over two thousand crowns and a Mention in Despatches ("what's with the walking stack of crowns?").

Being Colonel of the 69th Arquebusiers doesn't seem to help Anton Villanova. He gets to be acting commander of Fourth Foot. The Brigade comes under heavy fire from Spanish artillery. Colonel Villanova rides to the fore to steady his men, only to be taken out by the next salvo. RIP.

The Frontier regiments have a steady month, but no successes. That's good enough for Division commander General Gar de Lieu, who is Mentioned in Despatches. Assigned to Frontier regiment 2, Lt-General Euria Humble keeps out of the way and is Mentioned twice, redeeming his earlier disgrace. ❖

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.

September special: To commemorate this past campaign achievements there is a 100cr bonus to the first who applies!

Brave Soldiers of France, we now have the chance to ensure at least one part of His Majesty's realm and governance brings glory to his name; let us embrace it! I am seeking army commanders of MA 7 or above and an Adjutant-General of courage and discrimination. If you wish to serve in command of a Division of His Majesty's army, apply to me also and I shall make recommendations to the new Adjutant-General. Let us crush Turk, Spaniard, Imperial and the damned English once and for all.

† Viscount d'Or, Marshal of France

Despatches from the Front

Let no soldier under my command allow personal or professional rivalries to overshadow their duty to God and Monarch. Assure yourselves that I will consider applications for advancement next season, if I am entrusted with such power, purely on merit.

Vive le Roi!

† RPdE

Social

Sirs,

I am pleased to announce that I shall be hosting a party for all persons at my club during the third week in September.

Members of the 13th Fusiliers are excused duty all month to attend and make merry.

Yours,

† Johnny Sais-Pas, Colonel,
13th F.

To all Gentleman of Paris of SL 6 or less

The next meeting of the Boozers and Bellringers will be in the Belfry Room, Frog and Peach in Week 4, August 1661. I intend that this time we try banging out the Messiah chorus before we open the casks of ale. Ladies welcome, and I'm buying the all drinks with some shiny Spanish crowns that me and the boss, Sir Carnate, found lying about as some rabble masquerading as cavalry fled from the field when the PLLD boys charged them. Regards,

† Quasi le Bossu

MEGA "BACK-HOME-AGAIN"
HOOP-LA TOURNAMENT
WIN A CHANCE TO MEET THE
CROWN PRINCE!

During weeks 1-3 of September there will be a Mega Hoop-la Tournament (+ chance to party) at my club to celebrate the glorious return of the Army to Paris. Highest score with three hoops wins!

This party-championship is open to all of SL 14+ and is free. There will be three rounds of competition, one per week, and you can have a go EACH WEEK if you want (i.e. the more weeks you come the more chance you have to win!).

The winner will be invited to join me for a special PRIVATE DINNER with the CROWN PRINCE (SL 25) during week 4 (make it a conditional order – "if I win..." etc).

So come on lads – let's toss some (hoops, that is).

† Beau Romir (currently Aide to the Crown Prince)

To all the gallant officers and gentlemen of the Third Army,
To celebrate our recent campaign, tell the heroic tales of those who fell, and to salute those who served under me with such distinction, you are all invited to join me at my club during week 4 of September. Sadly, as I am a man of modest means you will have to meet your own costs.

Yours in respect,

† General Jacques Shitacks

Egged on by the Minister of State, His Highness, the Crown Prince, will sponsor a horse race to take place in the second week of September. Be there or be frowned on. (See Points Arising)

Regimental Letters

Dominique: Salut, mon vieux (mon brave doesn't seem appropriate),

It pains me to say so, but your summer has not been glorious. If you wish to stay with us, may I suggest this, er, 'prudent regard for casualties' ceases. I cannot blame you for being concerned, given the recent results, but such are the penalties of command. It may be you would be happier as a junior officer in the Marines, or even in the Cuirassiers (let me know if a loan or subsidy would be useful).

If you do decide to stay with us, don't forget to apply for Brigade Major. I don't know who the Brigadier will be, but there won't be too many Majors available to choose from.

† Michel Entire

Michel,
My embarrassment could not be more. Not only did I act like a coward but I got caught in the act. I can only put it down to the fact that it was my first time in battle. I will be staying at the front to try to regain my good name and, if I live to tell the tale, maybe I could buy you a drink on my return to Paris?

Vive La France!

† Dominique

Personal

Dear Rob

Always happy to meet and greet a fellow bellringer. Please come to next meeting of my little club, as we will have another go at handbelling the Messiah chorus. I do need a second for a slight misunderstanding with Franz Ferdinand over my bird, Lady Di, so if you are not busy next month, I would be delighted if you would hold my coat for me while I poke him with my sabre.

Regards, † Quasi

To the new Brigadier of the Heavy Brigade,

I think I have served with distinction and success and would very much welcome re-appointment. To any General lacking an aide, you will find me diligent, loyal, a fair hand at looting, err procuring supplies and I can read a menu card though not a map. I also have a list of the beauteous widows of our border regions should you wish to call going to or from the front.

† Major Zeus Aspillais, Heavy Brigade

Zeus Aspillais: Once seen, sadly, never forgotten.

Lord Percy Percy says, as fashion is tending toward wearing one's britches low enough that the material of your nether garments shows above the britches, Dominique L'Etoile is rather fashionable.

Dear Aloysius Gnomeclencher
I thank you for your wonderful gift. I've sent you a cask of fine wine from my home town to congratulate you on your promotion.

† Swender de Jewel

Col Gnomeclencher is not right to say 'there's a flaw in it somewhere.' We call it 'a dekk'.

† Helpful Mareen

Tertius: I care not for Primus (surely some sort of stove for campaign use) and Secundus, but surely the Minister of State doesn't read the instructions on his britches? If he were able to do so, he would surely wear them the right way round.

To Colonel Johnny Sais-Pas,
Sorry my application to join your regiment arrived late; I hope you were able to process it quickly enough for me to join you at the Front. If not, then I hope you will be able process it upon your return and maybe we could meet up to discuss my application.

Yours,

† Stan Ding on á Chair

Colonel Senquiry: I feel too that the request from your superior officers to change your trousers before you appeared before them to explain yourself spoke (or smelt) volumes.

Dear Minister of State Count Gaston de St Marque

I would like to bring to your attention the fact that our newly promoted Field Marshal is forced to serve at the front. While this may not be news to you, I feel it is important to point out this is no longer a punishment of one man, but a punishment to all of France and a threat to our national security.

I understand that you did not know he would be promoted to this vital position when you sentenced him. It's my belief that you are a sensible man who will now prioritise the success of King and country over enforcing the last few months of a misdemeanour sentence.

Obviously as he has obtained the position, he is the man we need for the job and his death in a frontier regiment would be a tragedy.

† Sir Swender de Jewel, His Majesty's Loyal Servant

I thought Walter Butts was in it only up to his ankles; Head down, yes, but only up to his ankles. And unlike some General officers, he was never full of it.

Points Arising

**Next deadline is
Friday 4th July 2008**

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

Note that the military appointments shown on the Greasy Pole (and character sheets) have expired. They are shown just as a reminder.

Egged on by the Minister of State, His Highness, the Crown Prince, will sponsor a horse race to take place in the second week of September. Be there or be frowned on. (Counts as Toadying to the Crown Prince, check the house rules for details on entering the race.)

Gustav Ind's duelling competition takes place in the fourth week of September. There are five entrants:
GdSM, rapier: 2 extra rests vs JS, +1 rest vs PdVR

JdlB, rapier: advantage vs GdSM and StSy, 1 extra rest vs JS

JS, cutlass: advantage vs all

PdVR, rapier: advantage vs GdSM, JdlB, StSy

StSy, sabre: 2 extra rests vs JS, 1 vs PdVR

The two least skilful duellists will fight each other for a place:

GdSM vs StSy

The winner will then meet PdVR while the other fight is:

JdlB vs JS

And the two winners fight each other in the final. Duels are best of three touches using padded weapons (there may be some minimal damage). Should any of the contestants not turn up (Toady to GI in week 3), his opponent gets a bye.

We welcome Mike Weston to the game this turn: have fun, Mike!

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

RdS Roget de Saurus (Gerry Sutcliff) has NMR'd. Total now 1

BdM (Mark Moores) was floated at his request.

RAMF (Pam Udowiczenko) was floated as she's been busy with a craft fair.

X6 (Chris Boote) was floated at his request.

X7 (Francesca Weal) was floated due to holidays and work pressure.

FF (Mark Barrowcliffe) was floated.

Chris Martin has resigned from the game. Sorry to see you go, Chris, and thanks for taking part.

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; 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 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

Robert Carter gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 1; EC 6 (X1).
 Aaron Sibley gets the Second son of an Impoverished Count: Init SL 11; Cash 40; MA 2; EC 4 (X2).
 Dave Challoner gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 4; EC 3 (X3).
 Paul Wilson gets the Bastard son of a wealthy Count: Init SL 10; Cash 450; MA 4; EC 4 (X4).
 Gina Teh gets the Bastard son of a very wealthy Merchant: Init SL 2; Cash 450; MA 6; EC 5 (X5).
 Roland Lee gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 4; EC 1 (X8).
 Andrew Burgess gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 2; EC 3 (X9).
 Jerry Spencer gets the Orphaned First son of a wealthy Earl: Init SL 13; Cash 4550; MA 6; EC 2 (X10).
 Mike Weston gets the First son of a very wealthy Merchant: Init SL 4; Cash 550; MA 6; EC 2 (X11).

Announcements

Aloysius Gnomeclencher asks NPC Regiment Adjutant of Queen's Own Carabiniers to resign

Aloysius Gnomeclencher applies for Army Adjutant of First, Second and Third Army

Aloysius Gnomeclencher applies for Brigadier of Horse Guards Brigade
 Aloysius Gnomeclencher applies for Army Quarter Master Gen. of First, Second and Third Army
 Aloysius Gnomeclencher applies for Commnr. of Public Safety
 Aloysius Gnomeclencher applies for Chancellor of Exchequer
 Aloysius Gnomeclencher applies for Minister of Justice
 Benedict d'Over applies for Division Adjutant of First Division
 Beau Romir applies for Aide to Crown Prince
 Charlemagne le Gosse applies for Army Commander of First, Second and Third Army
 Devlin Carnate applies for Brigadier of Dragoon Brigade
 Devlin Carnate applies for Army Quarter Master Gen. of First, Second and Third Army
 Devlin Carnate applies for Commnr. of Public Safety
 Euria Humble applies for Province Mil. Governor
 Euria Humble applies for Division Commander of First, Second and Cavalry Division
 Euria Humble applies for City Military Governor
 Euria Humble applies for Inspector General Cavalry
 Euria Humble applies for Inspector General Infantry
 Euria Humble applies for Adjutant General
 Gar de Lieu applies for Army Commander of First, Second and Third Army
 Gustav Ind applies for Brigadier of Guards, Horse Guards, Heavy,

Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades
 Gustav Ind applies for Division Commander of First, Second, Third and Cavalry Divisions
 Gustav Ind applies for City Military Governor
 Gustav Ind applies for Inspector General Cavalry
 Gustav Ind applies for Inspector General Infantry
 Gustav Ind applies for Adjutant General
 Herve d'Conde applies for Brigadier of Horse Guards Brigade
 Herve d'Conde applies for Commnr. of Public Safety
 Horatio d'Escargot applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades
 Horatio d'Escargot applies for Army Quarter Master Gen. of First, Second and Field Army
 Horatio d'Escargot applies for Minister without Portfolio
 Indie Spencible applies for Regiment Adjutant of RFG
 Indie Spencible applies for Captain, King's Escort
 Jacques de Gain applies for Aide to Brigadier
 Jean Laissez Faire applies for Brigadier of Guards Brigade
 Jean Paul Amiss applies for Aide to Brigadier
 Jacques Shitacks applies for Army Commander of First, Second and Third Army
 Johnny Sais-Pas applies for Army Adjutant of First, Second and Third Army

Michel Entire applies for Division Adjutant of Third Division
Michel Entire applies for Aide to Field Marshal
Pierre de Vin Rouge applies for Brigadier of 1st Foot Brigade
Quasi Le Bossu applies for Brigade Major of Dragoon Brigade
Roland Pollee d'Eaulee applies for Brigadier of Horse Guards Brigade
Stan Dandy Liver applies for Minister of War
Sean Sondamour applies for Army Commander of First, Second and Third Army
Sean Sondamour applies for Minister of War
Stewart Senquiry applies for Army Adjutant of First Army
Stewart Senquiry applies for Brigadier of Heavy Brigade

Stewart Senquiry applies for Army Quarter Master Gen. of First Army
Zachary The Money Goes applies for Brigadier of Guards Brigade
Zachary The Money Goes applies for Army Quarter Master Gen. of First, Second and Third Army
Zachary The Money Goes applies for Commnr. of Public Safety
Zachary The Money Goes applies for Chancellor of Exchequer
Zachary The Money Goes applies for Minister without Portflio
Zachary The Money Goes applies for Minister of Justice
Zachary The Money Goes applies for Minister of War
Zachary The Money Goes applies for Minister of State

Applications

This shows the applications announced in the order in which they will be dealt with.

Minister of State: ZTMG
Minister of War: SDL, SS, ZTMG
Minister of Justice: AG, ZTMG
Minister without Portfolio: HdE, ZTMG
Chancellor of the Exchequer: AG, ZTMG
Commissioner of Public Safety: AG, DC, HdC, ZTMG
Army Commander: ClG (all), GdLi (all), JS (all), SS (all)
Adj-Gen: EH, GI
I-G Inf: EH, GI
I-G Cav: EH, GI
CMG: EH, GI

Division commander: EH (1st, 2nd, Cav), GI (1st, 2nd, 3rd, Cav)
PMG: EH
Army QMG: AG (all), DC (all), HdE (all), StSy (1st), ZTMG (all)
Brigadier: AG (HGds), DC (Drgn), GI (all), HdC (HGds), HdE (all), JLF (Gds), PdVR (1st Ft), RPde (HGds), StSy (Hvy), ZTMG (Gds)
Army Adjutant: AG (all), JSP (all), StSy (1st)
Aide to FM: ME
Division Adjutant: BdO (1st), ME (3rd)
Brigade Major: QLB (Drgn)
Aide to Crown Prince: BR
Captain King's Escort: IS
Reg't Adjutant: IS (RFG)
Aide to Bdr-Gen: JdG, JPA

Duels

Results of last month's duels: None.

J'accuse L'amour (Sabre, Seconds AG, adv.) has cause with Rob Anybody de Mac Feegle (Foil) for pinching Sal.

Grudges to be settled next month:

Ferdinand Franz (Rapier, Seconds SDL) has cause with Quasi Le Bossu (Sabre, adv.) for pinching Di.
Beppe de Marko (Sabre, Seconds ZTMG, 1 rests) has cause with Jacques Shitacks (Cutlass, adv.) for pinching Kathy.

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

All duels (including any to be voted on) must be fought next month unless held over due to one or other duellist being at the Front. Orders conditional on a challenge being voted cause are acceptable.

Tables

Other Appointments		
King's Escort: Ensign __	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 __	Captain __	
Aides: to Crown Prince __	to Field Marshal __	
Provincial Military Governors: __/__/__/__/__		
City Military Governor __	Adjutant-General __	
Inspectors-General: of Cavalry __	of Infantry __	
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer __	Minister of Justice __	
Minister of War __	Minister of State GdSM	

Battle Results

First Army: I	2nd Foot Brigade: 4
Guards Brigade: I	13th Fusiliers: 5
Royal Foot Guards: 4	53rd Fusiliers: 3
Cardinal's Guard: 5	Second Division: 3
King's Musketeers: 3	3rd Foot Brigade: 4
	27th Musketeers: 2
Second Army: I	4th Arquebusiers: 5
First Division: 5	4th Foot Brigade: 5
1st Foot Brigade: 3	69th Arquebusiers: 4
Royal Marines: 5	The Gascon Regiment: 3
Picardy Musketeers: 2	

Frontier Division: 5

Frontier regiment 1: 3

Frontier regiment 2: 3

Frontier regiment 3: 4

Frontier regiment 4: 4

RNHB regiment: 4

Army Organisation and Summer Deployment

First Army (Field Ops)	—/_/_/_
First Division (Field Ops)	—/_/_/_
Guards Brigade (Field Ops) – RFG CG KM	
Dragoon Brigade (Field Ops) – GDMD PLLD	
Cavalry Division (Field Ops)	—/_/_/_
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Second Army (Siege)	—/_/_/_
Frontier Division (Siege)	—/_/_/_
Frontier Regiments (Siege)	
Third Army (Defence)	—/_/_/_
Second Division (Defence)	—/_/_/_
3rd Foot Brigade (Defence) – 27M 4A	
4th Foot Brigade (Defence) – 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	—/_/_/_
1st Foot Brigade (Defence) – RM PM	
2nd Foot Brigade (Defence) – 13F 53F	
Organisation and Deployment for the Campaign Season plus Army and Division posts (CO/Aide/Adj't/QMG):	

Third Army: 4

Cavalry Division: 4

Horse Guards Brigade: 4

Dragoon Guards: 1

Queen's Own Carabiniers: 4

Heavy Brigade: 5

Archduke Leopold Cuirassiers: 4

Crown Prince Cuirassiers: 5

Dragoon Brigade: 1

Grand Duke Max's Dragoons: 2

Princess Louisa Lt Dragoons: 3

Brigade Positions

Guards Brigade	—/_/_
Horse Guards Brigade	—/_/_
Heavy Brigade	—/_/_
Dragoon Brigade	—/_/_
First Foot Brigade	—/_/_
Second Foot Brigade	—/_/_
Third Foot Brigade	—/_/_
Fourth Foot Brigade	—/_/_

Entries as Army Organisation Table

Frontier Regiments

(Siege for Sept-Nov)

	F1	F2	F3	F4	RNHB
Colonel	N7	N4	N5	N4	N9

Attached

Also at the Front

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

Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	
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	
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	59	OK	General/State Min.	9		Flr	3	Nathan Richards
CIG	Viscount Charlemagne le Gosse	26	F	Withy	General/2nd Army Commndr	14		Flr	2	Neil Packer
SDL	Count Stan Dandy Liver	24	40	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
BR	Earl Beau Romir	20	F	Withy	Captain RFG/C.Prnce Aide	13		Flr	3	Graeme Morris
JS	Baron Jacques Shitacks	20	F	Comfy	General/3rd Army Commndr	3		Flr	4	David Olliver
BdM	Viscount Beppe de Marko	19	41	Fthly	Bdr-General	17		Flr	2	Mark Moores
RdO	Viscount Revaulvin d'Or	19	F	Rich	Fld Marshal/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/Fntr 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	B.Lt-General/Hvy Brigadier	5		Both	3	Graeme Wilson
GI	Sir Gustav Ind	15	F	Comfy	B.Bdr-General RM/I F Brigadier	3		Both	5	Ashley Casey
LaT	Lun a'Tic	15	RIP							Paul Wilson
RdS	Sir Roget de Saurus	14	F	OK	Major RFG	10		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 Adjutnt	2		BG	2	Colin Parfitt
AG	Aloysius Gnomeclencher	12	F	Comfy	B.Bdr-General QOC	6			2	Mike Dommett
BdO	Benedict d'Over	12	F	Comfy	Lt.Colonel KM/KM Regt. Adjt.	8		Both	4	Mark Stretch
EM2	Sir Egon Mad 2	11	F	OK	Lt.Colonel RFG	5			2	Tym Norris
X6		11	0	OK		2			1	Chris Boote
IS	Sir Indie Spencible	10	F	Comfy	Captain RFG/RFG Regt. Adjt.	4		Hunt	1	Charles Burrows
RPdE	Sir Roland Pollee d'Eaulee	10	F	Comfy	B.Lt-General/Cav Div Commandr	7			3	Pete Card
HdC	Sir Herve d'Conde	10	F	Poor	B.Bdr-General DG/HGds Brigadier	9		HGds	4	Simon Burling
JaLa	Sir J'accuse L'amour	10	F	Poor	Major QOC	9		HGds	2	Mark Booth
SdJ	Sir Swender de Jewel	10	F	Comfy	Lt.Colonel DG	3		HGds	1	Ray Vahey

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
ZA	Zeus Aspillais	10	RIP							Jerry Spencer
RBG	Sir Renaul Baptiste Grenoble	10+	F	Comfy	Lt.Colonel CPC	4		BG	4	Olaf Schmidt
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	6		Hunt	3	Keith Bristow
ME	Michel Entire	8	F	Comfy	Lt.Colonel PM	7		BG	3	Tim Macaire
AV	Anton Villanova	8	RIP							Robert Carter
RCdE	Renauld Culvert d'Eau	8	RIP							Gina Teh
SDC	Stan Ding on à Chair	7	F	Poor	Major 13F	2			4	Barry Townsend
JM	Jacen Moulan	7	RIP							Aaron Sibley
QLB	Quasi Le Bossu	6	F	OK	Lt.Colonel PLLD	6		F&P	6	Mark Cowper
JdG	Jacques de Gain	6	F	OK	Private KM	6			4	Ben Brown
RG	Roland Garaud	6	RIP							Roland Lee
JSP	Johnny Sais-Pas	6	F	Comfy	Colonel 13F	6		F&P	4	Mike Bird
DAM	Dee Arth Maul	5	8	Poor		2	May	F&P	1	Michael Blasebalk
DT	Dion Thibault	5	F	Comfy	Major 27M	7			2	Rob Shirai
FF	Ferdinand Franz	5	F	Comfy	B.Lt.Colonel GDM	4		RP	3	Mark Barrowcliffe
JPA	Jean Paul Amiss	5	F	OK	Subaltern DG	5			3	Tim Skinner
RAMF	Rob Anybody de Mac Feeble	4	7	OK		1		RP	2	Pam Udowiczenko
GE	Giles Etraseur	4	6	Poor		1	Josephine	RP	4	Nik Luker
X4		4	RIP							Andrew Burgess
DLE	Dominique L'Etoile	4	F	Comfy	Major PM	2		RP	2	Dominic Howlett
ILB	Ilk Lamore Bartat	3	10	OK		6	Ada	RP	6	Andrew Kendall
X7		3	0	Poor		5			4	Francesca Weal
JPH	Jean-Pierre Henri	2	RIP							Dave Challoner
X3		1	RIP							Chris Martin

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+