

That would be enough

This has been issue 89 of *To Win Just Once*, published 25th September 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 10th Oct.

Orders for *Les Petites Bêtes Soyeuses*, Fictionary Dictionary entries and any other contributions to Pevans by Friday 17th October 2008.

(Remaining deadlines for 2008 are 14th/21st November, 19th/24th December and first deadlines for next year are 23rd/30th January 2009.)

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For the games only subscription (including VAT at 17½%) send a UK cheque, a postal order or pay via Paypal, as above.

Games only	
Per game turn	£0.50
11-turn subscription	£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).

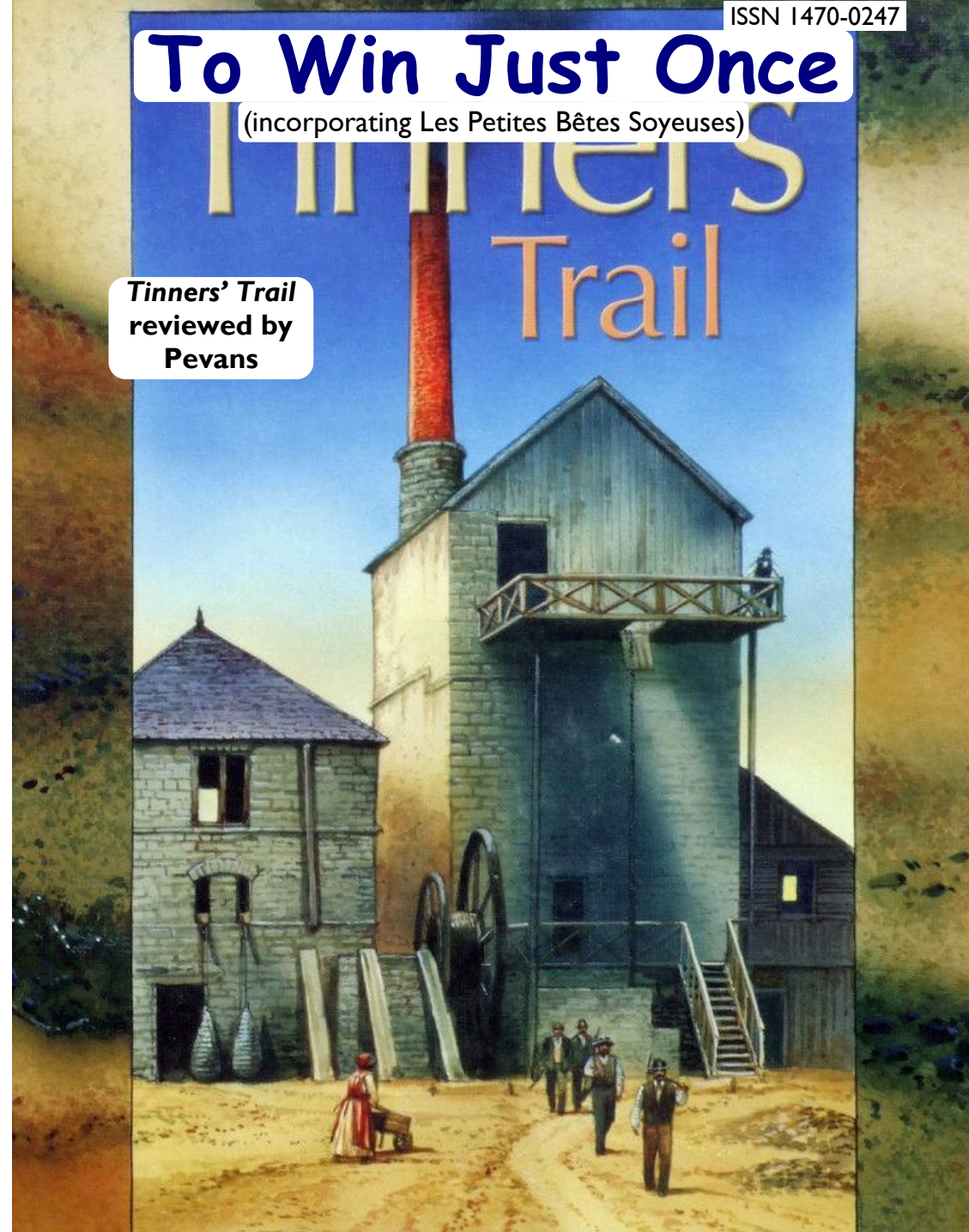
Star Trader Replacement player needed in current game (page 14) – Mark Robinson is in the queue for the next one. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Tinners' Trail
reviewed by
Pevans



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Chatter

Too busy to write much at the moment – I have several things to wrap up before the end of the week (not least this issue of *TWJO*) when I'm off on the canals for a week. And I'm trying to get in some practice with the games for this year's European board games Championship. Which reminds me:

Player needed for EuropeMasters!

One of the regular members of the *TWJO* team can't make it to Essen for Spiel this year and hence won't be with us for the tournament. We need another player. If you're going to Essen and fancy spending the Saturday of Spiel (25th October) playing some decent games (*Amyitis*, *Neuland*, *League of Six* and *Year of the Dragon*) let me know pronto. Entry fee is €75 for the team and we get two sets of the games to divvy up. The key thing is that you know the games before the tournament – hence the practice.

And Mike Dommett is still looking for a player to take over a position in the current *Star Trader* game (page 14). You'll be a couple of turns behind, but this is only a minor handicap. Let Mike or me know if you're interested.

Website stats for August show my reviews of *Viking Fury* and *Feudo* being the most popular pages, with *Puerto Rico* not far behind. ("Viking" seems to be a common search term, but goodness knows what's bringing people to the *Feudo* review!) The PDF version of *TWJO* 88 was downloaded 87 times, while issue 87 clocked up a further 97 downloads.

Letters

Tim Macaire sent me clipping of an article about board games from *The Economist* of 30th August. It's an interesting piece that reflects the growth of interest in 'Eurogames' in the USA in recent years. You can find it online at: http://www.economist.co.uk/world/europe/displaystory.cfm?story_id=12009728

However, Tim asked "what's an 'Ameritrash' game?"

Ameritrash: (n) pejorative term applied to games that emphasise presentation over content, have cheap plastic components and are usually published by Hasbro in America. As opposed to Eurogames, which emphasise game play, contain wooden components and are generally published in Germany.

Tinners' Trail reviewed by Pevans

Martin Wallace has done it to me again: produced a game that has me struggling. With *Brass*, the issue was getting to grips with the rules and, in particular, the way everything is the same but different. *Tinners' Trail* is quite different – the rules are straightforward. The difficulty is getting my tactics right for the situation in the game. And this is a very tactical game, so you need to get your tactics right.

Tinners' Trail is the first game in the new Treefrog Line from Martin Wallace. Martin's manifesto for these games is that they will be simpler than his annual game for Warfrog and will not have any plastic or cardboard playing pieces – wood pieces, board and rules. The plan is to produce three games a year in limited editions: a multi-player game, a three-player game and a two-player wargame. An ambitious project that's off to a good start with *Tinners' Trail*. The second game in the line, *After the Flood*, is a three-player game set in ancient Mesopotamia and will be released at Spiel later in October. The first wargame, *Waterloo*, is expected early in 2009. However, Martin has already broken with his plan and is launching another game at Spiel: *Steel Driver* is a game of building railways across the USA for 3-6 players. For more information, see the Warfrog website at www.warfroggames.com – while I get back to the topic in hand.

Tinners' Trail is about the tin (and copper) mining industry of Cornwall. The board shows the Cornish peninsular, divided into convenient areas. Most of these start with some cubes of tin (white) and copper (bright orange) ore and water (dark blue). The set-up uses three dice to put cubes into these areas. The dice are average, with the white and orange dice having 0-3 spots and the blue one 2-4.



This means that an average roll will produce 3 ore and 3 water. This is important because the cost of mining a cube of ore is the number of water cubes in the area. But I'm getting ahead of myself.

At the start of each turn, the dice are rolled to set the prices of tin and copper. The tin price varies a bit: from £4-£7. The copper price varies wildly: £2-£10. And both prices are set at random each turn. Hence there's no strategy to this: take advantage of high prices when you've got them. If the price is low, you can wait until the end of the game for it to go up. (In my last game, copper hit £2 in turn 2 and stayed there for the rest of the game – unusual, but not impossible.)

Players then take turns carrying out actions. This is limited by the time available: each player has 10 weeks available in a turn and the player who's used fewest weeks so far gets the next go. The most obvious action is building a mine. Though the action isn't quite that obvious as it's actually auctioning the right to build a mine in the chosen area. The current player chooses an area and everybody bids in turn until there's only one bidder left. They pay what they've bid and use up two weeks to place one of their mine pieces in the area. One of the first questions for new players is what it's worth bidding for a mine. Well, it depends. It depends on how much ore is in the mine and how much water – which is how much it will cost you to get the ore out.

Mining ore is a one-week action and lets you pull two cubes out of a mine. You then add another water cube, reflecting the need to mine deeper to get more ore, which costs more. The other actions involve adding improvements to your mines. These either increase the capacity of the mine – allowing you to get more cubes out in one action – or remove water – making mining cheaper – or both. However, the better the improvement, the more time it costs to add it.

The improvements are why it can be worthwhile building a mine in an area with a lot of water: get the water out and mining ore becomes profitable. Though, of course, this depends on the current selling price of the ore. Hence, you may want to leave ore in the mine until the price goes up (which is chancy) or you get more water out. Generally, in this game you take what you can when you can. One thing to remember is that you use improvements with a particular mine, so they're only useful while there is still ore in that mine. There are a limited number of improvements available each turn (more as the game goes on), so timing is important, too. Spend too many weeks building mines (as I keep doing in the early turns) and your opponents will grab all the improvements.

Players can also choose to "Sell Pasties": a one week action that gets them £1. Useful when you need the odd bit of cash – or to fill in time to the end of your turn. The final action is to pass. Choosing when to pass is an important tactical decision as the first player to pass gets to play first next turn. The cost to doing



so is, of course, allowing your opponents to take further actions while they have the time and money to do so. Once all players have passed, they cash in what they have mined – you are not allowed to keep any for later turns. This is the only way of getting significant amounts of cash. Then they ‘make investments’, which turns money into victory points. This is the only way of getting victory points. Investments are in a specific set of values, with a maximum of two of each value available each turn. They are worth more in earlier turns, neatly giving players the difficult decision of how much to invest in winning and how much to keep for the following turns.

The start of a new turn sees the price of tin and copper re-rolled. Note that this means there is no connection between one turn’s prices and the next. Copper can easily be £10 one turn and £2 the next. If there are still un-mined areas, players roll the dice to add ore and water to a couple of them. Then it’s time for players to embark on their next series of actions. The game lasts exactly four turns and the player with the most points from their investments wins, of course.

So far I seem to be making the old general’s mistake with this game: fighting the last war. I’ve seen people succeed by keeping cash while everybody else spends theirs, allowing them to buy mines cheaply. I’ve seen people succeed by developing their mines through the first two turns and cashing in on the last two. I’ve seen people succeed by getting a few mines with a lot of ore cubes. The trick is picking the right tactics in the right situation. And this is something you have to do each turn. As prices are set at random every turn, you cannot plan for

what’s going to happen – though you can assess the odds. And, every now and then, pure dumb luck will be what wins the game.

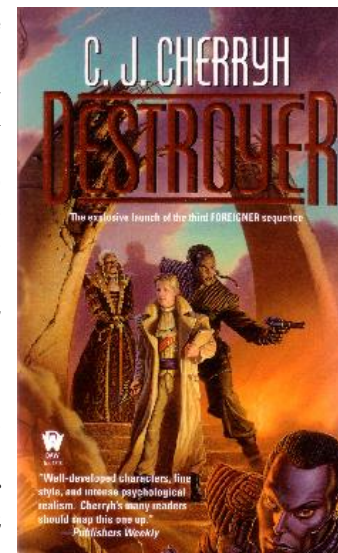
Tinners’ Trail is another impressive piece of work from Martin Wallace and a fine start to the Treefrog Line. It’s a clever business game – though not of the complexity of *Brass*. The random element at its core (the prices) makes luck a factor – which is more realistic. My analysis so far suggests that the thing to do is assess the situation carefully and act accordingly. Not just at the beginning, but every turn. The aim being to maximise what you’re getting out of each turn, rather than progressing any long term plan. At least, that’s what I’m **not** doing!

Tinners’ Trail was designed by Martin Wallace and published by Warfrog in a limited edition of 1500, individually numbered and signed, copies under the Treefrog Line label. It is a tactical business board game for 3 or 4 players, aged 13+, and takes 60-90 minutes to play. It gets 8/10 on my highly subjective scale.

Science Fiction

It’s taken me a while, but I’ve now completed the third trilogy in CJ Cherryh’s “Foreigner” series: *Destroyer*, *Pretender* and *Deliverer*. It’s been a decent romp, but it did go on a bit. Since I’m reviewing the whole trilogy, anybody who intends reading them had better skip this as I will have to give away some of the plot just to talk about the later books. Similarly, if you’re familiar with the earlier books, you can skip the next paragraph as my first job is to set the scene for those who haven’t read them.

The sequence of books begins with *Foreigner*, published back in 1994. In this book, we were introduced to an alien planet inhabited by the *atevi*. And a small human colony. After a devastating war – caused by a failure to recognise the inherent differences between two alien species – the human population is confined to one island and has only limited contact with the *atevi*. Our protagonist is Bren Cameron, the *paidhi* or translator: one of the small number of humans trained to understand and deal with the *atevi*. The first trilogy (*Foreigner*, *Invader*, *Inheritor*) took us through the upheavals (amongst humans, amongst *atevi* and between the two) caused by the re-appearance – after generations – of the spaceship that originally brought humans to this world. Bren is instrumental in securing the rule of the *atevi* leader, Tabini. The second trilogy (*Precursor* – reviewed in TWJO 28 – *Defender* and *Explorer*, see TWJO 44) has



Bren Cameron, now a person of substance, leading an embassy to the space-based humans. This ends (in *Explorer*) with him and important *atevi* accompanying the spaceship as it heads off to retrieve humans from another outpost left by the ship in a different star system.

Destroyer starts with the return of the spaceship from its mission. It's been away for two years and everybody on board is looking forward to getting home. They arrive to find the space station (home to the humans in the crew) has been cut off after a coup. Tabini, the *atevi* leader, has been overthrown and gone into hiding. The main complaint of the rebels is the speed with which he has been introducing human technology, so they want nothing to do with outer space. However, amongst the *atevi* with Bren Cameron are Ilisidi, Tabini's grandmother and a power in her own right, and Cajeyri, Tabini's son and heir. These are major players in the whole struggle, so the first part of the book is about getting them back down to the planet – assuming this is the right move. Then it's a question of trying to find some allies and work out just what is going on.

This question of who is on which side runs through all three books. I found it increasingly tedious as paragraph after paragraph recounts Bren's reasoning as he tries to work out who is part of which faction and owes loyalty to whom. The point is that this comes naturally to the *atevi*. It is something that is hardwired into them, but which humans have to figure out – and then only if they have the training and experience to get to grips with it. It's a clever point, but I'd had enough of it by the end of the third book.

The other major element of the plot centres on Cajeyri. The youngster has spent the last few years growing up in largely human company on board the spaceship. His association with the human children on board has given him lots of human traits and a liking of human culture. Not things that will endear him to the people now in authority.

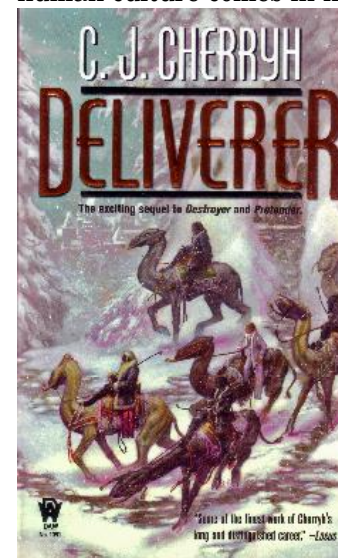
The second volume in this trilogy, *Pretender*, carries straight on where *Destroyer* finished off. The newly returned space travellers have become the focus of resistance to the usurper and a full-blown civil war is in the offing. The extra allies that his son and grandmother add to the cause bring Tabini out of hiding to rally his supporters and lead a full-blown attack on the capital. As always with Cherryh's stories, our viewpoint characters – Bren Cameron and Cajeyri – are not the movers and shakers. Most of the time they are carried along by events, not quite sure just what is going on.

There is a plenty of action in this book as the counter-coup gathers strength. Yet the politics remain an important part of the plot. Which clans and factions will support the returning Tabini? And there is also upheaval within the important 'Assassins' Guild. These are, in effect, professional special ops forces. However,

they are a neutral guild whose members can – and do – work for all the factions. In *Pretender* we learn a bit more about the significance of the team that serves Bren Cameron. Though in an oblique way that fits both with the nature of the Assassins' Guild and the way Cherryh tells stories.

The third volume, *Deliverer*, starts with the counter-coup successful and Tabini re-instated. The usurper has fled and there are some scores to settle, but essentially the story looks like it's all over. Order is restored and Bren Cameron is even feeling comfortable in his own quarters again. Then Cajeyri is kidnapped. The question is: is this the last roll of the dice for the usurper's faction or the action of a group with another agenda? The action takes us back to the eastern lands that were the setting for much of the original trilogy. This time it's in winter, so we get a different view of this wilder part of the *atevi* lands.

Once again, the plot is a mixture of politics and action with a lot of different things going on. Cajeyri proves to be a resourceful lad – and what he's learned of human culture comes in handy, too. Bren Cameron is in the thick of things as



usual. At the end of the book there's enough going on that there could still be more stories in this setting. I don't think Cherryh has finished with the *atevi* yet –and we still have the possibility of other aliens getting in to the mix.

Overall, these three volumes make up a decent yarn, though it has its dull bits. Cherryh does a good job of telling us more about the *atevi* and how they are adapting as their essentially feudal culture goes through a rapid industrial revolution. With their reliance on good manners and proper etiquette and their penchant for numerology, the *atevi* have to be Chinese, don't they? At least it's a change from alien samurai. If you've been following the saga so far, you'll want to get these three. If not, I suggest you dive into *Foreigner* and see what you think.

Games Events

October 4th is the autumn Tringcon: a small gathering organised by Keith Thomasson. It's a classic board game get-together: tables, games and games-players. It takes place in Marsworth Village Hall, just outside Tring itself in Hertfordshire. Entry is £10 for the day, which includes buffet lunch and tea. Details and booking are on the website: www.fwtwr.com/tringcon

Intriguingly, GamesFest 3 is also on 4th October in Tring. In this case, Victoria Hall, Akeman Street, Tring. This is billed as “A one day convention to showcase the best of Role-Playing, Wargaming, Boardgaming and Science fiction/Fantasy literature.” From the rest of the website, it seems to be mostly RPGs, the organised board games being **Memoir '44** and **Talisman**. There’s definitely a fantasy focus to the event – as you can see from the list of attending writers and artists. For more information, see the website: www.gamesfest.co.uk

And then there’s Spiel: the biggest board games event in the world takes place from 23rd – 26th October this year. Four days and hundreds of new games at the Messe (exhibition centre) in Essen, Germany. A mecca for any fan of board games, the fair becomes more international every year. Details of the event are on the organisers’ website (<http://www.merz-verlag.com/spiel/e000.php4> for the English version) and Boardgame News has a very useful preview of the show: www.boardgamenews.com (though you’ll have to sign up for access).

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: July at Stamford Hall, University of Leicester. The biggest board game event in the UK and host to numerous tournaments, including SpielChamps, the UK Board and Card Games Championship (and qualifier for the European Championships). 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 89 was written and edited by Pevans. The *LPBS* masthead (page 17) is by Lee Brimmicombe-Wood. Pevans took the photos and played with his scanner and Photoshop. © Paul Evans, 2008

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 (but not their own!).

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.

Scores from Turn 3

Here are the real meanings of Turn 3’s words.

ektexine: (n) the structurally variable outer layer of the exine (double-layered outer skin) of a pollen grain.

foozle: 1 (vt) to manage or play awkwardly; bungle – used esp in golf; 2 (n) an act of foozling, esp a bungled golf stroke.

So now you know. The table gives the scores from last turn and to date. Pete Holland picks up a few more points to extend his lead and there’s a strong showing from Chris Boote for his first entry.

Turn 4 Definitions

guaiaicum

1 A log canoe traditionally used by some Amazon tribes.

2 The room in a Roman house where the eunuchs kept the equipment to clear up vomited dormice.

3 The run-off from a pile of bat guano. Highly prized as liquid fertilizer.

4 Original name for the Large Hadron Collider (Gigantic Uber-Accelerator for Impacting Atoms Circling Under Mountains) – before someone had more sense.

Players’ Scores

Name	This round	Total
Al Tabor	0	6
Andy Kendall	2	4
Charles Burrows	1	2
Chris Boote	5	5
Colin Parfitt	2	7
David Olliver	2	3
Gina Teh	0	0
Graeme Morris	0	1
Guy Arnold	0	0
Jonathan Palfrey	4	6
Michael Martinkat	0	2
Mike Bird	0	0
Mike Dommett	0	0
Nik Luker	1	6
Pete Holland	3	13
Ray Vahey	0	1
Tim Macaire	2	6

5 White juice that comes from Guaia fruit when squeezed.

6 The sticky, unidentifiable relish served with poppadums in cheap Indian restaurants.

7 Line six on the eye-test chart (I thought it prudent to memorise them all).

8 Adhesive made from pressed tropical fruits.

9 A garden structure designed to attract bats and collect guano for fertilizer.

10 Found in Guyana, this gum from the chicole tree was used in the manufacture of scented Brylcreem.

humate

1 Ritual challenge in western Maori lands, pronounced Hu-Ma-Tey.

2 a descriptive term usually applied to night club bouncers. Derived from "half hum(an), half (pri)mate".

3 (Recent coinage) The link species between primate ancestors and true humans. As human precursors are discovered to have used fire, transmit

culture, etc., it has become more difficult to clearly define what makes humans unique and where down the evolutionary path the line should be drawn. Humate species are those in dispute between clear homo sapiens and unquestionably non-human primates.

4 The new ecological Hummer recently released in the USA. Reports suggest it can do as much as 10 mpg.

5 An archaic word for bringing a body to life from the grave.

6 Dead and buried. Hence, to exhume.

7 The soggy, unidentifiable relish served with poppadums in cheap Indian restaurants.

8 Australian slang word to jolly someone up who is feeling sad. Comes from "humour your mate".

9 NOT Liz Hurley – actually not Liz for quite a while (sorry, I don't keep up with the latest celeb stuff).

10 To make a joke of something, especially something very serious or tragic.

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:
jaborandi and kurchatovium.

**Get your votes and definitions to TWJO, 180 Aylsham Drive,
UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by 10th Oct 2008.**

Bridgenorth Cliff Railway Railway Rivals game 6 – Turn 8

Races

Race	From	To	VROOM	BESTRAIL	SEAWEED	BILL	CR	MLX
5	62	S3		5			5	20
8	13	S5	+4	20	10-4			
9	12	S6			10JR			10JR
10	25	64		10-5		+2	20+3	
11	22	S2		10-4	20+2	+2		
12	63	33		20-1	+1		10	
13	32	45		10JR	+3		10-3	10JR
14	42	55	+1			+1	10-9	20+7
Total			+5	+65	+42	+5	+46	+67
JR = Joint Run, ER = Exchange of Running powers								

BESTRAIL keeps his early lead in the races – though MLX actually top scored this round. CHUFFIN' RAIL and SEAWEED scored evenly. MLX build into HEREFORD and connected across the Severn into CR's network. CR could do well from the next batch of races.

Builds and points

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

Builds: No Moves Received
Score: 41 +5 = 46

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

Builds: None
Score: 91 +65 = 156

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

Builds: None
Score: 66 +42 = 108

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

Builds: No Moves Received
Score: 52 +5 = 57

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

Builds: None legal
SCORE: 84 +1 +46 -5 (late orders) = 126

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

Builds: (D19) – HEREFORD (M5) – N4 (1 to CR)
Score: 56 -8 -67 = 115

GM Notes

Templecombe

Please put race numbers (1) as well as towns (15-21) on your orders.

BESTRAIL only paid 5 for his builds last turn and not 10 as printed.

There are 42 races in all – each number and special comes up twice, once in the first 3 sets and again in the second 3 sets.

MLX, it's the usual dice I am throwing.

Next turn's races:

15 11-34
16 14-61
17 23-31
18 24-53
19 65-46
20 S1-41
21 S6-51

You may enter up to 5 races each turn.

After this round of races, players may build up to 8 Build points. All KNOWN construction costs (inc junctions, building alongside others) come from this total.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 10th October 2008**

The Cold Equations Star Trader game 4 – Turn 5

"He's out there."

"I know. But we can't scan him."

"It's that accursed Battle Comm pod."

"If we hadn't distributed them so freely to the freedom fighters, we might not have them being sold to out and out crooks like McRadie!"

The two officers returned to staring at their screens in the control room of the elderly Corvette that formed the major part of the system defences for Tau Ceti.

Not a lot of trade this Quarter. At Epsilon Eridani, MONOGRAM sold 10 Monopoles for 13 HT's each and gained a Contractorship.

At Mu Herculis, EON FLASHCORP sold 5 Monopoles on Contract and MONOGRAM bought 5 on Contract.

At Beta Hydri MONOGRAM sold 10 Monopoles for 16 HT's apiece and gained a Dealership. GATES-LEARJET's poorly crewed ships both arrived and unloaded a total of 7 Isotopes for 11 HT's each to get a Dealership as well.

ARCHANGEL launched their new ship, Jophiel, from the Beta Hydri Shipyards and equipped it 4 Passenger pods from the Gabriel, which was itself armed with

Light Weapons pods, making it a well armed merchantman. A Cargo pod was added to the Jophiel and Passengers were taken on board for Epsilon Eridani. Reputation soared on the news of the precautionary measures in place against Piracy and the increased Business Connections.

McCRADIE'S CREW jumped its ships into system space, long after the legal corporations had flown by, but they are there now, an open menace.

MONOGRAM raised their Political Connections to 7. They bought 3 more Monopole Factories and warehouses at Gamma Leporis, Tau Ceti, and Sigma Draconis. Big Change added a Cargo Pod.

GATES-LEARJET kept its inefficient crews in operation and increased their Criminal Connections to 5.

EON FLASHCORP sold their Dagger Hull, having first set the Battle Comm pod aside for later use. With this money they laid down a Cargo-podded Flute Hull at Tau Ceti with A class crew. They were increasing Reputation with this more respectable replacement for their military hull. The whimpering sound allegedly heard from their offices was dismissed as a rumour put about by hostile forces.

Corporation Table

Corporation letter & name	Conn'n Levels			Init've Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Archangel Lines	4	0	2	14	1st	130	40	Jerry Elsmore
B Eon Flashcorp	4	8	8	0	3rd	91	29	Paul Evans
D Gates-Learjet	9	5	4	0	4th	151	28	Dominic Howlett
E McRadie's Crew	5	9	0	0	5th	85	0	Martin Jennings
F Monogram Industries	9	0	7	8+4	2nd	101	40	Michael Martinkat
G Houston Fearless	10	0	4	N	6th	48	31	Player wanted
H GamLepCo	4	0	3	N	6th	98	23	Gina Teh

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

GM Notes

There are three new News chits – shown in bold:

Turn 6 **B6**

Turn 7 **B5, P4, C2, C4**

Turn 8 **P1, B5**

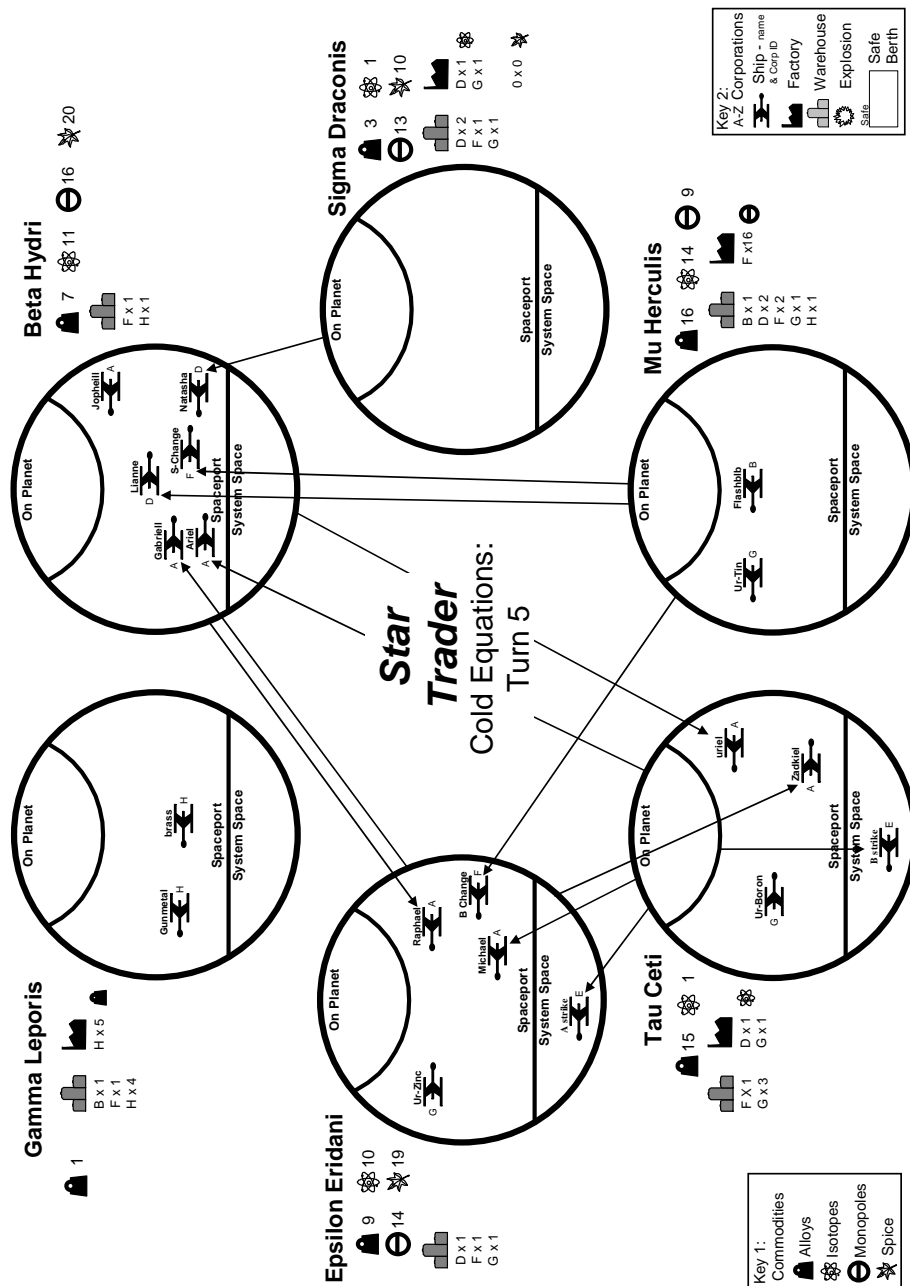
Turn 9 **P6**

B5 means that there is a chit that needs Business Connections of Level 5

to read. You can therefore work out who else can see the chit.

Players are reminded that ships jump individually – one at a time. One at a time they can be intercepted and fought.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 10th October 2008



Les Petites Bêtes Soyeuses 215

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 December 1661 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 17th October 2008

November 1661

As the year draws to an end, Parisian society continues its usual antics. Starting with the settling of some debts of honour. Maggie Nifisent is the cause of the meeting between Renaul Baptiste Grenoble and Roget de Saurus. Grenoble is a substantially built fellow and clearly has the advantage over de Saurus who is carrying an old injury as well. Grenoble's sabre is also bigger than de Saurus's rapier. It works pretty well in parrying de Saurus's opening lunge. Grenoble ripostes, but the blunt tip of his sabre does little damage. Grenoble jumps aside from the following cut and then attacks with a slash. De Saurus shrugs it off and comes back with a lunge. Another slash from Grenoble finishes things as de Saurus surrenders.

Meanwhile, Indie Spencible and Michel Entire are settling their dispute over Fifi. The diminutive Spencible is clearly over-matched by Entire, despite the latter's average build and lack of skill with his rapier. Spencible also wields a rapier, but has no second to match Jacques de la Boite, who supports Entire. Spencible starts cagily: he blocks against any slash. Entire lunges, of course, running through both the block and Spencible. Spencible jumps back to assess the damage. Entire pulls back and lunges again, a second hit that prompts Spencible to surrender.

Thanks to his injuries, Spencible is unable to meet the other gentlemen queuing up to duel him: J'accuse L'amour, Roget de Saurus, and Stan Dandy Liver.



Swender de Jewel doesn't show up for his meeting with L'amour, so de Saurus is the first duellist that L'amour meets. This is no fight as de Saurus surrenders before L'amour can muster any sort of attack. L'amour gets the win, but this doesn't improve his expertise. Nor does it enhance de Saurus's social standing.

Stan Dandy Liver is cut from a different cloth and gives L'amour a tougher test. Not least because this is another mis-match: the stocky, cutlass-wielding Liver versus the petite L'amour. What's more, Liver's prodigious skill with his weapon puts L'amour on the back foot. Liver blocks briefly before launching into a slash. L'amour blocks, too. When the slash doesn't materialise, L'amour opts to block a bit longer and stops the slash. However, Liver's superior expertise leaves L'amour unable to attack before Liver strikes again. This time the slash hits home and L'amour turns up his toes. RIP.

Also fighting over a lady are Pierre Cardigan and Jacques de Gain. For once this is an even fight and both men have sabres. Swender de Jewel surfaces to act as Cardigan's second. First blood goes to de Gain as he launches into a furious lunge. Cardigan gets in his own slash, but de Gain's cut finishes him off. Neither Caizer de Cheef nor William McGonagall turns up to their match, so that's the last duel of this month.

Keep on Escorting

Quasi Le Bossu calls in a favour to remove the Cavalry Division Adjutant. However, his application to fill the vacancy is turned down. Stan Dandy Liver supports Aloysius Gnomeclencher in getting rid of his Aide and then persuades his own Aide to quit. Euria Humble, Horatio d'Escargot and William Liam Lee Yon team up to make sure that the Captain of the Cardinal's Escort resigns. It looks like a done deal until Aloysius Gnomeclencher steps in and backs the Captain. He stays, making Lee Yon's application redundant. Johnny Sais-Pas throws the book (and all his influence) at his Lieutenant-Colonel, berating him for his lack of military ability. The dressing down is followed by the man's resignation.

Sais-Pas adds Rob Anybody de Mac Feegle to the 13th, where he acquires the rank of Captain. This puts him into Second Battalion, so he joins them on the Frontier. The removal of the Lt-Col means Major Stan Ding on à Chair is now in charge of First Battalion. He doesn't order them into action and so is assigned to a Frontier regiment.

Jean Laissez Faire admits new boy Dan Stallnite to the Cardinal's Guard. He uses his nice new loan (not to mention the gifts from Euria Humble and Jean Laissez Faire) to buy the empty slot at Major and sets off to join the regiment in action. Renaul Baptiste Grenoble turns down Roland Chainat's application to the Crown Prince Cuirassiers. Herve Bontemps gets into the 53rd Fusiliers where he

buys a Captaincy, having borrowed some cash first. His immediate superior, Major Caizer de Cheef, promptly volunteers the Battalion for active service. Major Jacques de la Boite is appointed Brigade Major of First Foot by Brigadier Pierre de Vin Rouge.

Yves Vrai Breatheauteque volunteers the Archduke Leopold Cuirassiers, dragging Major Pierre Cardigan into action with the rest of the regiment. He receives repayments of last month's betting stakes from Michel Entire and Quasi Le Bossu.

Keep on clubbing

The clubs are pretty busy this November. Charlemagne le Gosse and Lois de Low are at home in the Fleur for the first two weeks. They make up a group of six with their guests, Devlin Carnate and Angelina di Griz and Gustav Ind and Jacky Tinne. With Charlemagne's departure (for a couple of weeks' with his rapier), Devlin and Angelina become hosts to Gustav and Jacky for the second half of the month. Beppe de Marko and Katy Did have Swender de Jewel and Lucy Fur as their guests for the whole month.

Beau Romir and Frances Forrin spend the whole month in the Fleur. Jacques Shitacks brings Kathy Pacific to the club for three weeks and wraps up his month with his cutlass. Gar de Lieu provides some entertainment at the start of the month by visiting the gaming tables. He places a substantial bet. When he loses, he puts down an even bigger wager. He loses this one, too, but enhances his reputation. The question is: will he be able to repay his new loan in a few months' time? He returns to the Fleur the following week, but his purse stays closed. An unsuccessful courting attempt leads him to finish November at the Bawdyhouses, only to discover that he doesn't have enough cash to buy the obligatory drink. At least this makes sure the footpads don't trouble him. Zachary The Money Goes and Anna Rexique spend their first week in the Fleur and Sean Sondamour and Ella Fant are there for the second week.

At Bothwell's Averell d'Alton and Guinevere d'Arthur are in residence for the month. So, too, are Benedict d'Over and Ophelia Derriere. Except that Benedict and Ophelia's second week sees them Toady to Aloysius Gnomeclencher as part of his party. Aloysius starts (and finishes) his month in the gym with his sabre, but for week 2 he is in Bothwell's with Deb Estaround. Their guest list is fairly extensive, starting with Benedict and Ophelia. Jacques de la Boite brings Pet Ulante along. Johnny Sais-Pas accompanies Emma Roides. Michel Entire is unaccompanied despite his success courting the week before (apparently the lady in question likes sparkling perry) when Indie Spencible stood down to give him the opportunity. Pierre de Vin Rouge is there with Polly Hydronne. Di Lemmere attends on the arm of Quasi Le Bossu. Stan Dandy Liver accompanies Lotte

Bottle. And Zachary The Money Goes attends with Anna Rexique. Bothwell's final visitor this month is Horatio d'Escargot, who's just been mugged on his way back from the Bawdyhouses. Luckily he'd spent everything.

Roland Pollee d'Eaulee takes Henrietta to Hunter's for the month. In week 2 they have a few guests: Coeur Jette, whose early November courting didn't work out (despite borrowing substantially to finance this), is followed by Horatio, ditto. Indie Spencible stood down the week before he joins the party – two weeks' rapier practice follow. Renaul Baptiste Grenoble was successful with the ladies and brings Maggie Nifisent to the party. The following week Quasi and Di Toady to Michel Entire, who leaves his lady at home to complete November with his rapier. Other visitors to Hunter's over the month are Jacques de la Boite and Pet, Pierre de Vin Rouge and Polly Hydronne and Renaul and Maggie.

Keep on courting

Quasi Le Bossu starts and ends his month at the Blue Gables. The first week is just him and Di. The last week is the Boozers' and Bellringers' Club: Coeur Jette, Dominique L'Etoile and Belle Epoque, Ilk Lamore Bartat and Ada Andabettoir, Jean-Luc Mascard and Mary Antoinette and Jean Paul Amiss are the members. Blue Gables is also home to Roget de Saurus for two weeks before he puts in a week's practice with his rapier and then heads for the Bawdyhouses. Johnny Sais-Pas takes Emma to the club either side of their partying and concludes with a week's rapier practice. The club's final visitor is Roland Chainat.

The Frog & Peach is enlivened by the arrival of Dominique L'Etoile with his new conquest, Belle Epoque, in week 2. (This is bad news for her ex, Jean Paul Amiss, as he has no luck attracting a replacement.) They have the club to themselves, though Jean-Luc Mascard and Mary Huana are there the weeks before and after. Jacques de Gain and Vera Cruz were there at the start of the month as well. Charles de Paynim spends November in Red Phillips with Marie Antoinette. "This means drinking a lot of bubbly and doing terrible things to roasted peanuts," he reports. Marie giggles a lot. After visiting his mistress, Giles Etraseur is in the club for the rest of the month.

The most public courting failure involves Herve de Conde and Jacques de la Boite, who encounter each other on Fifi's doorstep at the end of the month. Neither will stand down, so neither gets to see Fifi. Herve has spent the previous three weeks with his sabre. Roland Chainat has no luck with the ladies either. Ilk Lamore Bartat at least gets through a door once, but he ends up in the Bawdyhouses before the final party. Coeur Jette hits the red light district at the same time, while Roland went there at the start of the month.

Minister of State Gaston de St Marque maintains a low profile all month. He's in the gym with his rapier. Sean Sondamour practises sabre for three weeks and

Stan Dandy Liver has one week each with dagger, rapier and sabre. Indie Spencible and Pierre de Vin Rouge put in a couple of weeks apiece with their rapiers and various others are in the gyms for the odd week.

Keep on besieging

Now the Spaniards know the Cardinal's Guard are amongst their besiegers, they don't trouble them. So it's a quiet month for Brigadier-General Jean Laissez Faire, Major Dan Stallnite and Captain William Liam Lee Yon.

Colonel Yves Vrai Breatheauteque leads the newly arrived Archduke Leopold Cuirassiers to patrol the countryside. They have several skirmishes with Spanish forces trying to regain contact with their besieged outpost. Colonel Breatheauteque scoops up some 700 crowns worth of loot. He is promoted to brevet Brigadier-General and given command of the Heavy Brigade. Lt-Colonel Pierre Cardigan isn't expecting to be in action and sulks all month. There is no reward for him.

The Spanish make another attempt to break out, hitting Frontier regiments 2 and 4 hard. RFG Lt-Colonel Egon Mad 2, who is attached to Frontier regiment 2, tries to rally the Frontier troops, but barely escapes with his life as their positions are overrun. The money-lenders are relieved that he's been thoughtful enough to send repayment of his debts back to Paris. The presence of a Battalion of the 13th Fusiliers doesn't help: there simply aren't enough of them. Captain Rob Anybody de Mac Feegele doesn't move quickly enough and is caught by the enemy pikemen. RIP. The second Battalion of the 53rd Fusiliers, attached to Frontier regiment 4, stands firm and prevents a complete rout. Major Caizer de Chief is Mentioned in Despatches for his personal bravery. Captain Herve Bontemps follows his boss's lead and is Mentioned as well.

Stationed on the opposite side from the Spanish attach, Frontier regiment 1 spots an opportunity and assaults the thinly-held defences. They force their way across the ramparts and have the opportunity to grab some goodies from the Spanish stores. 13F Major Stan Ding on à Chair is in the thick of the action and adds over a thousand crowns to his personal wealth.

Frontier regiment 3 is not involved in the fighting, but this doesn't stop Lt-General Euria Humble. He charges into the fray and collects almost 500 crowns for himself. CPC Subaltern William McGonagall follows his example, but runs foul of a booby-trap. RIP.

The Royal North Highlanders finish off the attack. Commanding a battalion is Field Marshal Revaulvin d'Or, serving out his last month on the frontier. He makes the most of this final opportunity, plundering the Spanish of some 1500 crowns of loot. ❖

Press

Announcements

Aide required: apply QOC headquarters.
† AG

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 needs new members! Consider your choices well and apply today!

His Eminence will grant you his blessings.

To all members of the First Brigade:

I am volunteering the First Brigade to go to the front in January for the rest of the season (Jan and Feb).

Be ready for fortune and glory.

† PdVR, Brigadier 1'st Brigade

To All Loyal Men of Paris,

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

Generous bonuses available and help with purchasing your commission.

† B.Bdr-General The Money Goes, KM

Matters of Honour

Dear JSP,

I would like to take you up on your general offer of being a second.

I would like to consider you my full time second, as even the Champion Dualist [sic] of Paris needs someone to watch his back! Yours,
† Shitacks

Cher Jean Paul Amiss,

It is considered bad manners not to support your superior officers in matters of honour.

I know that Swender de Jewel is a most excellent Gentleman; I would like to think that you will learn from his example.

Yours, † Aloysius Gnomeclencher

Social

CHRISTMAS WITH THE ROYALS?

I know where my mistress and I will be stuffing ourselves with sprouts this Christmas (December, Wk 4). With Prinnie, no less! And, believe me, the Crown Prince is a very, very gracious host (SL 25)!

The question is, who'll be joining us for nosh, booze and charades? Well, IT COULD BE YOU!

All you have to do is pop along to one (or two, or three) of the little "do's" that Frances and I will be hosting at the Fleur during the first three weeks of the month and drop your name "in the jolly old sorting hat" (you can add your name each time you attend). Bring the 'little lady' (or not, as you wish).

Week 1: Setting fire to the Advent Calendar (and general carousing).

Week 2: Bauble dangling (and general carousing).

Week 3: Anne Winters' lingerie party – ideal for last-minute pressie-buying (plus general carousing and "who's going to Prinnie's" draw).

Week 4: Nosh with the CP for the lucky winner.

See you there, † Beau Romir (Capt. RFG, Aide to the Crown Prince)

PS. Those of SL 14 or less are cordially invited to find something else to do.

Nobles, Gentlemen: I return to Paris after twelve long months serving His Majesty with courage and honour and now resume my duties as Field Marshal. To celebrate, I shall hold a party in December, Weeks 1 and 2 at the Fleur for all gentlemen of SL 13 or above. Your costs will be paid. The wine will flow as copiously as the blood I spilled. The girls will dance as fiercely as I made the King's enemies dance and, at the end of it, all will know which end of a musket is safe. I look forward to welcoming those invited and, for the rest, a tun of ale and a whole roast ox will be set up outside.

† VISCOUNT D'OR, MARSHAL OF FRANCE

The final rehearsals of the Boozers and Bellringers club and my Hallelujah Chorus will be held at Blue Gables in Weeks 1 and 2 of next month for all gentlemen of SL 9 or less. The drinks are on me, all ladies welcome to give critical appraisal and to ding-along with us boozers. At the end of week 2, we will take to the streets of Paris, starting outside Notre Dame and heading northward through the streets to Artists' Quarter, Montmartre for an impromptu promenade performance of our masterpiece, free to all good citizens of Paris.

Yours, † Quasi Le Bossu

High-Brow Party

Any (of SL 21+) who find themselves at a loose end for any part of December will be welcome to join SDL at the Fleur as and when suits them. Mistresses welcome. I may even pay the tab. The topic of our discussions will be "The Blade" – which accounts for my activity in the Gym this November.

I hereby invite all gentlemen (SL 15 or more) and their ladies to join me for a few drinks in the month of December, at my expense of course. I will be there all month so come and go as you wish.

† Sir Devlin Carnate

As winter approaches with its damp nights and dark days, I feel in need of cheering up. To this end, Kathy and I invite all of Paris and your partners to my club during weeks 1 and 2 in December. All are welcome, but as my purse is not as generous as my good will, costs will have to be met by attendees.

A special invitation to JSP: As my Adjutant, your costs will be covered should you attend.

A happy festive season to you all,

† Jacques Shitacks

Gentlemen of Paris,

As next month is the season of good cheer and Noel, I would like to invite you to a Winter Faire.

With that in mind, please visit me at my club during the 1st Week of December.

As a special incentive, all drinks will be paid for, and I would invite you to bring your lady friends along.

If you would please be so kind as to send me suitable notification of your costume intentions – by post to my offices – then I shall award the winning attendees suitably.

† Johnny Sais-Pas

Personal

Dear JSP – aren't you being too hard? The 27th Musketeers may have their good and bad points but I have never noticed them sucking scum.

† Aloysius Gnomeclencher

To Baron Shitacks:

Sir, I will avail myself of your kind offer, but please be my especial guest at the earliest opportunity – my homecoming party next month? If not, we shall meet, drink and tell those stories only the brave can utter.

† VISCOUNT D'OR, MARSHAL OF FRANCE

Gentlemen,

I'm new in town and, while I would love to join a fashionable regiment, my social standing won't allow it. May I beg those of you who are not at the front (liberating more Spanish rot-gut) to throw some parties and invite me along? Remember it's the season of goodwill towards all those less fortunate than yourself and a little charity may reward you with a first class second-in-command in the future.

Your humble servant,

† Charles de Paynim

From the Diary of Egon Madd

Finally, I've got those Da****d shylocks of my back. Now if I could only work out how to convert blood into gold as effectively as they do.

My Lords, Officers, Gentlemen and Ladies of Paris & France

I commend to you we cheer and bring great joy and salutations to our majesty Le Roi!

Vive le Roi! Vive le Roi! Vive le Roi!

† Colonel Johnny Sais-Pas

Ah: unbridled sycophancy; this we enjoy.

† Le Roi

Lord Percy Percy says, as fashion is tending towards the superficial understanding of the problem, we look like having a rather fashionable selection of full Generals this Christmas.

My Dear Brigadier Ind,

Words cannot adequately express the depths of horror that I plummeted into on reading my latest composition in last month's press. I fear that the siren call of my poetic muse transported me on a journey so deep into the mists of imagination that my vision had not fully returned before I submitted my creation.

I realise that a man of your noble bearing and renowned intellect (befitting a former commander of the Royal Marines) will have uncovered the true meaning behind the seemingly casual transposition and interpreted it as a bold statement of your fearlessness on the field of battle. You will have undoubtedly noted the somewhat obscure reference to the little known English playwright William Shakespeare through the coarse use of colloquial English within the phraseology. Unfortunately the same cannot be said of the average Parisian, or indeed those significantly below as typically fill the ranks of the 69th Arquebusiers who I fear will, as ever, not look beyond the commonplace and may cruelly misinterpret my linguistic dexterity, ignoring the hidden wisdom much as swine fail to appreciate the beauty of pearls.

I therefore apologise for my ill-considered allusion and have employed the services of a common labourer to proof my text. This month's poem is slightly delayed as he is still working part time at the yarn house monitoring the fibre spindles. However, I hope that by using this spool-checker in future I can prevent a repetition of last month's miscommunication.

Your servant,

† Coeur Jette

To General Shitacks

Dear Sir, I offer the services of my Bellringers to provide background music for your annual charity ball in January in aid of the Paris Orphanage. Naturally, any monies we raise will go to the charity. If you allow us to perform, I will pledge 100 crowns to the orphanage myself.

Yours in anticipation,

† Quasi le Bossu

To Brigadier General Gustav Ind

Sir, I am grateful for your appointing me again as Brigade Major. I have thus been able to fight alongside the men of my regiment in time of war and now return to serve the Brigade in more settled time. Assuming my forthcoming rendezvous keep me whole that is.

† RdS

I don't wish to speak ill of the dead, but if I must, I would like to point out that not knowing the meaning of the word surrender was the least of Stewart Inquiry's problems; Or at least until he

turned up for a duel, that is. Let him be buried and let us drink to his memory.

† AG

Poetry Corner

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

SDL

He cheats like H****

And what is more

There's no shame as well

He uses women

To aid his climb

And leaves them desolée

All the time

(But then, remember what Regiment he joined and whence he learned habits we will not mention in a literary context.)

Some say they run on the battlefields

Towards the guns that fire

But we all know the 27th

Flee from the front so dire!

<Anon>

Points Arising

**Next deadline is
Friday 17th October 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 a post or rank that allows you to appoint other characters to vacant posts, don't forget to give some orders).

As next month is December, Mistresses' influence will be renewed at the end of the month. A good reason to court a new

mistress next month and gain twice as much influence. ☺

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

SDC Stan Ding on à Chair (Barry Townsend) has NMR'd. Total now 1
X2 (Aaron Sibley) has NMR'd. Total now 1

FF (Mark Barrowcliffe) was floated.

VdL (Gina Teh) was floated due to Gina's communications problems (hopefully now resolved).

Rob Lee joins us this turn: welcome to the game, Rob.

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.

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to swap stories and ideas. Sign up and get talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

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

Announcements

Jacques de la Boite applies for Brigade Major of 1st Foot Brigade
Renaul Baptiste Grenoble applies for Army Adjutant of First Army
Roland Pollee d'Eaulee asks NPC Inspector General Cavalry to resign
Roland Pollee d'Eaulee asks NPC Inspector General Infntry to resign

Stan Dandy Liver asks NPC Inspector General Cavalry to resign
Stan Dandy Liver asks NPC Inspector General Infntry to resign
Sean Sondamour applies for Army Commander of Third Army
Zachary The Money Goes asks NPC Major 1 of King's Musketeers to resign

Duels

Results of last month's duels:

Renaul Baptiste Grenoble (gains 1 Exp) beat Roget de Saurus.
Michel Entire (with JdIB, gains 1 Exp) beat Indie Spencible.
Jacques de Gain (gains 1 Exp) beat Pierre Cardigan (with SdJ).
Indie Spencible declined to meet J'accuse L'amour as he was under half Endurance.

Indie Spencible declined to meet Roget de Saurus as he was under half Endurance.
Indie Spencible declined to meet Stan Dandy Liver as he was under half Endurance.
J'accuse L'amour (with AG, no Expertise) beat Roget de Saurus (under half Endurance, losing 8 extra SPs).
Stan Dandy Liver (with SS, gains 1 Exp) killed J'accuse L'amour (with AG).

Neither Caizer de Cheef nor William McGonagall turned up for their duel and both lost SPs.
Swender de Jewel didn't turn up to fight J'accuse L'amour and lost SPs.

Grudges to be settled next month:

Ferdinand Franz (Rapier, Seconds SDL) has cause with Quasi Le Bossu (Sabre, adv.) for pinching Di.
Dominique L'Etoile (Rapier, Seconds ME) and Vincenzo de Louvois (Foil, adv.) have mutual cause as neither stood down over Violet.
Jean Paul Amiss (Sabre, adv.) has cause with Dominique L'Etoile (Rapier, Seconds ME, 1 rests) for pinching Belle.

Jean Laissez Faire (Rapier, adv.) has cause with Renaul Baptiste Grenoble (Sabre, 3 rests) for pinching Maggie.
Herve d'Conde (Sabre, 3 rests) and Jacques de la Boite (Rapier, adv.) have mutual cause as neither stood down over Fifi.

"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.

New Characters

Mark Booth gets the First son of a very wealthy Gentleman: Init SL 6; Cash 825; MA 1; EC 4 (X1).
Pam Udowiczenko gets the Bastard son of a very wealthy Gentleman: Init SL 4; Cash 675; MA 4; EC 2 (X3).
Andrew Burgess gets the Second son of a very wealthy Count: Init SL 11; Cash 750; MA 6; EC 2 (X4).
Rob Lee gets the First son of a well-to-do Gentleman: Init SL 5; Cash 275; MA 4; EC 2 (X5).

Tables

Other Appointments

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

Army Organisation and Summer Deployment

First Army (Field Ops) GdLi ___/___/___
 First Division (Field Ops) ___/___/___BdO
 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) JS/_/_/JP/_/_
 Frontier Division (Siege) ___/___/___N4
 Frontier Regiments (Siege)
 Third Army (Defence) ___/___/___NI/_/_
 Second Division (Defence) ___/___/___N4
 3rd Foot Brigade (Defence) – 27M 4A
 4th Foot Brigade (Defence) – 69A Gscn
 RNHB Regiment (Defence)
 Third Division (Defence) ___/___/___NI
 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):

Battle Results

Cardinal's Guard: 4
Archduke Leopold Cuirassiers: 3
Frontier regiment 1: 1
Frontier regiment 2: 5
Frontier regiment 3: 4
Frontier regiment 4: 5
RNHB regiment: 1

Brigade Positions

Guards Brigade	G1/JPA/RdS
Horse Guards Brigade	N6/___/N6
Heavy Brigade	YVB/___/___
Dragoon Brigade	DC/CPC/N3
First Foot Brigade	PdVR/___/jdIB
Second Foot Brigade	N4/N/N1
Third Foot Brigade	N5/N/___
Fourth Foot Brigade	N5/N/

Entries as Army Organisation Table

Frontier Regiments

((Defence for Dec-Feb))

	F1	F2	F3	F4	RNHB
Colonel	N6	N5	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	JS
35	Katy Did	16	I	BdM
42	Maggie Nifisent	16	B	RBG
55	Jacky Tinne	16		GI
60	Polly Hydronne	16	W	PdVR
52	Guinevere d'Arthur	15	B/W	AdA
10	Frances Forrin	14	B	BR
48	Fifi	14	B/W	
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	Sdj
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	SDL
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	RPdE
28	Vera Cruz	12		JdG
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	AG
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	JSP
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	JdlB
43	Di Lemmere	10	I	QLB
53	Angelina de Griz	10	B	DC
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	CdP
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	JLM
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	DLE
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	ILB
25	Lois de Low	5	B	CIG

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

Regiments Organisation

	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	I3F	PLLD	53F	27M	4A	69A	Gscn
Col	AdA	JLF	ZTMG	HdC	AG	YVB+	RBG			PdVR+	JSP	DC+					
LCol	EM2	N3	BdO	SdJ	N5	PC		CJ	FF	ME		QLB	N2			N6	N5
Maj	RG+	DS	N2	N4	N6+	N6	N5	ILB	FF+	DLE	N1+	N3+	N4		N1		
Maj	N5		N4				N2			JdIB+	SDC		CdC				
Capt	BR	N1	N5	N2	N2	N2	N3	N5	N1	N5	N1	N4	N2	N3	N6	N1	N1
Capt	IS*	N1*	N2	N5	N4	N3	N1	N2	N5	N1	N6	N1	N6	N2	N1	N5	N3
Capt	N2	WLLY	N4	N6*	N1	N1	N5	N1	N2*	N2*	N6	N4	N4	N4	N2	N3	N3
Capt	N5	N3	N1*	N5	N4*	N2*	N4*	N1*	N2*		N6*	N1*	N5*	N1*	N2*	N4*	N4*
Capt											N6		HB				

Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, * shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
GdSM	Count Gaston de St. Marque	26	63	Withy	General/State Min.	9	Flr	3	Nathan Richards
CIG	Viscount Charlemagne le Gosse	26	50	Comfy	General	14	Lois	2	Neil Packer
ZTMG	Count Zachary The Money Goes	25	59	Rich	B.Bdr-General KM/CPS	11	Anna	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	46	Rich	Lt-General/War Minister	11	Lotte	4	Guy Arnold
SS	Baron Sean Sondamour	22	43	Comfy	General	5	Ella	2	Pete Holland
JS	Baron Jacques Shitacks	22+	69	Poor	General/2nd Army Commndr	3	Kathy	4	David Olliver
BR	Earl Beau Romir	21	51	Withy	Captain RFG/C.Prnce Aide	13	Frances	3	Graeme Morris
EH	Earl Euria Humble	21	F	OK	B.Lt-General/City Mil.Gov	15		5	Matthew Wale
DC	Sir Devlin Carnate	21+	66	OK	B.Bdr-General PLLD/Drgrn Brigadier	5	Angelina	2	Bruno Giordan
GdLi	Baron Gar de Lieu	19	56	Poor	B.General/1st Army Commndr	3	Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	39	Fithy	Bdr-General	17	Katy	2	Mark Moores
RdO	Viscount Revaulvin d'Or	19	F	Rich	Fld Marshal	13		4	Jerry Spencer
GI	Sir Gustav Ind	18+	62	OK	Bdr-General/Gds Brigadier	4	Jacky	5	Ashley Casey
AdA	Sir Averell d'Alton	17	42	Poor	B.Bdr-General RFG	4	Guinevere	4	Martin Jennings
HdE	Sir Horatio d'Escargot	16	42	Comfy	B.Lt-General/Adjutant Gen	5		3	Graeme Wilson
RdS	Sir Roget de Saurus	15	37	OK	Major RFG/Gds Brigade Maj.	10		2	Gerry Sutcliff
AG	Aloysius Gnomeclencher	13	39	Comfy	B.Bdr-General QOC/Chancellor	6	Deb	2	Mike Dommett
BdO	Benedict d'Over	13	33	Comfy	Lt.Colonel KM/1st Div Adjutant	8	Ophelia	4	Mark Stretch
JLF	Sir Jean Laissez Faire	13	F	Comfy	B.Bdr-General CG	2		3	Filipe Silva
RBG	Sir Renaul Baptiste Grenoble	13+	51	Comfy	Colonel CPC	4	Maggie	1	Olaf Schmidt
SdJ	Sir Swender de Jewel	13+	51	Comfy	Lt.Colonel DG/FMshl's Aide	3	Lucy	4	Ray Vahey
HdC	Sir Herve d'Conde	12	30	OK	B.Bdr-General DG	9		4	Simon Burling
PdVR	Pierre de Vin Rouge	12+	41	Comfy	B.Bdr-General PM/1 F Brigadier	6	Polly	3	Keith Bristow
RPdE	Sir Roland Pollee d'Eaulee	11	35	OK	B.Lt-General	7	Henrietta	3	Pete Card
IS	Sir Indie Spencible	11	16	Comfy	Captain RFG/RFG Regt. Adjt.	4		1	Charles Burrows
JaLa	Sir J'accuse L'amour	11	RIP						Mark Booth
EM2	Sir Egon Mad 2	11	F	Poor	Lt.Colonel RFG	5		2	Tym Norris
YVB	Yves Vrai Bretheauteque	11	F	OK	B.Bdr-General ALC/Hvy Brigadier	2		1	Chris Boote

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
ME	Michel Entire	11+	42	Comfy	Lt.Colonel PM	7	Hunt	3	Tim Macaire
X2		10-	2	Poor		2		4	Aaron Sibley
JdIB	Jacques de la Boite	10	30	OK	Major PM/1 F Brigade Maj.	1	Pet	5	Justin Key
DS	Dan Stallite	10	F	OK	Major CG	5		2	Colin Parfitt
WLLY	William Liam Lee Yon	10	F	Comfy	Captain CG	4		4	Paul Wilson
QLB	Quasi Le Bossu	9+	36	OK	Lt.Colonel PLLD	6	Di	6	Mark Cowper
JSP	Johnny Sais-Pas	9+	34	Comfy	Colonel 13F/2nd Army Adjutant	6	Emma	4	Mike Bird
PC	Pierre Cardigan	8	F	Poor	Lt.Colonel ALC	4		4	Matt Shepherd
RC	Roland Chainat	7	7	OK		5		2	Roland Lee
SDC	Stan Ding on à Chair	7	F	OK	Major 13F	2		4	Barry Townsend
CJ	Coeur Jette	7+	22	OK	Lt.Colonel RM	6		2	Mike Weston
DLE	Dominique L'Etoile	6	19	Comfy	Major PM	2	Belle	2	Dominic Howlett
JdG	Jacques de Gain	6	19	OK	Private KM	6	Vera	4	Ben Brown
JLM	Jean-Luc Mascard	6	9	OK		4	Mary	3	Dave Challoner
GE	Giles Etraseur	6	6	Poor		1		4	Nik Luker
CdC	Caiser de Cheef	6	F	Poor	Major 53F	2		6	Robert Carter
ILB	Ilk Lamore Bartat	5	16	OK	Major RM	6	Ada	6	Andrew Kendall
JPA	Jean Paul Amiss	5	11	OK	Subaltern DG/Bdr's Aide (Gds Bde)	5		3	Tim Skinner
FF	Ferdinand Franz	5	8	OK	B.Lt.Colonel GDM	4		3	Mark Barrowcliffe
RAMF	Rob Anybody de Mac Feegle	5	RIP						Pam Udowiczenko
CdP	Charles de Paynim	4	12	Poor		6	Marie	3	Hajo 'Red' Schlosser
WMG	William McGonagall	4	RIP						Andrew Burgess
HB	Herve Bontemps	3	F	Poor	Captain 53F	5		4	Francesca Weal
VdL	Vicenzo de Louvois	3	0	OK		6		5	Gina Teh

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, Fithy = 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+