

That would be enough

This has been issue 90 of *To Win Just Once*, published 6th November 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 21st Nov.

Orders for *Les Petites Bêtes Soyeuses*, Fictionary Dictionary entries and any other contributions to Pevans by Friday 28th November 2008.

(First deadlines for next year are 2nd/9th January 2009.)

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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

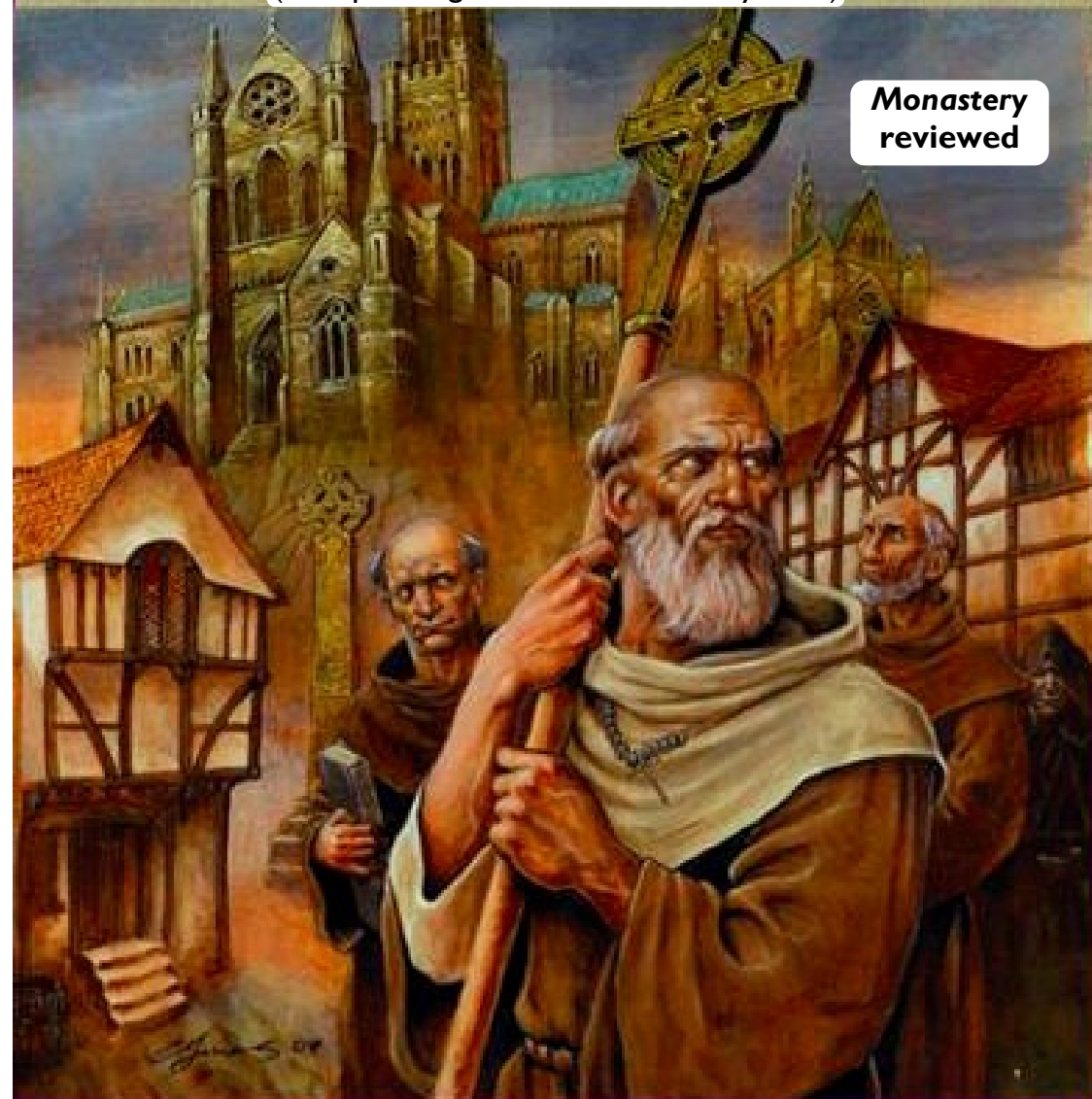
Railway Rivals Jonathan Palfrey is in the queue for the next (on the Yorkshire map – working copy provided).

Star Trader Mark Robinson is in the queue 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

MONASTERY To Win Just Once

ISSN 1470-0247

(incorporating *Les Petites Bêtes Soyeuses*)Monastery
reviewed

Libera nos quaesumus ab omnibus malis amen

Issue 90: November 2008
(LPBS 216: December 1661)

£2.00 (Europe £2.50, Elsewhere £3.00)
Also available on-line at www.pevans.co.uk/TWJO

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Chatter

As I prepare this, I realise it's a bit too late to do a preview of *Spiel* as this issue won't go out until after the event. And I won't have time to write it up before getting this issue out, so my report on *Spiel* will have to wait for next issue. That leaves this issue a bit thin, but the next one should be pretty fat.

This issue is also a bit late, so I've put back the deadlines for the games by a week. Issue 91 should still be out before Christmas.

September's figures from the website don't show much change from August. "Swiggers" appeared near the top of the search terms though. *TWJO* 89 was downloaded 44 times in the week of September it was available and issue 88 attracted a further 77 downloads.

Monastery reviewed

The Ragnar Brothers have a track record of excellent historical games, but they're usually on a grander scale than this. *Monastery* has the players developing a medieval monastery. The monastery starts with the abbey church and the players each have one monk (pawn) in the church. They also start with several tiles that represent buildings and other additions to the monastery. In most rounds, players can place one tile and move their monk(s).

Tiles are always placed with their 'unconstructed' side up. This shows one or more numbered squares: to complete the tile, there must be a monk on every square at the end of the round. The tile is then flipped over to its completed side. This forms part of the 'scoring points' part of each round, once all players have laid their tiles and/or moved their monks. The number on each square is the points earned by that monk for his part in completing the tile. Monks can also earn points by working on a completed tile or by praying – more about this later.

The points earned by the monks are not victory points. Instead they are spent by the players to gain more monks or to get letters that go towards completing the monastery's motto. Any excess points are converted into 'blessings' – tokens that can be spent as points in subsequent rounds or count as victory points at the end of the game. However, the major source of victory points are those letters.

The monastery's motto is the last lines of the Lord's Prayer – in Latin, of course. Each player has a section of this to complete. When they spend points to get letters, they can add them to their own part of the motto, face-up. These will be worth 3 points each at the end of the game. Or players can put letters face down on their opponents' sections of the motto: these are worth zero. This gives players some real tactical decisions. If I'm the one player who needs the 'Q', which is a

cheap letter, I might feel I need to spend my points buying letters for which I'm competing with others. However, the risk is that someone else, with a point to spare, might buy it, depriving me of some victory points. Hence players have some definite pros and cons to weigh up.

I mentioned praying above and this is another decision for players to think about. Each completed tile shows a number, which is both the maximum number of monks who can be on the tile and the points a monk can earn by praying on the tile. This is usually more than the 1 point he will get by working (on the appropriate type of round). However, you can only set one monk praying (by tipping the pawn forward into a kneeling position) each round – and only if he's alone on a tile. Once praying, he can do nothing until the next 'Service' round, when praying monks are returned to the church. And he only scores the points once: on the round he starts praying. Clearly, there's less penalty the fewer rounds there are to the next service. It can be useful, too, to have some monks starting the next series of rounds in the church (they get to vote on who's Abbot for a start). It also depends on how many points you're going to earn that round and whether this is enough to buy what you want.

Praying monks also reduce your movement options. At the start of each round, you have 2 movement points for each standing monk. A monk uses a point for each tile he moves onto and must follow the paths between tiles. Because of this restriction, it is quite difficult for one player to complete larger buildings on their own. A bit of co-operation is necessary and players can sweeten the deal by adding blessings to incomplete tiles they have monks on. Players also have a 'Secret Way' tile each and any of their monks can move there for one point.



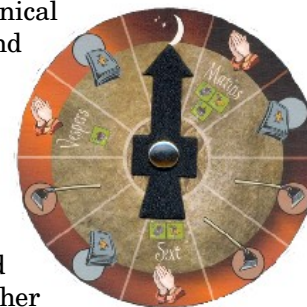
Initially, players spread out from the church, of course. As this is a much larger tile, there is plenty of room for tiles adjacent to it. Completing their Secret Way tile gives players a base and they then tend to build from there. However, getting your monks to the right places is another tactical element to each round.

As I stated earlier, players can play one tile a round. Generally, this is "should play one tile a round" as leftover tiles are negative victory points at the end of the game. However, players also have the option of changing a tile: they draw a new one and then return one to the bag. This can be a useful option if you have awkward tiles, but leaves you with an extra tile (as you haven't placed one that round). There are all sorts of restrictions on placing tiles. A new tile must

have at least one edge adjacent to an existing tile. However, grey and brown tiles cannot go next to each other – there are neutral tiles and some that are both colours to put in between. Paths cannot connect to non-path edges, of course, though some tiles have 'gateways' which are optional paths. On top of which, some types of tile can only be in groups up to a certain size (though players get extra points for adding to a set). This is the fiddliest bit of the rules and it took me a couple of games to make sure I knew all the restrictions.

However, I haven't finished with the tiles yet. A few of them are special features, which are completed when placed and gain that player some blessings. This bonus is pure chance, of course. Other tiles have special effects, which can be used by players with a standing monk on them. These include things like allowing the player to place an extra tile or providing extra points for monks working there. Having these in play offers some useful tactical options – at the cost of not using a monk elsewhere.

The progress of the game is controlled by the canonical hours of the day. The day starts with a Service round (Matins). In a Service round, praying monks return to the church, players elect an Abbot (the first player) and take additional tiles at random from the bag. Then come Study and Toil rounds, where players place tiles, move their monks, earn points and buy letters. The only difference between these is that monks gain points for working on grey tiles during a Study round and brown tiles during a Toil round. There are two further services during the day (Sext and Vespers), each followed with fewer Study and Toil rounds. In total, the day has three Service rounds, three Study and three Toil. However, the irregular distribution of these is another tactical element in the game. The tenth and final round of the day is night, when all monks are returned to the church.



The game ends either at the end of the second day or when all the letters have been bought and placed – which usually occurs at much the same time. In theory the game can also end if "it is impossible to place any further tiles", but I haven't seen this happen yet. Players get 'testament' points for face-up letters on their portion of the monastery's motto and for any blessings they have. They lose testament points for any remaining tiles and the player with the most testament points wins, of course.

As far as I can see, this is a largely tactical game. It's about what you can do each round, with only some regard for the bigger picture. Strategically, I usually buy extra monks as soon as I can. This seems to mean that I miss out on the earlier, cheaper letters every game. However, those extra monks get me more points and

make it easier to buy the more expensive letters. I also keep an eye open for the buildings with special functions, as these can be very useful – in the right circumstances. Almost all the buildings will be played in a game (though not all will be completed). The special function buildings are, of course, more useful the earlier they're played (and completed).

Monastery is a clever, tactical game, but for some reason it doesn't grab me. Perhaps it's too dry: the calculation involved in getting my monks to the right places each turn doesn't feel like I'm helping to build a monastery. It's also quite a competitive game. I'm quite willing to believe that monks split into competing factions, but somehow it doesn't fit the idea of the game. It remains a challenging game that I will be happy to play, but I probably won't be putting it on the table.

Monastery was designed and published by the Ragnar Brothers. It is a strategy board game for 2-4 players and takes about 90 minutes to play. It gets 7/10 on Pevans's highly subjective scale. A version of this review was first published in the Fall 2008 issue of Gamers Alliance Report: www.gamersalliance.com

Science Fiction

Rainbows End is the interesting new (well, 2006) novel by Vernor Vinge. The title of the book is also the name of a retirement home within the story – and it is deliberately ambiguous. Is an apostrophe missing? Or is it a statement of fact? One of the main characters asks the same question when threatened with being packed off to Rainbows End.

The book is set in the near future (specifically 2025) and an interesting future it is, too. Vinge has extrapolated and magnified some aspects of modern life in the best science fiction tradition. In particular, this is a future where the 'war on terror' dominates international relations and, covertly, everyday life. The other major feature is the ubiquitous presence of computers and the internet. People, particularly young people, have computers built into their clothing and are constantly in touch. What's more, they can overlay what they see with other visions – such as games or virtual realities. Vinge has some fun with this – the Ankh-Morpork view, the Middle Earth view and so on.

Our main protagonist is Robert Gu. He is an eminent American literary figure, a poet of genius, lost to Alzheimer's for many years. The start of his story is his return from this, thanks to the latest advances in medicine. Not only that, but he is one of the lucky ones: he responds to rejuvenation techniques. His restored mind is in the body of a twenty-year old, rather than the eighty years he's lived. However, he is years behind the times and so has to return to school – along with other oldies who've lost touch – to learn how to operate in this new world (providing a handy introduction for the reader, too).

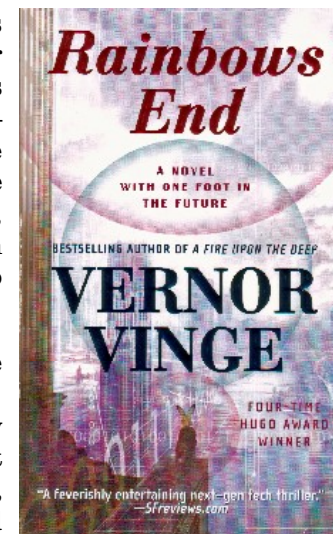
The network around Gu is all part of the plot. His son is a high-ranking Marine, married to a senior spook, both working with Homeland Security. His former colleagues (friends would be going a bit far – Gu was not a nice guy) at San Diego University are involved in various groups and conspiracies (some fun, some serious). And then there are his new, younger friends at school, who have their own agendas, and his grand-daughter. They do understand the technology.

The story follows Gu and the network of people around him as he comes to terms with his new life. His rejuvenation has not only given him a new mind and body, but a new view on life and different interests. While he retains a facility with language, the new Gu is intrigued by engineering and technology. With both old friends and new he gets involved in what's happening in this new world.

And there's more going here than I've alluded to. We don't meet Robert Gu until the second chapter of the book. Before this, we discover that the world's security forces are on the trail of what could be a huge threat to humanity. But they can't be sure: the threat centres on a biotech lab in San Diego. They need a covert, deniable way of investigating what's going on. In this world of affiliates and outsourcing, they sub-contract the job, of course, and it passes through a network of associates, all getting their cut. One question is whether the people at the bottom of the chain know what they're getting into...

The story builds to a stonking climax that involves just about everybody that we've met so far. And a lot of special effects. ☺ Vinge isn't satisfied with that, however, and gives us the aftermath as well. By the end, the plot has been satisfactorily wrapped up, though we are left with a few things to ponder.

This is a fascinating book that does an excellent job of portraying a (generally) marvellous technological future. Vinge clearly knows what he's talking about (the biographical note in the book describes him as a "mathematician and computer scientist [who] lives in San Diego, California" – no wonder he knows his way around San Diego University). He has a terrific vision of what the future could be like. It may be a rose-tinted, but it sounds like a place I'd like to be. The one thing that doesn't ring true to me is Vinge's vision of the security forces as clever, dedicated, altruistic and with huge resources of money, technology and manpower to call on (like *Spooks* on steroids, perhaps). I just can't see it. Anyway, the book is good fun and I suggest you read it.



Games Events

MidCon pops up in the middle of November: 14th-16th at the Birmingham City Thistle Hotel in central Birmingham. It's a good weekend in a nice hotel that's convenient for the city centre. It's very much a board games event with a lot of games being played over the weekend. In particular, expect to see lots of the new games from Spiel in evidence as well as a lot of old favourites. Apart from that, expect a couple of evening quizzes and Bring 'n' Buy sale. If you haven't done so yet, book your place via the website: www.midcon.org.uk

For role-players, there's then Dragonmeet on 29th November at Kensington Town Hall in London. There will be some board games at this event, but the main emphasis is RPGs (and CCGs). Find out more at www.dragonmeet.co.uk

This box concentrates on events I expect to attend.

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

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 90 was written and edited by Pevans. The *LPBS* masthead (page 16) is by Lee Brimmicombe-Wood as is the drawing on page 13. The picture on page 18 is by Nik Luker and the one on page 20 by Bryan Lea. Pevans took the photos and played with his scanner and Photoshop.

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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.

Players' Scores

Name	This round	Total
Al Tabor	1	7
Andy Kendall	5	9
Charles Burrows	2	4
Chris Boote	0	5
Colin Parfitt	1	8
David Olliver	0	3
Gina Teh	0	0
Graeme Morris	0	1
Guy Arnold	0	0
Jonathan Palfrey	2	8
Michael Martinkat	0	2
Mike Bird	0	0
Mike Dommett	2	2
Nik Luker	3	9
Pete Holland	2	15
Ray Vahey	0	1
Tim Macaire	0	6

Scores from Turn 4

Here are the real meanings of Turn 4's words.

guaiaicum: (n) any of a genus (*Guaiaicum* of the family *Zygophyllaceae*) of tropical American trees and shrubs having featherlike leaves and mostly blue flowers (and the wood and resin obtained from them).

humate: (n) any of various chemical salts or esters formed by combination between humic acid and a metal atom, an alcohol, or another chemical group.

So now you know. A strong showing by Andy Kendall this turn pushes him into joint second, but Pete Holland maintains his lead.

Turn 5 Definitions

Jaborandi

1 The equivalent of theatre Polari on Sitcoms.

2 A Maori word for an animated discussion, literally translated as "jabbing with the tongue".

3 An eighteenth-century (facetious) term for a skilful boxer, or 'handy jabber'.

4 The collectable figure of this Star Wars character is possibly the rarest and most sought after. Jaborandi appeared only very briefly, standing just the other side of a large stone

pillar, in a scene which was subsequently deleted.

5 Depressant drug for sex-maniacs.

6 An Afrikaans expression of delight, usually employed by South African pig breeders when a prize boar is seen to be ready to “do his stuff”.

7 An explosive chemical made from the herb Jaborie and Clarandi.

8 A small light brown coloured monkey from Northern India that lives in temples and is considered holy by the priests.

9 A bayonet-like attachment for a blow-dart pipe

10 An ancient board game still played in some parts of India, with pieces representing different animal species.

Kurchatovium

1 A room dedicated to manicure and pedicure, adjoining the private baths of a mansion in the Eastern Roman Empire in the 4th to 6th centuries.

2 A Roman laundry room, where togas are washed whiter than white.

3 The fictional metal used to make the manacles that Marvel characters like the Hulk and the Thing are finally tied up with.

4 A lab where they create highly radioactive experiments.

5 Ummmmmmmmmm. Ah. Sorry... Can't think of anything for this one...

6 Agreement on church building in Scotland in the 14th century.

7 A fictional element supposedly extracted from the snotty handkerchief of Tsar Nicholas by the charlatan chemist Nokabikarova.

8 A Ukrainian oven-glove.

9 A Hungarian word for a speckled egg laid by a local variant of the goose. Highly prized and often painted and given as a wedding gift to bring good luck.

10 Element 119.

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: Lentiginous and Khoum

Get your votes and definitions to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by 28th Nov 2008.

Bridgenorth Cliff Railway Railway Rivals game 6 – Turn 9

Races

Race	From	To	VROOM	BESTRAIL	SEAWEED	BILL	CR	MLX
15	11	34		10-10	20-3+10		+3	
16	14	61	10JR	-1	10JR+9		10+1-9	
17	23	31		10			20	
18	24	53		20-11		+1	10+4	+6
19	65	46	20-5		+2	+4		10+5-6
20	S1	41		10-1	20	+1		
21	S6	51	10JR		10JR		10-2	+2
Total			35	27	78	6	47	17
JR = Joint Run, ER = Exchange of Running powers								

SEAWEED has a great round and now holds a very narrow lead over BESTRAIL and CHUFFIN' RAIL. MLX falls away a bit, while a revived VROOM starts to score. MLX may have expected some joint runs which didn't materialise. MLX builds a cut-off to Birmingham in the upper Severn, VROOM and SEAWEED connect in the Ludlow Hills and CR reaches Welshpool.

Builds and points

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

Builds: (G11) – I12;
(G9) – E8 – BISHOPS CASTLE;
(H11) – H12 (6 +1 to MLX)
Score: 46 -7 +1 (builds) +35 = 75

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

Builds: None
Score: 156 -2 (adjustment) +27 = 181

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

Builds: (E11) – G10 (2 +1 to VROOM)
Score: 108 -3 (builds) +78 = 183

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

Builds: No Moves Received
Score: 57 +6 = 63

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

Builds: D2 – C2 – Welshpool (-3)
Score: 126 +2 (adjustment) -3 (builds) +47 = 172

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

Builds: (N4) – COALBROOKDALE (-3)
Score: 115 -3 +1 (builds) +17 = 130

GM Notes

Templecombe

25 24-63

For him that appealed on the result on race 4: yes, BEST should have had 2 points deducted and CR should not have done so.

26 36-S1

27 S2-54

28 65-42

You may enter up to 5 races each turn.

Next turn's races:

22 14-33

23 11-45

24 21-53

After this round of races, players may build up to 6 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 21st November 2008**

The Cold Equations Star Trader game 4 – Turn 6

"Look, there's a ship there."

"Yes, we're close enough to burn through her ECM."

"Can we lock on?"

"Worth trying, but she can still evade."

The Gunnery Officer launched the missiles at the source of the disruption, while the other ships in the flotilla started to close at speed.

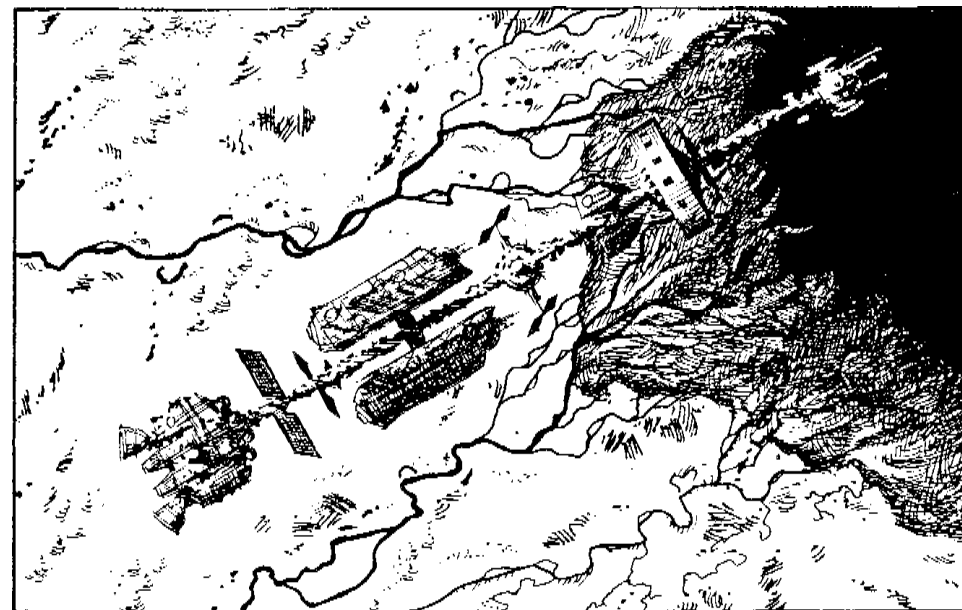
At Gamma Leporis MONOGRAM bought 7 Alloys for 1 HT each and was made a Dealer. MONOGRAM also bought Alloys on Epsilon Eridani: 2 at 9 HTs.

Tau Ceti saw GAMLEPCO returning to action, selling 6 Alloys for 15 HTs each and gaining a Dealership. MONOGRAM were also active, buying 10 Isotopes for 10 HTs apiece to get another Dealership

HOUSTON FEARLESS sold 3 Isotopes for 13 HTs each at Mu Herculis and EON FLASHCORP sold 5 Monopoles on Contract.

There was competition in Isotopes at Sigma Draconis as GAMLEPCO went to buy at 3 HTs and then realised that their ship had no spare storage and it went to waste. MONOGRAM bought 6 more for 1 HT each.

Beta Hydri sold 5 Monopoles for 17 HTs each at Beta Hydri. But the big concern was MCRADIE. ARCHANGEL suffered first when their armed liner was captured by the Military Spear hull. Though ARCHANGEL sent their semi-military ship through the same flight path, they failed to locate anything. While



they were pleased to hear that MCRADIE's ship had been driven to land on planet, they were upset that it wasn't their lost ship. Nor were their tempers improved with the claims from the loss of passengers on the missing ship and their grieving relatives besieging company offices and starting claims in Epsilon Eridani Courts. Then there were the passengers dumped when ARCHANGEL senior management decided to swop pods between two ships and send the new passenger ship to a different system than the passengers had expected to go to. "I saw the signs 'ship now boarding for Epsilon Eridani' and foolishly expected the ship to go there, rather than to Tau Ceti" said one passenger.

EON FLASHCORP landed their Corco Gamma Hull planetside at Tau Ceti and loaded the Flashbulb with 10 Units of Tempus (OP 19) and 2 units of Weapons (OP 3), benefiting from MCRADIE abandoning its blockade of the system just before 'Mr Dodgy' flew in.

MONOGRAM laid down a new ship, a Phoenix Hull at Tau Ceti, but ran out of money as they tried to equip it further. GAMLEPCO renamed the Brass as Silver and increased their Political Connections to 4.

HOUSTON FEARLESS took OP 8 at Epsilon Eridani, loading the ambassador and his staff. They took out a large loan: 599 HTs over 4 quarters, at 28 HTs interest a turn. Part of this was spent trying and failing to increase Reputation, laying down a Phoenix Hull at Tau Ceti and increasing Political Connections. They retained a large amount of the loan as working capital.

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	0	4th	138	40	Jerry Elsmore
B Eon Flashcorp	4	8	8	0	5th	16	29	Paul Evans
D Gates-Learjet	9	5	4	0	7th	156	28	Dominic Howlett
E McRadie's Crew	5	9	0	10	3rd	70	0	Martin Jennings
F Monogram Industries	10	0	7	36+4	2nd	41	40	Michael Martinkat
G Houston Fearless	10	0	5	48	1st	580	32	Przemek Orwat
H GamLepCo	5	0	4	0	6th	150	26	Gina Teh

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

GM Notes

If you want to pick up passengers you must say where you want to pick them up from – de facto a Spaceport you have a ship with passenger pods in – and you must say where you want to take the passengers to. "Take 2 Passengers from SD to EE on the ship 'clarion call'", for example.

A ship which can take 6 pods does NOT count its augmented jump pod as part of that total. If you have a Phoenix hull with an Augmented Jump pod and 5 cargo pods, you can buy one more pod for the ship. Conversely if you have, say, a Piccolo hull, which can't carry any pods, you can still buy an Augmented Jump pod for it.

In the absence of any thing else in your orders, your ships will jump in order from the top of the sheet. As combat has now taken place, it might be sensible to put some orders in for combat, even if only to attempt an emergency hyperjump if intercepted.

Nice to see Gina back with us and welcome Przemek, who has taken over Houston Fearless.

There are two new News chits – shown in bold:

Turn 7 B5, C2, C4

Turn 8 P1

Turn 9 **B10**

Turn 10 **C5**

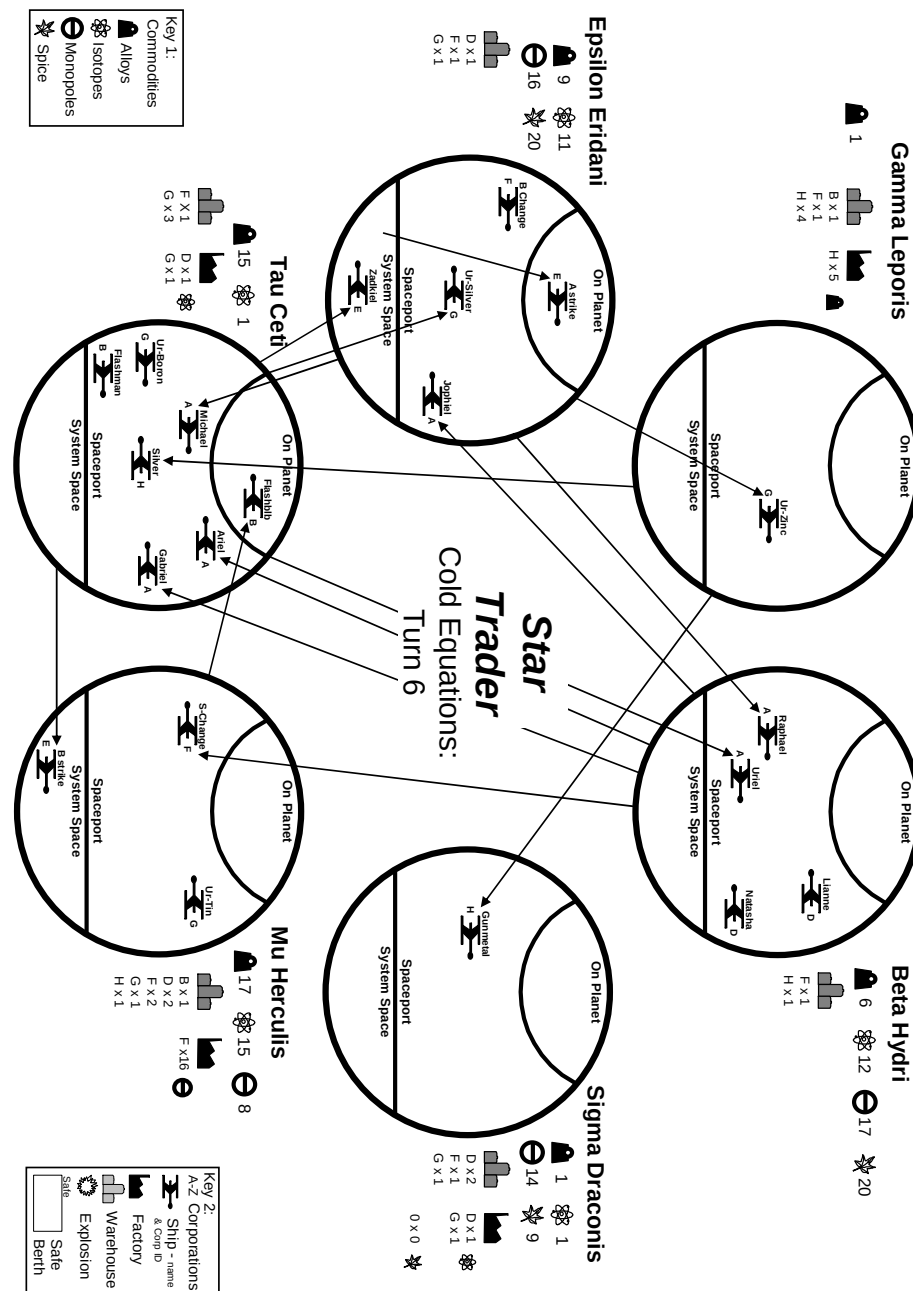
B5 means that there is a chit that needs Business Connections of Level 5 to read. You can therefore work out who else can see the chit.

OP 3 from Turn 7 and OP 19 from Turn 9 were taken by EON.

OP 8 from Turn 8 was taken by Houston.

OP 9 went in the News Phase of Turn 6 before anyone could take it in the Opportunity Phase.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 21st November 2008



Les Petites Bêtes Soyeuses 216

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 January 1662 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 28th November 2008**



December 1661

In Paris, a gentleman's honour matters. Dominique L'Etoile and Vincenzo de Louvois have a matter of honour to settle. Their dispute concerns a young lady called Violet, but the resolution involves just the two men. And their swords. As they square up to each other, it's clear that de Louvois is by far the bigger man. However, his blade is a foil, while L'Etoile carries his regimental rapier. Both men salute, engage and lunge. De Louvois's blow does more damage, so L'Etoile changes his tactics. He closes in and uses his boot, just as de Louvois slashes at him. The blunt edge of the foil does no damage, but deflects the kick. L'Etoile must now recover his ground and take guard, but de Louvois is too quick for him. Another lunge finishes the fight as L'Etoile surrenders.

L'Etoile is game for another duel, but his adversary, Jean Paul Amiss, does not show up. Michel Entire arrives, however, as L'Etoile's second, apologising profusely for having overslept...

Elsewhere around Paris, Jean Laissez Faire and his rapier meet Renaul Baptiste Grenoble and his sabre. Grenoble has the advantage of size, Laissez Faire has the greater skill: this could be an interesting contest. Grenoble starts by parrying the lunges he anticipates. Laissez Faire surprises him with a slash, just as the bigger man drops his guard. First blood to the Cardinal's man. Grenoble jumps aside to inspect the damage. Laissez Faire follows up and hits him with another slash. Grenoble retaliates with his own slash, which Laissez Faire dodges neatly.

Laissez Faire blocks, but mis-times it, allowing Grenoble to hit him with a slash. The wound is not serious, but it is enough for Laissez Faire to concede the duel.

Finally, we have a battle between two big men: Herve d'Conde versus Jacques de la Boite. As a Musketeer, de la Boite uses a rapier, while d'Conde has his cavalry sabre. A parry and a jump by d'Conde are matched by a jump and a block by de la Boite. Then de la Boite attacks with a lunge. D'Conde replies with a slash only to be hit by a slash from his opponent. Too late, he throws up a block, but de la Boite sees it as an attack and stumbles backwards. The two men gather their breath, regain their ground and attack. A slash from the sabre meets a lunge from the rapier. As before, de la Boite follows his lunge with a slash. D'Conde gets his timing wrong, only dodging after the blow has landed. De la Boite follows up with another lunge and d'Conde has had enough. He surrenders and both men depart in search of bandages.

Outs, ins and volunteers

Having asked several appointment holders to resign, Lieutenant-General Roland Pollee d'Eaulee sets his sights on the Inspector-General of Infantry. He calls in some favours and is backed by Michel Entire. Then Stan Dandy Liver weighs in on his side and it's a foregone conclusion. However, Minister of War Liver leaves the post vacant. Zachary The Money Goes uses his influence to remove the senior Major in the King's Musketeers.

New arrival Ivor Bean D'One borrows some cash, signs up with the 27th Musketeers and buys his way to Major. This gives him command of the regiment. However, he then wins the 50:50 decision and is appointed Brigade Major of Third Foot, which removes him from command of the regiment!

Coeur Jette admits Jean de Nim to the Royal Marines and shares a bottle of wine with him. The new recruit purchases the rank of Major (useful, these loans). He promptly accepts the appointment as Aide to General Jacques Shitacks, commanding Second Army. Roland Chainat joins the Crown Prince Cuirassiers, courtesy of Colonel Renaul Baptiste Grenoble. His rise to Captain is part-financed by Colonel Grenoble.

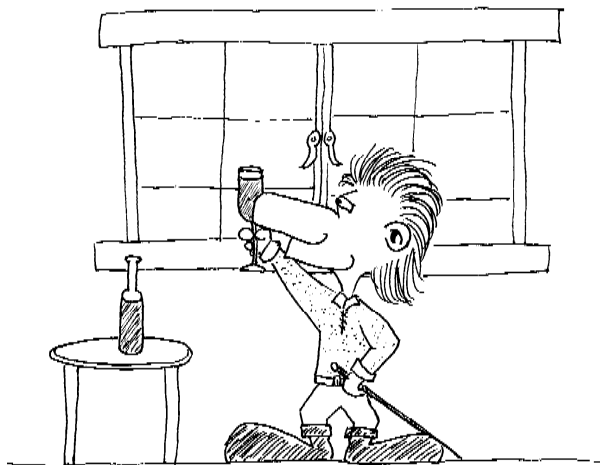
The Queen's Own Carabiniers gain the services of Antoine Dubeque as Aloysius Gnomeclencher admits him to the regiment. Dubeque buys the rank of Major (with no need for any loans!). Gnomeclencher leaves vacant the position of his Aide. In fact, lots of appointments in the military remain empty. Renaul Baptiste Grenoble offers to be First Army Adjutant, but General Gar de Lieu turns him down. General Sean Sondamour is refused command of Third Army by Field Marshal Revaulvin d'Or.

General Gar de Lieu's next job is to re-cycle his debts, which he just about manages. Then he volunteers for a winter season with the Frontier regiments. The Shylocks are grateful. Major Caizer de Cheef orders his Battalion of the 53rd Fusiliers into action as well. This means it will be a cold Christmas (and New Year and January and February) for Captain Herve Bontemps. CG Major Dan Stallnite and RFG Lt-Colonel Egon Mad 2 complete the list of volunteers, neither taking his command with him.

The party challenge

The first half of December is taken up with Jacques Shitacks' party at the Fleur de Lys and it seems that most of Paris is with him. Not surprisingly, the result is a rather raucous affair with much wine spilt (and rather more drunk) and a few challenges exchanged. None of this involves Coeur Jette. Dominique L'Etoile and Belle Epoque dodge the flying wine. As befits a man of his station, Gaston de St Marque isn't bothered by any of this and enjoys the event with Bette Noire on his arm. Giles Etraseur attends undisturbed with Josephine Buonaparte. Ivor Bean D'One and Indie Spencible keep out of trouble. Quasi Le Bossu brings Di Lemmere with him. Maggie Nifisent attends with Renaul Baptiste Grenoble and sees her man win a minimum bet on the gaming tables. Roland Pollee d'Eaulee and Henrietta Carrotte have no trouble and neither do Yves Vrai Bretheauteque or Sue Briquet.

The trouble starts with two members of the Queen's Own Carabiniers, Antoine Dubeque and Aloysius Gnomeclencher. Aloysius leaves Deb Estaround at their table to join Antoine in exchanging insults with Dragoon Guard Herve d'Conde. Feeling outnumbered, Herve calls for help and is answered by his number two, Swender de Jewel. Swender is in the Fleur with Lucy Fur as the guest of Revaulvin d'Or. Benedict d'Over and Jacques de Gain represent the King's Musketeers and are accompanied by Ophelia Derriere and Vera Cruz, respectively. They spot CG Major William Liam Lee Yon, who is at the party on his own. William's response to their insults draws in his colleague Jean Laissez Faire from Revaulvin's bash. In turn, Zachary The Money Goes joins in for the Musketeers from Beau Romir's party.



Jacques de Gain surveys the assembled guests and realises that three of them have the audacity to have exceeded his social standing without being of the nobility. In succession, he challenges Jacques de la Boite (accompanied by Pet Ulante), Michel Entire and Pierre de Vin Rouge (with Polly Hydronne on his arm). Pierre Cardigan may be of higher rank than Jacques, but he is still insulted by the presence of his fellow Pierre. Another challenge to de Vin Rouge.

Apart from Jean and Swender, Revaulvin's party attracts Beppe de Marko and Katy Did. And that's it. Not a big turnout for a hero of France, returned from a year fighting on the frontiers. The dancing girls, freely flowing wine and impressive tableau of the siege of Arras are rather wasted on an audience of six. On behalf of the Dragoon Guards and to honour his service, Swender presents his host with a plaque engraved with an account of his exploits.

Beau's gathering includes Averell d'Alton and Guinevere d'Arthur and Roget de Saurus as well as Zack and Anna. Only Averell and Guinevere return to Toady to Beau the following week, but Revaulvin has a few more guests. His original fivesome is joined by Aloysius, Deb, Zack and Anna. The departing Toadies from Jacques's do are replaced with a fresh crop. Ilk Lamore Bartat and Ada Andabettoir are first to arrive. They are followed by Jean de Nim. Johnny Sais-Pas brings Emma Roides and leads the cheers for his army commander. Roget de Saurus attends on his own and is followed by Stan Ding on à Chair. Vincenzo de Louvois brings up the rear.

Charlemagne le Gosse visits the Fleur at the beginning of the month. A court functionary calls to inform him that His Majesty requires that he take on the role of Holder of the Royal Spittoon. This will require his attendance at the Louvre at the end of each month. Devlin Carnate is there, too, with Angelina di Griz. They are joined by Gustav Ind and Jacky Tinne. The foursome returns the following week. Stan Dandy Liver and Lotte Bottle are also in the Fleur, initially with Euria Humble and Edna Bucquette as their guests. The following week Gaston and Bette join the group where Stan leads the discussion about 'The Blade'.

The Fleur de Lys is much quieter for the second half of the month. Gaston and Bette move to join Beau's group for week three. Beau picks a name out of a hat and Averell d'Alton is the lucky winner of a week Toadying to the Crown Prince. Jacques Shitacks brings Kathy Pacific along as he Toadies to Stan, joining Zack and Anna as Stan's new guests. Devlin's party is swelled by the arrival of Beppe and Katy and Horatio d'Escargot (whose courting has not been successful). Zack and Anna move on to Devlin's to conclude the month. As does Roget. Stan's group continues and Gaston de St Marque attends the club with Bette in his own right. To the surprise of the others in the club, he very publicly proposes marriage to Bette with champagne, flowers and a diamond ring! Beau Romir and Frances Toady to Prinny, bringing Averell and Guinevere as their guests.

The empty clubs

Bothwell's is empty for two weeks, then along come Benedict d'Over and Ophelia, followed by Swender de Jewel and Lucy. Johnny Sais-Pas holds his 'Winter Faire' at Hunter's. He brings Emma Roides with him and they welcome several guests: Ilk Lamore Bartat and Ada Andabettoir, Jean de Nim and Stan Ding on à Chair. The prize for turning up with a mistress goes to Ilk. Outside the club, Charles de Paynim is looking for Quasi Le Bossu. The following week only Michel Entire and Leia Orgasma are there – though Charles is still lurking outside hoping for Quasi to turn up. Michel puts a series of wagers on the table, but loses five out of seven.

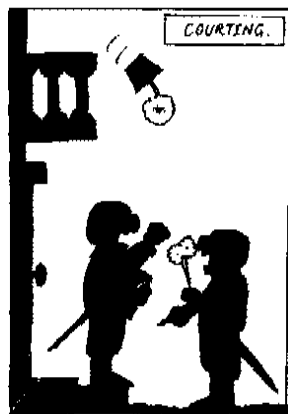
Quasi turns up at Hunter's in week three with Di Lemmere on his arm. Coeur Jette, Dominique L'Etoile (with Belle), Ilk (unaccompanied) and Warren Peece (with Ingrid la Suède) are their guests. Vincenzo de Louvois joins the party to show off his new conquest, Violet Bott. Antoine Dubeque is also in the club and Michel and Leia are back. Michel tries another series of bets. This time he loses six out of seven. Dominique's Bellringers continue their bash into week 4, but Ilk brings Ada along as well. Renaul and Maggie also visit the club. The final visitor is Johnny Sais-Pas, who has Bess Ottede on his arm.

Roland Chainat visits Blue Gables once, the only person in the club all month. Giles Etraseur spends two weeks in the Frog & Peach. And Red Phillips is where Warren Peece takes Ingrid after winning her affections in the first week.

Leia proves to be popular this month. While she's out with Michel, Pierre Cardigan, Stan Ding on à Chair and Yves Vrai Bretheauteque turn up on her doorstep. At the same time. None of them will stand down, so that's a whole series of duels coming up. Yves returns the following week, finds Leia at home and wins her from Michel. Herve d'Conde and Jacques de la Boite meet outside Fifi's and exchange words. Roland Chainat fails with his courting. Most notably when he visits Marie and finds her at home. With Charles de Paynim. That'll be

another duel, then. Luckily, Roland makes sure of some female company by visiting the bawdyhouses at the start of the month. He is a victim of the footpads, but has spent all his money.

Horatio d'Escargot is the next to hit the red light district. He, too, is mugged on his way home, but his purse is just as empty. The following week Ivor Bean D'One, Roget de Saurus and William Liam Lee Yon all head to the Bawdyhouses (separately, of course). The footpads pick on Ivor, as a relative newcomer to Paris, but he has no cash left. The end of the month sees a whole crowd of Parisians paying for some female



company. Jean Laissez Faire places a series of bets on the tables to liven things up. He beats the odds, winning five and losing four to end up ahead of the game.

Ivor practises his rapier for two weeks around his trip to the Bawdyhouses. He is not alone in spending time in the gyms. Charlemagne le Gosse is there for three weeks with his rapier. Renaul Baptiste Grenoble and Pierre de Vin Rouge spend two weeks with theirs. It's sabre for Aloysius Gnomeclencher, Revaulvin d'Or and Roland Pollee d'Eaulee, who practise for two weeks. Lots of others fit the odd week into their December schedule.

Mud and blood

On France's frontiers it's generally a cold, wet month. Except in the south east, where CG Major Dan Stallnite is attached to Frontier Regiment 1. All is peaceful and Major Stallnite spends his month on the seafront watching the waves roll in and out. Further north, General Gar de Lieu serves with Frontier Regiment 2 and is Mentioned in Despatches just for being there ("a full General? Here?!").

RFG Lt-Colonel Egon Mad 2 is with Frontier Regiment 3. The regiment skirmishes with the Spanish forces along the border. Mad survives being hit by a musketball – it bounces off his helmet, giving him no more than a headache – which brings him a Mention in Despatches.

Frontier regiment 4 is caught in the worst of the weather. Pounded by freezing rain, the soldiers huddle in their bivouac. When the weather clears, the attached Battalion of the 53rd Fusiliers can't be found. Their camp has disappeared under a mudslide. RIP Major Caiser de Cheef and Captain Herve Bontemps. ❖

Press

Announcements

To those newly arrived in Paris:

The Cardinal's Guard is the leading regiment in the kingdom of France. Who else has God's own hand to protect their backs on the battlefield and to soften the occasional jump from a fair damsel's balcony? The Cardinal's Escort is needing new members!! Consider your choices well and apply today!

His Eminence will grant you his blessings.

To All Loyal Men of Paris,
Come, join the country's premier regiment, the King's Musketeers, and ensure that France's enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment. Generous bonuses available and help with purchasing your commission.

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

To: All members of the Heavy Brigade
From: Yves Vrai Breatheauteque
Men, Your Brigadier needs you!

I need an Aide and an Adjutant to enable me to best command our great Brigade when we set off to crush the enemy. And that will be next month, by the way...

Apply at once!

Aide required for Brevet Brigadier General Gnomeclencher – action in the spring a certainty.

We are also recruiting; while we cannot offer you generous bonus payments, nor yet an indulgence to clear your sins, we do have a better class of drinker and enemy.

Apply at the QOC offices.

† AG

To All Fleur Bond Holders,
I am looking to increase my holdings. If anyone is interested in selling their bonds, please contact me and hopefully we can come to some sort of arrangement.

† ZTMG

To the Brigade of Guards,
Sorry to drag you away from Paris, but that is exactly what intend to do next month. Please pack your bags and prepare for a couple of months of rough living and the hope of glory.

† GI

To Members 13th F.

Instruction to Orders for the Regiment
We shall be spending January IN PARIS.

We shall be spending February AT THE FRONT.

If you wish to visit the front at other times then you do so at your own risk.

Matters of Honour

My Dear General Sondamour,
I am a stickler for protocol and your application must go through the proper channels. Please apply directly to me setting out your credentials and proposing why, at this particular juncture, you are best suited to be the Third Army's commander. I will give your communication my most earnest attention.

† Field Marshal d'Or

Gentlemen of Paris,
I am looking a second and will obviously return the favour. Please contact me if interested, or looking for a second yourself.

† ZTMG

SDL sends his apologies to J'accuse L'amour's next of kin. I thought he was made of sterner stuff!

Social

Happy New Year Paris!

To celebrate the New Year in style, the Boozers and Bellringers will meet in Weeks 2 and 3 at Hunters, for all Gents of SL 9 or less and their Ladies to dust off the cobwebs with a brand new set of Ding-aling-a-ding-dong tunes, including me new composition 'Ode to AG (see poets corner)'. I'm paying, if you're ringing.

† Quasi le Bossu

We understand that Quasi le Bossu will accept 200 crowns not to play the bells at your charity ball.

I will be holding my Birthday party in week three next month. All social level eights and above are welcome to attend and bring their mistresses.

† Swender de Jewel

Dear Quasi le Bossu,

I am not entirely sure that the orphanage is my especial charity, but I am more than happy to support a good cause, and will happily host your bell ringers at my club in week 1 next January.

Yours in charity, † Shitacks

Personal

CdP to JSP:

Thank you for your kind invitation. I would have been there, but by the time I heard of your throwing a party, it was too late to give you advance warning. Are you planning anything in January?

Charles de Paynim

There are no unfashionable Regiments in Paris – we all serve his Majesty and what can possibly be ignoble in that? Your comments suggest that you are unworthy of serving in the Gascons, let alone any other Regiment.

I do hope that you enjoy life as a civilian.

† Aloysius Gnomeclencher

Well Uncle, I'm here at last. The Front was fun but Paris is better. Hope to... have a good time...

Your affectionate nephew,

† Herve

Oh dear.

† Le Roi

If the person holding Egon Madd's Diary could get in contact with me, I would be most grateful.

† ZTMG

To the Gentlemen of Paris

A person has recently made comment that I have besmirched the 27th Musketeers Regiment by unfairly calling them "Scum Suckers". Evidently we have a disagreement and, as such, I shall await a time to meet the person so that gloves can be duly slapped in faces.

Until that time, I shall of course await any disclaim from the aforementioned 27th on the subject of their scum sucking abilities.

Lord Percy Percy says, as fashion is tending towards the barely filled posing pouch, few wear a less fashionable pouch than Stan Dandy Liver.

Maman,

I have arrived safely in Paris. Thanks to the letter of introduction from Uncle Leo. I have fallen in with some nice chaps in a Bellringers' Club and am no longer lonely. We are performing a bell-ringing promenade through Paris later this month.

Give my love to little Anna. Tell her that her big brother is safe.

Love,

† Warren

Newly arrived gentleman in Paris seeks fun and adventure in a regiment. Please advise.

Yours, etc.

† Warren Peece

Christmas with the Royals: How I bored poor Prinny with the witterings of the parvenu and social climbers.

† Le Bladder Rouge

Dear Viscount D'OR,
Nothing would have given me greater pleasure than to have been your guest this month, but sadly my social duties prevent me from attending upon you. It may not be the heat of battle, but dodging champagne corks can be just as deadly.

I remain, your servant, † Shitacks

Mon Cher Swender de Jewel,
Are you in good health? I realise now that the bottles were only supposed to be consumed at the rate of 4 a day and not 40.

† Aloysius Gnomeclencher

To Regimental Adjutant 13th F.
Captain, I see that you have again failed to submit your name to the regimental listings. I cannot have anonymous persons holding regimental appointments. Kindly resign forthwith.

† Col. J Sais-Pas, 13th F.

Poetry Corner

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

1 Leia, love a lyre-player.
Leia, play a lyre-lover;
Love a lyre-player, Leia.
2 Play a lyre, Leia-lover,
Play a lyre, lover? Liar!
3 Lover, liar, lyre-player,
Leia, love a liar-player.

† ME

Ode to AG
That Aloysius Gnomeclencher,
Warmed his a*se as a backbencher,
Now deservedly Chancellor of the Exchequer
'Cos he sure is an able Fecker!!

† QLB, January 1662

Poetry in Emotion
Le Roi, Le Roi
The Man who will enjoy
Our loyalty and bravery
Le Roi! Le Roi! Le Roi!
Sir, I remain your most humble servant,

† Colonel J Sais-Pas, 13th F

Points Arising

**Next deadline is
Friday 28th November 2008**

Gaston de St Marque's tenure as Minister of State ends next month. Anyone who wants to apply for the job should do so with next month's orders.

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

JLM Jean-Luc Mascard (Dave Challoner) has NMR'd. Total now 1
JPA Jean Paul Amiss (Tim Skinner) has NMR'd. Total now 1
SS Sean Sondamour (Pete Holland) has NMR'd. Total now 1

X2 (Aaron Sibley) has NMR'd. Total now 2 and is sent to a Frontier regiment

FF (Mark Barrowcliffe) was floated.

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

Johnny Sais-Pas asks NPC Captain 4 of 13th Fusiliers to resign
Quasi Le Bossu asks NPC Division Adjutant of Cavalry Division to resign
Quasi Le Bossu asks NPC Division Adjutant of Frontier Division to resign

Quasi Le Bossu applies for Division Adjutant of Cavalry Division
Quasi Le Bossu applies for Division Adjutant of Frontier Division
Renaul Baptiste Grenoble applies for Army Adjutant of First Army

Duels

Results of last month's duels:
Vincenzo de Louvois (gains 1 Exp) beat Dominique L'Etoile.
Jean Paul Amiss didn't turn up to fight Dominique L'Etoile and lost SPs.

Renaul Baptiste Grenoble (gains 1 Exp) beat Jean Laissez Faire.
Jacques de la Boite (gains 1 Exp) beat Herve d'Conde.

Grudges to be settled next month:

Ferdinand Franz (Rapier, Seconds SDL) has cause with Quasi Le Bossu (Sabre, adv.) for pinching Di. Antoine Dubeque (Sabre) and Herve d'Conde (Sabre, adv.) have mutual cause for being in enemy regiments.

Antoine Dubeque (Sabre, 2 rests) and Swender de Jewel (Sabre, Seconds JPA & PC, adv.) have mutual cause for being in enemy regiments.

Aloysius Gnomeclencher (Sabre, adv.) and Herve d'Conde (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Jacques de Gain (Sabre, 1 rests) has cause with Aloysius Gnomeclencher (Sabre, adv.) as he's not Noble but higher SL.

Pierre Cardigan (Sabre, Seconds SdJ, 1 rests) has cause with Aloysius Gnomeclencher (Sabre, adv.) as he's not Noble but higher SL.

Aloysius Gnomeclencher (Sabre, adv.) and Swender de Jewel (Sabre, Seconds JPA & PC, 1 rests) have mutual cause for being in enemy regiments.

Benedict d'Over (Rapier, Seconds ZTMG, 1 rests) and Jean Laissez Faire (Rapier, adv.) have mutual cause for being in enemy regiments.

Benedict d'Over (Rapier, Seconds ZTMG, adv.) and William Liam Lee Yon (Rapier, 3 rests) have mutual cause for being in enemy regiments.

Jacques de Gain (Sabre, 2 rests) has cause with Jacques de la Boite

(Rapier, Seconds PdVR, adv.) as he's not Noble but higher SL.

Jacques de Gain (Sabre) and Jean Laissez Faire (Rapier, adv.) have mutual cause for being in enemy regiments.

Jacques de Gain (Sabre, adv.) has cause with Michel Entire (Rapier, Seconds JdlB, 2 rests) as he's not Noble but higher SL.

Jacques de Gain (Sabre, 2 rests) has cause with Pierre de Vin Rouge (Rapier, Seconds JdlB, adv.) as he's not Noble but higher SL.

Jacques de Gain (Sabre, adv.) and William Liam Lee Yon (Rapier, 3 rests) have mutual cause for being in enemy regiments.

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

Pierre Cardigan (Sabre, Seconds SdJ, 2 rests) has cause with Pierre de Vin Rouge (Rapier, Seconds JdlB, adv.) as he's not Noble but higher SL.

William Liam Lee Yon (Rapier, 5 rests) and Zachary The Money Goes (Rapier, adv.) have mutual cause for being in enemy regiments.

Stan Ding on à Chair (Rapier, 4 rests) has cause with Aloysius Gnomeclencher (Sabre, adv.) as he's not Noble but higher SL.

Stan Ding on à Chair (Rapier, 4 rests) has cause with Pierre de Vin Rouge (Rapier, Seconds JdlB, adv.) as he's not Noble but higher SL.

Pierre Cardigan (Sabre, Seconds SdJ, adv.) and Stan Ding on à Chair

(Rapier, 3 rests) have mutual cause as neither stood down over Leia.

Pierre Cardigan (Sabre, Seconds SdJ, adv.) and Yves Vrai Bretheauteque (Sabre, 1 rests) have mutual cause as neither stood down over Leia.

Stan Ding on à Chair (Rapier, 1 rests) and Yves Vrai Bretheauteque (Sabre, adv.) have mutual cause as neither stood down over Leia.

Herve d'Conde (Sabre, 3 rests) and Jacques de la Boite (Rapier, Seconds PdVR, adv.) have mutual cause as neither stood down over Fifi.

Michel Entire (Rapier, Seconds JdlB) has cause with Yves Vrai

Bretheauteque (Sabre, adv.) for pinching Leia.

Charles de Paynim (Foil, adv.) has cause with Roland Chainat (Sabre, 1 rests) as he tried to court Marie.

“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

Robert Carter gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 6; EC 3 (X1).

Francesca Weal gets the Bastard son of a Peasant: Init SL 1; Cash 9; MA 5; EC 4 (X2).

Aaron Sibley gets the First son of an Impoverished Marquis: Init SL 9; Cash 44; MA 4; EC 4 (X3).

Alex Chapman gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 1; EC 1 (X4).

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 __	
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer AG	Minister of Justice N	
Minister of War SDL	Minister of State GdSM	

Army Organisation and Summer Deployment

First Army (Field Ops)	GdLi/___/___/___
First Division (Field Ops)	N2/N/BdO
Guards Brigade (Field Ops) – RFG CG KM	
Dragoon Brigade (Field Ops) – GDMD PLLD	
Cavalry Division (Field Ops)	N1/N/N4
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Second Army (Siege)	JS/JdN/JSP/___
Frontier Division (Siege)	N4/N/N4
Frontier Regiments (Siege)	
Third Army (Defence)	N2/N/N1/N
Second Division (Defence)	N3/N/N4
3rd Foot Brigade (Defence) – 27M 4A	
4th Foot Brigade (Defence) – 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N2/N/N1
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

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

Brigade Positions

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

Entries as Army Organisation Table

Frontier Regiments

(Defence for Dec-Feb)

	F1	F2	F3	F4	RNHB
Colonel	N5	N2	N5	N5	N9
Attached	DS	GdLi	EM2	2 Bn 53F	

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	GdSM
64	Edna Bucquette	18	W	EH
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	
27	Lucy Fur	13	B	Sdj
30	Leia Orgasma	13	B	ME
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	JSP
1	Sue Briquet	11	B	YVB
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	JdIB
43	Di Lemmere	10	I	QLB
53	Angelina de Griz	10	B	DC
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
47	Eve Ningalle	8	I/W	
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	DLE
13	Josephine Buonoparte	6	I/W	GE
24	Violet Bott	6	I/W	VdL
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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
GdSM	Count Gaston de St. Marque	26	64	Withy	General/State Min.	9 Bette	Flr	3	Nathan Richards
CIG	Viscount Charlemagne le Gosse	26	49	Comfy	General	14 Lois	Flr	2	Neil Packer
ZTMG	Count Zachary The Money Goes	25	58	Rich	B.Bdr-General KM/CPS	11 Anna	Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	59	Rich	Lt-General/War Minister	11 Lotte	Flr	4	Guy Arnold
SS	Baron Sean Sondamour	22	39	Comfy	General	5	Flr	2	Pete Holland
JS	Baron Jacques Shitacks	21-	47	Poor	General/2nd Army Commndr	3 Kathy	Flr	4	David Olliver
EH	Earl Euria Humble	21	64	OK	B.Lt-General/City Mil Gov	15 Edna	Flr	5	Matthew Wale
BR	Earl Beau Romir	21	56	Withy	Captain RFG/C.Prnce Aide	13 Frances	Flr	3	Graeme Morris
DC	Sir Devlin Carnate	21	55	OK	B.Bdr-General PLLD/Drgn Brigadier	5 Angelina	Flr	2	Bruno Giordan
RdO	Viscount Revaulvin d'Or	20+	128	Rich	Fld Marshal	13	Flr	4	Jerry Spencer
BdM	Viscount Beppe de Marko	19	49	Fithy	Bdr-General	17 Katy	Flr	2	Mark Moores
GdLI	Baron Gar de Lieu	19	F	Poor	B.General/Ist Army Commndr	3	Flr	4	Bill Hay
GI	Sir Gustav Ind	18	50	OK	Bdr-General/Gds Brigadier	4 Jacky	Flr	5	Ashley Casey
AdA	Sir Averell d'Alton	17	47	Poor	B.Bdr-General RFG	4 Guinevere	Both	4	Martin Jennings
HdE	Sir Horatio d'Escargot	16	50	Comfy	B.Lt-General/Adjutant Gen	5	Both	3	Graeme Wilson
Rds	Sir Roget de Saurus	16+	48	OK	Major RFG/Gds Brigade Maj.	10	BG	2	Gerry Sutcliff
BdO	Benedict d'Over	14+	44	Comfy	Lt.Colonel KM/Ist Div Adjutant	8 Ophelia	Both	4	Mark Stretch
SdJ	Sir Swender de Jewel	14+	44	Comfy	Lt.Colonel DG/FMshl's Aide	3 Lucy	Both	1	Ray Vahey
AG	Aloysius Gnomeclencher	14+	43	Comfy	B.Bdr-General QOC/Chancellor	6 Deb	Both	2	Mike Dommett
JLF	Sir Jean Laissez Faire	13	39	Comfy	B.Bdr-General CG	2	Both	3	Filipe Silva
RBG	Sir Renaul Baptiste Grenoble	13	35	Comfy	Colonel CPC	4 Maggie	Hunt	4	Olaf Schmidt
PdVR	Pierre de Vin Rouge	13+	48	Comfy	B.Bdr-General PM/I F Brigadier	6 Polly	Both	3	Keith Bristow
HdC	Sir Herve d'Conde	12	31	OK	B.Bdr-General DG	9	Both	4	Simon Burling
YVB	Yves Vrai Bretheauteque	12+	49	OK	B.Bdr-General ALC/Hvy Brigadier	2 Sue	Hunt	1	Chris Boote
RPdE	Sir Roland Pollee d'Eaulee	12+	42	OK	B.Lt-General	7 Henrietta	Hunt	3	Pete Card
IS	Sir Indie Spencible	12+	38	Comfy	Captain RFG/RFG Regt. Adj.	4	Hunt	1	Charles Burrows
AD	Antoine Dubeque	11	32	Poor	Major QOC	6	Hunt	2	Andrew Burgess
ME	Michel Entire	11	31	Comfy	Lt.Colonel PM	7 Leia	Hunt	3	Tim Macaire

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
EM2	Sir Egon Mad 2	11	F	Poor	Lt.Colonel RFG	5		2	Tym Norris
JdIB	Jacques de la Boite	11+	40	Poor	Major PM/I F Brigade Maj.	1 Pet	Hunt	5	Justin Key
WLLY	William Liam Lee Yon	11+	33	Comfy	Major CG	4	Hunt	4	Paul Wilson
DS	Dan Stallnite	10	F	OK	Major CG	5		2	Colin Parfitt
X2		10	RIP						Aaron Sibley
JSP	Johnny Sais-Pas	10+	42	Comfy	Colonel 13F/2nd Army Adjutnt	6 Bess	Hunt	4	Mike Bird
QLB	Quasi Le Bossu	10+	40	OK	Lt.Colonel PLLD	6 Di	Hunt	6	Mark Cowper
PC	Pierre Cardigan	9+	36	Poor	Lt.Colonel ALC	4	BG	4	Matt Shepherd
CJ	Coeur Jette	8+	43	Poor	Colonel RM	6	BG	2	Mike Weston
SDC	Stan Ding on à Chair	8+	28	OK	Lt.Colonel 13F	2	BG	4	Barry Townsend
RC	Roland Chainat	7	12	OK	Captain CPC	5	BG	2	Roland Lee
DLE	Dominique L'Etoile	7+	56	Comfy	Major PM	2 Belle	F&P	2	Dominic Howlett
JdN	Jean de Nim	7+	34	OK	Major RM/Gen's Aide (2nd Army)	1	F&P	4	Mark Booth
GE	Giles Etraseur	7+	32	Poor		1 Josephine	F&P	4	Nik Luker
JdG	Jacques de Gain	7+	30	OK	Private KM	6 Vera	F&P	4	Ben Brown
CdC	Caiser de Chief	6	RIP						Robert Carter
ILB	Ilk Lamore Bartat	6+	44	OK	Major RM	6 Ada	F&P	6	Andrew Kendall
IBDO	Ivor Bean D'One	6+	26	Poor	Major 27M/3 F Brigade Maj.	4	F&P	2	Rob Lee
JLM	Jean-Luc Mascard	5-	5	OK		4	F&P	3	Dave Challoner
FF	Ferdinand Franz	5	8	OK	B.Lt.Colonel GDMD	4	RP	3	Mark Barrowcliffe
WP	Warren Peece	5+	25	OK		4 Ingrid	RP	2	Pam Udowiczenko
JPA	Jean Paul Amiss	4-	3	OK	Subaltern DG/Bdr's Aide (Gds Bde)	5	RP	3	Tim Skinner
CdP	Charles de Paynim	4	8	OK		6	RP	3	Hajo 'Red' Schlosser
VdL	Vicenzo de Louvois	4+	39	OK		6 Violet		5	Gina Teh
HB	Herve Bontemps	3	RIP						Francesca Weal

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, Ffthy = 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+