

That would be enough

This has been issue 95 of *To Win Just Once*, published 14th May 2009. 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 2009

Deadlines

Orders for *Star Trader* and *Railway Rivals* sign-ups to Mike Dommett by Friday 22nd May 2009.

Orders for *Les Petites Bêtes Soyeuses*, Fictionary Dictionary entries and any other contributions to Pevans by Friday 29th May 2009.

(remaining 2009 deadlines: 26th June/3rd July, 31st July/7th August, 4th/11th Sept, 23rd/30th Oct, 27th Nov/4th Dec.)

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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.engage.co.uk

Railway Rivals Jonathan Palfrey, Pevans, Ben Brown, Gerald Udowiczenko with room for 1-2 more (on the Yorkshire map – working copy provided).

Star Trader Mark Robinson, Steve Lyder are in the queue for the next one. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

The good looking
Settlers Germany

Pevans reports on
new games at the
Gathering

Plus review of
SF novel *Ilium*

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Contents

	Page
Contents	2
Chatter	3
Games at the Gathering (part 1)	3
Science Fiction	10
Games Events	12
Credits	12
Fictionary Dictionary	13
Scores from Turn 9	13
Turn 10 Definitions	13
Eagle Tavern	15
<i>Railway Rivals</i> game 7—start-up	15
The Cold Equations	16
<i>Star Trader</i> game 4 – Turn 11	16
Press	17
Corporation Table	17
GM Notes	17
Star System Map	18
Les Petites Bêtes Soyeuses 221	19
May 1662	19
Press	24
Announcements	24
Despatches from the Front	25
Matters of Honour	25
Social	26
Personal	26
Poetry Corner	28
Points Arising	28
Announcements	30
Duels	30
New Characters	31
Tables	31
Other Appointments	31
Battle Results	32
Army Organisation and Summer Deployment	32
Brigade Positions	32
Frontier Regiments	32
Regiments Organisation	33
Hell Hath no Furry	33
The Greasy Pole	34
That would be enough	36

Chatter

My apologies that this issue is a bit late. I'm afraid I've just been rather busy since I got back from America. Speaking of which, my notes on my trip are below, concentrating on the new games I played. Depending on how many pages it takes up, I may need to split it over two issues...

Meanwhile, the Royal Mail increased the price of postage again at the beginning of April. This reminds me that the cover price of *TWJO* and the subscription rates haven't changed since they started. I'll do some sums when I get the chance, but the chances are I'll be putting the prices up by the end of the year. Existing subscriptions will be honoured, of course.

Star Trader

As we've lost a player from the current game (*Cold Equations*—page 16), there's a position open for someone to join in. It would be a good way to learn the game for anyone who fancies playing a full game later.

Meanwhile, Mike reminds me that he'll be away for the whole of July. This shouldn't be a problem with next turn, but we'll probably need a long (2-issue) deadline before the next one.

While I'm on the topic, I have found a couple of copies of the original game. One is complete, though some pieces have been punched out, the other is punched and missing a couple of commodity pieces and one spaceship—not a big deal. If anyone's interested in either or both of these, make me an offer.

Railway Rivals

The new game is starting in this issue (page 15) with four players—there's room for another 1 or 2 if you sign up **now**.

Games at the Gathering (part 1)

The beginning of April takes me to the USA: to Columbus, Ohio for the Gathering of Friends. This was the twentieth Gathering—my thirteenth—and it's still organised by games designer Alan Moon. As the name suggests, it started as a bunch of friends playing games for a weekend and that's still the principle of the event (though it lasts nine days now). Everybody who attends is a friend of a friend—never mind six degrees of separation, you'll struggle to find more than two between any two people at this event. This makes for a great atmosphere and a fun event, even if it has grown over the years. I find I spend a lot of time chatting to old friends, though the main reason for going is to play games. It's an opportunity to try some of the year's new games and catch up on old ones.

First, however, I have to get there. And the main thing about flying across the Atlantic is how tedious it is. Rush to the airport and queue to check in, rush to departures and queue for security, rush to the gate and queue to get on the plane, all to sit in a metal tube for seven hours. At least I get to watch a few films—even if I can't hear all the dialogue over the background noise from the plane. (*The Curious Case of Benjamin Button* was entertaining, but ... odd; *Valkyrie* was pretty boring and I took a nap; and Keanu Reeves looked like an alien in the re-make of *The Day the Earth Stood Still*—but what was John Cleese doing there?) Then I'm at Chicago's O'Hare airport, waiting for my connecting flight to Columbus. Still, I know where the bar is by now...

Arriving at the airport in Columbus, I pick up the hotel shuttle with Alan Ernstein. Alan is the design half of Hangman Games and just the first of the old friends to meet over the next few days. Once I've checked in at the hotel, it's down to the basement where the Gathering has taken over the whole of the hotel's banqueting area for the duration. Time for more meetings and greetings, but it isn't long before I'm roped in to my first game.

This is Mac Gerdts's *The Princes of Machu Picchu*, which was launched at Spiel '08 (though I missed it there). The game has all the hallmarks of an Eggertspiele production (English and German sides to the board, nice wooden pieces etc), but is from a new name to me, PD Games (and Rio Grande). The game does not have Gerdts's trademark 'roundel' of actions. Instead, players move their 'prince' piece



around the districts of Machu Picchu, each of which allows them to carry out a particular action. The actions allow players to gain the various goods used in the game, place workers to generate extra goods, buy and sell goods, recruit priests and make sacrifices at the temples.

Key to the game are the victory point cards that give players points for holding various things at the end of the game. Players can add to their cards by getting one of their playing pieces to the top of the mountain. Climbing the mountain is done by using your priests to make sacrifices in the temples. At the top, you add cards to your hand and then discard to gain one card overall. This is a neat mechanism that gives you the chance of building up the victory points you score on specific items so that you can concentrate your efforts. The game runs a set number of turns, unless players recruit all the priests first. The way the game ends alters the way points are scored, which gives players some strategic options. I really enjoyed the game, though my jet lag meant I was playing like a zombie.

A good night's sleep left me ready for the fray—though I was up and about rather earlier than those in their natural time zone. ☺ The hotel's breakfast buffet was ... adequate. I haven't really got to grips with what American hotels consider breakfast to be. The very crispy bacon is good, but the rest is uninspiring—particularly when you remember that it's not included in the charge for the room. But enough of that, time to hit the games room.

My first full day at the Gathering turned out to be Martin Wallace day. I spent much of the day introducing people to *Tinner's Trail* and *Brass* (including scoring 200 points in a three-player game!) and then had my own introduction to *Automobile*. This will be the first game in the second set of Treefrog games and should be formally launched at the Games Expo in June. *Automobile* is about the early years of the American car industry. Players build factories to make specific models of car, grouped into three ranges. Then they have to sell the cars they've produced. One of the decisions for players is whether to mass-produce cars with a small margin or make smaller numbers of higher-margin models.

There are several other features to the game, such as establishing dealers to guarantee some sales and using the special abilities of major figures in the car industry (Henry Ford et al). At the end of a round, players collect 'loss' markers for such things as producing less advanced models in a range. Then they have to pay cash for their accumulated loss markers—and this gets more expensive each turn. At first acquaintance, this looks like being another terrific business game from Martin, while being very different from his previous business games.

I also had the chance to try *Small World* and was rather taken with it. This is a re-vamp by Philippe Keyaerts of his earlier *Vinci* and is published by Days of Wonder. The game is essentially the same, but has been simplified a bit, which



Pre-production copy of *Automobile*—bright colours and wooden bits

makes it flow more smoothly and play faster. It has a fantasy theme, which means the board is no longer a stylised version of Europe. This also gives character to the 'empires' that players take. Instead of being two random attributes, each empire is a fantasy race (Elves, Dwarves, Wizards and so on) with a particular characteristic (Flying, Fortifying, Berserk etc). This may be a purely cosmetic change, but it makes a big difference to the feel of the game. It is definitely more atmospheric.

If you haven't come across *Vinci*, both games involve players choosing an 'empire'. They use their playing pieces to conquer territory on the board, taking advantage of the empire's special abilities. Then they score points for the areas they occupy, potentially gaining extra points according to the empire's abilities. The key to both games is knowing when to put an empire into 'decline' and start a new one. This means a one-turn slump in points scored, but usually a longer-term boost to your points. Timing is everything. Plus spotting the good empires. *Small World* is an excellent development of a clever game.

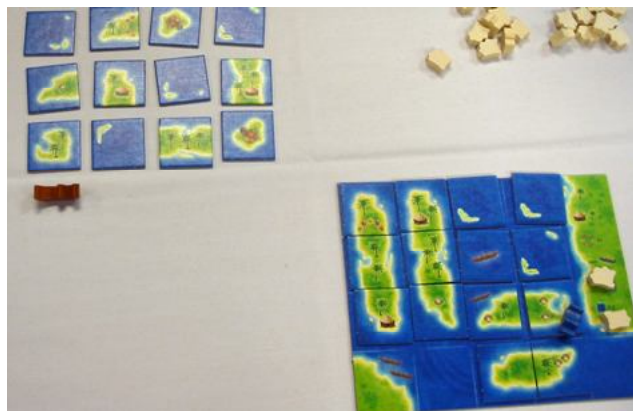
I was not up to staying up late—after all, midnight was five am as far as my body was concerned—so it was a relatively early night. The following morning, I decided to try a proper American breakfast: pancakes! And very nice they were too, but not really what I'd call breakfast.

Day two gave me the chance to play several new games. The first of these was *Finca*, designed by Ralf zur Linde and Wolfgang Sentker (both new names to me) and published by Hans im Glück. This is an odd little game of fruit growing on the island of Mallorca (though the English translation claimed it was Majorca). The game has a kind of roundel: players move their farmer pieces around the windmill sails in one corner of the board. The sail they land on lets them pick up a specific fruit, the number depending on the number of pieces on the space. Crossing the median line of the sails gets the player a donkey cart as well.

Using a cart allows a player to deliver some fruit (you can't get that many in a donkey cart) to the districts of the island. Each district is looking for a certain combination of fruit, as shown by the top tile in the district. Delivering the right fruit gets the player the tile and a bonus tile if it's the last in the district. Players also have a set of special actions, allowing them to bend the rules in specific ways, but these are worth victory points if not used. This is a nice enough little game with some neat touches, but rather lighter than I'd expect from HiG.



The second game was *Maori*, also from Hans im Glück, by Günter Burkhardt. This is a tile-laying game set in the Pacific islands. Each player has a board showing empty sea, overlaid with a square grid. Onto this, they place tiles showing parts of islands. The trick, of course, is to actually complete your islands rather than leaving odd bits of land lying about. Players score more for islands with palm trees and other features give bonus points—if you complete them.



An almost finished game of *Maori*—look at that fine set of complete islands!

What makes the game tricky is how you select and place your tiles. The tiles are laid out in a square grid with a wooden canoe alongside one of them. To take a tile, players must move the canoe and then select a tile from the row or column it ends up next to. How far you can move the canoe depends on how many canoe symbols you have on your board. To take a tile that's not the one adjacent to the canoe, you have to pay some shells—which you get by choosing tiles with shell symbols on them. Tiles must be placed in the right orientation and, with the advanced rules, must go next to the canoe piece on your board (which you can then move). *Maori* is by no means a heavyweight game, but I found it more interesting and challenging than *Finca*.

I really liked Peter Hawes's *Heads of State* (published last year by Eggertspiele), so I was keen to try out his new game on the Wars of the Roses (Peter is still debating the title, but it won't be *Kingmaker*). As you'd expect, the board shows England and Wales, divided into a few regions. Each region is worth victory points for the players with the most and second most influence in the region at the end of each turn. Influence comes from controlling the various features in each region: a royal castle, a port, major and minor towns and a Bishopric along with ships and nobles which can move around.

In their turn, players allocate their resources secretly and then reveal what they're doing. This can be bribing or attacking other players' holdings, defending their own holdings, moving ships and nobles, raising money and so on. The game starts with the board fairly sparsely allocated, but new items are drafted each turn, increasing players' holdings. On top of this, each player belongs to either the Lancastrian or Yorkist camp and gets extra points at the end of each turn if their faction has the upper hand. I really enjoyed this game and look forward to seeing it in print (from Z-Man Games). My advice, though, is not to peak too early as being leader makes you a target!

One of the new games from Eggertspiele is *Sherwood Forest* by Nils Finkemeyer (another new name). The board (below) shows the eponymous forest with a number of routes through it. Along these pass rich merchants, to be preyed on by the lurking bandits (that's the players). Just watch out for the Sheriff's men! Each turn, travellers pass through the forest, their routes shown by a selection of cards. These are richer—and tougher—as the game goes on. First, though, players get a number of actions: recruiting men to their gang, buying weapons, peaking at the cards and positioning their men.

Players can work together, which can be very necessary, sharing the spoils. A successful ambush brings victory points ('glory') and money. Players can also convert money to victory points by donating to the church—something they're forced to do if they have lots of money. This is a fairly light game, but has some tactical subtleties—particularly using the 'advanced' rules—and was great fun to play. Another one I look forward to seeing more of.

One of the best-looking games on the tables was *Die Siedler von Catan: Deutschland-Edition*. This is a special *Settlers of Catan* variant to mark the 60th anniversary of the creation of modern Germany and the 20th anniversary of the country's reunification. It is played on a fixed board showing Germany, natch. The good-looking bit comes from the stunning little models of German landmarks (Cologne cathedral, Berlin's Brandenburg gate and so on) that are part of the game. The game itself is basic *Settlers*, with a few tweaks (such as building landmarks rather than developing villages into towns). A nice addition to any collection, but nothing special in terms of gameplay.

Continued in next issue



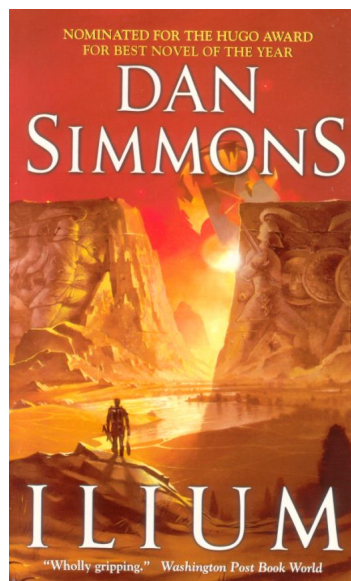
Science Fiction

Apart from the games playing, my annual visit to the USA is an opportunity to cash in my dollar vouchers at Amazon.com. So I came back with several new books that had been delivered to the hotel. My return flights gave me a chance to start reading and I polished off the first book once I was back. This was *Ilium* by Dan Simmons and I found it totally gripping from the first page.

We start on the plains in front of Troy as the 10-year siege by the 'Greek' forces approaches its climax. No, really. However, it is clear that there is more to this than meets the eye—the first paragraph of the book gives us a lot of information. In particular, that this story is actually set well into the future. Then we are introduced to the first of our main characters: Thomas Hockenberry, an academic who has been resurrected (!) and set, with colleagues, into the Trojan War as an observer. He has been resurrected by the Gods themselves, so no explanation is required! Yes, the Ancient Greek Gods are very real and taking sides in the Trojan War, just as Homer depicted. Clearly, there is a lot more going on here.

Chapter 2 introduces us to a very different set of characters. A group of effete, pampered humans on planet Earth, their every need catered to by robot 'servitors' and creatures (?) called voynix. They believe themselves to be the last humans, saved by the 'post-humans' and maintained at a set population. The world they know is what is accessible through 'faxes'—a network of matter transmitters. Their life is just entertainment and parties as they live out their allotted span of one hundred years. Later in the book, they are explicitly compared to the Eloi from HG Wells's *Time Machine*. However, I am reminded more of Arthur Clarke's *The City and the Stars*.

We are first introduced to Daeman, a spoiled young man enjoying his hedonistic, responsibility-free life. Chasing after his next sexual conquest, he is drawn into a plot to look behind the world they all inhabit. Things are not what they seem, of course. This is the start of an adventure that he is ill equipped to deal with. Luckily, some of his companions are more resourceful. Especially the strange man who calls himself Odysseus. This implied link with the Trojan War strand of the book is not explained. And Odysseus is very present in that other strand.



Chapter Four takes us to Europa, one of the Galilean moons of Jupiter. Here we meet Mahnmut, who is a 'moravec'. This appears to mean some sort of artificial intelligence, part machine and part organic. Mahnmut lives and works in the depths of Europa's oceans in his submersible. He is part of a whole community of moravecs around Jupiter and his passion is Shakespeare's sonnets. Along with his friend, Orphu of Io, who is a fan of Proust, he is recruited for a mission to Mars. Their job is to investigate just what is going on at Olympus Mons on a Mars that has been recently (and quickly!) terraformed. Apparently, the technology in use there threatens the whole solar system.

As readers, we know, from following Thomas Hockenberry's story, that Olympus Mons is the new seat of the Gods. Hence, we can see that his story is likely to converge with that of Mahnmut. The question is when and where. The moravecs have their own little odyssey through space and then across a terraformed Mars, meeting some bizarre things along the way (Simmons has a bit of fun here, but his creations are quite alien). As they go, they continue their discussion of human literature. I'm guessing that the author has tapped in to some interesting debates about Shakespeare and Proust.

On Earth, the humans have their own odyssey, which teaches them—and us—a lot more about the world they inhabit. Earth is also a strange place in this future. There is a lot going on outside the world Daeman knows—not that he knows much and his education is ours as well. Daeman's adventures take him and his friends to some strange places, too. Thomas Hockenberry's adventure is rather different: conspiring against the Gods. It can only end in tears, but he has the opportunity for some fun along the way. Helen of Troy, for a start...

I was bowled over by this book. Simmons gives us three very different, but equally absorbing stories. Each of these bowls along at a cracking pace. Simmons' version of Troy provides a contrast with the high tech world of the far future that is depicted—from different viewpoints—in the other two stories. At the same time, it is part of this high tech future. The question is, just how does it fit in: time travel, another dimension or a re-creation? The last would explain the Gods, but there are hints in the book that something else is going on.

As I expected, Mahnmut and Hockenberry meet up before the end of the book as their stories reach a climax on the plains of Troy and the halls of Olympus. There is a climax, too, to Daeman's story, but it's still separate from the others. Though there is some interesting correlation between some things that the explorers discover on Earth and on Mars. It was only some way through the book that I realised that *Ilium* is only the first part of the story. It concludes in a second volume, *Olympas*, which I trust will provide some answers and bring all the narratives together. In the meantime, *Ilium* is the best thing I've read for a while and I thoroughly recommend it.

Games Events

This weekend (16th and 17th May) is Beer & Pretzels, the fun weekend of games playing in Burton-on-Trent, run by the team from Spirit Games. It takes place in the Town Hall and is open Saturday and Sunday. Expect a mix of board games, role-playing, wargames and CCGs, including a number of organised tournaments. For more details, see www.spiritgames.co.uk/bnpdetails.php

The following weekend (23rd and 24th May) is ShadowCon III (Gerald Udowiczenko tells me). Organised by the Shadow Warriors club, it's held at the Northfields Community Centre (London W13 9SS). This is mainly a role-playing con (running from 9 to 8 each day, with an hour for lunch), but with space set aside for board games and a games library. There will be a tuck shop on site and a barbecue on Saturday evening. Role-playing sessions need to be booked in advance (£3 per game or £5 for two)—see the website for details:

www.shadow-warriors.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 95 was written and edited by Pevans. The *LPBS* masthead (page 19) is by Lee Brimmicombe-Wood, as are the drawings on pages 21 and 23. The illustration on page 20 is by Tim Wiseman. Pevans took the photos and played with Photoshop. © Paul Evans, 2009

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 9

Here are the real meanings of Turn 9's words.

tabanid: (n) a horsefly.

ugsome: (adj) archaic or humorous) frightful, loathsome.

So now you know. The table on the right gives the scores from last turn and to date.

Players' Scores

Name	This round	Total
Al Tabor	0	7
Andy Kendall	9	26
Charles Burrows	0	10
Chris Boote	0	10
Colin Parfitt	1	20
David Olliver	0	3
Graeme Morris	2	18
Jonathan Palfrey	3	17
Michael Martinkat	0	2
Mike Dommett	1	8
Nik Luker	3	22
Pete Holland	1	19
Ray Vahey	0	1
Tim Macaire	0	17

It's a monster turn for Andy Kendall as his definitions clearly struck a chord with voters. He now has a clear lead, but several others could still catch him.

Turn 10 Definitions

Vilipend

1 "I've no idea: will he?"

2 The lower branch of a gallows, used for hanging peasants only.

3 Any executive toy that is now rendered useless (for example, a Newton's Cradle with the strings knotted).

4 Roman word for a disgraced senator, from which English words "villain" and "vilified" have derived.

5 A hidden coat pocket in which a pickpocket or footpad kept stolen valuables.

6 The last drip, that seems incredibly reluctant to actually drop, as may be

seen hanging from a tap. May also be familiar to some after urination.

7 Term employed by players of wind instruments meaning to mess up the last note of a piece of music. Derived from the comment made by a jazz critic c.1932 while watching a certain trumpet player – “Man, he played that last note like he had a V [i.e. split]-lip”, hence V-lip-end.

8 Shallow end with steps of swimming pool, popularly named after Dutch Crown Prince Vilip, notable for only being 4' 9".

Zwitterion

1 A 20-franc gold coin issued in Switzerland from 1883 to 1935.

2 Extremely rare version of the Ford Orion manufactured solely (and very briefly) in Germany. Featuring a windscreen, steering wheel and gear shift at both ends of the car, it negated

the need to develop any reversing skills.

3 What the Germans would have had if they'd invented Irn-Bru.

4 A very specific collection of memorabilia (e.g. only comics featuring Batman before Robin, merchandise to advertise the original *Star Trek*, or original *Battlestar Galactica* episodes on Betamax).

5 A medieval German flyswatter, made of sheet iron.

6 South African user of Tweet messaging system.

7 Someone who gets great pleasure from winning simple games.

8 Medieval 2-stringed instrument popular in central Europe. Used by trainee minstrels in their first two years of apprenticeship.

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

Get your final votes to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by 29th May 2009.

Eagle Tavern

Railway Rivals game 7—start-up

We have four players signed up—there's room for 1-2 others if they sign up now. One in the East, one in the South, one in the North, and one in the West so far.

A—Paul Evans:

GOD'S OWN RAILWAY (GOR)
Start: SHEFFIELD
Colour: Orange
Points: 20

C—Gerald Udowiczenko:

THE RELEGATION XPRESS (TRX)
Starts: HULL
Colour: Black
Points: 20

B—Jonathan Palfrey:

THE HEAVILY UNDERFUNDED
RAILWAY BUSINESS (THURB)
Start: THIRSK
Colour: Green
Points: 20

D—Ben Brown:

BENS ELECTRIC AND STEAM
RAILWAYS RUN ALONG
INLAND LINES (BESTRAIL)
Start: LEEDS
Colour: Red
Points: 20

GM Notes

Make sure your orders show your company name and colour.

When paying known costs to others, please write the name of company to pay, not just colour.

Each Build should be shown separately
5: (Birmingham) - X22 - X25; P2 - P3
3: X25 - X28
and so on.

Good luck!

The first turn's builds are: **4, 6, 3**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 22nd May 2009**

The Cold Equations Star Trader game 4 – Turn 11

"Ok, the plan is we both send our ships into System Space to try and catch the pirates."

"Ok, but why do I have to jump first?"

"Because your ship has the best chance of blowing him away."

"And if he captures me..."

"It gets a little bit more difficult."

After a great deal of discussion, HOUSTON FEARLESS flew their Corco Iota Hull into Gamma Leporis System Space, where MACRADIE's crew were taken unawares as the first volley of missile fire blew the Spear Hull into fragments. There's a difference between a fat merchantmen and the armed escorts that HOUSTON and ARCHANGEL both maintain as part of their fleets.

It didn't stop MACRADIE from a wave of sabotage at Mu Herculis. EON FLASHCORP very nearly lost the Flashman and the Flashbulb, though no link could be proved. However MONOGRAM's already damaged Big Change chose the wrong moment to dock at Mu Herculis, exploding shortly after arrival. HOUSTON's Ur-Tin lost all its Cargo pods. MONOGRAM will be grateful that alert security guards at their production facility foiled attacks on the Monopole works. MACRADIE was linked to all four of these attacks.

ARCHANGEL bought warehouses at Sigma Draconis, Mu Herculis and Tau Ceti and attempted to improve its Reputation. It may be that some people are suspicious of their actions last Quarter as their Reputation stalled.

HOUSTON FEARLESS replaced all their damaged and missing Cargo pods, took OP 9 at Gamma Leporis, bought a second Warehouse at Gamma Leporis, re-crewed the Ur-Boron with an A class crew and laid down a new Phoenix Hull at Tau Ceti Shipyards.

MONOGRAM INDUSTRIES added Cargo Pods to its fleet to replace those missing on the single ship it now has left.

EON FLASHCORP shifted the Battle Comm pod to the Flashman, bought new cargo pods, took delivery of their new ship, Flashcard, and reassigned their agents between their ships.

Trading was slack. At Epsilon Eridani HOUSTON FEARLESS tried to sell Isotopes at a price of 8 HTs, but only got rid of one as MONOGRAM sold 8 for 7 HTs each. MONOGRAM gained the Market Managership in Monopoles after

selling 6 for 16 HTs apiece. However, MONOGRAM only sold 2 Spice at 17 HTs because HOUSTON got in first, sold 12 and gained a Dealership.

ARCHANGEL broadened their appeal, buying 4 Isotopes for 3 HTs each at Tau Ceti and loading them into the solitary cargo pod each liner carries.

HOUSTON FEARLESS sold 9 Isotopes for 11 HTs apiece at Mu Herculis and then bought 10 Monopoles at 11 HTs, the second deal gaining them a Contractorship. EON FLASHCORP bought 5 more Monopoles on Contract.

Beta Hydri saw the only other trading this Quarter, with HOUSTON selling 4 Isotopes for 1 HT each and ARCHANGEL buying 4 for 4 HTs apiece. Perhaps these two Corporations should cooperate still further...

Press

For Hire: Tender—stop those pesky sabotage attempts—contact McRadie's for terms.

Nice ships, warehouses, factories and goods you have. As you can see, accidents happen. Want to make sure they are well protected? Contact McRadie's for your insurance policy.

Your rivals outstripping you in economy? They have better ships? You need an upper hand on them? As others have already done, contact McRadie's and see what we can do about that.

Corporation Table

Corporation letter & name	Conn'n Levels			Init've	Turn	Cash Rep		Player
	Bus	Crim	Pol	Bid	Order			
A Archangel Lines	4	0	2	20	2nd	260	32	Jerry Elmore
B Eon Flashcorp	7	9	9	0	6th	346	40	Paul Evans
D Gates-Learjet	9	6	5	0	5th	89	29	Dominic Howlett
E McRadie's Crew	5	10	0	0	4th	39	0	Martin Jennings
F Monogram Industries	10	0	7	5+5	3rd	311	40	Michael Martinkat
G Houston Fearless	10	0	5	40	1st	508	40	Przemyslaw Orwat
H GamLepCo	5	0	4	N	7th	129	26	Player wanted

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

GM Notes

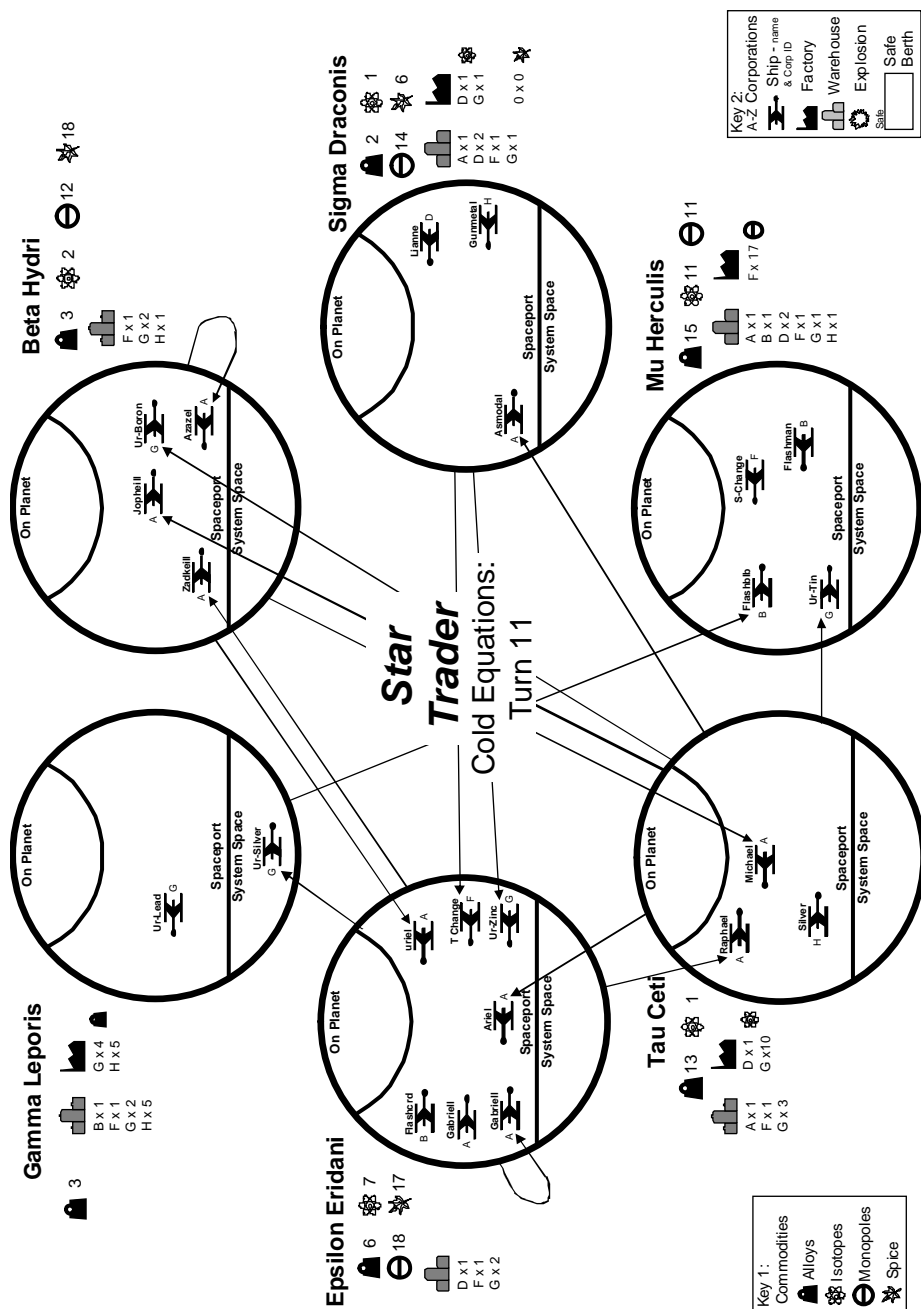
There were no new News chits this turn (in bold):

Turn 12 C8

Turn 13 B2

Houston Fearless took OP 9 from Turn 12.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 22nd May 2009**



Les Petites Bêtes Soyeuses 221

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 June 1662 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 29th May 2009**

May 1662

It's sunny and pleasant in Paris. This must mean it's almost time for the army to head off to the front for the summer. Mind you, a large proportion of it is already there. In the meantime, Lieutenant-Colonel Warren Peece of the 27th Musketeers squares up to his enemy, Lt-Colonel Stan Ding on à Chair of the 13th Fusiliers. Both men have rapiers, but Peece has the advantage of greater skill. Chair has the greater advantage of being of bigger than average build, while Peece is slighter. Peece launches straight into a furious lunge while Chair waits a beat before starting his. Peece's lunge hits first; then Chair impales him in turn. Peece considers and then continues with his cut. Chair ignores this and cuts back. That's enough for Peece and he concedes the fight.

Peece's injuries leave him in no fit state to meet Johnny Sais-Pas, commander of the 13th Fusiliers. After some time with the medics, he buys himself the Colonel's rank in the 27th.

Aloysius Gnomeclencher doesn't turn up for his duels—though he professes that he's prepared to meet the King's champion. Instead, he resigns from his position and the QOCs and volunteers for active service with the Frontier regiments, clearly determined to do penance for insulting His Majesty.



A new Commissioner

QOC Major Antoine Dubeque calls in a favour in an attempt to remove his immediate superior. It's not enough, though, and it's just his squadron that he volunteers. Jacques de Gain buys the vacancy at Major in the King's Musketeers, his seniority giving him precedence over Mouton Rothschild, who is stuck at Captain. De Gain then orders his new command into active service. Tomas le Matelot buys his way into the 4th Arquebusiers and a Captaincy.



Herve d'Conde is determined to become Brigadier of the Horse Guards. Gnomeclencher's resignation means d'Conde has no actual competition for the job. However, his parting shot is to use all his favours to try to block d'Conde from having the job. D'Conde has just as much influence, though, and gets the post. He immediately gives the Brigade its marching orders.

Gustav Ind would like to command Second Division—well, in fact he'd like to command any Division. However, Second is the one with the vacancy—and it's likely to stay that way until somebody uses some influence on the commanders. Adjutant-General Horatio d'Escargot refuses to appoint him.

Top job this month, though, is Commissioner of Public Safety. Minister of State Charlemagne le Gosse awards the job to ... Roland Pollee d'Eaulee. The new Commissioner relishes his position and shows no sign of throwing his weight around. Yet. Le Gosse also appoints another Minister without Portfolio. This is Johnny Sais-Pas, who is given special responsibility for Bandstands and Gazebos. Not that he's hanging around in Paris for his new job: he leads the 13th Fusiliers to the frontiers.

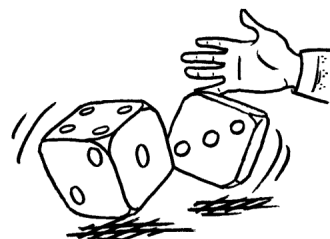
One party Paris

The end of season rush of volunteers leaves Paris pretty empty—though not quite as empty as it will be next month when the summer campaign starts. The only social event of note is Gustav Ind's all-month party at the Fleur de Lys. This is only open to senior members of Parisian society, but there's a pretty good turnout. With Jacky Tinne at his side, Gustav is pleased to welcome the new CPS, Roland Pollee d'Eaulee, and his other half, Henrietta Carrotte. Roland abandons the party and Henrietta for the last week of the month in order to practise sabre.

The Field Marshal, Revaulvin d'Or, is also one of Gustav's guests. He brings Katy Did with him and they stop for the whole month. Lucy Fur gets to attend for the

month as well, as she accompanies Horatio d'Escargot. Benedict d'Over Toadies to Gustav with Ophelia Derriere on his arm the whole time. Chris P Bacon rolls up for the first week with Josephine Buonoparte—he has a special invitation from their host. He spends the next week making eyes at another woman and finishes his May in the gyms with his sabre. A pretty good way of spending the money he borrowed.

Gustav and Jacky's last guest at the start of the month is Roget de Saurus. He pops over to Bothwell's for a week—that club's only visitor for the entire month—and then returns to the party. A visit to the Bawdyhouses for some female company fills his last week. The final Toady is Jacques Shitacks, who has Kathy Pacific with him. This explains what he's been up to in the previous week. The two of them stop at the party for the rest of May.



Charlemagne le Gosse brings Lois de Low to the Fleur for the whole month. Angelina di Griz comes for one week with Devlin Carnate and watches him place and win a substantial wager. There go the club's profits for this month, much to the chagrin of the bondholders! At least Devlin will be able to repay what he's just borrowed. Devlin returns for the rest of the month, but poor old Angelina is left at home. At least Ella Fant gets to visit the Fleur twice, at either end of the month, with her beau, Sean Sondamour. Sean puts in two weeks with his sabre to fill the rest of the time, but he can't take any longer without a drink. Finally, Zachary The Money Goes brings Anna Rexique to the Fleur for three weeks. Then he heads off to the CPS office. Must be force of habit!

Hunter's gets a few visitors in the first week of the month. Mouton Rothschild comes in with Anne Tique before heading for the gym with his rapier. Quasi Le Bossu does the same with Alison Wunderlandt and then his sabre. Roland Moulin comes in for a drink on his own. Then he heads for the Bawdyhouses for another—not on his own! A week's practice with his rapier sets him up to go courting, but this is not successful.

Luck of the Oirish

Ilk Lamore Bartat and Ava Crisp pay one visit to Blue Gables, but Ilk finds his cutlass more attractive for the rest of the month. Jacques Blanc takes Ada Andabettoir to the Frog & Peach once only to spend three times as long practising with his own cutlass. By contrast, Warren Peece takes Ingrid la Suede to the Frog & Peach three times. Only once does he hit the gym to practise rapier. Giles Etraseur starts with some female company at the Bawdyhouses and then retires to the Frog & Peach for the rest of May.

Bragen Declan is to be found at the Bawdyhouses as well after his first courting visit finds no-one at home. He was hoping to bump into someone so he could pick a fight. He finds some female company at the Bawdyhouses and then tries to impress a different woman with his charms. Sadly, she's not having any of it. Maybe because he spends much of his time railing at the clubs of Paris that won't admit him. (That's one, two, three ... oh, all of them!) And complaining about being called English.

Patrick Declan is not having a good month, either. He turns up at Red Phillips and complains when they won't let him in. They point out that he's not a member. Next, he hangs around in the red light district—though the Bawdyhouses would let him in. He bumps into his brother leaving one of the houses. Bragen's pleased to see him, though a bit concerned about the large club he's carrying. So Patrick tries his hand at wooing—shame the object of his desire is out with her current man.

This leaves Gar de Lieu, who spends all month practising rapier rather than spending the money he had left over from re-scheduling his loans. Tomas le Matelot decides to see how many women he can court this month, but is frustrated by his lack of cash. He ends up in a Bawdyhouse, where he can afford some female companionship.

Luck of the Cavalry

Mobilised by their new Brigadier, the Horse Guards journey south to join the Heavy Brigade in the foothills of the Pyrenees. The journey is uneventful. Their duties are uneventful. And the return journey is uneventful. Serving with the Queen's Own Carabiniers, Major Antoine Dubeque has an uneventful month. The Dragoon Guards organise horse races to enliven things a bit. The first prize of a hundred crowns goes to Lt-Colonel Swender de Jewel and that's the end of his excitement for the month. Horse Guards Brigadier Herve d'Conde runs the book on the racing and makes the odd hundred crowns on it. That's it for him, too.

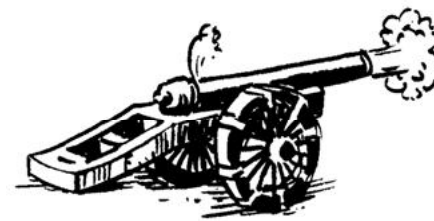
After their success in April, Brigadier-General Renaul Baptiste Grenoble leads the Crown Prince Cuirassiers in search of the enemy. Spotting a Spanish patrol, Bdr-Gen Grenoble orders a charge. Spurring his horse, he is at the head of the regiment. Hence, he's the first to ride out under the Spanish guns... A volley of grapeshot scatters the regiment and leaves Grenoble on the ground. RIP.

Riding to the sound of gunfire, the Archduke Leopold Cuirassiers arrive on the scene, but decline to ride under the guns' muzzles. Instead, Bdr-Gen Pierre Cardigan takes his men to attack the artillery from the side. However, the guns have already limbered up and are on their way, their retreat covered by infantry in skirmish formation. They are easy fodder for the Cuirassiers, even if the guns do get away. There's a Mention in Despatches for Cardigan and he collects some

booty as well: a couple of hundred crowns and change. There's about half that much for Brigadier Yves Vrai Bretheauteque as the man in charge of the whole Brigade.

On the south coast, the two Guards regiments continue their relaxed season. The Royal Foot Guards are on the beach: there are races along the sand, wrestling matches, swimming competitions and a couple of English men o' war coming over the horizon. Crack—whoosh—boom! A full broadside peppers the seafront, throwing sand, crabs and body parts all over the place. The RFG disappear into the undergrowth. Except for Captain Beau Romir, who's on the end of the flight path of one of the cannonballs. RIP. There are two Mentions in Despatches for Bdr-Gen Averell d'Alton, one for Captain Indie Spencible and a small one for Lt-Colonel Egon Mad 2. By way of consolation, the madster becomes a Baron. The question is what title he will take (Baron Frankenstein has a nice ring...).

Reacting to the cannonade, the Cardinal's Guard springs into action. In no time, the regiment is in formation on the quayside. The only question is what to do next. Major Dan Stallnite spots a skiff moored below and hurtles down the steps. He orders a detachment to join him and they troop down to the boat. Finding seats, the soldiers get out the oars. Stallnite pushes off and they dig in. The boat lurches backward and rams the quay. The shock sends the Major over the stern and into the water. The rest of the Cardinal's Guard peer over the edge, but



there's no sign of the intrepid Stallnite. Major William Liam Lee Yon sheds his jacket and dives in after his comrade. He can actually swim and is able to haul the sodden Stallnite out of the sea. Their best efforts at resuscitation have no effect, so it's RIP, Stallnite.

There's a Mention in Despatches for Major Yon's heroics. Colonel Jean Laissez Faire is brevetted to Brigadier-General.

The infantry go north

The 13th Fusiliers march north to bolster the Frontier regiments against the incursion of the Spanish infantry. This rather backfires as the Fusiliers march into an ambush. Lt-Colonel Stan Ding on à Chair goes down under the first volley. RIP. Bdr-Gen Johnny Sais-Pas pulls the rest of the regiment out of it, which brings him a Mention that gives him a Knighthood.

Frontier regiment 1 is caught in the rout. Captain Rex de Leon holds the line with his battalion of the 27th Musketeers (attached to First Frontier). He is promoted to Major and his name goes into the Despatches.

Luckily, it's a quieter month along the line. Lt-Gen Euria Humble is serving with Frontier Regiment 2 and offers his services as mentor to the junior officers. His fees bring in over two hundred crowns on the month. Major Jacques de Gain's battalion of the King's Musketeers is also attached and the Major is happy to manoeuvre his troops to demonstrate tactics for Lt-Gen Humble. He is Mentioned and gets 150 crowns worth of booty plus a Knighthood.

Frontier regiment 3 indulges in some target practice. Unfortunately for newly demoted Private Aloysius Gnomeclencher, his musket explodes in his face. RIP.

GDMD Subaltern Emile Fitoux is attached to Frontier Regiment 4, where life is nasty, brutish and short. RIP. Luckily for PM Colonel Michel Entire, the Royal North Highlanders have a much higher survival rate. Especially when you're commanding a battalion on secondment. He is brevetted to Bdr-Gen, Mentioned in Despatches and Knighted. ❖

Press

Announcements

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

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

Seeking a bright young officer to replace the current faceless dunder-head who acts as my Aide. Duties will include reminding me of duels, organising party lists, that sort of thing. Oh, and occasionally accompanying the Heavy Brigade to the most dangerous parts of the Front.

† Bdr Gen Yves Vrai Bretheauteque

It could be you!!!

Yes YOU—Ever wanted riches, fame, titles, women, beer and women? Now's your chance for all this and much, much more. I am looking for an Aide and a QMG, and all you have to do to claim all these great prizes is sign up with me and my army!! There are no catches or hidden charges (Legal disclaimer: "there may be hidden charges on the actual battlefield"), but other than that—what an opportunity!!

Don't delay, sign up today.

Regards,

† Jacques Shitacks

To all members of the 27th Musketeers,
Just a reminder, Lads: we're off to the Front next month. Get your partying in while you can! Hangovers will not be tolerated on the battlefield until the day after we beat the Spanish Scum.

Your commanding officer,

† Col. WP

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

Despatches from the Front

Dearest Bess

As I write this, the shouts of the enemy are heard in the distance.

I shall bring you back either treasure and a kiss, or send you back my love and my sword.

Yours,

† Johnny

Matters of Honour

Your Royal Highness,

Last month, Gnomeclencher insulted my regiment, insulted my God, and insulted my Queen.

It would be an honour if I could run him through in your name.

Yours humbly,

† Baron Stallnite

Gentlemen,

Mon Dieu, what a sorry state of affairs. What are you all thinking? Have you forgotten the meaning of honour?? Almost a dozen duels to be fought and only myself and M. le Matelot have the good grace to attend our appointments. Gentlemen, honour is one of the keystones of our society! Surely there can be but two valid reasons for failing to attend a duel – incapacity due to prior injuries and duty to our glorious nation. Are we to become like the despicable, honourless English? I say NON! This rot must be

stopped! Consequently, I spit on the boots of all who failed to attend their appointments last month and hereby challenge each and every one of you to prove you are not the spineless curs you appear to be. And, M. Gnomeclencher, consider yourself specially challenged on behalf of His Majesty re your comments concerning our Minister of State and La Reine. M. le Matelot, as possibly the only other honourable gentleman in Paris, might I respectfully request your presence as my second for these encounters?

† Giles Etraseur

Second needed for reciprocal arrangement. Please contact WP.

To Chancellor Aloysius Gnomeclencher

Dear Sir,

I find it disgraceful that certain members of Paris society who were born with a silver spoon shoved up their derriere have the bare-faced cheek to challenge you en masse—a self-made man who is a credit to all the less fortunate in France and who has achieved a position of high government through hard work and diligence, not via who your daddy was—to duels. I offer my services as a second and will willingly stand in your place against such cowardly attacks from the likes of Ding on à Chair, Rothschild and De Gain. However, I suspect you will be able to see off such feeble foes as these without any help from myself.

Yours,

† Quasi Le Bossu

Social

Party June Week 4

Join Johnny Sais-Pas at the Bothwell's Bandstand. Drinks and nibbles from the adjoining club.

Persons only of a suitable social standing (SL 6+)—all members of the 13th F may attend regardless.

Looking forward to seeing you there!

Just a shame all regiments will be in action...† Le Roi

I will be holding an early Summer Ball, weeks 2 & 3 next month, in Bothwell's for all those who turn up in their military uniform. I'll pay for all drinks for members of the Heavy Brigade. No civilians please; Mistresses welcome.

† Yves Vrai Bretheauteque

Given that civilians will be the only people in Paris, this won't be much of a party! † Le Roi

Personal

To the Gentlemen and Ladies of Paris. I have noticed these past few months how the Gazebos and Bandstands of our fair city have become dilapidated and ruinous. Gangs of ruffians lurk within, despoil them and use the dark locations to attack those about their lawful business.

While I am defending our nation this month, I shall be taking action next month to bring the small bandstand near Bothwell's back to its glory and hosting a small soiree there in the 4th week of the month. I invite all of suitable social standing to join me.

To Field Marshal d'Or

I was conversing with the Minister of State last month about my brainwave for the armies of France and he referred me to you. My idea involves attaching small cowbells to all cavalry units so that we can avoid any 'friendly fire' during poor weather conditions. "Wouldn't the enemy be drawn to the sound?" says he. "No," I replied, "because we would attach bells of a different peal to a flock of sheep, send them forth as decoy to confuse the enemy. We would know by the ding-dong which is which." I, therefore, apply for a grant of 1,000 crowns for field trials.

Yours, † Lt Col Quasi Le Bossu, Cavalry Division Adjutant

To Sean Declan

Now I 'ope this letter gets to you. I dunno how I lost you at the port—I got a bit confused, see. The Customs man called me a twat, so I nutted him and ran off down the street on the left. How was I supposed to know they don't speak Oirish 'ere and he wuz probably saying 'a la droite' (according to a barman from Donegal I met in the tavern who says it's Frog-lingo for 'on the right'). But he's probably a liar.

Anyway, I lost you and haven't bin able to find you—how many other red-haired Oirishmen can there be in this stinkin' city? Sumone said you'd changed yer name to Brig Gun to remind you of home. Why? Our Mam will be mad if she finds out and you know what she's like when her temper's up.

I dunno why we cum 'ere to France but I spose it beats eatin' any more

potatoes or starvin' to death back in Ireland coz of that bastard Cromwell (God rot 'im). Still, the women 'ere are very fancy—I got my eye on a cute doxy all ready. She's doin' tricks for some noble, Le Grosse, but he's not her type, I can tell. She loikes the taste of a man, I reckon.

Anyhow, I reckon I'll find you sooner or later. I'm stayin' at this bawdy house fer a bit. For some reason they wuddn't let me in Red Phillips without me signing sum bit of paper—dunno what it was coz it was all in Frog-lingo. Now all I need to do is find some way to make some money to pay fer my drinks. There's some ponce 'ere who looks ripe fer pluckin' so I reckon I'll follow im when 'e goes outside.

Good luck,

Yer bruvver,

† Paddy

Dear Paddy,

Grand to hear you made it to Paris, a right sight for sore eyes you'll be.

Found some good old bars in the docks district, but none of them noble clubs would let me past the front step. The Frogs have got the right idea though, you're not a man if you ain't drinkin' an' whoring.

The lingo's sure strange tho', the bloke at the Red Fillies club said something about manger murdering and being more gross than a British whore, well I gave him a piece of my mind and I don't think I'll be going back there for a while.

Not sure 'ow much help we'll find against those murderin' English bastards here tho'. All their armies are good for is loungin' on the south coast or gettin' cut to ribbons. I think we

need to get one of them hoighty toity noble fellas ta realise that if General Ironsides can do for one King, he might be over the channel 'aving a go at his Majesty here too.

Maybe if we can sweet talk the mistress of the next Minista o' War, we can get her to whisper sweet nothings about the bastard English invaders in his ear.

Anyway, I'll catch up wid ya down the docks later, I got my eye on some skirt mi'sen this week, Lois something. Not had much luck so far though, so might have a go at that Ada lass. 'Parrently she's got the ear of a few important people er'sen.

If your strapped for cash tho', pop down to Ile de la Cite, them shy locks just give you money if you ask 'em.

Watch your back,

† Bragen

Your Majesty,

I have offered my resignation from your Government effective immediately.

I meant no insult to your Majesties. I was merely suggesting that Charlemagne Le Gosse, who is rather verbose, had been stuck dumb by Her Majesty's beauty, which for those of us who work with him was a pleasant change.

I apologise most profusely, and should I be spared my life after the duel, I will go to the front to purge my offence, should it please your Majesty.

Your humble servant,

† Aloysius Gnomeclencher

Apparently, the QOCs have found another use for their horses: you can ride them into battle. † ME

To the Adjutant General, B.Lt-General
Sir Horatio d'Escargot
Sir,
I humbly apply for a division command
post. The 2nd Division would be my
preferred command for the upcoming
campaign but the charge of a division
is what I seek.

Yours, in hope and honour,
† Sir Gustav Ind

Poetry Corner

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

1 Of all the money that ere I had, I
spent it in good company.
And of all the harm that ere I've done,
alas was done to none but me.
And all I've done for want of wit, to
memory now I cannot recall.
So fill me to the parting glass.
Goodnight and joy be with you all.

2 Of all the comrades that ere I had,
they're sorry for my going away,
And of all the sweethearts that ere I
had, they wish me one more day to
stay,
But since it falls unto my lot that I
should rise while you should not,
I will gently rise and I'll softly call,
"Goodnight and joy be with you
all!"
3 Oh, if I had money enough to spend
and leisure time to sit awhile
There is a fair maid in this town that
sorely has my heart beguiled
Her rosy cheeks and ruby lips, she
alone has my heart in thrall.
So fill me to the parting glass.
Goodnight and joy be with you all.
One of many Irish drinking songs
overheard in the Bawdyhouses,
enthusiastically sung by Bragen
Declan.

Points Arising

**Next deadline is
Friday 29th May 2009**

IMPORTANT

As most characters will be at the front
for the next three turns, **I've decided
to run June and July together** (to
speed things up). Your next set of
orders should be for both months –
July orders can be conditional on what
happens in June. (Any replacements
for characters who die in June will be
floated for July; any duels due at the
start of July will be held over to
August.)

June 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 a
rank that allows you to appoint other
characters to posts, don't forget to
appoint people).

June is the start of the campaign
season. **All units listed on the
"Army Organisation" table will be
in action** (any volunteers will serve
with the Frontier regiments).

Characters who are part of one of
these units can only avoid active
service by resigning from their
regiment and/or appointment.

Next turn is the last month characters
can make investments. The return on
investments is paid in September.

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

BdM Beppe de Marko (Mark Moores)
has NMR'd. Total now 1

CJ Coeur Jette (Mike Weston) has
NMR'd. Total now 2 and is sent to
a Frontier regiment

JLF Jean Laissez Faire (Filipe Silva)
has NMR'd. Total now 1

X1 (Francesca Weal) has NMR'd. Total
now 1

X3 (Aaron Sibley) has NMR'd. Total
now 4 and is sent to a Frontier
regiment

X4 (Gina Teh) was removed as no
orders were received and her previous
character died of NMRs.

GDP (Alec Chapman) has been floated
as Alec's been "non-stop busy with job
search and young kittens". Say no
more!

JdIB (Justin Key) has been floated as
Justin's unexpectedly away on
secondment.

SDL (Guy Arnold) has been floated as
Guy's busy with exams and study
trips.

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

Devlin Carnate applies for Brigadier of Dragoon Brigade
 Euria Humble asks NPC Captain, King's Escort to resign
 Euria Humble asks NPC Captain Cardinal's Escort to resign
 Gustav Ind asks NPC Division Commander of First Division to resign
 Gustav Ind asks NPC Division Commander of Second Division to resign
 Gustav Ind asks NPC Division Commander of Third Division to resign
 Gustav Ind asks NPC Division Commander of Cavalry Division to resign
 Gustav Ind applies for Division Commander of First Division
 Gustav Ind applies for Division Commander of Second Division
 Gustav Ind applies for Division Commander of Third Division
 Gustav Ind applies for Division Commander of Cavalry Division
 Mouton Rothschild asks NPC Major 1 of King's Musketeers to resign

Revaulvin d'Or asks NPC Army Commander of Third Army to resign
 Yves Vrai Bretheauteque asks NPC Aide to Brigadier (YVB) to resign
 Zachary The Money Goes applies for Brigadier of Guards Brigade
 Zachary The Money Goes applies for Army Quarter Master Gen. of First Army
 Zachary The Money Goes applies for Army Quarter Master Gen. of Second Army
 Zachary The Money Goes applies for Army Quarter Master Gen. of Third Army
 Zachary The Money Goes applies for Commnr. of Public Safety
 Zachary The Money Goes applies for Chancellor of Exchequer
 Zachary The Money Goes applies for Minister without Portflio
 Zachary The Money Goes applies for Minister of Justice
 Zachary The Money Goes applies for Minister of War
 Zachary The Money Goes applies for Minister of State

Duels

Results of last month's duels:

Beppe de Marko didn't turn up to fight Revaulvin d'Or and lost SPs.
 Aloysius Gnomeclencher didn't turn up to fight Jacques de Gain and lost SPs.
 Aloysius Gnomeclencher didn't turn up to fight Mouton Rothschild and lost SPs.

Aloysius Gnomeclencher didn't turn up to fight Stan Ding on à Chair and lost SPs.
 Warren Peece declined to meet Johnny Sais-Pas as he was under half Endurance.
 Stan Ding on à Chair (gains 1 Exp) beat his enemy Warren Peece.

Grudges to be settled next month:

Renaul Baptiste Grenoble (Sabre, 5 rests) has cause with Gar de Lieu (Rapier, Seconds SDL, adv.) for pinching Maggie.
 Herve d'Conde (Sabre, 3 rests) has cause with Jacques de la Boite (Rapier, adv.) for an indiscretion with Fifi.
 Stan Dandy Liver (Cutlass, Seconds SS, adv.) has cause with Jacques Shitacks (Cutlass, Seconds JSP, 2 rests) for pinching Kathy.

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

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

New Characters

Mike Dommett gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 2; EC 4 (X2).
 Graeme Morris gets the Second son of a Merchant: Init SL 3; Cash 150; MA 3; EC 1 (X4).
 Colin Parfitt gets the Second son of a wealthy Marquis: Init SL 8; Cash 500; MA 4; EC 5 (X5).
 Timothy Hunt gets the Second son of an Impoverished Count: Init SL 11; Cash 40; MA 6; EC 1 (X6).
 Olaf Schmidt gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 4; EC 3 (X7).
 Barry Townsend gets the Bastard son of an Impoverished Knight: Init SL 5; Cash 36; MA 5; EC 2 (X8).

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 ___	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 RPdE		
Chancellor of the Exchequer ___	Minister of Justice ___	
Minister of War SDL	Minister of State CIG	

Battle Results

Horse Guards Brigade: 4

Dragoon Guards: 4

Queen's Own Carabiniers: 4

Heavy Brigade: 3

Archduke Leopold Cuirassiers: 2

Crown Prince Cuirassiers: 5

Army Organisation and Summer Deployment

First Army (Field Ops) GdLi/N/CJ/N
 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/QLB
 Horse Guards Brigade (Field Ops) – DG QOC
 Heavy Brigade (Field Ops) – ALC CPC
 Second Army (Siege) JS/N/___/N
 Frontier Division (Siege) N4/N/N4
 Frontier Regiments (Siege)
 Third Army (Defence) N2/N/N1/N
 Second Division (Defence) ___/___/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/OMG):
 ID for chars, N (+ MA for CO and Adj't) for
 NPC, ___ for vacant

Royal Foot Guards: 5
 Cardinal's Guard: 3
 13th Fusiliers: 5
 Frontier regiment 1: 5
 Frontier regiment 2: 4
 Frontier regiment 3: 3
 Frontier regiment 4: 3
 RNHB regiment: 3

Brigade Positions

Guards Brigade GI/JPA/RdS
 Horse Guards Brigade HdC/N/___
 Heavy Brigade YVB/N/N5
 Dragoon Brigade ___/___/N3
 First Foot Brigade N5/N/JdLB
 Second Foot Brigade N4/N/N1
 Third Foot Brigade N5/N/N3
 Fourth Foot Brigade N5/N/___

Entries as Army Organisation Table

Frontier Regiments

(On Campaign for June-Aug)

	F1	F2	F3	F4	RNHB
Colonel	N3	N1	N4	N6	N5

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
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	JS
54	Madeline de Proust	17		
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		GI
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		QLB
11	Laura de Land	13		
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	HdE
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	RPdE
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	MR
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	DC
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	ILB
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	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	CPB
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	JB
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
CIG	Count Charlemagne le Gosse	26	72	Comfy	General/State Min.	14 Lois	Flr	2	Neil Packer
ZTMG	Count Zachary The Money Goes	25	57	Rich	B.Bdr-General KM	11 Anna	Flr	4	Gerald Udowiczenko
SS	Marquis Sean Sordamour	23	60	Comfy	General/Min w/o Port	5 Ella	Flr	2	Pete Holland
SDL	Count Stan Dandy Liver	23	47	Rich	Lt-General/War Minister	11	Flr	4	Guy Arnold
DC	Baron Devlin Camate	23+	71	Comfy	B.Bdr-General PLLD/Min w/o Port	5 Angelina	Flr	2	Bruno Giordan
RdO	Viscount Revalvin d'Or	22	50	Withy	Fid Marshal	13 Katy	Flr	4	Jerry Spencer
JS	Baron Jacques Shitacks	21	52	Poor	General/2nd Army Commndr	3 Kathy	Flr	4	David Olliver
GdLi	Marquis Gar de Lieu	21	48	Poor	B.General/1st Army Commndr	3	Flr	4	Bill Hay
EH	Earl Euria Humble	21	F	OK	B.Lt-General/City Mil Gov	15	Flr	5	Matthew Wale
BR	Viscount Beau Romir	21	RIP						Graeme Morris
GI	Sir Gustav Ind	19	55	OK	B.Lt-General/Gds Brigadier	4 Jacky	Flr	5	Ashley Casey
BdM	Viscount Bappe de Marko	19	20	Flthy	Bdr-General	17	Flr	2	Mark Moores
RdS	Sir Roget de Saurus	17	44	Poor	Major RFG/Gds Brigade Maj.	10	Both	2	Gerry Sutcliff
AdA	Sir Averell d'Alton	17	F	Poor	B.Bdr-General RFG	4	Both	4	Martin Jennings
HdE	Sir Horatio d'Escargot	17+	56	Comfy	B.Lt-General/Adjutant Gen	5 Lucy	Both	3	Graeme Wilson
BdO	Benedict d'Over	15	44	Comfy	Lt.Colonel KM/1st Div Adjutant	9 Ophelia	Both	4	Mark Stretch
AG	Aloysius Gnomedlencher	15	RIP						Mike Dommnett
SdJ	Sir Swender de Jewel	14	F	Comfy	Lt.Colonel DG/FMshl's Aide	4	Both	1	Ray Vahey
RPdE	Sir Roland Pollee d'Eaulee	14+	43	Poor	B.Lt-General/CPS	7 Henrietta	Both	3	Pete Card
JLF	Sir Jean Laissez Faire	13	F	Comfy	B.Bdr-General CG	2	Both	3	Filipe Silva
RBG	Baron Renaul Baptiste Grenoble	13	RIP						Olaf Schmidt
JdIB	Jacques de la Boite	12	19	Poor	Lt.Colonel PM/1 F Brigade Maj.	1	Hunt	5	Justin Key
IS	Baron Indie Spencible	12	F	Comfy	Captain RFG/Min w/o Port	4	Hunt	1	Charles Burrows
HdC	Baron Herve d'Conde	12	F	Comfy	B.Bdr-General DG/HGds Brigadier	9	Both	4	Simon Burling
YVB	Yves Vrai Bretheauteque	12	F	OK	B.Lt-General/Hvy Brigadier	2	Both	1	Chris Boote
JSP	Sir Johnny Sais-Pas	12	F	Comfy	B.Bdr-General 13F/Min w/o Port	6		4	Mike Bird
QLB	Quasi Le Bossu	11	22	Poor	Lt.Colonel PLLD/Cav Div Adjutant	6 Alison	Hunt	6	Mark Cowper
DS	Baron Dan Stallnite	11	RIP						Colin Parfitt

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
ME	Sir Michel Entire	11	F	Comfy	B.Bdr-General PM	8	Hunt	3	Tim Macaire
EM2	Baron Egon Mad 2	11	F	OK	Lt.Colonel RFG	5		2	Tym Norris
WLLY	Baron William Liam Lee Yon	11	F	Comfy	Major CG	7	Hunt	4	Paul Wilson
AD	Antoine Dubeque	11	F	OK	Major QOC	8	Hunt	2	Andrew Burgess
JdG	Sir Jacques de Gain	10+	F	OK	Major KM	7		4	Ben Brown
MR	Mouton Rothschild	9	19	Comfy	Captain KM	1 Anne	Hunt	4	Keith Bristow
RM	Roland Moulin	9	9	OK		5	Hunt	4	Roland Lee
SDC	Stan Ding on à Chair	9	RIP						Barry Townsend
CJ	Coeur Jette	9	F	Poor	Colonel RM/1st Army Adjutnt	6	BG	2	Mike Weston
PC	Pierre Cardigan	9	F	OK	B.Bdr-General ALC	6	BG	4	Matt Shepherd
X3		8	F	Poor	Captain	4		4	Aaron Sibley
ILB	Ilk Lamore e Bartat	7	14	OK	Lt.Colonel RM	6 Ava	BG	6	Andrew Kendall
WVP	Warren Pece	7	9	OK	Colonel 27M	4 Ingrid	F&P	2	Pam Udowiczenko
GE	Giles Etraseur	7	7	Poor		1	F&P	4	Nik Luker
CPB	Chris P Bacon	7+	28	Poor	Lt.Colonel GDMD	1 Josephine	F&P	3	Rob Lee
JB	Jacques Blanc	6	12	Poor	Major RM	2 Ada	F&P	4	Dominic Howlett
TIM	Tomas le Matelot	5	6	Poor	Captain 4A	5	F&P	4	Tim Skinner
GDP	God offe De Pieux	4	5	OK		1	RP	1	Alec Chapman
RdL	Rex de Leon	4	F	Poor	Major 27M	8		3	Robert Carter
EF	Emile Fitoux	4	RIP						Timothy Hunt
X4		3	RIP						Gina Teh
BD	Bragen Declan	2	2	Poor		2		1	Mark Booth
PD	Patrick Declan	1-	2	Poor		2		4	Nathan Richards
X1		1-	2	Poor		3		2	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, Flthy = 25000+

Last seen is the lady the character was last seen with in public.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+