

That would be enough

This has been issue 98 of *To Win Just Once*, published 24th August 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* to Mike Dommett by Friday 4th September 2009.

Orders for *Les Petites Bêtes Soyeuses*, Pick-a-Low entries and any other contributions to Pevans by Friday 11th September 2009.

(Remaining 2009 deadlines: 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.engarde.co.uk

Railway Rivals Yorkshire game under way—who's interested in the next game?

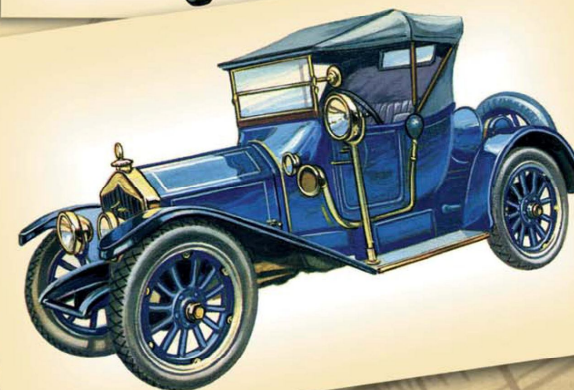
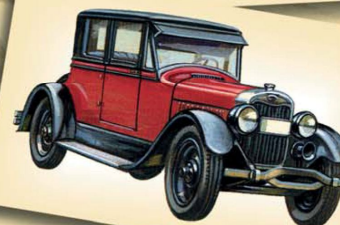
Star Trader Mark Robinson, Steve Lyder are in the queue for the next one. Rules provided.

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

To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)

Automobile



**Automobile
reviewed
inside**

Issue 98: September 2009
(LPBS 224: September 1662)

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

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Chatter

The other Thursday evening I was strolling down the road to the pub to meet my other half and a couple of friends. As I went, I was admiring the summer weather—yes, it was tipping down. “Where else”, I pondered, “would I want to be in the first week in August?” First week in August... D’oh! I’d completely forgotten that it was the week of the Great British Beer Festival and I should have been in Earl’s Court. Oh dear.

I’ve worked out where it all went wrong. Now I’m not rushing around to meetings and appointments, I’ve got out of the habit of consulting my diary all the time. Worse than that, I’m not even putting things in the diary to start with. A bit of discipline required, I think.

Meanwhile, Geraldine (the other half) has some thoughts on the increase in visitors to the house I mentioned last issue. Her theory is that they’re all burglars casing the joint. They see the open windows and no car and knock on the door to see if anybody’s there. Still, if she’s right, it could be considered a different aspect of the entrepreneurship engendered by the recession. ☺

My website’s stats for July look pretty much like previous months. The one surprise is that the PDF version of my review of *Pillars of the Earth* was downloaded 137 times. Either somebody’s finger got stuck or there’s a sudden interest in the game. It doesn’t look like people were searching for anything that pointed at that article, so my guess is that it’s been referenced on somebody else’s website. (I get a lot of traffic from mrnizz.blogspot.com, which is intriguing as this blog moved to Wordpress some time ago...)

TWJO 97 (published on 17th of the month) was downloaded 85 times in July. Issue 96 picked up a further 83 downloads, taking it to 216 in total, and issue 95 was accessed another 29 times (207 over three months).

Letters

Pete Holland ponders the Pick-a-Low game.

There seems to be something about this game that is biased against me...

So the winning pick was 4 – but if I’d picked 4 as I nearly did (well, I say that now!) I would have lost...and the number I actually picked, 5, would have won? So the number I picked would have been a winner if only I didn’t pick it? Great!

Oh well, at least now that I know that I can’t win, I know there is little point wondering too much about what to pick next.

...perhaps that is the 'Zen' secret – you cannot win unless you first accept that you can't win...sorry, moving on...

Automobile reviewed by Pevans

The latest game from Martin Wallace—and the latest in the Treefrog line—is a game about the early years of car making. Or perhaps I should say automobile manufacturing, since we're in the USA. As you'd expect from a business game, it's quite complex, but the learning curve isn't too steep. What's more difficult is mastering the game. The aim is to have the most money after the four turns that comprise the game. Players start with \$2,000 and it is quite possible to end up with less than that.

The first thing that struck me on opening up the box was the garish colour scheme. The game divides the market for cars into three types. The mass market is denoted by a colour scheme that's mostly black with blue edging. The mid-market uses yellow-orange with a mottled pattern and the luxury market is shades of light blue to silver. It's certainly distinctive, but I'm tempted to advise playing this in dark glasses.

Everything happens on the large board. Around the edge this is a series of large spaces, each illustrated with a model of car and outlined with the appropriate colour scheme. The models start in the top left corner with the basic Duryea (mid-market) and wrap round to end with the luxury Cadillac 452—a car that's crying out for the addition of a couple of heavies in fedoras toting violin cases. The Model T Ford is in the top right corner in its traditional colour: dark blue.

These spaces are where players can build factories—rectangular wooden blocks in their colour. The cost of building a factory is shown in the space and goes up as you move along the series of spaces and, effectively, technology advances. Players also have a brown 'parts factory' block. This costs a standard amount to build and reduces the cost of building cars in the factories it is stacked with.

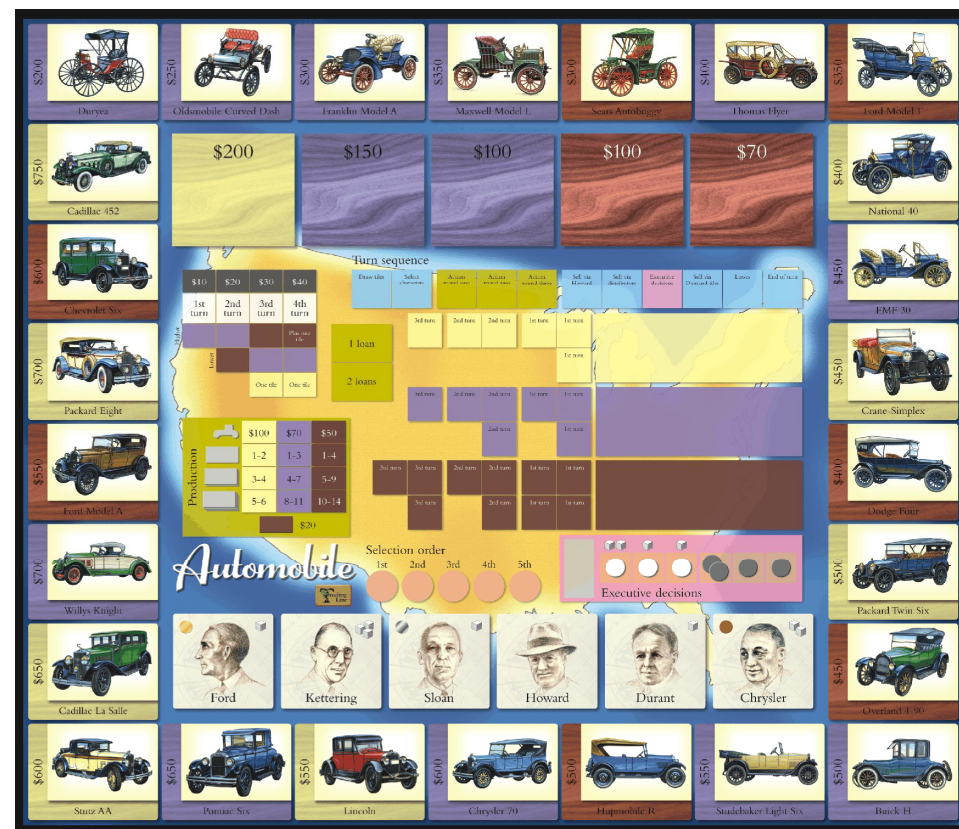
Only one player can build factories in each space, but building in a space further along the track requires some 'research and development'. The currency for this is white 'R&D' cubes: 1 cube for one space ahead, 3 for two spaces and so on. Players start with a small number of R&D cubes and can pick up more during the game.

Having built factories, players use them to make cars. A table on the board shows how many cars can be manufactured in a space—depending on the number of ordinary factories and the type of space—and how much they cost. Luxury car factories produce the fewest cars, expensively, and mass market ones produce the most cars, but cheaply. Players have a heap of wooden cars in their colour and

place the appropriate number with their factories to show what they've produced. Note that players have to spend cash to build factories and more to produce cars—that starting money doesn't go far.

One important point is that there's a minimum number that each space with factories produces. If you have three factories in a mid-market space, you will be producing at least eight cars there (if you produce any at all). This matters because the demand for cars is quite definitely finite. Producing cars that don't sell is a quick way to be an ex-car maker—just ask, well, lots of people. In the game, as well as losing money by not selling cars, players get loss points—black cubes and discs—for unsold cars. I'll come back to these later.

Once players have made some cars, they need to sell them to make money. At the top of the board, inside the models track, are areas for sold cars in each type, showing the selling price. Before the main selling begins, players can unload some of their production through their distributors. Three areas on the right



Version of the board from the Warfrog website with a more subdued colour scheme

hand side of the board, one for each type of car, are where players can place their wooden 'distributor' pieces.

When a distributor sells a car, the piece is moved to one of the limited number of squares for the type of car sold—as the game goes on, more squares are available. Players get the full price for cars sold through their distributors and the distributors remain for next turn. However, any unused distributors go out of play and, worse, you get a loss point for each unused distributor. As with many aspects of this game, moderation is the best approach: you want to get distributors in play, but you will be penalised for using too many.

Most sales, however, are made through the game's main demand mechanism. This starts with a set of tiles, numbered 2-5, in a bag. Each player draws one or two out of the bag at the start of the turn, giving them some information about demand. Total demand is, of course, all the players' tiles. However, this varies from turn to turn. In the first turn, each player has one tile and they all go into the mid-market.

This is the key part of the game as it influences everything players are doing. For a start, you can see that the mid-market is the place to be at the start of the game—it's the only type of car with any demand. However, if everybody's producing mid-market cars, it's very easy to over-produce. And, as I've already noted, you not only lose money by producing cars you don't sell, you get loss points as well. Producing luxury or mass market cars is possible in the first turn, but you need to get distributors in place to sell them.

The other factor in what cars you produce is the sequence of the car models round the board. The first few are all mid-market. Since players start with only a few R&D cubes, they can't get very far along the row. However, going later in the turn means other players have already built factories. It still costs you R&D cubes, but you're counting from the most advanced factory. This certainly makes the first mass market space (fifth) reachable. In four and five-player games, the first luxury car space (eighth) is potentially in reach, too.

Getting back to demand, things change in turn 2—reflecting how the market for cars grew historically. Each player takes two tiles out of the bag at the start of the turn. The higher of each pair will go on the mid-market, the lower on the mass market. There's still no demand for luxury cars! It's two tiles again in turn 3, but the positions are reversed as the mass market takes off. An additional tile is drawn, when the players reveal their tiles, for luxury car demand. The final turn is the same, with the addition of an extra tile for the mass market.

The implication of this sequence is that the mid-market remains the place to be in the second turn. The mass market takes over for the second half of the game

with some demand for luxury cars as a sideline. The factory spaces are more mixed further round the board, but what's available depends on how vigorously players have advanced round the board. I've played games where we've only got halfway round as players keep using the same factories for several turns. In other games, players have moved on rapidly and reached the end of the track. Clearly, R&D cubes have more value in the latter case, while they can be pretty much worthless in a slow game.

The way cars are sold gives players an incentive to build new factories in advance of the other players. For each type of car, sales start with the most advanced factory. One car is sold from the most advanced factory, then one from the second factory of that type, then the third and so on. This cycle repeats until all the cars have gone or total demand has been met. If there are more cars than demand, it's the least advanced factories that will be hit worst and take most losses.

In between making cars and selling them, players have the opportunity to take 'executive decisions', which may help them avoid being left with unsold cars. One of the actions available here is to close the factories on a space. The player gets their factory pieces back and places a black factory piece on the space (blocking anyone from using it again). They also get most of their capital back: \$100 less than the purchase value of each factory. This provides a way of re-cycling your capital into new, more advanced factories. Closing factories also reduces players' losses: they hand back half of their loss points. Very handy.

The other executive actions enable players to sell more cars from a factory space. When it's that factory's turn to sell, it sells one additional car for each cylinder on the space. White cylinders represent extra features added to the cars (new-fangled things like starter motors, perhaps) and cost R&D cubes. The grey cylinders are free, but represent discounting. Cars sold from these factories are sold at a reduced price. This gives players an interesting decision: is it worth selling more, but making less money, or taking the loss from not selling? Remember that these decisions have to be taken before the demand tiles are revealed. What you do will also depend on what the others are doing—and the turn order is significant here.

The final section on the board shows seven people who were significant in the early automobile industry. At the start of each turn, players chose one of these—in effect hiring them for the turn. Most of them provide some R&D cubes and most have some special ability that players can use. The sequence of characters is also the player order for the turn. Take Ford, for example, and you'll be going first. You also gain one R&D cube and can build an extra factory. Choose Chrysler, on the other hand, and you're moving last. You get two R&D cubes and the opportunity to get rid of some loss points at the end of the turn (valuable



A pre-production version of *Automobile* in play—this shows the colour scheme

later on, but not so significant in the first turn—though going last in the first turn can be very useful).

I haven't actually described what happens in a turn yet, so let's have a look at how all this is put together. First players take a demand tile or two (depending on the turn) from the bag. This gives a little bit of information about likely demand this turn. Then they choose a character for the turn, setting the turn order for the rest of the turn. There are several considerations here: do you need R&D cubes, do you have any reason for being first or last in the turn order, and how could you use each of the special abilities? It's not a trivial decision as it's really deciding just what you're going to do this turn—and affects your strategy for the rest of the game.

In turn order, players then take an action: they do this three times. There are five actions available. I've already mentioned building factories (1-2 in one space) and making cars (in any or all of your factory spaces within the limits allowed, for the appropriate cash), which are two of the actions. Closing factories is the third—it's available as an action as well as an executive decision (once only per turn). This is very useful for reducing your losses (both those in hand and future ones) and you get most of your capital back. However, it takes an action and reduces your production capacity, which will cost time and money to re-build. When to close your factories is another important decision in the game.

Taking two R&D Cubes is the fourth possibility for an action. Depending on how the game is going, this can be very useful. Alternatively, it can be the equivalent of a pass.

The final option is to place 1-3 distributors on the board. This requires some thought as only a few distributors will be used each turn and you will have competition for these spaces from your opponents. However, distributors are really useful for selling cars, at full price, outside normal demand. Once everybody's taken their three actions, one of the special abilities allows one player to sell two extra cars first. Then players deploy their distributors, taking losses if they can't use them all.

Players then get their chance to take executive decisions. Again, this can be an important decision and it's useful to know what the other players are up to. However, the order in which players pass sets the order for choosing characters next turn. So it can be useful to get that first choice, too. Only after this are the demand tiles revealed and the main selling takes place. The turn completes with one last thing: losses. Players get loss points for their factories that aren't the most advanced of their type. A couple of special abilities allow players to get rid of loss points. Then they pay for their losses: \$10 each in the first turn, \$20 in the second and so on.

Automobile runs for just four turns. At the end players get full value for their remaining factories and whoever has the most money wins. The one thing I haven't mentioned is loans. Each player may borrow \$500 up to two times when they need the money. However, they then have to pay \$50 interest at the end of each turn. At the end of the game, each loan is repaid for \$600. That's a high rate of interest, but it's the only source of extra capital and sometimes you need it. Though it's perfectly possible to do well without taking any loans.

Phew! There's a lot in this game and, as I said, it's complex. However, at heart it's relatively simple: build factories, make cars, sell cars. Then count the cash. Two things make it harder. The first is the relentless advance of technology, giving the advantage to the players with the best factories. The second is the loss points that come with this. Loss points cost cash. Not too much at the start, but it quickly racks up—a loss point you get in the first turn will have cost you \$100 by the end of the game if you don't get rid of it.

On top of that, you have to deal with the other players. The limitations on every thing you do—and particularly each turn's demand for cars—mean you have to take into account what everybody else is doing. If everyone else is making mid-range cars, should you be? More subtle is the competition for placing distributors and thus ensuring some sales. This then has a knock-on effect on how/when you sell cars in the main selling phase.

Automobile is a clever, challenging business game that gives players difficult decisions to make. At its heart, it is a simple game of producing goods and selling them at a profit. However, the game includes both capital costs—building factories—and running costs—making cars. It models supply—what the players make—and demand—the tiles—with a dash of uncertainty as to just what the demand will be. The competition between players can be as cutthroat or as gentlemanly as the real market—and the option of discounting to gain sales volume is a real threat. As in the real world, if one manufacturer is discounting, can the others afford no to?

When I sat down to write this review, I had some reservations about *Automobile*. As I worked through the games, these disappeared. Yes, you can do a lot of analysis and calculating to find the optimal move. Only to have that negated when one of your opponents doesn't react as you expected. (My favourite is producing lots of cars first as a pre-emptive move, only to find everyone else still insist on making lots of cars, too!) I recommend playing the game in the spirit of the car-making pioneers: decide what you're going to do and go for it! You may not win, but you'll have a good time.

Automobile is a strategy game for 3-5 players (no suggested age, but probably 12+) and takes about two hours to play. It was designed by Martin Wallace and is published by Warfrog (as part of the Treefrog line). It gets 9/10 on my highly subjective scale.

Science Fiction

I seem to have been reading more than usual recently. It helps that I've had some interesting books on my reading pile—as did going away for a bit. First up is an intriguing little novel by Joe Haldemann. I say little because, at under 300 pages, it's not much more than a third of the size of some of the monster tomes awaiting my attention. *The Coming* dates from 2000 and is structured rather differently from anything else I've read.

Each section of the story—shorter than chapters, often much shorter—is what happens to a single character. It's not quite from that character's viewpoint as it's written in the third person, but that's the effect. At the end of each section, the lead character encounters someone else—perhaps quite briefly—and the next section is what happens to them.

The first thing this does is quickly build up a wide, varied cast of characters. It's a clever way of giving us a wide-ranging view of the future world Haldemann is depicting. This builds up through the course of the book as we meet new characters and see how they—and the people around them—react to events.

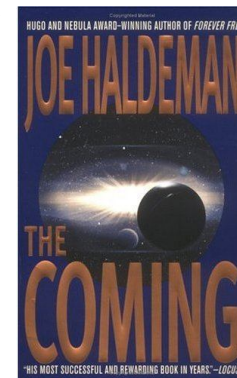
We first meet Aurora Bell, an astronomy professor, and her husband, Norman, a musician and composer. As the story starts, Prof Bell is explaining things to her

husband as she waits for a reporter to arrive. An astronomy satellite has reported a gamma ray transmission. It's coming from a tenth of a light year away, decelerating at 50 Gs from light speed and the decoded transmission reads: "we're coming".

The rest of the book covers what happens over the next three months as the world prepares to meet the visitors. However, Haldemann is less concerned with first contact than he is with how people react to it and giving us an insight into this possible future world. Global warming is not mentioned, but in this near future (in Florida, admittedly) people don't go out without taking strong measures against the sun, it rains and floods a lot and air conditioning struggles.

Haldemann's view of the future is quite cynical and dark. A world that is corrupt from top to bottom. One of the recurring characters is the local mob representative, collecting pay-offs from shops, businessmen and politicians. At the top of the tree, the President is far more concerned with the effect of aliens arriving on her ratings and the various factions that support her.

Ultimately, this is a fascinating, but downbeat book. It depicts a future that I would not like to live in, though Haldemann does offer some hope at the end. It reads well, though, and the plot moves briskly, keeping the reader's attention. Haldemann also incorporates lots of interesting little details—like how porn will be made in the future. Well worth a look.



Games Events

There's nothing much happening over the summer, it's October before there's anything significant in the board games calendar: Game 09 in Manchester over the weekend of 16th-18th and then Spiel '09 in Essen the following weekend.

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. 13th-15th November 2009 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 98 was written and edited by Pevans. The *LPBS* masthead (page 17) is by Lee Brimmicombe-Wood, as is the pictures on pages 13, 23 and 31. The drawings on pages 20 and 22 are by Nik Luker. The *Automobile* board is courtesy of Warfrog. Pevans took the photos and played with Photoshop.
© Paul Evans, 2009

Pick-a-Low

This is a very simple game. All you have to do is send me a number—a whole number greater than zero (aka, a positive integer). The winner of the round is whoever selects the lowest number that no-one else chooses. Think about it...

Round 2

We had 37 entries this round, 14 of which came from people who hadn't put in a number for round 1. In fact, I had responses from several readers I've not heard from for some time. Glad to know you're still out there, guys.

Anyway, the analysis is on the right. The man who took the obvious option and called '1' is Mark Barrowcliffe. Well done, Mark.

I wonder why nobody's chosen '10' yet?

Let's do this one more time—I'm guessing we'll get about 30 entries this time, which will be enough to give us a decent selection.

**Send your number to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or
TWJO@pevans.co.uk
by Friday, 11th September 2009**

Numbers chosen

Number	Round	
	1	2
1	4	1
2	2	2
3	2	6
4	1	2
5	2	5
6	6	6
7	3	5
8	7	2
9	1	3
11	2	1
12		1
13	3	1
17	2	
20	1	
21	1	
22		1
27	2	
37	1	
43		1
45	1	
48	1	
58	1	

The Cold Equations Star Trader game 4—Turn 13

"So what are our orders?"

"To load passengers to fly to Epsilon Eridani."

The Captain looked out of the window. The Spaceport was bustling. The large fluorescent Double E signs glowed.

"But we're on Epsilon Eridani right now."

"I'd noticed that too."

"I think we'd better give the crew shore leave while I try and sort this out."

At Gamma Leporis EON FLASHCORP bought 5 Alloys for 1 HT each. HOUSTON FEARLESS bought 5 more on Contracts.

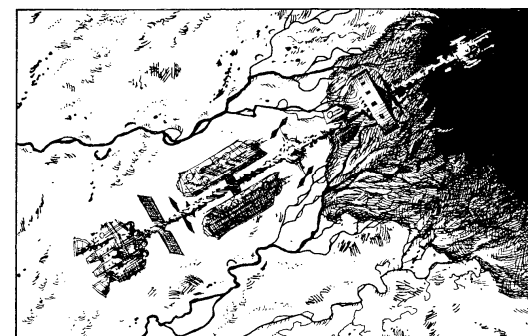
Epsilon Eridani saw ARCHANGEL gaining a Dealership by selling 6 Isotopes for 2 HTs apiece. We then saw HOUSTON selling 5 Isotopes on Contract. ARCHANGEL sold 10 Spice at 11 HTs each to gain another Dealership, while EON FLASHCORP sold 3 Monopoles for 12 HTs apiece.

Beta Hydri only had ARCHANGEL trading, selling 11 Spice at the price of 14 HTs and gaining a third Dealership. Speculation was rife that the Passenger line had decided to change its main business, which would have explained the decision not to take Passengers this quarter.

Both HOUSTON and EON were selling Alloys at Tau Ceti, HOUSTON 7 for 13 HTs each and EON 3 at 14 HTs.

Mu Herculis was the busiest Spaceport this Quarter. HOUSTON FEARLESS sold 10 Alloys for 13 each and became Contractors. MONOGRAM sold 8 Isotopes for 7 HTs and gained a Dealership, after which HOUSTON sold 5 more for 8 HTs each. HOUSTON and EON each bought 5 Monopoles on Contract.

ARCHANGEL LINES sold the Azazel at Mu Herculis for 140% of list price and went to the Federation Banks to repay their loan. Having delivered their Passengers this Quarter, they then tried to load passengers to where their ships were, which of course was assumed to be a publicity stunt. All their ships are free to fly anywhere next Quarter!



MONOGRAM INDUSTRIES launched both its new ships, PIC-1 and PIC-2. TRUMP seems not to have been a lucky name.

HOUSTON loaded two passengers to fly to Beta Hydri from Tau Ceti.

EON FLASHCORP sold 4 units of Weapons on Mu Herculis and then laid down two new Flute Hulls at the Epsilon Eridani, each with an Augmented Jump Pod and an A class crew.

Press

"Your competitor getting too greedy?
Has too many goods?

No problem, just contact McRaidie at
555-BOOM and we will resolve the
problem for you.

Cheap and Dirty, prices on demand."

Do you have problems? That other
Corporation is just doing too well?
Why not call upon MaCRADIE
Solutions, the grit that gets results.

Corporation Table

Corporation letter & name	Conn'n Levels Bus Crim Pol	Init'ive Bid	Turn Order	Cash	Rep	Player
A Archangel Lines	8 0 2	0	5th	134	40	Jerry Elsmore
B Eon Flashcorp	7 9 9	0	6th	69	40	Paul Evans
D Gates-Learjet	9 6 5	0	4th	164	29	Dominic Howlett
E McRadie's Crew	5 10 0	0	3rd	39	0	Martin Jennings
F Monogram Industries	10 0 7	3+5	1st	269	40	Michael Martinkat
G Houston Fearless	10 0 5	10	2nd	723	40	Przemyslaw Orwat
H GamLepCo	5 0 4	N		139	26	Player wanted

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

GM Notes

A replacement player for GamLepCo
would be welcome—it's a chance to
learn the game.

Eon Flashcorp used OP 23 this turn.

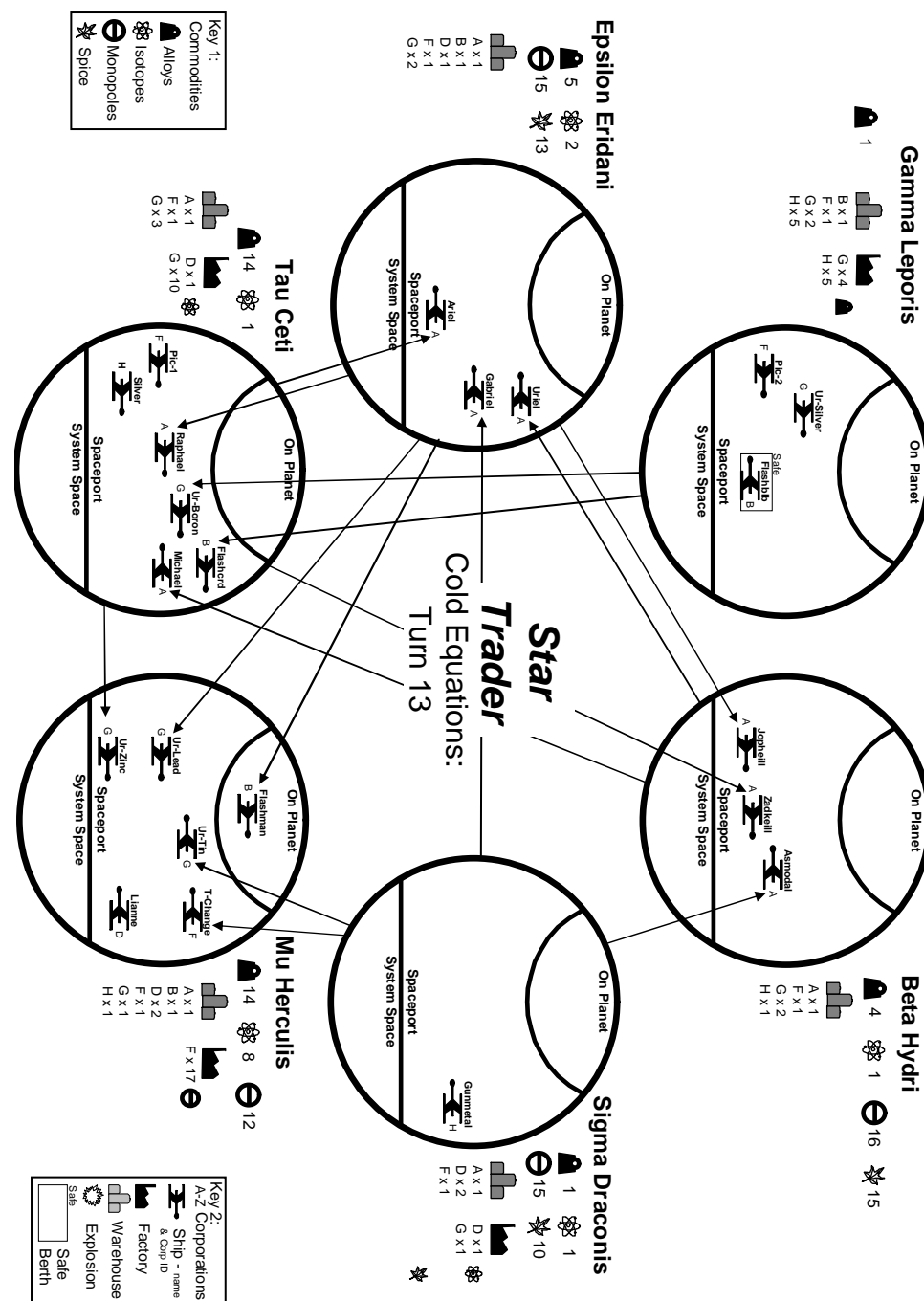
There are three new News chits this
turn (in bold):

Turn 14 C3, P8, B3

Turn 15 P8, **B8**

Turn 16 **C4, B1**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 4th September 2009



Eagle Tavern

Railway Rivals game 7—Turn 2

THURB continued building into the Yorkshire moors and started a line towards the Tees. BESTRAIL spread branches out further from Leeds and started to build towards Ripon, while GOR continued its Northeasterly line across the Ouse and then built E-W branches from the trunk. TRX took the coast road towards Scarborough.

A—Jonathan Palfrey

**THE HEAVILY UNDERFUNDED
RAILWAY BUSINESS (THURB),
Green**

Start: THIRSK

Builds: (V21) – V22; (Y15) – Y14 –
Ripon; (Y16) – Y17 (+3)

(Y17) – Y19; (Thirsk) – Northallerton:
(V22) – Malton (+3 + 3)

(Northallerton) – F66

Points: 27 +9 = 36

B—Gerald Udowiczenko

**THE RELEGATION XPRESS (TRX),
Black**

Start: HULL

Builds: (S20) – R19 – York; (Q26) –
Great Driffield (+3)

(Great Driffield) – T28 – U29 – V29 –
Bridlington – W31 (+6)

(W31) – X30 – Filey – Y29 – Z28 (+3)

Points: 25 +12 = 37

C—Paul Evans

**GOD'S OWN RAILWAY (GOR),
Orange**

Start: SHEFFIELD

Builds: (L19) – M19 – Selby; (G17) –
Cudworth (+3 +3)

(Selby) – O20; (Cudworth) – Barnsley
(+3)

(G17) – F17 – Doncaster – D19 (+6)

Points: 26 +15 = 41

D—Ben Brown:

**BEN'S ELECTRIC AND STEAM
RAILWAYS, RUN ALONG
INLAND LINES (BESTRAIL), Red**

Start: LEEDS

Builds: (Harrogate) – T12 – V13:
(M12) – L12

(L12) – Wakefield; (Dewsbury) – K10 –
Huddersfield; (K10) – Halifax

(+3+6+6)

(Bradford) – P8 – Keighley – Q7 (+3)

Points: 29 +18 = 47

Next turn's builds are: **6, 4, 4**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 4th September 2009**

Les Petites Bêtes Soyeuses 224

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 October 1662 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 11th September 2009**



September 1662

Paris is buzzing once again—the troops are back in town! They're a bit sunburnt and some of them are still queasy from the voyage, but Paris is bustling. As always, first order of the day is settling a few scores. But Beppe de Marko can't be bothered to meet Jacques Shitacks. And Jacques Blanc is too worried by the Declan brothers to meet Patrick D without a second. So, no duels this month.

Gi's a job!

There's plenty to keep Paris busy, though, as it's time for the new crop of appointments. First, there are some new recruits to the regiments. Brigadier-General Chris P Bacon leads a recruiting campaign for the Grand Duke Max's Dragoons. He signs up Alexander Denton, Jacques Alattes d'Esjestif and Roland Moulin. Denton and Moulin buy Captaincies, while d'Esjestif is content to be a trooper. Bacon appoints existing Subaltern Willem de Biest as his Aide. New arrival Bruce Locarno Thomas is more ambitious: he applies to the 53rd Fusiliers and buys the rank of Major—having borrowed enough money to be able to afford the horses his new rank requires.

Mouton Rothschild borrows money, too. Having resigned his commission in the King's Musketeers, he offers his services to the Crown Prince Cuirassiers. However, Major Giles Etraseur, commanding the regiment, turns him down. This may be to Rothschild's advantage as Etraseur takes the regiment to the frontiers

for another season on active service. At least Rothschild can remain in Paris and try to better himself socially.

The top job up for grabs this month is Minister of War. There are five applicants: Baron Devlin Carnate, recently a Division commander, Earl Euria Humble, the outgoing City Military Governor, Marquis Gar de Lieu, previously First Army commander, the new Field Marshal, Marquis Jacques Shitacks, and the old Field Marshal, Viscount Revaulvin d'Or. Of these five, Humble calls in some favours on his behalf, d'Or does the same and the two make it to the King's shortlist. His Majesty evaluates the two candidates. D'Or's military experience clearly weighs in his favour. As does the backing of the Minister of State, Charlemagne le Gosse, who also has some influence. D'Or gets the nod over Humble. His Majesty further rewards the new Minister of War with the title of Count.

There are a lot more vacancies for Ministers in the Government, but it's up to the Minister of State to appoint people. Both Herve d'Conde and Jacques Shitacks would like any Ministry, while Devlin Carnate and Gar de Lieu would prefer one without a specific portfolio. After some consideration, le Gosse awards Shitacks the post of Chancellor of the Exchequer. What's more, the Field Marshal is granted an Earldom as he assumes his Government position. There is room in the Government, too, for Yves Vrai Bretheauteque. Le Gosse appoints him Minister without Portfolio, giving him responsibility for military footwear. The King is rather taken with this and makes Bretheauteque Sir Yves. The jobs of Minister of Justice and Commissioner of Public Safety remain unfilled. We wait to see what the Minister of State intends for these.

Shitacks' first responsibilities are not Ministerial, though. As Field Marshal, he appoints the Army commanders for the next campaign and the Adjutant-General. He was going to give Revaulvin d'Or the last of these, but d'Or already has a job. There are quite a few other applicants for the posts, but Shitacks turns them all down. That's three more jobs that are empty. So, too, is the position of Aide to the Field Marshal. General Sean Sondamour doesn't go for a job himself, but awards the position of his Aide to KM Major Jacques de Gain.

The new Minister of War, Revaulvin d'Or, gets to choose the Inspectors-General. He gives the job of Inspector-General of Infantry to Gustav Ind, rejecting Devlin Carnate and Herve d'Conde. The Cavalry role goes to someone else. Lieutenant-General Ind has his Brigadiers lined up. Well, Brigadier: Johnny Sais-Pas gets command of Second Foot while the other Infantry Brigadier posts stay unfilled. Sais-Pas does not appoint a Brigade Major.

Indie Spencible calls in a favour in an effort to stop Euria Humble being re-appointed as City Military Governor. It doesn't work: Earl Humble will be City Military Governor for another year. He doesn't make much use of his

opportunity, though. The Escort jobs that are in his gift go to non-entities. Carnate and d'Conde get jobs as Division commanders: of Cavalry and First Divisions, respectively. D'Conde turns down Benedict d'Over as Divisional Adjutant, leaving the position vacant—Carnate does the same.

Swender de Jewel uses some influence to make sure of getting the job as Brigadier of the Horse Guards. Pierre Cardigan doesn't need any favours to become Heavy Brigadier. Cardigan does without a Brigade Major or an Aide for the time being. Bdr-Gen Averell d'Alton is appointed Quartermaster-General of Second Army.

Society's season starts



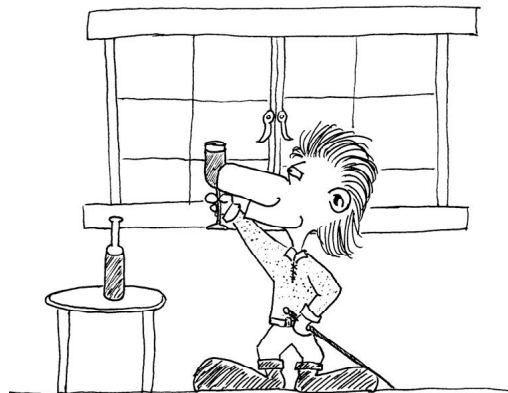
The major social event of the month is the Crown Prince's horse race. However, there are a few other events before this. First on the agenda is Jacques Shitacks' two-week party for senior officers. Jacques is at the Fleur de Lys to greet his guests. Bdr-Gen Averell d'Alton is first to arrive, bringing Guinever d'Arthur with him. Mary Huana arrives on the arm of Bdr-Gen Chris P Bacon. Lt-Gen Euria Humble has Edna Bucquette on his arm. Jacky Tinne accompanies Lt-Gen Gustav Ind. Bdr-Gen Johnny Sais-Pas has Bess Ottede on his arm. General Revaulvin d'Or brings Katy Did with him. Bdr-Gen Swender de Jewel is the only officer to arrive on his own. Bdr-Gen Warren Peece accompanies Ingrid la Suède, but their arrival provokes a challenge from Johnny Sais-Pas as he and Warren command enemy regiments. The two men have to be kept at opposite ends of the room after this. Last on the list are Lt-Gen Yves Vrai Bretheauteque and his +1, Leia Orgasma.

The guest list remains much the same for the following week—Johnny and Warren continue their disagreement. The missing two are Chris and Mary—they're in Blue Gables for their own party. Their places are taken by Lt-Gen Devlin Carnate and Angelina di Griz, who succumbed to Devlin's charms the previous week. Bdr-Gen Thomas le Matelot joins the party as well—his courting didn't go so well and he is unaccompanied. Other visitors to the Fleur de Lys include Gar de Lieu and Maggie Nifisent, who are there for the whole month. Charlemagne le Gosse brings Lois de Low to the club once he's completed his duties at the Louvre as Keeper of the Royal Spittoon. Sean Sondamour considers practising with his sabre, decides he can't be bothered and spends three weeks in

the Fleur with Ella Fant. Zachary The Money Goes and Jacques Shitacks are both there for the first half of the month. Zack has Anna Rexique with him and makes a few wagers on their first visit. Four losses and two wins leave him a thousand crown down, but with his status enhanced.

Chris and Mary's guests are almost all bachelors. The exception is Jean-Luc de Picardy, who won Thomasina Tancenjin's affections the week before and now brings her to Chris and Mary's party. The other guests are Alexander Denton, Bragen Declan (who would prefer beer to the wine on offer, but quickly takes to quaffing), Jacques Alattes d'Esjestif, Jacques Blanc, Patrick Declan, Rex de Leon and Willem de Biest (who's wearing spectacles made with darkened glass and spends much of his time standing to one side with a scowl on his face). This party is good news for the Blue Gables as the club remains empty for the rest of the month. Pierre LeFart shows up briefly, though: he's doing the rounds looking for someone called Bon Chance, who's supposed to be holding a party.

Chris and Mary are then off to Hunter's for Quasi Le Bossu's talent show: Paris has Talent. Willem de Biest brings his new conquest, Belle Epoque, to see the show. Ilk Lamore Bartat brings 50 crowns to add to the prize and joins the judging panel. Though he is expected to sing, Thomas le Matelot just turns up to watch. The first performer is Rex de Leon, who plays a Romanian folk song on his flute. He gets some polite applause. Pierre LeFart continues the music by playing the cornet. This brings Rex storming back onto the stage, along with his CO, Warren Peece, to exchange challenges with their regimental enemy. Once the stage has been cleared, Warren attempts a duet with Ingrid la Suède, but the barracking from Pierre rather spoils it. Finally, Bragen Declan entertains the audience with a raucous ditty about driving the English out of Ireland, which gets a good reception. Before anyone can escort him from the stage, he launches into a melancholy ballad in his native tongue. This, too, gets a good round of applause, though the audience couldn't understand a word. Attempts to remove the Irishman from the spotlight are thwarted by his brother, Patrick, giving Bragen enough time to start his third song, a French battle hymn. This gets the audience going and he's allowed to finish. By popular acclaim, the prize money is shared between the Declan brothers. Bragen celebrates vigorously and noisily, leading to a shouting match with celebrity judge Simon le Cowl. Bragen punches him out and is escorted from the premises.



While Paris may have Talent, Bothwell's has Yves Vrai Bretheauteque. He and Leia welcome Luc Around and Antoine Dubeque as their guests. Benedict d'Over is there as well, with Ophelia Derriere on his arm. They visited at the start of the month, too, when Roget de Saurus was also in attendance. Roget dropped in again the following week. The Frog and Peach's only visitor was Alexander Denton, for the latter two weeks of September. Red Phillips is busier: both Ali Vouzon and Bruce Locarno Thomas are there for three weeks, overlapping for two weeks in the middle. The discussion in the clubs is over the behaviour of Coeur Jette. After his excesses at the start of the month, he is said to have locked himself in his rooms and refused all visitors save medical luminaries. The breaking news is that he has finally emerged, but only to attend church in sackcloth and ashes, and is said to have made a substantial donation to support the families of fallen soldiers. There is also some discussion of Zachary The Money Goes. It seems he has forgotten that he's no longer Commissioner of Public Safety and had to be forcibly prevented from ransacking the archives.

Sport of Crown Princes

This leaves us with the Dauphin's Derby. His Highness is pleased with the turnout—though Mouton Rothschild's unexpected lack of a military rank means he is excluded. The race attracts 14 entrants and quite a few spectators—and Patrick Declan is to be found in the stables. Joint favourites are Indie Spencible and Swender de Jewel, whose small stature gives them a definite advantage. As the race starts, they take an immediate lead. Behind them, the trio of Devlin Carnate, Johnny Sais-Pas and Zachary The Money Goes lead the pack. On their tails are Benedict d'Over, Gustav Ind—cheered on by Jacky Tinne—and Warren Peece—supported by Ingrid la Suède. The rear echelon consists of Euria Humble—encouraged by Edna Bucquette—Jacques Shitacks, Luc Around, Quasi Le Bossu and Rex de Leon. Finally, we have Jacques Blanc, who is having trouble getting his horse to face the right way. This is the cause of much sniggering from Patrick Declan, who appears to be assisting the starter.

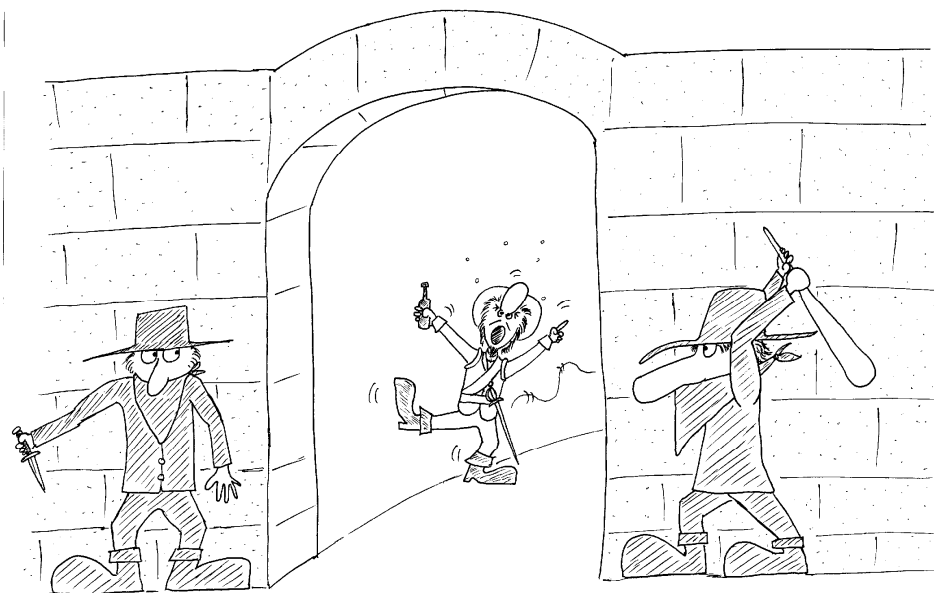
Indie spurs his horse round the first corner and thunders down the back straight in the lead. Swender can't quite match his pace and is half a length behind him. Zack has got the most out of his mount, but is still a full length behind Swender. A length behind him are Johnny and an improving Warren. Benedict has fallen half a length behind Johnny and been caught by a charging Rex. Gustav hasn't got the best from his horse, but is only just behind these two. Despite his early promise, Devlin finds his mount unresponsive and is dawdling at the back alongside Euria, Jacques S and Luc. Trailing a length behind them is Quasi, while Jacques B has barely crossed the starting line.

The horses stream round the second corner and gallop for the finish. It seems Indie has taken too much out of his steed and Swender slowly catches him in the

race for the line. The two of them cross the line neck and neck. Zack's horse is definitely blown and he drops back out of contention. Johnny applies his whip and storms forward to finish just half a length down on the joint winners in third place. Warren can't quite match Johnny, but finishes close behind him. He is surprised to find Rex on his shoulder—his race has been flat out from start to finish. There's then a bit of a gap before Luc crosses the line, having passed several horses in the final furlongs. Benedict is surprised to have Luc just in front of him, but pleased to have stayed ahead of Gustav and Jacques S. Euria is on the tails of these two. A disappointed Devlin trots home a length down on Euria, just holding off the slow-moving Quasi. By the time Jacques B reaches the finish line, the audience has largely dispersed.

Celebrating his third place, Johnny has to put up with some barracking from his regimental enemies, Rex and Warren. He has support, though, from his colleague, Ali Vouzon, who's been watching the race. Luc is joined by his spectating comrade, Antoine Dubeque, and the pair of them exchange challenges with Swender. Luc is astounded that riff-raff like Quasi have been admitted to the Dauphin's presence and challenges him, too. Other antagonisms amongst the spectators produce challenges between Jacques de la Boite and Thomas le Matelot and Pierre Cardigan and Chris P Bacon. The more well-behaved spectators are Averell d'Alton (with Guinevere), Roget de Saurus, Sean Sondamour and Yves Vrai Bretheauteque (with Leia).

Sadly, not all the race-goers are on their guard when leaving the Prix d'Or—the wine consumption may have had something to do with this. Ali, Chris, Rex and



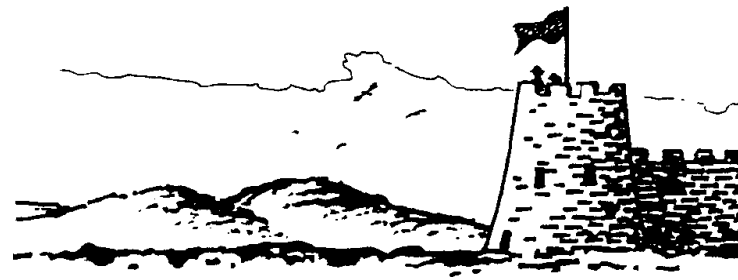
Sean all fall victim to the local footpads. Most of them have been careful not to bring too much cash, but Sean is robbed of quite a sum. This may explain the lack of muggings in the red light district this month. The many characters who visit the bawdyhouses are able to have their fun (except Jacques Shitacks, who just has a drink) and get home safely. The area is enlivened at the beginning of the month by a drunken Coeur Jette, who staggers around with a bottle in hand, buys drinks for all and sundry and offers to fight anyone in a General's uniform.

Jacques de Gain and Roland Moulin are not much in evidence this month as they spend three weeks practising their preferred weapon. In both cases, this is a rapier. Indie Spencible puts in two weeks with his rapier. Having been excused duties, so does Jean-Luc de Picardy with his. Revaulvin d'Or practises sabre for two weeks and lots of others manage the odd week in the gym with their blade. Coeur Jette doesn't have any regimental duties, yet this is how he finishes his month: mucking in with the men under his command.

Herve d'Conde is the odd man out. He spends the entire month visiting Fifi. This causes much amusement when Jacques de la Boite turns up with a large bunch of flowers. His attempt at an explanation doesn't stop Herve challenging him. Jacques Blanc is similarly embarrassed when he goes courting Ada Andabettoir, only to find Armand de Luce already *in situ*. The embarrassment for Luc Around and Pierre Cardigan is visiting the same young lady, particularly as she wasn't even at home. After an exchange of challenges, the two men go after other conquests, only to fail again. Ilk Lamore Bartat makes rather a song and dance over his failure to court Leia (mainly because she's on the town with Yves), with the result that Ava chucks him. Willem de Biest may not be very influential, but he's able to wangle his way out of his regimental duties and uses the time to good effect, winning the affections of a certain young lady.

Frontier promotions

The Crown Prince Cuirassiers join the Frontier regiments for the autumn. The first month passes uneventfully. Except for Giles Etraseur getting himself promoted to Lt-Colonel. Meanwhile, new boy Jacques La Touret has volunteered for a Frontier regiment to seek his fortune. All he finds is promotion to Subaltern. ❖



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

From the State Ministry

Please could all applicants to
Government positions please include
their reasons for application to said
posts.

It's soooo hard to make a decision
when one is under the influence of the
third bottle of Bourgoigne.

Notice: 13th Fusiliers

We will be spending the month of
NOVEMBER 1662, being the last
month of the current season, at the
front defending His Majesty's realm
from invasion, foul Spaniards or other
such persons.

Make ready your arms and sharpen
your swords.

† B.Brig-Gen Baron J. Sais-Pas, CO
13th Fusiliers

QLB requires men of courage and good
heart for the Princess Louisa Light
Dragoons, in particular a new
Regimental Adjutant. Applications to
PLLD Barracks. Bursaries available to
the right applicant.

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

Matters of Honour

Blanc,
Your xenophobic comments about the
Declan brothers are disgraceful.
Bragen Declan fought for our King
during the recent campaign in Africa.
Either make a public apology to these
fine gentlemen, or I will expose you for
the rat that you are with my sabre.

Yours in Outrage,
† Colonel Quasi le Bossu, PLLD

To Sir Ilk Lamore Bartat & Coeur
Jette
Gentlemen,
I have some matters of honour to
settle next month and would be most
grateful if one of both of you could join
me as my seconds.

Best regards, † Jacques Blanc

Social

Dear all
To celebrate the derring-do and
vainglorious valour of our indomitable
fighting men, I would like to invite all
and sundry to a Walpurgisnacht Party
at my club, last week of October.
There will a small prize for the most
appropriately dressed.
I'll pay for drinks.
No girlies. † YVB

To: Sir Ilk de Bartat, Mon Ami Coeur
Jette, Mon Ami Warren Peace, Pierre
Cardigan, Pierre TIB, Mon Ami Tomas
le Matelot, Lt Col Rex de Leon, Lt Col
Pierre LeFart, Armand de Luce, the
Declan Brothers, Mystery Men X1 and
X3

Have you got the 'X' Factor?

If so, Alison and I invite you to
audition at the Boozers and
Bellrings 'Paris has Talent'
competition to be held in the Chien et
Renarde Saloon, Hunter's Club in
Week 3 September 1662. I have
invited the well-known theatre critic
'Simone Le Cowl' to judge all entrants
with myself, Alison plus founder
members Sir Ilk* and Coeur*, with the
winner taking home 50 crowns. All
drinks are on me.

* Boys, you don't have to enter unless
you want to but it would be good to
have you to help the judging
RSVP to this mail so I can organise a
guest list at the Hunter's.

Regards, † Quasi Le Bossu

Well now, Quasi, if you're askin' then
I'm drinkin'—t'would be rude not to.
As for singin', Mother always said the
choir of St Ignatius' was deeply sorry I
left them, although that may have had
somethin' to do with me takin' the
collection in a very literal sense. But I
do loike to think of mesself as havin' a
foine voice, especially when me throat
is well-lubricated. Beer is more my
sort o' thing though than wine. After a
few jars, I'll be happy to give you a
rendition o' the traditional Oirish folk
song: 'Please don't burn our shithouse
down'. It always goes down well with
the lads! I'm lookin' forward to it.

† Patrick Declan

The lyrics for 'Please don't burn our
shithouse down':

1 Please don't burn our shit-house
down,

Mother has promised to pay.

Father's drunk and in the jail

And sister's in the family way.

2 Brother dear has gonorrhoea

And times is fucking hard;

So please don't burn our shit-house
down

Or we'll all have to shit in the yard.

Paris has Talent

QLB and Alison hosted a talent
contest in the Chien et Renarde
Saloon, Hunters Club in Week 3 for
the Boozers and Bellrings. Alison
invited her good friend and well-
known Theatre Critic Simone Le Cowl
to help judge. QLB invited Ilk de
Bartat to assist with the judging. A
shortlist of six finalists were chosen.
Rex De Leon was awarded the 'You're
so bad you should be sent to the
Frontier with a one-way ticket' Award
(sponsored by the 4th Arquebusiers)
for a bad bout of stage fright during
the preliminaries. First up was Tomas
Le Matelot with a melancholic sea
lament called 'The Mermaid and the
drowned man'.

"Damp—made me feel mal de mer"
commented Simone. Next up was
Warren Peace and his lady with a
duet—"Beauty and the Beast!"
screeched Simone, "She should be a
solo." Next was Pierre le Fart with an
heirloom of his grandfather "the late
Marcus Pups of Nurnberg" and
playing his overture for dulcian.
"Wunderbar," cried Alison, "very
Germanic-deafening" shrieked Simone.

Chris P Bacon then gave a medley of sonnets and songs penned by a distant relative, Sir Francis Shakespeare. "So 16th Century—will never catch on," from Simone.

Finally, the Declan bothers took stage. First up was Bragen Declan, a voice well known to those who frequent the less salubrious bars in town. His first song was a lively ditty of courage and daring, about driving the English out of Ireland. None of us was quite sure what the second song was about, since it appeared to be in Gaelic, but Bragen's voice was hauntingly melancholic. His third and final song was a traditional French battle hymn, straight from the Front, sung with gusto and lots of help with the chorus from the audience. "A triumph," roared Quasi and Iik.

"Hmmp" sighed Simone "playing to the audience, but he does have something". Finally, we had his brother Patrick, who appeared to have visited the club's beer cellar for a little Dutch courage and launched into a rousing rendition of a traditional Oirish folk song: 'Please don't burn our sh*thouse down' (Copyright Patrick Declan), joined in lusty tones by his brother Bragen.

"I haven't a clue what they just sang, but we have our winners," said Simone and the Declan brothers pocketed the 50 crowns prize money.

After which, the party adjourned to the bar. Later that evening, Patrick tried to translate his winning tune to Simone, who fell into a deep swoon and had to be carried home in Alison's 'Sedan Chair'.

Almost Brigadier Chris P Bacon invites folk to Blue Gables to commiserate, please send message to almost Brigadier Chris P Bacon to be put on Guest List.

The Queen's Own Carabiniers will be holding a regimental dinner during the second week of October at Hunter's. All members of the regiment are welcome to attend, where I shall treat them as my guests. Any new members are also welcome to come—this will be your chance to meet some of the senior officers before we are called into action once again to defend the honour of La France and Her Majesty.

† Lt. Col. Sir Antoine Dubèque

Party at Hunters, Week 1, October 1662 to celebrate the life and times of common people's champion Aloysius Gnomeclencher and other fallen members of the Boozers and Bellringers. Open to all men of common birth (so the likes of Moulin and Rothschild can go forth and fornicate with each other) and their mistresses.

† Quasi le Bossu, Chairman of Boozers and Bellringers Club

Dear colleagues and friends
I humbly invite all persons of a polite nature and of appropriate Social Status (SL 7+) to join me at my club during the 2nd Week in October.
All of the 13th F are cordially invited.

† Johnny Sais-Pas

Personal

To that buffoon Warren Peace:

I hear rumours that your coin purse was bulging on the way back from the front.

Did you actually take that gold in combat or just loot the bodies of the fallen French Soldiers while lurking outside the fort that my regiment were assaulting?

† Johnny Sais-Pas

Such an insult demands satisfaction: Warren Peece and his regimental comrades and friends have cause with the discourteous Sais-Pas. † Le Roi

My dear Swender, you were an ineffable aide and the proof of your efficacy and discretion is that I hardly ever noticed your presence. Still, the chocolat and petit-fours were there for me even as battle raged and a warm bath after a hot day's killing is always appreciated. Should I be able to advance your career in any way, let me know.

† General d'Or, Soldier of France

Dear Colonel Le Boussou,
I am a keen advocate of the Hungarian Nose Flute, which is very difficult to master. However, I practice regularly, and the other residents of my boarding house regularly show their appreciation by banging on the adjoining wall. Would you be able to put me into contact with other suitably musical individuals?

Many thanks,

† Luc Around

To any Newcomers to Paris

There seems some confusion over the Maison du Pain. Before I was lucky enough to meet my beloved Alison, I used to wile away many pleasant hours here. Here, you can buy the finest French fancies or some cheaper tarts, remembering my bachelor days, all of which were so tasty. I would highly recommend the Whipped Cream Special (Whip first, soothing cream afterwards).

Yours,

† Quasi Le Bossu

To Colonel Quasi Le Bossu

Congratulations on your promotion. Look after the boys or you'll have me to answer to.

† Lt General Devlin Carnate

Poetry Corner

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

1 Have you ever walked the lonesome hills
And heard the curlews cry
Or seen the raven black as night
Upon a windswept sky
To walk the purple heather
And hear the westwind cry
To know that's where the rapparee must die
2 Since Cromwell pushed us westward
To live our lowly lives
There's some of us have deemed to fight
From Tipperary mountains high
Noble men with wills of iron
Who are not afraid to die

Who'll fight with gaelic honour held on high

3 A curse upon you Oliver Cromwell
You who raped our Motherland
I hope you're rotting down in hell
For the horrors that you sent
To our misfortunate forefathers
Whom you robbed of their birthright
"To hell or Connaught"

may you burn in hell tonight
4 Of one such man I'd like to speak
A rapparee by name and deed
His family dispossessed and slaughtered

They put a price upon his head
His name is known in song and story
His deeds are legends still
And murdered for blood money
Was young Ned of the hill

5 You have robbed our homes and fortunes

Even drove us from our land

You tried to break our spirit
But you'll never understand
The love of dear old Ireland
That will forge an iron will
As long as there are gallant men
Like young Ned of the hill
6 A curse upon you Oliver Cromwell
You who raped our Motherland
I hope you're rotting down in hell
For the horrors that you sent
To our misfortunate forefathers
Whom you robbed of their birthright
"To hell or Connaught"

may you burn in hell tonight
The first of Bragen Declan songs at
the 'Paris has Talent' competition.
(Thanks to The Pogues:
<http://www.youtube.com/watch?v=n-y2ox2HPnc>—copyright 1989 Terry Woods & Ron Kavana, reproduced without permission)

Points Arising

**Next deadline is
Friday 11th September 2009**

I made a few errors this turn and had to adjust things manually. I think I've caught everything, but let me know if you spot any funnies.

Quite a few characters without orders this turn—well, it is the holiday season.

Which reminds me: I'll be on holiday after the next deadline, so next issue will be a bit late. It should be published once I'm back in the UK.

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
PTIB Pierre Theroux le Brouillard (Barry Townsend) has NMR'd. Total now 1
X4 (Aaron Sibley) has NMR'd. Total now 1

EM2 (Tym Norris) was floated as he was away.

JLF (Filipe Silva) has been floated as Filipe was on holiday.

SDL (Guy Arnold) has been floated as Guy's still busy with his course

TF (Timothy Hunt) has been floated as Timothy was involved in a car accident. He suffered "badly bruised ribs" and is recovering well—"My car, however, was not so luck."

X5 (Mike Dommett) has been floated as Mike's orders were for his dead character.

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

Ali Vouzon applies for Regiment Adjutant of 13F

Benedict d'Over applies for Division Adjutant of First Division

Chris P Bacon asks NPC Lt.Colonel of Grand Duke Max's Dragoons to resign

Chris P Bacon asks NPC Major 1 of Grand Duke Max's Dragoons to resign

Chris P Bacon asks NPC Major 2 of Grand Duke Max's Dragoons to resign

Chris P Bacon asks NPC Captain 1 of Grand Duke Max's Dragoons to resign

Chris P Bacon asks NPC Captain 2 of Grand Duke Max's Dragoons to resign

Chris P Bacon asks NPC Captain 3 of Grand Duke Max's Dragoons to resign

Chris P Bacon asks NPC Captain 4 of Grand Duke Max's Dragoons to resign

Jean-Luc de Picardy applies for Aide to Brigadier

Quasi Le Bossu asks NPC Army Adjutant of First Army to resign
 Quasi Le Bossu asks NPC Army Adjutant of Second Army to resign
 Quasi Le Bossu applies for Army Adjutant of First Army

Quasi Le Bossu applies for Army Adjutant of Second Army
 Tomas le Matelot applies for Brigadier of 3rd Foot Brigade
 Warren Peece applies for Brigadier of 3rd Foot Brigade

Duels

Results of last month's duels:

Jacques Blanc didn't turn up to fight Patrick Declan and lost SPs.
 Beppe de Marko didn't turn up to fight Jacques Shitacks and lost SPs.

Grudges to be settled next month:

Stan Dandy Liver (Cutlass, Seconds SS, adv.) has cause with Jacques Shitacks (Cutlass, Seconds JSP, 2 rests) for pinching Kathy.

Pierre Theroux le Brouillard (Foil, 2 rests) has cause with Willem de Biest (2-Hand, Seconds JLF, adv.) for pinching Belle.

Luc Around (Sabre, Seconds AD & TF, 2 rests) and Pierre Cardigan (Sabre, Seconds SdJ, adv.) have mutual cause as neither stood down over Mary.

Johnny Sais-Pas (Rapier, adv.) and Warren Peece (Rapier, 2 rests) have mutual cause for being in enemy regiments.

Herve d'Conde (Sabre, 3 rests) has cause with Jacques de la Boite (Rapier, Seconds JLdP, adv.) as he tried to court Fifi.

Pierre LeFart (Rapier, adv.) and Rex de Leon (Rapier, 2 rests) have mutual cause for being in enemy regiments.

Pierre LeFart (Rapier, 1 rests) and Warren Peece (Rapier, adv.) have mutual cause for being in enemy regiments.

Antoine Dubeque (Sabre, Seconds LA & TF, 1 rests) and Swender de Jewel (Sabre, Seconds RdO & PC, adv.) have mutual cause for being in enemy regiments.

Ali Vouzon (Rapier, adv.) and Rex de Leon (Rapier, 3 rests) have mutual cause for being in enemy regiments.

Ali Vouzon (Rapier) and Warren Peece (Rapier, adv.) have mutual cause for being in enemy regiments.

Chris P Bacon (Sabre, 3 rests) and Pierre Cardigan (Sabre, Seconds SdJ, adv.) have mutual cause for being in enemy regiments.

Luc Around (Sabre, Seconds AD & TF, 3 rests) has cause with Jacques de la Boite (Rapier, Seconds JLdP, adv.) as he's not Noble but higher SL.

Jacques de la Boite (Rapier, Seconds JLdP, adv.) and Tomas le Matelot (Sabre, Seconds SdJ, 2 rests) have mutual cause for being in enemy regiments.

Johnny Sais-Pas (Rapier, adv.) and Rex de Leon (Rapier, 4 rests) have mutual cause for being in enemy regiments.

Luc Around (Sabre, Seconds AD & TF) has cause with Quasi Le Bossu (Sabre, Seconds ZTMG, adv.) as he's not Noble but higher SL.

Luc Around (Sabre, Seconds AD & TF, 2 rests) and Swender de Jewel (Sabre, Seconds RdO & PC, adv.) have mutual cause for being in enemy regiments.

Armand de Luce (Foil, adv.) has cause with Jacques Blanc (Cutlass, 2 rests) as he tried to court Ada.

Jacques de la Boite (Rapier, Seconds JLdP, adv.) has cause with Johnny Sais-Pas (Rapier, 1 rests) for insults.

Jean-Luc de Picardy (Rapier, Seconds WdB & JdIB, 3 rests) has cause with Johnny Sais-Pas (Rapier, adv.) for insults.

"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.

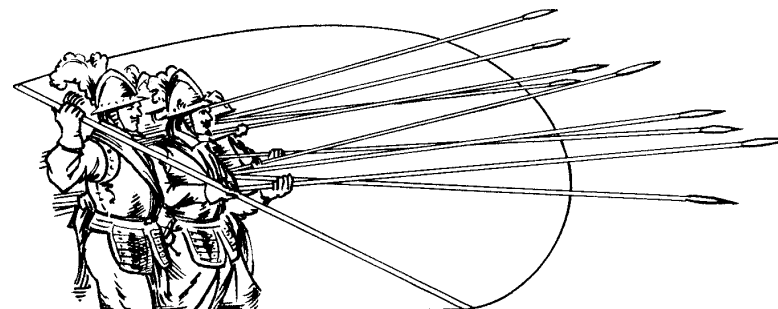
New Characters

None!

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 N	to Field Marshal __	
Provincial Military Governors: N/N/N/N/N		
City Military Governor EH	Adjutant-General __	
Inspectors-General: of Cavalry N	of Infantry GI	
Commissioner of Public Safety __		
Chancellor of the Exchequer JS	Minister of Justice __	
Minister of War RdO	Minister of State CIG	



Army Organisation and Summer Deployment

First Army (Defence) ___/___/N3/N
 Cavalry Division (Defence) DC/CPC/___
 Heavy Brigade (Defence) – ALC CPC
 Dragoon Brigade (Defence) – GDMD PLLD
 Frontier Division (Defence) N5/N/N4
 Frontier Regiments (Defence)
 Second Army (Siege) ___/___/N3/AdA
 First Division (Assault) HdC/N/___
 Guards Brigade (Assault) – RFG CG KM
 1st Foot Brigade (Assault) – RM PM
 RNHB Regiment (Assault)
 Second Division (Siege) N3/N/N2
 2nd Foot Brigade (Siege) – 13F 53F
 3rd Foot Brigade (Siege) – 27M 4A
 4th Foot Brigade (Siege) – 69A Gscn
 Horse Guards Brigade (Field Ops) – DG QOC
 Organisation and Deployment for the Campaign
 Season plus Army and Division posts
 (CO/Aide/Adj't/QMG):
 ID for chars, N (+ MA for CO and Adj't) for
 NPC, ___ for vacant

Battle Results

Crown Prince Cuirassiers: 3
 Frontier regiment 1: 6
 Frontier regiment 2: 5
 Frontier regiment 3: 2
 Frontier regiment 4: 6
 RNHB regiment: 4

Brigade Positions

Guards Brigade ___/___/N2
 Horse Guards Brigade SdJ/N/N6
 Heavy Brigade PC/___/___
 Dragoon Brigade N1/WdB/N4
 First Foot Brigade ___/___/N6
 Second Foot Brigade JSP/___/___
 Third Foot Brigade ___/___/___
 Fourth Foot Brigade ___/___/___/N4

Entries as Army Organisation Table

Frontier Regiments

(Defence for Sept-Nov)

	F1	F2	F3	F4	RNHB
Colonel	N4	N5	N6	N3	N9

Attached JLT

Also at the Front

Crown Prince Cuirassiers

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	EH
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	GdLi
55	Jacky Tinne	16		GI
52	Guinevere d'Arthur	15	B/W	AdA
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	
30	Leia Orgasma	13	B	YVB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		JdG
31	Bess Ottede	12	I/W	JSP
1	Sue Briquet	11	B	RM
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	
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	CPB
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	JLdP
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	WdB
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
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	71	Comfy	General/State Min.	14 Lois	Flr	2	Neil Packer
ZTMG	Count Zachary The Money Goes	26+	79	Rich	Colonel KM	14 Anna	Flr	4	Gerald Udowiczenko
SS	Marquis Sean Sandomour	23	63	Comfy	General/Min w/o Port	5 Ella	Flr	2	Pete Holland
DC	Baron Devlin Carnate	23	53	Withy	B Lt-General/Cav Div Commandr	6 Angelina	Flr	2	Bruno Giordan
SDL	Count Stan Dandy Liver	23	27	Filly	Lt-General	11	Flr	4	Guy Arnold
RdO	Count Reveulvin d'Or	22	60	Comfy	General/War Minister	13 Katy	Flr	4	Jerry Spencer
JS	Earl Jacques Shitacks	22+	77	Comfy	Fld Marshal/Chancellor	3	Flr	4	David Oliver
EH	Earl Euria Humble	21	65	OK	B Lt-General/City Mil. Gov	15 Edna	Flr	5	Matthew Wale
GdLi	Marquis Gar de Lieu	21	54	OK	General	3 Maggie	Flr	4	Bill Hay
GI	Baron Gustav Ind	20+	69	Comfy	Lt-General/Insp. Gen. Inf	6 Jacky	Flr	5	Ashley Casey
BdM	Viscount Beppe de Marko	19	22	Filly	Bdr-General	17	Flr	2	Mark Moores
AdA	Sir Averell d'Alton	18+	63	OK	B Bdr-General RFG/2nd Army OMG	5 Guinevere	Both	4	Martin Jennings
RdS	Baron Roget de Saurus	17	48	Comfy	Major RFG	10	Both	2	Gerry Sutcliff
BdO	Benedict d'Over	15	39	Comfy	Lt.Colonel KM	9 Ophelia	Both	4	Mark Stretch
SdJ	Sir Swender de Jewel	15+	69	Withy	B Bdr-General DG/HGds Brigadier	5	Both	1	Ray Vahey
JLF	Baron Jean Laissez Faire	14+	52	Comfy	B Bdr-General CG	2	Both	3	Filipe Silva
IS	Baron Indie Spencible	13+	92	Comfy	Major RFG/Min w/o Port	6	Hunt	1	Charles Burrows
JSP	Baron Johnny Sais-Pas	13+	68	Comfy	B Bdr-General 13F/2 F Brigadier	9 Bess	Hunt	4	Mike Bird
HdC	Baron Herve d'Conde	13+	51	Comfy	B Lt-General/1st Div Commandr	11	Both	4	Simon Burling
JdJB	Jacques de la Boite	12	27	Poor	Colonel PM	1	Hunt	5	Justin Key
YVB	Sir Yves Vrai Bretheauteque	12	26	Comfy	Lt-General/Min w/o Port	4 Leia	Both	1	Chris Boote
EM2	Baron Egon Mad 2	12+	65	Comfy	Lt.Colonel RFG	6	Hunt	2	Tym Norris
AD	Sir Antoine Dubeque	11	35	Comfy	Lt.Colonel QOC	9	Hunt	2	Andrew Burgess
QLB	Quasi Le Bossu	11	24	OK	Colonel PLLD	6 Alison	Hunt	6	Mark Cowper
TF	Thierry Fitoux	11	10	OK	Major QOC	7	Hunt	1	Timothy Hunt
JdG	Sir Jacques de Gain	11+	46	Comfy	Major KM/Gen's Aide (SS)	7 Vera	Hunt	4	Ben Brown
ILB	Sir Ilk Lamore Bartat	10	32	OK	Lt.Colonel RM	6	Hunt	6	Andrew Kendall
PC	Pierre Cardigan	10+	46	Comfy	B Bdr-General ALC/Hvy Brigadier	7	BG	4	Matt Shepherd

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
MR	Mouton Rothschild	9	17	Comfy		1 Anne	Hunt	4	Keith Bristow
CJ	Coeur Jette	9	19	OK	B Bdr-General RM	6	BG	2	Mike Weston
RM	Roland Moulin	9	16	Poor	Captain GDMD	5 Sue	Hunt	4	Roland Lee
X4		8-	2	Poor		5		1	Aaron Sibley
WP	Warren Peece	8+	60	OK	B Bdr-General 27M	5 Ingrid	BG	2	Pam Udowiczenko
CPB	Chris P Bacon	8+	60	Comfy	B Bdr-General GDMD	1 Mary	BG	3	Rob Lee
LA	Luc Around	8+	26	Poor	Captain QOC	4	HGds	5	Colin Parfitt
GE	Giles Etraseur	7	F	Poor	Lt.Colonel CPC	1	F&P	4	Nik Luker
JB	Jacques Blanc	6	20	OK	Major RM	2	F&P	4	Dominic Howlett
AIdn	Alexander Denton	6	13	OK	Captain GDMD	6	F&P	4	Paul Wilson
JLT	Jacques La Touret	6	F	Poor	Subaltern	3	F&P	2	Charles Popp
TIM	Tomas le Matelot	6+	52	OK	B Bdr-General 4A	7	F&P	4	Tim Skinner
RdL	Rex de Leon	5+	38	Poor	Lt.Colonel 27M	11		3	Robert Carter
PLF	Pierre LeFart	5+	17	OK	Lt.Colonel 13F	5		3	Olaf Schmidt
PTIB	Pierre Theroux le Brouillard	4-	4	Poor		5		2	Barry Townsend
WdDB	Willem de Blest	4+	30	Poor	Subaltern GDMD/Bdr's Aide (Drgrn)	3 Belle	RP	6	Tim Macaire
AV	Ali Vouzon	4+	28	Poor	Major 13F	4	RP	1	Graeme Morris
BLT	Bruce Locarno Thomas	3	8	Poor	Major 53F	2	RP	3	Graeme Wilson
X5		3	0	Poor		4		4	Mike Dommatt
JLdP	Jean-Luc de Picardy	3+	21	Poor	Subaltern PM	6 Thomasina		3	Bill Howell
JAdE	Jacques Alattes d'Esjestif	3+	10	Poor	Private GDMD	4		3	Pete Card
AdL	Armand de Luce	2	8	Poor		3		2	Francesca Weal
PD	Patrick Declan	2+	18	Poor		2		4	Nathan Richards
BD	Bragen Declan	2+	17	Poor	Private 53F	2		1	Mark Booth

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, F lthy = 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+