

That would be enough

This has been issue 105 of *To Win Just Once*, published 13th May 2010. It incorporates *Les Petites Bêtes Soyeuses*, a postal/online game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2010

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike Dommett by 28th May.

Orders for *Les Petites Bêtes Soyeuses*, *Easy Money* bids and any other contributions to Pevans by Friday 4th June 2010.

(Remaining deadlines for 2010: 2nd/9th July, 6th/13th August, 10th/17th Sept, 22nd/29th Oct, 26th Nov/3rd Dec)

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Games only	
Per game turn	£0.65
11-turn subscription	£6.50

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 Mark Cowper, Emrys Hopkins and Jonathan Palfrey are interested in the next game—anyone else?

Star Trader new game just started with space for one more player. Rules provided.

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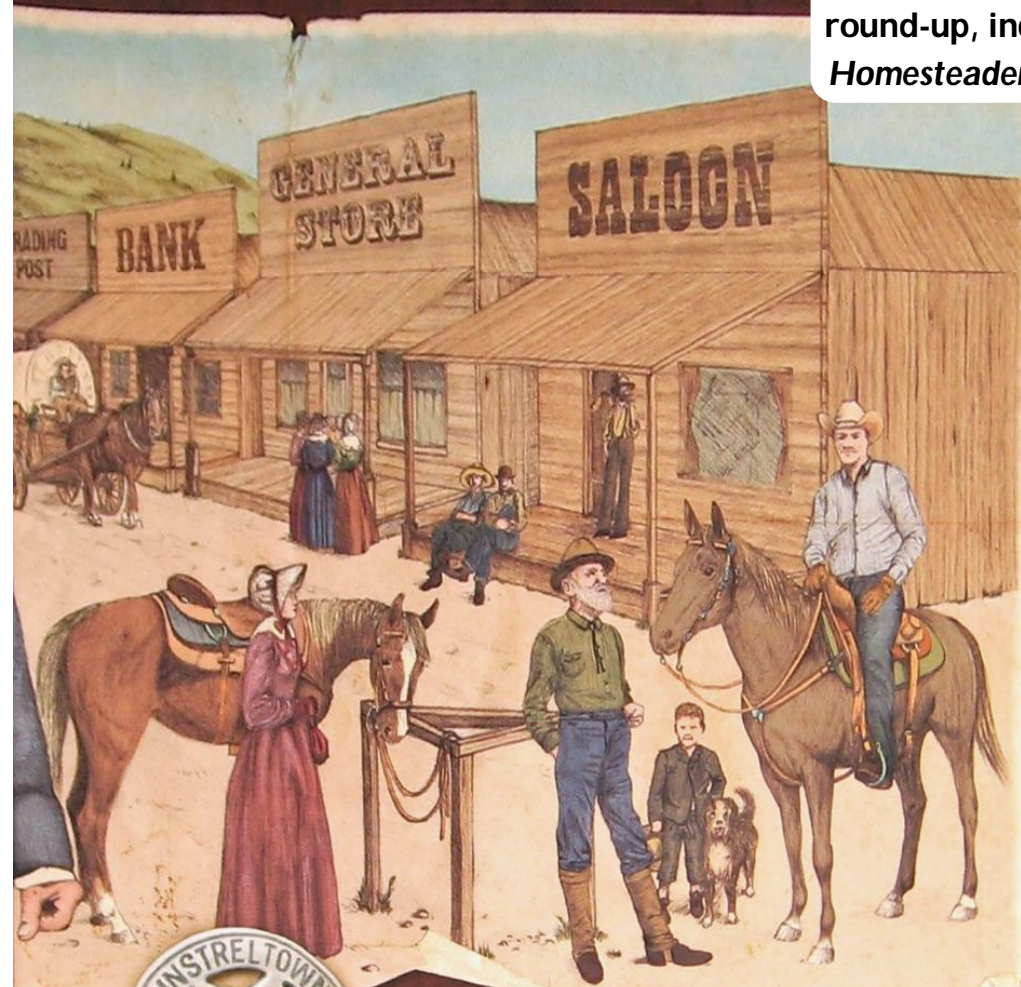
To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

HOMESTEADERS

Alex Rockwell

Games
round-up, incl
Homesteaders



Issue 105: May 2010

(LPBS 231: April 1663)

£2.70 (Europe £3.50, Elsewhere £4.00)

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Chatter

The construction work at the end of my road—the site formerly known as RAF West Ruislip—is speeding up. You can even see the start of some houses in what will be “Ickenham Park”. (The bit Geraldine and I live in is “Brackenbury Village”.) I was intrigued by the odd Portakabin that was installed on site a while back. It was standard Portakabin size, but covered in some very orange wood cladding and had a lantern outside the door. Okay, it’s a bit ornate, I thought, but it’s just the site office. Then a fence went up just a few feet away, blocking access to the door.

Some weeks later the fence on the other side came down to reveal that the Portakabin had been painted cream and there was a bigger, more elegant doorway on that side. What’s more, the verges in this area were suddenly covered in turf—looking more like rich green sections of deep pile carpet—with strategically placed clumps of flowers. The patch in front of the cabin was covered in gravel and tarmac ramps let people drive in off the road. The final touch was the advertising hoardings on the fences round the site extolling the attributes of the new development.

Yep, it’s the sales office. I have to say that I’m impressed. While the bulk of the work going on is construction, the developers have clearly been planning their sales and marketing right from the start. A lesson to all businesses!

At this time of year, I would usually be giving you a round-up of all the new games I’d played at Alan Moon’s Gathering of Friends at the start of April. However, a clash with other commitments meant I couldn’t make it to the States this year, so I just haven’t had the concentrated exposure to new games. Even worse, Alan is thinking of taking a year off (the Gathering takes up his annual leave each year and he would like to do something else!), so I may not be going next year either. I dunno, I miss just one and the whole thing goes to pot!

Anyway, I have been playing some games, so I’ll give you my thoughts on these. But first, the return of the website stats. I’ve finally got round to replacing my analysis software and am generating reports again. April’s figures show that my reviews of *Feudo*, *Viking Fury* and *Puerto Rico* continue to be the top draws. I don’t know why, though there seem to be a significant number of searches on “Viking” that are leading people to that page. The PDF version of *TWJO* 104 was downloaded 126 times in April. Issue 103 was downloaded on 77 occasions to make a total of 220 times since publication. Top review in PDF form was *Tulipmania 1637*.

Games Round-up

One new game I have played is *Homesteaders*, from new publisher Tasty Minstrel Games in the US. I actually played a pre-production version of this at last year's Gathering and the final version is excellent. The production is a bit variable—some pieces are rather thick, while others, like the small board, are much too flimsy. It seems the Chinese manufacturer mixed up the cardboard thicknesses. However, this certainly does not detract from the game play—and does fit with the weathered sepia style of the artwork.

Homesteaders is a development game with the players building up a Wild West town. It's played over a set number of turns and the winner is the player with the most victory points at the end. The first thing each turn is that players bid—*Evo*-style—for a building permit. Not everybody will get one—passing gets you a bonus piece of some sort—but those who do can immediately build one building of the type(s) on the card from those available.

Buildings generate goods, money, victory points and trade tokens—sometimes automatically, sometimes with a deployed worker (who has to be paid each turn). A notional market allows players to trade goods, if they have the trade tokens, providing a lot of flexibility. Victory points accumulate through the game, but the big points are scored at the end, when the most valuable buildings are available.

On the basis of a couple of plays, I am very taken with *Homesteaders*. I'm sure more familiarity will identify combinations of buildings that are particularly useful—and possibly some that are very powerful. At the moment, though, I'm just having fun exploring the game. If you get a chance, do the same.

Apart from that, I seem to have been playing old favourites: *Agricola*, *Brass*, *Confucius*, *Phoenicia*, *Puerto Rico* and *Tribune*. Okay, they're not that old. One game that has struck a chord is *Through the Ages*. This was published in 2006—it's just taken me a while to catch up with it. It's a lengthy, complex civilization development game. Just the kind of thing I like and I have wanted to give it a go since it appeared. Designed by Vlaada Chvatil, it was one of the first crop of games from the Czech Board Games group—since produced in a new edition by Eagle Games in the US.

The Czech edition, which is what I've played, looks terrific with little glass beads for various counters, though they are a bit fiddly to pick up and move. This is essentially a card game, with the two boards used to keep track of various things. In particular, each player's victory points to date and the number they score each turn. Similar tracks show their Science points (needed to 'discover' new technologies), the number of these they get each turn and their current military strength. Each player has their own board, with their stock of resource and

population counters. These are finite, so managing them is an important part of the game. Not least because using too many of them gives players extra costs.

The cards are the heart of the game as players will spend a lot of their actions acquiring, playing and using these. Some cards produce resources (needed to build things) or food (needed to feed your population and increase it). Some produce science or victory points. Some are military units that increase the player's strength. Some are forms of government, giving players different numbers of actions each turn. And some are 'Wonders'. These need lots of resources and several actions to build, but provide your civilization with something useful—often a special ability. A Leader card also provides a special ability for a civilization, but they are more transitory than Wonders.



It is quickly clear that you need to increase and improve your food production to support and increase your population—and you need to keep them happy. You need to increase and improve your resource production to be able to build more things. You need to increase your science points to be able to invent new things. You need to increase and improve your military strength—the weakest player is likely to be prey to aggression from the others, not to mention the victim of event cards. And, of course, you need to generate victory points!

So many things to do, so little time. This is not a short game, but even so players do not have the time to do everything they want to. So it's a matter of priorities—which will change during the game. For example, military power may not be a priority to start with, but you can't afford to fall behind and an arms race will start at some point. Similarly, the initial emphasis has to be expanding your civilization with a view to scoring points later, rather than maximising your points score from the start.

There are also three flavours to the game. The Basic game is intended as an introduction and plays through just the first Age. This works really well and, the first time I played it, the players immediately re-set the game and played the Advanced version. This plays over two Ages and includes just about all the rules. The one missing thing, brought in with the Full game, along with the third age, is warfare, allowing full-blooded attacks between players.

I must also mention the clever Event mechanics in the Advanced and Full games. Players draw event cards (part of the Military cards deck), but don't have to play them. If they do play an event card, they gain some victory points for doing so and the card goes into the 'Future Events' pile. A card from the 'Current Events' pile is turned over and takes effect. When the current events run out, the stack of future events is shuffled and becomes the new set of current events. Hence, players get a small reward for playing Events, but trigger an unknown event that could be good or bad for them. They also have some choice over which cards they play—and will clearly play cards they think will favour them. However, it may be some time before the card takes effect, so they can't be certain.

I've only played the game a few times so far, but I have found it enthralling every time. There is just so much scope for how and when to develop your civilization. Okay, direct interaction with the other players is limited, but I have no problem with that. At the same time, players still need to keep an eye on what their opponents are up to, especially when it comes to the military. Absolutely terrific stuff and I'm only sorry it's taken me so long to play it: 10/10 on my highly subjective scale.

Science Fiction

Iain M Banks's *Matter* (Orbit, 2009) is billed as "the new Culture novel". However, most of the action takes place outside Banks's sort-of-utopian, galaxy-spanning, far future society. We start, though, with an introduction to Djan Seriy Anaplian, an operative for the Culture's shadowy Special Circumstances organisation—the people who carry out special/dirty ops. The story proper then starts on what we will later discover is a world called Sursamen. More properly, it's set in Sursamen as this is a Shellworld, a planet-sized hollow globe of many levels built by a long-vanished alien race for unknown purposes. Many different beings occupy parts of Sursamen, but the story's focus is the human settlement, split into warring kingdoms.

Specifically, we are introduced to the Kingdom of Sarl and its two princes, Ferbin and Oramen. Ferbin witnesses their father, the King, being finished off on the battlefield by his chief advisor, tyl Loesp. Tyl Loesp takes over as Regent to Oramen, the younger prince, believing Ferbin to be dead. The story now follows several intertwined strands. First we have Ferbin, fleeing the usurper and trying to re-establish his own identity in the face of his supposed death. Second, we have the young, bookish Oramen, unprepared for the intrigues that now surround him and unsuspecting of his Regent's plans. Plus we learn a bit of what tyl Loesp is up to.

These are the main drivers of the story, but we also see the various aliens who have overall control of Sursamen and infer that they are plotting something.

Ferbin has also sent for help from the princes' sister, who long since left Sursamen to serve the alien empire known as the Culture. Yes, this is Djan Seriy Anaplian and a fourth strand is her journey back to Sursamen at the call of her family. Though not as a Special Circumstances agent.

This is a hefty novel (almost 600 pages) with a lot of story to tell. However, calling it a Culture novel is rather wide of the mark. The focus of the story is definitely the kingdom of Sarl, now extended onto two levels of Sursamen, and what happens to the two princes. The Culture itself is very much on the periphery of the story.

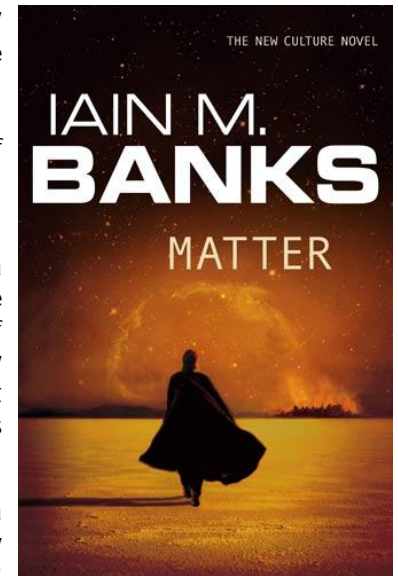
Sarl comes across almost as steampunk: a society that is in the nineteenth century socially—with a definite whiff of Ruritania—but at least the twentieth century as far as technology is concerned. With the addition of odd bits of much more advanced alien technology. Within this setting, Banks spins an absorbing yarn of intrigue and politics, which finds an echo amongst the aliens outside. Enveloping the whole book is the mystery of just what the Shellworlds are.

The plot gradually gathers pace as the two princes discover just what they are up against—and more about the world they live in. As you'd expect, the various strands come together at the end of the book, but not quite as you expect. And just what happens at the climax is completely unexpected.

Matter is another cracking story from Iain M Banks. It's set on a smaller stage than the usual expanse of his space operas, but is none the worse for this. Banks gives us a detailed view of an interesting human society and the intrigues within it. I rather think Banks is having his cake and eating it. On the one hand he has a nineteenth century political intrigue, all castles and nobles and swordfights. On the other, he has the much bigger stage of clashing alien cultures in the far future. Terrific stuff and highly recommended.

Games Events

The 21st Beer & Pretzels is the third weekend in May—15th and 16th—at the Town Hall in Burton-on-Trent. This is a fun event run by the guys from Spirit Games, who provide a games library for open play. There are organised (and disorganised) games and tournaments. Food—and beer—are available at the



venue and there's plenty of accommodation nearby. For full details, see www.spiritgames.co.uk/bnporg10.php

The first weekend in June (4th-6th) sees this year's UK Games Expo. If you haven't been along, this event is well worth a visit. It is held in the rambling Clarendon Suites (just off the Hagley Road in Birmingham). The larger rooms are stuffed full of traders and demo tables—including the JKLM team. There's exhibition stuff all over the place and tournaments tucked away in the other rooms. It covers all sorts of games—board games, RPGs, CCGs, miniatures, wargames, computer games—and aims to attract the general public as well as gamers. Take a look at the website (www.ukgamesexpo.co.uk) for all the details.

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 in central London. The pub used in recent years has just closed, so we're now meeting upstairs at the Angel in the Fields (37 Thayer Street, W1U 2QY) for the time being.

Manorcon: 16-19th July 2010 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 2010, 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. It takes place in mid-November at the Birmingham City Thistle Hotel. **MidCon** is a friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 105 was written and edited by Pevans. The *LPBS* masthead (page 17) is by Lee Brimmicombe-Wood, as are the drawings on pages 18-20. The illustration on page 21 is by Tim Wiseman and the one on page 22 by Nik Luker. Game and book artwork courtesy of the publishers. Pevans played with Photoshop.

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Easy Money Turn 6

Turn 6 bids and results

There's a lot of selling this turn, particularly of Blue and Red, as players cash up. This gives Gerald Udowiczenko the lead at the halfway point. However, lots of players still have plenty of shares left.

A few more players go out as they reach their fourth Black share.

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Simon Burling	S	1	Red	S	1	Red	2	0	2	1	1	86
Charles Burrows	S	1	Yellow	S	1	Yellow	1	2	0	0	1	102
Robert Carter				B	1	Black	5	1	1	0	4	OUT
Mark Cowper	S	1	Yellow	S	1	Yellow	0	1	5	0	2	58
Mike Dommett	B	1	Blue	B	1	Blue	1	1	3	2	1	36
Mike Dyer	B	2	Green	B	2	Green	2	3	0	0	1	61
Jerry Elsmore				B	1	Black	1	0	1	0	4	OUT
Austin Hayward	S	3	Blue	S	3	Blue	1	3	0	0	0	84
Pete Holland	S	1	Blue	S	1	Blue	3	1	0	0	0	121
Dominic Howlett				B	1	Black	1	0	4	1	3	40
Andrew Kendall	S	3	Blue	S	3	Blue	1	0	0	1	0	146
Nik Luker	B	1	Red	B	1	Red	3	1	1	0	2	44
Tim Macaire	B	1	Blue	B	1	Blue	0	0	7	1	0	25
Bill Michell				B	1	Black	1	0	5	1	4	OUT
Colin Parfitt	S	4	Green	S	4	Green	1	0	1	0	0	139
Alan Tabor	S	1	Yellow	S	1	Yellow	1	3	1	0	1	69
Barry Townsend				B	1	Black	1	3	1	1	3	5
Gerald Udowiczenko	S	5	Red	S	5	Red	0	0	0	0	1	187
Pam Udowiczenko	S	1	Red	S	1	Red	0	0	1	4	2	31
Matthew Wale	S	1	Red	S	1	Red	0	0	6	0	1	79

What's this about?

Devised by Chris Boote, *Easy Money* is a share-trading game for all readers of *To Win Just Once*. The game takes 12 turns, the winner being whoever has the most money (**not** including the value of shares) at the end of the game.

There are four tradable stocks: red, blue, green and yellow. There are also Black shares, which never change price. All stocks start at a price of 10p per share. Players start with 100p money and one of each tradable stock.

Each turn, each player bids to buy or sell a number of shares in one colour of stock (except Black). For example: "Buy 3 Red." A Buy bid is limited to the highest number of shares the player can afford at the price at the beginning of the turn. The price of the stock rises by 1p for each share in bids to buy and falls by 1p for each share in bids to sell. Players' sales and purchases take place after making these adjustments. The price of a stock cannot fall below 1p.

Here's an example. Green is priced at 12: Chris bids to sell 3 Green, Geraldine bids to buy 2 Green, Julia bids to buy 1 Green and Paul bids to buy 2 Green. The totals are 5 to buy, 3 to sell, making the price $12 + 5 - 3 = 14$. Chris gets 42p for his 3 Green; Geraldine pays 28p for her 2 Green and Julia pays 14p for her Green share. Paul has only 25p and now can't afford the 2 Green he bid for (he spends 10p on a Black share).

If a player makes an invalid bid (such as buying more shares than they have money for or selling shares they don't have), their bid is changed to "Buy 1 Black" (so prices are not affected). If a player can't afford to buy their shares at the new price or fails to make any bid, then they buy 1 Black (however, their bid will affect the price). Should a player not be able to afford a black share, they buy one for all their remaining money (even if they have no money, they get a black share). Players are out of the game if they own four black stocks. They are also out if they have no money and no tradable stocks.

When a single player owns more shares of a colour than anyone else, they are Chairman of the company and may, as their bid for that turn, buy/sell up to 3 shares in that company at 1p less/more than the final price. In the example above, if Chris were Chairman of Green, he would get 45p instead of 42p for selling his 3 shares.

Share prices and Chairmen			
Red	Green	Blue	Yellow
20	23	23	25
None	None	Tim Macaire	Pam Udowiczenko

You have one bid to buy or sell a number of shares in one tradable colour.

**Bids to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or
TWJO@pevans.co.uk by Friday, 4th June 2010**

Eagle Tavern Railway Rivals game 7—Turn 9

Races

A better round for THURB, but BESTRAIL edges further ahead, and the next set of races doesn't look good for GOR.

Race	From	To	THURB	TRX	GOR	BESTRAIL
12	11	61	10-3			20+3
15	14	43	16-4+6		9-6+4	5
16	S6	15	20+1			10-1
17	25	35		30-7	+4	+3
18	26	56	13+3	4	5	8-3
19	33	44		20	10	
20	55	62	5-4	13-4+1	8+1+1	4-2+7
21	65	S3	16+3	5-3	9-3	+3
Total			82	59	42	57

Builds

A—Jonathan Palfrey

THE HEAVILY UNDERFUNDED
RAILWAY BUSINESS (THURB),
Green

Builds: (J16) – Cudworth
(L11) – L10 – K10 (1 to GOR, 1 to
BEST)

Points: $113 + 82 - 7 = 188$

B—Gerald Udowiczenko

THE RELEGATION XPRESS (TRX),
Black

Builds: None

Points: $109 + 59 = 168$

C—Paul Evans

GOD'S OWN RAILWAY (GOR),
Orange

Builds: None

Points: $157 + 42 + 1 = 200$

D—Ben Brown:

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

Builds: None

Points: $196 + 57 + 1 = 254$

GM Notes

Next turn's races

Race	From	To
22	13 Stockton/Barnard Castle	34 Beverley/Market Weighton
23	31 Malton/Pickering	46 Doncaster
24	S3 Seaside	25 Ilkley/Keighley
25	56 Wakefield/Dewsbury	43 Goole/Selby
26	63 Shipley/Harrogate	S4 The South
27	66 Leeds	54 Barnsley/Penistone
28	11 Hawes/Middleton	23 Helmsley/Northallerton

Each player can enter up to 5 races.

After this round of races players can build 6 Build points. All KNOWN costs must come from these points.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 28th May 2010

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



Climb!

An ingenious dexterity game using a deck of cards with odd-shaped holes in them. Players place their fingers in the holes, swivelling their hand to progress and score points.

For 1-5 players, aged 10+, 20 minutes to play: £10.00



Lords of Creation



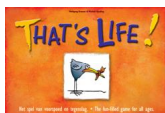
A new print of Martin Wallace's first published game. The players are gods who compete to get as many followers as they can. Some diplomacy required!

For 2-5 players, aged 12+, playing time 90 minutes: £35.00

That's Life!

Good fun, a great family game and a bit more than a simple filler for gamers.

For 2-6 players, aged 8+, 30 minutes to play: £25.00



www.pevans.co.uk/Games

Icehenge Star Trader game 5—Turn 1

"We have the money and we want to buy some Isotope Factories."

The merchant banker looked at his desk and then back at the speaker. Was the interpreter correct? These were new Corporations in the Quadrant and he knew only the names of some of these.

"It is true that we have a need for Isotopes here at Epsilon Eridani," he began, waiting for the creature alongside him to whistle and click the reply. "But, sadly, we do not produce them here. You will need to visit another system where they are found in abundance."

At Gamma Leporis SUND OG bought 6 Alloys for 6 HTs each and gained a Dealership. The MU HERCULIS DEVELOPMENT CORPORATION bought 5 more Alloys for 4 HTs.

There was not much going on at Epsilon Eridani, but PUM CORP bought 6 Alloys for 7 HTs apiece.

Delta Toucanis saw dealing in Petroleum: SUND OG bought 6 at 10 HTs and MHDC bought 7 more for a price of 9 HTs.

LISPING TREE bought 10 Isotopes for 7 HTs each at Tau Ceti and gained a Dealership. JANET's bid of 4 was too low. JUST ANOTHER NEW ENERGY TRADER bought 6 Petroleum for 10 HTs apiece and turned their Dealership into a Contractorship, so they weren't too upset.

At Mu Herculis BULGAKOV LINES bought 5 Monopoles for 12 HTs each, after which SOLAR SPICE & LIQUORS bought 5 on Contract using Agent Crip. PUM CORP was buying 8 Petroleum for 13 HTs apiece and got a Dealership.

PUM CORP bought 10 Isotopes for 6 HTs each and gained a Dealership at Sigma Draconis. CAESAR WHOLESALE INC. bought 1 more at the same price. GREEN ARCHER's bid of 5 HTs was shut out.

CAESAR WHOLESALE did better at Alpha Centauri, buying 8 Liquors for 13 HTs each and achieving a Dealership.

At Beta Hydri SUND OG bought 6 Alloys for 8 HTs each. Then BULGAKOV LINES bought 2 more for the same price.

MU HERCULIS DEVELOPMENT CORPORATION improved their Reputation immensely and bought 4 Warehouses at Mu Herculis, Tau Ceti, Sigma Draconis, and Delta Toucanis. To these they added 2 Spice Factories at Sigma Draconis.

The Light Weapons pods were sold and replaced with Cargo pods and a new Phoenix Hull with an A Crew was laid down at Tau Ceti Shipyard. To pay for this they took out a 647 HT loan for 4 Quarters.

PUM CORP hired Agent Tender at Epsilon Eridani and improved their Reputation. Two Warehouses were bought, one at Gamma Leporis and one at Tau Ceti. An Alloy Factory at Gamma Leporis and an Isotope Factory at Tau Ceti followed. A new Phoenix hull was laid down at the Tau Ceti Shipyards west side, with mostly Cargo pods and a B crew. A loan of 140 HTs was taken out over 4 Quarters. Finally, the corporation increased its Political Connections.

SUNDOG hired Agent Amy at Gamma Leporis, increased Reputation and bought two Petroleum Factories at Delta Toucanis. A new Phoenix Hull was laid down at Beta Hydri Shipyards.

TEGWEN TRUCKERS were very busy. First, they sold their ship Aeron, for 130% of the list price (ships were in demand this Quarter for some reason). 6 Phoenix Hulls were laid down, 2 at each of Beta Hydri, Epsilon Eridani and Tau Ceti Spaceports. They then went to the Bankers and took out a loan for 540 HTs for 4 Quarters. Each of the Phoenix Hulls was equipped with an Augmented Jump Pod and 3 Passenger Pods, all with B class crews. A further Phoenix Hull was laid down at Tau Ceti, though this one has A class crew and 5 cargo pods. A Warehouse at Gamma Leporis and a Warehouse at Tau Ceti followed, and next Quarter they will have 7 ships launching.

JUST ANOTHER NEW ENERGY TRADER bought Warehouses at Gamma Leporis and Sigma Draconis. They invested in factories: 3 Alloy factories at Gamma Leporis, 2 Isotopes at Tau Ceti and 2 Isotopes at Sigma Draconis. This helped when they spent more HectoTrans raising their Business Connections.

SOLAR SPICE & LIQUORS hired Agent Clint at Mu Herculis. They then also sold their ship, for 140% of list price, and increased their Business Connections and Reputation (though not by a lot). They laid down a new Phoenix Hull (this one is an armed merchantman, covered with Light Weapon pods) at Epsilon Eridani and then spent most of the rest on 6 Monopole Factories at Mu Herculis.

CIGS AND ALCOHOL increased their Criminal connections.

LISPING TREE hired Agent Dragon at TC. They laid down a Piccolo hull at Alpha Centauri with Augmented Jump and A crew. They bought a Monopole Factory at Mu Herculis as well as a Warehouse, sold their Light Weapons pod and increased their Political connections.

CAESAR WHOLESale tried to hire an agent for 40 HTs and failed. They then sold their ship for 160% of list price and, with this injection of funds, laid down

"Vespasian" and "Titus", both Phoenix Hulls with a mixture of Cargo and Light Weapon pods and A class crews, in the yards at Alpha Centauri. A 300 HT loan over 8 Quarters followed and the corporation bought a single new Warehouse at Gamma Leporis

SWISS MERCENARY FLEET bought 5 Spice Factories at Sigma Draconis, upgraded their ships crew to A class and then started their usual tilt to the dark side, raising Criminal Connections.

Finally, BULGAKOV LINES bought a Warehouse at Sigma Draconis, 3 Spice Factories at the same Spaceport, adding to SMF's production facilities, and laid down a new Corco Zeta Hull, the Woland, at Beta Hydri with A crew and a mix of Passenger and Light Weapon pods.

Corporation Table

Corporation letter & name	Conn'n Levels			Init've Turn		Cash Rep		Player
	Bus	Crim	Pol	Bid	Order			
A Bulgakov Lines	3	1	3	2	11th	105	20	Andrew Burgess
B Caesar Wholesale Inc	1	0	7	0	9th	609	22	Simon Burling
C JANET	2	0	7	0	5th	155	24	Mark Cowper
D Sundog	6	1	2	+5	3rd	101	26	Mike Dyer
E Tegwin Truckers	0	0	9	0	4th	32	20	Jerry Elsmore
F Solar Spice & Liquors	1	2	5	0	6th	78	23	Paul Evans
G Green Archer	0	0	7	N	12th	500	20	Austin Hayward
H Cigarettes & Alcohol	7	1	0	0	7th	480	19	Dominic Howlett
J Swiss Mercenary Fleet	0	3	5	0	10th	125	21	Martin Jennings
K GamLepCo	0	0	7	0	13th	500	20	Player Wanted
L Lipping Tree	1	7	1	0	8th	193	23	Michael Martinkat
M Mu Herculis Dev't	0	0	7	15	1st	744	25	Przemyslaw Orwat
N Pum Corp	6	0	4	12	2nd	116	29	Paul Holman

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

Press

Hokay, I want a nice clean trading game and may the best merchant win, by damn!

Pevans van Rijn

News

There were 4 new News chits this turn. The current News chits (new ones in bold) are:

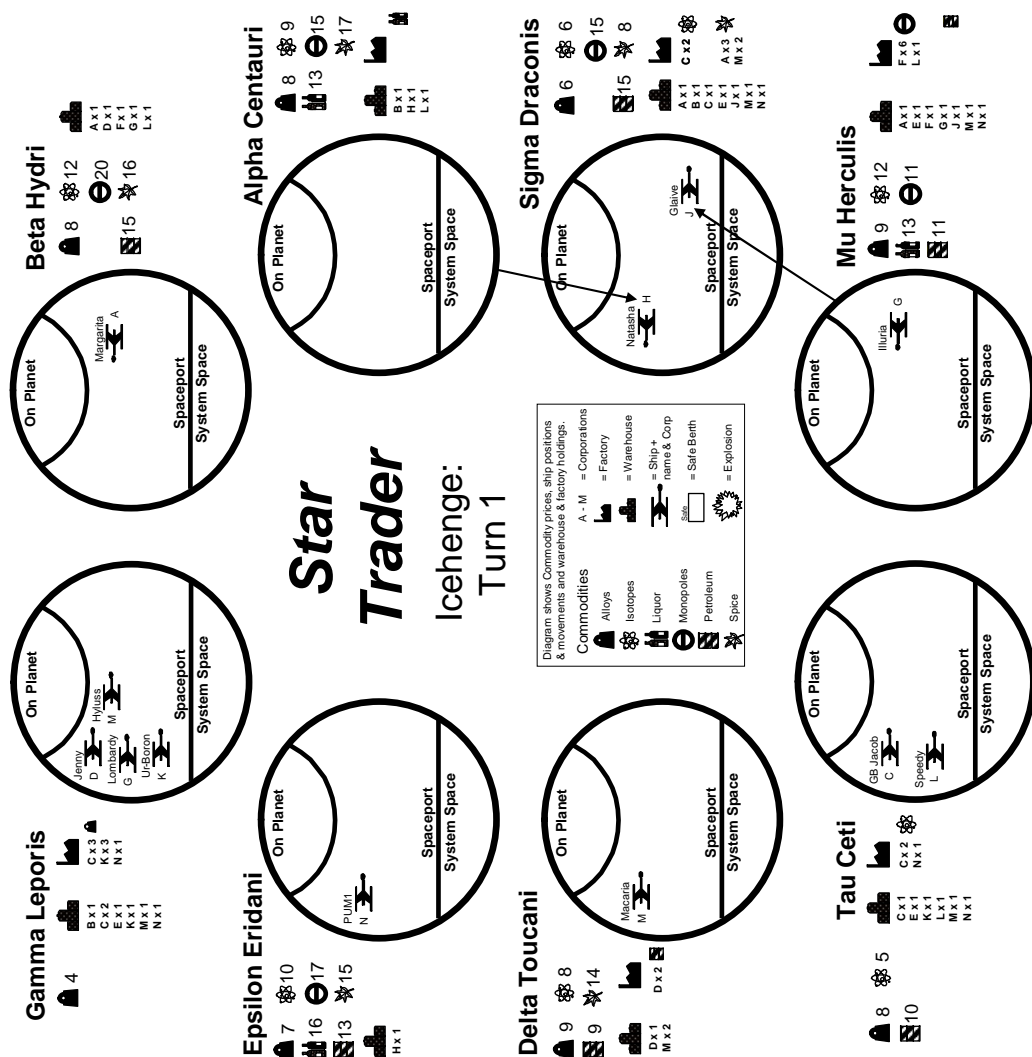
Turn 3 **B4**
Turn 4 **P3**
Turn 5 **C4, B7**

GM Notes

Please make sure to let me have names and equipment for ships laid down last turn in this turn's orders.

For the avoidance of doubt: a Quarter (in the game report) is a Turn.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 28th May 2010**



Les Petites Bêtes Soyeuses 231

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 May 1663 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 4th June 2010**



April 1663

April starts, like any other month in Paris, with Parisians settling matters of honour with cold steel. Two Fusiliers have at each other over the affections of Ava Crisp. Her ex, Ilkley Moor of the 13th, takes on her new beau, Toulouse D'Plot of the 53rd. Each carries a rapier and neither has any second. They cross swords tentatively, expecting an immediate attack from their opponent. D'Plot jumps back while Moor parries. He parries again and blocks as D'Plot recovers his ground. D'Plot attacks with a slash, but Moor jumps out of the way. Their roles are now reversed as D'Plot parries while Moor regains his ground.

Finally, Moor scores first blood as he slashes through D'Plot's guard. D'Plot comes back with a lunge that does rather more damage. Moor returns the favour with a lunge of his own only to be hit by a slash from D'Plot. He slashes back, but his blow is blocked by D'Plot, who jumps back to assess things. Moor follows up with a lunge and runs his adversary through. This is as much as D'Plot can handle and he surrenders, conceding the fight to Moor.

Quasi Le Bossu's lack of breeding has got him into trouble again: he has duels with Elf 'n' Safety and Roland Moulin. However, Safety does not show up, so Le Bossu takes his sabre to meet Moulin's rapier. Le Bossu is by far the larger of the two duellists—not that Moulin is small—and is thus odds on to win. Moulin opens with a lunge, only to find Le Bossu slashing at him at the same time. Both attacks draw blood, but the slashing sabre deflects the rapier and it does less

damage. Even worse, it's the opening blow of a furious lunge. The cut hits Moulin before he can muster another attack and drops him to his knees. From this position, he concedes the duel and Le Bossu saunters back into town.

Strange goings-on in Government

Minister of State Charlemagne le Gosse has a rush of blood to the head and decides to appoint Count Revaulvin d'Or as Minister of War. This doesn't happen for two reasons. First, Minister le Gosse is usurping the King's authority—it is he who appoints the Minister of War! The second reason is that Count d'Or is already Minister of War. Perhaps this explains why the positions of Minister of Justice and Commissioner of Public Safety remain vacant. And le Gosse ignores Indie Spencible's request to be re-appointed Minister without Portfolio.

D'Or is busy himself. First, he borrows a substantial amount from the Shylocks and invests this in Arms. Then he calls in a favour to help persuade the commander of Second Army to step down, as requested by Field Marshal Jacques Shitacks. Shitacks has a word, too, and the man is soon on his way. Shitacks leaves the position vacant. Gustav Ind leaves the command of Second Division empty, though Pierre Cardigan would have liked the job. Nobody uses any influence to get rid of a Provincial Military Governor or the commander of Frontier Division, so Cardigan's applications for these posts also come to naught.

PLLD officers Quasi Le Bossu, Colonel, and Uther Xavier-Beauregard, Captain, join forces to get rid of the regiment's junior Major. Le Bossu offers to appoint Xavier-Beauregard Regimental Adjutant only to find that he's bought himself the rank of Major and no longer qualifies for the post. It remains open.

Phil de Pher is accepted into the 4th Arquebusiers just in time to be shipped off to the frontiers at the behest of Third Foot Brigadier Tomas le Matelot. The only consolation is that le Matelot is going too. Brigadier Chris P Bacon gives the Grand Duke Max Dragoons their marching orders as well, but Captain Alexander Denton is expecting this. This is just the start: Egon Mad 2 takes the Royal Foot Guards to the front; Mouton Rothschild volunteers the Dragoon Guards; Antoine Dubequie mobilises the Queen's Own Carabiniers; Bas Gras de Fusion leads the Gascons into action. Not to be outdone, Enterrer Vivant volunteers his Battalion of the Picardy Musketeers, just in time to avoid a visit from the Shylocks' boys.



A spirit is haunting Paris

Benedict d'Over spends the whole of April in Bothwell's with Ophelia Derriere, giving them the best seats to observe Bragen Declan's wake, hosted by Quasi Le Bossu, at the start of the month. This is as opposed to Bragen Declan's wake, hosted by Patrick Declan, at Red Phillips. Johnny Sais-Pas joins Patrick—with only two of them, there's a limit to how rowdy it can get. However, Patrick is always willing to push the boundaries and Johnny is in sore need of a drink or three as he has seen a zombie! Yes, the re-animated corpse of Thierry Fitoux has been giving him sleepless nights. Patrick helps him gain some courage with the liberal application of beer and wine. Invigorated by this, Johnny vows to rid Paris of this foul spectre and sets off to visit His Eminence, the Cardinal, with a view to getting some holy water. Patrick takes the body and the fiddle player and sets off to join Quasi's group. They quickly overtake Johnny and bring him along.

Back at Bothwell's, Alison Wunderlandt is with Quasi as he welcomes his Toadies. Jean-Luc de Picardy brings Leia Orgasma with him, Madelaine de Proust accompanies Jacques Shitacks and Mary Huana is on the arm of Uther Xavier-Beauregard. Arnaud Surfinmaise attends unaccompanied, as do Ilk Lamore Bartat, Ilkley Moor, James Montgomery Jesse, Luc Bacquards and Yves Ningall. Jacques Blanc turns up as well, but Quasi's instructions are strict and he is turned away at the door. He shouts insults from outside, abusing both Quasi and Bragen. He is silenced when he sees the deceased marching towards him (somewhat unsteadily, it has to be said). Jacques leaves, white-faced, and Quasi's party pours out of the club. They find Patrick and Johnny having a bizarre three-legged race, each with one leg of the corpse tied to their own. Quite how they expect one or other to win isn't clear, but they insist it was a good idea at the time.

Jacques Blanc has more luck at the Blue Gables the following week when he is one of a number of Royal Marines attending upon Jean-Luc de Picardy of their comrades in the First Foot, the Picardy Musketeers. Josephine Buonoparte accompanies Jacques. The other Marines Toadying are Ilk Lamore Bartat, who has Lucy Fur on his arm, and Pate de Foie Gras, accompanied by Sal Munella.



That's it as far as social events go for April and the only visit that the Blue Gables sees. Red Phillips gets Toulouse D'Plot for the first and last weeks with Ava Crisp. Luc Bacquards is in Red Phillips on that last week, after being there the week before. The other member in the club at this point was Patrick

Declan, making his second visit of the month, this time with Violet Bott in tow.

Hunter's is the haunt of Pierre Cardigan and Maggie Nifisent all April. The club is untroubled by any other visitations—corporeal or not. Johnny Sais-Pas completes his month with a visit to Bothwell's with Bess. Benedict and Ophelia are still there, but are not impressed by Johnny's tales of zombies that stalk the night and eat people's brains. Bess is looking a little weary, too.



This leaves the Fleur de Lys, where, as always, the big nobs hang out. Chief of these is Minister of State Charlemagne le Gosse, who is drinking steadily with Lois de Low in anticipation of some dreadful fate. Sure enough, a squad of the King's Escort arrives to 'escort' Charlemagne to the Louvre so that he can explain himself to His Majesty. Jacques Shitacks and Madelaine spend their time in the Fleur after visiting Quasi's bash. Euria Humble and Edna Bucquette are in the club for three weeks before Orphanage business calls Euria away. Jacques and Madelaine would thus be the only witnesses to Charlemagne's removal were Revaulvin d'Or not visiting the Fleur with Lotte Bottle. This is interesting as Revaulvin's earlier visit was in the company of Katy Did. That explains what he's been up to in the meantime. Reports of the ghostly figure of Thierry Fitoux appearing around Paris last month provoke much discussion. However, nobody actually saw the ghost; they just know people who saw it. The consensus is that Jacques Shitacks, the man who killed Thierry in a duel, should be afraid, but Jacques just laughs it off. And then drinks a bit more...

A number of people hit the Fleur at the start of April only to spend the rest in the gymnasiums. Devlin Carnate appears with Angelina di Griz and then takes off with his rapier. Gustav Ind has Kathy Pacific on his arm for one week and then a sabre in his hand for three. Ella Fant accompanies Sean Sondamour to the Fleur, but is then sent home in favour of his sabre. Herve d'Conde doesn't bother with the visit to a club; he just spends all four weeks practising his sabre. Uther Xavier-Beauregard and Quasi Le Bossu get out their sabres, too, once their partying is out of the way. However, the most amusing visitor to the gyms is Brigadier-General Johnny Sais-Pas. "I'd like my regimental weapon," he tells the orderly. "And which regiment does sir belong to?" enquires the latter. "Ah, umm..." is his only response.

Yves Ningall may be the unluckiest man in Paris. Having been turned down once by the object of his affections (it may have something to do with the eels he

brought as a gift), he visits again to press his suit (good job he borrowed some funds). Clutching a fine mackerel, he meets Arnaud Surfinmaise on the doorstep and neither man will give the other precedence. However, Arnaud does suggest cooking the mackerel with rosemary and some lemon juice. Anyway, that's his first duel for the new man in Paris. Yves completes his month with a visit to the Bawdyhouses for some female company. At least he doesn't attract the attentions of the footpads. Ilkley Moor is much luckier: he succeeds in his courting, but keeps quiet about who is his new love.



Ghostly sights on the frontier

On the frontiers, the French forces continue their assault. The Frontier regiments receive plenty of reinforcements. The Dragoon Guards join the Queen's Own Carabiniers, along with half the Dragoon Brigade. Half the Third Foot arrives to bolster the infantry, as do the Royal Foot Guards and the Gascons.

As acting commander of the Dragoon Guards, Lieutenant-Colonel Mouton Rothschild decides that a cavalry charge will unsettle the enemy and leads the regiment full tilt towards the Spanish lines. They take heavy casualties from enemy musket fire and return to the French positions even faster than they left. Lt-Col Rothschild is Mentioned twice in Despatches, but military censors will not allow publication of what was said.

The Grand Duke Max Dragoons are swept up by the charge and follow in the wake of the Guards. They are shielded from the worst of the gunfire, but still take casualties and are disordered when the Dragoon Guards retreat through them. It's a mixed result for the various Captains in the regiment. Captain Alexander Denton is Mentioned for the impressive bullet hole in his jacket—luckily it was slung over his shoulder at the time. Captain Armand de Luce is promoted to Major to fill a sudden vacancy. But Captain Roland Moulin gets nothing.

Dragoon Brigadier Chris P Bacon is aghast at the behaviour of his regiment and rushes after them, Brigade HQ in tow. Taking charge, he quickly orders the men off their horses and organises covering fire for their retreat. He is Mentioned in Despatches ("Good show") and collects over five hundred crowns worth of booty from the battlefield. DG Major Willem de Biest, Bacon's Brigade Major, does much better than anyone else in his regiment. His name goes into the Despatches and his share of the loot comes to a round thousand crowns.

Having been in the fray for a month already, the Queen's Own Carabiniers adopt a more cautious approach. This pays off when their patrols come across a

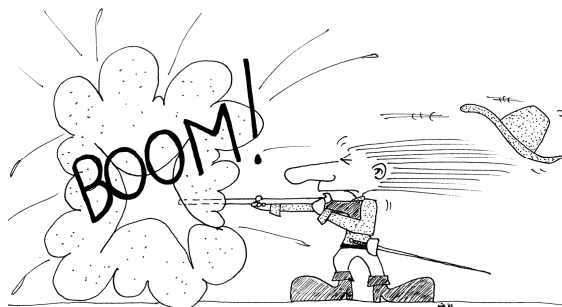
Spanish relief column. Forewarned, Frontier regiments 3 and 4 stand firm against the Spanish attack and the QOCs finish the job with a well-timed charge that breaks the column. Bdr-General Antoine Dubeque, commanding the regiment, is Mentioned and enriches himself to the tune of 1,700 crowns.

Third Foot Brigadier Tomas le Matelot leads his men onto the field as the Spanish flee. He sweeps up a collection of goodies that bring him 2,300 crowns. New Captain Phil de Pher in the 4th Arquebusiers enjoys his first taste of action. Until his musket blows up in his face. RIP.

The second Battalion of the Picardy Musketeers is attached to Frontier regiment 4 and adds its weight to their attack. Major Enterrer Vivant is Mentioned in Despatches ("What a haul!") and hits the jackpot, plundering over 2,500 crowns from the enemy supplies. His Captain, Yves Heaux, is also Mentioned, but his loot is less than 2,000 crowns. PM Colonel Jacques de la Boite is also serving with the Frontier troops and acquires just as much booty as Major Vivant. His Mention is far shorter, though. Bdr-Gen Pierre LeFart is with the Frontier regiment as well and is another man with the jackpot payout. Plus a Mention in Despatches. However, Lt-Gen Yves Vrai Bretheauteque is censured for hanging back 'to co-ordinate the supply of ammunition'.

The Royal Foot Guards arrive with the enemy in full flight and waste no time looting the battlefield. Colonel Egon Mad 2 is brevetted to Bdr-General and Mentioned in Despatches ("Fine job of rescuing the fallen"). His share of the booty comes to almost 1,500 crowns. Lt-Col Indie Spencible makes an appearance in the Despatches, but acquires less than a thousand crowns worth of loot. Senior Major Roget de Saurus wasn't expecting to be in action—he started April by borrowing from the Shylocks. At least he'll be able to repay them, as he pockets over two thousand crowns. He finds his name Mentioned twice as well. Major Richard Shapmes accumulates 1,800 crowns worth of booty, but doesn't feature in the Despatches.

The cavalry charge is an excellent diversion, so Frontier regiments 1 and 2 make an attack on the other side of the fortress, bolstered by the Gascons. They run into a ferocious bombardment as the Spanish have shifted their main guns to this side. Gascon Colonel Bas Gras de Fusion takes a direct hit. RIP. 27M Lt-Col Rex de Leon, serving with Frontier regiment 1, ducks under a bouncing cannonball, but doesn't duck low enough. RIP. Major Jacques de Gain marshals his battalion



of the King's Musketeers and escapes with his life and a couple of Mentions. There are two Mentions, too, for Bdr-Gen Jean Laissez Faire, attached to Frontier regiment 2. ❖

Press

Announcements

TO: Anyone suitably qualified.

It has come to my attention that the Spittoons of Paris do not ring with the clarity of those at the palace. This could be due to the pure nature of Royal Spit, or could be due to variable quality of Spittoon.

I therefore seek to appoint a Minister to investigate this phenomenon.

Applications for this post can be sent directly to me. Or you can visit at the Fleur by appointment.

† Charlemagne le Gosse,
Minister of State

Marching Orders 3rd Foot

The Brigade is again mobilising in defence of his Majesty's Fortresses. The 4th Arquebusiers will depart this month and the 27M will join us in the field next month, May 1663.

Vive Le Roi!
† Brigadier Tomas le Matelot

FREE HORSE to all successful applicants to join the Queen's Own Carabiniers, Her Majesty's finest fighting force for the freedom of France.

Social

WEEK 3: Party at the Frog and Peach:
All welcome.

May Revel 1663

Friends, I bid you welcome and invite one and all to Party at my Expense in May 1663 during the 2nd and 3rd weeks. Bring your lady friends. A bouquet of flowers to the most well dressed belle-of-the-revel.

Yours, † Brigadier-General
Baron Johnny Sais Pas

All officers of the PLLD

Your presence is required at Bothwell's in Weeks 3 and 4 May 1663 for a series of tactical briefings in preparation for the summer campaign. All costs to be paid for by me. Please bring any mistresses for dinner.

† Colonel Quasi Le Bossu

Personal

Boozers and Bellringers

Our next formal meeting will be in September 1663 after the Summer Campaign season. The high mortality rate amongst B&B members in the last two years may have had something to do with our traditional 'up and at 'em end of May party' where one or two bottles may have been consumed, so I have heeded the cautionary advice from our honorary president, Field Marshal Shitacks, and cancelled it this year. Good Luck, Mon Ami, to you all.

† Chairman Quasi le Bossu

Lord Percy Percy says, as fashion is tending towards the undersized, Euria Humble has very fashionable wedding tackle.

It was with great sorrow that I heard of the death of the elder Declan Brother at the hands of His Majesty's enemies last month.

I feel compelled to try and avenge him. Any Gentleman wishing to assist will be welcomed into the Gascons with open arms. (Please supply own weapons and mule).

M Le Bossu

My 'true colours' are as a fighter and swashbuckler—no wonder you dislike the atmosphere. Normally I would ignore the buzzing of a dung-fly like yourself, but nobody calls me a lightweight in my cups and goes unpunished. I shall be pleased to meet you before breakfast, though you will have to wait until June as I am currently fighting France's enemies (get one of your friends to explain the concept). The bet you propose, however, seems somewhat one-sided. My position in the best cavalry regiment in the land is important to me whereas, if an apology is as valuable as the man who gives it, your public recantation would be worth about 2 and a half crowns. I therefore propose to stake your public apology against a week's work from my groom (judging by your poetic effusion, your household has a surplus of manure). Alternatively, if you are not all talk, I would stake my commission in the DG against yours in the PLLD. What do you say? † Willem de Biest

Luc Around walked into a hanging inn sign last week. What can this mean?

Luc up?! † Le Roi

My friends and honoured countrymen I bring news of horror and woe to you all.

The night after my good friend ran Thierry Fitoux through with his sword, I glimpsed a foul spectre at large within the city. I fear that the shade of Thierry Fitoux has been seeking to take his previous military command to the front and have them all slain in combat as some macabre and foul magik to regain his lost life.

I call upon the Cardinal to cast out this spectre and exorcise his spirit from the city.

Yours, † Brigadier-General
Baron Johnny Sais Pas

My Dear Field Marshal,

No-one knows better than I that our planned adversaries are doughty warriors and we will need sagacious and brave Generals to overcome them. Please allow me to lend my weight to your bid to join the army when it marches to the borders and wish you Bonne Chance! and a glorious return.

† Count d'Or, Minister of War

Paddy Declan, you are not barred from clubs because of the land you came from, but more probably because your manners don't always meet the more demanding requirements of polite society

Jacques dans les Boite n'est pas un chat, so he may or may not exist. But is this thinking outside the box?

Gentlemen,
I am newly arrived in Paris from Bordeaux. My father is a proud and successful merchant—no doubt you have heard of our enterprise, the Poisson d'or, purveyor of the finest fish to the Church, gentry and lawyers. I am here to make my way in the world, meet the 'big fish' in Paris and be of service to my King.

Yr servant, Sirs, † Yves Ningall
P.S. all regimental functions and private parties catered at very reasonable rates.

To Paddy & Quasi

For the King's sake, men... arrange your social gatherings so they don't clash. It's impossible to attend two wakes in honour of Declan in one week.

† Johnny Sais Pas

To Elf 'n' Safety

Here is another one for your manual: In order to avoid nasty cuts and bruises, do not upset small, squat Gentlemen flourishing sabres who were not born with a silver spoon in their mouth. † QLB

JdG,

That sounds like an excellent idea.

Yours, † BdO

Poetry Corner

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

Lilies are White...

But not as white as the ghostly shade of Thierry Fitoux.

Points Arising

**Next deadline is
Friday 4th June 2010**

There were still a few strays in the list of duels last time. I've checked the list this time and think it's now okay. (Famous last words!)

Oops! I didn't mean Thierry Fitoux to re-appear in last month's report after his death in a duel. Some time after writing the report, I checked that all characters were mentioned in it (something I do every time). I couldn't find TF, checked his orders and added a sentence based on this, completely missing his death in a duel. Ah well, it gives us something to enliven Paris...

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

AV Ali Vouzon (Graeme Morris) has NMR'd. Total now 1

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

EnS Elf 'n' Safety (Barry Townsend) has NMR'd. Total now 1

GdLi Gar de Lieu (Bill Hay) has NMR'd. Total now 1

JLF Jean Laissez Faire (Filipe Silva) has NMR'd. Total now 2 and is sent to a Frontier regiment

PLF Pierre LeFart (Olaf Schmidt) has NMR'd. Total now 2 and is sent to a Frontier regiment

RdL Rex de Leon (Robert Carter) has NMR'd. Total now 3 and is sent to a Frontier regiment

SdJ Swender de Jewel (Ray Vahey) has NMR'd. Total now 1

Mike Weston's character (X2) was removed as he did not provide orders after his previous character died of NMRs.

AdL (Francesca Weal) was floated as Fran's orders disappeared somewhere in the internet.

Gerald and Pam Udowiczenko are still buried in re-decorating, so WP and ZTMG were floated

X1 (Timothy Hunt) has been floated as Timothy's busy "preparing for Geekway to the west".

X3 (Mark Booth) got the benefit of the doubt and was floated

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £7 (inc postage to UK

addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

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

Reminders: It is worth sending orders in even if they're a day or two late: I may be able to action the orders and should be able to use any press. It also reassures me you're still there.

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to lpbsorders@pevans.co.uk and you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk. ◇ P

Announcements

Indie Spencible applies for Minister without Portflio

Roget de Saurus asks NPC Aide to Lt. General of First Division to resign

Roget de Saurus asks NPC Brigade Major of Guards Brigade to resign

Roget de Saurus asks NPC Aide to General of Second Army to resign

Roget de Saurus asks NPC Army Adjutant of Second Army to resign

Roget de Saurus asks NPC Army Quarter Master Gen. of Second Army to resign

Roget de Saurus asks NPC Aide to Brigadier of Guards Brigade to resign

Roget de Saurus applies for Brigade Major of Guards Brigade
Toulouse D'Plot asks NPC Lt.Colonel of 53rd Fusiliers to resign

Yves Vrai Bretheauteque asks NPC Province Mil. Governor to resign
Yves Vrai Bretheauteque applies for Province Mil. Governor

Duels

Results of last month's duels:

Ilkley Moor (gains 1 Exp) beat his friend Toulouse D'Plot.

Elf 'n' Safety didn't turn up to fight Quasi Le Bossu and lost SPs.

Quasi Le Bossu (gains 1 Exp) beat Roland Moulin.

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

Duels held over to June:

Indie Spencible versus Pierre Cardigan.

Grudges to be settled next month:

Arnaud Surfinmaise (Rapier, adv.) and Yves Ningall (Foil) have mutual cause as neither stood down over Belle.

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

Austin Hayward gets the Second son of a Peasant: Init SL 2; Cash 10; MA 5; EC 4 (X2).

Martin Jennings gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 1; EC 4 (X4).

Robert Carter gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 6; EC 3 (X5).

Tables

Other Appointments

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

Battle Results

Dragoon Brigade: 3

Grand Duke Max's Dragoons: 5

3rd Foot Brigade: 2

4th Arquebusiers: 5

Royal Foot Guards: 3

Dragoon Guards: 6

Queen's Own Carabiniers: 2

The Gascon Regiment: 5

Frontier regiment 1: 5

Frontier regiment 2: 5

Frontier regiment 3: 2

Frontier regiment 4: 2

RNHB regiment: 4

Army Organisation and Summer Deployment

First Army (Defence) SS/JdG/QLB/N

Cavalry Division (Defence) DC/CPC/N5

Heavy Brigade (Defence) – ALC CPC

Dragoon Brigade (Defence) – GDMD PLLD

Frontier Division (Defence) N5/N/N4

Frontier Regiments (Defence)

Second Army (Siege) ___/___/N3/N

First Division (Assault) HdC/N/BdO

Guards Brigade (Assault) – RFG CG KM

1st Foot Brigade (Assault) – RM PM

RNHB Regiment (Assault)

Second Division (Siege) ___/___/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

Brigade Positions

Guards Brigade N4/N/N2
Horse Guards Brigade SdJ/N/___
Heavy Brigade PC/N/N6
Dragoon Brigade CPB/WdB/N4
First Foot Brigade N4/N/N6
Second Foot Brigade JSP/N/AV
Third Foot Brigade TIM/N/___
Fourth Foot Brigade N5/N/N4

Entries as Army Organisation Table

Frontier Regiments

(Assault for Mar-May)

	F1	F2	F3	F4	RNHB
Colonel	N5	N6	N6	N3	N8

Attached	3 Bn KM	JLF	2 Bn PM
			YVB,PLF, JdIB

Also at the Front

Dragoon Brigade (Grand Duke Max's Dragoons)

3rd Foot Brigade (4th Arquebusiers)

Royal Foot Guards

Dragoon Guards

Queen's Own Carabiniers

The Gascon Regiment

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	GI
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	PC
55	Jacky Tinne	16		
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	ILB
30	Leia Orgasma	13	B	JLdP
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	RdO
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	JSP
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	DC
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	TDP
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	PdFG
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	UXB
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	JB
24	Violet Bott	6	I/W	PD
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
ZTMG	Count Zachary The Money Goes	26	63	Rich	Colonel KM	14		Flr	4	Gerald Udowiczenko
CIG	Count Charlemagne le Gosse	25	73	Comfy	General/State Min.	14	Lois	Flr	2	Neil Packer
RdO	Count Revaulvin d'Or	24	64	OK	General/War Minister	13	Lotte	Flr	4	Jerry Spencer
JS	Earl Jacques Shitacks	24	63	Comfy	Fid Marshal/Chancellor	3	Madeline	Flr	4	David Olliver
SS	Marquis Sean Sondamour	23	57	OK	General/1st Army Commndr	5	Ella	Flr	2	Pete Holland
DC	Baron Devlin Camate	23	48	Comfy	B.Lt-General/Cav Div Commandr	6	Angelina	Flr	2	Bruno Giordan
EH	Earl Eurila Humble	21	60	OK	B.Lt-General/City Mil. Gov	15	Edna	Flr	5	Matthew Wale
GdLi	Marquis Gar de Lieu	21	50	Comfy	General	4		Flr	4	Bill Hay
GI	Baron Gustav Ind	21	45	OK	Lt-General/Adjutant Gen	6	Kathy	Flr	5	Ashley Casey
BdM	Viscount Beppe de Marko	19	39	Fithy	Bdr-General	17		Flr	2	Mark Moores
IS	Baron Indie Spencible	17	F	Wlthy	Lt.Colonel RFG	6		Both	1	Charles Burrows
RdS	Baron Roget de Saurus	17	F	Comfy	Major RFG	11		Both	2	Gerry Sutcliff
HdC	Baron Herve d'Conde	16	35	Comfy	B.Lt-General/1st Div Commandr	11		Both	4	Simon Burling
BdO	Benedict d'O'Over	16	34	Comfy	Lt.Colonel KM/1st Div Adjutant	9	Ophelia	Both	4	Mark Stretch
SdJ	Sir Swender de Jewel	15	32	Wlthy	B.Bdr-General DG/HGds Brigadier	5		Both	1	Ray Vahey
JSP	Baron Johnny Sais-Pas	14	25	Comfy	Bdr-General/2 F Brigadier	9	Bess	Both	4	Mike Bird
EM2	Baron Egon Mad 2	14	F	Comfy	B.Bdr-General RFG	6		Both	2	Tym Norris
JLF	Baron Jean Laissez Faire	14	F	Comfy	B.Bdr-General CG	2		Both	3	Filipe Silva
JdG	Baron Jacques de Gain	14	F	Comfy	Major KM/Gen's Aide (1st Army)	10		Both	4	Ben Brown
PC	Sir Pierre Cardigan	14+	44	Comfy	B.Lt-General/Hvy Brigadier	7	Maggie	Hunt	4	Matt Shepherd
QLB	Quasi Le Bossu	13	20	Poor	Colonel PLLD/1st Army Adjutant	6	Alison	Both	6	Mark Cowper
YVB	Sir Yves Vrai Bretheauteque	13	F	Comfy	Lt-General/Min w/o Port	4		Flr	1	Chris Boote
JdIB	Jacques de la Boite	13	F	Wlthy	Colonel PM	1		Hunt	5	Justin Key
ILB	Sir Ilk Lamore Bartat	12	21	Poor	Colonel RM	6	Lucy	Both	6	Andrew Kendall
AD	Sir Antoine Dubeque	12	F	Wlthy	B.Bdr-General OOC	9		Hunt	2	Andrew Burgess
CPB	Chris P Bacon	12	F	Comfy	B.Bdr-General GDMD/Drgn Brigadier1	1		Hunt	3	Rob Lee
MR	Mouton Rothschild	11	F	Comfy	Lt.Colonel DG	1		Hunt	4	Keith Bristow
TIM	Tomas le Matelot	11	F	Comfy	Bdr-General/3 F Brigadier	7		Hunt	4	Tim Skinner
WP	Warren Peece	10	15	Comfy	B.Bdr-General 27M	5		Hunt	2	Pam Udowiczenko
RS	Richard Shapmes	10	F	Comfy	Major RFG	5		Hunt	4	Charles Popp

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
RS	Richard Shapmes	10	F	Comfy	Major RFG	5		Hunt	4	Charles Popp
WdB	Willem de Bliest	9	F	Comfy	Major DG/Bdr's Aide (Drgn Bde)	4		HGds	6	Tim Macaire
X2	Roland Moulin	9	F	OK	Captain GDMD	5		Hunt	4	Mike Weston
JLdP	Jean-Luc de Picardy	9+	38	OK	Lt.Colonel PM/PM Regt. Adj.	6	Leia	BG	3	Bill Howell
EnS	Elf 'n' Safety	8-	7	Poor		5			4	Barry Townsend
AlDn	Alexander Denton	8	F	OK	Captain GDMD/GDMD Regt. Adj.	6		F&P	4	Paul Wilson
EV	Enterrer Vivant	8	F	Comfy	Major PM	2		BG	4	Geoff Bowers
AV	Ali Vouzon	7	16	OK	Major 13F/2 F Brigade Maj.	4		F&P	1	Graeme Morris
JB	Jacques Blanc	6	13	OK	Major RM	2	Josephine	F&P	4	Dominic Howlett
RdL	Rex de Leon	6	RIP							Robert Carter
AdL	Armand de Luce	6	F	Poor	Major GDMD	3		RP	2	Francesca Weal
PLF	Pierre Lefart	6	F	Comfy	B.Bdr-General 13F	6			3	Olaf Schmidt
BGdF	Bas Gras de Fusion	6	RIP							Austin Hayward
IM	Ilkley Moor	6+	25	OK	Major 13F	5		F&P	4	Mike Dommett
PdFG	Pate de Foie Gras	5	13	Poor	Subaltern RM	3	Sal	RP	5	Mike Dyer
YH	Yves Heaux	5	F	Comfy	Captain PM	1		F&P	1	Emrys Hopkins
UXB	Uther Xavier-Beauregard	5+	22	Poor	Major PLLD	3	Mary	RP	3	Pete Card
JMI	James Montgomery Jesse	5+	16	OK	Captain PLLD	5		RP	2	Graeme Wilson
YN	Yves Ningall	4	14	Poor		2		RP	4	David Williams
AS	Arnaud Surfinmaise	4	12	Poor		5			5	Nik Luker
TDP	Toulouse D'Plot	4	11	Poor	Major 53F	2	Ava	RP	3	Sean Kavanagh
PdP	Phil de Pher	4	RIP							Martin Jennings
X1		4	0	OK		5			3	Timothy Hunt
X3		4	0	Poor		2			2	Mark Booth
LB	Luc Bacquards	4+	16	OK		2		RP	2	Colin Parfitt
PD	Patrick Declan	3	9	Poor		2	Violet	RP	4	Nathan Richards

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, Wlthy = 5000-10000, Rich = 10000-25000, Fithy = 25000+

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

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