

That would be enough

This has been issue 110 of *To Win Just Once*, published 12th November 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 Cambourne and Icehange to Mike Dommett by Friday, 26th Nov.

Orders for *Les Petites Bêtes Soyeuses*, Easy Money bids and any other contributions to Pevans by Friday 3rd December 2010.

(First deadlines for 2011: 31st Dec/7th Jan, 4th/11th Feb, 11th/18th March, 15th/22nd April, 20th/27th May, 24th June/1st July, 29th July/5th Aug)

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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 A game has just started, anyone interested in the next one?

Star Trader game under way and nobody waiting yet. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

WORKSHOP OF THE WORLD

Workshop of
the World
reviewed

Plus first
report from
Spiel '10

Issue 110: November 2010
(LPBS 236: October 1663)

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Chatter

I have been rather busy since getting back from Essen and it's taken me a while to get the latest turn of *Les Petites Bêtes Soyeuses* completed. All done now, and I've even made a start on my report from Spiel '10. The first instalment is here and I'll have more for next time. It was a decent show with lots of interesting new games, but nothing seems to have stood out this year.

This issue also includes my review of the Ragnar Brothers' latest game, *Workshop of the World*. This was one of the new games on show at Spiel, though its debut was at this year's UK Games Expo (see TWJO 106).

I'm still without full statistics for my website, but I do have some figures. These show that the PDF version of TWJO 109 was downloaded 112 times in October. Issue 108 was downloaded a further 21 times, taking its total to 127, but 107 seems to be unpopular.

That'll do for my idle chatter, on to someone else's...

Letters

Jonathan Palfrey picks up on last issue.

Thanks for the latest issue of your 'zine, in which I notice the mild controversy about the welfare state being likened to a Ponzi scheme.

I won't venture an opinion on whether the welfare state is a Ponzi scheme, but I'm pretty sure it's not insurance. If it were insurance, it could be handled by insurance companies: that's what they're there for.

No, they're there to make a profit. My thesis is that it's like insurance because you pay a premium/tax and get a payout if you need it (medical care, unemployment benefit...). Though I'm not convinced it's an analogy that can be pushed very far.

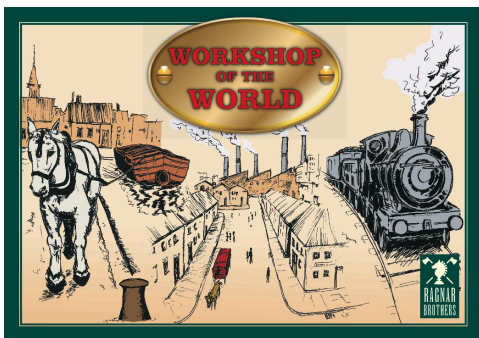
It reminds me more of Robin Hood Enterprises: "Here is the way it works: we take from the rich and give to the poor—keeping only enough for salaries, travel, equipment, depreciation, and so on, and so on."

Hmm, sounds like an insurance company...

The Industrial Revolution

Workshop of the World reviewed by Pevans

Workshop of the World got my immediate attention since it's the latest game from the Ragnar Brothers. Then I discovered that it was inspired by their earlier game, *Canal Mania*, and by Martin Wallace's *Brass*. This definitely sounds like my kind of game. Like both its inspirations, this game is set in England during the Industrial Revolution. Players place industries in the towns around the board, connecting them with canals and, later, railways. These generate revenue: money for players to spend, but also what wins the game at the end.



The game comes in a shallow box, but it's big enough to hold all the game's components. First of these is the board. This shows most of England and southern Scotland in a rather garish green. Towns and cities are shown by circles in different colours, each denoting a type of industry and numbered with a value, 2-4. A network of lines between the towns shows where players can build canals and railways. There's a revenue/scoring track round the edge of the board, spaces for cards and tracks that show the values of each type of industry.

Other components are sets of wooden cylinders in different colours for the players. They also have rectangular cardboard counters in their colour. These show a horse-drawn canal barge on one side and an early railway locomotive on the other. There's a deck of cards, one for each town together with some wild cards, and plastic coins for money. There are also 'demand' tokens (cardboard discs) that are used to set the value of each type of industry. All of decent quality.

Moving on to game play, *Workshop of the World* is a game of two halves—the canal era and the railway era. The two work in the same way except that players build canals in one era and railways in the other. Each starts with players drawing two demand tokens and playing one. This increases the value of a specific type of industry (they all start at zero). The cards are shuffled and some set aside to give an even number of rounds for the number of players.

At the start of each round, as many cards as players are dealt out. Players now bid for the order of play. This is a sealed bid auction: players put coins in their hand and hold out their closed fists. When revealed, the bids set the order for the turn and players choose cards in this order. Players who bid the same stay in the

same order as before. A tactical point here is that the person in first place only needs to bid as much as anyone else to retain their place. To take over first place, you need to be prepared to pay a bit more.

When a player takes a card, they place a cylinder in the appropriate town—this will be worth the value of that town's type of industry at the end of the era. They may then build one or two canal links, at a cost of 3 each. The first must be from the town they just played in, the second can extend the first or branch from the same town. The player scores (on the revenue track) the value of each town these links connect that has one of their cylinders in. Initially, of course, this will only be the cylinder they just placed. This gives players a big incentive to get the cards for towns next to each other so that they can link them up and, ideally, score each town several times over.

Once all the cards have been used, the era ends. Players may play a second demand token to increase the values of the towns and then score up. At the end of the canal era, players get their current revenue score in cash. They get cash for their canal pieces on the board and take these off. They also get cash for each of their cylinders on the board, according to the current value of the industry for the town they're in. These stay on the board, which encourages players to play into the same areas in the railway era and pick up the points for these again.



Players draw two more demand tokens and play one. All the cards are shuffled, the same number put aside and the railway era plays out—though, strangely, each railway link only costs 2 to build. The big difference is that players are starting with pieces already on the board. This means they get major points by building railway links to re-connect the towns they have cylinders in. A consequence of this is that players will often want different cards from each other, making the bidding less crucial. However, order of play is still significant, particularly where several players want a particular town and its connections.

When the cards run out for the second time, the railway era is over. Players have one last chance to play a demand token. Then they score up as before—using either the revenue track or the coins—and the player with the most money wins. From my experience, *Workshop of the World* is a close-fought tactical struggle that produces a close result. I have mostly played it with four players, but my one five-player game seemed to work well too.

There are an awful lot of things to think about when playing this game. Most of this you need to do when deciding what to bid and what you'll do with the card you want. You have to consider the value of a cylinder placed in this town, the value of the link(s) you can build out from it, how it connects into your network and thus how much it is worth bidding. To make things more complicated, though, you also need to take account of what the other players are likely to do. If other players want the same card as you, you'll need to bid a bit more to make sure you get it.

Then you can consider what you'd do with your second choice and third... Thus, once the bids are revealed and you know which card you're getting, you should already know just what you're going to do. The result is that *Workshop of the World* feels like an abstract, positional game. You do all this thinking about just where you want to play, given the options available. Making your play is then just following this through and feels rather mechanical.

When I'm playing *Workshop of the World*, I don't feel that I'm developing industries or building canals as I do when playing *Brass* or *Canal Mania*. This is much more an intellectual exercise. The lack of atmosphere puts me off, I'm afraid. It is a testing game that presents players with challenges and many decisions, but it's not one that I particularly enjoy playing. I suggest you try it for yourselves, though, and make up your own mind as it does have a lot going for it.

Workshop of the World is designed and published by the Ragnar Brothers. It is a strategy board game for 3-5 players, aged 14+ that takes about 90 minutes to play. It gets 6/10 on my highly subjective scale.

Let's Spiel Again!

Pevans is in Essen for this year's games fair

One of the things that epitomises Autumn for me is scuffing through the piles of brown leaves from the plane trees along the street beside the low grey blocks that make up the Essen exhibition halls (the Messe). Yes, if it's late October it must be Spiel. The greatest games fair on the globe world takes place here for four days each year. The 2010 event took place over 21st-24th October and attracted 154,000 visitors. They saw 650 new products provided by 786 exhibitors from 32



Wide open spaces as things get started

countries. These days Spiel really is an international showcase for games, even if the majority of the visitors are local.

I had my distributor hat on again this year, looking for new games that we can bring in to the UK—whether from Europe, America or further afield. This is good for my reporting hat too, of course. I was based with the Prime Boardgames team and helped set up their stand. It's always fun to see the show take shape around



Stacks of pallets just waiting...

you as the empty halls gradually fill with tables, chairs and games. A surprising amount of business takes place on the Wednesday before the public gets in—mainly between the exhibitors as they'll have precious little spare time for the next four days.

There are still some stands being dressed on Wednesday evening and the final touches made on Thursday morning. Then at 10 am the doors open and a wave of people surges into the complex, breaks around the first stands and flows through all the halls. Within ten minutes, visitors have made it to the back of the last hall and the whole place is buzzing. The first day brings in the enthusiasts, eager to get their hands on the new games as soon as possible. You quickly get an idea of the pre-show buzz by the stands that are immediately swamped.

My first version of this report will necessarily only have only brief details of the games. I don't have time to play many (or even any) of them at the show. As I learn more, I will provide additional material—both more details of the games and more games.



Prime is ready to go

Let me start with the part I'm most familiar with: Prime's new games. Chief of these is *The Great Fire of London 1666*. I feel I've already written a lot about this game. In particular, after the UK Games Expo at the start of June. The final production version has a larger board to give more room for the pieces and has foregone the complicated fire and pump pieces for the simplicity of the red and black cones that can be stacked to show the fire-fighters (the trained bands) containing fires.

To recap, the game has the players as property owners, trying to preserve the houses they have scattered across 17th century London. However, the first thing each does in their turn is to play a wind card and spread the fire—ideally taking out their opponents' houses! Then they

move the trained bands and their own pawn to put out fires and, if they're lucky, to demolish houses and make a fire break. Players also have secret objectives they'll score points for if these survive the fire. The end of the deck triggers the end of the game. Players score points for their remaining houses, fires put out and surviving objectives. Okay, it's not the deepest game, but it's good fun and provides a decent challenge.

Second up on Prime's stand was the second edition of *1860: Railways on the Isle of Wight*. This is an intense 18xx game as it's set in a small area. Unusually, it ends with the nationalisation of the railways. The new edition has a double-sided board: one side is the same as the original game, the other has a slightly expanded map. Designer Mike Hutton has streamlined the game, based on feedback from players of the first edition. The new version can be played as the first edition or with the expanded map, two extra tiles and one rule change.



Prime were also demonstrating the new edition of *Mijnlieff*, designed by Andy Hopwood. This is a neat two-player abstract game, consisting of wooden pieces in a drawstring cloth bag. The players take turns to place their square wooden pieces on a 4x4 grid (which can be moved around to make different configurations). Each has eight pieces, two each of four different types. Each type



restricts where your opponent may place their next piece. Blocking your opponent so that they can't play is a key strategic goal, but players score points for getting 3 or 4 of their tiles in a row and the most points wins. Like all the best games of this type, the rules are simple, but gameplay provokes some head-scratching. It's a neat, attractive game.

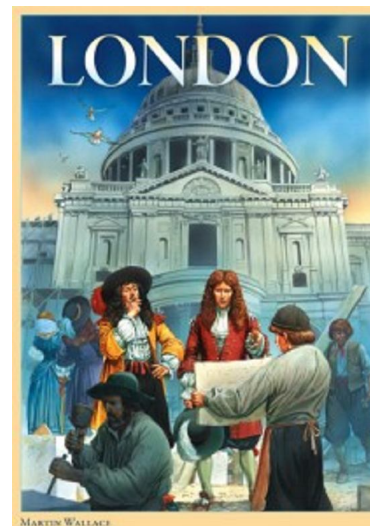
On top of this, Prime were representing the Ragnar Brothers and demonstrating their new game, *Workshop of the World*, another that debuted at the UK Games Expo. This is an interesting game of the Industrial Revolution in Britain. Players place industries in towns around the country, linking them with canals (initially) and railways (later). They score points for all of these, but must bid for their choice of town. It's a clever game, but I find it more like an abstract positional/territorial game than a business game. See my full review earlier in this issue of *TWJO*.



First Train... with bits of both boards—note the lack of garish red, green and yellow on the new Wensleydale board (bottom part)!

Great Fire of London sold out by the end of the show, but Martin Wallace's latest, *London*, was sold out on Friday at the Treefrog stand. This game starts where the other leaves off: with London in smouldering ruins. It's about rebuilding and developing the city from the aftermath of the great fire through to the end of the Victorian era. Players are developers, investing in land and the city's buildings. However, the cost of this is increasing the level of poverty, against which players must balance the gains from their developments. This looks like a cracking game and one I am looking forward to playing.

German publisher Argentum also had a Martin Wallace game: a new edition of *Last Train to Wensleydale* (see my review in *TWJO* 103). The artwork has been revised to be less garish than the original with a couple of tweaks to the game. However, more importantly, the other side of the board has a different map and is the *First Train to Nürnberg*. This is a development of the original game with the local railways transporting beer and the post



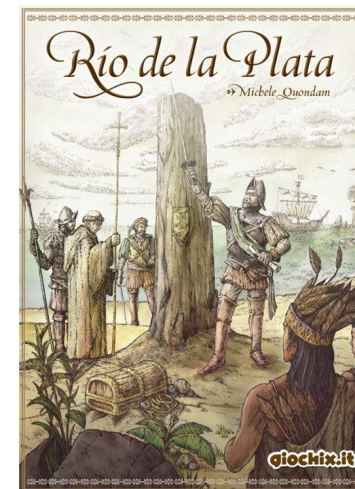
Just room to sneak in the box art for Treefrog's *London*

(rather than stone and cheese) and the addition of different classes of passenger transport. The revised artwork is a great improvement and certainly makes the game easier on the eye. The changes for the new game sound good, too.

Argentum also had their Eastern board expansion for their hit of last year, *Hansa Teutonica* (see my review in *TWJO* 102). This is less an expansion than a different version of the game. It is played on a different board, Eastern Germany, which shows sea routes across the Baltic. These, along with the additional cards included, provide players with some new and different challenges. I'm not particularly a fan of *Hansa Teutonica*, but I'm sure the expansion will go down well with those who are.

In between Prime and Treefrog was Italian publisher Giochix with their new game, *Rio de la Plata*. Designed by Michele Quondam, this is a strategy game about the Spanish settlement and development of Buenos Aires, now the capital of Argentina. The city was designed on a square grid, making it easy to reflect in the game. It was constantly threatened by English pirates (or should that be privateers?), so players have to work together to defend the city while competing to gain the position of Governor. Definitely worth a try.

Across the gangway from Prime was Bernd Eisenstein, alias Iron Games, with his new game, *Porto Carthago*. I was quite taken with *Peloponnes*, his 2009 game (see *TWJO* 107), so this is one I definitely want to take a look at. The players are senators in ancient Carthage, competing to improve their position in the city. As Carthage depends on trade, the port is the most important part of the city. Over five turns, the players use the limited actions available to move ships into the port and ship goods out. Players win by getting the most pawns into the palace, though this means they're not available to take actions on the board. I look forward to trying it out.





Further along this row was Ted Alspach and Bézier Games. Ted had a pack of *Age of Steam* expansion boards and a new card game. The settings for the *Age of Steam* expansions seem to be set in increasingly bizarre locations: after the Amazon Rainforest and Sahara Desert we have Atlantis and Trisland (a symmetrical map for three players). What next?

More interesting is the card game, *Perpetual Motion Machine*. The idea is that the players are competing to put the finishing touches to crazy inventor Ted Alspach's impossible machine. They have to collect sets of cards to build up their skills tree, competing with the other players to make the most efficient machine. It sounds fascinating and I look forward to trying it out.

Moving on a bit further, the green cover of *Bangkok Klongs* at dlp Games makes it look like it could be a Friedemann Friese game. In fact it's by Martin Schlegel and the klongs are the canals of the city, where Thai merchants gather in the city's floating markets. Players manoeuvre their boats into the best positions and aim to specialise in specific goods. Another one I look forward to playing.

Valley Games from Canada had a sizeable stand in the middle of the hall and several new games to show off. *Bugs* is a card game where players try to fend off a swarm of insects. It's a quick-playing game where the object is to get rid of all your cards. You play cards in sets of the same value/insect, either adding to the preceding set or playing a set of a higher value. Other cards reverse the direction of play, miss out a player or set the current value to zero. It all sounds rather familiar, but the bright, eye-catching artwork makes this an attractive little game.

Crows is an entertaining tile-laying game. Each turn, players add tiles to



Perpetual Motion Machine

those already on the table, adding any crows shown on the tiles. Then they place their 'shiny object'. Once all of these are down, each crow moves to the nearest shiny thing in a straight line—within certain restrictions—and the owner scores points for the crows that gather. With each turn, there are more crows and the board gets more complex. Add in bonus tiles that change the rules for one play or give players extra points and there's a lot to think about.



Bangkok Klongs

Valley's third game was *Two by Two*, in which players manoeuvre their 'ark' to rescue animals from the rising floodwaters. All they need to do is move next to an animal and they add a pair to their ark. However, they get most points by being the only person to rescue a pair of that animal, so the other part of their turn, covering land with water,

can be very important. The ability to stitch up your opponents always adds to the fun element of the game and this one sounds like there's some thinking required, too.

At the other end of the hall, Wattsalpoag were handicapped by much of their material being caught in Customs. However, they did have copies of their new game and were able to demonstrate this and other titles. The new game is *Last Call—The Bartender Game*. This is a departure for Wattsalpoag: it's in a deep, rectangular box rather than their usual square box! I'm told it holds the same volume. The contents include some rather fetching 'drinks bottles' and realistic 'ice cubes'. Players start with a hand of drinks cards and try to get rid of them by moving drinks bottles to get the set required for the drink. They get ice cubes as penalties for unused bottles and cards and the fewest ice cubes wins the game. Not a deep game, maybe, but it looks like fun.

That'll have to do as the first instalment of my report—and I've only covered one hall so far.

Games Events

Coming up next is *MidCon* at the Birmingham City Thistle Hotel over the weekend of 19th-21st November. As well as taking place in a comfortable city centre hotel, *MidCon* is an excellent opportunity to play some of the new games, fresh from Spiel. This year things start from 11 on Friday morning (the hotel is charging for the full day, so the organisers reckon we should use the facilities!). While *MidCon* is mostly an opportunity to play whatever games you fancy, there will be a *Diplomacy* tournament and the *MidCon* quiz. For more information, see the website: www.midcon.org.uk

A week later there is *Dragonmeet* at Kensington Town Hall in London on Saturday, 27th November. *Dragonmeet* is mainly a role-playing event with lots of



traders, but it's well worth dropping in on if you're in London. See the website for more: www.dragonmeet.co.uk

This box concentrates on events I expect to attend.

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

Games Games Games Days: from noon(-ish) on the second Saturday of every month upstairs at the Angel in the Fields (37 Thayer Street, W1U 2QY). The pub lays on sandwiches, paid for by those who consume them. Otherwise we sit around, play games and drink beer (Sam Smith's). A perfect afternoon. ☺

UK Games Expo: the first weekend in June at the Clarendon Suites on the Hagley Road in Birmingham. This is a two-day public event that showcases games of all sorts with traders, demos and participation games plus guests and events. For gamers there are lots of tournaments and free gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Manorcon: 15-18th July 2011 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. 20th-23rd October 2011, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: 19th-21st November 2010 at the Birmingham City Thistle Hotel. This is a long-running board games event in central Birmingham. **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 110 was written and edited by Pevans. The *LPBS* masthead (page 23) is by Lee Brimmicombe-Wood, as the illustrations on pages 24, 27 and 36. The drawings on pages 25 and 28 are by Nik Luker. Game artwork is reproduced courtesy of the publishers. Pevans took the photos and played with Photoshop.

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Easy Money

Turn 11

Turn 11 bids and results

The penultimate turn and most players are cashing in what shares they have left. Mike Dommett tries to sell a Red share he doesn't have, but does have something left to sell next time.

Charles Burrows and Mark Cowper get the advantage of being chairmen when they sell their holdings in Green and Red, respectively.

The question now is whether anyone can overtake Pete Holland...

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Simon Burling				B	1	Black	2	0	2	2	3	29
Charles Burrows	S	4	Green	S	4	Green	1	0	0	0	2	96
Mark Cowper	S	2	Red	S	2	Red	1	0	0	0	2	86
Mike Dommett	S	1	Red	B	1	Black	0	1	0	0	3	160
Mike Dyer	S	2	Green	S	2	Green	2	0	0	0	1	76
Pete Holland	S	1	Green	S	1	Green	0	0	0	0	1	180
Dominic Howlett	B	1	Blue	B	1	Blue	0	0	1	0	3	161
Andrew Kendall	B	1	Yellow	B	1	Yellow	0	0	0	1	0	135
Tim Macaire	S	4	Blue	S	4	Blue	0	0	0	1	1	103
Colin Parfitt	S	1	Blue	S	1	Blue	1	0	0	0	0	132
Alan Tabor	S	1	Red	S	1	Red	0	0	0	0	1	171
Gerald Udowiczenko				B	1	Black	0	0	0	4	3	58
Pam Udowiczenko				B	1	Black	0	0	6	0	4	OUT
Matthew Wale	S	3	Blue	S	3	Blue	0	0	3	0	1	59

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
12	13	5	22
None	Mike Dommett	Matthew Wale	Gerald Udowiczenko

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

**Final bids to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or
TWJO@pevans.co.uk by Friday, 3rd December 2010**

Icehenge

Star Trader game 5—Turn 5

“Heavy attacks on the western Perimeter!”

"Penetrations through the sewers!"

"Send the 3rd Company to seal that off."

The command centre at the Sigma Draconis Spaceport was in controlled chaos from the AIA assault. Already the Spice Warehouses had been broken into and the contents rifled.

"The Isotope Factories are being attacked – they have got some hover tanks from somewhere."

“What have we got left?”



The Association of Interstellar Anarchists' attack at Sigma Draconis was unexpected. Many Corporations lost materials from their Warehouses and had their Isotope and Spice Factories damaged and production halted.

JANET tried to sell Alloys at Gamma Leporis but the price was falling so no-one would buy.

Epsilon Eridani was more successful for JANET, selling 6 Isotopes for 7 HTs each. BULGAKOV LINES unloaded 5 Monopoles for 16 HTs apiece.

PUM CORP failed to sell Alloys at Delta Toucanis and then failed to sell Isotopes too, as TRANSURANIC sold 6 Isotopes for 9 HTs each and gained a Dealership. Then TEGWEN TRUCKERS sold 4 more at the same price to mop up the demand. MU HERC DEVELOPMENT sold 5 Petroleum on Contracts.

MU HERC DEVELOPMENT sold 2 Alloys for 6 HTs each at Tau Ceti. JANET sold one Petroleum on Contracts too.

At Mu Herculis CAESAR WHOLESALE sold 9 Alloys for 7 HTs each and were made Contractors. PUM CORP sold 7 Isotopes at a price of 8 HTs, undercutting bids from Willow Tree, MU HERC and TEGWEN, whose ship failed to arrive. WILLOW TREE bought 3 Monopoles for 12 HTs, after which SOLAR SPICE & LIQUORS bought 5 on Contract using Crip.

PUM CORP bought 5 Isotopes at Sigma Draconis on Contract. SOLAR SPICE & LIQUORS sold 6 Monopoles for 15 HTs each and MU HERC DEVELOPMENT sold 2 Petroleum at 10 HTs. SWISS MERCENARY sold their 5 remaining Spice for 6 HTs each and SOLAR SPICE bought 10 for 10 HTs apiece and a Dealership.

CAESAR WHOLESALE sold 5 Isotopes for 8 HTs each at Alpha Centauri – dealing here remains very limited.

Beta Hydri had TEGWEN disposing of their 2 Isotopes for 7 HTs each. MU HERCULIS DEVELOPMENT CORP sold 16 Monopoles for 16 HTs apiece, undercutting SSL, and gained a Dealership. And finally CHEGWIN sold 10 Petroleum for 12 HTs each to gain a Dealership. They undercut SUND OG and MU HERC, who were bidding 13 to sell.

SUNDOG took OP 43 somewhere in the Delta Toucanis System, which may be seen as a threat by other Corporations.

LISPING TREE went on a campaign to improve the Corporation's image with very good results, before running out of money.

MU HERCULIS DEVELOPMENT CORPORATION repaid their loan this Quarter, selling warehouses and their ship Hyluss at 120% of the initial price. They immediately took out a new loan for 527 HTs for 4 Quarters, re-purchased the sold warehouses, laid down a new Phoenix hull at Tau Ceti, bought two Spice Factories, two Monopole Factories and a Warehouse at Epsilon Eridani and increased their Criminal Connections.

PUM CORP sold PUM 1, hoping to be able to repay their loan, but were not quite able to do so.

TRANSURANIC TRADE CORPORATION loaded some passengers at Delta Toucanis and purchased B crew for Vland.

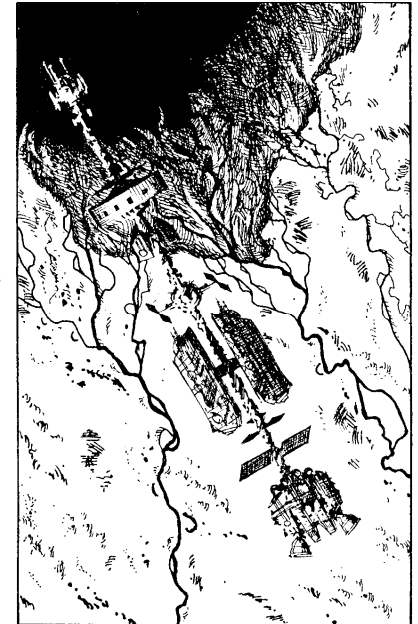
JANET were busy, equipping and launching the GB Bugsy, then buying a Petroleum Factory and Warehouse at Delta Toucanis.

SOLAR SPICE & LIQUORS increased their Business Connections.

CAESAR WHOLESALE repaid their loan without any sales of assets.

SWISS MERCENARY FLEET delivered their Slaves to Gamma Leporis, bought a Monopole Factory and increased their Business Connections.

TEGWEN TRUCKERS repaid their loan, selling 2 ships—one raising 120% and one 70%—and a few Warehouses. They then took a 500 HT loan for 4 Quarters and laid down 4 Phoenix hulls, expecting to end up with an even bigger fleet.



Corporation Table

Corporation letter & name	Conn'n Levels			Init've Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Bulgakov Lines	3	1	3	0	11th	173	20	Andrew Burgess
B Caesar Wholesale Inc	8	0	7	0	8th	163	34	Simon Burling
C Just Another New Energy Trader	4	0	7	0	6th	75	28	Mark Cowper
D Sundog	6	1	4	12+6	1st	50	30	Mike Dyer
E Tegwin Truckers	4	0	9	0	10th	178	28	Jerry Elsmore
F Solar Spice & Liquors	5	3	5	0	7th	100	40	Paul Evans
G Green Archer	0	0	7	N		500	20	Austin Hayward
H Cigarettes, Wine and Wild Women	8	2	0	N		415	20	Dominic Howlett
J Swiss Mercenary Fleet	1	4	5	0	9th	154	40	Martin Jennings
K Astradyne Enterprises	1	0	7	N		70	27	'Tethys'
L Lispering Tree	2	7	3	0+4	4th	44	37	Michael Martinkat
M Mu Herculis Dev't	7	1	7	8	3rd	109	38	Przemyslaw Orwat
N Pum Corp	7	0	4	5	2nd	310	37	Paul Holman
P Transuranic Trade Co	4	0	4	0	5th	67	22	Bob Parkins

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

Press

By damn, the spacelanes are getting crowded.

Pevans van Rijn

GM Notes

Remember: sum of Political and Business Connections = Number of Factories you can have.

EV 26 took place with Factories at Sigma Draconis knocked out for some Quarters and stocks being reduced.

OP 43 was taken by Sundog (D).

Five new News chits were drawn this turn. Current News chits (new ones in bold) are:

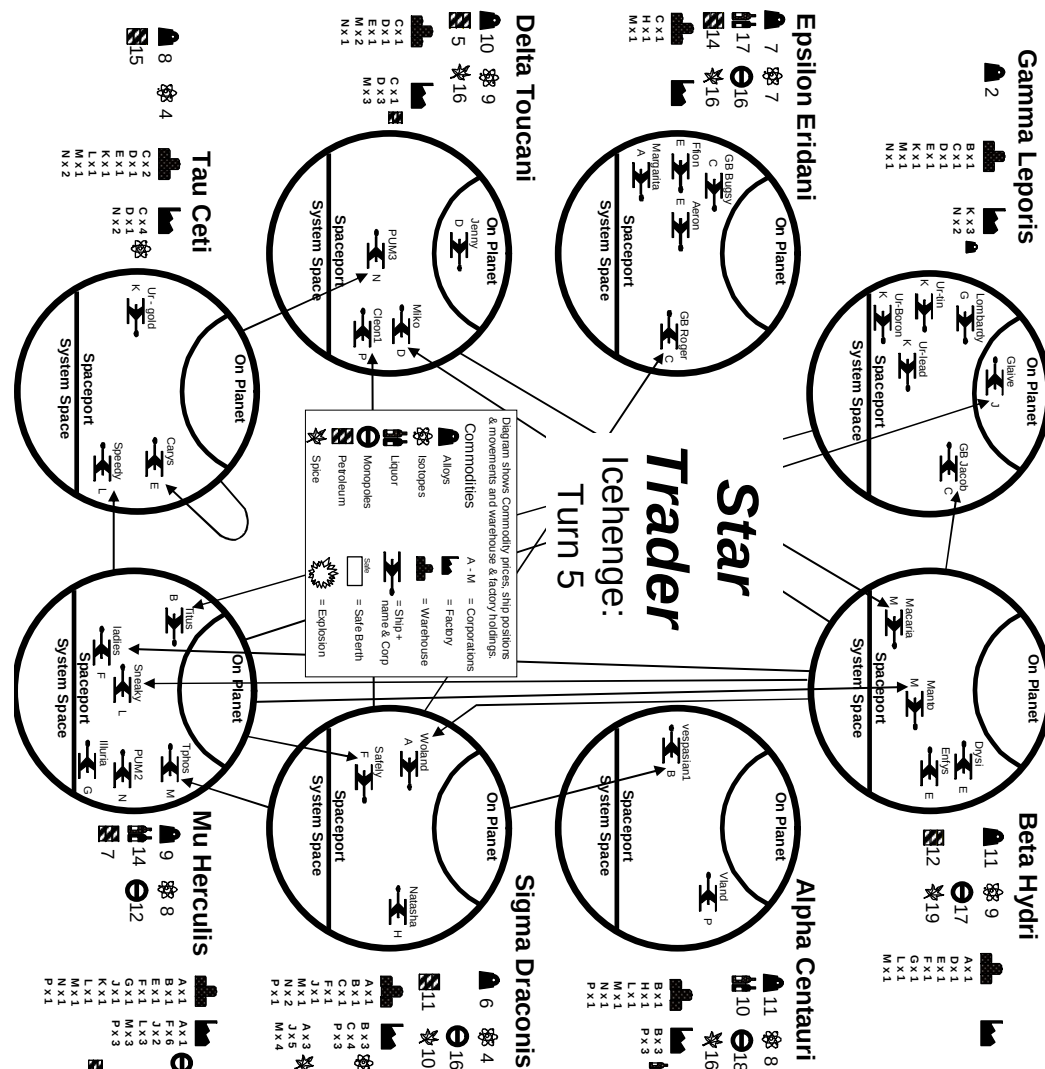
Turn 6 B10, C3

Turn 7 P3, **C2**, **C6**

Turn 8 B4, C3, **P6**, **B8**

Turn 9 **C5**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 26th November 2010



Cambourne* Railway Rivals game 8—Turn 1

Builds

Three railways head towards Jelgava, while THURB aims towards the Baltic Coast and Blue starts a regional network.

A) Jonathan Palfrey—The Heavily Underfunded Railway Business (THURB), Green

Starts: DAUGAVPILS

Builds: (Daugavpils) - Q69 - Q67

(Q67) - Q63 - P62

(P62) - L60; (Q66) - R66

Score: 20 = 20

B) Emrys Hopkins—Locomotive Latgale, Red

Starts: RIGA

Builds: (Riga) - X18

(X18) - X19 - T21

(Riga) - X17) - Sigulde (+6)

Score: 20 +6 = 26

C) Mark Wright—Blue Mountain Railways, Blue

Starts: ZILUPE

Builds: (Zilupe) - A104 - Z64 - Y64

(Y64) - X63 - W63 - V63 - U63 - Vilani (+3)

(W63) - Rezekene - X61 - Karsava (+12)

Score: 20 +15 = 35

D) Mark Cowper—Jacobahn, Black

Starts: LIEPAJA

Builds: (Liepaja) - B21 - C22 - D21

(D21) - E21 - F20 - G21 (Skrunda) - H20 - I20 (+6)

(I20) - J20 - K21 (Broceni) - L21 - M22 - N22 (+6)

Score: 20 +12 = 32

E) Colin Parfitt—Ventspils, Brown

Starts: VENTSPILS

Builds: (Ventspils) - G14 - G15

(G15) - Kuldiga; (G15) - H15 - I15 (+6)

(I15) - J15 - Stende - L15 - M16 (+6)

Score: 20 +12 = 32

GM Notes

The game start went to players early in October with the first set of building rolls (3, 5, 5) for a late October deadline.

Scoring is normal in this game; No *Bus Boss* scoring.

Throws for next turn **3, 3, 6**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 26th November 2010**

* Trains do not stop at Cambourne on Wednesdays

Les Petites Bêtes Soyeuses

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 November 1663 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 3rd December 2010**



October 1663 (Turn 236)

The rivalry between the Dragoon Guards and the Queen's Own Carabiniers is behind the first duel of October. Dragoon Guards commander Mouton Rothschild takes on QOC Major Sir Connor McKnight. Rothschild uses a rapier while Sir Connor has the usual cavalryman's sabre. Sir Connor is also the beefier of the two, making him the clear favourite in this fight. Rothschild starts with a redundant block while his opponent just pauses. This means the two men get in their first blows at the same time: a slash from McKnight partly deflects Rothschild's lunge, but both do damage. McKnight is starting a furious slash, but Rothschild has the measure of this and skips out of the way of the cut. This gives him an opportunity to attack as McKnight recovers his guard. A furious lunge hits McKnight twice with lunge and cut. Then it's Rothschild's turn to recover and McKnight hits him with a slash. A further slash is blocked by Rothschild, who lunges only to be caught by his opponent's cut. He hangs on doggedly, though, coming back again with a further lunge. This fifth hit finishes the job and McKnight concedes the fight.

Rothschild pauses only long enough to bandage his injuries and then squares up to QOC Subaltern Luc Bacquards. The slight Bacquards would normally be expected to lose this duel, but Rothschild's injuries make him the clear underdog. His colleague, Michel Marteau, wrapped warmly against the morning chill, backs up Bacquards, who pits his sabre against Rothschild's bloody rapier. Rothschild

again starts with a pointless block, only to be knocked down when Bacquards slashes. On his knees, Rothschild lunges to square things up only for Bacquards' cut to take his head off. Literally. RIP.

Meanwhile QOC commander Antoine Dubeque takes on DG number two Lt-Colonel Willem de Biest. The massive de Biest is clear favourite even before he draws his two-handed sword to match against Dubeque's sabre. Pierre le Sang is his second, though de Biest does wonder where his other man, Rothschild, has got to. Dubeque jumps back a couple of times, trying to dodge the blows he expects from de Biest. The heavy two-hander takes time to get moving, though, so de Biest's blows are that bit later than Dubeque expects. The first one is a lunge, but the blunt tip of the two-hander does no damage. The following cut is a different story, though, and Dubeque staggers under the impact of the hefty blow. He responds with a furious slash, hitting de Biest with both slash and cut. These blows slow down the big man, but not enough. He smacks Dubeque with a slash and the Carabinier slides to the ground with a surprised look on his face. RIP.



Pierre le Sang has his own duel with a member of the QOCs: Trooper Antoine Le Picnique. Le Picnique is the smaller man and less skilled with his sabre than Fusilier le Sang is with his rapier. Le Picnique boxes clever at the start of the duel, dodging the expected furious lunge. Le Sang simply lunges and runs through his adversary to score first blood. Then he launches into a furious lunge. However, Le Picnique attacks with a slash, scoring his first touch and reducing the effect of the lunge. He times his next jump just right, dodging le Sang's cut. He hits le Sang with another slash, but has no answer when le Sang closes in and kicks him hard. Le Picnique throws in the towel.

Two Lieutenant-Generals are duelling as well: Quasi Le Bossu versus Tomas le Matelot. Both men use sabres. Big man Le Bossu is carrying old injuries that make it an almost even fight. Le Matelot starts with a low bow, regretting the necessity of this meeting. Then he parries, blocks and jumps to completely avoid Le Bossu's furious slash. This gives him an opening to launch his own attack: a slash followed by a furious lunge. The lunge may not do much damage, but the preceding slash is a solid hit. Le Bossu comes back with a slash and begins a furious slash, the initial slash hitting Matelot just as his cut lands on Le Bossu. Matelot is now on the back foot and Le Bossu's cut dumps him onto his backside, bleeding profusely. He has just enough strength left to gasp out a surrender.

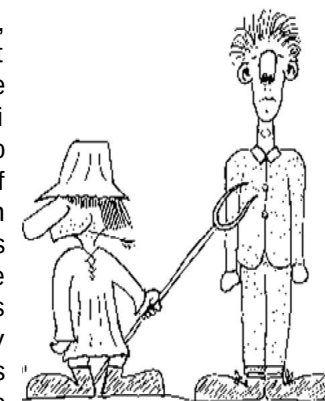
Last up is the Field Marshal, Gar de Lieu, versus a General, Pierre Cardigan. Both men are of medium build; Cardigan has the advantage of using a sabre against de Lieu's rapier; de Lieu has the advantage of superior expertise. All in all, it's an even match. De Lieu's skill gives him the immediate advantage. He scores first blood with a lunge while Cardigan is still getting himself organised. Cardigan strikes back with a slash only to take a slash himself as he spins round to deliver a cut. Now Cardigan is disadvantaged again, allowing de Lieu to get in both blows of a furious slash and bring about his opponent's surrender.

Dishing out Portfolios

The big news is that Minister of State Revaulvin d'Or begins to sort out his cabinet. He gives Indie Spencible, who's already a Minister, a portfolio, making him Minister of Justice. The job of Chancellor of the Exchequer goes to Jacques Shitacks. His Majesty honours both men by awarding them the status of Viscount. All that's needed now is a suitable Commissioner of Public Safety...

First Army commander Gustav Ind appoints Ilk Lamore Bartat as his Adjutant. All he needs is a decent Quartermaster-General to complete his headquarters line-up. Colonel Bartat is still in charge of the Royal Marines and signs up Amant d'Au, who's taken his bonus for joining the QOCs last month and promptly resigned. D'Au buys himself the rank of Captain in the Marines. Gaz Moutarde would also like to join the Marines, but Bartat turns him down.

Antoine Le Picnique follows d'Au's example, resigning from the QOCs and going for a different regiment. In his case it's the Crown Prince Cuirassiers, but they turn him down. Yves Vrai Bretheauteque has chosen the wrong moment to apply to the Queen's Own Carabiniers. The death of Antoine Dubeque has left Connor McKnight in charge and he's just not expecting it. Bretheauteque's application isn't even considered, possibly because he's already a Lt-General. New boy Pas de Tout is accepted into the Princess Louisa Light Dragoons by Colonel Uther Xavier-Beauregard, who then appoints him as Regimental Adjutant. Xavier-Beauregard also subs Captain Charles Rabbit-Vacuum to buy his way to Major in the PLLD.



THE NEW RECRUITS

Wine, women and ...Horses?

October's social whirl starts with two events at Hunter's club. At least, it would do if Antoine Dubeque hadn't got himself killed in a duel! This means the QOC Regimental dinner falls rather flat. For most of the officers and men turning up

in their best bib and tucker, this is the first they've heard of the demise of their commander. New Subaltern Arthur Sleep, Major Connor McKnight, Trooper Eric de Miabeille, Captain Luc Bacquards and Subaltern Michel Marteau hold an impromptu wake ... outside the club.

Inside Hunter's Willem de Biest hosts those mourning the passing of Colonels Jacques de la Boite and Jean-Luc de Picardy earlier in the year. Willem has Henrietta Carrotte with him, but only one other of his guests is accompanied: Jacques Blanc brings Josephine de Buonoparte. The other guests are Armand de Luce, Charles Rabbit-Vacuum, Noel Fornam Idya, Poisson d'Arbre, Pierre le Sang, Rick O'Shea, Uther Xavier-Beauregard and Yves Eau. A jovial time is had by all, raising many a glass to the departed Colonels. Jacques insists on paying for Rick's drinks as a junior member of the Royal Marines.

The following week sees Johnny Sais-Pas take up the mantle of host with his wine tasting at Bothwell's. Once again, women are sparsely represented: Bess Ottede is with Johnny while Alison Wunderlandt attends with Tomas le Matelot. The other oenophiles are Benedict d'Over, Ilk Lamore Bartat, Pierre le Sang, Revaulvin d'Or, Willem de Biest and Yves Vrai Bretheauteque. Tomas and Yves keep exchanging dark looks—apparently they had a contretemps on a doorstep the week before, but cannot discuss this in front of Alison. Apart from this, it is a convivial get-together, enlivened by a fine choice of wines by the host.

After this, the only social event expected is Gustav Ind's monthly horse race, taking place at the end of October. This time Gustav has decided to restrict entrance to those of a sufficient social standing not to reduce his own status. This means Dan Gleables and Yves Vrai Bretheauteque spend the week cooling their heels outside the Prix d'Or. What's more, it reduces the race to Gustav versus ... Benedict d'Over. Cheered on by Kathy Pacific, Gustav applies his spurs with vigour, forcing his horse into a full gallop from the start. He rounds the bend several lengths ahead of Benedict, who can't get more than a trot out of his mount. Gustav has clearly shot his bolt: his horse can only stagger along the finish straight. It's good enough, though, as Benedict's steed is still taking it easy. Gustav finishes two full lengths clear.

Gustav spends the rest of the month in the Fleur de Lys with Kathy. He expects other guests during October, but is still a bit surprised when Indie Spencible turns up in week 2. Indie's in riding gear and has his horse with him. He clearly has the date of the race wrong, but settles down for a quiet drink with his host, who commiserates with Indie's misadventures at the start of the month. The Fleur has plenty of other members visiting. Gar de Lieu brings Maggie Nifisent along for the whole month. Madelaine de Proust visits on the arm of Jacques Shitacks, also for all four weeks. Only attending Johnny's party stops Revaulvin d'Or and Katy Did being in the Fleur all month, too.

The last member to visit the Fleur is Pierre Cardigan, who appears in week 3 with Fifi in tow. His success in courting Fifi follows a highly entertaining start to the month when he is only one of four suitors who arrives on Fifi's doorstep. Pierre will not stand down to Indie Spencible, Pierre LeFart or Quasi Le Bossu. Nor will any of these three stand down to him. Or to each other! Three duels apiece and what looks like being a busy start to November for all four.

"I've got a sysstem..."

Ilk Lamore Bartat is the one man who's in Bothwell's for the whole of October. One week at Johnny Sais-Pas's party and the other three with Lucy Fur and a bottle of wine. Benedict d'Over is at Johnny's shindig, too and brings Ophelia Derriere to his club for two weeks, only leaving for the horse race. After a visit to the bawdyhouses for some female company, Egon Mad 2 appears at Bothwell's and stays there for the rest of the month. Jacques de Gain and Johnny Sais-Pas are in the club for the start of the month, taking the opportunity to spend time with their ladies: Vera Cruz and Bess Ottede, respectively.



Finally, Bothwell's is the setting for one additional social event: Quasi Le Bossu holds an impromptu Halloween party there, masquerading as a hunchback. His guests are Armand de Luce (dressed as Martin Luther in hell—clerical robes adorned with spiked chains and images of imps with pitchforks) and Jenny Russe (as a headless Mary, Queen of Scots) and Pas de Tout (who hasn't bothered with this dressing up stuff).

At Hunter's, Connor McKnight and Emma Roides entertain Rick O'Shea to conclude October. Only Antoine's death stops Connor and Emma being there the whole month. Richard Shapmes and Frances Forrin drop in for the second week.

Luc Bacquards is the man who gives the staff at the Horse Guards club something to do when he rolls up with Belle Epoque on his arm. They pass the second half of October in the club after Luc won her affections from Arnaud Surfinmaise. Luc can still expect a duel with Arnaud, though.

Blue Gables is home to Uther Xavier-Beauregard and Mary Huana for three weeks—the club's only visitors this month. Pas de Tout joins them for the second week, Toadying to Uther. He has an amusing tale to tell: how he went a-wooing the week before. Arriving at a certain lady's door, laden down with gifts, he breezed past the servant and surprised her. Unfortunately, she was entertaining her current beau and Pas had to beat a hasty retreat.

While Red Phillips is empty at the start of the month, it quickly gets busy. Gaz Moutarde is there for the three following weeks. He regales all with his tale of how he saw off the upstart Pas de Tout, who came courting Gaz's girl and left a

heap of goodies behind. Antoine Le Picnique has to hear the story twice as he spends two weeks in the club with Di Lemmere, his new conquest. Yves Eau sits through two tellings, too, but his visits with Violet Bott are a week apart while he tries his hand at courting, unsuccessfully. The other members of the audience, over the weeks, are Charles Rabbit-Vacuum, Eric de Miabeille and Freda de Ath, Michel Marteau and, at the last, Noel Fornam Idya, accompanied by Sal Munella.

Euria Humble is the hard man this month: he spends his time in the gym with his cutlass—now that's a workout! Jacques Blanc's three weeks with his sabre don't cut it. And practising rapier for three weeks, as Jacques de Gain and Richard Shapmes do, doesn't measure up at all. On this scale, Amant d'Au is clearly a lightweight. He may practice for three weeks, but this only means chucking the odd dagger around. Still, he'll need all his skill for his coming confrontation with Devlin Carnate after stealing the affections of Angelina di Griz. Two-weekers are Armand de Luce, Arthur Sleep, Dan Gleables and Tomas le Matelot (with sabre), Johnny Sais-Pas and Poisson d'Arbre (rapier).

Restored by his mercury treatment, Binet de Bours is back in Paris. As he keeps telling everybody at the Bawdyhouse, Binet de Bours has an infallible system—as long as he sticks with it long enough. It's hard to distinguish from the normal life of a playboy, as it seems to consist of carousing, wenching and gambling. Still, at least he sticks with it. In the first week he loses his three wagers and all the cash he brought with him. The following week, he wins the first two bets, but cuts the third, leaving him with a small loss. His profligate behaviour attracts the attention of the footpads, though, and they relieve him of what cash he has left. Week 3 sees Binet win his first bet, but cut the other two, losing half his money. He takes a more circumspect route home and avoids any confrontations this time. In the last week he loses two bets and cuts the third, leaving him with just a few coins. The footpads are most discouraged when they find how little is in his purse and give him a good kicking to make up for it.

Pierre LeFart may not have a system, but he wins the one bet he places at the Bawdyhouse when he visits for some female company. The footpads miss him, mugging Poisson d'Arbre instead, but he's spent his cash. At least these two bother with some female company. Dan Gleables and Quasi Le Bossu visit the Bawdyhouses just for a drink. Michel Marteau and Yves Vrai Bretheauteque attract the attention of the robbers, but have spent everything they carried.❖



Press

Announcements

Military Position Open

Are you an up and coming CAPTAIN? Then apply to be the Aide to Lt. General Johnny Sais-Pas. Money and Fame guaranteed. "I haven't died on the battlefield so I don't see any reason why you would."

The QOC free horse offer has come to an end for the time being, but look out for some exciting new opportunities in 1664.

Treachery and Sedition lurk everywhere. I need a reliable and loyal Commissioner to seek it out and bring malefactors to justice. Apply in writing and an appointment will be made in time for Xmas.

† COUNT D'OR, Minister of State (I do love writing that!)

MILITARY NOTICE

From Commander, 1st Division Lt. General J. Sais-Pas

To All Units 1st Division (Guards Brigade, this means you!)

We will be touring the outposts of His Majesty's realm to keep the pesky Spaniards in check during the LAST MONTH of every SEASON.

Ensure you are ready to depart on the 1st Monday of the month.

Late arrivals will be taken to the city gates and shot before we depart.

Vacancy for Aide to Lt Gen

I am currently on the look out for an able-bodied Captain to apply for the

position of my Aide. Any interested parties should apply forthwith. Finally, in the event that no suitable Captain is forthcoming, consideration will be given to any bright Parisian seeking advancement and in need of a helping hand to become an officer of good standing. Applications to be sent to the office of Lt Gen Tomas le Matelot.

Military Position Open

Are you an up and coming LT. COLONEL?

Then apply to be the 1st Division Adjutant for Lt. General Johnny Sais-Pas.

Fame and Fortune is yours to take. One month per season on the battlefields under my glorious command.

"I haven't died on the battlefield so I don't see any reason why you would."

Social

Addendum

I will also be holding a small gathering at my club during week 4.

Anyone SL 7 or higher is welcome to attend along with applicants for the post of my Aide. Mistresses are welcome and I ask that regimental differences be left at the door. Applicants for the post will be placed on the guest list to avoid any embarrassment should their current standing in Paris be insufficient to attend this gathering.

† Lt Gen Tomas le Matelot

Gentlemen,

Unaccustomed as I am to public speaking, I would just like to say a few words of thanks to everyone who attended my recent party and made it such a roaring success. Furthermore, my deepest, most gracious and humble thanks go to His Majesty for my elevation to the title of Viscount and my position as Minister of War. It is therefore my intention to celebrate my enormous good fortune by holding another party at the Fleur during the whole of the month of November. My continuing impecuniousness means I am unable to pay any of your costs, but all are welcome to attend.

As Minister of War I have been showered with applications for the posts of the Inspectors-General of both Infantry and Cavalry. I am simply unable to choose between such worthy gentlemen and so have temporarily appointed NPCs to fill these positions. Gentlemen of sufficient standing should contact me with a statement of what they will bring to the job so that I may choose the gentlemen of greatest merit.

Finally, any fit, young Subaltern wishing to fulfil the role as my Aide need only apply for the post to be accepted.

With my deepest and most humble thanks,
† Euriah Humble

PC will be hosting a party in weeks 2 & 3: SL 7+ welcome.

The Boozers and Bellringers invite ALL of Paris to enter the annual 'Paris has got Talent' contest in the Grand

Hall, Bothwell's Club in Week 1 of November 1663.

There will be a prize of 200 crowns to the best entrant judged by our special Guest panel of Theatre Critic Simone le Cowl, L'Editor Pevans and my old school teacher, Cheryl Ecole.

Your host will be B&B Chairman Quasi le Bossu who will make sure that, for those of you who need it, liberal quantities of 'Dutch Courage' will be available at his expense.

Please send your entry, detailing your act, to Le Editor by post for November 1663 (OOC: please give details of your act in your orders and I'll let Paul devise a way to decide the winner). Mistresses encouraged to attend and join in. No nudity and no big French Horns this year.

Personal

To Lt Col. Blanc,
I noticed your recruitment drive. Excellent plan! Should the status quo remain, I am considering taking the regiment out at some point, especially as we have been left off the deployment schedule. We should discuss this further. † Col. ILB

Primus: I asked to join to Cardinal's Guard.

Secundus: Did you get a reply?

Primus: Yes, here it is.

Secundus (reading): No, You Cant

Primus: And he can't spell neither!

Lord Percy Percy says, as leading reins are a fashionable mark of continuing childhood, Elf 'n' Safety is incredibly fashionable.

My less than esteemed Johnny Sais-Pas,

You find me today in a very bad mood. I hope that what there is of your honour left serves you well when I meet you next. Do words mean so little from one that wears a title with such disregard? I arranged my entire month around your soirée last month. I was turned away at the door and post this notice publicly so the people of Paris can understand why it is I seek satisfaction. The words you used in your poorly scrawled invitation read... and any member of Society who seeks good company... which any rational person (apparently this excludes you) would read as an open invitation. If you cannot return my time, effort, saintly patience and costs then I would ask for you to borrow my handkerchief to staunch your wound so that I might have a souvenir of our first and last meeting. As you are no fit man I will not even bring a sword. I can't imagine needing more than a slap to deal with you.

† Amant d'Au

Colonel Sir Ilk Lamore Bartat, Royal Marines

Sir,

Your letter reached me somewhat late but I have left instructions that the most suitable man (should anyone apply) be offered the post of my Adjutant. I therefore urge you to make a swift application and see what fate has in store for you.

However, as the former Colonel of the Royal Marines I sincerely hope that fate shines upon you.

Yours in honour,

† General Baron Ind, 1st Army

To M. le Sang

Mme. Crisp is truly a striking lady and for the sake of her honour we must cross swords. I hope that we may raise a glass together one day in the future.

Never let it be said that Quasi le Bossu is a small man. I accepted the challenge of Will de Biest and lost in a feat of arms. I hereby renounce formally my accusation that Mouton Rothschild was in any way involved in the murder of A Gnomeclencher and offer him my apologies for any harm my words caused him. God showed me the error of my ways at the end of a two-handed sword.

Boozers and Bellringers Membership List, November 1663

Honorary Life President: Earl Jacques Shitacks

Honorary Life Members: Count the Money Goes, Baron Carnate

Chairman: Quasi Le Bossu

Veteran Boozers: Ilk Lamore Bartat, Warren Peece, Will de Biest (reinstated)

Other Boozers: Sadly all seem to have expired at the front. Maybe hearty amounts of alcohol before battle is a bad idea. Seems like a job for Elf 'n' Safety but he is nowhere to be found. This means Memberships are available, see Quasi at the bar in Week 1 and sign up.

Lost your sheep? Why not walk round to the 13F headquarters where you can join in the communal love-in.

Nobles, Gentlemen, Commoners:

A wind of change is sweeping France but, like Hercules' cleaning of the Augean Stables, the broom cannot clean up the mess left by the previous incumbent of this office so quickly. There has been a mort of confusion as I have laboured long into the night but soon all will be settled and His Majesty will have a government to be proud of. Be patient! But rest assured your letters and communications will now be answered toute suit!

† COUNT D'OR, Minister of State

Young man,

You have now, almost certainly, lost any chance of joining the Queen's Own Carabiniers and taking advantage of Baron Dubeque's kind offer to fund your start in the regiment. Not only that, but your disgraceful behaviour recently means that he wouldn't accept you as even a lowly Private in your current state. You could have been a Captain in that esteemed regiment by now, my dear boy.

As to my other advice, I called in at Red Phillips today and discovered that you had not even applied to join. They, likewise, were quite clear that they would not have admitted you, had you applied, given your recent exploits.

You need to buck up your ideas, or you will wake up press ganged into His Majesty's Navy or worse—those footpads will do you once and for all. Where did I go wrong? Your brother is just the same, Sewel never would listen to reason either.

I will not continue to fund your debauched, laggardly lifestyle. Unless you find yourself a trade or a regiment

soon, you will find your stipend being paid directly to the Humble Paris Orphanage.

Your impatient father,

† Laiorf De Bours

(In a letter to his son Binet De Bours)

I make mistake last time and not put name on my press. I is Noelofsky Fornam Idya, but most peoples call me Noel. I from great city of Moskva and I come to Paris to see the sights and how it compare to Moskva. Now I just join regiment to fight for glories and monies so great-great-great-great grandchildren will talk abouts me. I look for other job in Paris too, perhaps as Aide or helper? Now I Captain, but maybe soon rise to glorious rank of Major. Simples, no?

† NFI

Simples? It's not cute, it's not funny, and it's not even immature

Poetry Corner

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

Climbing the ladder one rung at a time,
 Courting the ladies by speaking in rhyme,
 Looking out for adventure down each Paris street,
 Facing all dangers, not missing a beat,
 A life in the army is what I want most,
 So which gallant regiment has a spare post? † Yves Eau

There was a young man called Binet
 Who got into such terrible debt
 With his gambling so wild

At his companions he riled

Consoled only by a bawdy Brunette.

Recited by fellow bawdyhouse patrons

Points Arising

**Next deadline is
 Friday 3rd December 2010**

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 2 and is sent to a Frontier regiment

DC Devlin Carnate (Bruno Giordan) has NMR'd. Total now 1

HdC Herve d'Conde (Simon Burling) 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

RdS Roget de Saurus (Gerry Sutcliffe) has NMR'd. Total now 2 and is sent to a Frontier regiment

X1 (Timothy Hunt) has NMR'd. Total now 2 and is sent to a Frontier regiment

X2 (Austin Hayward) has NMR'd. Total now 3 and is sent to a Frontier regiment

AS (Nik Luker) has been floated at his request.

AV (Graeme Morris) has been floated at his request.

SdJ (Ray Vahey) has been floated at his request.

WP (Pam Udowiczenko) has been floated at her vrequest.

X8 (Geoff Bowers) has been floated at his request.

ZTMG (Gerald Udowiczenko) has been floated at his request.

X4 was removed as Barry Townsend didn't send any orders and his previous character dies of NMRs.

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

Euria Humble asks NPC Inspector General Cavalry to resign
Euria Humble asks NPC Inspector General Infntry to resign
Pierre LeFart applies for Brigadier of 2nd Foot Brigade

Pierre LeFart applies for Minister without Portflio
Tomas le Matelot asks NPC Division Commander of Cavalry Division to resign
Tomas le Matelot applies for Division Commander of Cavalry Division

Duels

Results of September's duels:

Jean Laissez Faire didn't turn up to fight Richard Shapmes and lost SPs.

Pierre le Sang (gains 1 Exp) beat Antoine Le Picnique.

Quasi Le Bossu (gains 1 Exp) beat Tomas le Matelot.

Willem de Biest (with MR & PIS, gains 1 Exp) killed his enemy Antoine Dubeque.

Mouton Rothschild (gains 1 Exp) beat his enemy Connor McKnight.

Luc Bacquards (with MM, gains 1 Exp) killed his enemy Mouton Rothschild.

Gar de Lieu (gains 1 Exp) beat Pierre Cardigan.

Grudges to be settled next month:

Ali Vouzon (Rapier) has cause with Connor McKnight (Sabre, Seconds ROS) for pinching Emma.

Gaz Moutarde (Foil, adv.) has cause with Pas de Tout (Sabre, 3 rests) as he tried to court Ada.

Indie Spencible (Rapier, Seconds EM2) and Pierre Cardigan (Sabre, Seconds SdJ) have mutual cause as neither stood down over Fifi.

Indie Spencible (Rapier, Seconds EM2, adv.) and Pierre LeFart (Rapier, 3 rests) have mutual cause as neither stood down over Fifi.

Indie Spencible (Rapier, Seconds EM2, adv.) and Quasi Le Bossu (Sabre, Seconds ZTMG & AdL) have mutual cause as neither stood down over Fifi.

Pierre Cardigan (Sabre, Seconds SdJ, adv.) and Pierre LeFart (Rapier, 3 rests) have mutual cause as neither stood down over Fifi.

Pierre Cardigan (Sabre, Seconds SdJ, adv.) and Quasi Le Bossu (Sabre, Seconds ZTMG & AdL) have

mutual cause as neither stood down over Fifi.

Pierre LeFart (Rapier, 2 rests) and Quasi Le Bossu (Sabre, Seconds ZTMG & AdL, adv.) have mutual cause as neither stood down over Fifi.

Devlin Carnate (Rapier, Seconds GI, adv.) has cause with Amant d'Au (Dagger, 3 rests) for pinching Angelina.

Tomas le Matelot (Sabre, Seconds SdJ, adv.) and Yves Vrai Bretheauteque (Foil, 3 rests) have mutual cause as neither stood down over Jacky.

Arnaud Surfinmaise (Rapier, adv.) has cause with Luc Bacquards (Sabre,

Seconds MM, 1 rests) for pinching Belle.

Swender de Jewel (Sabre, Seconds RdO & PC, 1 rests) has cause with Indie Spencible (Rapier, Seconds EM2, adv.) for pinching Jacky.

"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

Andrew Burgess gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 2; EC 3 (X1).

Keith Bristow gets the First son of an Impoverished Gentleman: Init SL 5; Cash 44; MA 3; EC 4 (X3).

Timothy Hunt gets the Orphaned First son of a very wealthy Baron: Init SL 11; Cash 5825; MA 4; EC 4 (X4).

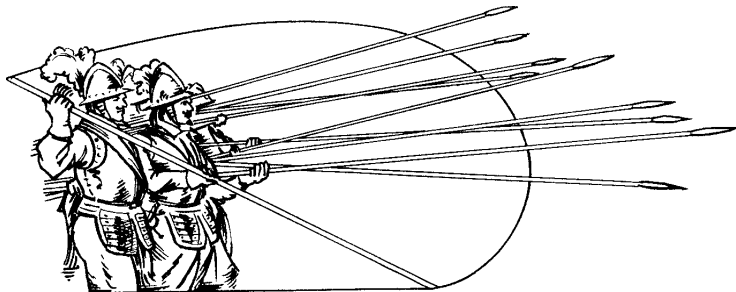
Tables

Other Appointments

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

Army Organisation and next year's Summer Deployment

First Army (Siege)	GI/IdG/ILB/_
First Division (Assault)	JSP/_/_
Guards Brigade (Assault) – RFG CG KM	
RNHB Regiment (Assault)	
Second Division (Siege)	SdJ/N/3B
2nd Foot Brigade (Siege) – 13F 53F	
3rd Foot Brigade (Siege) – 27M 4A	
4th Foot Brigade (Siege) – 69A Gscn	
Second Army (Defence)	_/_/N6/N
Cavalry Division (Defence)	N1/N/N4
Heavy Brigade (Defence) – ALC CPC	
Dragoon Brigade (Defence) – GDMD PLLD	
Frontier Division (Defence)	QLB/N/N3
Frontier Regiments (Defence)	
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	



Frontier Regiments

(Defence for Sept-Nov)

Colonel	F1 N3	F2 N4	F3 N5	F4 N6	RNHB N9
Attached	RdS		JLF	X2 BdM	

Also at the Front

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

Battle Results

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

Brigade Positions

Guards Brigade	EM2/N/RS
Horse Guards Brigade	__/_/CMK
Heavy Brigade	N6/LB/N4
Dragoon Brigade	N4/N/N2
First Foot Brigade	N1/N/__
Second Foot Brigade	N1/N/N2
Third Foot Brigade	N5/N/N3
Fourth Foot Brigade	N5/N/N3

Entries as Army Organisation Table

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	GI
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	GdLi
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	RS
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		TIM
11	Laura de Land	13		
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	
27	Lucy Fur	13	B	ILB
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	WdB
28	Vera Cruz	12		JdG
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	CMK
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	ALP
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	AdL
32	Sal Munella	8	W	NFI
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	UXB
34	Freda de Ath	7	W	EdM
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	LB
13	Josephine Buonoparte	6	I/W	JB
24	Violet Bott	6	I/W	YE
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	

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

Regiments Organisation

[illegible]

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
ZTMG	Count Zachary The Money Goes	26	75	Rich	B.Bdr-General KM	17	Flr	4	Gerald Udowiczzenko
RdO	Count Revaulvin d'Or	25	60	Withy	General/State Min.	13	Flr	4	Jerry Spencer
JS	Viscount Jacques Shitacks	24	59	Rich	General/Chancellor	3	Madelaine	4	David Olliver
DC	Baron Devlin Carnate	23	49	Withy	B.General	7	Flr	2	Bruno Giordan
GdLi	Marquis Gar de Lieu	23+	73	Comfy	Fld Marshal	4	Flr	4	Bill Hay
Gi	Baron Gustav Ind	21	65	Withy	B.General/1st Army Commndr	9	Flr	5	Ashley Casey
EH	Viscount Euria Humble	21+	76	Poor	Bdr-General/War Minister	15	Flr	5	Matthew Wale
BdM	Viscount Beppe de Marko	19	F	Flthy	Bdr-General	17	Flr	2	Mark Moores
IS	Viscount Indie Spencible	19+	60	Rich	B.Bdr-General RFG/Justice Min.	9	Both	1	Charles Burrows
RdS	Marquis Roget de Saurus	18	F	Withy	Lt.Colonel RFG	11	Both	2	Gerry Sutcliff
BdO	Sir Benedict d'Over	17	36	Rich	Lt.Colonel KM	9	Ophelia	4	Mark Stretch
HdC	Marquis Herve d'Conde	16	29	Withy	B.General	14	Both	4	Simon Burling
EM2	Marquis Egon Mad 2	16+	67	Withy	Bdr-General/Gds Brigadier	6	Both	2	Tym Norris
JdG	Baron Jacques de Gain	16+	59	Withy	Major KM/Gen's Aide (1st Army)	10	Vera	4	Ben Brown
SdJ	Sir Swender de Jewel	15	43	Withy	B.Lt-General/2nd Div Commandr	7	Both	1	Ray Vahey
JSP	Marquis Johnny Sais-Pas	15	42	Withy	B.Lt-General/1st Div Commandr	10	Bess	4	Mike Bird
QLB	Quasi Le Bossu	14	30	OK	B.Lt-General/Fntr Div Commandr	7	Both	6	Mark Cowper
PC	Sir Pierre Cardigan	14	28	Withy	B.General	9	Flr	4	Matt Shepherd
JLF	Baron Jean Laissez Faire	14	F	Withy	B.Bdr-General CG	2	Both	3	Filipe Silva
YVB	Sir Yves Vrai Bretheauteque	13	17	Comfy	Lt-General	4	Hunt	1	Chris Boote
AD	Baron Antoine Dubeque	13	RIP						Andrew Burgess
ILB	Sir Ilk Lamore Bartat	13+	43	Comfy	Colonel RM/1st Army Adjutnt	6	Lucy	6	Andrew Kendall
TIM	Baron Tomas le Matelot	12	27	Withy	B.Lt-General	8	Alison	4	Tim Skinner
MR	Mouton Rothschild	12	RIP						Keith Bristow
RS	Richard Shapmes	12+	51	Withy	Major RFG/Gds Brigade Maj.	7	Frances	4	Charles Popp
PLF	Sir Pierre LeFart	12+	46	Withy	B.Bdr-General 13F	7	Hunt	3	Olaf Schmidt
WdB	Sir Willem de Biest	12+	37	Comfy	Lt.Colonel DG	7	Henrietta	6	Tim Macaire
CMK	Sir Connor McKnight	11	23	Comfy	Major QOC/HGds Brigade Maj.	3	Emma	5	Graeme Wilson
WP	Sir Warren Peece	10	11	Withy	Colonel 27M	6	Hunt	2	Pam Udowiczzenko

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
AV	Ali Vouzon	8	8	Comfy	Major 13F	4	F&P	1	Graeme Morris
JB	Jacques Blanc	8+	34	Comfy	Lt.Colonel RM/2nd Div Adjutant	3	Josephine	4	Dominic Howlett
UXB	Uther Xavier-Beauregard	7	23	OK	Colonel PLLD	5	Mary	3	Pete Card
AdL	Armand de Luce	7	23	Poor	Lt.Colonel GDMD	4	Jenny	2	Francesca Weal
LB	Luc Bacquards	7+	33	OK	Captain QOC/Bdr's Aide (Hvy Bde)	2	Belle	2	Colin Parfitt
PLS	Pierre le Sang	6+	32	Poor	Lt.Colonel 53F	5	F&P	4	Bill Howell
ROS	Rick O'Shea	6+	22	OK	Major RM	3	RP	6	Paul Wilson
NFI	Noel Fornam Idya	5	16	Poor	Captain 4A	1	Sal	4	Martin Jennings
MM	Michel Marteau	5	16	OK	Subaltern QOC	1	RP	1	Neil Packer
ASlp	Arthur Sleep	5	15	Poor	Subaltern QOC	2	F&P	3	David Williams
X8		5	0	OK		2		2	Geoff Bowers
CRV	Charles Rabbit-Vacuum	5+	23	Poor	Major PLLD	3	RP	5	Mike Dommett
YE	Yves Eau	5+	18	Poor		2	Violet	4	Justin Key
PdA	Poisson d'Arbre	5+	16	Poor	Captain 53F/53F Regt. Adjt.	2	RP	5	Mark Wright
ALP	Antoine Le Picnique	4	12	OK		1	Di	2	Sean Kavanagh
AdA	Amant d'Au	4	12	OK	Captain RM	3		5	David Brister
EdM	Eric de Miabelle	4	11	Poor	Private QOC	5	Freda	3	Pete Holland
PdT	Pas de Tout	4+	25	Poor	Captain PLLD/PLLD Regt. Adjt.	6	RP	3	Emrys Hopkins
GM	Gaz Moutarde	3	10	Poor		3	RP	2	Mike Dyer
AS	Arnaud Surfinmaise	3	5	Poor		5		5	Nik Luker
X4		3	RIP						Barry Townsend
DG	Dan Gleables	2-	1	Poor		6		3	Rob Lee
X1		2	RIP						Timothy Hunt
BdB	Binet de Bours	1-	1	Poor		2		2	Mark Booth
X2		1	F	Poor		5		4	Austin Hayward

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+