

That would be enough

This has been issue 130 of To Win Just Once, published 11th December 2012. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2012

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike Dommett by 28th December.
Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Friday 4th January 2013.

(Next deadlines: 1st/8th February, 8th/15th March, 12th/19th April)

Subscriptions

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a PDF). You can buy or subscribe online or as below.

If you want to play in any (or all) of the games in *TWJO*, you have two options. You can subscribe to the paper edition, which includes the games. Or you can take the PDF edition and pay the “games only” subscription.

This table shows the costs for the paper edition, including postage (& VAT), depending on where you live.

Paper edition	UK	Europe	World
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1-year subscription	£28.50	£40.00	£50.00

The table on the right shows the games only subscription (including VAT).

Games only	
Per game turn	£0.65
1-year subscription	£6.50

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Games played

En Garde! new players are always welcome in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engarde.co.uk

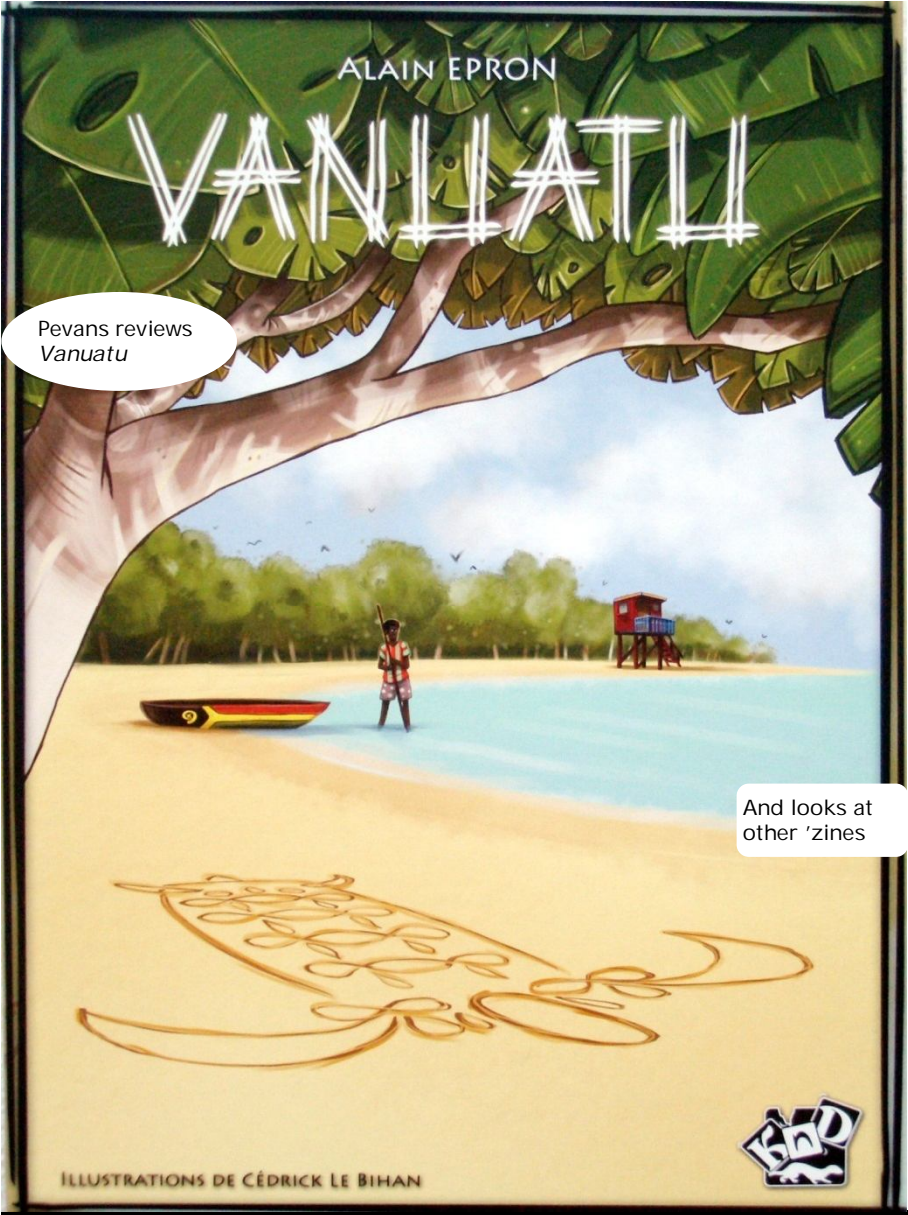
Railway Rivals Anyone for the next game? Working map and rules provided.

Star Trader A new game started recently. Mateusz Ochman is waiting for the next one: anyone else? Rules provided.

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To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)



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Contents

Chatter	3
Letters.....	3
'Zine Scene.....	4
Desert Islands Game.....	6
Pevans reviews <i>Vanuatu</i>	6
Games Events.....	11
Credits	12
Kingsley Halt	13
<i>Railway Rivals</i> game 9 – Turn 5	13
The Bonking Game	14
Turn 3	14
The Light that Failed	16
<i>Star Trader</i> game 6 – Turn 3.....	16
Press	17
Corporation Table	18
News	18
GM Notes.....	18
Star System Map.....	19
Les Petites Bêtes Soyeuses 258	20
August 1665.....	20
Press	24
Announcements.....	24
Despatches from the Front	24
Social	24
Personal.....	25
Points Arising.....	26
Announcements.....	27
Applications.....	30
Duels.....	30
New Characters.....	31
Tables.....	31
Other Appointments	31
Army Organisation and 1666's summer Deployment	31
Brigade Positions	32
Frontier Regiments.....	32
Battle Results.....	32
Regiments.....	33
Femmes Fatales	33
The Greasy Pole	34
That would be enough	36



Chatter

First off, a very merry Christmas and a Happy New Year to all!

I must apologise to those of you who get *TWJO* on paper as it seems there were printing problems with some copies of last issue. Unfortunately, I didn't spot them until after I'd posted everything. I've replaced a number of copies where whole pages were in the wrong place. It seems there were also some issue with the colour printing. New toner cartridges are in place for this issue and I'll keep a careful eye on the quality of the pictures.

This issue is likely to be a bit thinner than usual. Work has been keeping me busy, which restricts the time I have available to write. I plan to do some writing over the Christmas break, so expect next issue to be back to normal.

I haven't mentioned the building work at the end of the road for a while. (To recap: what used to be RAF West Ruislip – latterly used by US forces as a school with many open, grassed areas – was sold off for development and is having 600+ dwellings built on it.) Having initially built short terraces and detached houses (though only separated by about 4 feet) along the roads, the builders are now filling in the areas behind.

This means that the construction work is now largely hidden, with just the odd vehicle lumbering up and down the road. It also means that the open areas are fast disappearing – the baseball diamond went several months ago. Having said that, the development seems reasonably tasteful despite the way the houses are packed in. Some open areas are being left, as are most of the trees.

The most disconcerting thing is the way that the new roads, providing access to the newest houses, are all gated. I hadn't realised this was such a rough area!

Despite all the building work, there's still one part of the former base that's not been touched yet. There are some flats in the corner of this bit – next to (but without access to) the tube station – but the rest is just a wasteland at the moment. No doubt it'll see some action once the rest is complete.

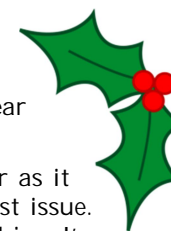
TWJO online

Issue 129 was downloaded 188 times in November. There were 43 downloads of *TWJO* 128 in November, making 223 over two months. And number 127 had 36 downloads to make 259 since publication.

Letters

Andrew Burgess follows up Jonathan Palfrey's drinks correspondence.

About 18 months ago I asked my parents for a bottle of Green Chartreuse for a birthday present. It may be "commonly available" in Uxbridge, but after trying 12 different shops in Southend-on-sea, they gave me the challenge. 6 failures on my



own part (which I expected as I knew I had not seen any readily available), and eventually I ended up ordering it via the Internet. The £5 p&p charge would have worked out as an extremely good deal compared to all of the petrol used (and time) in searching for the stuff if we had started there. Perhaps that could be your next all-reader game: where can you buy Green Chartreuse off the shelf?

First off, Andrew, it was Jonathan claiming that green Chartreuse was commonly available and he lives in Spain! However, I think you pose an interesting challenge for *TWJO* readers. Okay gang: who can find green Chartreuse in a shop near them? (Spanish residents need not take part!)

'Zine Scene

Time for an update of the 'zines I see. Back in the early Eighties, when I first got into postal games, there were a lot of 'zines around. They generally ran games of *Diplomacy*, *Railway Rivals* and *En Gardel*, but many of them branched out into other things. Nowadays the internet has pretty much taken over (not least because it's quicker and generally first with the news), but there are still a few 'zines left.

Counter is, of course, **the** board games review magazine. It appears quarterly as an A5 booklet – there were 80 pages in the September 2012 issue, number 58. It is packed full of text, text and more text: reviews of and comments on board games in some depth from a range of British and American writers. If you have any interest in board games, you should be reading this.

The shock news recently was that the editorial/production team (Stuart Dagger and Alan How plus the other co-founder, Mike Clifford) will be retiring next year. However, it looks like a new team will be taking over to continue *Counter* after its fifteenth anniversary. An annual subscription (in the UK) costs £14 from Alan How, 3 Lynsted Close, Bromley BR1 3UE. Payment can also be made by Paypal (contact Alan at alan.how@which.net for details) and subscriptions for North America can be bought through Funagain (www.funagain.com).

Colin Bruce's *Fury of the Northmen* has now reached 14 issues, running games of Chess, *Britannia* and *Diplomacy*. The first year has featured Colin's report of his sightseeing trip to New Zealand, visiting the locations of *The Lord of the Rings* films. This may not sound exciting, but I found it very enjoyable.

Fury of the Northmen costs £15 for a 10-issue sub and is available from Colin Bruce, 30 Almoners' Avenue, Cambridge CB1 8PA. You can also contact Colin at furyofthenorthmen@btopenworld.com.

Games Gazette, written (mostly) and edited by Chris Baylis, is the other games review 'zine that isn't *Counter*. The latest issue is 189, Nov-Dec 2012, and Chris covers *Conquest of Planet Earth*, *The Current Number of the Beast*, *Mare Balticum*, *Nippon Rails*, *Snake Oil*, *Star Trek Catan*, *Urbania* and *Zombies!!!*. And that's just the board games. Chris also covers wargames, role-playing and

computer games. There's an awful lot in these 36 A5 pages – okay, it's not in any great depth, but Chris gets his views across.

Games Gazette costs £2.25/issue and subscriptions are available from Chris Baylis, 86 Ashingdon Road, Rochford SS4 1RE or online at the website, www.gamesgazette.co.uk. Or e-mail chris@gamesgazette.co.uk.

Queen's Lane Advertiser is a bit of an odd-ball – even among the rest of this list! Edited by Jeremy Tullett, it is essentially a list of coming board games conventions in the UK and is free. In addition, Jeremy reports from the conventions he attends and gives the results of games tournaments. David Norman co-ordinates the listings and is the man to contact if you want to get your own copy or want to make sure your event is included: e-mail david@ellought.demon.co.uk.

I'm pleased to report that Neil Duncan's *The Cunning Plan* (now up to issue 193) has survived Neil's redundancy – it's been interesting to read his continuing account of the several ways he now earns a living. The big feature of *TCP* (apart from Neil's own contributions) is the lively letters column featuring several splenetic correspondents. Then there are a few games of *Diplomacy* and variants.

TCP costs 80p an issue (inc postage) from Neil Duncan, 25 Sarum Hill, Basingstoke RG21 8SS or e-mail him at issuepunkzine@hotmail.co.uk (guess what one of Neil's other interests is...).

Howard Bishop's *The Tangerine Terror* is a classic postal games 'zine – apart from the vivid orange cover, which is all his own. It is stuffed full of games reports – correspondence versions of board games and others of Howard's own devising (the latest is postal *Pointless!*) – in small print crammed onto the page. It is leavened with Howard's own observations on life, the universe and, well, everything. The only drawback is its intermittent appearance – the latest issue I have is number 59 and the next is due now-ish.

The Tangerine Terror is £1/issue to the UK and Europe, £1.75/issue elsewhere from Howard Bishop, 43 Guinions Road, High Wycombe HP13 &NT or e-mail latics@globalnet.co.uk.

Finally, all the way from Aus comes Brad Martin's *Western Front*. Brad's main interest seems to be history and particularly military history. Thus, issue 125 of *Western Front* starts with a run-down of recent board games, particularly wargames. There then follows a series of articles, mostly cast as dialogues between several participants and covering the protests in Bahrain, anti-austerity protests in Spain and Australia's mineral resources tax.

There's a fiendish Military History Quiz and then lots of games: currently *Empires of the Middle Ages*, *Britannia*, *Railway Rivals*, *Settlers of Catan*, *Montgolfiere*, *Stellar Conquest* and even *Lords of the Sierra Madre* with waiting lists for more (including *Diplomacy*). On top of the games run in the 'zine,

subscribers play on a number of websites that host on-line versions of board games. Phew! *Western Front* is like a little hobby all on its own.

My only quibble about *Western Front* is that it's delivered as a Word document, so the formatting can be a bit off (for example, the title of an article may end up at the bottom of a page with the article itself starting on the following page). To take a look for yourself, drop Brad a line at westfront@westnet.com.au

Desert Island Game

Pevans reviews *Vanuatu*

Vanuatu rather snuck up on me – I missed it at Spiel last year, so I was pleased to make its acquaintance when it arrived on the table. The title is, of course, the name of an island nation in the Pacific. Vanuatu is an archipelago of volcanic islands and the game is played on large, hexagonal tiles showing islands and the intervening ocean. The tiles go onto a grid, the central section of the board, with other elements of the game printed around this.

The game starts with one island and two sea tiles on the grid. As the starting island, this has all the features that appear, in varying numbers and mixtures, on the islands. To begin with, there may be wooden cubes in up to three different colours, representing the goods produced in Vanuatu. One of the actions players can take is to buy a cube (for cash) and place it on a ship (for export) to gain



Starting a game: Red's already built a stall

victory points. There are, of course, some restrictions around this. First, as with many of the actions, players must have their ship adjacent to the island they buy the cube from.

To get victory points for a cube, there has to be a space for it on one of the ships in the 'Chamber of Foreign Trade' section of the board. The different goods cost different amounts and, the more expensive the good, the more points it's worth. There's also a bonus for the player who adds the last cube to a ship. This leads to a bit of cat and mouse as players try not to put a second-to-last cube on a ship. At the end of the round, full ship cards are removed and new ones drawn.

Next, spaces on the island show where players can build a 'stall', placing one of their house-shaped wooden pieces. This costs money and the player must have their ship adjacent to the island. Stalls are needed for some other actions and will usually score points at the end of the game.

Each island has an icon that indicates the maximum number of tourists it can hold. Tourist pawns appear (at the 'Tourism Office' on the board) at the start of each round, according to a randomly drawn tile. Another action for players is to move a tourist to an island (that their ship is adjacent to, of course). This gives them some cash, according to the number of stalls on the island. The number of tourist pawns on an island is also the points scored by players for each of their stalls on that island at the end of the game.

Finally, islands may have little turtle icons. Players can score a few victory points by taking the action to 'draw' a turtle on the beach (it's a tourist attraction, apparently). They place a black disc over the icon and score the points. A track around the board is used to track victory points scored as the game goes on. A lot of points can be scored at the end of the game, so this isn't necessarily an indicator of who's winning.

There are only two icons that can appear on sea tiles: fish and treasure. When the tile is placed, small wooden discs are added according to the numbers on any icons (in rather small print). Two more actions available to players are then to fish or to dive for treasure – if their ship is on a tile with a disc of the right sort. They take a cardboard chit showing the value of their fish or treasure (equal to the number of those discs on the tile – that is, if there are three fish discs, the first tile is worth 3; there are then 2 discs, so the next fishing action will get a 2 chit and so on).

Fish can be sold (another action) if the player's ship is next to an island where they have a stall. The selling price for fish is shown by a track on the board. It starts at the top each round and drops by one each time a player sells fish. Selling fish is thus the best way of getting money and can be very valuable. Treasure can be used as money, too: one cash for each point on the chit. However, if held until the end, it is worth double its value in victory points – leftover cash only scores one point for every three vatus (the Vanuatu currency).



The full view of the board

You'll have noticed from the preceding that the position of your ship is important. Thus another action is to move your ship. You can move up to three (sea) tiles at a cost of 1 vatu each. As the game goes on, more tiles are laid, the playing area expands and you will need two rounds to move across the board. This makes positioning important as it can take at least two actions, in separate rounds, to cross the board if you're stuck on the wrong side.

Players' final action is to 'rest': kick back and enjoy a cocktail! Players who rest get a chip of their choice from the set of four available. Well, the first player to rest gets a choice of four, the next chooses from three and so on. The usual choice is to take the chip that makes you first player next round (on the last turn it's worth 3 points). Second choice is usually the one that provides one cash and one point. The other two are worth a point and one cash, respectively. The chips take effect at the end of the round.

That's a total of nine different actions available. Some of these provide victory points, others provide the cash needed to carry out the other actions and some are about getting into position to do things. However, players do not have a free choice of which actions they take. At the start of each round there is a clever sort-of-auction between the players for the actions they want. Even then, they may not get to use all the actions they've bid for.

Across the top of the board is a row of nine spaces, one for each action. Players have five bidding markers (stubby wooden cylinders). In turn order, each player

places two markers (on one or two spaces). Then they place another two each and, finally, their last marker. Once that's done, players start taking actions, in turn order. However, you can only take an action where you have the top bid. Ties are broken in turn order. That is, if two players have the same number of markers in a box, the player who's ahead in turn order has the better bid and may take the action.

When you take an action, you remove your markers and carry out whatever the action lets you do, paying any costs and receiving any rewards. If you can't meet the requirements of the action, you don't get to do it. Similarly, if you are not top in any action, you have to remove your marker(s) from a box and do nothing. Once you've removed your marker(s), the player who now has the highest bid for that action can take it in their turn.

This is a clever little game on its own. You may have five action markers, but you can't expect to get five actions in a round. Hence, it is worth putting multiple markers into boxes – especially if this gets you the action ahead of others. The other thing this underlines is the importance of turn order. Being first is the tie-breaker when taking actions, but it also means you have to commit yourself first in the bidding. Being last means you get to place the last bid. To be sure of out-bidding you, another player has to place all their markers in one box, which means you don't need to. However, you lose all the ties when taking actions and you can get shut out.

This ingenious mechanism is clearly the heart of the game. You must be in a position to get the actions you need. This may mean getting the Rest action first to be able to be first in turn order next turn. It's not just the bidding at the start of the round, either. If you need to move your ship before you can take your 'Fish' action, you can be stymied by other players who've outbid you to move. They can delay their moves, forcing you to take the Fish action first and waste it. This is really clever stuff.

And it's not over yet. There is one other major element of the game: the character cards. Each of these gives the holder some bonus or special advantage. At the start of each round, players choose a character for that round. Only when they've chosen do they return the character they had in the previous round. Obviously, this stops players having the same character two turns in a row. However, it also means that you want to be next in turn order after the player who's currently holding the character you're after!

The characters can be very useful, particularly if you can get one that helps with what you're planning to do this round. For example, if you're looking to sail your ship, the Navigator lets you do so for free. The only issue with the characters is that they can be very powerful and potentially unbalance the game. The obvious danger is the Buyer. This gives a second cube (of the same colour) when taking a good from an island. Do this with the most valuable colour and it's worth a decent number of points – even more if you fill a ship and get this bonus as well.

Personally, I think that the characters add a lot to the game and I would always include them. However, for those of the opposite opinion, *Vanuatu* can be played without using the character cards. Tellingly, this is the way it was played in the EuropeMasters tournament in October (at Spiel). EuropeMasters take their games seriously!



Vanuatu on display at EuropeMasters

What I haven't mentioned yet is how additional tiles get onto the board. This is another advantage of being first player in the round: you place the tiles. There are always two tiles to play: one may be an island, the other – or both – will be sea. Clearly, you want to place the tiles where they'll do you most good – particularly if the other players' ships are over the other side of the board! However, the rules on placing tiles restrict just where you can put them.

There is one last wrinkle to the game. Players' money is recorded on a track with a marker. If that marker reaches or passes 10, the player loses 10 cash and gains 5 victory points. Excellent, you may think: that's a better exchange rate than at the end of the game. However, the problem is when you have exactly 10 cash. Suddenly you have no money, which really restricts the actions you can take. The rule feels a bit artificial, which I don't usually like, but in this case it gives players another thing to think about – and is entertaining.

The game ends after 8 turns (the island/sea tiles keep track of this). Players sell any fish they still hold, convert their remaining cash to victory points and score for any treasure they hold, their stalls and the first player chip. The player with the most points wins, of course.

The bottom line is that *Vanuatu* is a game where turn order is crucial. It's not just about getting to be first player, it's about where you are in the turn order. The bidding mechanism at the start of each round is brilliant and gives players some crucial decisions to make every turn.

My initial impression was that *Vanuatu* was relatively lightweight, but I quickly changed my mind the first time I played. There is a lot to think about and the game offers plenty of tactical and strategic opportunities. This means there's

plenty of re-play value as well. I have hugely enjoyed my first few games and look forward to playing it a lot more.

Vanuatu was designed by Alain Epron and published (in France) by Krok Nik Douil. It is a strategy board game for 3-5 players, aged 12+ and takes 1½-2 hours to play. It gets 9/10 on my highly subjective scale.

Games Events

The New Year begins with winter Stabcon: 4th-6th January 2013 at the Britannia Hotel in Stockport (Dialstone Lane, Offerton, Stockport, SK2 6AG). The con is a terrific mix of board games, role-playing, CCGs, wargames and anything else. It's been a few years since I attended, but it was always good fun and doesn't seem to have changed much. For more information, see the stabconinfo Yahoo! group (<http://games.groups.yahoo.com/group/stabconinfo>) or drop a line to bookings@stabcon.org.uk

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, usually upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). Board games and very occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as some good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station. An excellent afternoon.

UK Games Expo: the last weekend in May 2013 at the new venue of the Hilton Metropole at the NEC. 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 open gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 19th-21st October 2013, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.internationalespieltage.de.

MidCon: November 2013 at the Hallmark Hotel in Derby – the new venue for this long-running event from 2011. MidCon is a friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

For more extensive information on UK board games events, try the following.

The Labyrinth: <http://homepage.ntlworld.com/the-labyrinth/games/>

The Queen's Lane Advertiser: <http://www.boardgamers.org.uk/qla.php>

Credits

To Win Just Once issue 130 was written and edited by Pevans. The LPBS masthead (page 20) is by Lee Brimmicombe-Wood, as are the drawings on pages 13, 16 and 17. The illustrations on pages 21 and 22 are by Nik Lker. Game artwork is reproduced by courtesy of the publisher. Photographs were taken by Pevans (P) and Mike (M) and Pevans played with Photoshop. © Paul Evans, 2012

Games from Pevans

Mail order board and card games in the UK

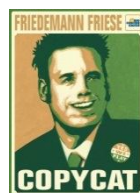


More from Essen

Copycat

Friedemann Friese's latest is all about politics – with his usual sense of humour. Its name comes from Friedemann's use of some mechanisms made famous by other designers.

For 2-4 players, aged 12+, playing time 95 minutes: **£35.00**



Ginkgopolis

A clever game of building an ecologically friendly city. Players expand the city horizontally and/or vertically, trying to make districts of a particular type while avoiding giving too many points to their opponents.

For 1-5 players, aged 10+, playing time 45 minutes: **£40.00**



Urbania

Another game of city building – or, in this case re-developing the city. Players construct new cityscapes on top of the old, looking to gain the most prestige from the new and renewed buildings.

For 2-5 players, aged 10+, playing time 45 minutes: **£25.00**

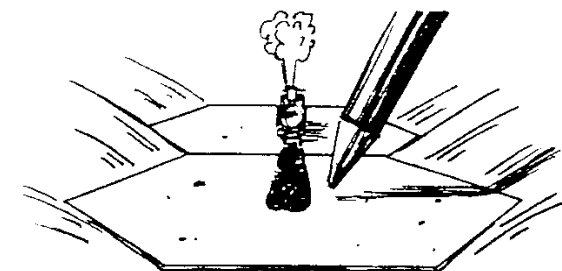


Online at www.pevans.co.uk/Games/new.html

Kingsley Halt

Railway Rivals game 9 – Turn 5

The North British Railway Company extended further north through Aberdeen and then built west along the Moray Firth, reaching Elgin. Premier Football is Best built across the Hills to Dumfries. They were beaten to the town by McJacobahn, who had built along the north of the Solway Firth from Wigtown. Wishie-washie Coldness Railways beat the North British to Elgin (just) and then built west towards Inverness.



Builds

McJacobahn – Mark Cowper (Blue)

(D12) – E12 – D13 – D14 – E15 – F15
(F15) – F16 – E17 – Castle Douglas –
D18 – E19 (+6)
(E19) – F19 – Dumfries – F21 – E22 –
E23 – E24 (+6, +3 from PFB)
POINTS: 71 +15 = **86**

Weeshie-Washie & Coldness Railway – Thomas Kok (Black)

(N55) – O56 – Aviemore – Q57 – R57 –
R58 (+6)
(R58) – S59 – T59 – U59 – V58 – W59
(W59) – X59 – X60 – Elgin; V58 –
Forres – W57 – W56 (+12)
POINTS: 62 +18 = **80**

GM Notes

Leapfrogs used: None.

Dice rolls for the next turn are: **4, 6, 5**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 28th December 2012

North British Railway Company – Jonathan Palfrey (Green)

(P71) – Aberdeen – Q70 – T68 (+6)
(T68) – U69 – Banff – X66 (+6)
(X66) – Elgin; (Q70) – P69
POINTS: 60 +12 = **72**

Premiership Football is Best – Gerald Udowiczenko (Red)

(M16) – L16; (X14) – X13 – W13
(L16) – K17 – K18 – J18
(J18) – I19 – H19 – G20 – Dumfries –
F21 – E22 (3 to JACOB)
POINTS: 37 -3 = **34**

The Bonking Game

Turn 3

Howard Bishop has an interesting approach. He bonks "Alan Tabor, because the Udowiczenkos are going to attract all the attention next time and Alan will sneak under the radar." No-one else follows his reasoning, while himself Al bonks "Brad Martin because he has two first names." However, the Udowiczenkos (Udowiczenkoes?) do attract some attention. Matt Wale bonks Pam "as I rolled a D57 and her number (54) came up." Ray Vahey nominates Gerald "for managing to make it this far without getting bonked." Mike Dommett reckons it "has to be Gerald Udowiczenko – using my special low numbered bonking pole."

Colin Bruce opts for "Neil Packer: Kerry Packer's love child can't expect anyone to cut him any slack – Cricket fans have long memories." The funny thing is that Neil **is** a cricket fan! Colin's bonk is enough to tip him and his self-bonks over the edge and Neil is out.

Andrew Burgess's target is "David Williams for being a disappointment to lovers of British comedy: he is neither Kenneth Williams nor David Walliams, so he needs to be bonked." David is also noticed by Nik Luker: "surely not the same bloke I once worked with at Esso Research? Owned a Mini with a Union Jack spray job? Ah well, bonk him for old time's sake anyway. Two bonks and two self-bonks and David is out as well."

Colin Cowper has a game-related reason: "Martin Jennings for getting his character killed." Seems harsh. Andrew Kendall suggests "Martin Jennings - for being bottom of the first column." A self-bonk means the man from Switzerland is on the edge, but just survives. Mark Cowper bonks "Colin Cowper – as there can only be 'one' of us."

Mike Dyer bonks "Alex Everard... for showing off." Pam Udowiczenko agrees on the target, but not the reason: "Alex Everard because he's got two zeroes. Alex picks on John Boardman "because I once knew an accountant called Mr Boardman." And the veteran 'zine editor is out as this adds to his three self-bonks to date.

A long-standing grudge is revealed by Bill Hay: "Chris Baylis for renaming Searws to Games Gazette." Wow! That was a while ago. But he's not the only one with a long memory. "Chris Boote for beating me at Thunderbirds twenty years ago," says Tim Macaire. Mr Baylis responds: "I was going to bonk back on Graeme but, seeing as he thought I was 16 way back in the days of TSR at the Mill, I shall instead aim my bonk by separating the names into groups and rolling dice to determine group and then more dice to determine the name... Mike Dommett wins! Definitely found a sustainable logical method now." I agree: bonk Mike!

Rohan Keane opts for "Ben Brown (A suspiciously foreign sounding name)." Ben's self-bonks mean he is the fourth to go out this turn. Graeme Morris nominates "Paul Wilson simply for being quietly unnoticed at the end of the list." Paul himself "will close his eyes and point at Bob Parkins as his target." Which makes Bob the fifth victim of the turn.

Despite being out of the game, Pete Holland chips in: "Who is responsible for deciding to run the bonking game immediately after my GWH victory, thus making me an obvious first turn bonk? Whose reminder urges me to not forget the bonking game, even though I am bonked out and supposedly not eligible to bonk? Who considers he can get away with this because he thinks he has some kind of immunity? I bonk Paul Evans! ...and I appeal to all other disenfranchised bonkers to join the cause!" That'll be you and Matt Shepherd, then. Subversives!

This turn's scores

Player	Self	Total
Martin Adamson	3	3
Paul Appleby	3	3
Alex Ballestin	3	3
Chris Baylis	0	1
Mike Bird	3	3
Howard Bishop	0	0
John Boardman	3	4
Chris Boote	2	3
Mark Booth	2	2
Geoff Bowers	3	3
David Brister	3	3
Derek Brister	3	3
Ben Brown	3	4
Colin Bruce	1	1
Andrew Burgess	1	1
Charles Burrows	2	2
Pete Card	2	2
Carl Chambers	3	3
Colin Cowper	1	2
Mark Cowper	1	1
Mike Dommett	0	1
Neil Duncan	1	1
Mike Dyer	0	0
Alex Everard	0	2
Joe Farrell	3	3
Peter Farrell	3	3
Jason Fazackarley	3	3
Witold Gertruda	3	3
Bruno Giordan	3	3
Russell Harris	1	1
William Hay	1	1

Player	Self	Total
Paul Holman	3	3
Bill Howell	3	3
Dominic Howlett	2	2
Martin Jennings	1	3
Rohan Keane	0	0
Andrew Kendall	0	0
Nik Luker	0	0
Tim Macaire	0	0
Stewart Macintyre	3	3
Brad Martin	1	2
James McReynolds	3	3
Bill Michell	3	3
Graeme Morris	1	1
Mateusz Ochman	3	3
Przemek Orwat	3	3
Neil Packer	3	4
Jonathan Palfrey	3	3
Bob Parkins	3	4
Matthew Shepherd	1	0
Gerry Sutcliffe	3	3
Alan Tabor	0	1
Gerald Udowiczenko	1	3
Pam Udowiczenko	0	1
Ray Vahey	0	0
Matthew Wale	0	0
David Williams	2	4
Paul Wilson	0	1

Self is the number of self-bonks (to date); Total is the number of bonks this turn.

So out go John Boardman, Ben Brown, Neil Packer, Bob Parkins and David Williams. Next turn should see a lot more go as the self-bonks reach a critical level.

What's this about?

The name of this game goes back to more innocent times and the game has also appeared under other titles. Each turn, each player bonks (= nominates) another recipient of this magazine who's still in the game. Those who are bonked enough times in a turn are out and can't bonk anyone else. Last man standing wins.

The game is open to anyone who receives *To Win Just Once*. Players just have to send me the name of another *TWJO* recipient (from the list above) and give a reason (it doesn't have to be significant). Players who don't bonk someone else bonk themselves (and self-bonks are cumulative from turn to turn). The number of nominations needed for ejection will reduce as the number of participants does.

(If you read *TWJO* and I've left you out of the list, drop a line to TWJO@pevans.co.uk and I'll add you in next time. If you don't want to be included, just wait and you'll be out next turn.)

**Send your bonk to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by 4th January 2013**

The Light that Failed

Star Trader game 6 – Turn 3

"What's that?"

The siren burnt its way into the Commander's mind as he struggled up from the effects of the hyperjump.

"The scanners indicate a ship on interception path, Commander."

"Hit the decoys!"

"Done, Commander..."

The Flute hull vibrated as it took evasive action, its worth as a manoeuvrable ship coming into play as they evaded the AIA military interceptor just inside the Tau Ceti Jump Point.

ARCHANGEL LINES avoided interception at Tau Ceti and loaded passengers to Beta Hydri and Epsilon Eridani. The Tau Ceti Authorities searched for the AIA ship, but drew a blank.



MONOGRAM INDUSTRIES repaid their loan and increased their Reputation. They then bought a Warehouse and a Spice Factory at Sigma Draconis.

QUASAR ENTERPRISES continued to work on their new cloaking device, as the Magic Flute remained under wraps in a safe berth at Beta Hydri.

BELISAR POLITICAL bought a Warehouse at Mu Herculis as he made a series of speeches round the system.

GAMLEPCO sold the Beth and all its pods at Mu Herculis at 130% of list price for 150 HTs.

GATES-LEARJET bought a Warehouse at Beta Hydri and an Alloys Factory at Gamma Leporis. Passengers were embarked for Beta Hydri and Tau Ceti, though the possibility exists that these passengers may de-book on receipt of the recent news.



And the ASSOCIATION OF INTERSTELLAR ANARCHISTS claimed that they were responsible.

QUASAR sold 2 Alloys for 5 HTs each at Gamma Leporis.

At Tau Ceti HOLYOKE ARBITAGE gained a Dealership, buying 9 Isotopes for 7 HTs each.

BELISAR POLITICAL sold 14 Isotopes for 6 HTs each to acquire a Dealership at Mu Herculis. QUASAR were only able to sell 2 for 8 HTs apiece. The ASSOCIATION OF INTERSTELLAR ANARCHISTS and ARCHANGEL wanted to buy Monopoles, but HOLYOKE ARBITAGE cornered the market, taking 8 at 13 HTs.

QUASAR sold 3 Spice for 13 HTs each at Sigma Draconis.

THE ASSOCIATION OF INTERSTELLAR ANARCHISTS sold 12 Monopoles for 17 HTs each and gained a Dealership, sort of, as Beta Hydri businessmen saw no problems in trading with representatives of the so-called independence movement. HOLYOKE ARBITAGE, by contrast looking snow white, sold 6 Isotopes for 8 HTs each and 10 Spice for 14 HTs apiece, the second gaining them a Dealership.

Press

Freedom for Sigma Draconis!

No support for despots!

Join the cause or suffer the consequences!

(This was a party political broadcast on behalf of the AIA which can be found online somewhere.)

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init/v Bid	Turn order	Cash	Rep'n	Player
A Archangel Lines	3 0 2	1	8th	156	35	Howard Bishop
B Monogram Industries	6 0 4	0	4th	25	28	Andrew Burgess
C Quasar Enterprises	10 0 5	10	1st	508	32	Mark Cowper
D Belisar Political	7 0 9	+4	3rd	249	40	Mike Dyer
E GamLepCo	3 0 5	0	6th	217	24	Martin Jennings
F Holyoke Arbitage	7 8 2	8	2nd	46	30	Przemek Orwat
G Gates Learjet	6 4 2	0	5th	71	24	Bob Parkins
H Association of Interstellar Anarchists	1 6 9	3	7th	216	N/A	Paul Evans

N under Initiative Bid means No move received, F indicates the Corp was floated

News

There were two new News chits this turn. Current chits are (new ones in bold):

Turn 4 C4

Turn 5 B2

Turn 6 B8

(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

GM Notes

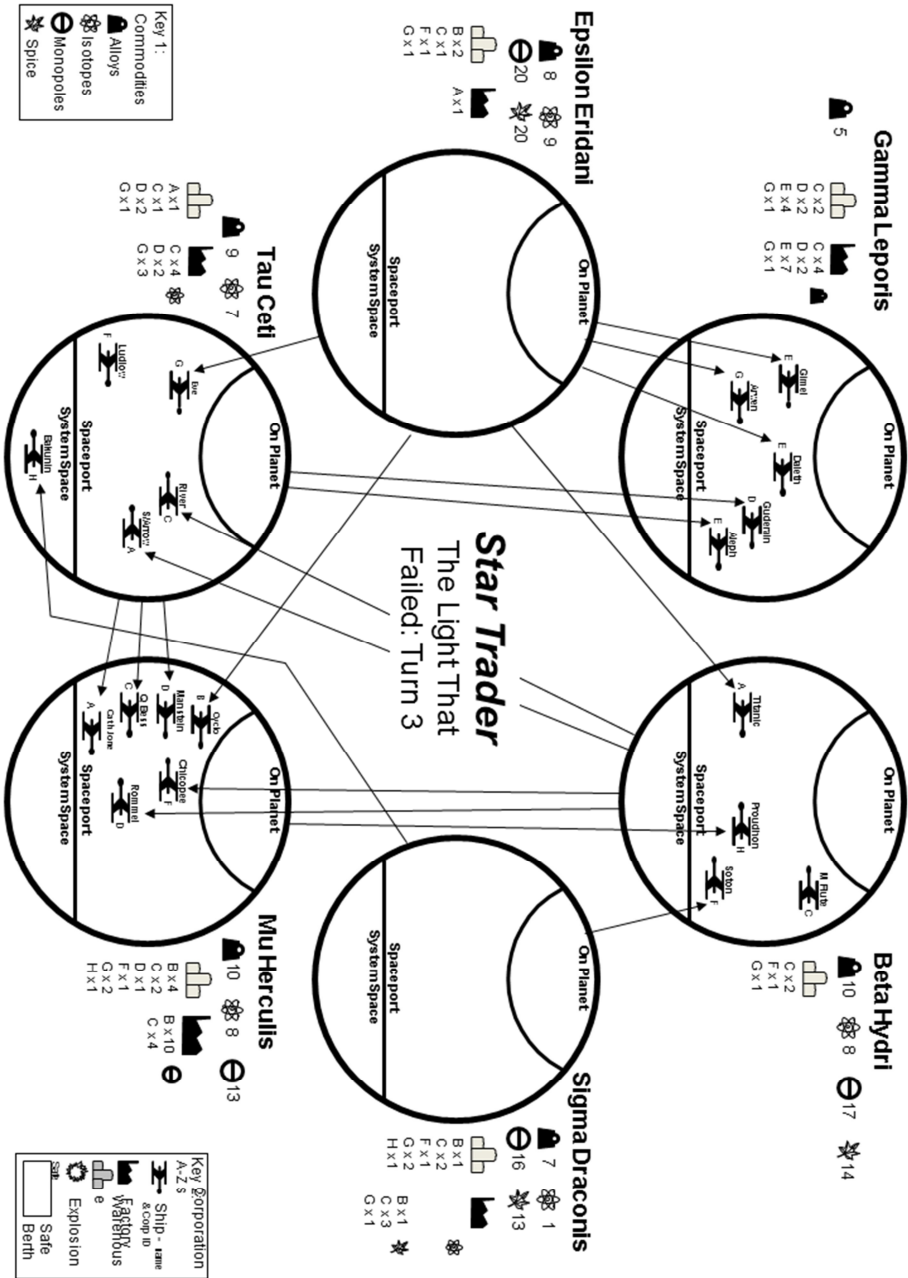
Players who start with Factories do NOT count these Factories against the limit to the number of Factories they can hold (based on their Political and Business Connections combined).

In a Spaceport you can load and unload Commodities and you can

repair ships, whereas on Planet you can load and unload illegal commodities (generally Slaves, Weapons and Tempus).

If you don't have any combat orders, then your ship will not fight if/when is intercepted.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 28th December 2012



Les Petites Bêtes Soyeuses 258

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 the back page). You will also need a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for September 1665 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by 4th January 2013



August 1665

With the armies away, Paris basks peacefully in the summer sun. Young men still arrive in the city to seek their fortune, but then they leave town to join the action. For some reason they all sign up with the Grand Duke Max Dragoons – Colonel Chopine Camus accepts all-comers. Georges Jush buys a Captaincy, as does Jacques As, who has money to spare to lend to his colleagues. For Frele d'Acier, it's enough to be a trooper in his chosen regiment – and he has to borrow some money to do that. All three head off on their newly-purchased horses. 'X8' volunteers for the Frontier regiments and trudges out of Paris on foot.

The Fleur de Lys club – inside and out

August is not a good month for Jacques Shitacks. He appears at the door of the Fleur de Lys expecting to be admitted as the guest of Revaulvin d'Or. Revaulvin has left no instructions, however, and Jacques languishes outside. Jacques returns the following week. This time Revaulvin is inside the club, but is still not expecting any guests. The question of his whereabouts the preceding week is answered by the appearance of Mlle Edna Bucquette on his arm (and his forthcoming duel with Euria Humble). This position stays the same for the rest of the month: Revaulvin and Edna in the Fleur, Jacques outside.

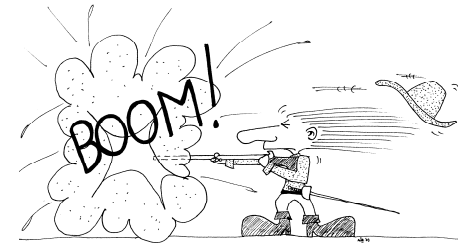
After a quick visit to the Bawdyhouses, Pierre Bezukhov II wins the affections of Belle Epoque – one in the eye for Devlin Carnate. Her reward is two weeks celebrating in ... Red Phillips. Ah well, at least Pierre's in Paris.

Arnaud Surfinmaise takes Betty Kant to the Frog & Peach for two weeks before practising his rapier technique for the latter two weeks. Egon Mad 2 is in the gym for three weeks with his rapier, having started his month in the Bawdyhouses for some female company. The mysterious 'X1' can also be found in the gyms, but he doesn't belong to any regiment and can't afford any lessons!

Perfidious Albion!

An English force thinks to take advantage of France's armies being away fighting the Spanish. It runs straight into France's defence force: the Guards Brigade. The Cardinal's Guard take the brunt of the attack and stand firm it. Commanding officer Brigadier-General Euria Humble is Mentioned in Despatches ("Humble stands firm"). He finds a couple of hundred crowns worth of booty, too. Major Gustav Ind concentrates on the loot, but only manages to acquire 300 crowns. Brevet Captain Lothario Lovelace concentrates on staying alive in his unaccustomed rank and succeeds.

Led by Major Sheikh Yadik Al-Abowt, the King's Musketeers inflict heavy casualties on the attackers. There's no reward for the Sheikh. Still, he's managed to re-schedule his loans with the Shylocks and pay his ferrets. The Royal Foot Guards finish the job, driving the invading English force back into the sea that they claim as their own ('English' channel, pfui!). Colonel Devlin Carnate receives a brief Mention ("There goes Devlin Carnate!") and 600 crowns worth of plunder. The King further rewards him with the title of Count. Brevet Lieutenant-Colonel Amant d'Au gets his full rank to go with his Mention ("There goes d'Au too!") and 800 crowns worth of booty. The final name in the Despatches is Captain Voulo Vault ("And Voulo Vault!"). There's no other reward for Vault.



Guards Brigadier Richard Shapmes basks in the Brigade's success, which brings him a Mention in Despatches ("See Shapmes bask!") and a decent payout: 1,200 crowns worth of loot. Guards Brigade Major Jean-Luc Beauchamp l'Rojik nets 700 crowns worth for himself. There isn't a lot for the First Army commander to do and General Pierre Cardigan settles for picking up a couple of hundred crowns in loot. His Aide, Arsène Est, refuses the promotion he is offered, but is Mentioned in Despatches for his personal bravery. He pockets a hundred crowns worth of loot.

Loads o' money

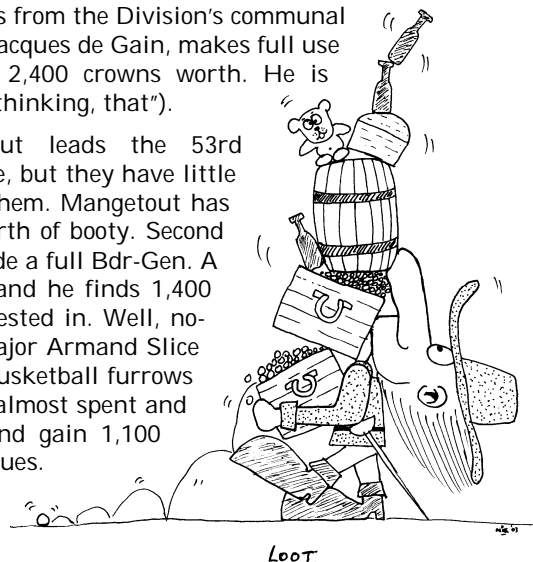
Despite Second Army's successes last month, the Spanish Army has re-grouped in new positions. General Tomas le Matelot orders his troops into the attack for the last time (this year). His plan has not changed: First Division is on the left,

Second Division on the right and the Frontier Division in the middle. The Frontier troops have a tough battle with the Spanish. Frontier regiment 1 takes casualties, including Private 'X8'. RIP. Bdr-General Armand de Luce is attached to Frontier regiment 3 and takes the opportunity to help himself to some booty: 1,800 crowns worth. This is Mentioned in Despatches ("Look at that haul!"). The Royal North Highlanders achieve some success by infiltrating the enemy positions rather than making an all-out assault. Lt-Gen Quasi Le Bossu commands a Battalion and makes his way back to the French positions with 2,100 crowns worth of booty. This, too, is Mentioned in Despatches. However, he is outdone by General Gar de Lieu, commanding a different Battalion. His plundering nets him 2,400 crowns, two Mentions ("Wow!" "Double wow!") and the title of Viscount.

Second Division sees some success, but the bulk of their opponents stand firm. The acting Division commander, brevet Bdr-Gen Warren Peece, is promoted to his full rank, Mentioned in Despatches and elevated to the title of Baron. 1,400 crowns worth of loot comes his way as well. Somehow the hundred crowns he receives from the Sheikh seem insignificant. Lt-Col Charles Rabbit-Vacuum is the Divisional Adjutant and somehow corners 2,300 crowns worth of booty! His name is found in the Despatches, of course ("Where did that come from?"). The 4th Arquebusiers see some success within Third Foot Brigade. Major Glock von Spiel leads his Battalion well for a Mention ("See von Spiel lead!") and 1,200 crowns of loot.

Over on the left flank, there are similar results for First Division. Lt-Gen Pierre le Sang commands the Division and is brevetted to General. He makes full use of his seniority to take 1,800 crowns from the Division's communal looting. His Adjutant, Bdr-Gen Jacques de Gain, makes full use of his boss's seniority to grab 2,400 crowns worth. He is Mentioned in Despatches ("Fast thinking, that").

Lt-Colonel Tourtière Mangetout leads the 53rd Fusiliers, in Second Foot Brigade, but they have little effect on the troops in front of them. Mangetout has to make do with 800 crowns worth of booty. Second Foot Brigadier Ali Vouzon is made a full Bdr-Gen. A Mention in Despatches follows and he finds 1,400 crowns that no-one else is interested in. Well, no-one French, anyway. Brigade Major Armand Slice gains a new hair parting as a musketball furrows across his scalp. Luckily, it was almost spent and he survives to be Mentioned and gain 1,100 crowns from his admiring colleagues.



In First Foot, the Royal Marines do best, winning a major battle with Spanish infantry. Their commander, Ilk Lamore Bartat, takes home 2,000 crowns and a double Mention ("Cutlass, cutlass"). He takes over command of First Foot Brigade for what is left of the season. Major Gaz Moutarde pockets 2,100 crowns worth of loot. Major Jacques le Franc acquires 2,200 crowns worth and is Mentioned twice in the Despatches ("More cutlasses!"). First Foot Brigade Major Rick O'Shea stays out of harm's way and gets no reward.

His personal bravery brings General Tomas le Matelot two Mentions ("A brave General!") and 1,000 crowns worth of loot. His Adjutant, Bdr-Gen Donald O'Grady is also mentioned twice, bringing him a Knighthood. His looting activity gains him 1,200 crowns. And the General's Aide, Lt-Col Etienne Brule, piles up 1,700 crowns worth of goodies. He is worth a footnote in the Despatches ("See also Brule, E").

Foraging on horseback

Third Army is made up of the Cavalry Division and Dragoon Brigade and they're conducting Field Operations in support of Second Army. August turns out to be pretty peaceful for them, though most of the regiments are involved in some skirmishing. The exception is Princess Louisa Light Dragoons, who see off some Spanish light infantry in short order. Bdr-Gen Uther Xavier-Beauregard, commanding the PLLD, is Mentioned twice in the Despatches ("X-B sees 'em off!") and gathers 450 crowns worth of swag from the field.

There is no comparable excitement for Grand Duke Max's Dragoons, though. Lt-Col Dexter Sinistre falls off his horse. Which would have been amusing had it not saved his life. A volley of musket fire rips across the position he had just occupied on his saddle. (No horses were harmed – this time.) Colonel Chopine Camus refuses the promotion he is offered, but Captain Jacques As accepts the brevet rank of Major, even though he has to buy a couple more horses. There's no promotion for Captain Georges Jush, but trooper Frele d'Acier is brevetted to Subaltern.

Having bought his way to Major, Bill de Zmerchant now commands a Squadron of the Archduke Leopold Cuirassiers. He has his men scouring the countryside for some action. They don't come up with much, but de Zmerchant still finds 550 crowns worth of booty. He is promoted to Lt-Col. His regimental commander, Bdr-Gen Monty Carlo, is Heavy Brigadier and doesn't find any cash or, indeed, anything else.

It's a quiet month, too, for the Horse Guards. Lt-Col Michel Marteau commands the Queen's Own Carabiniers and adds 500 crowns to his personal account. Major Eric de Miabeille can't manage that – no reward for him. Major Yves Vrai Bretheauteque of the Dragoon Guards is promoted to Lt-Colonel and takes command of the regiment. He earns 250 crowns from 'foraging'. Horse Guards Brigadier Connor McKnight gains his full rank and finds 150 crowns of booty. ❖

Press

Announcements

To the men of the 4th Brigade of Foot: I am applying to become the Brigadier of this fine unit. Should this be approved by the Inspector General, I intend to take the Brigade to the front for the fall season. Our great nation is being pressed on many sides and our presence is needed. I realize we have just finished three months at the front, but this sacrifice must be made for our country and our King.

† Brevet Brigadier Donald O'Grady

Despatches from the Front

"En Avant pour le Roi et la France!"
Etienne Brule

Social

To: Parisian Society
*****Advance Notice*****
The Party of the Year
Public Safety Ministry's Autumnal Ball
Venue – Fleur de Lys
Date – 3rd week of September
Invited – Everyone EXCEPT RM's and CG's
Relax from the rigours of the Summer Campaign by coming along to the party of the year! To be held amidst the fine trappings of the Fleur de Lys, Paris's Premier Club. Bring your mistress and join Baron Sheikh Yadik Al-Abowt in celebrating the summer successes and the foiling of the plot against His Majesty. A whole host of

entertainments is being lined up for the guests and each partygoer (or the gentleman in the case of a couple) will receive a purse of 50 crowns to spend as they wish. Carousing costs to be covered and a complimentary tour of the Bastille will be included as a day out during the week. Guests will have the opportunity to participate in the "What's my Crime?" quiz being organised by the Sheikh, in his role as Public Safety Commissioner, whereby half a dozen of the current 'inmates' are brought forward and a prize of 100 crowns will be paid to the person who correctly matches the most number of crimes to the inmates.

Aside from the musical entertainment, the wide range of quality and luxury foods and the variety of fine wines and beverages, at the end of the week one lucky guest's name will be drawn and that person will receive a year's free-from-prosecution scroll signed by the Commissioner.

† Baron Sheikh Yadik Al-Abowt
Commissioner for Public Safety

WEEK 3

To celebrate the return to Paris, Sir Armand de Luce invites all SL 8 and above to the Rogues and Vagabonds HOMECOMING PARTY. As ever, fancy dress applies – the theme is 'Troubadours and Pedlars'. Prize of 50 Crowns to the wearer of the best costume. Venue: Bothwell's. Bring your mistresses – carousing costs paid. Even the DOG is welcome – as he cannot pick a fight with me now...

Personal

How sad to see the last of The Money Goes – now he's gone!

Colonel Camus,
I would like to join your regiment and help fight the evil that is the Archduke Leopold's Curs. I hear you have a couple of vacancies due to some unfortunate incidents at the front.

I know your regiment is proud of its commitment to instruct recruits on the finer arts of swordplay and horsemanship.

Kind Regards,

† Frele de Acier

Medium wanted to reply to Messrs. de Genie and Aix. Please present yourself to the offices of the Archduke Leopold Cuirassiers and ask for the commanding officer.

To Dexter Sinistre
How thoughtful, and how very like yourself, to delay the moment when I am promoted out of the ALC. You must really like losing duels: I will do my best to oblige you. I see also that two of your officers have come to a bad end through scribbling rude letters when they should have been fighting, so do take care of yourself: I should hate anything to happen to you before I do.
† BdZ

Colonel Del Monte Carlo just wants to meet the Man from Del Monte – who will say "yes" to him. But who should go and break up the happy couple?

As advertised last month, all Ministers, Generals and sundry other nobles of rank SL 20 or above are invited to join me at the Grand Victory Ball of 1665 when we celebrate our defeat of the Imperial forces of Spain and Flanders and mourn our honoured dead. The celebration will be weeks 1-4 in September, your mistresses are welcome and your costs will be paid. Expect fireworks, but of the peaceful kind!

† Count d'Or, Minister of State and General (retired)

Personal Party at the Fleur, Week 4 of September

To celebrate the demise of the odious rascal and horse molester, Jacques Blanc, I will be hosting a party at my club. At great personal expense I have secured the return of Blanc's corpse from the Front and guests will be invited to participate in a special two-stage dance-off competition. Firstly, there will be individual dancing on the coffin, following which guests can accompany the coffin to a hasty interment in a convenient paupers' cemetery on the outskirts of the city. Once Blanc is 6 foot under comes the 'dancing on the grave' part of the competition and the person or couple judged to have performed the best routine will be awarded the winner's purse and cup by a very special guest! Hopefully this will become an annual event.

† Baron Sheikh Yadik Al-Abowt
Acting Commanding Officer, King's Musketeers

Honorary member, 69th Arquebusiers

I congratulate the Commissioner for so complete a mastery of our glorious language that he can submit so comprehensive a statement as to the guilt of the traitors arraigned before the court of France. More trials may follow but, if they do, I assure all spectators, err, truth-seekers, that his perorations will be mercifully shorter, much like his victims, err, the accused, by a head.

† Count d'Or, merciful to a degree,
trusting not at all

Sheikh Yadik Al-Abowt is not a reptile. If he were, he'd be living on the Isle of Wight, and controlling perfidious Albion. Mr Icke has many followers amongst the Queen's Own Carabiniers who will be glad to enlighten him.

† Le Bladder Jaune

Points Arising

Next deadline is 4th Jan 2013

Next turn is the start of a new season. **All characters start the month in Paris and all duels must be fought.**

The new Military Appointments and any empty Government Appointments will be filled at the start of September – by NPCs where they are not taken by player characters. However, a player character who has a position that lets him appoint a post may choose to leave the appointment vacant. If you have applied for an appointment or hold a rank that allows you to appoint other characters to posts, don't forget to do so (or NPCs will get the jobs).

Lord Percy Percy says that Lord Percy Percy is an impersonator. Ignore the false Lord Percy Percy!

Qui Etait Qui, the much-respected chronicle of deaths of not-able (sic) Parisians, seeks further information on the achievements of the recently fallen. If there is anything else to add to the following entries, please contact us at the usual address.

DE GENIE, Eclair, est mort.
AIX, Armand, est mort.

And I thought Galoop Galoop Galoop was followed by a cry of "Le Roi est un XXXX!"

Not if he knows what's good for him. † Le Roi

Note that the military appointments shown on the Greasy Pole (and character sheets) have expired. They are shown as a reminder (the incumbent gets +1 if he has re-applied for the same position).

The current Minister of Justice and Chancellor of the Exchequer conclude their terms of office at the end of next month. Anyone wishing to apply for these jobs should do so with their October orders. Note that both appointments are in the gift of whoever is appointed Minister of State at the start of next month.

Several players have asked that their character refuses promotion at the front. I have no problem with this

(and have amended the programs to cope with it). However, if you refuse a promotion, you do NOT get a MiD in its place (as you would if you got a promotion, but couldn't be promoted).

Absent friends

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

AdA Amant d'Au (David Brister) has NMR'd. Total now 1
PC Pierre Cardigan (Matt Shepherd) has NMR'd. Total now 1

YVB (Chris Boote) was floated at Chris's request.

The following got the benefit of the doubt and were floated: X2 (Alex Ballestin), X5 (Paul Appleby) and X6 (Gerald Udowiczenko).

Notes

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

Announcements

Armand de Luce applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Armand de Luce applies for Army Quarter Master Gen. of First, Second and Third Armies

Armand de Luce applies for Minister without Portfolio

Arsène Est applies for Aide to Field Marshal

Limited) for £8.40 (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.

Orders (and press) should be e-mailed to lpbsorders@pevans.co.uk – 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). If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk instead.

Armand Slice applies for Brigadier of 2nd Foot Brigade

Armand Slice applies for Army Quarter Master Gen. of First, Second and Third Armies

Ali Vouzon applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Bill de Zmerchant applies for Division Adjutant of First, Second, Cavalry and Frontier Divisions

Connor McKnight applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Connor McKnight applies for Army Quarter Master Gen. of First, Second and Third Armies

Charles Rabbit-Vacuum applies for Aide to General

Charles Rabbit-Vacuum applies for Division Adjutant of First, Second, Cavalry and Frontier Divisions

Charles Rabbit-Vacuum applies for Aide to Field Marshal

Charles Rabbit-Vacuum applies for Army Adjutant of First, Second and Third Armies

Charles Rabbit-Vacuum applies for Commnr. of Public Safety

Devlin Carnate applies for Minister without Portfllo

Devlin Carnate applies for Minister of War

Devlin Carnate applies for Minister of State

Donald O'Grady applies for Brigadier of 4th Foot Brigade

Etienne Brule applies for Division Adjutant of First, Second, Cavalry and Frontier Divisions

Etienne Brule applies for Aide to Field Marshal

Eric de Miabeille applies for Brigade Major of Horse Guards Brigade

Eric de Miabeille applies for Aide to General

Euria Humble applies for Minister of War

Euria Humble applies for Minister of State

Gar de Lieu applies for Minister of War

Gar de Lieu applies for Minister of State

Gustav Ind applies for Minister of War

Gustav Ind applies for Minister of State

Ilk Lamore Bartat applies for Brigadier of 1st Foot Brigade

Jacques de Gain applies for Army Quarter Master Gen. of First, Second, Third Armies

Jean-Luc Beauchamp l'Rojik applies for Division Adjutant of First, Second, Cavalry and Frontier Divisions

Jean-Luc Beauchamp l'Rojik applies for Aide to Field Marshal

Jacques le Franc applies for Brigade Major of 1st Foot Brigade

Jacques le Franc applies for Aide to General

Jacques Shitacks applies for Army Commander of First, Second and Third Armies

Jacques Shitacks applies for Chancellor of Exchequer

Jacques Shitacks applies for Minister of Justice

Jacques Shitacks applies for Minister of War

Jacques Shitacks applies for Minister of State

Lothario Lovelace applies for Captain Cardinal's Escort

Monty Carlo applies for Brigadier of Heavy Brigade

Michel Marteau applies for Division Adjutant of First, Second, Cavalry and Frontier Divisions

Michel Marteau applies for Aide to Field Marshal

Pierre le Sang applies for Army Commander of First, Second and Third Armies

Pierre le Sang applies for Minister without Portfllo

Pierre le Sang applies for Minister of Justice

Quasi Le Bossu applies for Province Mil. Governor

Quasi Le Bossu applies for Division Commander of First, Second, Cavalry and Frontier Divisions

Quasi Le Bossu applies for City Military Governor

Quasi Le Bossu applies for Inspector General Cavalry

Quasi Le Bossu applies for Inspector General Infntry

Quasi Le Bossu applies for Minister without Portfllo

Quasi Le Bossu applies for Adjutant General

Revaulvin d'Or applies for Minister of State

Rick O'Shea applies for Division Adjutant of First, Second, Cavalry and Frontier Divisions

Rick O'Shea applies for Aide to Field Marshal

Tomas le Matelot applies for Army Commander of First, Second and Third Armies

Tomas le Matelot applies for Commnr. of Public Safety

Tomas le Matelot applies for Chancellor of Exchequer

Tomas le Matelot applies for Minister without Portfllo

Tomas le Matelot applies for Minister of Justice

Tomas le Matelot applies for Minister of War

Tourtière Mangetout applies for Division Adjutant of First, Second, Cavalry and Frontier Divisions

Uther Xavier-Beauregard applies for Brigadier of Dragoon Brigade

Voulo Vault asks NPC Major 1 of Royal Foot Guards to resign

Warren Peece applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Warren Peece applies for Army Quarter Master Gen. of First, Second and Third Armies

Applications

Here are the appointments again, this time in the order in which they will be resolved, with the characters who are applying for each post.

Minister of State: DC, EH, GdLi, GI, JS, RdO

Minister of War: DC, EH, GdLi, GI, JS, TIM

Minister of Justice: JS, PIS, TIM

Minister without Portfolio: AdL, DC, PIS, QLB, TIM

Chancellor of the Exchequer: JS, TIM

Commissioner of Public Safety: CRV, TIM

Army commander: JS (all), PIS (all), TIM (all)

Adjutant-General: QLB

Inspector-General of Infantry: QLB

Inspector-General of Cavalry: QLB

Duels

Results of August’s duels:

There were none.

Grudges to be settled next month:

Bill de Zmerchant (2-Hand, Seconds MC, adv.) was voted cause (5:4) against Etienne Brule (Rapier, Seconds DOG, 2 rests).

Euria Humble (Cutlass, Seconds GI, adv.) has cause with Revaulvin d’Or (Rapier, 3 rests) for pinching Edna.

Provincial Military Governor: QLB

Army Quartermaster-General: AdL (all), ASli (all), AV (all), CMK (all), JdG (all), WP (all)

Brigadier: AdL (all), ASli (2nd Foot), CMK (all), DOG (4th Foot), ILB (1st Foot), MC (Heavy), UXB (Dragoon), WP (all)

Army Adjutant: CRV (all)

Aide to Field Marshal: AE, CRV, EB, JLBR, MM, ROS

Divisional Adjutant: BdZ (all), CRV (all), EB (all), JLBR (all), MM (all), ROS (all), TM (all)

Aide to General: CRV, EdM, JIF

Brigade Major: EdM (Horse Guards), JIF (1st Foot)

Captain of the Cardinal’s Escort: LL

Devlin Carnate (Rapier, Seconds GI, adv.) has cause with Pierre Bezukhov II (Sabre) for pinching Belle.

“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

Martin Jennings gets the First son of a very wealthy Merchant: Init SL 4; Cash 550; MA 2; EC 4 (X3).

Tables

Other Appointments

King’s Escort: Ensign __	Captain __
Cardinal’s Escort: Ensign __	Captain __
Aides: to Crown Prince __	to Field Marshal __
Provincial Military Governors: __/__/__/__/__	
City Military Governor __	Adjutant-General __
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety SYAA	
Chancellor of the Exchequer JS	Minister of Justice GdLi
Minister of War __	Minister of State __

Shows who holds appointments outside military units:

ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS.

Army Organisation and 1666’s summer Deployment

First Army (Defence)	__/__/__/__
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	__/__/__/__
First Division (Assault)	__/__/__
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	__/__/__
3rd Foot Brigade (Assault) – 27M 4A	
4th Foot Brigade (Assault) – 69A Gscn	
Frontier Division (Assault)	__/__/__
Frontier Regiments (Assault)	
Third Army (Field Ops)	__/__/__/__
Cavalry Division (Field Ops)	__/__/__
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Dragoon Brigade (Field Ops) – GDMD PLLD	

Organisation and Deployment for the Campaign Season with Army and Division posts (Commander/Aide/Adjutant/QMG)

Entries are ID for player characters, N (+MA if needed) for NPC, __ for vacant

Brigade Positions

Guards Brigade	/ / /	First Foot Brigade	/ / /
Horse Guards Brigade	/ / /	Second Foot Brigade	/ / /
Heavy Brigade	/ / /	Third Foot Brigade	/ / /
Dragoon Brigade	/ / /	Fourth Foot Brigade	/ / /

Current CO/Aide/Brigade Major of each Brigade; entries as Army table

Frontier Regiments

	F1	F2	F3	(Defence for Sept-Nov)	
Colonel	N7	N1	N2	F4	RNHB
				N5	N7
Attached					
Also at the Front					

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

Battle Results

First Army: 4	Frontier Division: 1
Guards Brigade: 1	Frontier regiment 1: 2
Royal Foot Guards: 1	Frontier regiment 2: 3
Cardinal's Guard: 3	Frontier regiment 3: 3
King's Musketeers: 2	Frontier regiment 4: 3
	RNHB regiment: 2
Second Army: 3	Third Army: 2
First Division: 2	Cavalry Division: 2
1st Foot Brigade: 4	Horse Guards Brigade: 5
Royal Marines: 2	Dragoon Guards: 3
Picardy Musketeers: 5	Queen's Own Carabiniers: 3
2nd Foot Brigade: 3	Heavy Brigade: 3
13th Fusiliers: 1	Archduke Leopold Cuirassiers: 3
53rd Fusiliers: 3	Crown Prince Cuirassiers: 4
Second Division: 2	Dragoon Brigade: 4
3rd Foot Brigade: 1	Grand Duke Max's Dragoons: 3
27th Musketeers: 3	Princess Louisa Lt Dragoons: 1
4th Arquebusiers: 2	
4th Foot Brigade: 3	
69th Arquebusiers: 1	
The Gascon Regiment: 3	

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	RdO
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	

Regiments	This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations, N (+MA) for NPCs, blank for vacant. * shows the regiment adjutant; + shows ranks held by characters with a (senior) brevet rank or an appointment elsewhere.																
	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDM	DP	13F	PLD	53F	27M	4A	69A	Gscn
Col	DC	EH	JdG	MC	N5	ILB	CC	N6	AV	UXB	ASII	N5	DOG				
LCol	AdA	AE	JLBR	YVB	MM	BdZ	N2	ROS	GM	N3	N3	N4	N4	N5	N5	N5	N5
Maj	N4	GI	SYAA	N3	EdM	N5		JIF	JA	N3	N3	N4	N4	N4	N4	N4	N4
Maj	N5		N3	N5													
Capt	N5	LL	N6	N3	N6	N3	N1	N2	N1	N1	N2	N4	N4	N4	N4	N4	N4
Capt	VV	N1	N5	N5	N5	N2	N1	N1	N2	N4	N4	N4	N4	N4	N4	N4	N4
Capt	N2	N1	N5	N4	N5	N4	N4	N4	N4	N4	N4	N4	N4	N4	N4	N4	N4
Capt	N4	N2	N5	N2	N3	N6	N1	N1	GJ	N4	N6	N6	N6	N6	N6	N6	N6
Capt																	
Capt																	

No	Name	SL	Attr	Last
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi 14	B/W		
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
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	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
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	
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	AS
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	PB2
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GI	Earl Gustav Ind	27	F	Withy	Major CG/War Minister	9		Flr	6	Ashley Casey
RdO	Count Revaulvin d'Or	26	67	Rich	General/State Min.	13	Edna	Flr	4	Jerry Spencer
DC	Count Devlin Carnate	26	F	Comfy	Colonel RFG/Min w/o Port	10		Flr	2	Bruno Giordan
GdLi	Viscount Gar de Lieu	25	F	Rich	General/Justice Min.	8		Flr	4	Bill Hay
EM2	Viscount Egon Mad 2	24	61	Comfy	B.Lt-General/Min w/o Port	9		Flr	2	Tym Norris
JS	Count Jacques Shitacks	24	53	Rich	General/Chancellor	3		Flr	4	David Olliver
JdG	Viscount Jacques de Gain	22	F	Rich	B.Bdr-General KM/1st Div Adj't	17		Flr	4	Ben Brown
PC	Marquis Pierre Cardigan	20	F	Comfy	Fld Marshal/1st Army Commndr	9		Flr	4	Matt Shepherd
EH	Count Euria Humble	19	F	Rich	B.Bdr-General CG	16		Flr	5	Matthew Wale
TIM	Marquis Tomas le Matelot	19	F	Withy	General/2nd Army Commndr	8		Flr	4	Tim Skinner
QLB	Sir Quasi Le Bossu	17	F	Rich	Lt-General/Min w/o Port	9		Both	6	Mark Cowper
MM	Sir Michel Marteau	16	F	Comfy	Lt.Colonel QOC	3		Both	1	Neil Packer
UXB	Baron Ilk Lamore Bartat	15	F	Rich	B.Bdr-General RM/1 F Brigadier	8		Both	6	Andrew Kendall
ILB	Marquis Uther Xavier-B'regard	14	F	Withy	B.Bdr-General PLLD	9		Both	3	Pete Card
JLBR	Sir Jean-Luc Beauchamp l'Rojik	14	F	Rich	Lt.Colonel KM/Gds Brigade Maj.	6		Both	4	Rohan Keane
AdL	Sir Armand de Luce	14	F	Withy	Bdr-General	5		Both	2	Francesca Weal
PIS	Sir Pierre le Sang	14	F	Comfy	B.General/1st Div Commandr	7		Both	4	Bill Howell
SYAA	Baron Sheikh Yadik Al-Abowt	13	F	Comfy	Major KM/CPS	5			3	Jason Fazackarley
RS	Sir Richard Shapmes	13	F	Comfy	B.Lt-General/Gds Brigadier	8		Both	4	Charles Popp
CRV	Sir Charles Rabbit-Vacuum	13	F	Withy	Lt.Colonel PLLD/2nd Div Adjutant	3		Both	5	Mike Dommnett
EdM	Marquis Eric de Miabeille	13	F	Withy	Major QOC	13		HGds	3	Pete Holland
ROS	Rick O'Shea	12	F	OK	Lt.Colonel RM/1 F Brigade Maj.	3		Both	6	Paul Wilson
YVB	Sir Yves Vrai Bretheauteque	12	F	Withy	Lt.Colonel DG	5		Both	1	Chris Boote
CMK	Baron Connor McKnight	12	F	Comfy	Bdr-General/HGds Brigadier	3		Both	5	Graeme Wilson
WP	Baron Warren Peece	12	F	Rich	Bdr-General/3 F Brigadier	11		Both	2	Pam Udowiczzenko
AV	Baron Ali Vouzon	11	F	Rich	Bdr-General/2 F Brigadier	7		Hunt	1	Graeme Morris
AE	Arsene Est	11	F	Comfy	Lt.Colonel CG/Gen's Aide ()	6		Hunt	5	Ray Vahey
MC	Sir Monty Carlo	11	F	Comfy	B.Bdr-General ALC/Hvy Brigadier	10		Hunt	4	Andrew Burgess

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
EB	Sir Etienne Brule	11	F	Withy	Lt.Colonel PM/Gen's Aide ()	2		Hunt	4	James McReynolds
X6		11	O	Poor		3			4	Ger'd Udowiczzenko
JIF	Sir Jacques le Franc	10	F	Withy	Major RM/RM Regt. Adj't.	12		BG	6	Charles Burrows
VV	Voulo Vault	10	F	Comfy	Captain RFG	2		Hunt	2	Mark Booth
GM	Gaz Moutarde	10	F	Withy	Major RM	3		Hunt	2	Mike Dyer
AdA	Amant d'Au	10	F	Comfy	Lt.Colonel RFG	4		Hunt	5	David Brister
DOG	Sir Donald O'Grady	10+	F	Withy	B.Bdr-General 69A/2nd Army Adj'T 5	5		Hunt	3	Bob Bost
BdZ	Bill de Zmerchant	9	F	OK	Lt.Colonel ALC	5		Hunt	3	Tim Macaire
CC	Chopine Camus	8	F	Poor	Colonel GDMD	4		BG	4	Stewart Macintyre
GJ	Georges Jush	7	F	Poor	Captain GDMD	5			4	Dominic Howlett
LL	Lothario Lovelace	7	F	Comfy	B.Captain CG	5		RP	4	Geoff Bowers
ASli	Armand Slice	7	F	Withy	B.Bdr-General 53F/2 F Brigade Maj. 5	5		BG	5	David Williams
TM	Tourtierre Mangetout	7	F	Withy	Lt.Colonel 53F	3		BG	4	Howard Bishop
DS	Dexter Sinistre	6	F	Poor	Lt.Colonel GDMD	1		F&P	3	Martin Adamson
X1		5-	2	Poor		4			3	Gerry Sutcliffe
AS	Arnaud Surfinmaise	5	9	OK		5	Betty	F&P	5	Nik Luker
GvS	Glock von Spiel	5	F	Comfy	Major 4A	3			5	Colin Cowper
PB2	Pierre Bezukhov II	4	11	Comfy		2	Belle	RP	3	Carl Chambers
JA	Jacques As	4	F	Poor	B.Major GDMD	1			4	Joe Farrell
X8		4	RIP							Martin Jennings
X2		4	O	Poor		4			3	Alex Ballestin
X5		3	O	Poor		4			4	Paul Appleby
FdA	Frele d'Acier	2	F	Poor	B.Subaltern GDMD	4			3	Peter Farrell

An F under SPs means that the character was at the Front, RIP means that he died.

+ against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Flthy = 25000+

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

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