

That would be enough

This has been issue 154 of *To Win Just Once*, published 1st May 2015. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2015

Deadlines

Orders for *Star Trader* and *Railway Rivals* to Mike by Friday, 15th May.

Orders for *LPBS*, *Great White Hunter* and any other contributions to Pevans by Friday, 22nd May.

(Next deadlines: 19th/26th June, 24th/31st July, 28th Aug/4th Sept)

Waiting lists

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 – the latest game is just starting and Pevans is already waiting for the next one. Who's joining him? Working map and rules provided.

Star Trader – Mateusz Ochman and Martin Jennings are waiting for the next game – anyone else? Rules provided.

Online games

See page 15 for more information about these.

Brass at brass.orderofthehammer.com

Concordia (at www.boiteajeux.net): Pevans

El Grande (at yucata.de): Pevans

Puerto Rico (at www.boardgamearena.com): Pevans, Brad Martin

Through the Ages at www.boardgaming-online.com or boardgamearena.com

Agricola (at www.boiteajeux.net): Pevans, Alex Everard

Nauticus (at www.yucata.de) Pevans, Brad Martin.

Roll Through the Ages and *Vinci* (at www.yucata.de) Pevans

Credits

To Win Just Once issue 154 was written and edited by Pevans. The *LPBS* masthead (page 16) is by Lee Brimmicombe-Wood, as are the drawings on pages 19 and 24. The illustration on page 21 is by Bryan Lea. Game and book artwork is courtesy of the publisher. Pevans took the photos (except where noted) and played with Photoshop.

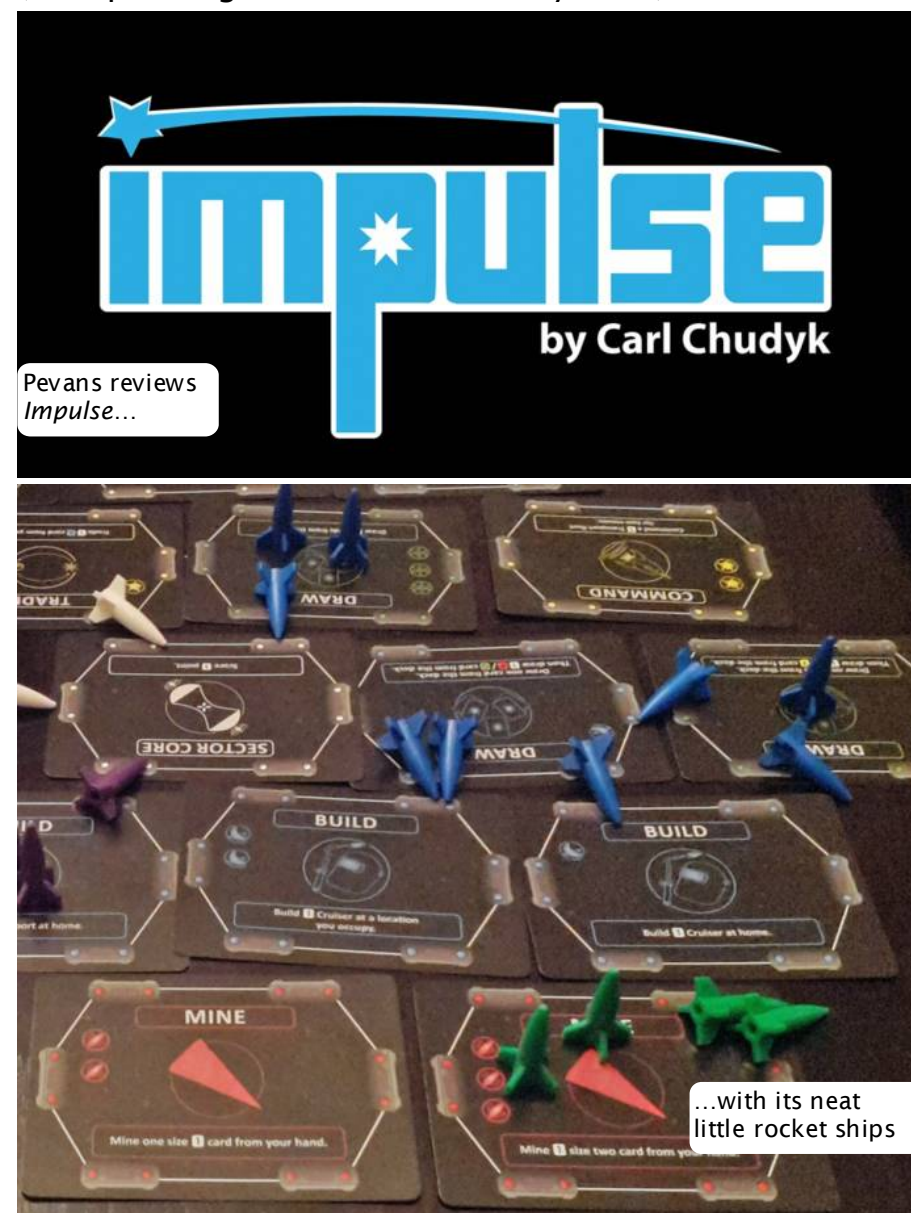
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

As I finish off this issue of *To Win Just Once*, the General Election campaign is reaching a crescendo. The politicians seem to be increasingly shrill and desperate as all indications are that no party will have a majority. Again. It looks like the results will be very interesting, though. Not just on the macro level – how many seats each party has (and I fully expect Labour and Conservative to be the biggest) – but the micro level of the vote in each constituency.

We have four, five or six parties competing in a first-past-the-post system designed for two-party contests (back in the days of Tories and Whigs). Split the vote five ways and a candidate doesn't need much more than 20% to win. And that's 20% of those who vote – we could well see Members of Parliament elected by 10% of the electorate (and an even smaller proportion of the population).

This is bound to throw up odd results and I look forward to seeing them. And, hopefully, pressure for proportional representation. The Alternative Vote proposed a few years ago and squashed by the Conservatives would have been a small step towards such a system. Had it been put in place, the Tories might not now be so worried by UKIP!

Sadly, my vote is not likely to mean anything. All my voting life I have lived in safe seats (Conservative and Labour), apart from my three years at University. Of course, there wasn't a general election in those three years.

See you on the other side.

TWJO online

March's website figures show that the PDF edition of the last *TWJO* was downloaded 60 times in the four days it was available. Issue 152 clocked up a further 220 downloads to take it to 285 in a month and a bit. And there were 94 more for issue 151, a total of 215 downloads since it was published.

The odd thing in March's stats was that each map (PDF document) from the last *Railway Rivals* game was downloaded 150-200 times over the month. What is going on there? My Spiel '14 report also got a lot of downloads and hits, but that's no surprise. Apart from the usual search engines and BoardGameGeek, several sites were referencing mine, including those that are re-using some of my pictures! That's the internet for you.

Letters

Jonathan Palfrey responds to last issue's chatter.

In *TWJO* you wrote: "Can anyone explain why, if you're travelling with someone you want to converse with, you would sit on opposite sides of the carriage by choice?"

Well, I can think of a possible explanation: sitting opposite each other, you can see each other without twisting your heads through 90 degrees. Unless the carriage is really full, in which case you may not be able to see each other at all. In some cases, you may get on and sit down when the carriage is almost empty, but then it fills up later on.

My late mother once told me of a Tube journey in which she was sitting near a couple having a private conversation in Arabic. She'd picked up a few words of Arabic while living in Ras Al Khaimah with my father in about 1976, so as she got off the train she gave them a conventional Arabic polite farewell – leaving them to wonder whether she'd understood their whole conversation.

Brilliant! Well played, Mrs P.

I-I-I-Impulse!

Impulse reviewed by Pevans

“The impulse is an only child, he’s waiting in the park...” I don’t know what it is, but the title of this game starts Duran Duran’s “The Reflex” running through my head... just me, then. I’d better tell you about the game. *Impulse* is designed by Carl Chudyk – the man behind *Glory to Rome* and *Innovation* – which was enough for me to grab a copy. It’s published by Asmadi Games, who also did *Innovation*, so there’s a good pedigree on this side too.

Impulse comes in the same smallish rectangular box as *Innovation* and is essentially a double-size deck of cards plus some neat rocket-ship playing pieces. This is the Carl Chudyk take on space empires: exploring space, developing planets and coming into conflict with the other players.

This being a Carl Chudyk game, each player gets their own little board (“Command Center”) with positions around this for cards that are performing specific functions. And, of course, each card can be several different things depending on where it’s placed or how it’s used.

To start with, both sides of every card show six ‘connectors’: two on each long edge and one on the short edges. Adjacent connectors on two cards form a gate, allowing spaceships to move between the cards (= star systems). The first use of (some) cards, then, is face down as the sectors of space the players will be exploring and fighting over.

Players start with a ‘home’ system at a corner of the laid out cards. They pick up the face-down card at their starting position and add it to their hand. Then they chose a card from their hand and play it face up in the vacated space. This is a neat way of reducing the amount of luck involved in who gets what card as their home system. The same mechanism is used when exploring sectors. This way, players have some control, but are still limited by the cards available to them.

When face up, each card has a colour, a size (1-3 ‘gem’ icons) and, independently, an action type (such as ‘Build,’ allowing a player to build ships). The precise effect of the action is given by a text box at the bottom of the card: “Build 1 [spaceship] at home”, for example. Cards with a larger size are more powerful, such as: “Build 1 [spaceship] at a location you occupy”.

The rocket pieces can be used as two types of spaceship. ‘Transports’ are unarmed, stand on their tails and move from a card through a gate to an adjacent card. When a player’s Transports land, they activate the action shown, and then ‘occupy’ that card. Rockets lying on their side are ‘Cruisers’. These are warships and are always on a gate, moving from gate to gate across a card. Cruisers moving across a card patrolled by another player’s cruisers start a battle.

Combat is resolved by drawing cards – one for each cruiser – and adding up the gems on the cards. Players may also use cards from their hand, as long as they match a card in the player’s display or the ‘impulse’. Thus one of many things to keep an eye on is: do you have cards to use in a fight? The loser of the battle loses all their ships involved and both sides discard the cards they used.

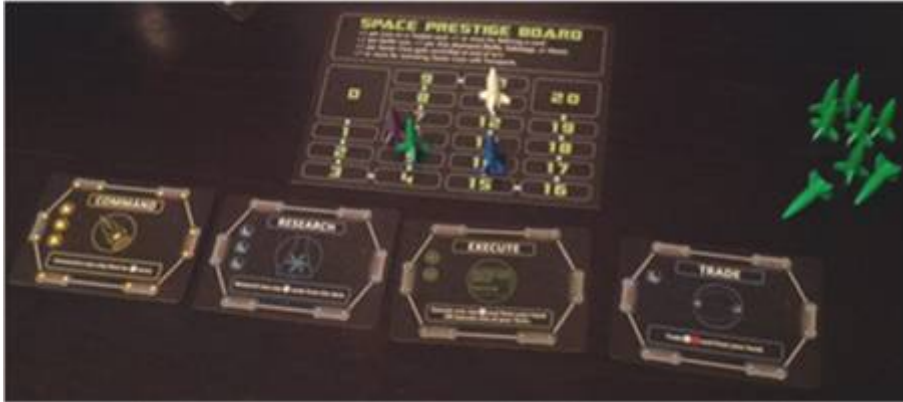
Having mentioned the impulse I’d better explain it. This is a row of cards showing the actions a player will get to perform in their turn. The first thing you do in your turn is add a card to the end of the impulse. Then you carry out – if you can – each action shown, ending with the card you just played. At the end of your turn, you reduce the impulse row to three cards by discarding the oldest.

Since you know your opponents will also get to use the action you play, choosing the card to play requires some thought. Of course, it’s possible that the others can’t take advantage of the card. This is another clever mechanism. You want actions that you can use, but you need to be careful about setting up a strong sequence of actions for the next player. I have to say that I don’t bother analysing this too far, concentrating mainly on what I can make good use of.

I’ve already mentioned the Build action type. The other obvious one is ‘Command’, which lets players move ship/s, potentially exploring new cards or starting a fight! ‘Draw’ lets players add cards to their hand. ‘Execute’ lets players use the action on a card as a one-off. ‘Sabotage’ destroys other players’ spaceships without the risks of a fight.

‘Mine’ turns cards into ‘Minerals’: cards tucked under your Command Center board with the gem icons visible. Minerals give a boost to cards of the same colour. Thus a “Move 1 ship” card might become “Move 2 ships”. Alternatively, Minerals can be converted to victory points using the ‘Refine’ action. While the ‘Trade’ action lets you convert cards direct from your hand into points.

And then there is ‘Plan’. This action lets you place cards in a row on the righthand side of your board – your plan. After carrying out the actions in the impulse on your turn, you may carry out the actions in your plan. In effect, this gives you an additional impulse, that’s only available to you. Given the vagaries



Playing *Impulse* at Swiggers - here, the scoring track and the cards in the impulse; on the cover, space sectors and ships

of what turns up in the impulse, this can be really powerful. However, it's not something you'll get to do too often in a game.

Having mentioned victory points, I'd better explain how to win. A separate board tracks player's 'prestige' points and the first to 20 wins the game immediately. Actually collecting points is a bit harder. You score one point each turn for each gate at the sector core occupied by your cruisers. This makes moving a cruiser to the core a useful early move. It may only be one point a round, but it quickly provides a lead over those who haven't done this.

I've already mentioned that the refine and trade actions convert cards into points. However, most points are likely to come from blowing up other players' spaceships! It's one point per ship destroyed plus a point for winning a battle. This makes sabotage doubly useful. Not only does it clear other players' ships out of the way, but you get points for them as well!

Phew! There is a lot going on in this game and it's not at all clear what the strategy should be. There are certainly plenty of points to be gained by winning battles. Doing this requires plenty of cruisers, command actions to move them and the right cards in hand to win the fights. Alternatively, mining cards boosts the power of your actions, letting you make more of the cards you have. Refine or trade will convert cards to points. And then there are those sabotage cards...

However, there's a limit to how much planning you can do. You are always limited by the cards in the impulse - though this may involve getting additional actions - and, of course, your Plan. Hence, *Impulse* is a much more tactical game than strategic. It's about making the best use of the cards available to you each turn, something you don't know exactly until the start of your turn. Building a plan adds a more strategic element, but depends on getting 'Plan' actions.

I find *Impulse* an odd mixture. On the one hand, it's a card game, so there is the inherent chaos of drawing cards randomly from the deck. On the other, the designer's intent seems to be to provide a more measured, strategic game. One where players carefully analyse the opportunities provided by the impulse and studiously plan what they're going to do. For me, it's much more about taking advantage of the cards available turn by turn than planning for the whole game.

Having said that, it's taking me some time to get to grips with *Impulse* - just as I initially found *Glory to Rome* hard work. So far, I have played the game with 3-4 players and this seems to provide a decent game. I'm not sure I'd want to play with 5-6. The playing area is the same size, so conflict will start much more quickly as players have very little neutral ground to expand into. The rules do provide for playing in teams, which might well be the way to go with a large number of players. All in all, I give *Impulse* 8/10 on my highly subjective scale and expect to be playing it quite a bit more.

Impulse is a tactical card game for 2-6 players, aged 13+, and takes an hour or so to play (30 minutes officially). It was designed by Carl Chudyk and is published by Amadi Games. This is an edited version of the review originally published in the Fall 2014 issue of *Gamers Alliance Report*: www.gamersalliance.com

Reading Matter

When I said (last issue) that my reading was going retro, I didn't realise just how retro. I thought I'd load some ebooks onto my tablet and it occurred to me that older publications would probably be cheaper (does anybody think the electronic edition of a book should cost the same as a paperback?). So I poked around and came across "The Complete Works of John Buchan".

Buchan is probably most famous as the author of *The Thirty-Nine Steps*, but he wrote a lot of *Boy's Own*-style stuff. I read my way through much of this as a lad - my father had quite a collection of his books, probably dating back to his own youth. One of my favourites was always *The Courts of the Morning*, a story of intrigue in a South American country.



I found it rather different from my memory when I re-read it last month. You have what I would describe as a James Bond-style villain: a rich, megalomaniac industrialist with secret plans to take over the world. So, how do our plucky heroes deal with him? Why, start a war, of course! The clever bit is that, first, they kidnap the baddie and make him the figurehead for a war of liberation. While, at the same time, trying to make him see the error of his ways.

It's an intriguing read, as much of the book is talk, with the main action happening off-stage, so to speak. The big twist in the military campaign, which I remembered as planned from the start, turns out to be fortuitous and I had completely forgotten the ending. The book was rather more prosaic than the

romantic narrative I had in my head, but it was still a thrill to read it again. Next: the "Gorbals Die-hards" trilogy! But I may fit in some SF beforehand...

Games Events

May has two major board game events. The first is Beer & Pretzels (the 26th such) at the Town Hall, King Edwards Place, Burton-on-Trent. It's taking place over 16th and 17th May and is, as always, run by Sal and Phil Bootheystone, proprietors of Spirit Games, the shop being just a short walk from the event. This year it features a regional *Catan* (formerly *Settlers of Catan*) tournament alongside the open gaming, fuelled by the substantial games library. Plus miniatures, CCGs, role-playing and anything else (beer, food...). For more information, see <http://www.spiritgames.co.uk/articles.php?menu=11>

The end of May is this year's UK Games Expo at the Hilton Metropole at the National Exhibition Centre. It's even bigger this year with the trade halls open for the afternoon of Friday 29th May and all day on Saturday and Sunday (30th and 31st), as usual. And there's additional gaming space as well. As always there are plenty of tournaments, demos and organised games (I'm booked in for *Memoir '44*) whether you're a board gamer, role-player, CCGer or whatever. And that's before you get to the new games launches, seminars and the enormous Bring 'n' Buy. This event should be on every gamer's calendar. See <http://www.ukgamesexpo.co.uk> for details.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). For more info, see www.pevans.co.uk/Swiggers

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

UK Games Expo: 29th-31st May 2015 in the Hilton Metropole at the NEC. This is a public event that showcases games of all sorts with traders, demos and participation games plus guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 8th-11th October 2015, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 13th-15th November 2015 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

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>

Medstead and Four Marks *Railway Rivals* game 10 - Final game end

Apologies to Gerald for leaving his game end statement out of last issue.

Stars N Stripes - Gerald Udowiczenko, 3rd

In hindsight, I think starting from Houston would have been better, as Fort Worth/Dallas was just so congested. However saying that Jonathan (Green - TXR) hasn't seem to have greatly benefited from starting there, so maybe I'm wrong. In general I think our network was OK. It could have been better if we'd managed to get a little further West and connected to more "Clubs", but in general I'm happy with it.

As to what went wrong, I think we just didn't get lucky with the routes, especially "clubs". I was hoping to have had some club routes that only I connected to, but that wasn't the case and others were also able to connect to them. I also don't seem to have much luck with having the shortest routes. On a number of occasions, my route was a good 3-4 longer, and in Railways Rivals that is difficult to overcome.

Last turned helped a lot (almost 100 points) and has given us a slim chance of coming second, but to be honest, I can't see anyone catching Mark (Black - JAB).

I think everyone had good routes and it was a shame that yellow dropped out.

Once again a very enjoyable game. Thanks to all the players and especially Mike for ruining it (and putting up with us/me forgetting the deadline and being late).

Close to Critical *Star Trader* game 7 - Turn 12

There was a flash of light, followed by a shock wave. Stunned security forces had to fight past civilians caught up in the devastation. The explosion was completely unexpected and it opened THE 7 CORPORATION Warehouse to space. Though the culprit had fled, there was a lead to COSTA NOSTRA PIZZA, already operating a kind of Blockade in Mu Herculis System Space.

Trading was light this quarter. At Epsilon Eridani, SAILCAT sold 11 Isotopes for 5 HTs apiece and a Dealership. THE 7 CORPORATION sold 5 Monopoles for 17 HTs each, though the price still rose.

COSTA NOSTRA PIZZA sold 5 Alloys for 6 HTs each at Mu Herculis. SAILCAT had intended to trade in Alloys and Isotopes, but a mis-jump by their ship left nothing to do business with. COSTA NOSTRA PIZZA then dropped 2 Monopoles for 15 HTs each.

Tau Ceti saw SAILCAT selling 5 Alloys on Contract; while AVERY & SONS bought 5 Isotopes on Contract.

Sigma Draconis had THE 7 CORPORATION buying Isotopes on Contract and AVERY & SONS buying 12 Spice for 8 HTs each to gain a Contract.

THE 7 CORPORATION sold 5 Monopoles on contract at Beta Hydri, after which SAILCAT sold 9 Isotopes for 6 HTs each and was awarded Dealer status.

COSTA NOSTRA PIZZA were implicated in the sabotage of THE 7 CORPORATION's Warehouses at Mu Herculis, which led to a small loss of Monopoles and a substantial drop in Reputation. They also bought a Warehouse and two Isotope Factories at Tau Ceti and then loaded Passengers for Sigma Draconis and Tau Ceti. There was no reputation loss from their orbital ship, since no interceptions were attempted.

SWISS MERCENARY FLEET launched the Piccolo Hull, Naginta, at Tau Ceti. They immediately laid down a new Piccolo hull with Augmented Jump and D class crew on the same ship-way, before raising their Political level.

AVERY & SONS loaded Passengers for Mu Herculis.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep'n	Player
A Marathon Maniacs	10 0 0	N	6th	607	32	Andrew Burgess
B Costa Nostra Pizza	5 5 2	0	3rd	228	20	Mark Cowper
C Sailcat	10 0 7	0	2nd	1488	40	Mike Dyer
D The 7 Corporation	9 4 5	0	4th	670	40	Paul Evans
E Swiss Mercenary Fleet	8 7 1	5	1st	120	40	Martin Jennings
F Avery & Sons	10 8 1	0	5th	256	40	Prezemek Orwat

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

GM Notes

Sorry for the delay; if anyone has a query, send it through.

News

There were no new News chits this turn. The current chits (new ones in **bold**) are as follows.

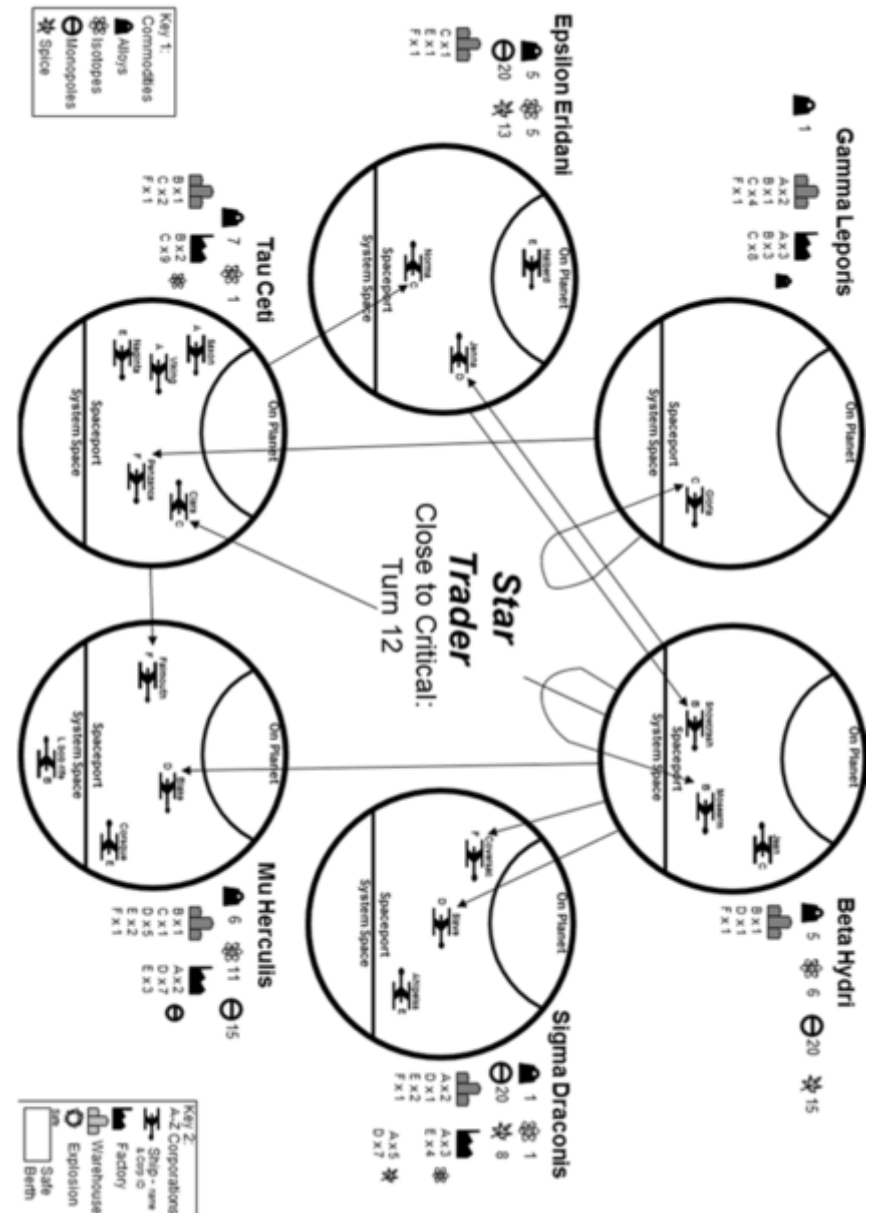
Turn 13: B10, C4

Turn 14: P3

Turn 15: P5

(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.)

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 15th May 2015



Great White Hunter

Turn 1

Mr Dommett starts us off: "view halloo!" he cries and lets them have it with both barrels. Them in this case being tracts of empty bush.

After this, a barrage of shots peppers the top left corner of the shooting grounds, just missing all sorts of interesting creatures. Until Rob Pinkerton hits a Lion. No doubt everybody will be trying to finish off the wounded creature when they've re-loaded.

In the meantime, Alex Everard bags a Monkey that Mike Dommett narrowly missed. Mike is clearly after bigger prey: "Do I have an import licence for the tusks?" he asks.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1																				
2		X																		
3		X										X								
4	X			X																
5		X				X														
6	X		X		L															
7																		X		
8				X														X		
9																				
10											X									
11																				
12						M	X													
13																				
14																				
15																				
16			X									X								
17																				X
18																				
19																			X	
20																				

What's this about?

This game is essentially a variation of *Battleships* and is open to all readers of *TWJO*. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies.

All you have to do each turn is nominate two squares to take potshots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the grid and numbers (1-20) up and down (thus A1 is the top left corner).

The first hit on each animal scores points in proportion to its size. For

Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20
Other symbols				
	X		Missed shot	
Upper case = this turn, lower case = last turn, Strikeout = dead animal				

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each Snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

Scores

Player	Shots	This turn	Total
Andrew Burgess	A6,B5	0	0
Charles Burrows	B3,F5	0	0
Mike Dommett	T17,G12	0	0
Mike Dyer	B2,D4	0	0
Alex Everard	F12	4	4
Andy Kendall	A4,K10	0	0
Nik Luker	M16,R8	0	0
Tim Macaire	C6,D8	0	0
Rob Pinkerton	E6	5	5
Gerald Udowiczenco	C16,R7	0	0
Pam Udowiczenco	L3	0	0
Matt Wale	S19,B2	0	0

example, a Lion is three squares and worth 15 points, so the first hit scores $15/3 = 5$ points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum of 1 point. So if A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B $2\frac{1}{2}$ each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal.

After 12 turns or when the board is clear (except for any snakes), the player with the most points wins.

**Send your next shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday, 22nd May 2015.**

Railway Rivals game 11 – preliminary

This game will be played on the South Wales Coalfield (East) map, copies of which will be going to the players. They are: Martin Jennings, Mike Dyer, Jonathan Palfrey and Gerald Udowiczenko.

Gentlemen, please let Mike have:

- the name of your railway company and
- your preference lists for the colour of your track and
- your starting point.

**Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 15th May 2015**

Subscribing to TWJO

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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 playing in the games. Or you can take the PDF edition and pay the “games only” subscription.

The table on the right shows the costs for the paper edition, including postage.

Paper edition	UK	Europe	World
10-issue (1 year) subscription	£27.00	£45.00	£55.00

The second table on the right shows the games only subscription (including VAT, where applicable).

Games only	UK & EU	Else-where
10-turn (1 year) subscription	£6.00	£5.00

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Online Games

TWJO readers are playing online versions of board games – and any reader is welcome to join in. Look for games named “TWJO” something – they have the password “pevans56” – or email me for an invitation. And let me know what other games you’d like to play.

A Few Acres of Snow

Martin Wallace’s brilliant card-based wargame is online at yucata.de and I’m enjoying playing it there. Sign up and take me on...

Agricola

Online at www.boiteajeux.net – I’m Pevans56 here and looking for others to join me and Alex Everard for a game.

Brass

Online at brass.orderofthehammer.com. Game 22 was a three-player game that ended in a win for Mike on 197 points, 6 ahead of me and 30-odd ahead of Steve. The latest game is back to four players again and has just started.

Concordia

The latest arrival at Boîte à Jeux is this cracking Mac Gerdts-designed game. I’ve got two games going at the moment and am beginning to get the hang of it. I think. Who else fancies a go?

El Grande

Another classic. I haven’t played for years, so who’d like to put me in my place at yucata.de?

Nauticus

Online at yucata.de – a recent addition to the site and a game I commented on in *TWJO* 145. So far I have Brad Martin and me – anyone else want to join us?

Puerto Rico

Just one of the games at www.boardgamearena.com: there’s no password system, so sign up and let me have your ID so that I can invite you to a game.

Roll Through the Ages

Online at yucata.de – a game I enjoy, despite being (mostly) rubbish at it. Who’d like a turn at drubbing me?

Through the Ages

Online at boardgaming-online.com – where I’m Paul “Pevans” Evans – and at www.boardgamearena.com. Let me know if you’d like to play at either site.

Vinci

Online at yucata.de – another classic, in a version adapted for online play. It’s great fun and a game I’ve actually had some success at.

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

Orders for November 1667 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 22nd May 2015



October 1667 (284)

Autumn arrives and Parisians begin to wrap themselves up when they're out and about in the early mornings. None more so than those with clandestine assignments and matters of honour to settle. Captain Cyrano de Camembert of the Fourth Arquebusiers has a meeting with his enemy, Picardy Musketeer Major Coeur De Lion. As the two men square up to each other, it's clear that Camembert has the beefier build. This may serve him well as Lion has the beefier sword: cutlass to Camembert's rapier. Rick O'Shea is at the meeting, too, as Lion's second.

After the opponents have saluted each other, Camembert charges in and kicks the Musketeer in the groin. Lion stands there and takes it. There's quite a grimace on his face as he gets his heavy blade moving. His slash strikes home just as Camembert recovers his balance. The grimacing is on his side now, but he continues to attack with a slash and then a lunge. The slash does little damage from the narrow edge of the rapier. The lunge, however, is one puncture too many. Lion surrenders, yielding the field to the Arquebusier.

In another part of the forest, new boy Claude Talon is taking on old boy Pierre Cardigan. Intrigued by his adversary's request, Cardigan has allowed him to use the weapon he is most comfortable with: a little throwing axe that he calls a "tamahaac". Cardigan considers it similar to the *francisca* used by the Ancient Franks. The question is whether it will prove effective against Cardigan's sabre.

Cardigan eschews subtlety and springs into a furious slash. The initial slash strikes Talon as he cocks his arm, drawing first blood. Talon lets fly, but the

tomahawk hurtles past Cardigan's ear. Unperturbed, Cardigan swings his sabre into the cut. His opponent isn't there, though, having jumped out of the way of the sword. Talon closes in and lunges, the tomahawk's small blade slicing into his opponent. On feeling the impact, Cardigan concedes the duel. Only then does he realise that the tomahawk hasn't done much damage.

Terence Cuckpowder has two enemies to fight and opts to take on Frele d'Acier first. However, Lieutenant-Colonel Acier is too injured to take the field, leaving Cuckpowder with just Colonel Etienne Brule to face. The two men are of similar build, but Cuckpowder has a sabre and Brule a rapier. Brule is also far less competent with his weapon. Acier attends as his second, while Rob d'Masses supports Cuckpowder.

Cuckpowder starts cautiously with a parry and a block. Then he attacks with a slash. His opponent has been blocking solidly since the start of the duel and fends off this blow. Cuckpowder ups the ante with a furious slash. The slash attack hits home just as Brule prepares to lunge. Brule's rapier skewers Cuckpowder, whose cut then lands. Brule surrenders, having taken enough damage.

Acier's doctor's note means there's no duel for Maurice Fluff-Bunny this month.

See you in court!

As the good people of Paris bustle about in readiness for the start of another day, a black coach rattles across the cobblestones, the driver cursing at bystanders to move out of the way. Soon it draws up outside the main Court building and the large figure of an Arabian male alights from on top to open the side door and allow the Commissioner of Public Safety, Sir Maurice Fluff-Bunny, to exit.

Surrounded by various aides, the Commissioner enters the Court. He makes his way to the prosecutor's bench, taking the opportunity to give a contemptuous stare at the defendant, Gaz Moutarde, who is sat between two burly Public Safety agents in the dock. Opening a large file, Fluff-Bunny gives a respectful bow of acknowledgement to the Minister of State, Jacques Shitacks, and commences his address.

"Your Grace, today we see in Court the sorry presence of one Major Gaz Moutarde. A man, who, the Prosecution will prove, has allied himself to a monster and is part of a most heinous conspiracy to dispose of His Majesty, The King. Thanks to the extensive work of my agents, many hours of secret observation and the personal payment of "incentives" to those who were induced into revealing relevant, damning information, I personally guarantee that no-one present in this court room will leave without being fully convinced of the nature of the prisoner's treachery and crime."

Having looked hard at the CPS, the Minister realises that this will indeed take some time. He motions to a Court Official. After some discussion, the words "what do you mean, 'it's off?'" and "is that spatchcock?" are heard, before an agreement appears to have been made and the official retires.

“So,” the Commissioner resumes, “let us turn to the charge against the prisoner; that of Aiding and abetting an enemy of the Crown! Firstly, the known facts: Moutarde is a long standing member of the Royal Marines, his service dating back to the time when its Commanding Officer was the notorious villain Ilk Lamore Bartat. I am sure no-one will need me to remind them of the case that came before this very court concerning Bartat. His subsequent ‘Guilty’ verdict and execution for Witchcraft is still talked about today. At the time Moutarde, whilst under suspicion, was not arrested and was, as we have since discovered, being protected by persons of influence.

“I must now reveal, both worryingly and sadly, to the Court that corruption and treason still continue within the ranks of the Royal Marines. No sooner does justice rid the regiment of one criminal, than another appears to take his place. The real culprit here, the dark force lurking in the shadows, the puppet master, is none other than recent RM CO Rick O’Shea. It is he who should also be in the dock alongside his blundering underling Moutarde. However, rest assured, we will get the villain and a future trial will see his downfall.

“More terrible still is a menace which has been unearthed that threatens the very heart of the Nation and of the world in general. It is to this threat, one supported by the prisoner, that I call my first witness.” Fluff-Bunny calls “Bring in Monsieur L’Icke!”

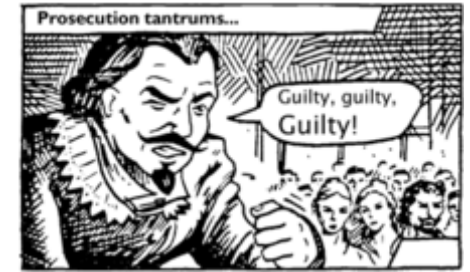
The court falls silent and all heads turn towards the main door. The sudden silence catches the Minister out and the loud words “a pillow, A PILLOW” are thundered across the Court. Soon various Aides are in attendance ensuring the needs of comfort are met. Content, Jacques motions for the CPS to continue.

Now a commotion can be heard outside and then a too-loud whisper: “But I’ve forgotten what to say, I’ve lost the notes.” Another retorts, “then you’ll just have to make it up. Remember you’re being paid good money for this!”

Finally, the door opens and a small, wiry fellow dressed a turquoise robe and a crumpled turquoise cap stumbles nervously into court. He licks his lips, staring around at the public gallery and the floor of the courtroom. Seeing Fluff-Bunny, the man straightens himself a little and scurries into the witness box. Fluff-Bunny turns to the MoS and continues, “This, Your Grace, is one Davide L’Icke, the Public Safety Ministry’s ‘Approved Lead Investigator for Everything Nocturnal’, or ALIEN Agent for short. When I took over my post, I found him locked in a basement cell, imprisoned there by O’Shea, who claimed he was mad. Nothing could be further from the truth. In Agent L’Icke we have a great mind, someone who knows the reality behind this global threat, a man who, despite being deprived of parchment and quill, was able to progress his theorems and calculations through the ingenious use of his own faeces and the cell walls. Monsieur L’Icke will you kindly tell the Court all that you know please.”

The CPS stops the witness as the Minister raises his hand and all look as Jacques turns to an attending Baron, “His own face you say? Well, I can only imagine he had no choice but to use his own face, yes, quite so, very strange to have felt the need to state that, let’s ask the CPS over lunch.” Jacques motions the CPS to continue.

Removing his cap, L’Icke runs his fingers through his mop of greasy hair. He takes a deep breath and a gulp of water from the jug alongside him. “Err... er... uumh, yes... I can tell you everything,” he stammers, “It’s the Slaaansh, you see, they’re trying to take over the world and they want to kill us all, or turn us into their slaves!” He takes another, hasty drink of water “They come from the skies, a different world, and they’re really lizards but they look like people and... and... they eat rats and mice and things... I saw one, once, its whole jaw extended to eat a cat, horrible it was!” L’Icke’s body gives an involuntary shudder and suppresses a couple of facial tics before he continues. “Anyway, that man there,” he points at Moutarde, “he supports them and is one of their human agents.”



Then, turning to the CPS, “That’s right isn’t it, or was it O’Hare, or both of them?” Quickly intervening Fluff-Bunny replies, “Yes, Monsieur, that is correct, but I THINK you meant to say O’SHEA, DIDN’T YOU!” “Oh yes, O’Shea, that’s it, it was him,” garbles a ruffled L’Icke. “Definitely him, The Public Safety Commissioner, he’s the guilty one.” “NO!” retorts an exasperated Fluff-Bunny, “I’m the Public Safety Commissioner now!”

Addressing Minister Shitacks, Fluff-Bunny adopts a servile tone, “Your Grace, as you can see Monsieur L’Icke has been through an unsettling experience and is still recovering from his trauma. He is clearly a little exhausted and in need of further rest. I believe we need trouble him no more with questions, I feel he has made his point.” Gesturing at L’Icke, the CPS says “You may leave now, Monsieur. The Court thanks you for your precise evidence.”

Once L’Icke has exited the court room, Fluff-Bunny raises a letter above his head. “Next, Your Grace, I present, as evidence, this letter which I received from the late Field Marshal Tomas Le Matelot. It was sent to me days before his ‘demise’ during the recent Summer Campaign. If Your Grace will allow me, I shall read it.

“Dear Fluff-Bunny, I see that you have just been appointed Public Safety Commissioner. Well, I need your help as I have discovered a sinister plot being undertaken by RM Colonel Rick O’Shea and his underling Major Gaz Moutarde. The pair of them are connected to some devilish creatures that want to rule the world and they are infiltrating the Military and the Government. O’Shea knows I’m onto him and has sent his assassins after me, so I am fleeing to the Front to try and find you, to pass over all the evidence I have. With God’s grace I will find you before they find me.

“That, Your Grace, was Le Matelot’s letter. Regrettably, he was unable to get to me before an assassin felled him, as he feared, but this letter speaks for him. You will note his inclusion of the prisoner’s name, more damning evidence when coupled with that of L’Icke. Was not Moutarde at the Front at the time of the Field Marshal’s death? The Prosecution believes Moutarde was the assassin.”

Placing the letter into an inside pocket, Fluff-Bunny coughs to clear his throat and concludes, “Your Grace, that concludes the Prosecution’s evidence against the prisoner. There is nothing further to add to the case except to urge the Court not to be fooled by whatever pathetic lies and excuses Moutarde may seek to offer in his defence. The man is guilty as charged and so now I must turn to the matter of your sentence.”

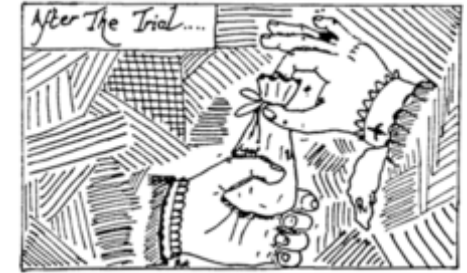
“The Prosecution feels that the penalty can only be one of death, the crimes being simply too terrible for any other punishment. However, what’s important is that Moutarde’s death sends a clear message to his Slaaanesh masters that France, and the world, will not fall. As the Court may be aware, the Public Safety Ministry has recently completed the construction of a new catapult, La Belle Estelle, within the grounds of the Bastille, specifically for the purpose of fighting back against these ‘creatures from the stars’, these, as we have heard, ‘Slaaanesh’. Here’s how we begin the fight back: the death sentence against Moutarde should be carried out at midnight by placing him, secured in a star shape position, upon La Belle Estelle with gunpowder charges enclosed within ‘fireworks’ attached to each arm and leg. The further addition of what the common folk call a ‘St Catherine Wheel’ pinned to his hat and a rocket shaped pyrotechnic inserted up his ‘derriere’ complete the set-up. At the stroke of midnight my executioner, Achmed, will light each of the fireworks and then quickly fire the catapult, thus propelling Moutarde high into the night sky. The illumination of the rocket trails will be visible to all as, too, shall be the fiery explosive conclusion as the prisoner detonates in mid-air. The Slaaanesh cannot fail to notice this and will realize that we are onto them!”

“Very ingenious, Fluff-Bunny,” responds Minister Shitacks. “But first we must hear from the defendant.” Before Moutarde can speak, though, Count Eglise de Sant-Suplice interrupts proceedings and insists he has testimony for the prosecution.

“Most Noble Judge and Assembled Worthies,” he starts his address from the witness stand. “I wish to state on my honour as a peer of France, a minister of the crown and a General of His Majesty’s armies that the accused is guilty. I happened to be passing through the harbour quarter on my way home from doing good works when I was caught short thanks to an over-rich game pie. Ducking into Red Philippes, I saw the accused with several dubious personages who shouted ‘A Bas Le Roi!’ and ‘Vive Le Caliphate!’ I then saw M. Moutarde order several flagons of beer and propose a hand of cards. Therefore he was clearly ale-ing and a-betting with the enemy and is guilty as charged. I rest my case.” In the embarrassed silence that follows, a court usher sidles over to the Count and whispers in his ear. Sant-Suplice starts, looks sheepishly at the judge and hurries from the court.

Moutarde finally gets to his feet. “Gentlemen, it is with a heavy heart I find myself in the dock for these crimes of which I have been accused. Unjustly accused, one might argue. However, as I have absolutely no knowledge of the events in question, due justice is a decision I must leave in the worthy hands of the Minister of State. I therefore throw myself on the mercy of the court and submit to such sentencing as my lord General deems appropriate.”

The Minister looks around the Court with a stern and troubled gaze before speaking, “My Lords, Ladies and gentlemen; what you and I have heard is troubling in the extreme and we must take note. France is a Nation others envy and fear and this brings enemies to our borders who would take what we have earned.



“Today we have heard of the crimes of Sir Gaz Moutarde and of accomplices and ringleaders, of conspiracies and of what the CPS calls the Slaaanesh – these people sound very much like the English to me, I have heard of their terrible eating habits. But let us not be fooled, the CPS has given good evidence and a case has been made, a case I feel the defendant has not answered. I have no choice but to find the defendant guilty.

“Taking into consideration the defendant’s military record, the previous favour shown him by His Majesty, the fact that he is a pawn in a more serious investigation, as well as his defence I am prompted to be lenient. In sentencing, I fine the defendant the sum of 1,200 Crowns and expect him to leave the Court promptly. Sir, if you are in this Court again the sentence will be less convivial.”

As Moutarde hands over his cash and scuttles from the court, much relieved, Shitacks addresses the room in general. “Now, as the CPS has outlined his new device, I have decided we will indeed test its merit.” He turns to a Court Official, “bring out the prisoner from Cell 5.” Then, to the CPS, “Now let’s see that demonstration.”

Dismissals or recruiting?

The Fluff-Bunny is not finished yet. He calls in a couple of favours to assist the Majors of the 13th Fusiliers in deciding to resign. One goes, the other does not. However, all this is clearly keeping Fluff-Bunny too busy to notice recruits. New boy Sebastian de la Creme applies to join the 13th Fusiliers, but gets no answer.

Some appointments are made in the military though. As Second Army commander, General Bill de Zmerchant makes Jacques le Franc Army Adjutant. Lieutenant-General Egon Mad 2 appoints Grégory Bonnissel as his Aide, adding him to the staff of First Division. Allan Fa-Dân gets the job of Regimental Adjutant in the King’s Musketeers, courtesy of his commander, the new Colonel, Was Nae Me.

Flying from the Bastille

The first social event of the month is, of course, the unveiling of the CPS’s new toy, the giant catapult he calls “La Belle Estelle”. It starts with a tour of the Bastille. In the grounds, a construction is draped under a large cover tied up with a large red ribbon. Maurice Fluff-Bunny marshals his guests. In alphabetical

order, they start with Arnaud Surfinmaise. Unfortunately, the next up is Cyrano de Camembert and he and Arnaud are in enemy regiments. They continue to jostle each other throughout proceedings, much to the annoyance of Cyrano's companion, Jenny Russe. New boy Duncan d'Éauneurts attends by special invitation of the CPS. Maurice is not one of those financing M d'Éauneurts, but his simple plea for funds has brought him one loan and several gifts. Euria Humble brings Edna Bucquette and a small chest that's just been delivered from QMG O'Shea. Grégory Bonnissel is on his own, as is Jean Ettonique. Kidder de Margaux has no company, either (and his later courting doesn't change his single status). Leonard de Hofstadt escorts Sue Briquet. There's nobody with Pépé Nicole. Viv Ayschus accompanies Rob d'Masses. Sebastian de la Crème is on his own. Terence Cuckpowder has Lucy Fur on his arm. Finally, Warren Peece brings Ingrid la Suède.

Maurice introduces the 'notary' who is to do the unveiling: Davide L'Icke. He is dressed in turquoise robes and described as the Public Safety Ministry's 'Approved Lead Investigator for Everything Nocturnal', or ALIEN Agent for short. This post was, apparently, created in response to the recent reported night time sightings of mysterious 'lights in the sky' and 'strange creatures'.

Monsieur L'Icke's rambling address – "They are everywhere, they're watching all of us, they are within our towns and cities..." – is cut short by Maurice, who guides him to cut the ribbon, allowing the cover to fall off and reveal "La Belle Estelle". Icke then smashes a bottle of champagne over the device and is ushered away as Maurice prepares his demonstration of the catapult in action. Ministerial agents bring up two dummies dressed in a Royal Marines uniform, one with a placard around its neck, which reads "Hokey Cokey". In turn, they are hoisted onto the catapult and have fireworks stuffed into them. The agents light the fuses and Achmed "The Axe" Headsoff fires the catapult, 'twanging' the dummies into the air where the fireworks explode. Or just set fire to the dummy... Leonard has a far-away look in his eyes. He's trying to work out just how big a catapult would be needed to deposit a load of excrement on England...

After all this excitement, Maurice and Leia Orgasma escort the assembly back to the Fleur de Lys for drinks and nibbles. Left outside are Charles Louis Desappear and Jacques le Franc – members of the 27th Musketeers and Royal Marines are not welcome, despite Jacques's donation to "The True Patriots Fund". And Charles so wanted a chance to show off his nice, new Major's uniform – funded, in part, by Brigadier Adis.

There are several other members in the club: Ali Vouzon and Angelina di Griz, Bill de Zmerchant, Jacques Shitacks and Madelaine de Proust, Pierre le Sang and Guinevere d'Arthur, Uther Xavier-Beauregard and Henrietta Tancenjin and Voulo Vault and Ophelia Derriere. Down the road in Bothwell's are Chopine Camus and Sheila Kiwi, Etienne Brule and Belle Epoque and Rick O'Shea. Rick is looking very ~~rich~~ pleased after his first month as QMG. Monty Carlo is in

Hunter's, along with Charlotte de Gaulle. Blue Gables is where Sebastian Adis II is hanging out with Marie Antoinette and baking implements. They have Maurice Essai Deux as their guest, but he doesn't seem interested in any fondant fancies. In the Frog & Peach Was Nae Me and Vera Cruz are Toadying to Percy Mystic (now a Lt-Colonel) and Lotte Bottle while Claude Talon is there on his own. Coeur De Lion has Red Phillips to himself. Apart from Ada Andabettoir.

Cavalry time

The second week sees the competing delights of Bill de Zmerchant's horse race, Etienne Brule's Cavalry Luncheon in Bothwell's and the second week of Percy Mystic's bash at Blue Gables. However, all the partygoers out in Paris must run the gauntlet of Fluff-Bunny's "Hokey Hunt". Public Safety agents and the 13th Fusiliers alike are stopping people, demanding identification and looking for evidence that any of them is the Hokey Cokey. They leave behind posters offering a thousand crowns reward for "information leading to the identification and capture" of the Hokey Cokey. Meanwhile, the competition for guests is won by the horse race, with eight participants, including the host, two more spectators and another who'd like to spectate, but doesn't meet Zmerchant's minimum criteria – bad luck, Jean Ettonique, who thus doesn't get to show off his mistress to the world. She was clearly won over by his elaborate preparations: pink champagne and a *tarte de framboise*.

In the race itself, Euria Humble looks a likely contender, until you take his size into account. This doesn't stop Edna cheering him on. Bill gets Mary Huana's support, but is just one of the riders in contention. Alongside him are Claude Talon, riding the way he's used to – without stirrups, Frele d'Acier, championed by Freda de Ath, and Pierre le Sang. Duncan d'Éauneurts and Grégory Bonnissel don't look like contenders and Jacques As is expected to bring up the rear, despite vociferous backing from Thomasina. Jacques le Franc, accompanied by Kathy Pacific, and Voulo Vault, with Ophelia Derriere on his arm, lead the spectators at the bar.

As the race gets under way, it's Frele who takes an early lead and is first across the initial fence. Hard on his heels are Bill, Claude and Pierre with Euria and Grégory just behind them. As expected, Jacques is behind all of these, but Duncan is in last place, struggling to persuade his horse to jump. Euria and Pierre take the jump badly, their horses stumbling, and can't get much speed out of them. Claude jumps well, but the lack of stirrups is clearly hampering him.

At the half way point, Frele has maintained his narrow lead, with Bill keeping station just behind him. He has been caught, unexpectedly, by Grégory, with Jacques half a length behind. Claude is the man in the middle, just in front of Pierre, who has been caught by a charging Duncan. Euria brings up the rear.

As the horses clear the last fence and gallop for the finish line, Grégory digs his spurs in and his horse responds. The pack thunders down the final straight,

Grégory catching and then passing Frele to win by half a length. What's more, Bill gets a bit more out of his mount and crosses the line neck and neck with Frele to share second place (always good to get back some of what he put up to sponsor the race – especially as he had to borrow it!). Duncan continues to get the most out of his beast, but can only make fourth place. Jacques eases off in fifth, only to find the recovering Pierre alongside him at the finish. Claude has lost his balance at the last fence and struggles to the finish, passed by everybody that was behind him. Even Euria gets his second wind, hurtling past Claude to finish seventh, a good length up.



The mud wiped off, the riders and spectators mingle over a celebratory drink or two. This is when Duncan realises that neither Frele nor Jacques, both his social superiors, is of the nobility. Outraged, he challenges the two of them.

The Cavalry Luncheon is rather less competitive, though not everybody attending is from

a cavalry unit. Etienne and Belle Epoque are host and hostess. Their cavalry guests are Chopine Camus of the Grand Duke Max's, who is accompanied by Sheila Kiwi, and René de Gaviscon of the Archduke Leopold's. Oops! That's two enemy regiments and challenges are exchanged. Was Nae Me, Colonel of the King's Musketeers, doesn't worry about anyone from his enemy regiment attending. And Brigadier-General Warren Peece no longer has any regimental ties to bother him. Was brings Vera to the lunch while Warren escorts Ingrid. Etienne awards the 50-crown prize for the best lecture to Was. His topic, "How to Get the Most of Those Gascon Go Faster Stripes," is well received. Etienne's contribution is to note that "Intelligent creatures, horses – better than many infantry officers. Point 'em at the enemy and say 'last one there's dog food' usually works ... for both."

Having had just Was as his (and Lotte's) guest the week before, Percy attracts a bigger crowd to the Frog & Peach this week. Cyrano de Camembert brings Jenny Russe. Charles Louis Desapear is on his own. Sue Briquet accompanies Leonard de Hofstadt. Maurice Essai Deux remains without a plus-one.

There are other people in the clubs in addition to the party-goers. Ali Vouzon and Angelina are in the Fleur de Lys again and see Gar de Lieu arrive with Maggie Nifisent. Gar has been regaling the King with more tales of life with the Royal North Highlanders. In Hunter's we find Monty Carlo and Charlotte, along with Arnaud Surfinmaise. Sebastian Adis II takes Marie to Blue Gables again and Coeur De Lion and Ada occupy Red Phillips.

You dancing?

The best-attended party in week 3 turns out to be Was Nae Me's event at Hunter's. This is despite Voulo Vault's latest *Académie de Danse* and Eglise de Sant-Suplice's Masked Ball at the Fleur. Eglise and Frances Forrin are joined by just Euria Humble and Edna and Jacques le Franc and Kathy. That's a lot of fruit punch going to waste...

Voulo and Ophelia find more guests arriving for the dancing. This month, it's the Bourrée, a dance common in the Auvergne and in double quick time. Chopine Camus partners Sheila. Etienne Brule accompanies Belle. Freda is on Frele d'Acier's arm as they essay a demonstration of the sarabande. Jacques As escorts Thomasina and is suspected of taking the pee... Their dance is the "Beurre," which Jacques describes as "partners eating a baguette smothered in butter." The prize has to go to Frele and Freda.

There is another, unannounced, gathering at the Fleur: Maurice Fluff-Bunny, with Leia Orgasma at his side, has a few invited guests. Bernard de Lur-Saluces is Maurice's number two in the 13th Fusiliers. Sebastian Adis II is Brigadier of Fourth Foot and hands Maurice a small donation for the "True Patriots Fund." Sebastian de la Crème brings Di Lemmere with him, showing off his conquest of the previous week. Maurice is disgruntled to see the dancing Frele and (fox?) trots over to challenge him for being an upstart. Sebastian follows suit and issues a further challenge to Jacques As.

With Vera as hostess, Was Nae Me welcomes a string of guests to Hunter's. However, Was has decided that certain people are not welcome, leaving Charles Louis Desapear and Leonard de Hofstadt out in the cold. The guest list starts with Allan Fa-Dân. Then Arnaud Surfinmaise brings Betty Kant. Charles Asnovoice and Claude Talon attend without company. So, too, do Duncan d'Eauneurts and Grégory Bonnissel. Kidder de Margaux and Maurice Essai Deux are also flying solo. Percy Mystic escorts Lotte. Rob d'Masses attends with Viv Ayschus. Ingrid accompanies Warren Peece.

Ali Vouzon and Angelina, Gar de Lieu and Maggie return to the Fleur once more. Pierre le Sang comes in with Guinevere d'Arthur and Jacques Shitacks with Madelaine. Bill de Zmerchant, on the other hand, brings a hefty pouch. He hits the gaming tables, placing three substantial wagers. He wins the first one, but loses the next two, leaving him out of pocket, but ahead in kudos before he retires to Mary's place. At Hunter's Monty Carlo and Charlotte watch Was's gathering from a distance. Coeur De Lion and Ada remain in Red Phillips.

The second week of Eglise's masked ball, the fourth week of October, sees Euria and Edna, Jacques le Franc and Kathy once more the guests of Eglise and Frances. They are joined by erstwhile dancers Voulo and Ophelia. The Fluff-Bunny, however, is not welcome and spends his week outside the club, muttering darkly that his blood red outfit is "a sign of bloody times to come". Eglise is

gratified to share the fruit punch and venison and invites Euria and Edna to join him again in December. Others inside the Fleur are Ali and Angelina, Gar and Maggie, Jacques Shitacks and Madelaine, Pierre le Sang and Guinevere.

Bothwell's gains the attendance of a few members: Etienne and Belle, Jacques As and Thomasina, Warren and Ingrid. Monty and Charlotte continue at Hunter's, where we also find Arnaud. Sebastian and Marie are one again in Blue Gables and Coeur and Ada keep the wine flowing at Red Phillips.

Jacques de Gain has competition for this month's title of iron man: his four weeks of rapier practice are matched by Egon Mad 2. Bernard de Lur-Saluces pitches in with three weeks training with his rapier. Pierre Cardigan, Terence Cuckpowder and Uther Xavier-Beaugard practise sabre for three weeks. In Cardigan's case this follows his successful courting – a different way to celebrate. Plenty of people find time for two weeks practice: Cyrano de Camembert (rapier), Eglise de Sant-Suplice (rapier), Frele d'Acier (sabre), Pepé Nicole (rapier), René de Gaviscon (sabre) and Rick O'Shea (cutlass).

Having unexpectedly survived his trial and not been hurled into oblivion on "La Belle Estelle", Gaz Moutarde retires to his mistress's place and stays there all month. Allan Fa-Dân and Rob d'Masses encounter each other outside a certain residence. Neither will give way, giving cause for a duel. They both get their chance with the young lady in question and both fluff it. There are plenty of Parisians without that opportunity and they end up in the red light district, providing targets for the footpads. Allan Fa-Dân, Charles Louis Desapear and Grégory Bonnissel are all attacked, but have spent their cash, leaving nothing for the muggers. René de Gaviscon may have had a drink, but hasn't bothered with any female company. There's cash in his pouch and the footpads celebrate.

Cash in hand

The Royal Foot Guards remain in the warmth of North Africa, garrisoning France's latest possession. Their commander, Amant d'Au, expects his men to be able to put their feet up, but some of the local Berbers are not happy with the French presence. The French troops suppress the resulting skirmishes and the Foot Guards get a little booty. Amant d'Au is Mentioned in Despatches ("robust work") and takes some 150 crowns for himself. He's actually given away much larger amounts this month. Noggin le Nog pockets the same amount to go with his (brevet) promotion to Subaltern and the gift from his commander. Lt-Colonel Jean Jeanie rounds up 350 crowns for himself as he has no other reward.

France's other frontiers are actually more peaceful. Assigned to Frontier regiment 3, CG Colonel Lothario Lovelace stays in his tent most of the time, but this doesn't get him any reward, of course. 53F Colonel Tourtière Mangetout is with Frontier regiment 4 and gets out and about a bit. This brings him a brevet promotion to Brigadier-General. ❖

Press

Announcements

To: The honourable men of The Royal Foot Guards

From: Colonel Amant d'Au

We meet again at the Front immediately following a brutish Summer campaign. It is my unhappy duty to bring to the Front this last hope at repairing damage previously caused by the leadership of others. I have loosened my personal money purse to grant the men of The Royal Foot Guards 1,000 Crowns each. I hope that it will serve as a reminder of the drink and merriment that awaits us at the end of our newest adventure. As always, my thoughts are with you all as I lead the charge in the name of His Majesty Le Roi.

Gentlemen of Paris!

Serve in the finest cavalry regiment in His Majesty's Army!

Apply to join the Dragoon Guards today!

Brigadier General Adis seeks an aide. Applicants must be handsome, charming, well-groomed and, most importantly, 'READY TO PARTY' once a month with me under the pretext of 'discussing military affairs' – yawn. Applicants should be able to read and write and, most importantly, be able to process the numerous envelopes asking for money for the True Patriots fund in the correct way and not to make a variety of amusing paper hats. Applicants by post to 4th Foot Headquarters, attention 'Brigadier Adis'.

Ministerial Vacancy: Chancellor of the Exchequer.

To whom it may concern, His Majesty King Pevans has agreed that we should place an advert for this High Government position. You will be a person of learning, good with numbers, hard-working, honest with a good track record of finance and budget setting. You must be able to think outside of the carriage alongside the pony and inside the box. Persons known to the CPS need not apply. All applications should be delivered to the MOS Offices.

Social

Ladies and Gentlemen, Ophelia and I are delighted to continue hosting the 'Académie de Danse' in the Fleur De Lys ballroom during the 3rd week of each month. Our offer extends to all those of SL 12 or higher with a suitable mistress to come and learn from their betters. All costs will be paid for those of SL 15 or higher, in appreciation of their efforts to impart their dance insights. In addition, a prize of 50 crowns will be offered to the couple teaching the most interesting new dance. For November 1667, we have decided to introduce the passepiéd, a court dance originating as a kind of Breton branle. As ever, applications from those of a lower social standing, but with a burning desire to learn, will be considered.

† Sir Voulo Vault, Major RFG/Gds
Brigade Maj.

Official Ministry Announcement No.7
All true Patriots are notified that the reward for information leading to the unveiling and arrest of the anarchist and serial slanderer calling himself 'The Hokey Cokey' has been increased to 1,000 crowns and a VIP invite to his summary execution.

This low life guttersnipe, this wretched specimen of humanity, this canker upon Parisian society, this... this... utter example of wanton treachery and malice must be stopped. Anyone who deems himself a 'True Patriot', anyone who loves His Country and His Sovereign is called upon to actively help track down this enemy of France. To set an example, from this month henceforward I shall be conducting a monthly 'Hokey Hunt' within Paris that shall terminate with a debriefing session at my club, The Fleur de Lys, starting in Week 4 of November and then the 4th week of every following month.

All are welcome, bring what weapons and resources you can muster to help flush this 'turd from the sewers'.

† Bdr General Sir Maurice Fluff-Bunny
Commissioner for Public Safety
Commanding Officer, The Glorious
Fighting Thirteenth

To all Parisian society

The second in a series of bake-offs will be held at Blue Gables in Halloween week (Week 4) at the request of Scary Seb Adis and mischievous Marie Antoinette. The theme will be witches and ghost cakes, so I expect gingerbread houses and well-drizzled brandy traybakes will be on the menu. This is open to

everyone except Jean Ettonique; all are equal when faced with icing choux pastries.

Again, Marie Berry will judge.

Matters of Honour

Brig General Camus,

I will be honoured to act as your second in your forthcoming duels.

Your servant,

† Captain Gregory Bonnissel,
GDMD

Colonel,

Sorry for the brevity of this note, but I find I am inexplicably pressed for time. I would be honoured to serve as your second, if you are still in need of someone to perform that role.

Merci,

† Major Kidder de Margaux,
GDMD

Regimental Letters

Paris, September 1667

Cher Comte et General Mad 2,

Please allow me to introduce myself, Capitaine Ettonique of your own Division, currently serving as Adjutant with the Grand Duke Max Dragoons.

Sir, I will be brief. I write to ask you to consider appointing my friend and fellow officer, Gregory Bonnissel of the GDMD, to be your aide. Capt Bonnissel joined the regiment in Africa at the same time as myself and Major Talon, but unhappy chance has thus far robbed him of appointment as either the regimental adjutant or the Brigade Major for the Dragoon Bde. Since my own appointment as adjutant has thwarted one of those

ambitions, I feel obliged to put him forward as a stalwart officer who would do well as your aide.

I do hope you will consider using this fine cavalry officer at your side, and wish you and the Division continued success in Paris and on the field. I will raise a toast to the fighting 1st at the next opportunity, and hope to make your acquaintance very soon.

I remain, Sir,

Your obedient servant,

† Jean Ettonique
Captain and Adjutant
Grand Duke Max's Dragoons

I will be only too happy to appoint Capt Bonnissel as my aide. He sounds like an ideal candidate.

† Count Mad

Cher Comte Mad,

I truly appreciate your appointment of myself as your aide. I look forward to proving myself in my new role.

† Captain Gregory Bonnissel, GDMD

Cher Brother Captain Ettonique,

Thank you my friend for sponsoring me in this way. I truly appreciate it.

† Captain Gregory Bonnissel, GDMD

Brother Bonnissel,

I feel badly that there was not room for both of us to be Majors in the regiment. Please be assured that I feel that you are every bit as worthy of the rank as I. Allow me to gift you the horse this messenger has brought, in case the one you recently inherited proves to be truly cursed.

As a fellow member of the GDMD, I have a request to ask of you. Would you be so kind as to be my second for

an upcoming duel of honour this October? A rather high placed fellow was rather rude to me when we met on a lady's doorstep. Indeed, he insulted my mother by slandering me as "A half-breed savage." My mother is indeed a dusky child of America, but she is no savage. After our exchange, I invite you to join me at my club, the Frog & Peach, for drinks. Please also bring along a lady-friend if you wish.

On another matter, I hope you will join me in holding up the honour of the GDMD by participating in the steeplechase in the second week!

Yours,

† Claude Talon/Gitchi-Biishew

Brother Talon,

No need to feel bad. I bow to military tradition and accept that the majority was rightfully yours. I would be honoured to be your second and will support you in righting the slight upon your mother. I will also be participating in the steeplechase and look forward to a GDMD clean sweep! Thank you for the offer of the horse, which I gratefully accept.

† Captain Gregory Bonnissel, GDMD
PS In addition, I also have a duel this month and would be grateful if you would join Captain Ettonique as my second. A busy month for both of us!

Sir,

I would be happy to lend my aid to you as your second. I also look forward to GDMD excelling at the race!

Yours,

† Talon

Personal

Monsieur Duncan d'Éauneurts to Brigadier-General le Comte Jacques de Gain, Quartermaster General of His Majesty's 3rd Army, Greetings! Monsieur le Comte,

Allow me to recommend myself to your service.

I am the second son of Sir Gaston and Lady Isla d'Éauneurts of Éauneurts-sous-Montreuil, Pas-de-Calais, Picardy. Mama asks to be remembered to you – she tells me that in happier times they had the honour of providing you with accommodation whilst you were on some mission for His Majesty (Montreuil being a regular staging post between Paris and Calais, of course).

I regret to inform Your Lordship that my father passed on some years ago, since which time my profligate elder brother, Xavier d'Éauneurts, has mortgaged the family estate to the hilt and frittered away the proceeds. (He is currently believed to be in Scotland, setting up a venture to import 'usquebaugh' in partnership with Mama's Scottish relatives).

Consequently, it has fallen to me to attempt to repair the family fortunes. I have come to Paris with a view to following in my father's footsteps by joining a good regiment and hoping for a successful campaign or two. My burning desire is to buy up the mortgage on the Éauneurts estate so that my mother and sister might escape penury and live in a genteel manner once more.

Unfortunately, to purchase a majority in my father's old regiment and the

three horses required will cost me over 700 Crowns – and Mama was unable to scrape more than 40 together prior to my departure.

I hope Your Lordship doesn't think me too forward to suggest this on such a slender acquaintance but, could Your Lordship consider extending me a loan of 750 Crowns?

Your Most Devoted and Obedient Servant, † Duncan d'Éauneurts

Mon Cher Duncan,

I was very much saddened to hear of the change in your circumstances.

Whilst I only have a limited recollection of your mother, I am, of course, more than willing to lend you 750 crowns to help you on your arrival in Paris.

I hope that you succeed in Paris.

Your obedient servant,
† Brigadier-General de Gain

Monsieur Duncan d'Éauneurts to Brigadier-General le Comte Jacques de Gain, Quartermaster General of His Majesty's 3rd Army, Greetings! Monsieur le Comte,

Words are inadequate to express my thanks. I'll be sure to acquaint Maman of Your Lordship's generosity the next time I write.

I hope to make Your Lordship's acquaintance in the fullness of time, though I suspect it will be a while before we find ourselves in similar social circles. In the meantime, if there is ever some small service my meagre talents may allow, please do not hesitate to call upon

Your Most Devoted and Obedient Servant, † Duncan d'Éauneurts

A Bake-Off recipe from Maurice Essai Deux

You need for a dozen pieces:

2 eggs,

½ cup of flour,

1 small spoonful of lemon zest (luckily I got some in Africa),

2 (better 3) vanilla (there is a spice trader on Rue des Boucheries),

2 pinches of salt, a cup of finely ground sugar,

¼ cup of butter,

1 copper mould for forming the cakes.

Start by grinding the sugar to a fine pieces (not powder) fill it in the cup and put the vanillas in it. You can slice the vanillas and extract the black powder from them to heighten the aroma. Put a lid on the cup, put it on a board and let the aroma of the vanilla seep into the sugar for a week or so. Then you have sugar which is sweet AND tastes like vanilla... nice addition to any sweet desert from strawberries to the new drink from the colonies.

Search out a bakery, haggle with the baker to use the oven AFTER they have baked their bread... The oven most not be too hot.

1) Melt butter and let it cool to normal temperature.

2) "Liberate" a stirring spoon from the baker, beat the eggs, and salt at a high speed until a light cream forms

3) Do not stop beating and gradually add a third of the vanilla tasting sugar.

3a) Do not stop beating (you will probably start to sweat now, do not let the sweat drop into the bowl). You are ready when the mixture is thick and pale and ribbons form when the beating spoon is lifted.

If you started on the hour, it is probably ringing once now.

4) Gently add part of the flour (steps of 1/3 have proven a good measure) and fold the flour into the mixture

6) Add the lemon zest and pour melted butter into the batter. Be gentle.

7) Fill batter into the moulds and put into oven.

Sometimes around the second bell, you should check. The cakes are ready when the tops spring back when gently pressed.

8) Reverse the cakes, sprinkle some more sugar on them and voilà.

You can substitute some lemon zest with cognac (not too much less it will dominate the vanilla taste) or that new brown powder from the colonies.

In the latter case, increase the sugar to half a cup.

Lord Percy Percy says, as fashion is tending towards the florid, Voulo Vault has a very fashionable nose!

Dear Father

It seems Paris is being over-run with 'Je Suis Hokey-Cokey' memorabilia. I enclose a nice pair of socks for you so you can be follow the fashion back in Angouleme. Whatever next? Scary facemasks? Now that would never do.

Regards to Mama, your loving son,

† Seb

To: The 'Hokey Cokey'

You miserable excuse for a man, how dare you insult a gentleman and a Government Minister.

I'll have your head, 'Cokey'. I'll not rest until it's on a spike at the gates of the City. You think you can take on

the Government and the Public Safety Ministry, casting your lies, slander and defamations around willy-nilly, seemingly without a care in the world and oblivious to your impending demise.

Hear this, 'Cokey': you'll be on trial and then executed quicker than you know it. I am going to take particular delight in carrying out the sentence myself and already have the irons warming nicely in the fire for you. By the time I've finished with you, they'll be calling you the 'Red Hot Pokied'!

† Bdr.General Sir Maurice Fluff-Bunny
Commissioner for Public Safety

To: Brigadier-General N2, First Foot Brigade

From: Colonel Amant d'Au, Royal Foot Guard

Sir, it is my sad duty to Paris and His Royal Majesty to question the commands that risk the Regiment and the lives of the men under my command. Le Roi has seen fit to allow me the privilege of administering the finest Regiment in all Paris.

I said nothing during the Summer campaigns when my Regiment was given suicidal orders and I did my best to salvage what I could. I returned in the Fall after reading the most current reports from the Front in an effort to lessen the damage the Brigadier seems determined to cause. It has been a great hardship on myself and those under my command; morale is very low and the Brigadier's asinine new plan to storm the enemy is more than my conscience will allow.

See attached documents signed by servants at the Brigadier's estate that explain in detailed and extremely critical words how the Brigadier has held many war meetings (or as his servants call them 'tea parties') with a Mr. Bibble and 'Squishy' Sally. This, in itself, is not wholly damning and might only be considered eccentric until the added affidavit is read which includes a note from Mr. Bibble to the King of Spain discussing an affair with said 'Squishy' Sally as well as his thoughts on Paris' active field army and their supply line problems.

It will be my hated duty in the month of October to drag the Brigadier's family name through the mud. I hope you will take a route that allows you some modicum of integrity, such as resigning his post, in lieu of that I can lend the Brigadier my pistol.

To Lady Isla d'Eauneurts, Chateau d'Eauneurts, Eauneurts-sous-Montreuil, Pas-de-Calais, Picardy
Chère Maman,

I have safely arrived in Paris. The coach you arranged with Justin Caisse at le Coq d'Or (it was indeed fortunate that one of the original passengers took ill and had to remain at Montreuil for a day or two) disgorged its passengers at Les Halles. From there it was but a short walk to the establishment of Mme Lastique on the Rue Monconseil. The door was answered by her daughter, Lucy, who bears a striking resemblance to Madelein – indeed, they could be sisters!

As soon as she found out who I was, Mme Lastique bombarded me with

questions about the family – she remembers her time as a chambermaid at le Chateau d'Eauneurts most fondly, it seems. She became distraught on learning of Papa's demise, however. Apparently, he lent her the cash to buy her rooming house many years ago and she is still most grateful for the living it has provided. Indeed, she has offered me most preferential rates. Although the Quartier Les Halles is not in one of the best areas of the city, the room is clean and most convenient for one of Papa's former clubs, the Frog & Peach. I'll be seeking membership there myself as soon as I have the leisure to do so. It is also conveniently close to the Fauberg de St Honoré where the barracks of Papa's old regiment, the King's Musketeers, are situated (in the Palais des Tuileries, you will recall).

Calling at the Musketeers' barracks, to enquire about signing up, was the first thing I did after unpacking my meagre belongings. Unfortunately, Lt. Colonel Sir Was Nae Me, the regimental commander, was not in his office. The regimental adjutant, who imparted this information, did rather look down his nose at me and suggested that I make some effort to improve my social standing before returning. Sage advice, perhaps, though I hope that the fact that I am half Scottish may recommend me somewhat to Sir Was who is, I believe, a fellow Scot. (The fact that he subsequently invited me to make the acquaintance of his good lady and himself at his club would seem to bear this out.)

Whilst I was in the area, I decided to have a look at the northern horse market, between the Faubourgs St Honoré and Montmartre. No bargains were to be had, unfortunately – like everything else in Paris, horseflesh is very expensive. I've written to some of the gentlemen who have stayed at the Chateau over the years, as you suggested, but have not as yet been successful in securing a loan. If none is forthcoming it seems that I must soon visit the Pont au Change where the counting houses of the Shylocks are to be found...

My visit to the horse market was not entirely wasted, however. Whilst there I spied a poster announcing a forthcoming steeplechase at Le Prix d'Or, a nearby racetrack constructed by Gaston de St Marque in 1659, long after Papa left Paris. Although I don't expect shine in the race (my large frame being unsuited to such pursuits), I'm told that taking part in these affairs is an ideal opportunity to rub shoulders with polite society. Of course, I'll have to find the means to purchase a mount and provide the entrance fee beforehand.

Another forthcoming event announced on the same billboard is the unveiling of La Belle Estelle, a 'catapult of justice', by the Commissioner for Public Safety at the Bastille. I have managed to secure an invitation to this event and will send a full account in my next missive.

I trust that this letter finds you well and that Xavier's profligacy has not led to any further creditors appearing at your door? Has my errant elder brother deigned to acquaint you of his progress? Whenever I think of

yourself and my poor sister being reduced to doing needlework to put food on the table, I am filled with shame. It could be that I am doing Xavier a disservice, of course, and that his latest scheme will indeed mend the family's fortunes, though I fear that task will ultimately fall to

Your Loving Son, † Duncan
P.S. Give Madelein my love.

Jean Ettonique, the usual custom is for Junior Officers to stand down in front of senior officers on the fields of Venus. † Cuckpowder

Dear Pere Allouez,

I hope the turning of the leaves finds you well. It seems Paris life is more exciting than the African war path. I was courting a lady when a gentlemen of no small note showed, and cast shade upon my parentage. As he saw fit to treat me as a savage, I am meeting him on the field of honour in-kind, foregoing my sabre in favour of my uncle's hatchet and knife. Wish me luck, if honour is well served and I am upright, I will be entering a cross-country horse race and a party at another club. Indeed Paris life is much more lively than Trois Rivières! But the big news is the city is abuzz over the trial of one Gaz Moutarde by the Minister of Justice, prosecuted by a man with the absurd name of Fluff-bunny. (Considerable speculation, fuelled by wine, goes about as to how he got his name. There are those who suggest he is more of a camel fluffer. I am not sure what that means.) I must run Pere, pray give my best to my family.

† Gitch-biizhew

To MFB

The bunny is an animal famous for fornication. That said, your last press implies you must be fornicated out of your mind. The really worrying aspect to this situation is that you composed your last press whilst commanding the 13th in the desert. So the question is this was it the camels or your men? I fear Paris is about to be flooded with letters from the CSA (Camel Support Agency) complaining about your activities. If we are not flooded by these letters then I suggest that you rename "the glorious fighting 13th" as "the inglorious sodomites of the 13th."

† The Hokey Cokey

To Captain Ettonique

To openly covert another gentleman's lady in the press is bad form. May I suggest you travel to Le Havre where I hear sailors after long sea voyages are not very choosy, so you may have better luck.

Hoping you catch something,

† Brigadier General Adis

To Monsieur Duncan d'Eauneurts,
c/o Madame Lastique, Rue
Monconseil, Quartier Les Halles,
Paris

Dearest Duncan,

One of Monsieur Caisse's stableboys has just delivered your letter.

I'm glad that Mme Lastique has made you welcome – though it's the least she could do under the circumstances. I always remember her as a flighty piece and nae much use as a chambermaid, though I'll allow that she was a pretty little thing. How old is her lassie?

I've heard nothing from that wastrel brother of yours, though a letter from your Uncle Angus confirmed that he was still in Speyside sampling the wares. I dinnae ken if his scheme to import usquebaugh will be a success or no, but it's nae something we can depend on. It may be a wee unpatriotic to say so, but I much prefer Cognac – when we can afford it – to the firewater they make in the glens anyway.

Your sister Madelein is well, but it breaks ma heart to see her slaving away with her needle night and day for want of a dowry. She'd make such a good wee wifey for any lord in the land.

I'm upset to learn that none of my former guests have yet seen fit repay a kindness. Would my writing to them personally be of any help, d' ye ken?

Your distraught Maman,

† Lady Isla d'Eauneurts
P.S. Madelein sends her love – and the socks enclosed.

When I last was briefly in the offices of our Commissioner for Public Safety – a worthy man and not a power-crazed vampire, whatever some may say – the candles were definitely wax. The only concern was the smell. It appeared to indicate a smell of pork fat or similar. I was unable to collect a sample to take to Count Egon Madd for spectral analysis.

† La Parapluie Blanc

To Eglise de Sant-Suplice

Sir, I must thank you for your efforts in convincing the Cavalry Division commander of the benefits of my

appointment. I am sure that I shall excel in this position. If you need anything in the future, please do not hesitate to inform me.

Your Friend, † Rob

To Lady Isla d'Eauneurts, Chateau d'Eauneurts, Eauneurts-sous-Montreuil, Pas-de-Calais, Picardy
Chère Maman,

Have you written to the gentlemen in question directly? The reason I ask is that there have been certain developments since your letter arrived.

Although I have still yet to hear from Brigadier-General Earl Ali Vouzon or Colonel Sir Tourtière Mangetout, both Lt-General le Comte Egon Mad and Brigadier-General le Comte Jacques de Gain have kindly offered to extend me loans. Neither His Excellency General le Comte Jacques Shitack (His Majesty's Minister of State) nor Colonel le Baron Jacques le Franc of The Royal Marines would countenance loans, however. So fond are their memories of le Chateau d'Eauneurts that both gentlemen insisted on providing considerable gifts instead! Such is their generosity that I should be in a position to repay the proffered loans immediately!

Once my bankers have confirmed that the monies are available, I may even be in a position to buy up half the mortgages on the Eauneurts estate next month, which will mean that in future only half of the revenues will be needed to service the remaining loans. Although this will only enable you to live in the style of a merchant's widow, rather than the noble state you enjoyed when Papa was alive, it

will at least mean that Madelein and yourself will no longer have to depend upon your needlework to keep a roof over your heads.

Your Loving Son, † Duncan
P.S. Please thank Madelein for the socks.

Poetry Corner

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

Fluff-Bunny's Belle Estelle
throws vile traitors
a long way and very well.

† LdH

1 Maurice gave a call for all true patriots
"An erection, an erection" he berates,
"When I usurp Le Roi it will quell riots"
such was his mantra as he masturbates.
2 Those who came were greeted by limp thing
so poor was the sight they left in dismay,
Leia Orgasma was glittering in new bling
was heard to say like Maurice in the hay.

† The Hokey Cokey

Points Arising

Next deadline is 22nd May 2015

Thanks to the double act of Fazackerley (MFB) and Olliver (JS) for the trial report (with additional

1 With the words he writes he seeks to depart
Slander and chaos, he thinks he's smart

But small of courage he'll rue the day
That brave Fluff-Bunny came his way
2 The coward now finds his time is near

Begins to shake in mortal fear
And rues the day he first did send
Such poisoned words that spelt his end
(RIP The Hokey Cokey....watch this space!)

1 Farewell to the Highlanders,
Farewell to the North,
The soldiers of Valour, the Regiment of Worth,
Wherever I wander, wherever I rove,
The swords of the Highlanders forever I love
2 My Heart's with the Highlanders,
My heart is not here,
My Heart's with the Highlanders, a-chasing some beer,
A-chasing the mild beer and a-routing the foe,
My Hearts with the Highlanders wherever I go

They go this way, That go that way,
Confused about which end they say.
What are you supposed to do if you are DG
When confronted with a Gee-Gee?

† Rob

material by Jerry Spencer – EdSS).
You're utterly bonkers, gents!

You will have noticed that Claude Talon is using 'tomahawk' as his duelling weapon. As far as the rules

are concerned, this is a Dagger, though my reports will describe it as a tomahawk.

Is anybody in touch with Dean Talbot? I'm not getting any response to emails, and he's not sent orders in for several months now.

I mentioned in my welcome to Alan Percival last issue that he is running his own game. Alan tells me he has room for more players, so drop him a line at eric_swiftbladeuk@yahoo.com if you'd like to join in. Like I did!

I had no orders from the following and they suffered the consequences:
EdM Eric de Miabeille (Pete Holland) has NMR'd. Total now 1
RS Richard Shapmes (Charles Popp) has NMR'd. Total now 1
X7 (Chris Carter) has NMR'd. Total now 2 and is sent to a Frontier regiment
X9 (Dean Talbot) has NMR'd. Total now 2 and is sent to a Frontier regiment
X12 (Tim Skinner) has NMR'd. Total now 2 and is sent to a Frontier regiment
X1 (Chris Boote) has been floated as he was busy globe-trotting (!)

Announcements

Amant d'Au asks NPC Brigadier of 1st Foot Brigade to resign

Allan Fa-Dân applies for Regiment Adjutant of KM

Ali Vouzon asks NPC Brigadier of Guards Brigade to resign

XFH (Francesca Weal) has been floated at her request

Welcome

And welcome to Paul Lydiate, who signed up in time to join in this turn. Welcome to LPBS, Paul: have fun!

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.

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.

Ali Vouzon asks NPC Brigadier of Horse Guards Brigade to resign

Ali Vouzon asks NPC Brigadier of Heavy Brigade to resign

Ali Vouzon asks NPC Brigadier of Dragoon Brigade to resign

Ali Vouzon asks NPC Brigadier of 1st Foot Brigade to resign

Ali Vouzon asks NPC Brigadier of 2nd Foot Brigade to resign

Ali Vouzon asks NPC Brigadier of 3rd Foot Brigade to resign

Ali Vouzon asks NPC Army Quarter Master Gen. of First Army to resign

Ali Vouzon applies for Brigadier of Guards Brigade

Ali Vouzon applies for Brigadier of Horse Guards Brigade

Ali Vouzon applies for Brigadier of Heavy Brigade

Ali Vouzon applies for Brigadier of Dragoon Brigade

Ali Vouzon applies for Brigadier of 1st Foot Brigade

Ali Vouzon applies for Brigadier of 2nd Foot Brigade

Ali Vouzon applies for Brigadier of 3rd Foot Brigade

Ali Vouzon applies for Army Quarter Master Gen. of First Army

Grégory Bonnissel applies for Aide to Lt. General

Duels

Results of October's duels

GB vs XFH was held over.

Cyrano de Camembert (gains 1 Exp) beat his enemy Coeur De Lion (with ROS).

Claude Talon (gains 1 Exp) beat Pierre Cardigan.

Terence Cuckpowder (with RdM, gains 1 Exp) beat his enemy Etienne Brule (with FdA).

Frele d'Acier declined to meet Maurice Fluff-Bunny as he was under half Endurance.

Frele d'Acier declined to meet Terence Cuckpowder as he was under half Endurance.

To be settled next month:

Grégory Bonnissel (Sabre, Seconds JE) and Xavier Four-Hollandaise (Rapier) have mutual cause as neither stood down over Marie.

Arnaud Surfinmaise (Rapier, adv.) and Cyrano de Camembert (Rapier, 4 rests) have mutual cause for being in enemy regiments.

Allan Fa-Dân (Rapier) and Rob d'Masses (Sabre, Seconds TC, adv.) have mutual cause as neither stood down over Fifi.

Chopine Camus (Sabre) and René de Gaviscon (Sabre, Seconds TC) have mutual cause for being in enemy regiments.

Duncan d'Eaunerts (Foil, 4 rests) has cause with Frele d'Acier (Sabre, Seconds JA & EB, adv.) as he's not Noble but higher SL.

Duncan d'Eaunerts (Foil, 5 rests) has cause with Jacques As (Sabre, Seconds FdA, adv.) as he's not Noble but higher SL.

Maurice Fluff-Bunny (Sabre, Seconds JE & BdLS, 1 rests) has cause with

Frele d'Acier (Sabre, Seconds JA & EB, adv.) as he's not Noble but higher SL.

Sebastian Adis II (Rapier, 3 rests) has cause with Frele d'Acier (Sabre, Seconds JA & EB, adv.) as he's not Noble but higher SL.

Sebastian Adis II (Rapier, 4 rests) has cause with Jacques As (Sabre, Seconds FdA, adv.) as he's not Noble but higher SL.

Bill de Zmerchant (2-Hand, Seconds MC) challenges Claude Talon (Tomahawk, Seconds JE & GB).

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

Challenges to be voted on

Bill de Zmerchant challenges Claude Talon for saying Mary 'is in need of consolation'.

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

Paul Lydiate gets the Second son of an Impoverished Knight: Init SL 6; Cash 40; MA 4; EC 5 (DdE).

Chris Carter gets the Bastard son of a Peasant: Init SL 1; Cash 9; MA 4; EC 3 (X2).

Dean Talbot gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 1; EC 1 (X3).

Tables

Other Appointments

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

Shows who holds appointments outside military units:

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

Battle Results

Royal Foot Guards: 2
 Frontier regiment 1: 4
 Frontier regiment 2: 4

Frontier regiment 3: 6
 Frontier regiment 4: 3
 RNHB regiment: 2

Army Organisation and 1668's Summer Deployment

First Army (Field Ops)	PIS/N/EB/N
First Division (Field Ops)	EM2/GB/___
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	N5/N/RdM
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	BdZ/___/JIF/ROS
Frontier Division (Siege)	N1/N/N5
Frontier Regiments (Siege)	
Third Army (Defence)	___/___/TC/JdG
Second Division (Defence)	N6/N/N5
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N2/N/BdLS
1st Foot Brigade (Defence) - RM PM	
2nd Foot Brigade (Defence) - 13F 53F	

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	N4/N/VV	First Foot Brigade	N2/N/CDL
Horse Guards Brigade	N6/N/N2	Second Foot Brigade	N3/N/N6
Heavy Brigade	N5/N/N5	Third Foot Brigade	N6/N/N4
Dragoon Brigade	N2/N/CT	Fourth Foot Brigade	SA2/N/N3

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

Frontier Regiments

				(Defence for Sept-Nov)	
Colonel	<u>F1</u>	<u>F2</u>	<u>F3</u>	<u>F4</u>	<u>RNHB</u>
	N2	N4	N1	N1	N5
Attached			LL	TM	
				X12	
Also at the Front					
					Royal Foot Guards

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	JIF
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	GdLi
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	EdSS
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		VV
26	Ella Fant	13	B	
27	Lucy Fur	13	B	TC
30	Leia Orgasma	13	B	MFB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	PM
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	LdH
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	AV
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		RdM
57	Ava Crisp	9	I	
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	AS
19	Jenny Russe	8	W	CdC
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	SA2
49	Mary Huana	8	B/I/W	BdZ
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EB
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
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

Col	LCol	Maj 1	Maj 2	Capt 1	Capt 2	Capt 3	Capt 4	Capt 5	Capt 6
Col	LCol	Maj 1	Maj 2	Capt 1	Capt 2	Capt 3	Capt 4	Capt 5	Capt 6
ADD	LL	VV+	N1	N1	N6	N6	N3*	AFD*	
WNM	EB	N2	N2	N6	N4	N2	MED		
TC	N7	N2+	N2	N1	N4	N4	N6*		
ALC	CPC	N5	N2	N3	N5	N5*	N3		
RM	PM	N5	N2	N5	N2	N2	N4		
GDMD	PLD	N5	N3	N3	N4	N4	N1		
53F	27M	N6	N4	N4	N4	N4	N2		
4A	69A	N7	N3+	N3	N5	N5	N3*		
Gscn									

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.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GdLi	Count Gar de Lieu	27	83	Comfy	General/Min w/o Port	9	Maggie	Flr	4	Bill Hay
EM2	Count Egon Mad 2	25	52	Rich	Lt-General/1st Div Commandr	11		Flr	4	Tym Norris
JS	Count Jacques Shitacks	24	64	Fithy	General/State Min.	3	Madelaine	Flr	4	David Oliver
PC	Viscount Pierre Cardigan	24+	94	Withy	Fld Marshal/Min w/o Port	9		Flr	4	Matt Shepherd
JdG	Count Jacques de Gain	23	58	Fithy	Bdr-General/3rd Army QM Gen.	20		Flr	5	Ben Brown
UXB	Count Uther Xavier-Beauregard	22	61	Comfy	Bdr-General/War Minister	13	Henrietta	Flr	4	Pete Card
EH	Count Euria Humble	21	52	Rich	Major CPC/Justice Min.	18	Edna	Flr	5	Matthew Wale
PIS	Marquis Pierre le Sang	21	51	Comfy	General/1st Army Commandr	7	Guinevere	Flr	4	Bill Howell
AV	Earl Ali Vouzon	20	40	Rich	Bdr-General	8	Angelina	Flr	1	Graeme Morris
EdSS	Count Eglise de Sant-Suplice	20+	68	Comfy	B.Lt-General/Min w/o Port	7	Frances	Flr	2	Jerry Spencer
BdZ	Marquis Bill de Zmerchant	19	57	OK	B.General/2nd Army Commandr	6	Mary	Flr	3	Tim Macaire
JIF	Baron Jacques le Franc	19	41	Withy	Colonel RM/2nd Army Adjutant	15	Kathy	Both	6	Charles Burrows
VV	Sir Voulo Vault	18	54	Comfy	Major RFG/Gds Brigade Maj.	2	Ophelia	Flr	2	Mark Booth
RS	Marquis Richard Shapmes	18	39	Withy	Lt-General/Prov.Mil.Gov	10		Flr	4	Charles Popp
EB	Sir Etienne Brule	16	43	Poor	Colonel DG/1st Army Adjutant	2	Belle	Both	4	James McReynolds
GM	Sir Gaz Moutarde	16	27	Rich	Major RM	3		Both	2	Mike Clibborn-Dyer
ROS	Baron Rick O'Shea	15	41	Rich	Bdr-General/2nd Army QM Gen.	5		Both	6	Paul Wilson
EdM	Marquis Eric de Miabeille	15	41	Withy	Bdr-General	14		Both	3	Pete Holland
TC	Terence Cuckpowder	15	37	Comfy	Colonel QOC/3rd Army Adjutant	3	Lucy	Both	4	Mike Dommatt
FdA	Frele d'Acier	15	37	Comfy	Lt.Colonel DG	4	Freda	Both	3	Peter Farrell
WP	Marquis Warren Peece	15	25	Withy	Bdr-General	13	Ingrid	Both	2	Pam Udowiczenko
AdA	Marquis Amant d'Au	15	F	Withy	B.Bdr-General RFG	7		Both	5	David Brister
CC	Sir Chopine Camus	14	39	Comfy	B.Bdr-General GDMD	7	Sheila	Both	4	Stewart Macintyre
MC	Marquis Monty Carlo	14	37	Withy	Lt-General	13	Charlotte	Hunt	4	Andrew Burgess
JJ	Sir Jean Jeanie	14	F	Withy	Lt.Colonel RFG	12		Both	3	Andrew Kendall
JA	Jacques As	13	31	Comfy	Lt.Colonel GDMD	1	Thomasina	Both	4	Joe Farrell
LL	Sir Lothario Lovelace	12	F	Comfy	Colonel CG	8		Both	4	Geoff Bowers
TM	Sir Tourtière Mangetout	12	F	Rich	B.Bdr-General 53F	4		Both	4	Howard Bishop
WNM	Sir Was Nae Me	12+	47	Comfy	Colonel KM	6	Vera	Hunt	3	Mark Farrell
MFB	Sir Maurice Fluff-Bunny	12+	40	Comfy	B.Bdr-General 13F/CPS	6	Leia	Flr	5	Jason Fazackarley

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
RdG	René de Gaviscon	11+	41	Comfy	Lt.Colonel ALC	4		BG	5	David Williams
AS	Arnaud Surfinmaise	10+	33	Poor	Colonel PM	6	Betty	Hunt	5	Nik Luker
SA2	Sebastian Adis II	9	29	OK	Bdr-General/4 F Brigadier	5	Marie	BG	4	Mark Cowper
X12		9	F	Poor		5			3	Tim Skinner
RdM	Rob d'Masses	9+	45	Comfy	Lt.Colonel QOC/Cav Div Adjutant	3	Viv	HGds	5	Craig Pearson
AFD	Allan Fa-Dân	8	20	OK	Captain KM/KM Regt. Adjnt.	6		BG	4	Gerald Udowiczenko
CDL	Coeur De Lion	8	16	Comfy	Major PM/1 F Brigade Maj.	5	Ada	RP	3	Graeme Wilson
X1		8	0	OK		6			3	Chris Boote
CA	Charles Asnovoice	7	13	Poor	Subaltern KM	4			4	Gerry Sutcliff
NIN	Noggin le Nog	7	F	Comfy	B.Subaltern RFG	1			4	Martin Adamson
GB	Grégory Bonnissel	7+	50	OK	Captain GDMD/LtGen's Aide (1 Div)2	4		F&P	3	Mark Nightingale
CT	Claude Talon	7+	39	OK	Major GDMD/Drgn Brigade Maj.	4		F&P	4	Cameron Wood
PM	Percy Mystic	7+	30	OK	Lt.Colonel PLLD	5	Lotte	F&P	3	Ray Vahey
DdE	Duncan d'Eauneurts	7+	28	Comfy		4		F&P	5	Paul Lydiate
MED	Maurice Essai Deux	7+	27	Poor	B.Captain KM	4		F&P	3	Olaf Schmidt
PN	Pepé Nicole	7+	24	Comfy	B.Bdr-General 69A	5		RP	3	Colin Cowper
KdM	Kidder de Margaux	7+	23	OK	Major GDMD	4		F&P	6	Gary Phillips
XFH	Xavier Four-Hollandaise	6	8	Poor	Captain 13F/13F Regt. Adjnt.	4		F&P	2	Francesca Weal
JE	Jean Ettonique	6+	27	Comfy	Captain GDMD/GDMD Regt. Adjnt.	6		F&P	5	Tony Hinton-West
LdH	Leonard de Hofstadt	6+	24	OK		4	Sue	F&P	5	Neil Packer
BdLS	Bernard de Lur-Saluces	6+	24	Poor	Lt.Colonel 13F/3rd Div Adjutant	5		F&P	2	Rob Pinkerton
SdLC	Sebastian de la Creme	5+	31	Poor		4	Di	RP	5	Alan Percival
CdC	Cyrano de Camembert	5+	28	Poor	Captain 4A	6	Jenny	RP	4	Dave Whiffin
CLD	Charles Louis Desapear	3	8	Poor	Major 27M	1			4	Martin Jennings
X9		2	RIP							Dean Talbot
X7		1	RIP							Chris Carter

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, Fithy = 25000+
 Last seen is the lady the character was last seen with in public.

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