

## That would be enough

This has been issue 160 of *To Win Just Once*, published 7th December 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 *Railway Rivals* and *Star Trader* to Mike by Friday, 18th December.

Orders for *LPBS*, *Great White Hunter* and any other contributions to Pevans by Thursday, 24th December 2015.

(First deadline for 2016: 29th Jan/5th Feb)

## 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](http://www.engarde.co.uk)

**Railway Rivals** – the latest game is under way. Pevans and Mike Clibborn-Dyer are waiting for the next one. Working map and rules provided.

**Star Trader** – the next game is just starting and there's room for a couple more players. Rules provided.

## Online games

**A Few Acres of Snow** (at [yucata.de](http://yucata.de)): Pevans

**Agricola** (at [www.boiteajeux.net](http://www.boiteajeux.net)): Pevans, Alex Everard

**Brass** at [brass.orderofthehammer.com](http://brass.orderofthehammer.com): Pevans

**Concordia** (at [www.boiteajeux.net](http://www.boiteajeux.net)): Pevans

**Puerto Rico** (at [www.boardgamearena.com](http://www.boardgamearena.com)): Pevans, Brad Martin, Al Tabor

**Roll Through the Ages** (at [www.yucata.de](http://www.yucata.de)): Pevans

**Through the Ages** (at [www.boardgaming-online.com](http://www.boardgaming-online.com) or [boardgamearena.com](http://boardgamearena.com)): Pevans, Al Tabor

**Vinci** (at [www.yucata.de](http://www.yucata.de)): Pevans

## Credits

*To Win Just Once* issue 160 was written and edited by Pevans. The *LPBS* masthead (page 23) is by Lee Brimicombe-Wood as is the drawing on page 26. Tim Wiseman did the illustrations on page 25 and Nik Luker the one on page 28. Game and book artwork is courtesy of the publisher. Photos were taken by Mike Dommett (marked M) and Pevans (P) and Pevans played with Photoshop.

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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## Chatter

First off, a very merry Christmas and a Happy New Year for 2016 to all my readers!

I spent a pleasant few days in Barcelona last month: shirt-sleeve weather in November! I was there, with the rest of the family, to celebrate my kid brother's 50th birthday. Gulp! Bit of a contradiction in terms there...



Anyway, it all went swimmingly until the return journey, during which I felt increasingly unwell. By the time I got home, it was galloping food poisoning. I shall draw a veil over the next few days, which were no fun. However, my illness is one reason why this issue of *To Win Just Once* is a bit late.

One of the things I missed through being ill was the memorial for Roy Dommett, CBE. If you've read or heard any of the obituaries for Roy, you'll have seen that he was both Britain's leading rocket scientist and a major exponent of morris dancing – for one of which activities he was famous for wearing an Andy Pandy suit... But as far as I'm concerned, he was Mike Dommett's Dad.

I'm sure all readers would like to extend their condolences and best wishes to Mike, his mother and siblings.

I'd better finish with an update on the building work at the end of the road – Mike's interested even if no-one else is. Work is continuing on plot 1 (the sheltered housing) in desultory fashion, but with little progress that I can see.

Plot 2 is equally quiet, yet the roofs are now complete on most of the houses. They are steeply pitched which, on top of three storeys, makes these buildings very much taller than the thirty-year old houses around them. At only two storeys and shallow-pitched roofs, these now look very cottage-like.

No doubt nothing much will happen now until January.

Meanwhile, this issue has the second part of my report from Spiel '15 and I'll be publishing the full thing on my website as soon as I can.

### TWJO online

Last issue, *TWJO* 159, was published right at the end of October. The PDFs had been downloaded 228 times by the end of November. Issue 158 was downloaded 210 times across October and November, taking its total to 279 in two and a bit months. A further 97 downloads of *TWJO* 157 give it 198 since publication.

The latest oddity in the search terms used to find my website is "Barclays Uxbridge sort code". Bizarre or what? I can't begin to work out how that search finds my site. Apart from this, my various reviews remain popular, and so does my report from the 2015 UK Games Expo.



## The third car

### Pevans continues reporting from Spiel '15

For this part of my report I'm going to start again and veer right on the way up from the U-bahn station. This brings us into the Messe (Exhibition centre) through the South entrance. With a restaurant and large cloakrooms in the foyer, this always feels busier than the West entrance and takes us in to Hall 1, which is kind of a triangular shape. Let's turn left into the short corner, where Treefrog, Martin Wallace's imprint, and Surprised Stare were sharing a stand.

This is the last time Treefrog Games ([www.treefroggames.com](http://www.treefroggames.com)) will be at Spiel in its current form: the company is changing its business model to become a game design studio rather than a publisher. While I understand the rationale behind this, my concern is that we may not see any more heavyweight Martin Wallace games like this year's *Ships*. It would need a commissioning publisher prepared to give Martin free rein and produce a gamer's game. Fingers crossed.

In the meantime, we have *Ships*, the third in a loose trilogy of transport-related games. In this game, players have ships across three different eras: galleys, sailing ships and steamships. Adding ships to the technology track around the outside of the board allows players to place their merchants and cities on the map in the centre. In turn, this gives them goods, bonus markers and other advantages. However, they can also lose points as technology progresses and older ships become obsolete.



Playing *Ships* at Swiggers (P)

The game requires careful management of players' resources, particularly the cubes that are used both to power players' actions and as merchants on the board. Cubes don't come back until players use an action to retrieve them, so an important decision is when to take that action.

The other important component of the game is the set of cards laid out at the start of each era. These provide different – or cheaper – actions and so tend to be used sooner rather than later. (I've found that hanging on to maximise the benefit of a card means someone else takes it, even if they're not getting very much from it.) As the cards are so useful, players can only use one each turn.

*Ships* is a complex game that requires players to manage their holdings of several different resources while aiming to maximise the points they score across the whole game. As always, there's a trade-off between taking points early and building up to, hopefully, gain more points later. I've played it twice so far and am struggling to get to grips with it. I give *Ships* a provisional 9/10 on my highly subjective scale.



Working our way back and forth across Hall 1 brings us next to Italian publisher Giochix Editions ([www.giochix.it](http://www.giochix.it)). This is another must-visit on my rounds of Spiel. This year main man Michele Quondam was able to show me two new games. *Bomarzo*, designed by Stefano Castelli, is themed around the park of mythological/monstrous statues commissioned by sixteenth century Prince Pier Francesco Orsini in the town of Bomarzo. A depiction of the park forms the central board on which the game is played.

Players also have their own board, representing the village where they are Lord of the Manor. The village boards show what players produce each round and are where their workers come from. The park's statues are represented by cards, each providing an action that players must pay for. Other cards allow players to develop their village or provide some bonus. The game is full of neat touches: for example, a statue that isn't used in one round becomes 'moss-covered' and is cheaper next round. The game lasts just eight turns, giving players some time pressure. It's another one that I'm looking forward to trying.

Giochix's second game was *The Foreign King*, designed by Javier Garcia. It's set in the newly created country of Belgium under its first king, Leopold I, a German prince (and Queen Victoria's uncle). A successful Kickstarter project, the game puts players in the roles of Belgian industrialists. They industrialise the provinces of Belgium by building factories, using these to generate income and increase their prestige with the King.



The key mechanism in the game is the action track, which means only one player's pawn can occupy an action at a time. Thus, when it's your turn, the actions available to you are limited to those that are empty, so you must adjust your plans to fit with what you are able to do. I note that there's a special action for a four-player game, allowing a player to take any of the other actions, which should prevent things bogging down. I'm quite taken with this and I look forward to playing it.

Continuing along the same aisle brings us to Dutch publisher Cwali ([www.cwali.nl](http://www.cwali.nl)), another of my regular stopping points at Spiel. Designer Corné van Moorsel has a track record of producing some terrific games, whether they melt your brain or run you out of luck. His latest game is *Samara*, which has an interesting approach to time.

The board holds building tiles arranged in rows and columns. At the start of the rows is a column (marked as “now”) that shows the strength (in workers) required to take a tile from each row. Buildings are worth points to players or provide some bonus or special ability. Each shows the tools a player must have to take the building and the tools also start spread out across the spaces of the board. Thus players must first get the tools they need to be able to take the buildings they want – to make it easier to get more buildings or to score points.

Alongside this board is another pair, divided into a total of twelve columns (each named for a month). Players' worker pawns (meeples, of course) start on the month alongside the “now” column on the main board. When players take a tool or building, they move meeples of the appropriate strength to the column the tile is in, placing them on the appropriate month. Once the “now” column is empty of workers, the month boards slide along to the next month that holds workers. Thus, the further ahead you move workers, the longer it will be before you get them back. Clever or what?

Players can, of course, get additional workers (though there are only two more available). This is done by moving a (female!) meeple to the far end of the month track and placing a new piece alongside. Gaining an extra worker may be useful, but it's also expensive, so players will think hard before doing this.

*Samara* having been a Kickstarter project, there are already two expansions for the game (presumably stretch goals). The first of these adds extra buildings, some of which come with a token to show which meeple has the power given by the building. It also includes secret goals for players that gives them a way of gaining some bonus points. The second expansion has winter and summer boards. One of each is added to the time track, giving periods when work is harder (winter) or easier (summer).



*Samara* in play at Swiggers (P)

I've played *Samara* twice since I brought my copy back from Spiel and enjoyed it hugely both times. Corné has designed another excellent game and it gets 9/10 on my highly subjective scale.

On the next aisle across I found *Automania*, the new title from Norwegian publisher Aporta Games ([www.aportagames.com](http://www.aportagames.com)) (who gave us the fun *Doodle City* last year). As I have fond memories of Ian Livingstone's 1991 *Automania*, I had to take a look at this one. The only similarity I could see is that they're both about the car-making industry. The games have a very different focus. Aporta's concentrates on running a factory, organising your assembly lines to produce cars that sell for the best profit. An interesting game that I look forward to playing.

As far as I was concerned, the big draw at Czech Games Editions was the new, revised edition of *Through the Ages* from Vlaada Chvátil. This looks terrific and it was clear that the game's mechanisms have only been slightly tweaked. Though this has, apparently, streamlined game play – much to the relief of those who call the original “Through the ages and ages...” no doubt. It should arrive in the UK at the start of December, which is not a moment too soon for me.

However, the main event at CGE was *Codenames*, Vlaada's latest game. I dismissed this as a parlour game when I first heard of it but should probably be eating my hat about now. The game is played between two teams over a 5x5 grid





Playing *Codenames* at Swiggers – one point for blue so far... (P)

of cards, each with a word printed on it. One member of each team (the codesetter?) says a word that they think connects several of the things named on the cards. They also say how many cards they think are connected. The rest of the team then has to identify the cards they think are involved.

So far, so parlour game. What makes the game is the display which only the codesetter can see. This identifies positions on the grid as belonging to one team, the other or neutral. There's also one space that belongs to an assassin. It's not enough for the team to guess the connections, the codesetter must guide them to the items belonging to the right team. Guessing the other team's card gives it to them and guessing the assassin loses the round!

There's one more tactical wrinkle. The guessing team can hold back guesses to use in later rounds. This enables them to hear more code words from their codesetter, giving them more information as to which cards to go for. The result is a surprisingly subtle game that gets 8/10 on my highly subjective scale.

Peter Burley and sons were having a grand time demonstrating and selling *Zambezi*, the production copies of which arrived in good time for Spiel after a successful Kickstarter campaign. Designed by Peter and Jonathan and published by Burley Games ([www.burleygames.com](http://www.burleygames.com)), this is a sort-of race game along the eponymous river (though I would spell it Zambesi). I first saw it at this year's UK Games Expo, so you can find my notes about it in my report of that event.

Despite their name and the Italian names of the guys in charge, Gotha Games ([www.ilgotha.org](http://www.ilgotha.org)) is a British publisher. I liked the motor racing game (*Race! Formula 90*) they published a couple of years ago and they had an expansion for this at Spiel. They also had a new game: *Expo 1906*, designed by Remo Conzadori and Nestore Mangone. This is a neat game of building inventions, represented by pentomino (I think) shapes. These must be fitted together, so there's a *Tetris* element to the game. The resources required must be next to the invention, so players need to plan what they're going to build where. Players can also develop technologies to make inventions cheaper or publish patents to get extra points from their inventions. It was interesting enough that I picked up a copy and expect to play it soon.

In the last aisle at the back of Hall 1 is Brain Games, whose *Game of Trains* I covered in the first part of my report. The Bezier Games ([beziergames.com](http://beziergames.com)) stand in this aisle can be seen from some distance. No, that's not because of how tall main man Ted Alspach is. It's the green banner suspended from the ceiling above the stand that is so noticeable. Here there were two new games and two expansions. *Favor of the Pharaoh* is Tom Lehmann's re-working of his 2006 *To Court the King* and is a dice fest. The original game was about throwing handfuls of dice to make sets, Yahtzee-style, which you used to gain cards that made it



*Expo 1906* on display (M)



Terra on display (P)

design) adds tourism to the base game, giving players something else to collect (stars) and providing pieces for a fifth player. *Castles of Mad King Ludwig: Secrets* (also designed by Ted) adds all manner of interesting twists to this game. Surrounding your castle with moats can score lots of points, for example, but this limits where you can add rooms. Then there are the secret passages and the swans hidden in some rooms... I've added it to my copy of the game already.

Arriving in the final corner of Hall 1, I found plenty of new games with US publisher R&R Games ([www.rnrgames.com](http://www.rnrgames.com)), two of which caught my eye. The first was the English language edition of *Mombasa*, which I've already covered with the German publisher, eggertspiele. The second was *ROME: City of Marble*, designed by Brett Myers. In this case, the eye-catching bit was the dazzling graphic design of the game's board. I picked up a copy to try, but will be keeping the sunglasses to hand.

Sunglasses on: *ROME: City of Marble* on display (M)

easier to make bigger sets to get the cards that scored points. I was not a fan and let the new game pass me by.

The second game was *Terra*, a geography trivia game from Friedemann Friese. This is essentially a development of his *Fauna* game (where the questions were about animals) from 2008 and is being published in several languages by different companies. The game's saving grace is that players don't have to know the answer, they just need to be closest – and can be played using metric or imperial measurements. However, it's not my cup of tea and I let this one go by as well.

Much more to my taste are the two expansions. *Suburbia*: 5★ (Ted's own

Playing *Thunderbirds* at Swiggers – with Lady P in Thunderbird 3! (P)

It's time to go through to Hall 2. This is dominated by the role-playing, wargames and comics elements of Spiel, which means less for me to report. However, my first find was Modiphius Entertainment ([www.modiphius.com](http://www.modiphius.com)). In one corner of their stand was a demo copy of *Thunderbirds*, their new co-operative game designed by Matt Leacock. Production copies have arrived since Spiel and I've managed to play once so far. The game is, of course, based on the famous 1960s TV series of the same name and needs no introduction to any Briton of a certain age. As you'd expect, the players take on the roles of the members of International Rescue (specifically, the Tracy brothers and Lady Penelope) and must work together to thwart the various threats facing the world.

Each round a new emergency crops up somewhere and the players need to get the right equipment and team members to the site. At first it seems the team has plenty of time, so they can plan how to tackle them. However, if too many of these line up along the bottom of the board, the players lose. The bigger threat is master-spy The Hood, whose schemes run along the top of the board. These are harder than the usual emergencies and missing just one loses the game.

All of this adds up to lots of time pressure on the players and they have to work hard to win the game. The tension throughout means that winning feels like a real achievement. And it's great fun – especially when familiar episodes crop up as the next emergency. Another great feature is the playing pieces: neat little models of each Thunderbird machine and FAB 1 (Lady P's pink Rolls Royce). Each team member is represented by a head-and-shoulders figure with a peg base that can be slotted into the holes in the machines – very neat.

I've only played *Thunderbirds* once so far, but enjoyed it hugely and am looking forward to playing it a lot more. I'm also looking forward to the expansions due



out soon: models for all the Thunderbird 2 equipment (the Mole, Firefly et al), extra characters (Brains, Parker and Tin-Tin) and more. How can I not give this 10/10 on my highly subjective scale?

A couple of aisles over was PSC Games ([theplasticsoldiercompany.co.uk](http://theplasticsoldiercompany.co.uk)), showing the prototypes for the *Tank!* expansion for *The Great War*. This was a Kickstarter project that was successfully funded at the end of October. Based on the prototype models, I'm really looking forward to seeing the finished article. According to the Kickstarter pages, the box will contain four British tanks (two 'male', two 'female'), two German tanks and two German field guns (and crew). That last is interesting as, in the base game, field artillery is not represented on the board. It comes, of course, with additional rules and plenty of scenarios to test the new equipment.

According to the PSC guys, British Whippet tanks will be available, in blister packs, as a separate expansion later next year and this will be followed by French Army pieces. All of which will provide lots of additional fun for fans of the base game, like me. My initial thoughts on *The Great War* are in my report from this year's UK Games Expo – see my website or *TWJO* issue 156.

A little further along was 999 Games ([www.999games.nl](http://www.999games.nl)). I don't often mention them, but I have to report what the Dutch nutters have come up with this year: *Mega Civilization*. Yes, this is based on Francis Tresham's legendary *Civilization* (the greatest game in all space and time, may I point out). While the Mediterranean and Middle East remain at the heart of the geography, other boards expand the playing area to Spain in the west and as far as India in the east. This allows up to eighteen players to take part. Eighteen players! The mind boggles. Particularly as even the original game really needs a full day to play.



*Tank!* A British tank supports the infantry (with a Whippet off-board (P))



A taste of *Mega Civilization* (P)

Discussing it with the guys, they were keen to point out that the designers have streamlined gameplay even as they have adjusted details from the original (such as larger spaces for areas in Greece). In particular, there is now much that can be done simultaneously, especially when there is no conflict between players. They emphasised how much fun the trading part of the game is when you have eighteen players around the table all trying to get a deal. It becomes like a real-life trading pit as buy and sell offers are shouted across, players standing up and waving their cards as they make offers and counter-offers.

That's a lot of game. Like the original, the rules include scenarios for different numbers of players and offer plenty of variety for which boards are used. There are also scenarios that start at a later point in civilizations' development to give a shorter game. The production quality of the game is high and it comes in a wooden case, the whole weighing in at over 10 kilos. Not surprisingly, this is a limited edition and has a hefty price tag (€200, I believe). It really just needs one person in a group (county?) to own a copy and, much as I'd like a copy, I don't think that will be me.

In the next aisle was Arctic Union ([www.arcticunion.net](http://www.arcticunion.net)), an umbrella for several Nordic games companies. They had the usual interesting selection of new games on show. These included Playmore Games ([www.playmoregames.fi](http://www.playmoregames.fi)) and their *Race for the North Pole*, which I saw at the UK Games Expo earlier this year (see *TWJO* 156). Copies of the game were available at Spiel and had sold out by the end of the show. However, the game I tried here was *Tiny Robots*, designed by Pekka Koukkula and published by Doorway Games ([www.doorwaygames.fi](http://www.doorwaygames.fi)). The game is played with cardboard strips that show a section of a robot in a particular colour on one side and blueprint-style wiring connections on the other.



The “before” picture – robot bits (P)

The aim is to construct robots, scoring points for the number of strips used, with a bonus if they're all in the same colour and a penalty for unconnected wiring.

Naturally, the strips start the game mixed up and face down in the centre of the table. Each turn, you may turn over some strips to find out what the picture is on the other side. However, as this is public, the other players get the same information. Assuming that they – and you – can remember which bits were where, you may then take

one strip and add it, still face down, to the robot you're constructing. At this stage, it's all about joining up the connections – though you could throw caution to the winds and just accept the penalties.

When you feel your robot is big enough, you check how many loose ends are left in the wiring and turn over all the strips to reveal your finished creation. You then work out what you score for that robot and start again. Players can pass if they think there's nothing worth picking up and the game ends either when everybody passes or all the tiles have gone. I played this with Mike Dommett and Pete Card at the Arctic Union stand and, while it was quite fun, it wasn't a big hit with me. *Tiny Robots* gets 6/10 on my highly subjective scale.

Having reached the far side of Hall 2, the next step is into the *Galeria*, a long, narrow hall used as a children's playground during Spiel. It's all bouncy castles, trampolines and flying things – great fun. It also connects hall 2 with the back of Hall 3 and, on the other side, halls 4 and 7. This year Hall 4 was used to set a new world record for the biggest game of (*Settlers of*) *Catan* – over a thousand players! This left Hall 7 to continue the main business of Spiel – though only part of it was in use and I didn't find much to report on here.

Many of the photos in this report were taken at the “new games display” for the press. While I was doing so, I bumped into Richard Ham, aka Rahdo. You can see his video run-through of the display at [www.youtube.com/watch?v=l6qMqCr39oQ](http://www.youtube.com/watch?v=l6qMqCr39oQ). Keep an eye open for the portly fellow in the pink shirt who pops up in the background during the last couple of minutes. Yes, it's yours truly!

My cute *Tiny Robots* (P)

That will have to do for my initial look at the new board games from Spiel '15. I will put my full report onto my website and add to it as I play more games. You'll find it at [www.pevans.co.uk/Reviews/Spiel15.html](http://www.pevans.co.uk/Reviews/Spiel15.html) in due course. I must finish by thanking Dominique Metzler and the whole team at Friedhelm Merz Verlag for their hard work in putting on another terrific show. Spiel '16 is scheduled for 13th-16th October 2016 at the Messe Essen – see you there.

Finally, after the adventure of getting to Essen, the excitement wasn't quite over for Mike and me. You will recall that we ended up with a French hire car to replace Mike's broken down company vehicle. However, we were instructed not to take it to the UK. We had to return it to a depot in Calais and pick up a British-registered, right-hand drive car. We did not expect that a 9 pm rendezvous on a Sunday night would go according to plan, but it did. It took a while to complete the paperwork and transfer the luggage – augmented by the boxes we'd picked up at Spiel – but the return journey, in car number three, went smoothly. Phew!

## Games Events

The games calendar starts again in 2016 with Winter Stabcon at the Britannia Hotel in Stockport over the weekend of 8th-10th January. I haven't been for several years, but it's always been a fun event with a mixture of board games, role-playing, wargames and more. There's a Yahoo! group ([stabconinfo](http://stabconinfo)) and a BGG Guild ([boardgamegeek.com/guild/694](http://boardgamegeek.com/guild/694)) for more information.

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](http://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:** 3rd-5th June 2016 at the NEC (Hall 1 and Hilton Metropole). 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](http://www.ukgamesexpo.co.uk)

**Spiel:** the board games event of the year. 13th-16th October 2016, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see [www.merz-verlag-en.com](http://www.merz-verlag-en.com)

**MidCon:** mid-November 2016 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See [www.midcon.org.uk](http://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>



# Great White Hunter

## Turn 7

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

### What’s t his 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 pot-shots 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 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 2½ 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.

### Shots and scores

Chris Baylis protests: “My apologies, but I never did shoot that Lion. It was attempted suicide. It was so old and tired that it walked up to me, put the barrel of my pea-shooter to its head and reached round with a giant paw to pull the trigger.” Be that as it may, Mr Baylis gets a bit more of the lion this turn, sharing it with a couple of others. The beast is still there, though, while the other lion isn’t touched in this barrage – though Andy Kendall comes close.

“Let’s finish off those elephants!” cries Mike Clibborn-Dyer. He bags one of them, sharing it with Mike Dommett, while Tim Macaire and Ray Vahey finish it off.

Brad Martin and Paul Wilson complete the job on the other elephant.

Charles Burrows and Nike Luker spot the same monkey and have to share the honours for this one.

Matt Wale tries to find the antelope in the centre of the board and succeeds only in making its position clear for everyone.

Despite not taking a shot this turn, Rob Pinkerton retains his position as top scorer, but Nik Luker is now breathing down his neck. Paul Wilson and Mike Clibborn-Dyer are close behind him.

### Key

Animals	Symbol	Size (squares)	Number on grid	Point s 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, <del>Strike out</del> = 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.

Player	Shots	This turn	Total
Chris Baylis	O7	1.67	6.67
Andrew Burgess			6
Charles Burrows	D16	2	4.25
Mike Dommett	I5	2.5	8.75
Mike Clibborn-Dyer	I5	2.5	13
Alex Everard			5
Joe Farrell			1
Tony Hinton-West			2
Bill Howell			5
Andy Kendall	J5,G15	0	5
Nik Luker	C17,D16	2	15
Tim Macaire	I6	2.5	7.5
Brad Martin	M18	2.5	2.5
Graeme Morris			2.5
Mark Nightingale			0
Craig Pearson	O7	1.67	2.67
Rob Pinkerton			16
Matt Shepherd	O7	1.67	5.92
Gerald Udowiczenko			1
Pam Udowiczenko			5
Ray Vahey	I6	2.5	7.75
Matthew Wale	K10,L9	0	3
Graeme Wilson	J4,Q7	0	10
Paul Wilson	M18	2.5	13.5

Send your next shots to Pevans at  
180 Aylsham Drive, UXBRIDGE UB10 8UF or  
to TWJO@pevans.co.uk by Friday, 24th December 2015.

## Online Games

TWJO readers are welcome to join in the various online board games we're playing. Let me know what games you'd like to play and I'll add you in.

Since last issue we've finished game 30 of *Brass* (at brass.orderofthehammer.com). This was taken by our ringer, "Al\_h", with 145 points, just preventing Mike (aka *bubemagnet*) getting another win. Steve (*svearike*) beat me into fourth on the tie-breaker. Game 31 is ready to go – it just needs another player or two.

It looks like we have three people lined up for a game of *Puerto Rico* and two interested in *Through the Ages* (at www.BoardGameArena.com) – one more would make the games more interesting. Similarly, we need one more to get a game of *Agricola* off the ground (at www.BoiteaJeux.net).

## Trader to the Stars

### Star Trader game 8 – start-up

Gentlemen, starting choices made and published below. I will forward your initial player sheet when the magazine is published. Andrew and Mark, you may be playing with my choices. If you don't want them, you can change them and start on turn 2. Another player or two are welcome to join us should they wish. Please name your ships.

#### Corporation A, Paul Appleby: STARGAZY MINING & SHIPPING (SMS)

Connections: Business 3, Criminal 3, Political 1

Ship: Clarinet (SS Falmouth) at Delta Pavonis

Warehouses: Delta Pavonis & Gamma Leporis

Special Ability: Hi-tech Sensors

#### Corporation B, Andrew Burgess: unnamed

Connections: Business 4, Criminal 0, Political 3

Ship: Clarinet (unnamed) at Mu Herculis

Warehouses: Mu Herculis & Tau Ceti

Special Ability: 70 HTs extra

#### Corporation C, Mark Cowper: COSTA NOSTRA IMPORTERS INC (CNII)

Connections: Business 4, Criminal 5, Political 0

Ship: Clarinet (Ma Parker) at Sigma Draconis

Warehouses: Mu Herculis & Sigma Draconis

Special Ability: Influential Friends

#### Corporation D, Mike Clibborn-Dyer: FOOLS AND HORSES (FH)

Connections: Business 0, Criminal 0, Political 7

Ship: Clarinet (Rodney) at Mu Herculis

Warehouses: Mu Herculis & Sigma Draconis

Special Ability: Market Manager in Spice at Beta Hydri

#### Corporation E, Jerry Elsmore: FEDERATED ASSOCIATION OF TRUCKERS, CO-OPERATIVES AND TRADERS (FATCAT)

Connections: Business 0, Criminal 7, Political 0

Ship: Clarinet at Tau Ceti

Warehouses: at Sigma Draconis & Delta Pavonis

Special Ability: Hot Shot Navigators

#### Corporation F, Paul Evans: WHITE STAR LINE (WL)

Connections: Business 0, Criminal 0, Political 7

Ship: Clarinet (Olympic) at Alpha Centauri

Warehouses: Alpha Centauri & EE

Special Ability: Choice of Agents Red Choir or Willy

#### Corporation G, Martin Jennings: SWISS MERCENARY FLEET (SMF)

Connections: Business 0, Criminal 5, Political 2

Ship: Clarinet (Glaive) at Mu Herculis

Warehouses: Mu Herculis & Sigma Draconis

Special Ability: Charismatic Chairman



**Corporation H, Mateusz Ochman: INTERSIDEREAL GREENHORNS (IG)**

Connections: Business 0, Criminal 0,  
Political 7

Ship: Clarinet (Stacey) at Mu  
Herculis

Warehouses: Sigma Draconis &amp; Alpha Centauri

### Special Ability: 4 Isotope Factories at Sigma Draconis

**Corporation J, Przemek Orwat:**  
**PAVONIS PIONEERS (PP)**

Connections: Business 0, Criminal 0,  
Political 7

## GM Notes

**Start-up orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 18th December 2015**

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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.

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10-issue (1 year) subscription	£27.00	£45.00	£55.00

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Ship: Clarinet at Delta Pavonis,  
Piccolo at Sigma Draconis  
Warehouses: Delta Pavonis & Sigma  
Draconis  
Special Ability: Piccolo Hull

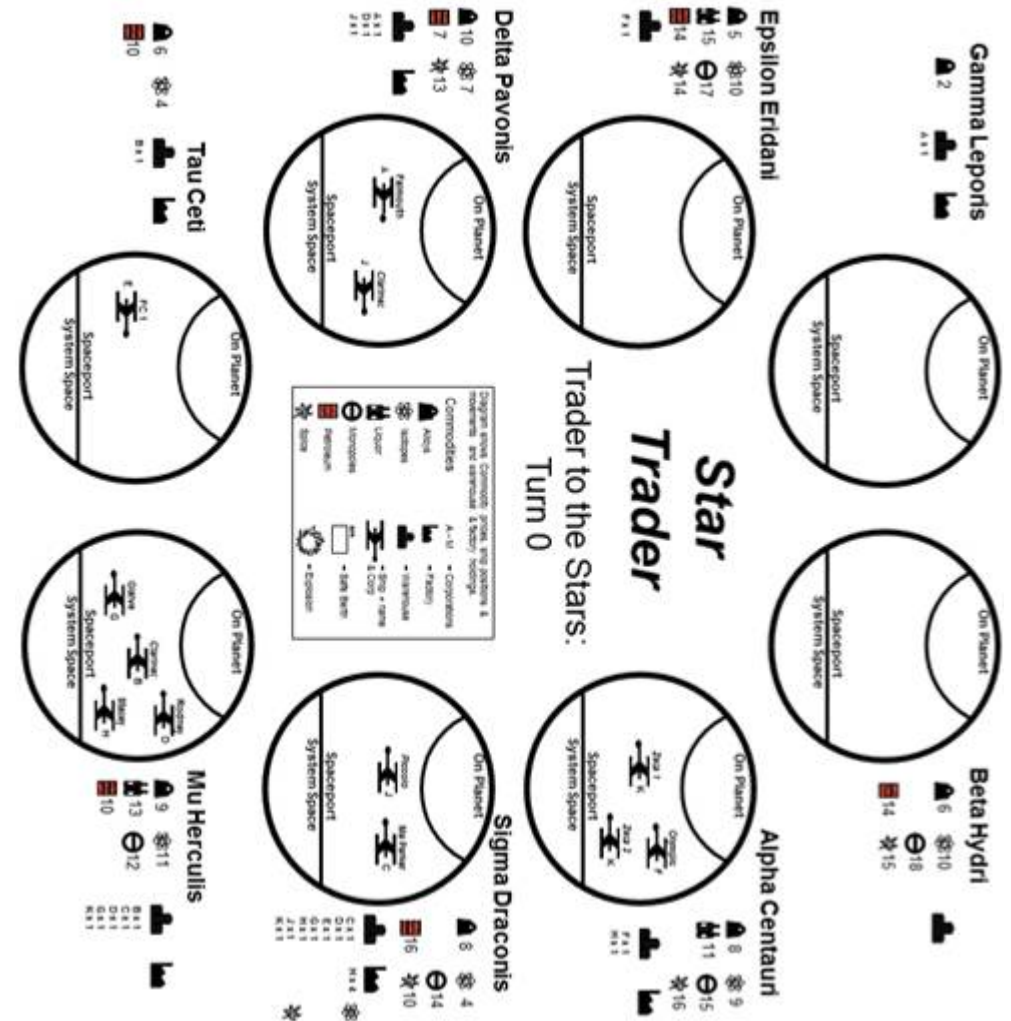
**Corporation K, Bob Parkins:**  
**TRANSURANIC TRADING (TT)**

Connections: Business 3, Criminal 0,  
Political 4

Ship: 2 x Corco Zeta (TT Regan & unnamed) at Alpha Centauri

Warehouses: Mu Herculis &amp; Sigma Draconis

### Special Ability: Two Ships



## Banwen

### Railway Rivals game 11 – Turn 5

BLACK SHEEP RAILWAYS connected towns in the western valleys. STEAM MACHINES & FUNICULARS built in the central valleys. ARRIBA ARRIBA ANDALE built into an adjacent valley and connected in eastern valleys while TRAVELLING HOPEFULLY RAILWAY built along the head of the valleys, paying for parallel track but perhaps reaping long term rewards.

#### Builds

**BLACK SHEEP RAILWAYS** (BSR),  
Gerald Udowiczenco – Black

- a)(A40) – B39 – Merthyr Tydfil;  
(Ystrad Rhondda) – E11
- b)(E11) – Treorchy – D9 – C9 –  
Treherbet;  
(Ferndale) – I10 – H9 (+12)
- c)(H9) – G9 – Maerdy;  
(Tonyrefail) – G18 (+6)

**Points:** 59 +18 = 77

**TRAVELLING HOPEFULLY**  
**RAILWAY** (THOR), Jonathan  
Palfrey – Green

- a)(Dowlais) – G38 – H38 – I38 – J37 –  
K38 (1 to SMF)
- b)(K38) – L37 – M38 – N37 – A72 – B72  
– C73 (2 to SMF)
- c)(C73) – D72 – E73 – Brynmawr (6 to  
AAA)

**Points:** 46 -9 +1 = 38

#### GM Notes

Next Turn's builds: 6, 4, 5

\* Special bonus point for connecting to Pevans's birthplace.

Note from Pevans: sorry, guys, I have tried re-scanning the map several times and I can't get the hex numbers any clearer. Looks like the only option is to overlay the scanned image with new numbers, which will take a while...

**Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 18th December 2015**

**ARRIBA ARRIBA ANDALE** (AAA),  
Mike Dyer – Blue

- a)(Brynmawr) – E73 – D72 – C73 –  
Ebbw Vale;  
(L79) – Abersychan (+12)
- b)(E83) – E80 – F79 – G79 –  
Abertillery (+6)
- c)(F53) – Senghenydd;  
(D84) – D86 (+6)

**Points:** 62 +24 +6 = 92

**STEAM MACHINES & FUNICULARS** (SMF), Martin Jennings – Red

- a)(Rhymney) – K38 – L37 – M38
- b)(M38) – Tredegar\*;  
(K45) – I44 – I42 – Fochriw (+13)
- c)(D43) – C43 – C42;  
(F92) – G92

**Points:** 57 +13 +3 -1 = 72

## Les Petites Bêtes Soyeuses

Being a correspondence 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 page 18). You will also need a copy of the published rules to *En Garde!* (see [www.engarde.co.uk](http://www.engarde.co.uk)).

**Orders for May 1668 to  
Pevans at 180 Aylsham Drive,  
UXBRIDGE UB10 8UF, UK or  
[lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk)  
by Thursday 24th December 2015**



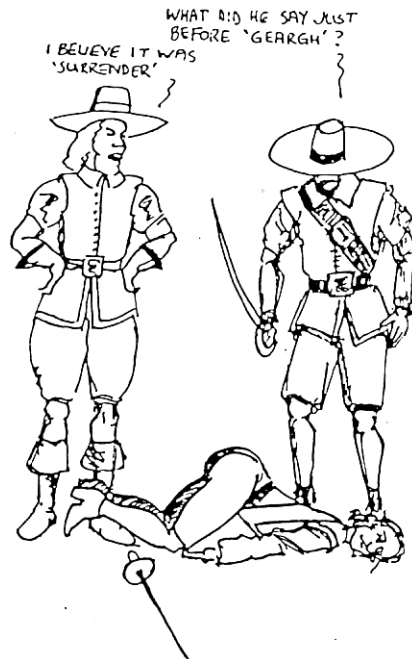
### April 1668 (290)

Spring showers mean that the cobbles of Paris's streets are slippery, providing an extra hazard for the city's inhabitants as they go about their business. Those scurrying around in the early hours to settle affairs of honour find it particularly hazardous as they're usually carrying sharp ... things. However, supported by Maurice Essai Deux and Was Nae Me, Duncan d'Eauneurts makes it to his rendezvous without mishap. His adversary is Jacques As, who is seconded by Frele d'Acier, both of them muttering darkly about the non-appearance of either Humphrey Gocart or Jean d'Ice. Both duellists carry sabres, but As is by far the more skilled of the two. However, he is also the smaller (not that either of these beefy gents is small). Eauneurts is carrying an old wound which would even things out were it not that As has more serious injuries – though not quite serious enough to allow him to back out of the duel. Despite his lack of skill, Eauneurts shows plenty of wiliness: he blocks As's opening slash and jumps aside from the cut that follows. Then he strikes with his own slash and As concedes at first blood.

Unscathed in his first fight, Eauneurts (and Deux and Me) moves on to face a regimental enemy: Alan de Frocked. Leonard de Hofstadt seconds Frocked who is using his regimental rapier against Eauneurts's un-regimental sabre. The slight figure of Frocked is clearly no match even for an injured Eauneurts, despite being slightly more proficient with his blade. Frocked goes for a block: right idea, but the timing's wrong. Eauneurts waits a beat, then slashes and Frocked quickly concedes the fight.



Having applied a bandage, Hofstadt assures Frocked that he's not too badly wounded, so he agrees to face Was Nae Me next. Frele remains to hand as Me's second in what will be a rapier fight. The two principals cross swords to the cry of "En Garde!" Then Frocked decides he is too badly wounded after all and surrenders. Just as Me runs him through with the first attack of his furious lunge. At least the second gash persuades Frocked that he's not getting into any more fights – much to Terence Cuckpowder's chagrin.



This brings us to Count Eglise de Sant-Suplice and Grégory Bonnissel, who clashed over the affections of Lucy Fur. The Count has brought his rapier and a second, Bill de Zmerchant. As a Dragoon, Bonnissel wields a sabre and has the assistance of Jean Ettonique. Despite his average physique, Bonnissel is the bigger of the two men, which should provide him with an advantage. Sant-Suplice starts the duel by parrying, despite his opponent's sabre. The predictable happens: Bonnissel slashes straight through his opponent's guard to draw first blood. A substantial injury, but not enough to stop Sant-Suplice. He launches into a lunge just as he is hit by the second part of Bonnissel's furious slash, the cut. Sant-Suplice's blow scratches Bonnissel. Bonnissel kills Sant-Suplice. RIP.

### Volunteers and pressed men

RFG Captain Con d'Masses is keen to advance in his regiment. To this end he has called on the Major above him to resign. Masses has a little bit of influence and uses it. It makes no difference (well, not enough) and the Major remains in place. Masses remains a Captain.

Not so Major Fluff-Bunny. After his transfer last month, he buys his way to Colonel, cementing his command of the Gascons (or Imperial Legion as he styles the regiment). In his wake, Bernard de Lur-Saluces purchases the vacant Colonelcy in the 13th Fusiliers. However, Major Sebastian de la Creme quits the 13th and applies to the Crown Prince Cuirassiers. Colonel Euria Humble is quick to admit him to the regiment and Creme buys himself back to Major.

Chopine Camus enlists Granville Ferferfetchacloff for the Grand Duke Max Dragoons. Claude Talon has offered to buy ranks and horses for any new recruits,

so Ferferfetchacloff buys himself all the way to trooper. He gets a similar donation from his Colonel, Humble, making his earlier trip to the Shylocks completely unnecessary. Talon isn't done yet, purchasing sliver-trimmed bridles for all in the GDMD to use in this month's horse race.

As he has warned, Horse Guards Brigadier Ali Vouzon mobilises the Brigade to support the Frontier regiments in this season's siege. This takes both the Queen's Own Carabiniers and Dragoon Guards into action for the next two months. DG commander Etienne Brule and Lieutenant-Colonel Frele d'Acier are ready for this, but not so QOC Colonel Terence Cuckpowder, it seems. Still, at least their regimental rivalry is suspended for the duration. DG Major Jean Ettonique is Brigade Major and is right behind his Brigadier, pen and paper at the ready (those Despatches don't write themselves, you know).



What is not expected is that the Brigadier of Fourth Foot, Brigadier-General Sebastian Adis II, decides the regiments of his Brigade should volunteer as well. Not the Brigade HQ, you understand, just the 69th Arquebusiers and the Gascons. The commanders of the two regiments are taken by surprise. Bdr-General Pepé Nicole, commanding the 69th, doesn't have anything better to do, but the Gascon commander is much less sanguine. "What?!" screams Fluff-Bunny (for it is he). "Active service? Now? But, but, I've got warrants to serve, Ministers to arrest..." His screeching is to no avail, though – other than turning his face a fetching shade of purple. He is roused out

of the Public Safety offices to lead his men into action. As the Gascons march out of Paris, the cry "I'll get you for this..." lingers in the air where they've passed.

### Hostility at the Fleur

The unexpected demise of Eglise de Sant-Suplice puts a bit of a hole in Paris's social calendar for the month. Not a very big hole, though, as most people have taken up Euria Humble's invitation to join him and Edna Bucquette at the Fleur all month. However, Euria's description of those he's invited as "polite" hardly fits the bill: regimental differences and other perceived insults create a very raucous assembly – though it does get quieter through the month. In the first week Charles Louis Desapear probably does count as polite when he turns up with Josephine Buonoparte. Gaz Moutarde is polite, too, keeping out of the way. Sebastian Adis II escorts Marie Antoinette and, politely, pays all his attention to

her – once he's handed their host a clinking purse. Things get a little heated between the rest of week 1's guests, though.

Percy Mistic makes the mistake of being the only member of Archduke Leopold's Cuirassiers to attend. Bringing Lotte Bottle with him doesn't do much good as he is descended on by five Grand Duke Max Dragoons. Their commander, Chopine Camus, leads the way, despite having Sheila Kiwi on his arm. Lt-Colonel Jacques As and Thomasina Tancenjin



are close behind. Next come Majors Claude Talon, accompanied by Anna Rexique, and Kidder de Margaux, escorting Bess Ottede. Finally, Captain Grégory Bonnissel joins the scrum bearing down on Mistic.

King's Musketeer commander Was Nae Me, attending with Vera Cruz, has similar problems as no-one else from his regiment is there. Thus he is the sole subject of the attentions of the Cardinal's Guard. Colonel Lothario Lovelace is backed up by Major Alan de Frocked (with Lucy Fur) and Captain Leonard de Hofstadt (accompanied by Sue Briquet). Another fine brouhaha is the result. As if this wasn't enough, new boy Florence Sans de Machine is affronted by the appearance of non-Nobles at the event. Specifically, Jacques As is the target of his anger and on the receiving end of a further challenge.

If anything, things get even noisier the following week. Alan de Frocked does not re-appear, but everybody else does, along with some new arrivals. Duncan d'Eauneurts adds a second King's Musketeer to the mix, standing alongside his CO against the two remaining Cardinal's men. Xavier Four-Hollandaise joins the party, too, and the reason for his absence the week before is obvious: he has Leia Orgasma on his arm. However, he's wearing his 13th Fusiliers uniform, provoking – and being provoked by – the previously quiet Charles Louis Desapear of the 27th Musketeers. Oops! There is one polite arrival, though: Sebastian de Creme brings Di Lemmere.

Euria is pleased with a quieter, if smaller, gathering in week 3. Percy Mistic is only facing off two Dragoons, Chopine Camus and Jacques As, while Duncan d'Eauneurts mixes it with the two Cardinal's Guards, Leonard de Hofstadt and Lothario Lovelace. The new arrivals are Pierre le Sang and Guinevere d'Arthur, who are definitely polite. As are the rest of the guests this week: Bill de Zmerchant, Gaz Moutarde, Sebastian Adis II (with Marie), Sebastian de la Creme (plus Di) and Xavier Four-Hollandaise (escorting Leia).

Only in the last week of April does Euria's event have some serious competition as Jacques As departs to hold his horse race. This leaves Percy, Chopine and Kidder still vociferously defending their regimental honour. Apart from these, Bill, Pierre (+ Guinevere), Sebastian (+ Marie) and Xavier (+ Leia) make up what remains of the party.

### Racing at the Prix

Over at the Prix d'Or, Jacques As is quick to saddle his horse and make ready. He may not have many entrants for the race, but he's keen to go racing. Joint favourite, though, is Claude Talon, who is a talented rider. Only his size counts against him. Conversely, Gaz Moutarde has little skill with horses – he's a Marine, after all – but he's small and dextrous. Grégory Bonnissel has neither advantage, but is still ranked above Jacques. The four riders are cheered on by Thomasina Tancenjin, supporting Jacques, Anna Rexique, backing Claude and Anne Tique, on Gaz's team. Alan de Frocked and Lucy Fur join the spectators.

The race starts as expected with the skilful Claude and wiry Gaz jockeying for position at the front. Both urge the most out of their horses, but it is Gaz who gets his nose in front down the back straight. Grégory is a couple of lengths adrift with Jacques a further length down. The horses pound round the final corner and into the finishing straight. The two leading horses are tired, though, and definitely flagging. Grégory sees his chance and gives his mount its head. The horse responds magnificently, stretching its legs and pounding past Claude, who's barely cantering. Gaz tries to get more from his steed, but Grégory catches him yards before the line to win by half a length. Claude hangs on to third place, though Jacques finishes more strongly and almost catches him.

Chief of those not Toadying this month is our Minister of State, Jacques Shitacks. He rolls up to the Fleur at the start of April, demanding to see Eglise de Sant-Suplice. Bill de Zmerchant is with him, feeling flush after re-scheduling his loans. Neither man accepts no as an answer and both are back in week 2, when Pierre le Sang joins them. Jacques refuses to accept that Eglise is dead and returns to bang on the doors again in week 3. This time it's Was Nae Me who hasn't heard the news and joins him. Jacques is on his own at the end of the month, resolutely hanging on to the conviction that Eglise will appear. A number of CPS agents do show up, but shy away from confronting the ranting Minister. There is some discussion of a warrant, but neither documentation nor their leader is forthcoming and they gradually melt away.

Other members do get a look-in at the Fleur alongside Euria's party, but only in the first week. Pierre Cardigan is there with Lois de Low and Uther Xavier-Beauregard brings Henrietta Carrotte. Pierre le Sang escorts Guinevere to the club and they welcome Sebastian de la Creme and Di Lemmere as their guests.

Apart from this, only Red Phillips has members attending: Coeur De Lion is the man, and he brings Ada Andabettoir with him for the entire month. Blue Gables

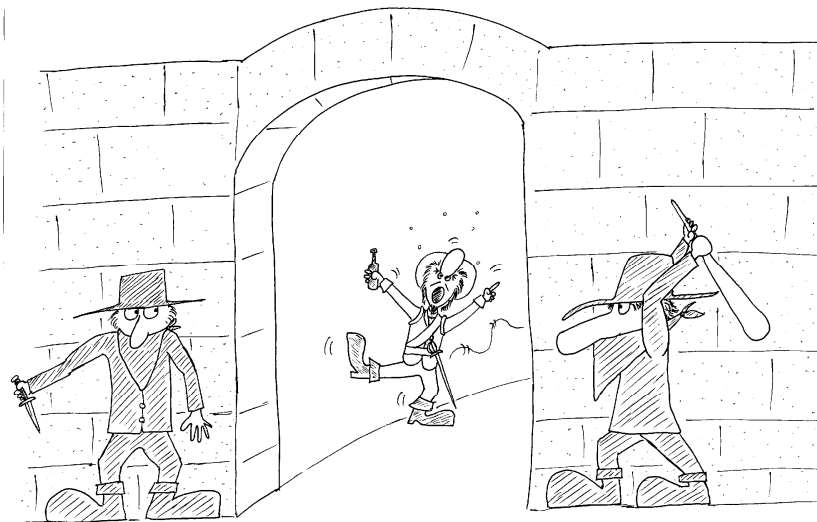


almost has a visitor when Granville Ferferfetchacloff arrives in week 4. However, he's expecting to Toady to Claude Talon and Claude is not to be seen (at Blue Gables, anyway – he's very visible at the Prix d'Or in the horse race).

Both Jacques de Gain and Rick O'Shea spend their April in the gyms. O'Shea gets the iron man title, though, as he's working out with a cutlass, while Gain practises rapier. After their week in their club, Pierre Cardigan and Uther Xavier-Beauregard put in three weeks practice with their sabres. Bernard de Lur-Saluces spends his first week in the Bawdyhouses and then works out with rapier for the rest of the month. Alan de Frocked, Charles Asnovoise, Charles Louis Desapear and Maurice Essai Deux all fit in two weeks with their rapiers and half a dozen others pop in for the odd week's work-out.

One lucky woman is the object of Maurice Essai Deux's attentions at the start of April. She rejects him, so he hits the red light district for some solace in between his bouts of weapons practice. Florence Sans de Machine is similarly unlucky in love and doesn't bother with any female company. Fortune smiles on Lothario Lovelace, though, at the very end of the month. Was Nae Me makes a point of taking Vera to church to wrap up their month.

This leaves a few others dropping in on one or other of the Bawdyhouses through the month. Charles Asnovoise (once he's got his regimental duties out of the way), Duncan d'Eauneurts, Grégory Bonnissel and Granville Ferferfetchacloff are the men in question. The footpads decide Granville is a likely lad and apply a cudgel to his head as he stumbles home. They are not so happy when they've gone through his purse: there's a whole one crown in it! This leaves Granville nursing his head through his two weeks of regimental duties.



## A Farewell to Ministers

Assigned to the Royal North Highlanders, General Gar de Lieu leads a battalion of the hardy frontiersmen on a mission to bring fresh supplies to the rest of the regiment. As they wend their way through the foothills of the Pyrenees, Gar informs his junior officers, "Tell the men not to worry about an ambush, I know these hills like the back of my hand – I was born in a village just over that hill." As he turns, Gar sees a column of smoke rising above the very hill is pointing at.

Leading his men around the hill, he encounters a scene of devastation. The village of Lieu is a burnt-out husk, with only a few dazed peasants surviving. Gar rushes over to a small cottage and looks inside, but once he has seen what lies therein he quickly turns away and empties the contents of his stomach onto the ground. When he has partly recovered, he grabs a survivor and demands, "Quickly, Anton, how many were there and which way did they go?" The peasant points towards the south and mumbles something to Gar. "Damn them and damn me for not getting them out of here," Gar curses. He demands pen and paper and scribbles something that he hands to a messenger: "Take this to Paris."

Gar orders the senior captain to take command of the bulk of the men, bury the dead and carry on with the mission if he is not back by morning. Gar himself leads a small detachment of men south. At a forced march and without wagons to slow them down they make good time and catch up to the Spanish raiders around dusk. With a roar, Gar spurs his horse into a charge. He reaches the enemy well ahead of his troops, who are on foot, and begins laying about him with his Sabre. He manages to kill three Spaniards but their numbers overwhelm him before his men can catch up. RIP.

To the north-east of France, the Royal Foot Guards and the Frontier regiments continue their siege of Lille as fresh regiments (and a whole Brigade of cavalry) arrive. Spending weeks in static lines has not done the health of the Frontier troops any good and many of them are wracked with dysentery.

The exception is Frontier regiment 3, which is off in Brittany. Under the command of Lt-General – and Provincial Military Governor – Richard Shapmes, the regiment is suppressing unrest amongst the locals. A few volleys of musketry do the trick and Shapmes is rewarded with the title of Earl (and can return to Paris next month). His fellow Lt-Gen, Monty Carlo, is assigned to the regiment and gains the same reward. He is also Mentioned in Despatches ("which Lt-Gen is he?") and remains with the regiment now that he has redeemed his disgrace.

Back at the siege, the fresh troops arrive at the same time as Spanish reinforcements turn up. The latter make the mistake of attacking the Royal Foot Guards, who are in secure positions and refuse to budge. The 69th Arquebusiers and Gascons counter-attack. The 69th make little headway, but their commander, Bdr-Gen Pepé Nicole, is able to take the lion's share of the regiment's booty: over a thousand crowns worth.

It's a different story for the Gascons. Led by Colonel Maurice Fluff-Bunny in his bright scarlet armour, they advance on the Spaniards. Amongst the nervous Spanish chatter, the words "El Diablo" can be clearly heard. A volley from the "Imperial" Gascons and the enemy troops begin to retreat. "Charge!" yells Fluff-Bunny, only to be distracted by a glowing red dot on his breastplate. As he swats at it, there is a ragged volley from the Spanish soldiers – and, some say, a beam of red light can be seen piercing straight through the gunpowder smoke ... and the Colonel. The Gascons barely pause as they charge home, but Fluff-Bunny is flung backwards. He lies on the ground unmoving. On examination, his breastplate has been pierced by a single shot. The ball has drilled its way right through his body and out of the backplate. RIP.

With the enemy on the back foot, the Horse Guards attack, one regiment charging each flank of the Spanish force. The Dragoon Guards get it wrong: they charge the flank where the artillery is. As cannonballs splatter through the cavalymen, Bdr-Gen Etienne Brule orders the regiment to retire. He is mentioned in Despatches ("Oops!") and gains the title of Baron. Lt-Colonel Frele d'Acier rallies his squadron to retire in an orderly fashion, gaining a more fulsome Mention ("Oops, oops, oops!") and becomes a Baron as well.

For Colonel Terence Cuckpowder, leading the Queen's Own Carabiniers, the reward for the regiment's success is a brevet promotion to Brigadier-General. There is a Mention in Despatches for Horse Guards Brigadier Ali Vouzon and he pockets a thousand crowns worth of Spanish booty. His Brigade Major, Jean Ettonique, is kept so busy writing the Despatches that he receives no reward.

The retreat of the Dragoon Guards allows the bulk of the Spanish force to retire, harried by the QOCs. The Royal Foot Guards emerge from their positions to clear the battlefield. That's a couple of hundred crowns for regimental commander Bdr-Gen Amant d'Au ("A fine scavenger" say the Despatches of him). Captain Con d'Masses picks up 500 crowns worth of plunder, but is outdone by Lt-Colonel Jean Jeanie, the value of whose loot comes to 600 crowns. A footnote in the Despatches ("see Jeanie, J") brings him elevation to Marquis. ❖

## Press

### Announcements

Citizens of Paris

The Crimson Shit has left the 13th. Your city needs you kill CPS agents and any in the Gascons (or is that the Imperial Legion?). He has his eye on the throne: defend the King! Vive le Roi!

† The Brotherhood of Paris

Official (Chancellery) Ministerial Announcement No.1

The Chancellor of the Exchequer is pleased to announce the creation of a 'State Lottery' which will commence operation from the beginning of May. In return for a modest contribution of 20 crowns, each participant will have their name entered into the monthly prize draw and thereby be eligible to

win the entire\* prize takings for that month.

A ticket can be purchased direct from the Chancellery or via one of its licensed outlets, namely the Ministry of Public Safety at the Bastille or at the Barracks of the Imperial Legion. Remember 'The more that are in, the greater the win'!

† Sir Maurice Fluff-Bunny  
Chancellor of the Exchequer  
Commissioner of Public Safety  
Commanding Officer, The Imperial  
Legion  
The Crimson Knight

\* A small administration charge will be deducted each month, simply to cover the associated running costs of the new lottery.

Official (Public Safety) Ministerial Announcement No.13

Take heart that his Magnificence, our beloved Commissioner, has once again personally risked his own life and wellbeing to secure the arrests of two more insidious enemies of France and mankind. Lift up your voices in praise to the man who has opposed the Servants of Satan by bringing to the Courts two of the four Horsemen of the Apocalypse and causing the remaining two to flee the country in fear.

All 'True Patriots' are called upon to attend the forthcoming trial and give evidence on behalf of the Prosecution against this diabolical duo.

Rest assured that France remains safe under the protection of the Crimson Knight or 'La Bunny' as the common folk adoringly love to call him.

† Sir Maurice Fluff-Bunny

Commissioner of Public Safety  
Chancellor of the Exchequer  
Commanding Officer, The Imperial  
Legion  
The Crimson Knight

## Despatches from the Front

Sons of the soil, forget not your roots. The glories of Paris and the court are but vanities. Blood and the land are all that matters. If fortune smiles upon you remember your brothers and those who raised you

† Gar de Lieu, Fool to the court of le  
Roi Pevans

## Matters of Honour

Alan De Froked

Sir, your actions show your lack of breeding.

I look forward to crossing blades.

† Terence Cuckpowder

Anyone fancy being my second?

† Xavier Four-Hollandaise

## Social

In honour of the Virgin Mary, I will be host in a party Weeks 1 & 2 at Bothwell's in May.

All costs will be covered by myself.

† Sir Was Nae Me

The KM are holding a recruiting drive Week 3 in Bothwell's. Bursaries are available for suitable candidates.

All costs will be covered by myself.

† Sir Was Nae Me

To All Gentlemen of Paris

Dear Sirs,

I intend to hold another discussion on “Tactics on the Modern Battlefield” in Bothwell’s during week 4. This month the best speaker will win a prize of 100 crowns. All welcome (including companions) all cost paid by me.

† Jacques As GDMD

## Regimental Letters

Dear Brig. Gen. Camus & Lt. Colonel As,  
May I have your permission to support two new young men into the regiment as subalterns? They both are from modest backgrounds, and arrive nearly penniless. I would be willing to gift them money for rank and horses, thus bringing two more into the regiment to bolster us for combat ahead, as well as allies in Paris shenanigans... Perhaps if they work out they could then move up the ranks as captains, moving Brother Bonnissel up in the seniority at that rank. By the by, Lt. Colonel As, I am very much looking forward to the horse race! Miigwetch/Thank you  
† Maj. Jean-Claude Talon/Gitchi-Biizhew

Major Talon,

Always good to get fresh blood into ranks – you can never have too many lower ranks.

It’s not so many years ago I was new to Paris and all the adventures here, so by all means welcome them to the ranks and mentor them in the life of the regiment.

Perhaps we should investigate a Horse fund for those lacking assets

who would otherwise have to use shanks’s pony to get around and end up in a foot regiment for the want of the price of a steed. I’ll see about setting aside a couple of hundred crowns – I would expect a ‘pay-it-forward’ process where anyone who required a loan to pay it back when funds become less of an issue, Keep up the good work,

† Brig Gen Sir C Camus

Sirs:

I am pleased to report that a new arrival to Paris, one Granville Ferferfetchacloff, has accepted my offer to support his joining our ranks. As he is of modest background, he joins as a trooper; but hopefully he will move up that ranks. I await a response from our other potential new warrior.

I am looking forward to the race! I have taken the liberty of having a silversmith fashion matching guilt [sic] bridles for us, so that we can make the best impression on the track or in at the finish line, and later on the field of battle! I will have my ‘groom place them in your trunks at in the regiment tack room. Best of luck, my brothers!

† Maj. J-C Talon/Gitchi-biizhew

Major Talon,

I am sure we will have a clean sweep of the leaderboard, although I’m not sure whether I will be able to take first place a second time... I’m looking forward to the race though and am sure we will all look fine in the gilt bridles – what an marvellous gesture! Apologies for the late request, but would you do me the honour of

seconding me in my duel with that rascal EdSS?

Thanks in advance,

Your friend and comrade,

† Gregory B

Of course, I will happily second you brother.

Yours,

† CT

## Personal

Lord Percy Percy says, as an uninhibited sex life without morals is apparently fashionable, the Cardinal’s Guard is a very fashionable Regiment.

Lt. Col Jacques As

I apologise I cannot attend the horse race. I will be at the front with Horse Guards Brigade. It is a pity because I was looking forward to trouncing the Queer Old Codgers and the Arch Duke’s Lazy Clowns like the good old days.

I hope you and your men enjoy the race. Pity that both the Heavy Brigade and the Horse Guards Brigade are not there, it will almost take the fun out of it – only almost, mind.

Bon Chance!

Kind regards,

† Sir Frele D’Acier Lt. Col Dragoon Guards

“Gambling? I am shocked to see the Gascons indulging in this!”

“Captain Renaud, your winnings.”

“Thank you.”

Fluffy Bunny isn’t the devil. He’s a figure of fun.

† La clog rouge

To Lieutenant-Colonel Duncan d’Eauneurts, OC 1st Bttn King’s Musketeers, Apartment 6d, Place des Conquetes, Quartier du Louvre, Paris.

Dearest Duncan,

Madelein and I were overjoyed to learn that you had returned hale and hearty frae the wars and hope ye may now stay in Paris for a wee while. I ken ye must show willing to progress up the ranks, but there’s no sense in courting an early grave if such can be avoided.

We’re glad to see that your lodgings have improved too – we couldnae enjoy our newly restored comforts if we thought you were living in a hovel to pay for them.

I do recollect that a Pierre Cardigan stayed with us on his way to Calais on one occasion, though he was only a Baron then rather than a Viscount. We found him to be a morose, surly and uncommunicative gentleman with a penchant for pestering the chambermaids. Soon after he left some silver spoons (we could afford such luxuries then of course) were found to be missing, so he was never invited again. I wouldnae hold out much hope of help from that quarter where aiding your social advancement is concerned.

Ye must let us know how your Divisional Adjutant applications have gone.

Your Doting Maman,

† Lady Isla d’Eauneurts

Jaques As, does that mean the Cardinal’s Guard are invited to your party?

† Le Lapin Jaune



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

My new apartment in the Place de Conquetes is certainly an improvement over my original lodgings, and most convenient for the Musketeers' barracks. The apartment faces east, so I don't have a view of the Tuileries gardens unfortunately, but the morning sun streaming through the windows ensures I'm not late for any appointments.

Regards the missing spoons, I find it hard to believe that the Field Marshal might have been responsible. He has been totally uncommunicative, however, and I have, indeed, given up all hope of notice from that quarter.

Regrettably, my efforts to secure a Divisional Adjutancy have met with no success either. It seems that I must either aim to raise my military rank or hope for a title, enabling me to enter the murky world of politics, if my rise up the social ladder is to continue.

I shall be remaining in Paris this month thanks to an invitation from Comte Humble to the celebrations surrounding the recent good fortunes of the Paris Orphanage. Next month may still see me compelled to make an early return to the front, however.

Your Loving Son,

† Duncan

4th Brigade HQ – a room littered with papers

Aide: "Brigadier Adis, there is no precedent for changing a regimental

name, so there are no rules to say he can't just do it."

Adis: "I know, but he called them the IMPERIAL LEGION – the Royal Foot Guards are up in arms, the Cardinal is threatening heaven knows what – it couldn't get any worse."

Aide 2: "Sir, this has just arrived from Col Was Ne – apparently he has written a note, the gist of it is 'you don't know what you are doing, Marie must be mad to dump me for you, you are a pale shadow of your father'."

[SOUND OF BREAKING GLASS]  
Aide: "Sir, not the brandy..."  
[SOUND OF MORE BREAKING GLASS]

Adis: "ENOUGH!!! I will not be made a laughing stock and taunted to by the jackanapes Sir Me – send word to the IMPERIAL LEGION: immediate transfer to the front for extended field manoeuvres to get ready for the summer campaign. Get those bloody peasants able to hold a line, march properly and walk past fields of sheep without breaking ranks – send to that luna... Colonel Fluffy-bunny immediately. DISMISSED – wait, send in more brandy.... I need it!"

To the editor of the Paris Post

Dear Sir

I fear you are badly mistaken in implying that we brewed up dangerous poissons in Hunter's last month – we only used the finest Carp for the dishes and no-one has died yet from tasting them. A public apology please, and 10 crowns to the Paris Orphanage should suffice,

Yours,

† Sebastian Adis II

JdI, steer clear of the devils in skirts, for the Cardinal and his ilk are second only to the Gascons in the decent citizens standards.

† Le Fluffy Fox

Dear Uncle Arkwright

Well, here I am in Paris and I've had a bit of luck, a kind gentleman has offered to let me join his Cavalry regiment. I wasn't expecting that as the chanson goes – let us speak mano a mano as the Spanish say, we both know you're too skinny to shell out for a horse. Anyway, if it all goes horribly pear-shaped (1/6d a lb) I'm going to join the equally romantic Marines – ah, I can see it now – look there goes Captain Granville, scourge of English pirates, a gorgeous woman in every port, they say. Anyway, it beats the old shop bike and sunny Donnecastre, sorry. I'll MAYBE come back when I've gained fame and fortune.

Your soon to be famous nephew,

† Granville

To Marquis Richard Shapmes

Sir, I humbly (at this late hour) offer myself upon your service as your Aide. I have some experience in this matter having served the late Egon Mad in this capacity, although – I must confess – I had little inkling of the rather unfortunate affair that has led to his demise. I look forward to hearing from you, but in the meantime wish you much success sorting out the Breton rabble!

Your humble servant

† Grégory Bonnissel  
Captain, GDMD

I will accept you in my employ.

As you noticed, though, you should wait until after I put down the rabble I am dealing with. † Shapmes

C'est ne pas "The Crimson Shit", il est 'le merde crimson'. † L'equipe bleu

## Poetry Corner

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

Oh, the bunch of Fluff  
Is just enough  
To drive you to drink.  
But the ones who moan  
Are those alone  
And smelling his stink.  
(read on all the best Latrines and the Gascons barracks)

To the tune of Eminem's without me  
1 Two imperial guards go 'round the outside  
'Round the outside, 'round the outside  
Two imperial guards go 'round the outside  
'Round the outside, 'round the outside  
2 Guess who's back, back again  
Hokey's back, tell fluff bunny  
Guess who's back, guess who's back,  
guess who's back  
Guess who's back  
3 I've created a monster, cause  
nobody wants ta  
See Fluff bunny no more they want  
Hokey, I'm chopped liver  
Well if you want Hokey, this is what  
I'll give ya  
A little bit of humour mixed with  
some hard facts  
Some brandy that'll jump start my  
heart quicker

Than a shock when I get racked at  
the Bastille  
By the inquisitor when I'm not co-  
operating  
When I'm rocking the table while he's  
questioning (hey!!)  
You waited this long, now stop  
debating  
Cause I'm back, I'm on the rag and  
orating  
I know that you got a job Ms. Katy  
But Fluff Bunny's camel problem's  
complicating  
So the CPS won't let me be  
Or let me be me, so let me see  
He tried to call me dead on LPBS  
But it feels so empty without me  
So, come on and testify lies on your  
lips  
What that Slaaanes on your lips,  
and some Myxomatosis  
And get ready, cause this sh\*t's about  
to get heavy  
I just settled all my affairs; f\*\*k you,  
Bunny!  
Now this looks like a job for me  
So everybody, just follow me  
Cause we need a little, sanity  
Cause it feels so empty, without me  
I said this looks like a job for me  
So everybody, just follow me  
Cause we need a little, sanity  
Cause it feels so empty without me  
† The Hokey Cokey

## Points Arising

### Next deadline is 24th December

Yes, the deadline's Christmas Eve, so please send your orders in good time. I'll adjudicate at some point when the festivities have died down a bit, but don't expect the usual reminders.

Scrawled on a Privy Wall at the  
Palais de Justice...  
1 If a government post you are  
seeking  
Have a care! The Commissioner's  
peeking  
At the salary that goes  
With the Office and clothes...  
And La Belle Estelle he is tweaking  
2 Oh Minister why did you choose  
A Commissioner whose every ruse  
Is to dominate France  
And not miss a chance  
To all of Her subjects abuse?  
3 Count Shitacks there's really no  
need  
To put up with foul Bunny's black  
deeds  
So please call a halt  
For it's really your fault  
France's finest now cower and bleed  
† Devlin Carnate  
The Limerick Poet  
  
The Bunny is out of his hole,  
Cavorting just like a foal,  
And Paris has now just one goal:  
Put Fluff-Bunny back in his hole.  
† BdZ

Jacques Shitacks' term as Minister of State comes to an end after May. Anyone wanting to apply for the job should do so with their May orders.

The NPC Minister of War will also step down at the end of May and applications for this post should be in your May orders.

On top of this, there are sudden vacancies for CPS and Chancellor, too. These can also be applied for with your May orders – though JS could fill these next month.

Having put down the unrest, PMG Richard Shapmes returns to Paris next month – the one exception to the rule that characters must stay at the front until the end of the season.

Thanks to Bill Hay for GdLi's exit.

I had no orders from the following and they suffered the consequences:

CdC Cyrano de Camembert (Dave Whiffin) has NMR'd. Total now 2 and is sent to a Frontier regiment  
EdM Eric de Miabeille (Pete Holland) has NMR'd. Total now 7 and is sent to a Frontier regiment  
PN Pepé Nicole (Colin Cowper) has NMR'd. Total now 1  
VV Voulo Vault (Mark Booth) has NMR'd. Total now 1  
X2 (David Williams) has NMR'd. Total now 1

AFD (Gerald Udowiczzenko) and HG (Pam Udowiczzenko) were floated at their request.

JdI (Tym Norris) has been floated as Tym reports "life has got busy"

## Announcements

Grégory Bonnissel applies for Aide to Lt. General

Leonard de Hofstadt asks NPC Major 1 of Cardinal's Guard to resign

## Duels

### Results of April's duels

Allan Fa-Dân was 'floated' for his duel with Eglise de Sant-Suplice.

Howard Bishop has decided not to take up his new character (AB) immediately, so I've removed him.

Martin Adamson is also postponing taking up his new character due to pressure of work.

## 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](http://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](mailto: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](mailto:LPBS@pevans.co.uk) instead.

Duncan d'Eauneurts (with WNM & MED, gains 1 Exp) beat his enemy Alan de Frocked (with LdH).

Was Nae Me (with FdA, gains 1 Exp) beat his enemy Alan de Frocked (with LdH).

Grégory Bonnissel (with JE, gains 1 Exp) killed Eglise de Sant-Suplice (with BdZ).

Alan de Frocked declined to meet Terence Cuckpowder as he was under half Endurance.

Other duels were held over a month.

Grudges to settle next month:

Richard Shapmes (Rapier, adv.) has cause with Allan Fa-Dân (Rapier, 4 rests) for pinching Ella.

Xavier Four-Hollandaise (Rapier, adv.) has cause with Jean d'Ice (Rapier, 1 rests) for pinching Ava.

Duncan d'Eauneurts (Sabre, Seconds WNM & MED, adv.) and Jean d'Ice (Rapier, 1 rests) have mutual cause for being in enemy regiments.

Humphrey Gocart (Foil, 5 rests) has cause with Jacques As (Sabre, adv.) as he's not Noble but higher SL.

Jean d'Ice (Rapier, 5 rests) has cause with Jacques As (Sabre, adv.) as he's not Noble but higher SL.

Jean d'Ice (Rapier, 1 rests) and Was Nae Me (Rapier, Seconds DdE, adv.) have mutual cause for being in enemy regiments.

Alan de Frocked (Rapier, Seconds LdH, adv.) and Was Nae Me (Rapier, Seconds DdE) have mutual cause for being in enemy regiments.

Chopine Camus (Sabre, Seconds GB & KdM, adv.) and Percy Mystic (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Claude Talon (Dagger, Seconds GB, adv.) and Percy Mystic (Sabre, 1 rests) have mutual cause for being in enemy regiments.

Florence Sans de Machine (Rapier, 5 rests) has cause with Jacques As (Sabre, adv.) as he's not Noble but higher SL.

Grégory Bonnissel (Sabre) and Percy Mystic (Sabre, adv.) have mutual cause for being in enemy regiments.

Jacques As (Sabre, adv.) and Percy Mystic (Sabre, 4 rests) have mutual cause for being in enemy regiments.

Kidder de Margaux (Sabre, 1 rests) and Percy Mystic (Sabre, adv.) have mutual cause for being in enemy regiments.

Leonard de Hofstadt (Rapier, Seconds AdF & LL) and Was Nae Me (Rapier, Seconds DdE, adv.) have mutual cause for being in enemy regiments.

Lothario Lovelace (Rapier, Seconds LdH, adv.) and Was Nae Me (Rapier, Seconds DdE, 3 rests) have mutual cause for being in enemy regiments.

Charles Louis Desapear (Rapier) and Xavier Four-Hollandaise (Rapier, adv.) have mutual cause for being in enemy regiments.

Duncan d'Eauneurts (Sabre, Seconds WNM & MED, adv.) and Leonard de Hofstadt (Rapier, Seconds AdF & LL) have mutual cause as enemies.

Duncan d'Eauneurts (Sabre, Seconds WNM & MED, 3 rests) and Lothario Lovelace (Rapier, Seconds LdH, adv.) have mutual cause for being in enemy regiments.

“adv.” shows who (if anyone) has the advantage in Expertise: his first

duelling sequence need only contain six actions.

All duels (including any to be voted on) must be fought next month unless held over due to one or other duellist already being at the Front. Orders conditional on a challenge being voted cause are acceptable.

New Characters

Jerry Spencer gets the First son of a very wealthy Viscount: Init SL 11; Cash 825; MA 5; EC 2 (X1).

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

Bill Hay gets the Second son of a wealthy Count: Init SL 11; Cash 500; MA 3; EC 3 (BRJS Beau Reese Jean Seine).

Jason Fazackarley gets the Second son of a wealthy Knight: Init SL 6; Cash 500; MA 5; EC 4 (X4).

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 N
Provincial Military Governors: RS/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety __	
Chancellor of the Exchequer __	Minister of Justice EH
Minister of War N	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

Horse Guards Brigade: 1	Frontier regiment 1: 5
Dragoon Guards: 5	Frontier regiment 2: 6
Queen's Own Carabiniers: 2	Frontier regiment 3: 1
Royal Foot Guards: 4	Frontier regiment 4: 5
69th Arquebusiers: 3	RNHB regiment: 4
The Gascon Regiment: 2	



Army Organisation and 1668's Summer Deployment

First Army (Field Ops)	PIS/SdIC/EB/N
First Division (Field Ops)	--/--/N2
Guards Brigade (Field Ops) – RFG CG KM	
Dragoon Brigade (Field Ops) – GDMD PLLD	
Cavalry Division (Field Ops)	N5/N/N1
Horse Guards Brigade (Field Ops)– DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Second Army (Siege)	BdZ/N/N6/ROS
Frontier Division (Siege)	N1/N/N5
Frontier Regiments (Siege)	
Third Army (Defence)	N6/N/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	AV/N/JE	Second Foot Brigade	N3/N/N6
Heavy Brigade	UXB/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

	(Siege for Mar-May)				
Colonel	F1 N4	F2 N4	F3 N5	F4 N6	RNHB N5
Attached	CdC		MC		
Also at the Front					
	Horse Guards Brigade (Dragoon Guards, Queen's Own Carabiniers)				
	Royal Foot Guards				
	69th Arquebusiers				
	The Gascon Regiment				

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	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	AdF
30	Leia Orgasma	13	B	XFH
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	PM
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	KdM
1	Sue Briquet	11	B	LdH
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	CT
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	SA2
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	CLD
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Low	5	B	PC

Regiments																
REF	CG	KM	DG	OO	CALC	CPC	RM	GDMD	PM	13F	PLUD	53F	27M	4A	69A	Gscn
CoI	ADA	LL	WINNER	TC	N7	EH	GM	JA	CC	BdLS						
LCol	JJ	N3	DDE	FdA	N1	N5+										
Maj 1	VV+	N6	N5	JE+	N4	N2	N2	N5	KdM	CDL+XFH	N5	N6+	N4+			N3+
Maj 2	N2*	N3*	N6	N3	N2	N4	N5	CT+	N6							
Capt 1	N1	N3*	N6	N3	N2	N4	N5	N3	N2	N3	N2	N4	N4	N3	N5	N5
Capt 2	N2	LdH	N4	N2	N6*	N2	N6	N6	N6	N4	N1	N4	N3	N5	N3	N6
Capt 3	CdM	N5	N2	N6*	N3	N5	N5*	GB	N1	N4	N1	N2	N6	N2	N5*	
Capt 4	N2	JdI	MED													
Capt 5	N3															
Capt 6																

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

## The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
GdLi	Count Gar de Lieu	28	RIP								Bill Hay
PC	Viscount Pierre Cardigan	25	66	Withy	Fld Marshal/Min w/o Port		9	Lois	Flr	4	Matt Shepherd
JS	Count Jacques Shitacks	24	63	Rich	General/State Min.		3		Flr	4	David Olliver
JdG	Count Jacques de Gain	23	44	Fthly	Bdr-General/3rd Army QM Gen.		20		Flr	5	Ben Brown
UXB	Count Uther Xavier-Beauregard	22	49	Comfy	B.Lt-General/Hvy Brigadier		13	Henrietta	Flr	4	Pete Card
PLS	Marquis Pierre le Sang	21	49	Comfy	General/1st Army Commndr		7	Guinevere	Flr	4	Bill Howell
EH	Count Euria Humble	20	37	Withy	Colonel CPC/Justice Min.		18	Edna	Flr	5	Matthew Wale
AV	Earl Ali Vouzon	20	F	Rich	B.Lt-General/HGds Brigadier		8		Flr	1	Graeme Morris
EdSS	Count Eglise de Sant-Suplice	20	RIP								Jerry Spencer
BdZ	Marquis Bill de Zmerchant	19	51	Comfy	B.General/2nd Army Commndr		6		Flr	3	Tim Macaire
VV	Sir Voulo Vault	18	39	Poor	Major RFG/Gds Brigade Maj.		2		Flr	2	Mark Booth
RS	Earl Richard Shapmes	18	0	Withy	Lt-General/Prov.Mil.Gov		10		Flr	4	Charles Popp
FdA	Baron Frele d'Acier	16	F	Comfy	Lt.Colonel DG		7		Both	3	Peter Farrell
EB	Baron Etienne Brule	16	F	OK	B.Bdr-General DG/1st Army Adjutnt		2		Both	4	James McReynolds
AdA	Marquis Amant d'Au	16	F	Withy	B.Bdr-General RFG		7		Both	5	David Brister
GM	Sir Gaz Moutarde	15	41	Rich	Lt.Colonel RM		3	Anne	Both	2	Mike Clibborn-Dyer
ROS	Baron Rick O'Shea	15	21	Rich	Bdr-General/2nd Army QM Gen.		5		Both	6	Paul Wilson
TC	Terence Cuckpowder	15	F	Comfy	B.Bdr-General QOC/3rd Army Adj't		4		Both	4	Mike Dommert
EdM	Earl Eric de Miabeille	15	RIP								Pete Holland
CC	Sir Chopine Camus	15	+48	Comfy	B.Bdr-General GDMD		7	Sheila	Both	4	Stewart Macintyre
JJ	Marquis Jean Jeanie	14	F	Withy	Lt.Colonel RFG		15		Both	3	Andrew Kendall
MFB	Sir Maurice Fluff-Bunny	14	RIP								Jason Fazackarley
MC	Earl Monty Carlo	14	F	Withy	Lt-General		13		Hunt	4	Andrew Burgess
JA	Jacques As	14	+46	Comfy	Lt.Colonel GDMD		8		Both	4	Joe Farrell
LL	Sir Lothario Lovelace	13	+58	Comfy	Colonel CG		6	Vera	Both	4	Geoff Bowers
WNM	Sir Was Nae Me	13	+42	Withy	B.Bdr-General KM		5	Marie	Both	3	Mark Farrell
SA2	Sebastian Adis II	12	+54	OK	Bdr-General/4 F Brigadier		4		Hunt	4	Mark Cowper
SdIC	Sebastian de la Creme	11	+46	Poor	Major CPC/Gen's Aide (1st Army)		4	Di	Hunt	5	Alan Percival
DdE	Duncan d'Eauneurs	11	+42	OK	Lt.Colonel KM		4		Hunt	5	Paul Lydiate

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
AdF	Alan de Frocked	10	27	Poor	Major	CG	3	Lucy	Hunt	2	Charles Burrows
CdM	Con d'Masses	10	F	Comfy	Captain	RFG	6		Hunt	2	Craig Pearson
JE	Jean Etonique	10	F	Comfy	Major	DG./HGds Brigade Maj.	7		Hunt	5	Tony Hinton-West
LdH	Leonard de Hofstadt	10	+45	OK	Captain	CG	4	Sue	BG	5	Neil Packer
KdM	Kidder de Margaux	10	+40	Comfy	Major	GDMD	6	Bess	BG	6	Gary Phillips
GB	Grégory Bonnissel	10	+40	Comfy	Captain	GDMD	2		BG	3	Mark Nightingale
MED	Maurice Essai Deux	9	15	OK	Captain	KM	4		BG	3	Olaf Schmidt
JdI	Jean d'Ice	9	14	OK	Captain	CG	5		Hunt	3	Tym Norris
HG	Humphrey Gocart	9	13	Comfy			3		Hunt	3	Pam Udowiczzenko
PM	Percy Mistic	9	+60	OK	Major	ALC	5	Lotte	BG	3	Ray Vahey
XFH	Xavier Four-Hollandaise	9	+54	Comfy	Major	13F/13F Regt. Adjt.	4	Leia	BG	2	Francesca Weal
CT	Claude Talon	9	+52	Withy	Major	GDMD/Drgn Brigade Maj.	4	Anna	BG	4	Cameron Wood
FSdM	Florence Sans de Machine	9	+27	OK			3		BG	4	Nik Luker
CDL	Coeur De Lion	8	18	Comfy	Major	PM/1 F Brigade Maj.	5	Ada	RP	3	Graeme Wilson
BdLS	Bernard de Lur-Saluces	8	17	OK	Colonel	13F/3rd Div Adjutant	5		BG	2	Rob Pinkerton
AFD	Allan Fa-Dân	7	16	Poor			6		BG	4	Gerald Udowiczzenko
PN	Pépé Nicole	7	F	Comfy	B.Bdr-General	69A	5		BG	3	Colin Cowper
X2		6	-	2	OK		5		2	David Williams	
CLD	Charles Louis Desapear	6	+36	OK	Lt.Colonel	27M	1	Josephine	RP	4	Martin Jennings
AB	Alain B'starde	5	RIP				6		Howard Bishop		
CdC	Cyrano de Camembert	5	F	Poor	Captain	4A	6		F&P	4	Dave Whiffin
X3		4	RIP				4		Martin Adamson		
CA	Charles Asnoiseice	3	-	2	Comfy		4		4	Gerry Sutcliffe	
GF	Granville Ferfertchacloff	2	3	Poor	Private	GDMD	5		4	Paul Appleby	

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

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

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

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

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