

## That would be enough

This has been issue 74 of *To Win Just Once*, published 14th April 2007. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2007

### Deadlines

Orders for *Star Trader* and *Railway Rivals* to Mike Dommett by 27th March.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 4th May 2007.

(Further deadlines for 2007 are, 1st/8th June, 6th/13th July, 10th/17th August, 14th/21st September, 19th/26th October, 23rd/30th November.)

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11-turn subscription	£5.00	£5.00

### Games played

If you are interested in playing any game, please let Pevans know.

**En Garde!** Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: [www.engarde.co.uk](http://www.engarde.co.uk)

**Railway Rivals** on the North England map has started. Queue here for the next game. We provide rules and a working copy of the map.

**Star Trader** Colin Parfitt, Thomas Frost, Mark S Robinson and Jerry Elsmore are waiting for the next game. Rules provided.

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Tempus reviewed

Martin Wallace



## Contents

	Page
Contents.....	2
Chatter.....	3
<i>Tempus</i> reviewed.....	3
Games Events.....	7
Credits.....	8
St Mary's.....	9
<i>Railway Rivals</i> game 4 – Turn 11.....	9
GM Notes.....	9
Mission of Gravity.....	10
<i>Star Trader</i> game 3 – Turn 17.....	10
Press.....	12
Corporation Table.....	12
News.....	13
Market Positions.....	14
GM Notes.....	14
Ribblehead Viaduct.....	15
<i>Railway Rivals</i> game 5 – Turn 6.....	15
GM Notes.....	15
Great White Hunter.....	16
Turn 7.....	16
<b>Les Petites Bêtes Soyeuses 200</b> .....	18
July 1660.....	18
Press.....	25
Despatches from the Front.....	25
Announcements.....	25
Social.....	25
Matters of Honour.....	26
Personal.....	26
Poetry Corner.....	28
Points Arising.....	29
Announcements.....	30
Duels.....	31
New Characters.....	31
Tables.....	31
Other Appointments.....	31
Battle Results.....	32
Army Organisation and Summer Deployment.....	32
Brigade Positions.....	32
Frontier Regiments.....	32
Regiments Organisation.....	33
Hell Hath no Furry.....	33
The Greasy Pole.....	34
That would be enough.....	36

## Chatter

The combination of my annual visit to the Gathering of Friends in the USA and several work commitments mean I've not had much time to put this issue of *TWJO* together. Expect it to be shorter than usual. Not least because I missed this year's London Drinker Beer Festival, so there's no report on that. Nor an SF column, though I now have plenty of material...

Meanwhile, Mark Barrowcliffe has sent me a copy of his latest book, *The Elfish Gene*. This is his story of growing up as a teenage *D&D* player. It looks fascinating. I shall be interested to see how his experiences compare with mine taking up *D&D* a few years later and rather older. If you want to check it out yourselves, the ISBN is 978-1-4050-9126-8 (£9.89 at Amazon).

*En Garde!* players may like to know that Blanton Bryant is running a variant set in Barsoom – the Mars of Edgar Rice Burroughs's stories. The game is called Warriors of Mars and sounds like fun. It's being run online through a Yahoo! Group: [games.groups.yahoo.com/group/WarriorsOfMarsEG](http://games.groups.yahoo.com/group/WarriorsOfMarsEG) and anyone interested should take a look.

The March statistics from the website show *Viking Fury* still at the top, closely followed by *Feudo* and *Puerto Rico*. The PDF version of *TWJO* 73 was downloaded 139 times and issue 72 a further 35 times. Exciting stuff, no?

## Tempus reviewed

*Tempus* has had a rocky start. Designed by Martin Wallace and published in the US (by Café Games) and Europe (by Pro Ludo and others), the game was due to appear at Spiel '05. Production problems delayed things and *Tempus* didn't make it. The game finally arrived on the shelves in mid-2006 with little fanfare. It was on show at last year's Spiel, but was rather overshadowed by all the brand new games. Which is a shame, as a civilization-development game from Martin Wallace has to be worth more than just a look.

My copy of *Tempus* is the (English language) European game, but the only difference from the US version, as far as I know, is the artwork. A blue square makes up most of the board and is overprinted with a hexagonal grid. Players place tiles onto this area to construct the island of *Tempus* with its various terrains. The number of tiles depends on how many are playing, as space is a significant factor. Players then set up a starting position of three wooden discs in their colour. The aim is to have the largest nation – in terms of cities and territory – at the end of the game's ten turns (eras).

The other section of the board is a table showing Progress through the eras (game turns), from writing to flight. Each row shows the strength of players' actions that turn – and how many actions they can take. As you'd expect, players can do more as the game goes on. To start with, it's three actions each turn, taken one at a time round the table until everybody's done. This rises to six actions a turn by the end of the game. To keep track of this, players each have a set of rectangular chips. They start the turn with the right number and place one on an action space on their board before taking the action.

Five actions are available to players each time. The first is move. Given that territory is a big factor in winning the game, it's clearly important to move your pieces and gain more land. Initially, though, a move action is just one piece one space. Moving pieces around is thus time-consuming and laborious. Interestingly, players can use a whole move action to move a piece across an inland stretch of water. So it can be advantageous to make these at the beginning – provided you can use them later. After a few eras, players are able to move pieces from coast to coast around the island in the same way (they've discovered how to build ships). The number of pieces you can move in one action and how far they move both increase through the eras.



The second action is wonderfully described as “have babies.” Players take the action to place an extra piece in a grassland area where they already have a piece (or several). This is another important action in enabling players to expand their holdings. Through the eras players are able to add more than one ‘baby’ at a time, provided they have enough room. This is not just a question of having enough grassland areas – though grasslands are clearly important for expanding your nation. Players are also limited in the number of pieces they can have in one space. If you're already at the limit, you can't add a ‘baby’.

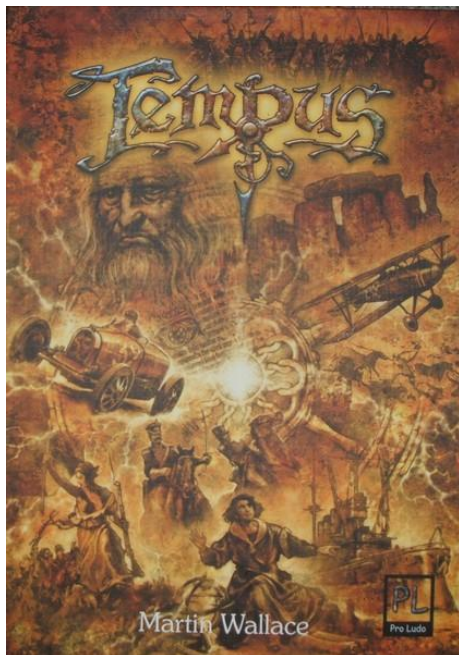
The third action is “build cities.” Players use this action to convert a stack of pieces into a city of the same value – provided the space isn't a mountain or next to an existing city. Each player has their own set of hexagonal city tiles, each containing the same values. Clearly you want to build the more valuable cities, but this means getting enough pieces together. And, as we've already seen, the number of pieces in a space is limited. Again, this gets bigger as the game goes on, allowing players to build their biggest cities by the end. You still have to get the pieces into the same space, though.

Because players ‘make babies’ in grasslands, these are the easiest places to build cities. Do this too often, though, and you run out of places to add more pieces – and if everybody does it, the remaining grasslands become very valuable. As cities can't be placed next to each other, players need to think carefully about where they position them. It's all too easy to build a city in a place that stops you building more. Or even making the mistake of stacking up pieces next to a city, where you simply can't build another one. Of course, if two players start building stacks next to each other, the first one completes their city and the other one can't. It's a useful tactic.

The next action is drawing Idea cards. Initially, players can draw two cards in an action and may keep a hand of up to five. In later eras players can draw more cards and hold a bigger hand. The cards give players all sorts of additional options: stack an extra piece in a space, move an extra piece, take two actions in a row and so on. Each card has one type of terrain as its background, which is a second way of using them, as we'll see later. They can be played at any time, including in the middle of an action, and there's no limit to the number you may play in a single action.

I should mention one rather powerful Idea card: Religion. This allows the player to convert a neighbouring piece to their colour and move it onto their own stack. As cards can be played at any time in an action, this can be used just before making an attack, changing the odds completely. The cards can be very powerful, but which cards you get depends on chance. It thus makes more sense to trim your tactics to the cards you have than settle on a strategy and hope to draw the cards to help this.

The final action is ‘Start a fight.’ A fight is between the pieces in one space and the pieces or city in an adjacent space. It’s very simple: the bigger stack or value wins (the defender wins ties). However, either player can play cards to add to their strength. Some cards’ ability is additional attack or defence, but cards can also add to the strength if their background matches the terrain being fought over. In the case of a city, the defending player chooses the terrain for the battle, which gives them an advantage. If the attacker wins, the defender’s pieces (or city) are removed and the attacker can move in. If the attacker loses, they lose one piece.



This makes attacks attractive, but it can take a while to build up the forces, giving your target time to respond. There’s also a rule that a player with pieces in only three spaces (or fewer), can’t be attacked. Cities don’t count for this, so keeping your nation small is a useful defensive tactic. For this to work well, you need to keep on building cities. In turn, this means having the space and pieces to do this.

Once all players have used up their actions (and there is an advantage in being the last player to take an action), the era ends. All players are assessed for ‘Progress points.’ These are 1 per city plus the number of pieces in terrain that matches the background for the next era. Players can also play cards to add to their Progress points – either because that’s what the card does or because they match the terrain (or both). The player(s) with the most points advance to the next era, while the rest remain on the current one. This does not lengthen the game, as anyone who’s behind catches up at the end of the era, before counting Progress points, but does give players a slight advantage. Being in the next era usually means you can do something more than the other players: move an extra piece, take an extra action and so on. Two eras give a specific bonus in the form of extra Idea cards. And, at the end of the game, the players who advance get a 3 point bonus to their victory points.

While gaining the early advance to the next era can be useful, my experience suggests that players don’t need this every turn. Certain eras offer a particular advantage – such as number 4, ‘Cities’, which gives an extra action and increases the stacking limit. Whether you try to gain this will depend on how valuable it is

to what you want to do in the next turn and how easy it is for you to win it. I reckon it’s unlikely to be worth spending a whole turn jockeying for position at the cost of improving your strategic position.

The game ends after assessing Progress at the end of the tenth era. Players score the value of the cities they have on the board, one point for each space (except mountains) they have pieces in and a three point bonus if they’ve advanced to ‘Flight’. There are a couple of tie-breakers if required.

*Tempus* is a fascinating and subtle game. I’m still learning more about it every time I play. At the same time, it’s a relatively simple game – the rules only take up 7 pages. The complexity is in getting the best out of the terrain, the cards and the opportunities offered by other players. The key to the game seems to be being able to control plenty of territory (though I may change my mind after my next game!). This gives you room to build cities and the space you need to produce more pieces. However, it does make you vulnerable to attack. Losing the odd space doesn’t make much difference, but losing several will do. *Tempus* gets 8/10 on my highly subjective scale.

*Tempus* was designed by Martin Wallace and is published by Café Games (in the US), Pro Ludo (in Germany), PS Games (in Holland), Raven Distribution (in Italy) and Editions Ubik (in France). It is a strategy board game for 3-5 players aged 14+ and takes 1-2 hours to play (I reckon at least 30 minutes per player).

(A version of this review was published in *Flagship*.)

## Games Events

There’s just time to mention Baycon, which happens this weekend, 12th-15th April, at the Exeter Court Hotel, Kennford (a few miles south of Exeter). This is very much a board games event and features a trophy for the ‘Victor Ludorum’ across the whole event. Not to mention the Roger Heyworth Spirit of the Game Trophy, which goes to whoever contributes most to other players’ enjoyment (through camaraderie, good natured play etc). the details can be found on the website at [www.robchapman.pwp.blueyonder.co.uk/baycon.html](http://www.robchapman.pwp.blueyonder.co.uk/baycon.html).

The event that is happening in May is the 18th Beer ’n’ Pretzels weekend. This is on the 12th-13th May at the Town Hall in Burton-on-Trent. It’s organised by the one and only Phil and Sal Botherstone of Spirit Games and is a mixture of board games, miniatures, role-playing, CCGs and good fun. Check the details at [www.spiritgames.co.uk/bnpdetails.php](http://www.spiritgames.co.uk/bnpdetails.php).

For more information on board games events in general, see the *Queen’s Lane Advertiser*, which can be found at [www.boardgamers.org.uk/qla.php](http://www.boardgamers.org.uk/qla.php).

This box concentrates on events I expect to attend.

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

**Games Games Games Days:** from noon(-ish) on the second Saturday of every month at the Duke of York pub at 35 New Cavendish Street, London W1. A day of board games, with those present covering the cost of the room and sandwiches.

**Winter Stabcon:** early January 2008 at the Britannia Hotel in Stockport.

**Maycon:** late May bank holiday weekend, but not in 2007. Keep an eye on the website – [www.maycon.org](http://www.maycon.org) – for the latest details.

**Summer Stabcon:** 6th-7th July at the Britannia Hotel, Stockport. Long-running con that mixes role-playing and board games (and CCGs). Sign up with the Yahoo group to find out more: [groups.yahoo.com/group/stabconinfo](http://groups.yahoo.com/group/stabconinfo).

**Spiel:** the board games event of the year. 18th-21st October 2007, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, [www.merz-verlag.com/spiel](http://www.merz-verlag.com/spiel).

**MidCon:** a long-running board games event in central Birmingham. Early November 2007 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. See [www.midcon.org.uk](http://www.midcon.org.uk) for more.

## Credits

To Win Just Once issue 74 was written and edited by Pevans. The LPBS masthead (page 18) is by Lee Brimmicombe-Wood. The drawing on page 19 is by Tim Wiseman. The illustrations on pages 20 and 23 are by Nik Luker. The picture on page 21 is by Colin Parfitt and those on pages 22 and 31 are by Bryan Lea. The *Tempus* box art is courtesy of Pro Ludo. Pevans took the photos and played with his scanner and Photoshop. © Paul Evans, 2007.

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Check out the website for all the new (and old) games available.

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## St Mary's Railway Rivals game 4 – Turn 11

### Races

Race	From	To	STRIKE	TGWR	LATE	PCMR
25	14	25	10		20	
26	13	42	20			10
27	24	56	10 (JR)	10 (JR)		
28	31	41	20		+1	10-1
29	34	66		+2	10+1	20-3
30	61	52		20	10	
Total			60	32	42	36

Last round of races coming up.

Please can you also consider your End of Game Statements with your final orders.

### Builds and scores

#### Player A

SOMEBODY TO REALLY INFLAME  
KEN'S EGO (STRIKE)

Gerald Udowiczenko (BLACK)

Builds: None

Score: 213 + 60 = 273

#### Player C

LONDON AREA TRANSIT EXPRESS  
(LATE)

Steve Bunce (BLUE)

Builds: None

Score: 274 + 42 = 316

#### Player B

TURNHAM GREEN WIVENEY  
RAILWAY (TGWR)

Chris Boote (RED)

Builds: None

Score: 146 + 32 = 178

#### Player D

PEVANS'S CENTRAL METRO-  
POLITAN RAILWAY (PCMR)

Paul Evans (GREEN)

Builds: None

Score: 194 + 36 = 230

### GM Notes

Races for the next round (you may enter up to four):

34	55	Putney – 35	Charing Cross
35	22	Barnet - 63	Hammersmith
31	11	Watford- 26	Kings Cross
36	45	Elephant & Castle - 64	Nott- ing Hill Gate
32	15	Marylebone – 36	Waterloo
33	44	Whitechapel – 53	Kensington

Orders to Mike Dommatt, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to [mike\\_dommatt@yahoo.co.uk](mailto:mike_dommatt@yahoo.co.uk) by 27th April 2007.

## Mission of Gravity

### Star Trader game 3 – Turn 17

*“Do you have anything to say in your defence?”*

*The lawyers consulted with the embattled ZWILLINGE Chairbeings.*

*“My Client wishes to address the court.”*

*“Let them come forward.”*

*Standing before the court, the twin long-armed and tentacled beings described, using the somatic language of Gemini Beta, how they had not been guilty of any of the sabotage attacks attributed to them and that others had been found making the attacks.*

*The Judges looked at each other before retiring.*

Once again ZWILLINGE comes before the Federal Courts for an Inquiry into their affairs. The court must have considered their arguments, because only a minor fine was imposed.

CAESAR WHOLESale launched two sabotage attacks, one against HONEST DARTH's Factories at Delta Toucanis, which knocked out them out for 5 Quarters, and one against their Isotope Factories at Sigma Draconis, which failed. Both attacks were traced back to CAESAR WHOLESale, who lost 4 Reputation each time. A saboteur was found wandering around Beta Hydri Spaceport looking for Factories, and was charitably assumed to be insane. VOGON INDUSTRIES attacked SOLAR WINDS's Warehouse at Sigma Draconis, destroying 10 Isotopes but losing 4 Reputation. ZWILLINGE were responsible for attacks on ISKANDER, who lost 9 Spice at Sigma Draconis, and TRANSURANIC, who lost 7 Spice. ZWILLINGE lost 16 Reputation for this.

TRADE WIND bought 2 Passenger pods for the Mindwipe.

TRANSURANIC took OP 39, embarked 14 passengers and bought 2 Isotope factories at Sigma Draconis.

ZWILLINGE sold 8 Petroleum Factories at Delta Toucanis, sold their Warehouses at Sigma Draconis, bought 2 Warehouses at Tau Ceti and bought 11 Isotope Factories.

SWISS MERCENARY FLEET bought Political Connections of 10.

SOLAR SPICE, MONOPOLES & LIQUOR repaid their loan and increased their Reputation by 3

TRANS SOLAR TRADING INC sold their Alloy Factories at Gamma Leporis, loaded passengers and repaid their loan, leaving them with only 2 HTs for the rest of the Quarter.

SOLAR WINDS bought a Monopoles Factory at Mu Herculis.

ISNOT-ISTOO repaid their loan and took out a new one of 600 HTs over 8 Quarters. The Corporation laid down 3 Corco Zeta Passenger ships with A grade crews at Alpha Centauri, Beta Hydri and Epsilon Eridani – competition for the other two passenger lines, methinks.

ISKANDER FIRE & ACCIDENT bought an Augmented Jump Pod and 6 Cargo pods for the Enterprise as she was rolled out. The ship has an A class crew as well. The Corporation then increased their Criminal Connections.

Gamma Leporis saw another large purchase of Alloys by TRANS SOLAR TRADING INC, as the local industry churned out a glut of Alloys. TSTI bought 18 Units at 10 HTs each, while TRANSURANIC sold 1 and VOGON sold 5 units on Contracts.

TRADE WIND bought 8 Alloys at 5 HTs apiece at Epsilon Eridani and a Dealership. Non-arrival of their ship meant that they had to concede to VOGON INDUSTRIES, who sold 10 Isotopes and gained a Contractorship. Monopoles were unloaded by ISKANDER FIRE & ACCIDENT, selling 10 for 16 HTs each to gain a Dealership. As a result, SOLAR SPICE, MONOPOLES & LIQUORS sold 1 only. ISNOT-ISTOO sold 10 Petroleum at the price of 11 HTs, gained a Dealership, and then sold 5 Spice for 11 HTs each.

ALSAFI-TOLIMAN ACQUISITIONS sold 6 Isotopes for 6 HTs apiece at Delta Toucanis. VOGON's sold 3 at 7 HTs each. ZWILLINGE sold 5 more on Contracts. ZWILLINGE then bought 15 Petroleum at the price of 13 HTs and was made a Contractor.

Tau Ceti saw ISKANDER buying 10 Isotopes for 3 HTs each, while TRANSURANIC and ZWILLINGE both bought 5 on Contracts. ISKANDER made room on their ship by selling 6 Petroleum at 11 HTs and ZWILLINGE sold 5 more on Contracts.

Mu Herculis was busy, with TSTI selling 10 Alloys for 7 HTs each, gaining a Dealership and shutting out VOGON's bid of 7. VOGON did sell 3 Isotopes for 5 HTs apiece. SOLAR WINDS TRADING sold 8 Liquor at the price of 5 HTs and gained a Dealership. This shut out ISKANDER's bid of 6. SWISS MERCENARY couldn't sell as their ship was somewhere else and SSL&M sold 5 on Contracts. ISKANDER bought 5 Monopoles on Contract and finished by selling 8 Petroleum for 8 HTs each to take the Market Managership.

It was quieter at Sigma Draconis, where TRANSURANIC bought 10 Isotopes for 3 HTs each and got a Dealership. ISKANDER bought 10 Spice for 9 HTs apiece and also were rewarded with a Dealership. ZWILLINGE bought 6 units using Percent and SSL&M bought 5 on Contracts.

TRANS SOLAR TRADING sold 10 Alloys at Alpha Centauri for 2 HTs each, driving the price down while gaining a Dealership. TRANSURANIC sold 7 isotopes at the price of 4 HTs. ALSAFI-TOLIMAN used Crip to sell 6 Liquors for 5 HTs apiece, while SWISS MERCENARY FLEET sold 5 on Contracts. ISKANDER's bid of 6 was shut out. TRADE WIND sold 10 Spice for 8 HTs each and were named Contractors, SSL&M sold 5 on Contracts and ALSAFI's bid of 12 was ignored.

Beta Hydri saw CAESAR WHOLESALÉ selling 2 Monopoles for 17 HTs each and SSL&M selling 5 on Contracts. ZWILLINGE sold 5 Petroleum on Contracts. Finally, in Spice, TRANSURANIC sold 13 for 11 HTs apiece and a Dealership and ZWILLINGE sold 2 on Contracts. CAESAR WHOLESALÉ, bidding 14 to sell, and ALSAFI-TOLIMAN, bidding 12, were unable to do so.

**Press**

Drew "The Fisk" Vanderbilt-Scott, the "hands on" Chairman of Trans Solar Trucking Inc, refused to comment on rumours that TSTI have offered to

purchase passenger pods from a number of Corporations.

I will get you, you rotten swine; you deaded me!

**Corporation Table**

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash	Rep	Player
	Bus	Crim	Pol					
A Alsafi-Toliman Acquisitions	10	4	4	3	8th	214	40	Rob Fuller
B Solar Winds Trading Co	4	0	8	0	5th	192	29	Steve Bunce
C Caesar Wholesale	8	9	2	20	1st	242	31	Simon Burling
D Trans Solar Trading, Inc	10	0	7	7	4th	42	40	Jerry Elsmore
E SSL&M	10	3	5	+1	10th	62	40	Paul Evans
G HDQUS	10	2	2	N	13th	836	34	Howard Goble
H Trade Wind	8	0	8	9	2nd	519	40	Colin Parfitt
J ISNOTISTOO	10	0	3	0	6th	264	40	William Hay
K Swiss Mercenary Fleet	10	0	10	0	11th	128	40	Martin Jennings
L Zwillinge	8	2	6	0	12th	109	6	Michael Martinkat
M Transuranic Trade Corp	10	0	3	6	3rd	587	40	Bob Parkins
N Vogon Industries	10	7	0	0	9th	231	36	Nathan Richards
P Iskander Fire and Accident	10	7	4	0	7th	165	39	Przemyslaw Orwat

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

**News**

TRADEWINDS SHIP, Borealis, came back this turn and paid 140 HTs.

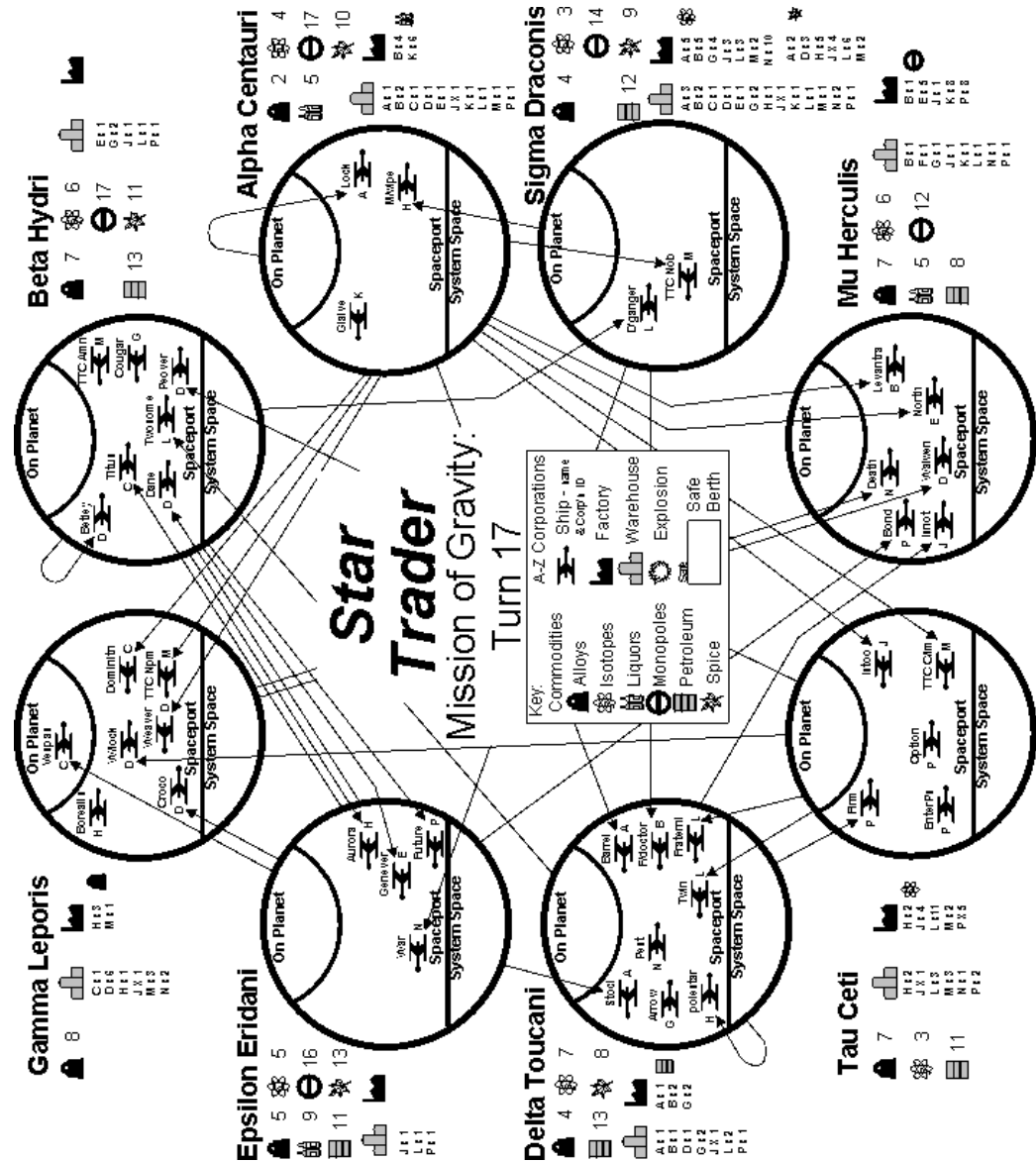
TRANSURANIC took OP 39 (P1) from Turn 19.

There were two new News Chits this turn (shown in Bold):

Turn 18 B9

Turn 19 P8, B1, B3

Turn 20 P10, C5



### Market Positions

Planet	Commodity	Dealer	Contractor	Market Manager
Gamma Leporis	Alloys		C, M, N	D
Epsilon Eridani	Alloys	D, H, M		
	Isotopes	D	N	
	Liquor	A, E, K		
	Monopoles	E, K, P		
	Petroleum	J	A	
	Spice	A, H, J		
Delta Toucanis	Alloys	N		
	Isotopes	H	L, P	
	Petroleum	A, B, D, J, P	L	G
	Spice	J	L	
Tau Ceti	Alloys	D, N		
	Isotopes	A, D, H, J	I, L, M, P	
	Petroleum	M	L	
Mu Herculis	Alloys	D	C	
	Isotopes	D, J, M, P	L	
	Liquor	B, C, K, P	E	
	Monopoles	I, L	E, J, P	
	Petroleum	A, I, L, M		P
Sigma Draconis	Alloys	L, N		
	Isotopes	A, D, M	N, P	L
	Monopoles	J, K		
	Petroleum	D, L	B, G	
	Spice	H, P	E, L	
Alpha Centauri	Alloys	D	C	
	Isotopes	D, J, M	N	
	Liquor	A, C	E, K	
	Monopoles	K		
	Spice		E, H	
Beta Hydri	Alloys	M	N	
	Isotopes			G
	Monopoles	J	E	P
	Petroleum		G, L	
	Spice	D, H, J	E	

### GM Notes

You can only have as many factories as your combined Political and Business Levels. A couple of people forgot this. Check where an OP chit is, rather than assume it is where you want it to be.

**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 Friday, 27th April 2007.**

## Ribblehead Viaduct Railway Rivals game 5 – Turn 6

CHUFFING RAILWAYS builds into Newcastle and Sunderland and starts some branches in the south. PCNR builds southwest from York into the milling towns of the Humber before building towards the Yorkshire moors as well.

NULC lays track along the Yorkshire coast, eventually reaching Filey, before building north in the Pennines into Skipton. LATRINE built to the coast at Scarborough, before thickening up its network in Lancashire. NEW built into Liverpool, and extends lines along the Solway Firth, before starting to build a line paralleling Hadrian's Wall.

A: NEW UNIFIED LOCOMOTIVE COMPANY (NULC) (Bolton) – H14 – I17 – Blackburn; (I19) – Burnley

Colin Parfitt (BLACK) (U35) – U37 – Scarborough (- to NULC)

Builds: (X36) – Scarborough – U37 – T37 – T38 (+3) Points: 58 – 2 + 1 = 57

(T38) – T39 – R40 – Filey; (Burnley) – M19 (+3)

(M19) – O20 – Skipton (3 to NEW)

Points: 30 – 3 + 3 + 3 = 33

B: PEVANS'S NORTHERN COAL RAILWAY (PNCR)

Paul Evans (RED)

Builds: (E76) – Sunderland; (N29) – N28 (+6)

(N28) – Wakefield; (L27) – Leeds

(Leeds) – M25-M24-Bradford

Points 40.5 + 6 + 3 = 49.5

C: LONG AND TORTUROUS RAILWAYS IN NORTHERN ENGLAND (LATRINE)

Steve Bunce (BLUE)

Builds: (Q32) – Q33 – U35

E: CHUFFIN' RAILWAYS (CR)

Nathan Richards (BROWN)

Builds: (E74) – E75 – Durham – G75 – H75 – I76 (-3 to PNCR)

(I76) – Newcastle; (I76) – I77 – I78; (Wigan) – G13

(Goole) – J34

Points: 44 - 3 + 1 = 42

F: NORTHERN EXPANSION INTO WASTELANDS (NEW)

Gerald Udowiczkeno (ORANGE)

Builds: (F10) – B8 – Liverpool (-1 to CR, -1 to LATRINE)

(F54) – Whitehaven; (Carlisle) – I61 (+6)

(I61) – I62 – J62 – J63

Points: 44.5 – 2 + 6 = 48.5

### GM Notes

Races start this round coming:

1 12-21 Penrith/Kendall-Newcastle

2 36-44 Goole/Scunthorpe-Leeds

3 56-65 Bolton/Burnley-Preston

4 S4-13 S England - Whitehaven/Workington

5 26-35 Stockton/Darlington-Grimsby/Gainsborough

46 5-52 Bradford – Manchester

7 63-S1 Warrington/St Helens-Scotland

Build Points for the next turn (after races) are 12: **known** payments to rivals come from these points.

Points can still be received for connecting to towns (Stockport, Barrow, Millom, Kendal, Consett, Hexham, Stockton, West Hartlepool).

Appleby is one of the two number 16 towns.

**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 27th April 2007.**



# Great White Hunter

## Turn 7

This game is open to all readers of *To Win Just Once*, so do join in even if you haven't taken a turn yet.

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

That's a lion and a gorilla finished off, but the other two gorillas hang on ... for how long? Potshots find a couple of antelopes

Pete Holland re-takes the lead as Al Tabor misses with his shot. David Olliver is close behind Pete.

Player	Shots This turn	Points This turn	Total Score
Guy Arnold	H2,I1	1	3.56
Ben Brown	A15,A17	1.33	3.58
Charles Burrows	A15,A18	1.33	6.29
Rob Carter			3.00
Mike Dommatt	A15,B16	0	3.96
Jerry Elsmore	A15,A17	1.33	7.48
Bill Hay	C5	1	3.00
Pete Holland	A14,A17	1.33	8.64
Francesca Huskinson	R7	1	3.00
Andrew Kendall	I1	1	6.50
Nik Luker	A15,A17	1.33	5.89
Tim Macaire	A14,I1	1	4.00
Michael Martinkat			1.00
Bill Michell			1.00
David Olliver	I1	1	8.21
Neil Packer	A17	1.33	7.39
Colin Parfitt			2.56
Mark Stretch	A15,B16	0	0.00
Al Tabor	B17,B16	0	7.56
Barry Townsend	T12,N20	2	3.00
Gerald Udowiczenko	I1	1	3.00
Pam Udowiczenko	O8,N7	0	0.00
Matthew Wale	L20	2	5.40
Graeme Wilson	K14	1	1.00
Paul Wilson	N20	2	3.00

### Key

Animals				
	Symbol	Size (Squares)	Number on grid	Points Value
Monkey	M	1	12	2
Antelope	A	2	9	4
Snake	S	2	?	8
Gorilla	G	3	6	7
Lion	L	3	3	9
Elephant	E	4	2	15
Other symbols				
	X	Missed shot		
Upper case = this turn, lower case = last turn, <del>Strikeout</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.

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. The 20x20 grid represents an area of the African bush, while the players are all

hunters looking to bag trophies.

All you have to do is nominate two squares to take pot-shots at: F9 and M17, say. (the second is only used if the first misses). If you hit something, you score a point – if several players hit the same square they each get a point – which is deducted from the value of the animal. An animal is dead when all its points are gone or all its squares have been hit. In the latter case, the points are shared between the players who hit its last square(s). After 15 turns or when the board is clear (except for any snakes), the player with the most points wins.

Send your shots to Pevans at  
180 Aylsham Drive, UXBRIDGE UB10 8UF or  
to TWJO@pevans.co.uk  
by Friday, 4th May 2007.

## Les Petites Bêtes Soyeuses 200

Being a postal game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see back page). You will also need a copy of the published rules to *En Garde!* (see [www.engarde.co.uk](http://www.engarde.co.uk)).

**Orders for August 1660 to  
Pevans at 180 Aylsham Drive,  
UXBRIDGE UB10 8UF or  
lpsorders@pevans.co.uk  
by Friday, 4th May 2007**



### July 1660

There are no affairs of honour this month as so few socialites are in Paris while the army is on active service. However, Beppe de Marko is on trial for not paying the Duelling 'Tax'. Count Zachary The Money Goes leads the prosecution. "Minister of State, the evidence is quiet simple," he begins. "Beppe de Marko did not pay his duelling tax for June 1660. I'm sure this was just an oversight, but the law is the law. I'm hopeful that this will encourage others to pay their outstanding debts... otherwise I fear we'll be back here month after month."

De Marko grovels. "Dear Sirs, I am sorry that my oversight has caused the full machinery of the justice system to lurch into motion. I also regret the fact that my long term second, who is prosecuting this very case, neglected to inform me of said tax requirement at the time of the duel! So this non-payment was the consequence of a simple oversight. I have already remitted the monies owing to the Minister of State and hope that we can end this business and get back to promoting the interests of France and the King!"

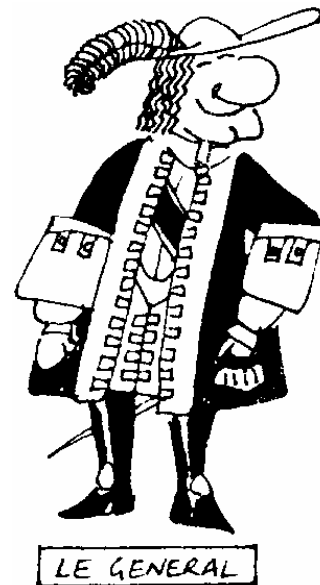
The Minister of State, Count Gaston de St Marque, ignores de Marko's apology and offers his verdict. "Beppe de Marko: no man is above God's law – this the Bible teaches us. Was not Moses himself punished by God in the flight from Egypt when he succumbed to pleas of the people by allowing them to worship a graven image? Thus are we all called to account in the end. But man's law is less all-encompassing in application.

"It is well acknowledged, for example, that our sovereign himself can commit no wrong, for he is France itself and an 'act of state' can commit no crime. But you, however, are not our sovereign and thus are subject to the same laws as all mere mortals. Your exalted status and your position as my primary financial backer are of no account in this court and you shall be subject to the same application of the law as I promised on entering office.

"You are therefore found guilty of tax evasion for non-payment of the duelling tax. This crime is a lesser offence than embezzling from the State and is punishable, on a first offence, by a fine of 500 crowns. I trust that there will be no need for any further judgements against you. Let your sentence also stand as a warning to all those who have not yet paid their taxes to the State!"

The amount of the fine is collected from de Marko's funds as the man himself maintains a low profile after the verdict. Stan Dandy Liver makes a point of publicly delivering a thousand crowns to de St Marque, who has just transferred last month's payment to the Treasury. Then Liver exercises his influence over his Aide to persuade the man to quit. He fills the position with Leroy Nenspoy. Nenspoy is eligible for the post as he is now a Captain in the King's Musketeers.

The regiment's commander, Zachary The Money Goes, signs him up and gives him the necessary funds – though Nenspoy also borrows from the Shylocks.



New boy Ferdinand Franz applies to Brigadier-General Bud d'Wiser to join the Grand Duke Max Dragoons. D'Wiser accepts him and Franz buys a Captaincy with the money the Shylocks lend him. Then he shoulders his pack and sets off for Brest to catch a ship across the Atlantic and meet his new regiment. He falls in with another young officer, Captain Beau de Cire of the Royal Marines, who is also joining his regiment. Only later do they discover that the Royal Marines remain in Paris. They bump into General Co W Ard Extrême on board ship. Extrême is concerned that 'they' are after him and insists the young Captains keep a sharp lookout for men dressed in black. "Very unfashionable," he mutters, "you can spot them a mile off..."

#### A drink with Stan

There may not be many socialites in Paris this month, but Stan Dandy Liver wants some with him in the Fleur de Lys. This doesn't seem very successful at

first as only Orson de Combat and Fifi join Stan and Lotte Bottle in the club. Gaston de St Marque and Zachary The Money Goes are also in the Fleur, but do not Toady to Stan. Instead, each spends the week with the woman in his life. Anna Rexique is with Zack, while Bette Noire accompanies Gaston.

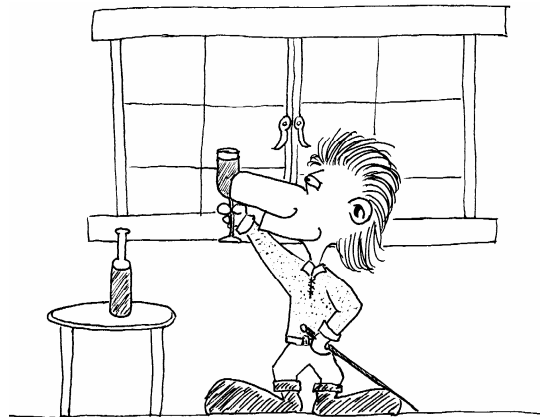
Bothwell's is almost as busy as the Fleur. The members attending are Jean Laissez Faire, Lun a'Tic and Thomas Tudo. They accompany Kathy Pacific, Bess Ottede and Cath de Thousands, respectively. Pierre de Mont-Réal takes Guinevere d'Arthur to Hunter's. And even Red Phillips is comparatively busy. Josephine Buonoparte is on Jacques de la Boite's arm, Mary Huana with Pierre de Vin Rouge and Marie Antoinette accompanies Renaul Baptiste Grenoble. Renaul places three wagers, losing two and winning one. This leaves him a few crowns down, but doesn't damage (or enhance) his status.

The second week sees a couple of new appearances. Benedict d'Over brings Ophelia Derriere to Blue Gables to show off his new conquest. Deb Estaround arrives at Hunter's on the arm of Leroy Nenspoyn, who now has her affections. Pierre de MR and Guinevere are in Hunter's again. Renaul, Marie, Pierre de VB and Mary return to Red Phillips. Only Lun and Bess are still in Bothwell's. Stan, Lotte, Orson and Fifi continue to party in the Fleur, this time without any audience.

### Military announcements

Stan's do livens up a bit in week 3 when two more couples join the fun. The first is Zack and Anna. The second is Gar de Lieu and Edna Bucquette. Gar won Edna's affections at the start of the month, but this is the first time he's taken her out. She has no idea what he's up to the rest of the time, but he doesn't seem to be succeeding. Horatio d'Escargot and Henrietta Carrotte turn up in Bothwell's and sit at the opposite side of the club from Lun and Bess. In Hunter's are Leroy, Deb, Pierre de MR and Guinevere. Benedict and Ophelia are back in the Blue Gables. And Renaul, Marie, Pierre de VR and Mary are all in red Phillips once more.

The party finally hits its stride at the end of the month when Stan announces the military deployment for next year. "I propose a three army strategy," he begins, "To whit: 1st Army (Guards Brigade) to be deployed in defence along our shortest



border. The strength of our premier regiments should persuade the Italians not to take advantage of any perceived weakness whilst we are more heavily engaged upon other fronts.

"2nd Army (1st, 2nd & Frontier Divisions) to be deployed upon assault along the entire length of the Spanish border; the 1st Division to the north/west and the 2nd Division to the south/east with the centre of the line being assigned to the Frontier Division. Our objectives are to establish a more equitable division of the meagre resources to be found in the Pyrenees and, God willing, the conquest, in His Most Gracious Majesty's name, of the Principality of Andorra.

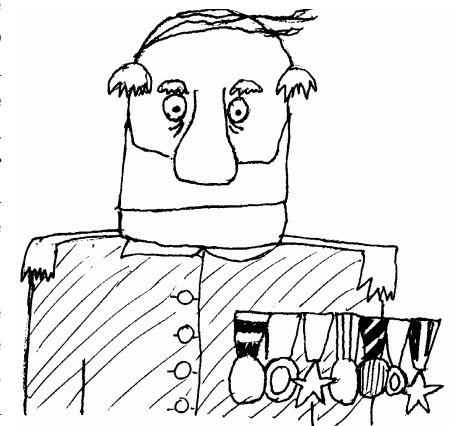
"3rd Army (Cavalry Division) to be deployed on Field Ops along our German border, where our swiftly roving cavalry patrols should be sufficient to dissuade anyone from encroaching upon His Majesty's sovereign territory."

Announcements out of the way, Orson and Fifi Toady to Stan and Lotte once again. Joining them are Benedict d'Over, Jacques de la Boite, Leroy Nenspoyn and Renaul Baptiste Grenoble. Only Renaul has any female company: Marie, of course. Meanwhile Horatio, Henrietta, Lun and Bess return to Hunter's. Pierre de MR and Guinevere are back in Hunter's. And Red Phillips contains Pierre de VR and Mary.

### Brass polishing

The only business at the Bawdyhouses comes from Lucien d'Escaillehuitaillements. He gets his oats at the start of July only to attract the attentions of the footpads. However, he's spent his cash, so the muggers leave empty-handed. Lucien closets himself in the regimental gymnasium for the rest of the month: three weeks' practice with his rapier. His colleague, Jean Laissez Faire, joins him there with his own sword. Thomas Tudo practises for three weeks with his regimental weapon, the sabre. His colleague, Horatio d'Escargot, sticks to two weeks' work-out. It's rapier for Gaston de St Marque and Jacques de la Boite for two weeks apiece. Juste Minit is the last man getting some practice. A week learning the rapier and he hits the Bawdyhouses for a drink to complete his month. His need for female company was dealt with earlier in July, which is one way of spending the money Euria Humble sent him.

This leaves Walter Butts. It seems no-one has disabused him of the idea that the King's Musketeers are in action this season. The Lt-Colonel spends the month



in the regiment's barracks polishing his brass and waiting for orders. By the end of the month everything's so bright an enemy marksman will be able to see him half a mile away on a dull day. Still, his social standing isn't suffering.

Gaston de St Marque is also away from public view for the end of July. Rumour has it that he and a coach-load of black-clad security men are to be found just round the corner from an eminent Parisian's residence. The worthy in question has no idea of this, as he, like many others, is away serving King and country.

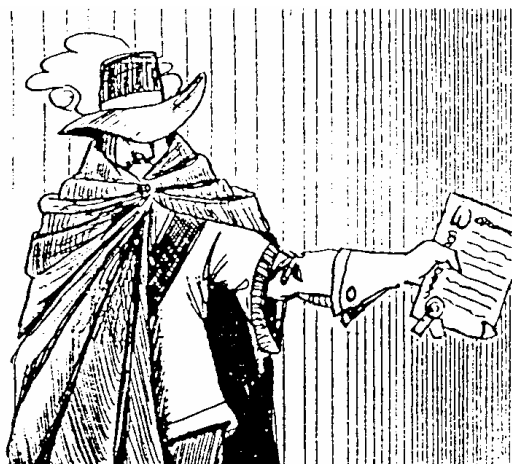
The place to find Zachary The Money Goes is in the archives of the Commission of Public Safety – for half the month, anyway. He is digging his way through piles of dusty parchments, searching for evidence of a heinous crime...

#### Last of the cavalry

The cavalry volunteers, forming part of Frontier Division, find it hard going this month. The heavily wooded terrain isn't suited to cavalry charges. Many troopers of the Dragoon Guards suffer cuts and bruises from hitting branches and being knocked off their horses. Brevet Major Aloysius Gnomeclencher is acting commander of the QOCs and manages his men a bit better. He achieves a promotion, making his rank permanent. This is an indifferent result for the Horse Guards Brigade. There is still promotion to full Bdr-General for Euria Humble, detaching him from the Dragoon Guards. He also pockets some 500 crowns from sales of "Humble Pie" bruise liniment.

A surprise attack catches the Crown Prince Cuirassiers in their bivouac. The cavalymen are quickly onto their horses and charge into the forest. They are unhorsed even more quickly. As they regain their composure, the canny natives raid the camp and make off with much of the regiment's supplies. There is a brief Mention in Despatches for regimental commander Egon Madd, which is just enough to bring him a Barony. He makes a couple of hundred crowns from his personal supplies. Lt-Colonel Stewart Senquiry just gets a branch in his midriff.

The Grand Duke Max Dragoons seem to have the measure of their current circumstances. They use their horses to make ground in pursuit of a war party and dismount to fight. A volley of musketry sees off the enemy. Regimental



commander Bud d'Wiser gets a Mention in Despatches and picks up three hundred crowns of loot. New Captain Ferdinand Franz arrives in time to be brevetted to Major. He buys a couple of horses, as befits his new rank.

Princess Louisa's Light Dragoons are still all at sea, apparently. They just can't find their way through the thick woods. Acting commander Major Indie Soupe does a good job of rounding up his missing troopers by the end of the month. Two Mentions in Despatches come his way, gaining him a pat on the back as well. There is another Mention for Captain Emile Fitoux. He stumbles across a hunter's cache of animal pelts and sells them off for 250 crowns. Subaltern Jean de Bendeur tries climbing a tree to find out where he is. Unfortunately, he falls off and crashes to his death. RIP.

Mixed results for the Frontier regiments leave the Frontier Division commander, Lt-General Revaulvin d'Or, burying his head in his hands for most of the month. His personal bravery in riding round to visit all the units under his command at least brings him promotion to full Lt-Gen. It also allows him to dip into the booty to the tune of 350 crowns. The paperwork is handled by the Divisional Adjutant, Pate Derry, which probably explains why his share of the plunder comes to 500 crowns. He is Mentioned in Despatches twice, as well. Roland Pollee d'Eaulee is d'Or's Aide and tags along with his boss. He just gets the small change: 100 cr.



CHAAAAAARGE!!

#### Shooting and hunting

Second Division continues its fight with an Iroquois force. This boils down to a continuing series of skirmishes through the forest. There are plenty of dead bodies, little victories and small defeats on both sides. Division commander Charlemagne le Gosse makes sure that the victories are talked up in the despatches home. This brings him promotion to (brevet) General. The Mention of

his own name leads to further ennoblement, giving him the title of Earl. Just over two hundred crowns makes its way into his war chest. His Aide, Antoine Valois, follows behind and this is enough for him to be promoted to Colonel. He pockets 50 crowns more than his boss. Divisional Adjutant Gustav Ind finds an arrow in his hat when he gets too close to the action. Two Mentions in Despatches follow and his 'earnings' are a hundred more than his commander.

Fourth Foot Brigade loses its commander when Brigadier Lokwot Isaw's headquarters comes under direct attack. Brigadier Isaw won't take this lying down and charges out to meet the enemy. His impression of a porcupine is pretty good, but not healthy. RIP. Acting RFG commander Averell de Alton finds he is without orders, so spends the month hunting. He sends Captain Beau Romir to find out what's happening. Romir brings back the sad news, for which he is Mentioned in Despatches. De Alton's excellent shooting brings in a few furs and skins, from which he is able to raise 150 Crowns. Captain Roget de Saurus is unable to bag anything.

Still forming the vanguard, the several regiments in First Division meet stiff resistance. The 4th Arquebusiers hold their own, but the 27th Musketeers are knocked back. Colonel Alain Hermès achieves his full rank despite this. Major Lesmis de Rables ignores the musketballs that put a few holes in his uniform and rallies the men. He is brevetted to Lt-Colonel and patted on the back.

Heavy fire routs the 53rd Fusiliers, while the 13th hold their ground. There is still an opportunity for some plunder and the Second Foot Brigadier, Joseph de Veevre, comes away with 350 crowns worth. Jacques Shitacks commands First Division and takes the rank of (brevet) General. A couple of hundred crowns find their way to him, too.

It's not a particularly successful month for the Field Army, but General Sean Sondamour puts a brave face on it. This gets him into the Despatches twice, though he is limited to just a hundred crowns of loot. His Aide, Major Chacal, survives an ambush to get his own two Mentions. Chasing down his attackers allows him to collect 250 crowns worth of plunder. There is also a Mention in Despatches for Army Adjutant Devlin Carnate. He makes sure that a couple of hundred crowns come his way.

RM Captain Beau de Cire only just survives the trip across the Atlantic after he bets the sailors that a Marine in full uniform can get to the crow's nest before them. The idea is that he is hauled up on a rope while they climb the ratlines. The trick needs a bit more work as de Cire is nearly brained when he hits the crow's nest, but he scrambles over the edge to win the bet. That's two hundred crowns for him and 900 for General Co W Ard Extrême, who knows just where to get the best odds. Both men arrive in the New World to take on the enemy. ❖

## Press

### Despatches from the Front

To Whom It May Concern:

Apologies to His Majesty's Government for the delay in remitting my duelling tax payment. Our campaign against the Iroquois has kept me rather occupied and I fear I just now got the opportunity to send off a packet. On that note, I do hope the Exchequer does not have a policy against accepting payment in pelts. If so, well, we'll have to discuss remuneration in proper coinage when I am back on home shores.

† Colonel Alain Hermès of the Fighting 27th Musketeers

PS On the off chance that I accrue more government debt before arriving back in Paris, what's the Exchequer's policy on accepting payments in glass beads and pipe tobacco?

### Announcements

Citizens of Paris

The duelling tax is 50 crowns per duel. It is within the gift of the Chancellor to repeal the law but while it remains in place you will obey it or face the consequences. I have instructed the CPS to issue warrants against all those who have dues outstanding for tax evasion. Repeated offences will be subject to punitive judgement!

† Count Gaston de St Marque  
Minister of State

To All Loyal Men of Paris,  
Come and join the country's premier regiment, the King's Musketeers and

ensure that France's enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment. Generous bonuses available and help with purchasing your commission.

† B.Bdr-General The Money Goes,  
King's Musketeers

Captains of ability, honesty and courage are invited to apply for service with moi, le brave des braves, scourge of tyrants and pricker of the odd vanity (and no, I do not mean GdSM this time). Applications should be sent to Le Redoubt Avancé, Allée de Mort, Préfecture du Brave and no doubt it will find me.

† Lt. General d'Or, Conqueror of Nantucket

*Oo – is that some new territory?  
Can I see it?* † Le Roi

To: Those newly arrived in Paris  
The Cardinal's Guard is the leading regiment in the kingdom of France. Who else has God's own hand to protect their backs on the battlefield and to soften the occasional jump from a fair damsel's balcony?  
Sign in this month! His Eminence will grant you his blessings.

### Social

The steeplechasing season being almost upon us, there will be a horse race in the second week of September. More details next month. † PD

I shall be endeavouring to arrange a Backgammon tournament, of sorts, in the coming year.  
† SDL

## Matters of Honour

To Monsieur d'Over:

I didn't like the look you gave my Kathy when we crossed paths last month. She's stunning I reckon – but having a man in your colours do it is simply unforgivable. Thus we shall be discussing the exact measurements of Kathy's bosom in Boulogne Wood at dawn.

† Colonel JLF, the CG

## Personal

### The 4th Aquabusiers (sic)

Lucky Colour: Purple

Lucky Star: Evening

Average IQ 104

Lucky Organ: Hammond

Cher Major Gnomeclencher, I have tried following the Gascons into battle to provide “aid” to the casualties. Unfortunately, it is hard to differentiate between their casualties and the vermin that is often associated with combat. In the past this has led to some unfortunate mistakes and I don't think the rat ever forgave me. Let me assure you (and all of Paris) that the aim of my research is to improve the medical care available to our brave soldiers and not to dabble in the Black Arts.

† B.Bdr Gen EM

*Such as conversing with the dead, perhaps?* † Le Roi

Lord Percy Percy says, as it is fashionable to “spread one's favours round a bit”, Sir Pierre de Mont Réal is currently extremely fashionable.

To His Majesty King Pevans,  
From your servant Gaston de St Marque  
Your Majesty, unlike Lord Percy Percy I intend no sycophancy – it is established fact that you are God's appointed representative in France, empowered by the divine right of Kings to rule. Those of us in your service can never begin to approach such exalted heights. Therefore, please allow lesser men, such as myself, to take a little pride in their accomplishments, as we mortals can never hope to compare with your glory.

In all humility,

† Gaston de St Marque

*Ah... That's more like it!*

† Le Roi

Sir Gar de Lieu is a coward and poltroon of the first water – and should be serving His Majesty at the front rather than exercising his (rather small) weapon.

† Le Bladder Rouge

*This is so insulting that Gar de Lieu has cause for a duel – if the culprit can be found.* † Le Roi

Dear BdO,  
There seems to have been some confusion with my orders last month regarding the position of Regimental Adjutant. I will endeavour to sort this out.

† B.Bdr-General The Money Goes,  
King's Musketeers

The notice last month to join the Cardinal's Guard contains some items of interest to the theologian.

Firstly there is an assertion that the Cardinal's Guard are the leading Regiment in the Kingdom. Judging by social status, that honour belongs to the Royal Foot Guards. Judging by bravery and loyal service to his Majesty, the honour belongs to the frontier regiments. And does not the bible tell us “that the last shall be made first”.

Secondly, there is an assertion that God protects the backs of members of the Cardinal's Guard on the battlefield. I would have thought that reminding people of the scandal with the inter-regimental fighting and assassination was not a good recruiting tool, nevertheless who am I to judge? But all who confess to faith in Christ have an equal merit and protection in combat.

Thirdly, God apparently softens the jump from a fair damsel's balcony. Leviticus is quite clear about fornication. The Cardinal's Guard should be stamping it out (not that that implies he should replace it with sodomy, also prohibited in Leviticus, regardless of its practice in fashionable Regiments).

† The Theologian

I do not think people LIKE to talk ill of the Cardinal's Guard. They merely have to let the words of truth pass their lips. Pleasure, either actual or implied, does not come into it. But please feel free to inquire of other for their take upon the problem

† Aloysius Gnomeclencher

Mon Cher Prinny

The campaign goes as well as can be expected, although La Manche was wider than I expected and the English seem to be wearing fewer clothes and more feathers than seems decent. Lots of trees so my brave exploits are going largely unnoticed. Sink a glass or two for me.

Your humble servant,

† Beau (Romir)

Ministerial Correspondence once again reveals that France is served by thieves rather than loyal servants to His Majesty.

† Le Plume de ma tante

Mon Cher Beau de Cire, when BdW says “to see what you are made of,” it does not imply you should ensure that an enemy weapon cleaves you from top to bottom. If BdW really wanted to see what you, or indeed any other Parisian is made of, he would repair to Egon Madd's Quarters, and ask for Igor.

† Aloysius Gnomeclencher

Le Crayon Rouge

I fear that d'Or has a vertical rod passing through his body around which he is forever doomed to revolve. But has he got an arm with a carbon fibre needle on that plays upon his form? That's what I want to know!

† Le Crayon Noir

*Is this some sort of record?*

† Le Roi

Gaston de St Marque? A case of *lèse majesté*? Perhaps it is time for him to entertain His Majesty and the court for a month or two?

To Major Jean Laissez Faire of the E.D.L. – otherwise known as the CG I'm not afraid to sign my name. Rather, I'm Smart enough not to!

## Poetry Corner

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

A love poem

1 I hold your hand in mine dear  
I raise it to my lips  
I look at you and leer  
At the fullness of your hips  
My joy is so complete dear  
As you are so so divine  
Until I go to battle.. dear  
I'll hold your hand in mine.  
2 My right sword arm will cut 'em  
down  
I'm sure you'll realise why  
The Enemy of His Majesty  
Will surely 'pipe his eye'  
3 But 'till we go in splendour  
Off to the battle line ...  
I'll sit with you and kiss you so...  
And hold your hand in mine.

† Orson de Combat  
(rediscovered and somewhat  
rewritten a few centuries later by Tom  
Lehrer.)

Lucky, as I have so often been, in  
Love,  
Cards will favour me less than that  
above,  
So I propose a night such as this  
below:  
Let Backgammon be the game on  
show.

† SDL

'Rhyme of the Shiftless Mariner'

1 As we head for greener pastures  
Or at least a newer world  
We go to obtain glory  
For both king and flag unfurled  
2 But though the stormy crossing  
Kept the men in the latrines  
At night, I lost myself in wonder  
...where are the damned Marines?  
3 On land, we could have used them  
As a sturdy human shield  
And they could have held our baggage  
While we swept across the field  
4 But now resigned alone to battle  
With its many ghastly scenes  
The question further plagues me  
...where are the damned Marines?  
5 Now adept at marching squarely  
They trained for this, they said  
But when it seems they'd most be  
useful  
They're all back at home in bed  
6 So the enemy's ours to rout now  
By whatever ways and means  
But one must ask when all is done  
...where were the damned Marines?  
† AH

I wandered lonely as a cloud  
That float above these streets of ours  
When all at once I heard a sound  
As if a flock of sheep gave baas  
Then all at once I saw some men  
Infantry, with woolly friends  
Their Costume was not clear to me  
But they were loath to fight, or flee  
They needed only more red wine  
While we do fight, they stay behind  
† Aloysius Gnomeclencher

A poem to celebrate the forthcoming  
Repeal of the Duelling Tax  
1 His Majesty o'er all of France  
By the True God he swore  
That the honest folk of this dear land  
Would suffer wrong no more.  
2 He vowed to save them from the  
foe;  
The hostile nations at the door.

And thus he'd give them such a show  
Of prowess in the field of war.  
3 So off they went with cheerful voice  
With muskets, swords and heavy  
packs  
He pondered at their sacrifice  
And said 'REPEAL THE DUELLING  
TAX!'  
† Chancellor Orson de Combat

## Points Arising

**200!**

My apologies to Simon Burling (AV),  
Bruno Giordan (DC), Tim Macaire  
(PD), Richard Newby (WB), Colin  
Parfitt (StSy) and Gerry Sutcliff (RdS)  
for incorrectly listing them as NMRs  
last turn due to a glitch in the  
software.

Blanton Bryant is running an *En  
Garde!* variant in the Barsoom setting  
of Edgar Rice Burroughs's Mars  
stories. The game is called Warriors of  
Mars and sounds like fun. It's being  
run online through a Yahoo! Group:  
[http://games.groups.yahoo.com/group/  
WarriorsOfMarsEG](http://games.groups.yahoo.com/group/WarriorsOfMarsEG) and anyone  
interested should take a look.

The Ministers of State and War have  
determined that the Force  
Organisation for next year's campaign  
will be number 73.

First Army (Defence)  
Guards Brigade  
Second Army (Assault)  
First Division  
1st Foot Brigade  
2nd Foot Brigade  
Second Division

3rd Foot Brigade  
4th Foot Brigade  
Frontier Division  
Frontier regiments  
RNHB  
Third Army (Field Ops)  
Cavalry Division  
Horse Guards Brigade  
Heavy Brigade  
Dragoon Brigade

**All military appointments lapse at  
the end of August** and the new posts  
(according to the new organisation  
above) will be filled at the beginning of  
September. With your orders for  
August you should let me have your  
applications for the new posts in  
September – these may be conditional  
on getting promoted (or not) in August.

**The current Minister of War's  
term of office also runs out at the  
end of August.** Anyone wishing to  
apply for the post should do so next  
month for resolution in September.

I've had a couple of questions about  
mistresses not being shown on the  
Greasy Pole (and lovers not appearing  
in the list of mistresses). This is quite

deliberate: a relationship only becomes public knowledge when the two are seen together. So both tables only list the 'other half' if they've been seen together in public (i.e. at a club) during the month. The aim is to provoke a few more duels as characters try to court a mistress who already has a lover!

The following didn't get their orders in on time ("No Move Received") and suffered the consequences.  
 BdM Beppe de Marko (Mark Moores) has NMR'd. Total now 1  
 C Chacal (Jon Sedgwick) has NMR'd. Total now 5 and is sent to a Frontier regiment  
 CWAE Co W. Ard Extrême (Benedikt Löwe) has NMR'd. Total now 2 and is sent to a Frontier regiment  
 JdB Jean de Bendeur (John Harness) has NMR'd. Total now 3 and is sent to a Frontier regiment  
 StSy Stewart Senquiry (Colin Parfitt) has NMR'd. Total now 1  
 X10 (Mark Mortimer) has NMR'd. Total now 1

## Announcements

Benedict d'Over applies for Regiment Adjutant of KM  
 Ferdinand Franz asks NPC Captain 1 of Grand Duke Max's Dragoons to resign  
 Ferdinand Franz asks NPC Major 1 of Princess Louisa Lt Dragoons to resign  
 Roget de Saurus applies for Captain, King's Escort

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); or send a cheque (payable to Margam Evans Limited) for £6 (for UK addresses) to LPBS, 180 Aylsham Drive, UXBRIDGE UB10 8UF.

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

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

Zachary The Money Goes asks NPC Major 1 of King's Musketeers to resign  
 Zachary The Money Goes asks NPC Major 2 of King's Musketeers to resign  
 Zachary The Money Goes asks NPC Captain 4 of King's Musketeers to resign

## Duels

Results of this month's duels:  
 Beppe de Marko didn't turn up to fight Gar de Lieu and lost SPs.

wish to own up to using this pseudonym.

Grudges to be settled next month:  
 None!

Duels held over until September:  
 Averell de Alton versus Pierre de Vin Rouge.

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

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

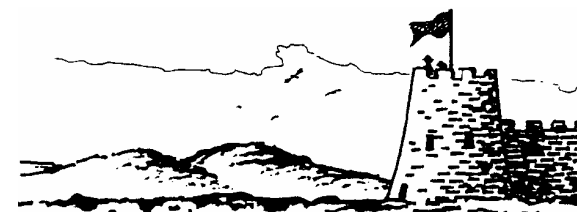
Causes to be resolved:  
 Gar de Lieu has cause with 'Le Bladder Rouge', should anyone

## New Characters

Barry Townsend gets the Orphaned First son of a small Merchant: Init SL 4; Cash 128; MA 5; EC 3 (X1).

## Tables

Other Appointments		Shows who holds appointments outside military units: ID for Characters, N for NPC, ___ for vacant, CPS for additional posts held by the CPS.
King's Escort: Ensign N	Captain N	
Cardinal's Escort: Ensign N	Captain N	
Aides: to Crown Prince BR	to Field Marshal TT	
Provincial Military Governors: N/N/N/N/N		
City Military Governor N	Adjutant-General N	
Inspectors-General: of Cavalry N	of Infantry PdMR	
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer OdC	Minister of Justice CPS	
Minister of War SDL	Minister of State GdSM	







### The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GdSM	Count Gaston de St Marque	26+	78	OK	Fld Marshal	9	Bette	Flr	3	Nathan Richards
ZTMG	Count Zachary The Money Goes	24	74	Withy	B.Bdr-General KM/CPS	11	Anna	Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	42	Comfy	Lt-General/War Minister	11	Lotte	Flr	4	Guy Arnold
CIG	Earl Charlemagne le Gosse	24	F	Withy	B.General/2nd Div Commandr	13		Flr	2	Neil Packer
CWAE	Count Co W. Ard Extrême	24	F	Comfy	General	5		Flr	3	Benedikt Löwe
SS	Baron Sean Sondamour	22	F	Withy	General/Fld Army Commndr	5		Flr	2	Pete Holland
LI	Count Lokwot Isaw	21	RIP							Barry Townsend
OdC	Marquis Orson de Combat	20+	60	Withy	Bdr-General/Chancellor	6	Fifi	Flr	5	Francesca Weal
GdLI	Baron Gar de Lieu	19	34	OK	B.General	3	Edna	Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	21	Fithy	Bdr-General	17		Flr	2	Mark Moores
RdO	Baron Revaulvin d'Or	19	F	Withy	Lt-General/Fntr Div Commandr	9		Both	4	Jerry Spencer
BR	Baron Beau Romir	19	F	Comfy	Captain RFG/C.Prnce Aide	8		Flr	3	Graeme Morris
BdW	Baron Bud d'Wiser	19	F	Comfy	B.Bdr-General GDM	11		Flr	2	Francesca Huskinson
DC	Devlin Carnate	19	F	Comfy	B.Bdr-General PLLD/Fld Army Adj't	4		Flr	2	Bruno Giordan
JS	Sir Jacques Shitacks	18	F	OK	B.General/1st Div Commandr	3		Both	4	David Olliver
TT	Sir Thomas Tudo	16	34	Comfy	Lt.Colonel ALC/FMshl's Aide	6	Cath	Both	5	Ben Brown
EH	Earl Euria Humble	16	F	OK	Bdr-General/HGds Brigadier	15		Both	5	Matthew VVale
LaT	Lun a T'ic	15	32	Comfy	Major RFG/Gds Brigade Maj.	1	Bess	Both	2	Paul Wilson
LdE	Lucien d'Escaillehuitaillement	15	18	Comfy	Major CG	3		Both	4	Nik Luker
PdMR	Sir Pierre de Mont Réal	14	40	OK	B.Lt-General/Insp.Gen.Inf	8	Guinevere	Hunt	5	Pam Udowiczenko
HdE	Sir Horatio d'Escargot	14	24	Comfy	B.Bdr-General ALC	4	Henrietta	Both	3	Graeme Wilson
AdA	Averell de Alton	14	F	OK	Lt.Colonel RFG	4		Both	4	Martin Jennings
AV	Sir Antoine Valois	14	F	Comfy	Colonel DG/2nd Div Adjutant	1		Both	4	Simon Burling
JdV	Sir Joseph de Veevre	14	F	Comfy	Bdr-General/2 F Brigadier	4		Both	5	Andrew Kendall
C	Sir Chacal	14	F	Withy	Major RFG/Gen's Aide (Fld Army)	3		Both	2	Jon Sedgwick
JLF	Jean Laissez Faire	13	27	Poor	Colonel CG	2	Kathy	Both	3	Filipe Silva

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
EM	Baron Egon Madd	12	F	Comfy	B.Bdr-General CPC	6		Hunt	2	Tym Norris
WB	Sir Walter Butts	12+	38	Withy	Lt.Colonel KM	4		BG	3	Richard Newby
LN	Leroy Nenspoy	11	30	OK	Captain KM/LtGen's Aide (SDL)	5	Deb	Hunt	3	Chris Boote
StSy	Stewart Senquiry	11	F	Poor	Lt.Colonel CPC	2		Hunt	2	Colin Parfitt
RdS	Roget de Saurus	10	F	Comfy	Captain RFG	7		BG	2	Gerry Sutcliff
PD	Pate Derry	9	F	OK	Lt.Colonel PLLD/Fntr Div Adjutant	7		Hunt	1	Tim Macaire
RPdE	Roland Pollee d'Eaulee	8	F	OK	Lt.Colonel QOC/LtGen Aide (F Div)	6		HGds	3	Pete Card
BdO	Benedict d'Over	8+	40	Comfy	Captain KM	6	Ophelia	BG	4	Mark Stretch
GI	Gustav Ind	7	F	Comfy	B.Bdr-General RM/Gen Aide (2 A)	2		F&P	5	Ashley Casey
AG	Aloysius Gnomeclencher	6	F	Comfy	Major OOC	6			2	Mike Dommett
EF	Emile Fitoux	5	F	OK	Captain PLLD	5		RP	5	Timothy Hunt
RBG	Renaul Baptiste Grenoble	5+	29	OK		2	Marie	RP	4	Olaf Schmidt
JdIB	Jacques de la Boite	5+	26	Poor	Captain PM	1	Josephine	RP	5	Justin Key
PdVR	Pierre de Vin Rouge	5+	17	Poor	Major PM	4	Mary	RP	3	Keith Bristow
AH	Alain Hermès	4	F	OK	Colonel 27M	2		RP	4	Rob Fuller
IS	Indie Soupe	4	F	Poor	Major PLLD	3		RP	1	Charles Burrows
BdC	Beau de Cire	4	F	Poor	Captain RM	6		RP	5	Andrew Burgess
FF	Ferdinand Franz	4	F	Poor	B.Major GDM	4		RP	3	Mark Barrowcliffe
LdR	Lesmis de Rables	3	F	Poor	B.Lt.Colonel 27M	6		RP	3	Robert Carter
JM	Juste Minit	2	7	Poor		5			3	Mark Booth
JdB	Jean de Bendeur	2	RIP			6			2	John Harness
X10		1-	2	Poor						Mark Mortimer
BS	Boeuf Saucisse	1	RIP							Clair Viglione

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+