

That would be enough

This has been issue 77 of *To Win Just Once*, published 30th July 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 **8th August**.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 17th August 2007.

(Remaining deadlines for 2007 are 14th/21st September, 19th/26th October, 23rd/30th November.)

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Per game turn	£0.50	£0.50
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

Railway Rivals Time for a new game: Ben Brown is interested, who else? 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.

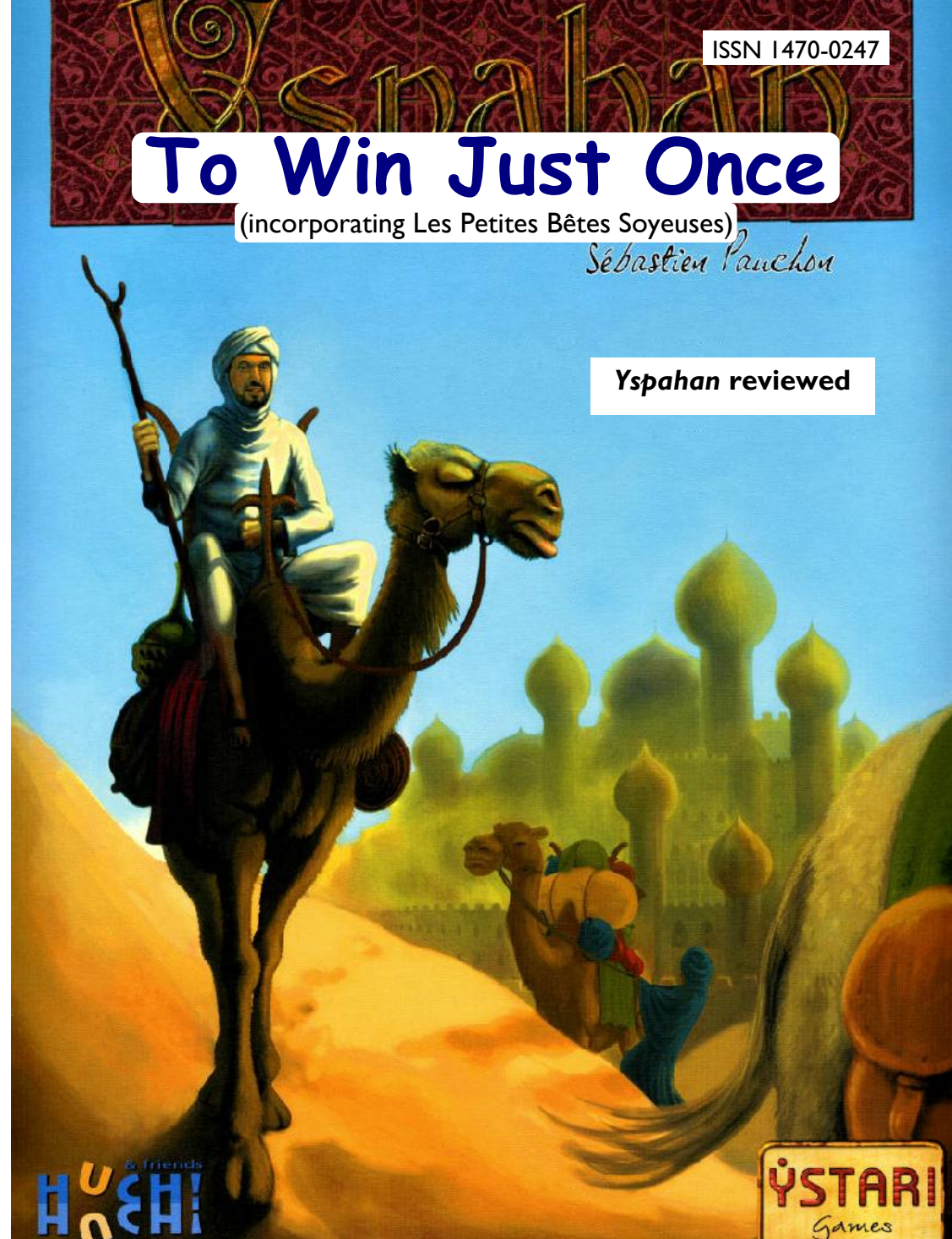
Printed and published by Margam Evans Limited, 180 Aylsham Drive, Uxbridge UB10 8UF
Tel: 05601 480486 E-mail: TWJO@pevans.co.uk Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Sebastien Pauchon

Yspahan reviewed



Issue 77: August 2007
(LPBS 203: October 1660)

£2.00 (Europe £2.50, Elsewhere £3.00)
Also available on-line at www.pevans.co.uk/TWJO

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Chatter

Ah, the great English summer... The weather reminds me of so many childhood summer holidays in Wales and Cornwall. They were spent mostly indoors playing board games. I'm sure that's to blame for all sorts of things – not least my interest in board games, of course.

June's statistics from www.pevans.co.uk show that my reviews of *Puerto Rico*, *Viking Fury* and *Feudo* remain the most visited (and searched for) pages. It's only just sunk in that *The Gothic Game* has fallen off the list – it must have done this some months ago, too. The PDF version of *TWJO 75* was downloaded 115 times and issue 76 86 times in the one week it was available (and only 2 of them were me). The house rules to *LPBS* continue to attract attention, too, and the PDF document was downloaded 97 times.

Last call for the Great British Beer Festival: who wants to join me for the afternoon of the 9th August?

Yspahan reviewed

It took me a while to work out that *Yspahan*, the medieval Persian city that the game is named after, is better known in English as Isfahan. The theme of the game follows from the city's importance at the junction of trading routes across the Middle East. The small board shows the city divided into four sections around a crossroads. A second board has a train of camels winding across it. A third board shows the actions available each turn. Each player gets a little board of their own as well. These show the same sequence of buildings with their cost (in camels and gold) and their function.

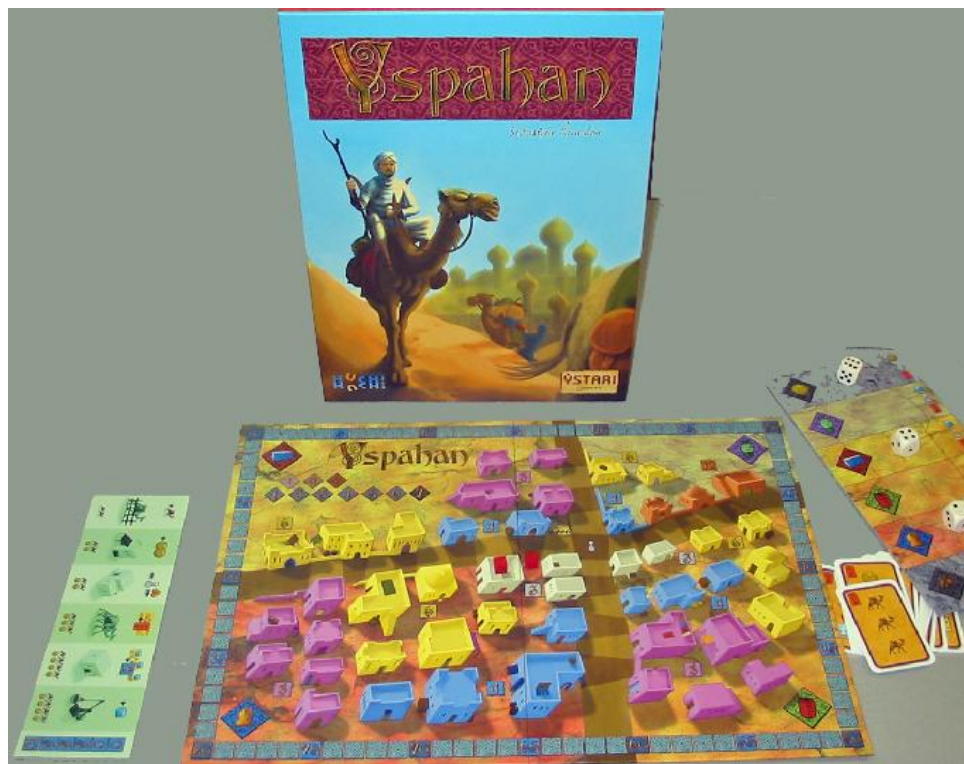
Players have a set of cubes in their colour and will score points for placing these appropriately on the various boards. Then there are yellow wooden discs for gold and brown wooden camel-shaped pieces for ... camels. There is also a substantial pile of dice: nine white and three yellow. These control what options are available to the players each turn. This is a rather clever mechanism that frustrates all the players!

Yspahan is played over three "weeks" of seven turns ("days") with points scored at the end of each week. As going first is a definite advantage, a special rule for the last turn provides balance for games with four players. The first player in the turn rolls the white dice (and can add yellow ones by paying gold). They divide the dice according to their value. The top set – usually, but not always, the sixes – goes on the top row of the actions for the turn. The lowest number goes on the

bottom row with the others stacking up on this. Only if all six numbers are rolled will all the rows be occupied – and all the actions be available to the players.

The first player then chooses an action to take. The top action gives them more gold: as many as there are dice on that row. The bottom row gives whoever takes it more camels: as many as there are dice on the row. The four middle rows refer to the sections of the city, with the smallest and most valuable section being the highest of the four rows. As you will have guessed by now, the player puts as many cubes into the area as there are dice on the row. Each section in the city has several groups of houses (in different colours), worth more points according to how few are in the group. At the end of the week, players will score the points for groups that are wholly occupied by their cubes.

Each action offers players two options instead of the main action. One of these is to take an action card, which can be played at any point in a player's turn. These give players tactical advantages (taking extra gold or camels, for instance). A card can also be used as an extra die when you choose your action. The second option is to move the supervisor pawn, which starts on the crossroads in the middle of the city. It moves as many spaces as the spots on the dice selected –



and players can pay gold to move it further or fewer spaces. If it ends outside an occupied house, that cube is moved to the camel train and immediately scores its owner some points. A neat tactical ploy is that a player can throw in a camel to place a cube from their supply instead, preserving their position in the city as well as scoring for the camel train.

You can immediately see why playing first in the turn is an advantage. It gives you the greatest choice of actions. The row with the most dice on is usually very tempting, but players can have all sorts of tactical reasons for taking other options. Being last to choose may mean you have few options, but you can always take a card. And cards are almost always useful.

Having taken their action, players can then spend camels and gold for the buildings on their personal board – placing a cube to show an active building. Each building gives players some advantage and can also be worth points. You get none for the first two, but 5 each for the next three and 10 for the sixth and last building, if you take it. When I first played the game, I thought getting all the buildings would make a significant difference. However, my experience is that all the players end up with most, if not all, of their buildings by the end of the game.

The real advantage of the buildings is in what they provide for players. The cheapest two give you more camels and gold when you take the respective action. The most expensive two allow you to place an extra cube when claiming houses in the city and to score extra points for groups of houses. One of the middle two allows you to adjust the supervisor's move by up to three spaces without payment. The last means you get a card every time you add a camel to the train. As I've mentioned, cards are pretty useful, so getting this ability early on can be a game-winning advantage.

Once everybody's taken their turn, the turn start moves on. After seven turns, it's time to score. Players get points for complete groups of houses in the sections of the city and more points for the camel train. This depends on how many cubes they have there and which level the highest one is on. As they score more than once and stay between weeks, adding cubes to the camel train is very useful. It's even more useful if other people are adding cubes: it makes it easier to get a cube on a higher level. However, if the camel train is filled during a turn, it is scored and cleared. This can actually be bad news for someone with lots of cubes there as they have to build up their position again.

Yspahan is a game that provides lots of different ways of scoring points. So there's no one way of winning. Balancing your options clearly makes sense. It's also worth looking at what the other players are doing. Like a lot of games, there's an advantage in doing what the others aren't. It means less competition

and more opportunity for points. However, your options each turn are limited by the dice. So the game is very tactical: it's about taking advantage of your options for what you play each 'day' to make the most of your scoring opportunities at the end of the 'week'.

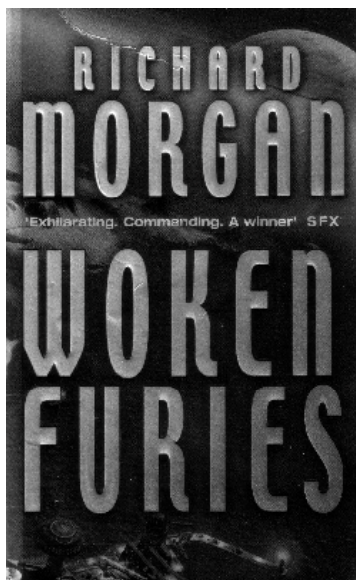
This is not a particularly deep game, but it is challenging. The challenge is in making the most of what the dice give you. This isn't just different each game (though most of mine seem to have a shortage of camels), it's different every turn! This is not something I realised the first time I played *Yspahan*, but I have appreciated the game more each time I've played it. It well deserves its place on the shortlist for this year's *Spiel des Jahres* (Game of the Year in Germany). And it's also one of the games for this year's EuropeMasters tournament in October. It gets 9/10 on my highly subjective scale.

Yspahan was designed by Sébastien Pauchon and is published by Ystari Games (in France – Rio Grande publishes an English language edition). It is a tactical board game for 3-4 players (rules for two players are available on the Ystari website: www.ystari.com), aged 8+ and takes about 60 minutes to play.

Science Fiction

Regular readers will know that I'm something of a fan of Richard Morgan's stories about Takeshi Kovacs. The latest, *Woken Furies*, published in 2005, takes Kovacs back to his home planet of Harlan's World. To set the scene: in this future universe, human consciousness can be (and generally is) digitised and recorded (in a device implanted in the spine). People can thus be transferred into new bodies ("sleeves") – often genetically engineered – and only destruction of their recording(s) kills people finally. It also means people can be transmitted across interstellar distances and "re-sleeved" at their destination.

As we learned in the first book (*Altered Carbon*, reviewed in TWJO 46), Kovacs is an ex-Envoy, a former member of an elite force that suppresses rebellion and enforces the rule of the Protectorate across the planets. Their training and skills are mental, which allows them to retain these from body to body. Kovacs is something of a loose cannon: a mercenary with Special Ops skills and his own agenda. And is prepared to obliterate anyone who gets in his way – the nastier they are, the nastier he is!



Another recurring reference in the books is to Quellcrist Falconer, inspiration and leader of a failed revolution on Harlan's World. Kovacs quotes her writings and appears to be a sympathiser (a "Quellist"). Given the way people are effectively immortal, through reincarnation, in these stories, I have wondered whether Kovacs was actually Falconer. A speculation that is resoundingly answered in *Woken Furies*.

The book opens with a slightly cryptic prologue, which jars with the action when the story proper starts. Completing a job on his home planet, Kovacs's getaway is delayed. So he kills time in a dockside bar and, inevitably, gets involved in a brawl. This is started by a woman who stands up to the local fundamentalist priests – who don't think women should have uncovered heads let alone be drinking in a bar. This being Kovacs, the end is vicious and bloody.

So Kovacs has a new friend, Sylvie, who is leader of a freelance deCom team. DeCom as in decommissioning: in this case, dealing with artificial intelligence weaponry left over from a past conflict. However, it quickly becomes clear that someone is after Kovacs – and doesn't care who gets in the way. Hiding out with Sylvie's crew seems like a good idea. Mistake; bad mistake! As in the previous books, there is a definite whodunnit element to the story – and several layers to what's going on. It's not explicitly a whodunnit, but that ingredient is there – and Morgan throws in the odd red herring and some great twists as well.

The story is a one hell of a roller-coaster that takes in the politics of Harlan's World, Kovacs's personal history, the surviving Quellist revolutionaries, the Envoys and just about everything else in Morgan's future universe. In particular, we get a reason why the alien 'Martians' put major weaponry in orbit round Harlan's World, vaporising anything that flies over a certain height. And we even get to find out just what happened to Quellcrist Falconer. Not to mention resolving that cryptic prologue.

Kovacs deals with things in his usual way – with bloody death and fiery destruction. But we also find out a bit more about why he is so driven. And he is up against his greatest adversary. In the end, Morgan gives us a satisfactory resolution to the increasing complexity of the plot. *Woken Furies* is a terrific read and an excellent cross between action thriller and science fiction. Recommended, but I suggest you start with *Altered Carbon* to get the full Takeshi Kovacs story.

Games Events

Coming up in a few weeks is The Cast are Dice, which is run by Shire Games and takes place at the Regent Theatre in Hanley (Stoke-on-Trent, Staffs) on 18th and 19th August. A few tournaments are expected, but it's basically a couple of days for playing games and a large, up to date games library. Accommodation is

available in nearby hotels and B&Bs. Details are on the Shire Games website: www.shiregames.com/tcad.

And then Gen Con UK is at the end of August: 30th August – 2nd September at Reading University. Expect the main emphasis to be on role-playing and CCGs, but there should be plenty of board games around as well (and there are certainly several organised tournaments). In fact there's an awful lot going on. And there is, of course, plenty of accommodation available on site as well as at nearby hotels etc. Full details at www.genconuk.com.

This box concentrates on events I expect to attend.

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

Games Games Games Days: from noon(-ish) on the second Saturday of every month 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. 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.

Maycon: late May bank holiday weekend, details to be confirmed. Keep an eye on the website – www.maycon.org – for the latest details.

Summer Stabcon: early July at the Britannia Hotel, Stockport.

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.

MidCon: a long-running board games event in central Birmingham. 16th-18th November 2007 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 77 was written and edited by Pevans. The LPBS masthead (page 18) is by Lee Brimmicombe-Wood, as are the illustrations on pages 22 and 24. The drawings on pages 20, 21 and 23 are by Nik Luker and those on pages 19 and 32 by Bryan Lea. Pevans took photos and played with his scanner and Photoshop. The *Yspahan* box image is courtesy of Ystari Games. © Paul Evans, 2007.

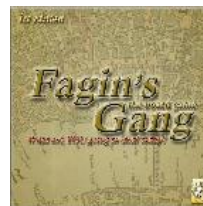
Games from Pevans

Mail order board and card games in the UK



A selection of what's new at Games from Pevans (www.pevans.co.uk/Games)

Fagin's Gang



A neat first game from a new publisher, Fagin's Gang has the players running gangs of urchins in the London of Oliver Twist. They can steal goods or cash, with the aim of getting urchins back to Fagin with 15 shillings. I was quite taken with it – see my notes in TWJO 76.

For 2-6 players, aged 10+, 1-3 hours: £30.00

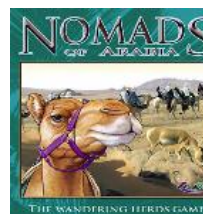
Incan Gold

A terrific push-your-luck game that has been very popular at Swiggers in recent months. It's the English language version of Alan Moon and Bruno Faidutti's *Diamant*, with a couple of tweaks to the rules.



For 3-8 players, aged 8+, 20 minutes to play: £14.00

Nomads of Arabia

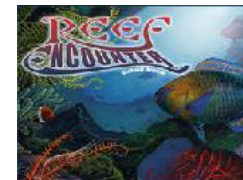


I've been waiting for this game since I saw it in prototype form a couple of years ago. Players catch and herd animals across the ever-changing sands of Araby. The aim is to get your animals to town and sell them for a good price. The problem is the way the board keeps changing underneath you!

For 3-6 players, aged 10+, 45-60 minutes to play: £20.00

Reef Encounter

A brilliant, different and challenging game from Richard "Keyword" Breese. Would you believe that players are competing colonies of coral? (Well, in some cases...) This is the second edition published by What's Your Game? (et al).



For 2-4 players, aged 10+, playing time 90 mins: £24.00

Buy online from the full catalogue at www.pevans.co.uk/Games

Ribblehead Viaduct

Railway Rivals game 5 – Turn 9

Players: note the short deadline.

NULC is definitely getting left behind with its more wayward track and Pennine crossing. PNCr builds to southern England and across the Humber, NEW builds further east across the Plain of York and CR builds to the east coast at Hornsea.

Races

Race	From	To	NULC	PCNR	LATRINE	CR	NEW
15	14	51			+2	+5	20-7
16	16	46		20-1		10	+1
17	22	66	10JR	10JR		10	
18	24	53		20-8	+4	10+4	
19	31	62	10	0JR	20		0JR
20	33	56	0	10JR	0	10	10JR
21	41	53			20+1	10-1	
Total			20	51	47	58	24

Builds and points

A: NEW UNIFIED LOCOMOTIVE COMPANY (NULC)

Colin Parfitt (BLACK)

Builds: NONE

Points: 46 + 20 races = 66

B: PEVANS'S NORTHERN COAL RAILWAY (PNCr)

Paul Evans (RED)

Builds: (Rotherham) – C28-B27; (M34) – K33 - Goole

Points 127.5 -8 builds +51 races = 170.5

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

Steve Bunce (BLUE)

Builds: None

Points: 137 + 3 builds + 47 races = 187

E: CHUFFIN' RAILWAYS (CR)

Nathan Richards (BROWN)

Builds: (J37) – Hull – J38 – J39-J40-K41-Hornsea;

Manchester – C18 (2 to LATRINE)

Points: 138 -8 builds +58 races = 188

F: NORTHERN EXPANSION INTO WASTELANDS (NEW)

Gerald Udowiczenko (ORANGE)

Builds: (Q29) – Q31 (1 to LATRINE)

Points: 119.5 – 3 builds + 24 races = 140.5

GM Notes

Yes, you do pay for junctions with redundant track.

PNCr built K23-Halifax and NOT K22 – Halifax last turn as reported.

Next turn's races:

22 11-61 Blackpool/Lancaster – Liverpool

22 53-35 Oldham/Stockport – Grimby/Gainsborough

23 S4-44 S England – Leeds

24 25-16 Middlesbrough – Appleby/Hexham

25 S1-52 Scotland – Manchester

26 63-26 St Helens/Warrington – Darlington/Stockton

27 32-41 York – Rotherham/Doncaster

Build Points for the next turn (after races) are 6: **known** payments to rivals come from these points.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 8th August 2007.

Mission of Gravity

Star Trader game 3 – Turn 20

“Where did they come from?”

“I don't know, but I'm not staying to find out. There are several ships overdue already this Quarter and I don't intend to add to the number.” The TSTI commander reached for his control panel and pressed the red button set up for a jump back to start of track.

As the ship twisted into Nul-space he pressed another control.

“Due to unforeseen circumstances, we regret to announce the delay to Flight...”

ZWILLINGE instituted a blockade of 4 of the 8 systems this quarter with varying results. Many ships jumped and ignored the blockade but some were intercepted.

At Beta Hydri a TSTI ship was intercepted, but escaped with an Emergency Hyperjump. The intruding ship, Twosome, was eventually rounded up by Federation forces and brought into the Spaceport.

At Tau Ceti, a TSTI ship also escaped with an Emergency Hyperjump. The blockading ship remains in orbit. At Mu Herculis SSL&M's North's response to interception was a missile attack which blew away the Doppelganger.

At Sigma Draconis VOGON's two ships, War and Death, escaped with Emergency Hyperjumps, but TTC's TTC Americium and ALSAFI's Lock were both intercepted and captured. None of the three ships here was found by the admittedly weak local Federation forces.

ZWILLINGE's REPUTATION was of course by now rock bottom, but to many people's amazement the Inquiry did not find them guilty. Perhaps it was the lack of injury caused, except at Sigma Draconis and a possible sense of guilt at accusing the Corporation so often because the sabotage attacks were continuing, but now it was SWISS MERCENARY who were apparently behind the destruction.

CAESAR WHOLESale were looking to take advantage of an opportunity chit that had vanished and will be annoyed.

TRADEWINDS FOUNDATION took OP 5 and bought 10 units of Furs.

ISKANDER FIRE & ACCIDENT sold a Warehouse at Epsilon Eridani and repaid their loan to the banks. They then went back and took out a larger loan over 4 Quarters of 909 HTs, paying 43 HTs a Quarter interest. They bought 2 new Monopole Factories after Increasing their Political Connections.

ZWILLINGE hired agent Badger at Tau Ceti and increased their Political Connections. They then sold all their Spice and Isotope Factories at Sigma Draconis. They now have 5 ships instead of 4 and an acquittal before the Board.

VOGON INDUSTRIES bought a cargo pod for Death, but otherwise did little.

SOLAR SPICE, LIQUORS & MONOPOLES celebrated their ship's safe arrival by buying a new Monopole Factory at Mu Herculis.

TRANS SOLAR TRADING INC. sold their 17 Monopole Factories for a large profit and bought 17 Isotope Factories at Sigma Draconis, along with two Warehouses. Passengers were more elusive and paying those whose ships failed to deliver them (interception by Zwillinge not counting as an Act of God) was costly.

TRANSURANIC TRADE CORPORATION bought Warehouses at Alpha Centauri and Sigma Draconis, an Alloy Factory at Gamma Leporis and equipped the TCC Fermium with a mix of Cargo, Passenger and Light Weapon pods.

ALSAFI-TOLLIMAN were also buying Alloy Factories, 3 of them, and a single Warehouse.

ISNOT-ISTOO bought a cargo pod for ISNOT to replace the Passenger pod transferred to WOTUSAY.

SOLARWINDS increased their Business Connections to 6 and bought a Petroleum Factory at Delta Toucanis.

SWISS MERCENARY FLEET, apart from losing 16 Reputation, bought 4 Liquor

factories at Alpha Centauri and 2 Monopole Factories at Mu Herculis.

The trading was brisk at Gamma Leporis. VOGON bought 3 Alloys at 1, while TSTI sold 5 on Contracts and TRANSURANIC bought 5 also on Contracts.

At Epsilon Eridani SOLAR SPICE, LIQUORS & MONOPOLES sold 2 Liquors for 9 HTs, and also sold 5 Monopoles on Contract. ALSAFI sold 3 Petroleum on Contract and ZWILLINGE sold 12 Spice for 3 HTs each to gain a Dealership.

Delta Toucanis remained trading-free this Quarter.

At Tau Ceti TRANSURANIC sold 6 Alloys for 1 HT each and gained a Dealership. ZWILLINGE sold 5 Isotopes on Contract and then a further 6 using Percent and TRANSURANIC sold 5 more on Contracts. ZWILLINGE sold a further 4 Petroleum on Contracts.

The bulk purchase of 24 Monopoles by TRANS SOLAR TRADING INC at Mu Herculis dominated things there. A Dealership came their way, of course, and then they sold all their Monopole Factories at the top of the market – indeed several Corporations paid 110 HTs for a new Monopole Factory. VOGON sold 1 Alloy for 5 HTs. ISKANDER sold 9 Isotopes for 5 HTs and a Contractorship, shutting out VOGON's bid of 7 and ISNOT-ISTOO's of 5. VOGON wanted to buy Liquor at 1, but SWISS MERCENARY FLEET managed to sell 2 Liquors for 2 HTs apiece. VOGON and ISNOTISTOO had wanted to buy Monopoles, too, but could not compete with TSTI.

At Sigma Draconis ZWILLINGE sold 5 Isotopes on Contract, as TRANSURANIC bought 5. SOLAR WINDS' bid of 3 to sell was too high. ISKANDER sold 8 Petroleum for 9 HTs each and gained a Dealership. ZWILLINGE managed to dispose of 5 Spice on Contracts as the price fell; not so ISNOT-ISTOO, whose bid of 7 to sell was too high.

Alpha Centauri had TRANSURANIC buying 6 Alloys for 2 HTs each, but no position. They then sold 12 Isotopes for 5 HTs each and were made Contractors. SOLAR WINDS failed to sell Liquors at 4, but SWISS MERCENARY sold 5 on Contracts. ISKANDER sold 10 Monopoles at the price of 13 for a Dealership and ISNOT-ISTOO sold 7 Spice for 8 HTs each and gained a Dealership too.

Beta Hydri saw TSTI selling 1 Alloy for 5 HTs. ZWILLINGE sold 6 Isotopes for 2 HTs each, then CAESAR WHOLESale bought 6 back for 5 HTs before ISKANDER sold 2 more at 5HTs. ISKANDER used their Market Managership to sell 5 Monopoles at 16 each and then CAESAR WHOLESale sold 2 more at the same price. ZWILLINGE sold 4 Petroleum on Contract, TRADEWINDS sold 5 Spice at 8 HTs apiece and, finally, ALSAFI-TOLLAMAN sold 2 more at the price of 9 HTs.

Great White Hunter

Turn 10

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							g	g	g											
2		X	X					X										e	e	
3														X	M			e	e	
4							X	x				g		X						
5			a		x		x					g					g	g	g	
6			a		x							g								
7	x											x					g	g	g	
8					g	g	g													
9										X	x					x				
10							X						m						x	
11	x			X					↓	L	↓				X					
12			X																	X
13		X									a		X		e	e				X
14				X							a				e	e				
15			m							x	x		M	X						
16	↓						a	a				X	X		x					
17	↓									x		S		s			x	x	x	X
18	↓									x		X	X		x		x	x		A
19					↓	↓	↓									X				
20		x										g	g	g					X	

A flurry of shots try to find the snake that was injured last turn, but only Neil Packer finds it. This would give him the lead were it not for Jerry Elsmore taking out a monkey jointly with Charles Burrows. Ben Brown catches up with a monkey all on his own. And Al Tabor wings an antelope.

I have checked the scores at the end of this turn and made a few corrections.

Player	Shots this turn	Points this turn	Total Score
Guy Arnold	M16,M18	0	4.89
Ben Brown	O3	2	6.25
Charles Burrows	L18,M15	1	8.33
Rob Carter	M16,C12	0	3.00
Mike Dommett	B13,D11	0	3.96
Jerry Elsmore	M15	1	9.15
Bill Hay	C12,S13	0	4.00
Pete Holland	P19,L18	0	9.01
Francesca Huskinson	3N,16L	0	3.00
Andrew Kendall	B2,C2	0	8.00
Nik Luker	O11,J9	0	6.56
Tim Macaire	T17,T12	0	4.00
Michael Martinkat			1.00
Bill Michell			1.00
David Olliver	M16,M13	0	8.91
Neil Packer	L17	1	9.43
Colin Parfitt	G4,H2	0	3.60
Mark Stretch	M16,M18	0	1.04
Al Tabor	R20,T18	1	9.60
Barry Townsend	I8L,I1D	0	3.00
Gerald Udowiczzenko	L18,N15	0	3.00
Matthew Wale	C12,D11	0	6.44
Graeme Wilson	N4,E14	0	2.50
Paul Wilson	G10,S13	0	3.33

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, 17th August 2007.

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, Strikeout = dead animal				

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each snake is two diagonal squares and moves by up to three squares a turn. Animals only touch (if at all) at corners.

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

Les Petites Bêtes Soyeuses 203

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.engage.co.uk).

Orders for November 1660 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or lpbsorders@pevans.co.uk by Friday, 17th August 2007



October 1660

We start October, as we do many months, with furtive gentlemen slipping off to secret dawn assignations. Yes, it's time for some duels. Well, one duel at least. Pierre de Mont-Réal doesn't turn up for his duel with Averell d'Alton. Leffe Bier scouts out his opponent, Benedict d'Over, and decides that this well-built character is far too tough to take on, given Bier's diminutive proportions. This is particularly disappointing for d'Over, as he's already handed over 50 Crowns to the Treasury for the duelling tax.

Armand dan Gerous also pays his 50 Crowns before meeting Oliver Neuferglas. Dan Gerous is the bigger man and looks to have the advantage of the encounter. When the two men meet, he warns his opponent.

"I am Armand dan Gerous," he intones.

"Uh, yes," replies his opponent, "and I'm Oliver Neuferglas."

"No," comes the response, "I AM Arm 'n' Dangerous!"

"Look, it's just a foil," says Neuferglas, "How dangerous can that be?" He draws his rapier and the two men cross blades.

They both lunge and Neuferglas realises just how strong his adversary is. He tries a slash as dan Gerous lunges again. The slash knocks the lunge to one side, reducing the damage of the blow. Neuferglas then switches to a continuous parry, looking to stop his opponent's attacks and gain the chance of a response. He parries two lunges and ripostes both, swinging the advantage back in his favour.

Neuferglas goes back on the attack and lunges just as dan Gerous attacks again. Both blades strike home and both men stagger. Dan Gerous concedes the fight, but gets no response. He looks up to find Neuferglas lying on the ground. He lurches over and repeats his surrender. It's only when he lifts Neuferglas's head to shout at him that he realises what's happened. RIP Oliver Neuferglas. And score one for the dangerous foil.



Tax assessment

Official proceedings for the month start with a court session. Brigadier-General Bud d'Wiser of the Grand Duke Max Dragoons is on trial for failing to pay the duelling tax. The Commissioner of Public Safety, Zachary The Money Goes, presents the evidence for the prosecution to judge Gaston de St Marque.

"Your Majesty, Minister of State Count de St Marque: The evidence is quiet simple. Bud d'Wiser did not pay his duelling tax." He bows low, "I am, sirs, your humble servant, Zachary The Money Goes, CPS."

Baron d'Wiser offers no defence. "It's a fair cop, you got me bang to rights, guv'nor," is essentially what he says. But he does have a statement to make. "The duelling tax is a load of rubbish," he argues, "Duelling is part of our heritage and should be preserved as was."

Minister de St Marque is not impressed. "Baron Bud d'Wiser," he begins, "it is said that the mills of God grind slowly but they grind exceeding small. Fortunately, the wheel of fortune that represents law and order under the new regime in France grinds a little faster – although perhaps not quite so harshly. You are accused of non-payment of the duelling tax. There can be no question that you were aware of the law and I will not accept any arguments from any citizen at any time that they do not agree with the law. I am therefore forced to the conclusion that you either believed yourself to be above the law or you had determined not to pay the tax, regardless of the consequences. To be quite Frank, Bud, your Barony is of no consequence in this courtroom and you are found guilty as charged. Buddy, you can spare a centime or two and so you shall receive the same sentence for the same crime as was handed down to Viscount Beppe de Marko: 500-crown fine for a first offence. Now I don't want to see you in this courtroom again. Court recessed."

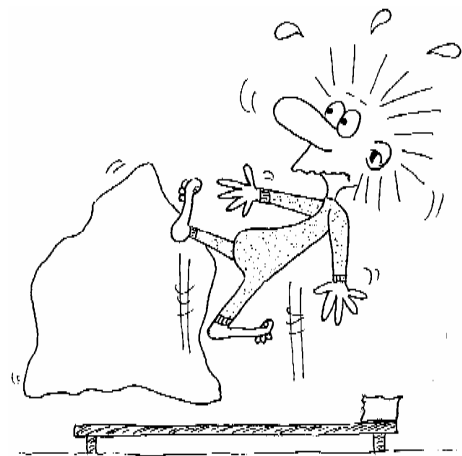
And so the courtroom is wheeled back into an alcove. Or maybe it's just Minister de St Marque who's recessed. Be that as it may, d'Wiser forks out his 500 Crowns and goes grumbling on his way.

Captain to Major

Aloysius Gnomeclencher responds to Roget de Saurus's request for the Captain of the King's Escort to resign. He throws the weight of his influence (which, frankly, isn't that much) behind the incumbent, who is reassured and retains his post. KM Captain Benedict d'Over persuades the senior Major in the King's Musketeers to quit. This also opens up the position of Brigade Major of the Guards Brigade. D'Over buys the rank of Major (and the horses he needs).

There is some confusion in the Crown Prince Cuirassiers as brevet Major Renaul Baptiste Grenoble tries to buy the rank of ... Major? The regimental staff point out that he already is a Major and just needs to have his rank made permanent. As he now meets the criteria for this, his rank is confirmed and he doesn't have to spend any money. New boy Thierry la Belle spends some of his money (well, the money he's borrowed from the Shylocks, anyway) to buy a Captaincy in his new regiment, the 13th Fusiliers.

Roget de Saurus has his eye on a more important post and so turns down Revaulvin d'Or's offer of a job as his Aide. De Saurus wants to be Captain of the King's Escort. Unfortunately, the first thing he does this month is borrow some money and buy the rank of Major (and a couple of horses, of course). Thus he no longer qualifies for the post he wants and his application is refused! He also applied for an Army Adjutant's job, but hasn't got the rank for this one either. Stewart Senquiry borrows heavily to buy the Colonel's rank in the Crown Prince Cuirassiers so that Jacques Shitacks can appoint him as Adjutant of Third Army.

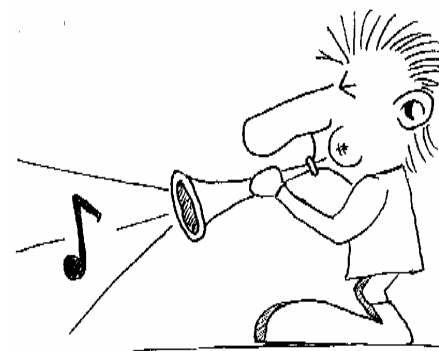


Sir Thomas Tudo seems to have had enough of Parisian life and he volunteers the regiment he commands, the Archduke Leopold Cuirassiers, for action on the frontiers.

Party damour

Orson de Combat is hosting a party all month at the Fleur for senior socialites in Paris. To make up for their exclusion, he donates the cost of a round of drinks to

every junior member of Parisian society. However, his bash is outdone in the first week of October by Sean Sondamour's invitation for all veterans of the summer campaign to join him in the Fleur. Sean brings Ella Fant with him and they welcome a throng of guests.



CPS Zachary The Money Goes arrives with Anna Rexique on his arm. They are followed by Zack's regimental number 2, Walter Butts. The two King's Musketeers are then confronted by a trio of Cardinal's Guards. Colonel Jean Laissez Faire brings Kathy Pacific with him and belies his name by swapping vigorous challenges with the two Musketeers. He is followed by his Majors, Leffe Bier and Lucien d'Escaillehuitaillements. So that's a total of six duels for the start of November. Walter has carefully polished his medals and bores absolutely everyone at the party by telling increasingly tall stories about how he won them.

Then Charles de Tanois of the 69th Arquebusiers breezes in to find his regimental enemies on his tail. Bdr-General Gustav Ind and Captain Beau de Cire of the Royal Marines pounce on the lone Arquebusier and that's another couple of duels arranged. Gustav has brought Emma Roides with him and she eggs on her man.

Next through the door is Revaulvin d'Or. Zack spots him and rushes over to hand him a small present. Not a very welcome one, though as it's a warrant for his arrest! Public Safety officials take Revaulvin away for a week in the Bastille, while Zack checks what other warrants he has with him. However, his officials point out that Zack has now made the five arrests he is allowed, so the remaining warrants are void. All around Paris there are relieved socialites.

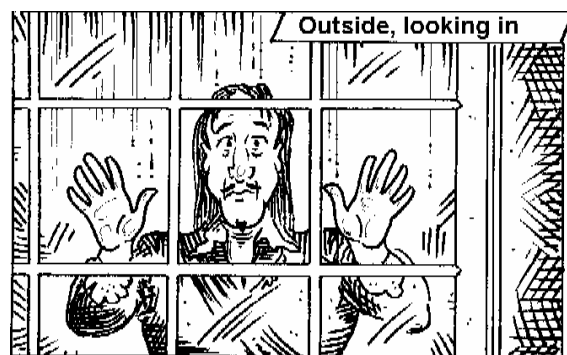
The main body of guests starts with Beau Romir and Frances Forrin and continues with Angelina di Griz, escorted by Devlin Carnate. Gaston de St Marque comes with Bette Kant to congratulate his CPS on the fine job he's doing. Jacques de la Boite escorts Josephine de Buonaparte. Juste Minit brings Violet Bott and is anticipating a ringside seat at the inter-regimental squabbles. Bess Ottede accompanies Lun a'Tic. Pierre de Vin Rouge is with Mary Huana. Renaul Baptiste Grenoble brings Marie Antoinette and he takes her to the gaming tables. The croupier politely declines his bet as it's below the house minimum. The last couple to arrive are Sue Briquet on the arm of Roget de Saurus.

It doesn't end here, as several unaccompanied men show up: Alain Hermès, Euria Humble, Jacques Shitacks and Stewart Senquiry. Stewart knows what the

minimum bet is, places one and wins. Bringing up the rear are two members of the Queen's Own Carabiniers, Aloysius Gnomeclencher (with Deb Estaround on his arm) and Roland Pollee d'Eaulee. There are no Dragoon Guards at Sean's party, but Antoine Valois is with Orson. He spots the QOCs and strolls over to slap their cheeks. That's another couple of duels on the schedule for next month.

Apart from Antoine, Orson and Fifi have a few guests this week. Averell d'Alton brings Guinevere d'Arthur with him, Pierre de Mont-Réal is on his own and Horatio d'Escargot escorts Henrietta Carrotte. Apart from the partygoers, Charlemagne le Gosse is in the Fleur with Lois de Low. Bud d'Wiser and Maggie Nifisent are there too. Bud spots the uniform of his regimental enemy at Orson's party and stomps across the club to exchange challenges with Horatio.

The most amusing thing about Sean's party is that Beppe de Marko turns up a week late! He spends the first week at home with his mistress and passes the



other three weeks in the foyer of the Fleur hoping that Sean will spot him. At least he has the company of Roget de Saurus for a week and Roget is able to tell him all about the party in the first week. Sean himself is in the Fleur with Ella (though he takes a week out to practise sabre) and has no time for any more guests as he ruefully tots up the cost of the party.

Party de combat

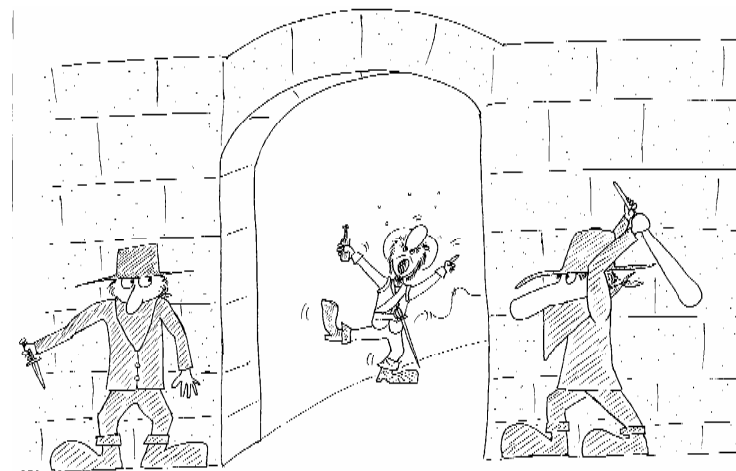
Orson's party continues through the month. In the second week, his and Fifi's guests are Averell d'Alton and Guinevere, Euria Humble, Gaston de St Marque and Bette, Horatio d'Escargot and Henrietta, Lun a'Tic and Bess, Lucien d'Escaillehuitaillements and Pierre de Mont-Réal. Averell, Guinevere, Horatio, Henrietta, Lun, Bess and Lucien are all back in week 3 and are joined by Antoine Valois and Lucy Fur, whom he wooed the week before, and Jacques Shitacks. Come the final week and the returning guests are Averell, Guinevere, Horatio, Henrietta, Lun, Bess and Lucien. Newcomers are Beau Romir, with Frances, and Pierre de Mont-Réal, who has his new conquest, Polly Hydronne, on his arm.

The Fleur has several other visitors through the month. Bud d'Wiser comes in for a second week with Maggie. Beau Romir is there all month: two weeks at the parties, one week toadying to the Crown Prince and one on his own membership – but always with Frances at his side. Devlin Carnate takes Angelina along for

three weeks. Co W Ard Extrême is there most of the time – following an initial diversion to the Bawdyhouses for some female company (it's the only way he can get it these days!).

Bothwell's only has the pleasure of Jean Laissez Faire's attendance – and only for one week, though he does bring Kathy Pacific with him. Benedict d'Over takes Ophelia Derriere to Hunter's to start the month. The club is quiet the following week, but then Leffe Bier comes in for the next two weeks. Stewart Senquiry visits in the last week, escorting Leia Orgasma, whose favours he has spent two weeks winning. The Blue Gables is where to find Pierre de Vin Rouge and Mary Huana after Sean's party. Pierre has re-scheduled his debts with the Shylocks and is financially comfortable – for a while, at least. And he's now Colonel of the regiment. Roget de Saurus pops in for a week with Sue Briquet. Belle Epoque gets an outing to the Frog & Peach on the arm of Indie Soupe at the start of October. Jacques de la Boite turns up with Josephine for the following week. Red Phillips is busier with the killer, Armand dan Gerous, in residence after he's spent the first week wooing a young lady. Beau de Cire and Ferdinand Franz visit the following week and Beau returns at the end of the month.

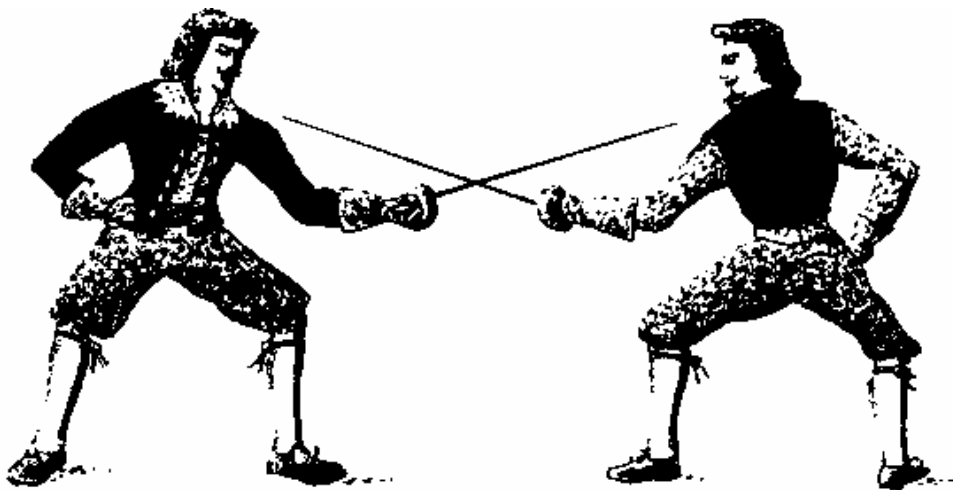
Gar de Lieu is only to be seen knocking on doors with large bunches of flowers all month. Each door is a different address! He achieves a good 50% success rate in terms of his charm with the ladies – Beppe de Marko may have other words for what he's been doing. Thierry la Belle is also successful with the ladies this month, but several others are not. Ferdinand Franz and The Man with no Name ('X3') start their month, like Co W Ard Extrême, in the Bawdyhouses. Ferdinand gets some female company, but both are mugged on their way home. Having lost his 50-crown wager, Ferdinand has nothing in his pockets, but 'X3' still has plenty of cash about him.



The Bawdyhouses are even busier the following week. Alain Hermès, Beau de Cire, Charles de Tanois, Roland Pollee d'Eaulee and Walter Butts are all there for a drink. Alain, Charles and Roland all spend some money on the ladies, too. Walter wagers his spare cash and wins. The footpads pounce at the end of the week, but on the wrong man. Alain gets the tap over the head and Walter gets home with his winnings. Jacques Shitacks ends his month with some female company in the Bawdyhouses.

Stan Dandy Liver hasn't been mentioned yet. This is because he spends all four weeks waving a cutlass about. Hopefully this will help his expertise with the weapon. He is joined in the gyms by a whole host of people after the first week. Gustav Ind also chooses a cutlass for his three weeks' practice – but then he is a Royal Marine. Swinging sabres around for three weeks are Aloysius Gnomeclencher, Indie Soupe and Renaul Baptiste Grenoble. Benedict d'Over, Charlemagne le Gosse, Juste Minit, Thierry la Belle and 'X3' all exercise their rapiers for three weeks.

The cutlass attracts Euria Humble for two weeks. It's two weeks of sabre for Bud d'Wiser and Roland Pollee d'Eaulee. Alain Hermès, Charles de Tanois and Jacques de la Boite practise rapier for two weeks. Lots of people manage a single week's practice. But not Zachary The Money Goes, who is still deep in the archives of his ministry. The latest rumour from his staff is that he is compiling an extensive dossier on misdeeds in Parisian society over the last few years. Who knows what prosecutions may result? Both Gaston de St Marque and Renaul Baptiste Grenoble are out of sight for a week. In Renaul's case, it's because he thought he might be able to join Horse Guards club and, as he can't, he's rather at a loose end.



Tudo or not Tudo?

Having volunteered for action, the Archduke Leopold Cuirassiers find themselves on the north east frontier to deter any action by the Dutch. The deterrence is so effective that there is no action at all. Regimental commander Lieutenant-Colonel Thomas Tudo leads patrols personally in an effort to provoke some reaction. However, his bravery goes unrewarded. ❖

Press

Announcements

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.

Wanted: Brave, Reliable and Well-Appointed Major who knows one end of a map case from the other and doesn't mistake culverin for cucumber to be my aide. If you have the courage of a lion, nerves of steel and balls like pomegranates (they're just the right size to fit a culverin, don't you know), apply in writing to me

† BREVET GENERAL D'OR, the
Iron General

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

To the men of Paris,
Need a job? The Royal Marines are looking for good men and true to serve in its ranks ... interested? Then apply and I'll probably let you in... † GI

Social

Another comrade dies on a foreign field. Another opportunity to drink to his memory.

Please join me at my Club in Week 3, next month to toast the memory of the late Egon Madd. This will be followed by:

Charity Auction of contents of Egon Madd's basement.

Lot 1 – Large glass jar (empty)

Lot 2 – Large glass jar (contents: 1 hand)

Lot 3 – Two-headed dog. (Fang will come when called, Prince doesn't)

Lot 4 – Assorted lengths of rubber tubing

Lot 5 – Assorted metal clamps

Lot 6 – Lightning conductor (almost new)

Lot 7 – A non-working golem

Lot 8 – Igor's servitude.

Auction will be at my club in week 4. Sealed bids accepted. All proceeds will be given to Medical (Mad) Science

† Stewart Senquiry

I invite all gentlemen of SL 13 or above to join me at my club during all four weeks of November to remember the valiant martyrs who failed to end the tyranny of the apostate king, James of Scotland, in 1605. There will be fireworks, ceremonious dumping of crates of t'ee (that perfidious English drink) in the Seine and good French wine and brandy for all admitted. Your costs will be paid, your mistresses invited but left unmolested and a purse of 100 cr to each and every one who turns up in a relevant costume.

† BARON REVAULVIN D'OR

Ministerial Correspondence

Marquis Orson de Combat, Chancellor of France

As Chancellor, you have responsibility for the public purse and the fiscal policy of France. Thus, you are entirely within your rights to repeal the duelling tax and replace it with whatever taxation reforms you choose. However, the clerks who drafted your proclamation used the wrong terminology – you announced what the ‘fines’ would be for various actions rather than the tax due. Whilst the difference may seem to be one of semantics, the dispensing of justice is my prerogative from His Majesty King Pevans and mine alone. It is a prerogative I hold most dear. On the basis of the doctrine of collective responsibility for the decisions of the Council of Ministers, I am compelled to support and uphold your proclamation but please make sure your clerks do not err again.

† Count Gaston de St Marque
Minister of State

Matters of Honour

Gentleman of the Royal Foot Guards would wish to broaden his experience as a second.

Personal

I am looking for an aide. Anyone interested in the job? † GI

I am new to Paris and seeking friends and duelling seconds. † TIB

Ladies and Gentlemen of Paris, Please accept my apologies for my abrupt departure from Paris several months ago. My father was gravely ill and sent for me.

Le Disco, “Saturday Night Fever”, will return to Paris shortly – await announcements.

Yours, etc, † PdMR

Juste Minit

If a Gentleman hasn't got sufficient money to live like one, he should not be thinking of the Cavalry at all, but perhaps should be joining the Infantry of the line, or indeed a Frontier Regiment. Of course, the taint of Trade should be avoided. But all can serve His Majesty, no matter how humble their birth.

† Aloysius Gnomeclencher

Lord Percy Percy says, as fashion is tending towards the 24” waist (or should that be the 51.96 cm waist?), Monsieur Shitacks has no chance of ever being fashionable, no matter how much abuse he hurls.

Count Stan Dandy Liver, You will recall that I supported your candidature to His Majesty for the post of Minister of War last month. I would hate to think that I made a mistake. To my recollection you still have one instalment of 1000 crowns owing from the fine for your unwitting handling of funds taken from the Treasury. I trust that you will make payment forthwith, particularly since I note that (perhaps with one exception) you are the most wealthy man in Paris. I would suggest that you also sponsor a horse race in honour of the Crown Prince as an apology for the administrative oversight of your clerk in remitting the funds to the Exchequer late.

† Count Gaston de St Marque
Minister of State

(Overheard in a Parisian bar late one night)

Commission Staff 1 (CS1): “So what's the CPS got you looking into then?”

CS2: “Not sure really... something about a kidnapping of a prominent member of the King's Musketeers. What about you?”

CS1: “Nuffing exciting... stuff about irregularities in the building industry, bribes in the planning office and something about unlicensed loans... like I said nuffing new.”

Dear Baron Sean Sondamour, My humble thanks for your kind support, I will remember your actions well and you will always find support with me.

Regards, † Shitacks

Dear Faire, What's this nonsense about your lot being the leading regiment in the Kingdom of France? I think the Royal Foot Guards might want to have a word with you about that. As to us in the King's Musketeers, we're used to your ramblings and just ignore them, as we know you've been skewered once too often.

And I think people will need a damn sight more than a blessing from his Eminence, if they're to join. Or were you referring to the Last Rites?

Yours,

† B.Bdr-General The Money
Goes, Kings Musketeers

Dear Stewart Senquiry,

Welcome on board old man – good to have you! I will give you the same advice I gave the last fellow.

Always lock your door at night.

If it's sore, use warm candle wax and rub well in.

Never trust a man dressed as a woman, or, for that matter, a horse.

And if it looks like a duck, walks like a duck and smells like a duck, it probably is a duck!

Regards, † General Shitacks

To Col. Senquiry.

What is under the trapdoor? A Cow? Unpleasant Art? Extreme paperwork?

† RBG

Princess Louisa's Light Dragoons

Lucky Colour: Damson

Lucky Star: Venus

Average IQ: 120 and counting

Lucky Organ: Liver, despite all evidence to the contrary

Pechers Ami?
They look like pencil sharpeners?

Dear Sir Antoine Valois and Sir Devlin Carnate,
I extend a particular invitation to you to attend next month's party and hope to make your good and closer acquaintance to ensure the 1st Army will remain the premier defence of His Majesty next year. My dear Roget de Saurus, if you are my Aide at the end of this month, please attend on me also at your convenience.

† BREVET GENERAL D'OR, 1st
ARMY COMMANDER.

Clearly there is a traitor in our midst.
Lord Percy Percy?
Damned English title. The CPS should send his spies out and hunt down the man who is sheltering him.
As for 'size zero' – clearly a product of the 'English Vice'. We Sons of France would never boast of being 'size zero' – what would our mistresses think?? Ha!
Ha!

† Chancellor Orson de Combat

As practical research into the question "how many angels can dance on the head of a pin" the Cardinal's Guard has allegedly been getting its new recruits to practice the polka on a floor of sharpened needles. The latest figures leaked to our undercover reporter indicate an answer in the vicinity of "nil".

† Le Plum Noir

Be there truth in the rumour that SDL is the author of the chanson L'Ousieaux?

To the official portrait painter,
I'd be very interested in having a chat with you, soon. I'd also like to know when you claim these "portraits" of the Kings Musketeers in combat were taken.

And I thought the official portrait painter only did people's likenesses? Don't we have a War Artist for the portrayal of war?

Yours,
† B.Bdr-General The Money Goes,
Kings Musketeers

Poetry Corner

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

Ode to the Citizens of Paris
The people of Paris, they say,
Are really most wonderfully gay.
'Cept Aloysius Gnomeclencher's
Got a face made for dentures –
Even madmen keep out of his way.

*Well, it's not much of an ode,
more an example of that much
lower poetical form, the
limerick. But none the less
welcome for that.* † Le Roi

With apologies to Bruce Springsteen

1 Stan! huh-yeah
What is he good for?
Absolutely nothing
Uh-huh
2 Dandy! huh-yeah
What is he good for?
Absolutely nothing
Say it again y'all
3 Liver! huh good God
What is he good for?

Absolutely nothing
Listen to me?
4 Stan! He ain't nothing but a
heartbreaker
Dandy! Friend only to the undertaker
Liver! he's an enemy to all mankind
The thought of war blows my mind
5 Stan! Huh Good God y'all
What is he good for?
You tell me

Say it, Say it, Say it
6 Dandy! Huh Good God y'all
What is he good for?
You tell me
Say it, Say it, Say it
7 Liver! Huh Good God y'all
What is he good for?
Stand up and shout it.
Nothing!

Points Arising

A clean sweep! Yes, I had orders from every active player this turn: give yourselves a round of applause.

The two exceptions were Mark Mortimer and Jon Sedgwick, neither of whom have sent in orders for some time. As their last characters died at the front and they didn't send order for the new ones, they have been removed from the game.

Tym Norris (X4) asked to be floated as he's busy at work at the moment. And Chris Boote (X5) asked to be floated as he's still laid up with back problems. Hurry up and get better, Chris!

This turn we welcome Mark Cowper, a veteran of other PBM/online En Garde! games. Good to have you on board, Mark.

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £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 and you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk. ◇ P

Announcements

Alain Hermès asks NPC Adjutant of 27th Musketeers to resign
 Alain Hermès asks NPC Brigadier of 3rd Foot Brigade to resign
 Euria Humble applies for City Military Governor
 Euria Humble applies for Inspector General Cavalry
 Euria Humble applies for Inspector General Infntry
 Euria Humble applies for Adjutant General

Juste Minit asks NPC Adjutant of 27th Musketeers to resign
 Renaul Baptiste Grenoble asks NPC Brigade Major of Heavy to resign
 Renaul Baptiste Grenoble applies for Brigade Major of Heavy Brigade
 Roget de Saurus asks NPC Adjutant of Royal Foot Guards to resign
 Roget de Saurus asks NPC Brigade Major of Guards Brigade to resign
 Stewart Senquiry asks NPC Regiment Adjutant of Crown Prince Cuirassiers to resign

Trials

Revaulvin d'Or will be on trial at the beginning of November (after duels have been fought, but before anything else happens). He is charged with failing to pay the Duelling Tax in May. CPS Zachary The Money Goes will prosecute and Minister of State Gaston de St Marque sits in judgement. Players are welcome to attend the trial and make statements, but the verdict and sentence are up to the Minister (though his sentence may be appealed to the King).

Duels

Results of this month's duels:

Pierre de Mont Réal didn't turn up to fight Averell d'Alton and lost SPs.
 Armand dan Gerous (gains 1 Exp) killed Oliver Neuferglas.
 Leffe Bier didn't turn up to fight Benedict d'Over and lost SPs.

Grudges to be settled next month:

Aloysius Gnomeclencher (Sabre) and Antoine Valois (Sabre, Seconds EH, adv.) have mutual cause for being in enemy regiments.
 Antoine Valois (Sabre, Seconds EH) and Roland Pollee d'Eaulee (Sabre,

Seconds JLF, adv.) have mutual cause for enemy regiments.
 Beau de Cire (Cutlass) and Charles de Tanois (Rapier, adv.) have mutual cause for enemy regiments.
 Bud d'Wiser (Sabre, adv.) and Horatio d'Escargot (2-Hand, Seconds LaT, 1 rests) have mutual cause for being in enemy regiments.
 Charles de Tanois (Rapier, 1 rests) and Gustav Ind (Cutlass, Seconds DC & ClG, adv.) have mutual cause for enemy regiments.
 Jean Laissez Faire (Rapier, adv.) and Walter Butts (Rapier, Seconds

ZTMG & SS, 2 rests) have mutual cause for enemy regiments.
 Jean Laissez Faire (Rapier, 5 rests) and Zachary The Money Goes (Rapier, adv.) have mutual cause for being in enemy regiments.
 Leffe Bier (Rapier, adv.) and Walter Butts (Rapier, Seconds ZTMG & SS, 1 rests) have mutual cause for being in enemy regiments.
 Leffe Bier (Rapier, 5 rests) and Zachary The Money Goes (Rapier, adv.) have mutual cause for being in enemy regiments.
 Lucien d'Escaillehuitaillement (Rapier, adv.) and Walter Butts (Rapier, Seconds ZTMG & SS, 3 rests) have mutual cause for being in enemy regiments.
 Lucien d'Escaillehuitaillement (Rapier, 5 rests) and Zachary The Money Goes (Rapier, adv.) have mutual cause for enemy regiments.

Jacques Shitacks (Cutlass, adv.) and Leffe Bier (Rapier, 3 rests) have mutual cause as neither stood down over Katy.
 Gar de Lieu (Rapier, Seconds SDL, adv.) has cause with Pierre de Mont Réal (Rapier, Seconds BdM, 4 rests) for pinching Polly.
 Beppe de Marko (Sabre, Seconds ZTMG) has cause with Gar de Lieu (Rapier, Seconds SDL, adv.) for pinching Katy.

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

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

New Characters

Tim Macaire gets the Second son of a Peasant: Init SL 2; Cash 10; MA 6; EC 3 (X1).
 Mark Cowper gets the Bastard son of a well-to-do Marquis: Init SL 7; Cash 225; MA 1; EC 4 (GLdS Gregory Lessore de Saviour).

Tables

Other Appointments		
King's Escort: Ensign N	Captain N	Shows who holds appointments outside military units: ID for Characters, N for NPC, ___ for vacant, CPS for additional posts held by the CPS.
Cardinal's Escort: Ensign N	Captain N	
Aides: to Crown Prince BR	to Field Marshal TT	
Provincial Military Governors: N/N/N/N/N		
City Military Governor N	Adjutant-General ___	
Inspectors-General: of Cavalry ___	of Infantry ___	
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	64	Comfy	General/State Min.	9	Bette	Flr	3	Nathan Richards
ZTG	Earl Charlemagne le Gosse	25	67	Withy	B.General/2nd Army Commdr	14	Lois	Flr	2	Neil Packer
CITMG	Count Zachary The Money Goes	24	72	Rich	B.Bdr-General KM/CPS	11	Anna	Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	46	Rich	Lt-General/War Minister	11		Flr	4	Guy Arnold
CWAE	Count Co W. Ard Extrême	24	36	Comfy	General	5		Flr	3	Benedikt Löwe
SS	Baron Sean Sondamour	21-	21	Withy	Fld Marshal	5	Ella	Flr	2	Pete Holland
JS	Baron Jacques Shitacks	20+	60	Poor	B.General/3rd Army Commdr	3		Both	4	David Olliver
OdC	Marquis Orson de Combat	20+	28	Withy	Bdr-General/Chancellor	6	Fifi	Flr	5	Francesca Weal
BR	Baron Beau Romir	19	57	Comfy	Captain RFG/C.Prnce Aide	8	Frances	Flr	3	Graeme Morris
DC	Sir Devlin Carnate	19	46	Comfy	B.Bdr-General PLLD/1st Army QMG	4	Angelina	Flr	2	Bruno Giordan
BdM	Viscount Beppe de Marko	19	43	Fthy	Bdr-General	17		Flr	2	Mark Moores
RdO	Baron Revaulvin d'Or	19	42	Withy	B.General/1st Army Commdr	10		Flr	4	Jerry Spencer
BdW	Baron Bud d'Wiser	19	30	Comfy	B.Bdr-General GDM	11	Maggie	Flr	2	Francesca Huskinson
GdLi	Baron Gar de Lieu	19	29	Poor	Lt-General	3		Flr	4	Bill Hay
EH	Earl Euria Humble	17	53	Comfy	B.Lt-General	15		Both	5	Matthew Wale
TT	Sir Thomas Tudo	16	F	Comfy	Lt.Colonel ALC/FMshl's Aide	6		Both	5	Ben Brown
LaT	Lucien d'Escaillehuitaillement	15	46	Comfy	Lt.Colonel RFG/1st Div Adjutant	1	Bess	Both	2	Paul Wilson
LdE	Averell d'Alton	15	32	Comfy	Major CG	3		Both	4	Nik Luker
AdA	Sir Antoine Valois	15+	56	Poor	Colonel RFG	4	Guinevere	Both	4	Martin Jennings
AV	Sir Horatio d'Escargot	15+	53	Comfy	Colonel DG/1st Army Adjutant	1	Lucy	Both	4	Simon Burling
HdE	Sir Pierre de Mont Réal	15+	52	Comfy	B.Bdr-General ALC/Hvy Brigadier	4	Henrietta	Both	3	Graeme Wilson
PdMR	Jean Laissez Faire	14	20	OK	Bdr-General	8	Polly	Both	5	Pam Udowiczenko
JLF	Sir Walter Butts	13	33	Poor	Colonel CG	2	Kathy	Both	3	Filipe Silva
WB	Roget de Saurus	12	36	Withy	Lt.Colonel KM	5		BG	3	Richard Newby
RdS	Stewart Senquiry	12+	47	OK	Major RFG	7	Sue	BG	2	Gerry Sutcliff
StSy		12+	46	OK	Colonel CPC/3rd Army Adjutant	2	Leia	Hunt	2	Colin Parfitt

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
X4	Lefte Bier	11	0	Poor	Major CG	2		Hunt	2	Tym Norris
LB	Benedict d'Over	9	26	Comfy	Major KM/KM Regt. Adj.	3	Ophelia	Hunt	4	Robert Carter
GI	Gustav Ind	9+	53	Comfy	B.Bdr-General RM/2nd Army QMG	2	Emma	BG	5	Mark Stretch
RPdE	Roland Pollee d'Eaulee	9+	32	OK	Lt.Colonel QOC	6		HGds	3	Pete Card
AG	Aloysius Gnomeclencher	8+	42	Comfy	Major QOC/HGds Brigade Maj.	6	Deb	HGds	2	Mike Dommett
PdVR	Pierre de Vin Rouge	8+	30	Poor	Colonel PM	4	Mary	BG	3	Keith Bristow
X1	Renaul Baptiste Grenoble	7+	30	Poor	B.Major CFC	2	Marie	F&P	4	Jon Sedgwick
JdIB	Jacques de la Boite	7+	23	Poor	Captain PM	1	Josephine	F&P	5	Olaf Schmidt
X6	Alain Hermès	6+	28	OK	B.Bdr-General 27M	2		F&P	4	Mark Mortimer
AH	Indie Soupe	6+	22	Poor	Lt.Colonel PLLD	3	Belle	F&P	1	Rob Fuller
TIB	Thierry la Belle	4	12	Poor	Captain 13F	4		RP	3	Charles Burrows
AdG	Armand dan Gerous	4	10	Poor	B.Major GDM	5		RP	3	Timothy Hunt
FF	Ferdinand Franz	4	8	Poor	Captain 69A	4		RP	3	Barry Townsend
ON	Oliver Neuferglas	4	0	Poor	Captain 27M	5	Violet	RP	3	Mark Maccaire
JM	Juste Minit	4+	25	Poor	Captain RM	6		RP	5	Mark Booth
BdC	Beau de Cire	4+	23	OK	Captain 69A	6		RP	1	Andrew Burgess
CdT	Charles de Tanois	3-	1	OK	The Man with no Name	6		RP	6	Chris Martin
X3	The Man with no Name	1	0	Poor		5		RP	6	Andrew Kendall
X5										Chris Boote

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 = 500-5000, Comfy = 15000-50000, Withy = 50000-100000, Rich = 100000-250000, Fthy = 250000+

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+