

## That would be enough

This has been issue 79 of *To Win Just Once*, published 5th October 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 26th Oct.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 26th October 2007.

(Remaining deadlines for 2007 are 23rd/30th November. First deadlines for 2008 are 4th/11th January)

### Subscriptions

*TWJO* is published on paper and online (as a PDF) at [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO). How to buy or subscribe to the paper edition is detailed below. The PDF edition is free.

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

Here are the subscription rates for the paper edition, including postage (and VAT at 0% – for EU subscribers), depending on where you live. To subscribe, send a cheque or postal order (payable to Margam Evans Limited) in pounds sterling to *TWJO*, 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK.

I also accept payment via PayPal: send your payment to [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk) (this will be shown as Games from Pevans). Don't forget to include your address.

For the games only subscription (including VAT where necessary) send a UK cheque, a postal order or pay via Paypal, as above.

Games only	UK & Europe (VAT @ 17½%)	Rest of world (tax free)
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](http://www.engarde.co.uk)

**Railway Rivals** Time for a new game: Ben Brown, Bill McKinley and Gina Teh are interested, who else? We provide rules and a working copy of the map.

**Star Trader** Colin Parfitt, Thomas Frost, Mark S Robinson, Jerry Elsmore and Gina Teh 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](mailto:TWJO@pevans.co.uk) Web: [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO)

# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Origo reviewed  
by Pevans

Issue 79: October 2007  
(LPBS 205: December 1660)

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

## Contents

	Page
Contents.....	2
Chatter.....	3
Letters.....	3
<i>Origo</i> review.....	3
Games Events.....	6
Credits.....	7
Ribblehead Viaduct.....	8
<i>Railway Rivals</i> game 5 – Turn 11.....	8
GM Notes.....	8
Mission of Gravity.....	9
<i>Star Trader</i> game 3 – Turn 22.....	9
Press.....	11
Corporation Table.....	12
News.....	12
Star System Map.....	13
Great White Hunter.....	14
Turn 12.....	14
Les Petites Bêtes Soyeuses 205.....	16
December 1660.....	16
Press.....	21
Announcements.....	21
Matters of Honour.....	21
Social.....	22
Personal.....	22
Poetry Corner.....	25
Points Arising.....	25
Announcements.....	26
Trials.....	26
Duels.....	26
New Characters.....	27
Tables.....	27
Other Appointments.....	27
Battle Results.....	28
Army Organisation and Summer Deployment.....	28
Brigade Positions.....	28
Frontier Regiments.....	28
Regiments Organisation.....	29
Hell Hath no Furry.....	29
The Greasy Pole.....	30
That would be enough.....	32

## Chatter

And suddenly it's Autumn. The equinox is past, the trees are changing colour and the gutters are full of leaves. This can only mean one thing: it's almost time to visit Essen for this year's Spiel games fair. I'm looking forward to seeing the new games, especially Martin Wallace's *Brass* and, of course, the new titles from JKLM. As always, there's a comprehensive preview at boardgamenews.com – take a look if you haven't already done so. (You will need to subscribe to the site, but I reckon it's well worth it.)

Mike Dommett asks me to remind you that the current *Railway Rivals* game is about to end. We have three people on the waiting list so far: one or two more and we can start a new game. Let Pevans or Mike know if you're interested.

The To Win Just Once team is competing in EuropeMasters again this year. It's a good selection of games, so it should be fun. You'll be pleased to hear that we've been practising like ... well, like people who play games occasionally. Anyway, I thought I should tell you more about *Origo* as it's the one of the four games you're not likely to hear much about otherwise. But first, a letter.

## Letters

Andrew Burgess writes:

Glaslyn Ale from the Purple Moose Brewery is available on trains on the Ffestiniog and Welsh Highland railways. A single journey on any of these is ideal time to consume a bottle – but when the two are linked together in 2009 I may not be sober by the end of the return journey!

And Guy Arnold is at the Burton-on-Trent Beer Festival: "You'll appreciate the importance" he says as an excuse for cursory orders for his LPBS character. Absolutely, but how about telling us about the Festival?

## Origo review

This is a game that I probably wouldn't have come across if it wasn't one of the games for this year's EuropeMasters tournament. Not because of the designer – any game with Wolfgang Kramer's name on it has to be worth trying – but because it's published by under the Parker label by Hasbro Deutschland. It's a German-only edition and it's unlikely that the US or British arms of Hasbro will produce an English version of what is an out-and-out strategy game. That's a shame.

For some reason the game feels old-fashioned to me. This may be because of the colour scheme and faded colours, but it's also because the game is played on a square grid. The board is a distorted map of Europe roughly divided into 'countries' and seas to fit the square grid. Each player has a set of round counters to place in the squares and a scoring pawn in their colour. The pawn goes on the track round the edge of the board, with the first player at the back. There can only be one pawn on a space, so landing on another pawn gives you an extra point. However, this doesn't seem to have a big effect on the game.

Depending on the number of players, each starts with a certain number of counters and places a specific number on the board, one at a time, to start the game. Then the game starts and players can place more counters on empty spaces by playing a card. Cards indicate a specific country, row or column in which to place a piece. Or they can be a ship, allowing the counter to be placed in any sea, or 'Population expansion' to expand from an existing position.

As more counters are placed, countries fill up. When the last square in a country is filled, it is 'established' and a neutral pawn is taken off the turn track and placed on the country. The player placing that last counter scores the victory points revealed by the removed pawn. These points climb gradually from 3 points



to 8 for the twelfth and last country. The fourth, eighth and twelfth spaces are coloured red. At the end of a round in which one of these has been revealed, scoring takes place.

Players score points in three different ways. First, they get points according to the largest 'clans' on the board. A clan is a group of counters adjacent (not diagonally) to each other. Ties score the next position. That is, players who are tied for first score the second place points. This applies to all the points scoring. Second, players get a point for each counter in a sea space (a ship) with a small bonuses for the players with the most and second most ships. Finally, they get points for the most, second most and third most counters in each country. The value of each country depends on how big it is, but with twelve countries on the board, there are a lot of points to be picked up here.

However, I haven't finished describing a turn yet. Once a country has been established, pieces inside the country can be attacked. Players do this by playing a card that allows them to place a counter on the square they're attacking. The defending counter and orthogonally adjacent counters count as a point for defence or attack, as appropriate. The defender then plays cards. Each card played is worth two points and the attacker wins if they have a bigger total. The two protagonists continue adding cards until one gives up. The loser loses their counter; the winner takes the spot.

In their turn, players can attack twice or expand twice (or attack once and expand once). They also have one 'migration' move. This allows a piece on the board to move from a land space to any adjacent empty space. If it's part of a clan, it can move to any empty space adjacent to any part of the clan. Players can also move all of their ships (counters on sea squares) in the same way. This is very powerful. A player with a lot of ships is in a threatening position – provided they have a chain along which to deploy them. Even without any ships, a player can establish a country with three empty squares (and the smallest countries are only four squares) by playing two cards and migrating a counter.

Players can do these actions in any order, which gives them a lot of flexibility. At the end of each player's turn, all players make their hand of cards back up to size. This ensures that a player who's had to defend against one of their opponents isn't disadvantaged if another one attacks them. The game continues until all 12 countries have been established or any player runs out of counters (which hasn't happened in any of the games I've played so far).

This is a relatively simple strategy game that appears to be a cut down version of Kramer's earlier *Wildlife*. It is none the worse for this. It makes for a simpler game that plays quickly and rewards players who think strategically and tactically. So far, I've seen two major strategies: building a single large clan or

having several clans around the board. The first should make sure of the maximum points for the largest clan. It also allows the players to get the majority in several countries. The alternative approach picks up points for having a presence in lots of countries. Particularly at the first scoring, players can have the largest stake in a country with only one or two counters. However, this is more vulnerable to attack.

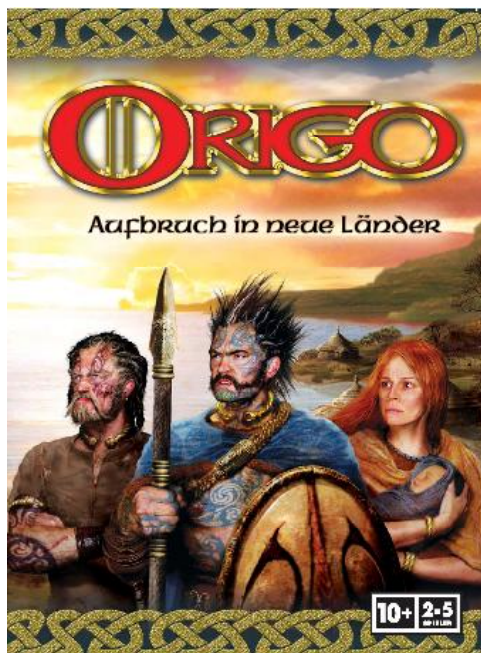
The tactical points are about making good use of migration and ships. My problem with ships is that placing a ship is a wasted opportunity elsewhere on the board, even if it's tactically useful later. However, migration can be very useful. In particular, having established a country, a player with a majority can migrate counters out of it without jeopardising their points and make use of them again. Interestingly, as there's plenty of room on the board and players have a limited number of counters, attacks play a relatively minor role in the game. There are usually done for specific strategic or tactical reasons – such as breaking up an opponent's large clan.

This is an excellent medium-weight strategy game. It provides strategic and tactical options and forces players to plan and decide between their options. It works well with four players, providing an even contest. The only surprise is that it's published by Parker. It gets 8/10 on my highly subjective scale.

*Origo* was designed by Wolfgang Kramer and is published by Parker Spiele. It is a strategy board game for 2-5 players, aged 10+ and takes about an hour to play. It is only available in German, but a translation of the rules is available on Boardgamegeek.

## Games Events

Last call for Spiel: 18th-21st October at the exhibition centre in Essen (the centre of industrial Germany). I'll be there to cover the event, as usual, and doing some business for JKLMnP Distribution. See the website for more information: [www.merz-verlag.com/spiel](http://www.merz-verlag.com/spiel)



Post-Spiel is always a good time to hit conventions and try out the new games people have brought back with them. We have a new entrant to the calendar this year: Oddcon, which is happening the weekend after Spiel. 26th-28th October at a hotel in Walsall. It's a mixture of board games and role-play with some organised events. Details on the website at [www.oddconuk.org.uk](http://www.oddconuk.org.uk)

Next month there's MidCon, which this year is the 16th-18th November in central Birmingham. Unfortunately, I won't be able to make it this year as it clashes with Geraldine's birthday (and it's a significant one). I'm sure it will still be good fun without me. ☺ See [www.midcon.org.uk](http://www.midcon.org.uk) for details.

This box concentrates on events I expect to attend.

**Swiggers:** games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street London SE1 (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. 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).

**Maycon:** late May bank holiday weekend, details to be confirmed. Keep an eye on the website – [www.maycon.org](http://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](http://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](http://www.midcon.org.uk) for more.

## Credits

*To Win Just Once* issue 79 was written and edited by Pevans. The LPBS masthead (page 16) is by Lee Brimmicombe-Wood. The drawings on pages 17 and 20 are by Nik Luker. The illustration on page 18 is by Tim Wiseman and the one on page 24 by Bryan Lea. The *Origo* pictures are courtesy of Hasbro Deutschland/Parker Spiele. Pevans played with his scanner and Photoshop.

© Paul Evans, 2007

## Ribblehead Viaduct Railway Rivals game 5 – Turn 11

Bad luck stops Chuffin' Railways going further ahead, while NEW picks up some points. There's still chances. Except for NULC who hasn't sent in orders.

### Races

Race	From	To	NULC	PNCR	LATRINE	CR	NEW
29	13	34				10JR	10JR
30	55	22		20		10	
31	45	64		+4	10-3	0+1	20-2
32	56	12	+4				20-4
33	43	21		20-4		0	10+4
34	31	56			20		
35	55	62			10-1	20+1	
<b>Total</b>			<b>4</b>	<b>40</b>	<b>36</b>	<b>42</b>	<b>58</b>

### Builds and points

A: NEW UNIFIED LOCOMOTIVE  
COMPANY (NULC)

Colin Parfitt (BLACK)

Builds: None

Points:  $96 + 4 = 100$

B: PEVANS'S NORTHERN COAL  
RAILWAY (PNCR)

Paul Evans (RED)

Builds: None

Points:  $217.5 + 40 = 257.5$

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

Steve Bunce (BLUE)

Builds: None

Points:  $233 + 36 = 269$

E: CHUFFIN' RAILWAYS (CR)

Nathan Richards (BROWN)

Builds: None

Points:  $248 + 42 = 290$

F: NORTHERN EXPANSION INTO  
WASTELANDS (NEW)

Gerald Udowiczenko (ORANGE)

Builds: None

Points:  $159.5 + 58 = 217.5$

### GM Notes

Next turn's races:

S2-66	Scotland – Lytham/Southport
42-51	Sheffield – Manchester
65-36	Preston – Goole/Scunthorpe

33-23 Hull – Consett/Bishop's Auk-  
land

24-54 West Hartlepool/Durham –  
Rochdale/Burnley

Last round of races to come. Please  
send in Game End Statements

complaining about my dice throwing  
(you know who you are) and other  
general comments.

I will be running another game if there  
are sufficient players – I was looking  
to run the Severn Valley, though not  
with flooding rules.

**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 26th October 2007.**

## Mission of Gravity Star Trader game 3 – Turn 22

At Alpha Centauri the price of Liquors rose as both SWISS MERCENARY FLEET, bidding 10 HTs for 5 units, and TRANS SOLAR TRADING, 18 at 9 HTs (and gaining a Dealership), bought. But then SOLAR WINDS sold 8 units for 1 HT each and gained a Dealership for themselves. TRANSURANIC sold 3 more for 3 HTs apiece to bring the price back down to 5, leaving some Corporations with some expensive Liquors. TRADEWINDS sold 6 Monopoles for 10 HTs each as well. ZWILLINGE bought 10 Alloys for 3 HTs apiece and gained a Dealership.

Beta Hydri had ZWILLINGE selling 7 Isotopes for 2 HTs each and getting a Dealership here too. SSL&M sold 3 Monopoles on Contract, ISKANDER FIRE & ACCIDENT sold 9 Petroleum for 11 HTs each and became Contractors here and SSL&M sold 5 Spice on Contract.

At Sigma Draconis VOGON INDUSTRIES bought 6 Alloys for 1 HT each. ISNOT-ISTOO tried to sell Isotopes at 3 HTs, but couldn't. VOGON sold 5 on Contracts. TRANS SOLAR sold 22 Monopoles for 12 HTs each and gained a Dealership, shutting out ISNOTISTOO's bid of 15 to sell. SOLAR WINDS sold 9 Petroleum for 8 HTs apiece and are now Market Managers. They also shut out ALSAFI-TOLIMAN who tried to sell at 10. ZWILLINGE bought 5 Spice on Contract and a further 6 using Percent.

Mu Herculis had VOGON selling 1 Alloy for 5 HTs. They then sold 12 Isotopes for 4 HTs each, becoming Dealers and shutting out Caesar's bid to sell at 13. VOGON lost out trying to buy Liquors at HTs, with CAESAR buying 9 for 3 HTs each and being made Contractors. TSTI unloaded another bundle of Monopoles here, 17 at 10 HTs, and was made Market Manager. SWISS MERCENARY and CAESAR WHOLESALE, selling for 12 and 13 respectively, did not get to trade.

TRANS SOLAR sold Alloys on Contract at Tau Ceti, but the price didn't rise enough for CAESAR's bid of 8 to sell to be accepted. CAESAR did buy 1 isotope for 7 HTs, as they had no storage space left, and ZWILLINGE sold 4 on Contract, as did TRANSURANIC. ISNOTISTOO tried to sell at 5 HTs and failed.

At Delta Toucanis, ZWILLINGE bought 7 Alloys for 5 HTs each and gained a Dealership. ISKANDER bought 9 Petroleum at the price of 10 HTs, after which ZWILLINGE sold 7 for 6 HTs each and OMICRON-MIRA FUNDING GROUP lost their Market Managership. ISNOT-ISTOO sold 13 Spice for 7 HTs each, gaining a Contractorship. ZWILLINGE sold 5 on Contracts, but ISKANDER's bid of 8 to sell was too high.

Epsilon Eridani saw ISKANDER shift 4 Liquors for 3 HTs each, before selling 9 Monopoles for 13 HTs apiece, after which SOLAR SPICE, LIQUORS & MONOPOLES sold 5 on Contract.

ISKANDER FIRE & ACCIDENT were the main dealers at Gamma Leporis. They bought 11 units at 4 HTs each after which TRANSURANIC and CAESAR WHOLESale bought on Contracts. VOGON, who were only prepared to bid 1 HT to buy, bought nothing.

The saboteur is back. Of the 21 Warehouses at Sigma Draconis, 19 were attacked (only VOGON and SSL&M escaping) as well as SWISS MERCENARY FLEET's Liquor Factories at Alpha Centauri. That anonymous attack yielded no results, with only superficial damage being caused to the massive complex... At Sigma Draconis the damage was more severe. The first three attacks against TRANSURANIC's warehouses destroyed 3 Alloys, 11 Isotopes and 10 Spice, and two of these were traced to SWISS MERCENARY. ALSAFI-TOLLIMAN took the next three attacks and lost 1 Isotope and 4 Spice. One of these attacks was traced to SWISS MERCENARY and a second to VOGON INDUSTRIES. SOLAR WINDS suffered two attacks, one of which was traced to VOGON. They lost 12 Isotopes. OMICRON-MICRA lost 5 Petroleum and 2 Isotopes from an anonymous attack and then a further 3 Isotopes from SWISS MERCENARY. ZWILLINGE also were hit with an anonymous attack and lost all their Isotopes. ISNOT-ISTOO and TRADEWINDS suffered the same fate. Three attacks on TRANS SOLAR TRADING's Warehouses destroyed little in the way of goods and two of these attacks were traced back to ISKANDER. Finally, ISKANDER suffered two attacks which did little damage. Popular Federation News services are pouring scorn on the methods of the System Police and few people believe that all the implicated Corporations are responsible.

ISNOT-ISTOO loaded its ships with Passengers. TRANS SOLAR TRADING INC. lost out on about half its intended passenger loadings but, nothing daunted, equipped the three new Phoenix Hulls with Augmented Jump, Passenger pods

and C class crews, and the Grimsbrook, a Piccolo Hull with A class crew. Peover received Cargo Pods from some of the fleet.

ISKANDER FIRE & ACCIDENT, with their Reputation damaged, are rumoured to have added a Battle Comm Pod to their ship, Option, last seen heading for Tau Ceti from the Spaceport. They have laid down an unnamed Corco Iota Hull at Tau Ceti. 10 Isotope Factories were bought at Sigma Draconis, taking up the slack in production after TSTI pulled out.

TRADEWINDS delivered the Furs and received the 300 HT fee.

ZWILLINGE has hired Agent Ferret. They then went to the banks to pay off their massive loan, and took out a new 1000 HT loan. Some of this was then spent on 3 Isotope Factories at Sigma Draconis.

SWISS MERCENARY FLEET were not expecting an Enquiry, but their high Political Connections and a sceptical judge got them an Innocent verdict.

TRANSURANIC loaded with what passengers they could find.

VOGON INDUSTRIES sold their 10 units of Weapons on Mu Herculis for top price and they are feeling much chirpier.

SOLAR WINDS collected a couple of Passengers.

CAESAR WHOLESale bought an Augmented Jump Pod for Domitian and Vespasian loaded OP 10 on board.

## GM Notes

If you are on planet, you can't move goods between your ship and Warehouses.

Note the late deadline, as I'm away for a week. Orders not in on the Friday will be too late – you have been warned!

## Press

The cybergram message was, in all probability, sent to the Managing Directors of all of the Galaxy's Stock Exchange's top 20 companies but most of them denied receiving it when questioned by the investigating detectives. The electronic signature matched the previous communications and the techies went through the relevant checks without much hope of

tracing the identify of its sender. The underlying message, although filled with euphemisms about 'business', 'insurance' and 'consultancy to prevent the need for invoking costly disaster recovery plans', was plain and simple and clearly connected to the recent sabotage on Sigma Draconis: 'Pay 10 HTs each quarter for protection through the off-world front for the

banking institution GM Laundry or face the consequences’.

Press Releases for Trans Solar Trading Inc

Drew “The Fisk” Vanderbilt-Scott, the “hands on” Chairman of Trans Solar Trucking Inc. declared today that anyone attempting to intercept and delay TSTI Inc ships has been given a clear warning of the consequences. “I can confirm that Vickers, Stronginlimb & Cruppes have been retained to install the latest anti-terrorist measures on all TSTI ships. No expense will be spared to ensure the safety of our passengers. Our previous

precautionary measures ensured that our ships and passengers were not harmed and we apologise for the delay to their journey and any inconvenience that may have been caused. Compensation has been paid. Clearly stronger counter-measures are now called for and our ships will be equipped with sufficient firepower to ensure safe passage. TSTI Inc welcomes the reward offer posted by Zwillinge for the capture of Poom. TSTI will add a further 500HT and an additional 2000HT to anyone supplying evidence which results in the successful prosecution of any Corporation who has employed him.”

Corporation Table

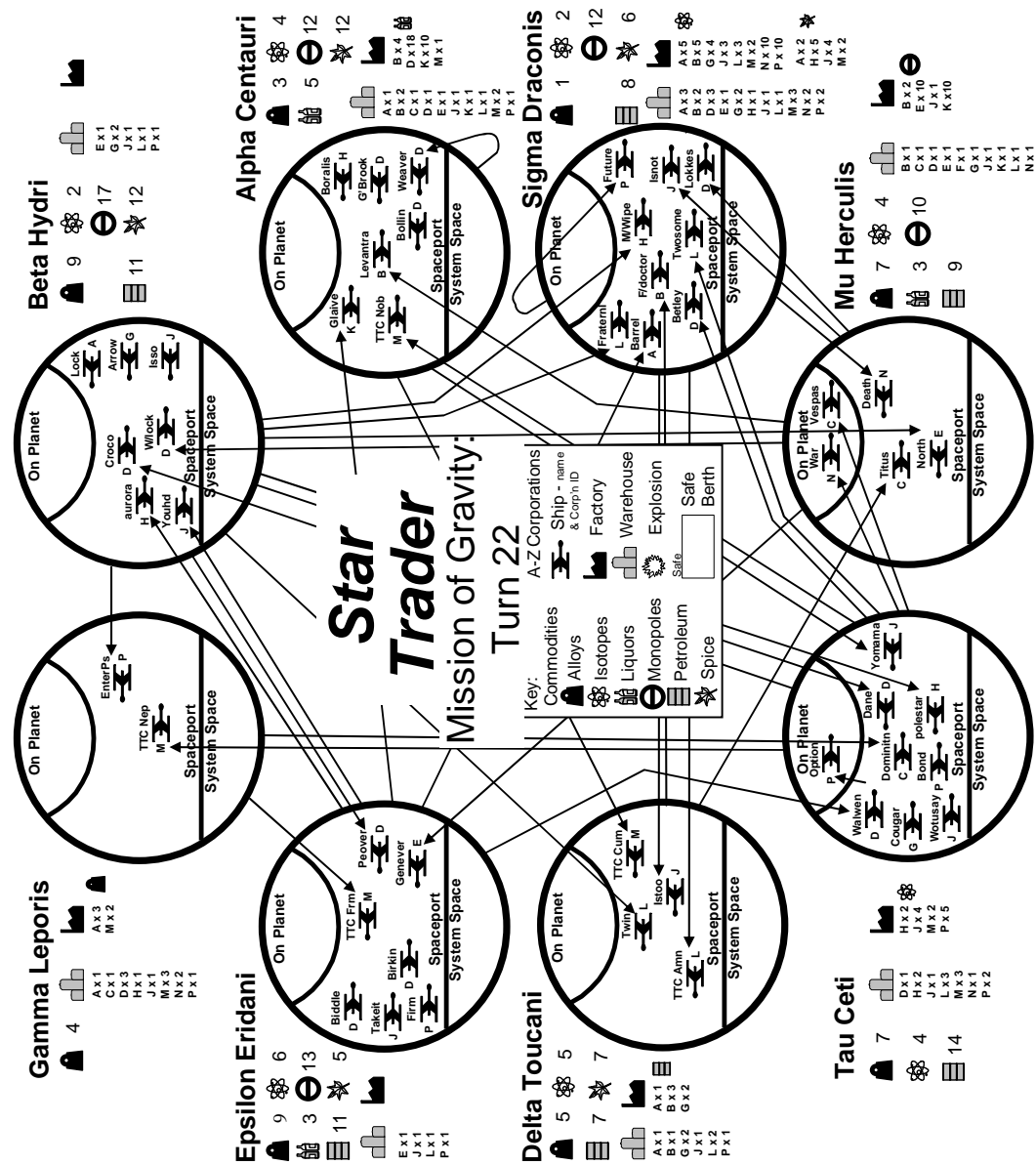
Corporation letter & name	Conn'n Levels		Init Bid	Turn Order	Cash Rep	Player	
	Bus	Crim Pol					
A Alsafi-Toliman Acquisitions	10	4	4	0	12th	466 40	Rob Fuller
B Solar Winds Trading Co	10	0	8	0	10th	397 40	Steve Bunce
C Caesar Wholesale	10	9	2	0	11th	81 37	Simon Burling
D Trans Solar Trading, Inc	10	0	8	21	2nd	453 40	Jerry Elsmore
E SSL&M	10	3	5	0+1	6th	498 40	Paul Evans
G Omicron-Mira Funding	10	2	3	N	13th	860 26	Alan Frost
H Trade Wind	10	0	8	0+9	4th	1049 40	Colin Parfitt
J ISNOTISTOO	10	0	3	25	1st	404 40	William Hay
K Swiss Mercenary Fleet	10	0	10	0	7th	557 8	Martin Jennings
L Zwillinge	10	2	4	0	5th	1470 20	Michael Martinkat
M Transuranic Trade Corp	10	0	3	2	8th	722 40	Bob Parkins
N Vogon Industries	10	7	0	0	9th	114 32	Nathan Richards
P Iskander Fire and Accident	10	8	5	20	3rd	365 24	Przemyslaw Orwat

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

News

CAESAR WHOLESALe Took OP 10, Turn 23 B6  
 and ISKANDER took OP 49. Turn 24 P3, B6, C5, P8  
 Turn 25 P6, C4  
 There were five new News Chits this Turn 26 C8, B7

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike\_dommett@yahoo.co.uk by Wednesday, 26th October 2007.



# Great White Hunter

## Turn 12

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

Some good shooting this turn. Pete Holland continues his winning ways by potting a monkey. Mike Dommatt and Barry Townsend also bag one apiece – though they're still not in the same league as Pete.

Charles Burrows and Matthew Wale find an Antelope. Neil Packer and Paul Wilson find one each, so there's a good choice of targets for next turn.

Player	Shots this turn	Points this turn	Total Score
Guy Arnold			4.89
Ben Brown	P17, E4	0	6.68
Charles Burrows	Q10	1	10.66
Rob Carter			3.00
Mike Dommatt	C19	2	5.96
Jerry Elmore	B12, E17	0	9.58
Bill Hay			4.00
Pete Holland	R14	2	11.01
Francesca Huskinson	J3, J17	0	3.00
Andrew Kendall	F4, A3	0	8.00
Nik Luker	R10, Q11	0	7.89
Tim Macaire	A1, A3	0	4.43
Michael Martinkat			1.00
Bill Michell			1.00
David Olliver	A12, I10	0	9.34
Neil Packer	I20	1	10.43
Colin Parfitt			3.60
Mark Stretch	S9, Q11	0	1.47
Al Tabor	A12, B3	0	10.03
Barry Townsend	E4, B10	2	5.00
Gerald Udowiczenko	Q11, E5	0	3.00
Pam Udowiczenko	R10, E3	0	1.33
Matthew Wale	Q10	1	7.87
Graeme Wilson	J3, S10	0	2.50
Paul Wilson	Q11, D3	1	4.33

### 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, 26th October 2007.



## Les Petites Bêtes Soyeuses 205

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 January 1661 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday, 26th October 2007**



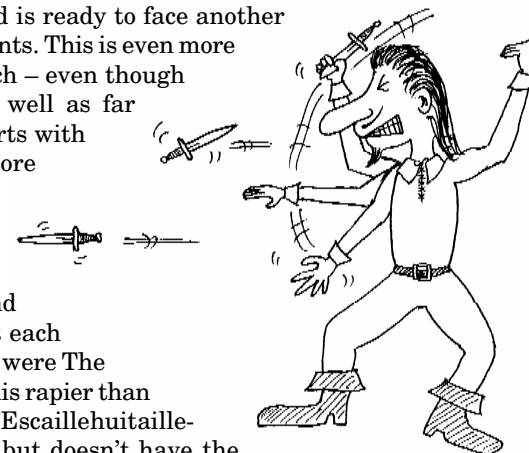
## December 1660

The season of goodwill starts just the same as any other in Paris – with lots of men trying to hack lumps out of each other with swords. Horatio d'Escargot tries a shortcut: he throws his two-hander at Bud d'Wiser. D'Wiser is on the defensive, blocking and dodging, and the big sword flies over his head. D'Escargot doesn't seem to know what to do now he doesn't have a weapon. He appeals to his second, Lun a'Tic, who shrugs his shoulders and mouths something. Meanwhile, d'Wiser continues to block and dodge. Then he realises that he's missing an opportunity and swings his sabre in a slash. Finally hit by an attack, d'Escargot offers his surrender and d'Wiser accepts.

Next up we have a series of duels between those perennial enemies, the Cardinal's Guard and the King's Musketeers. First up are CG Colonel Jean Laissez Faire and KM Lieutenant-Colonel Walter Butts. Both men have rapiers and Butts is backed by his commander, Zachary The Money Goes, and Field Marshal Sean Sondamour. The two duellists are evenly matched, but Butts strikes first by starting with a furious lunge. Laissez Faire comes back at him with a slash before he's hit by the cut that follows up the lunge. Laissez Faire slashes again as Butts recovers his guard and then hits him with a lunge. Butts has taken enough damage and he concedes the fight.

Sondamour assists Butts with some bandages and The Money Goes takes his place as Laissez Faire's adversary. This is far from a fair fight: the solidly built The Money Goes is much the bigger man and Laissez Faire is already injured. A jump from Laissez Faire proves a canny move as he dodges The Money Goes' lunge. Regaining his footing, Laissez Faire attacks with a lunge of his own, only to run on to a cut as The Money Goes completes his furious lunge. Laissez Faire surrenders.

Walter Butts has been patched up and is ready to face another opponent: Lucien d'Escaillehuitaillements. This is even more of a mis-match, but Butts doesn't flinch – even though he is less skilled with his rapier as well as far slighter than his adversary. Butts starts with the first part of a furious lunge to score first blood. D'Escaillehuitaillements replies with a lunge of his own and Butts surrenders.



This leaves d'Escaillehuitaillements and The Money Goes to square off against each other. The men would be well matched were The Money Goes not far more skilled with his rapier than d'Escaillehuitaillements is with his. D'Escaillehuitaillements tries to be clever by parrying, but doesn't have the expertise to maintain this and The Money Goes slips a lunge and a slash past his guard. Then d'Escaillehuitaillements gets his timing right, parries another lunge and ripostes to injure The Money Goes for the first time. Another slash from The Money Goes gets past d'Escaillehuitaillements' guard, but then a sequence of three lunges is stopped by matching parries. After each one, d'Escaillehuitaillements retaliates with a riposte. Three of these wears down The Money Goes and he capitulates. That makes it 3:1 to the Cardinal's Guard this month.

Egon Mad II doesn't show up to fight Gar de Lieu, but Beppe de Marko does. Seconded by a bloody Zachary The Money Goes. De Marko uses a sabre against the rapier of de Lieu, whose second is Stan Dandy Liver. A lunge from de Lieu is partly deflected by a slash from de Marko. Neither blow does much damage, but de Marko surrenders.

### KMs: can't live with them

Having fought (and lost) for the honour of the King's Musketeers, Walter Butts surprises everyone by resigning his commission and applying to join the 13th Fusiliers. He tries to buy his way to command of the regiment, but is, of course, limited to the rank of Major. To progress further, he'll have to get the Lt-Colonel out of the way. New boy Zeus Aspillais is signed up for the Crown Prince Cuirassiers by Stewart Senquiry and buys a Captaincy. Antoine Valois admits Swender de Jewel to the Dragoon Guards. He can't get as far as Major and has to settle for the rank of Captain. Egon Mad II joins the Royal Foot Guards, courtesy of Averell d'Alton, and buys his way to Major.

Field Marshal Sean Sondamour offers venerable General Co W Ard Extrême command of First Army. The General doesn't bother to reply, which saves some embarrassment as the post is still held by General Revaulvin d'Or. Roget de Saurus calls in a favour to make sure that he gets the job of Brigade Major of the Fourth Foot. In Government, Minister of State Gaston de St Marque fills the vacancy at Minister of Justice by appointing Gustav Ind. After accepting the post, Ind receives a Knighthood in recognition of his public service.

This may be the start of a new season, but quite a few people are keen to spend it in action on the frontiers. Antoine Valois volunteers the Dragoon Guards and Thomas Tudo gives the Archduke Leopold Cuirassiers their marching orders. New DG Major Swender de Jewel doesn't get long in Paris to have his uniform fitted. Lt-Colonel Indie Soupe takes his Squadron of the Princess Louisa Light Dragoons into action. That's a lot of cavalry and Major Leffe Bier's Battalion of the Cardinal's Guard doesn't do much to redress the balance.

## Dancing Queens



The big event this month is Devlin Carnate's Christmas horse race. But before then Pierre de Mont-Réal holds "Saturday Night Fever" at Bothwell's for two weeks. Pierre's dancing partner is Polly Hydronne and several other couples join them on the dance floor. But not Pierre de Vin Rouge or Roget de Saurus. They are not prepared to pay Pierre de MR's perfectly reasonable entrance price and have to kick their heels outside Bothwell's. Roget has had enough after one week, but Pierre de VR comes back for more.

The only non-dancing guest is Roland Pollee d'Eaulee, who brings no partner with

him, but is there for two weeks (before continuing to fail in his courting efforts). Zachary The Money Goes brings Anna Rexique with him for the first week. The other couples return for a second week. They are Aloysius Gnomeclencher and Deb Estaround, Benedict d'Over and Ophelia Derriere, Egon Mad II and Katy Did, Stewart Senquiry and Leia Orgasma. The first 20-crown prize goes to Benedict and Ophelia, with Egon and Katy getting the second.

Pierre and Polly return to Bothwell's for the rest of the month, but without the razzamatazz. Averell d'Alton and Lun a'Tic are to be found in the club in the last week with their respective companions, Guinevere d'Arthur and Bess Ottede. In fact, all four were there in the first two weeks as well, steering well clear of Pierre's party.

## Racing queens

Then it's time to go racing. Devlin Carnate takes Angelina di Griz to cheer him on as he enters his own race. Roget de Saurus comes along to spectate, as do Averell d'Alton and Guinevere d'Arthur and Lun a'Tic and Bess Ottede. Lining up alongside Devlin are Benedict d'Over, Euria Humble, Gaston de St Marque, Gustav Ind, Jean Laissez Faire and Stewart Senquiry. Edna Bucquette is there to cheer on Euria, Bette Noire is backing Gaston, Jacky Tinne cheers for her new lover, Gustav, Ophelia Derriere supports Benedict and Leia Orgasma is Stewart's partisan. The race is expected to be between Devlin, Gaston and Stewart, with Gustav and Jean vying for last place.

The expected threesome makes the early running. Then Stewart applies the spurs to lead the race into the first bend. Devlin maintains station half a length behind him, but Gaston is already a length down on Devlin as they exit the corner. Gustav is just behind Gaston with Benedict and Euria jostling in his wake. Jean has made a poor start and is a length and a half behind everybody else when he finally clears the bend.

The horses thunder down the back straight, but it looks like Stewart has shot his bolt as his mount is fading fast. Devlin maintains a smooth, fast pace, exits the final corner in the lead and reaches the line first. Stewart hangs on, applies the whip and takes second place just half a length down. Gaston maintains a steady pace to the finish. Gustav's initial burst of speed doesn't last and he slows round the final bend. Benedict surges past him on the outside and gallops hard down the final straight. He catches Gaston on the line to share third place. Gustav is behind him, well clear of Euria. Jean canters in some time later.

## Queen of clubs

There are no parties in the Fleur de Lys this month, but the club still has quite a few visitors. Bud d'Wiser is there all month with Maggie Nifisent. Beau Romir brings Frances Forrin for all four weeks. And Ella Fant accompanies Sean Sondamour for the duration. When not racing, Devlin Carnate and Angelina di Griz are also in the Fleur. Beppe de Marko turns up in week 3 with Kathy Pacific on his arm. It's taken two weeks' courting to win her affections from Jean Laissez Faire, so he's very pleased to show her off. Twice. Other visitors are Charlemagne le Gosse and Lois de Low and Stan Dandy Liver and Lotte Bottle for one week. Plus Gaston de St Marque and Bette Noire for two. Horatio d'Escargot turns up for two weeks, looking for Orson de Combat, but there's no sign of his putative host.

Hunter's remains empty until the very end of December when Benedict d'Over arrives for a quiet drink with Ophelia Derriere. The Blue Gables is much busier. Marie Antoinette is there with Renaul Baptiste Grenoble for the first week. The following week Sue Briquet attends on the arm of Roget de Saurus and Pet Ulante turns up with her new beau, Jacques de la Boite. Pierre de Vin Rouge arrives at the Blue Gables in week 3 and is joined by two guests: Jacques de la Boite and Michel Entire. At the same time Gregory Lessore de Saviour rolls up. Armand dan Gerous arrives to Toady to him. These two are back the following week. Also returning to the club are Pierre de Vin Rouge and Mary and Renaul and Marie.

At the Frog & Peach, it is Singes d'Ecureuil who is first through the door. He is there for the middle two weeks and is the audience for Zeus Aspillais showing off his new conquest, Sheila Kiwi. Zeus and Sheila return for the last week of the month. Beau de Cire is there as well and the three witness the arrival of Ava Crisp on the arm of Alain Hermès. This rather makes up for Alain's blunder at the beginning of December when he tries to court Di Lemmere. He is ushered in to the presence of her current beau, Ferdinand Franz. At least he appreciates the flowers. Finally, Red Phillips is home to Armand dan Gerous for the first half of the month.

## Queen of tarts

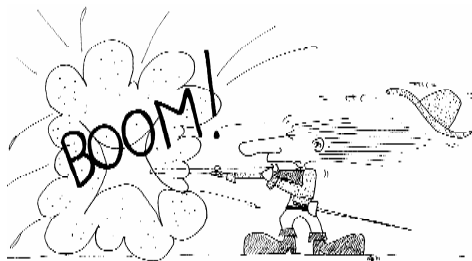
December is a classic month for Jacques Shitacks. He passes three weeks practising his cutlass moves and then repairs to the Bawdyhouses for some festive cheer. Lucien d'Escaillhuitaillements' month is almost as good. He visits the Bawdyhouses first, spends his cash indulging his baser lusts, is tapped by the footpads and passes the rest of the month with his rapier, working out just what his moves should have been. Jean Laissez Faire puts in three weeks' practice with his rapier, breaking off only to go racing. Walter Butts is in the gym for three weeks with his rapier after an abortive visit to his club. Unfortunately, he hasn't been able to re-join Hunter's so he has nowhere to go. Neither has Egon Mad II as he didn't have the cash to pay his membership dues for Hunter's. After their week in the Fleur, Charlemagne le Gosse and Stan Dandy Liver pass the rest of the month practising with rapier and cutlass, respectively.

The whereabouts of Gaston de St Marque at the start of December is explained when he serves a warrant on the stay-at-home Co W Ard Extrême, who spends the next week in the Bastille and will be on trial at the start of January. Zachary The Money Goes disappears after week 1. Yet again, he is busy in the bowels of his bureau, digging the dirt on the denizens of Paris. Michel Entire provides the footpads with some income as he is mugged on the way back from Bawdyhouses and relieved of his loose change. They have a go at Euria Humble, too, but he's spent all his money on loose women. It's not clear why, as he was clearly at home with Edna in week 2 – as Gar de Lieu found out when he came courting. Singes d'Ecureuil gets home safely after his visit to the red light district. So does Ferdinand Franz a week earlier, but he lost the 50 crowns he put on the tables in one wager.

## Kings and Knaves

It may be winter, but the French forces have decided to attack into Alsace. However, the mud means it's heavy going for the cavalry and a dreary slog for the infantry. The Dragoon Guards and the Archduke Leopold Cuirassiers come under sustained long-range artillery fire that takes it toll without giving them any chance to counter-attack. DG Colonel Antoine Valois is Mentioned in Despatches for leading his men in song in order to keep up morale. New Captain Swender de Jewel earns quick promotion to Major, though it's only a brevet rank for the time being. The ALC commander, Lt-Colonel Thomas Tудо, is also Mentioned as he maintains morale by flogging any man who sings.

69A Captain Alan à Ganatcher Alie is assigned to Frontier regiment 2 and hitches a comfortable ride on a supply wagon rather than trudge through the mud. A promotion makes his brevet rank permanent. Major Leffe Bier's Cardinal's Guard Battalion is also with this regiment. There's a Mention in Despatches for him as he keeps his men in order when the Frontier troops run for it.



Lt-Colonel Indie Soupe's PLLD Squadron joins Frontier regiment 3. Soupe shows the folly of trying to charge through the mud: his Dragoons are just too slow and are forced to retire under heavy fire. Lt-Colonel Soupe doesn't make it. RIP. Neither does 13F Captain Thierry la Belle when Frontier regiment 4 is routed by some well-directed cannonballs. RIP. General Revaulvin d'Or chooses to serve with the Royal North Highland Border regiment, where he is able to command a Battalion. The Highlanders show their mettle by outflanking the enemy position and capturing several cannon. There's a lengthy Mention in Despatches for General d'Or, who also picks up 1500 crowns worth of booty. That's a good first month for the General. ❖

## Press

### Announcements

The Royal Foot Guards – the premier regiment of France, despite what some others might think – is on the lookout for a few good men. Duties include: Looking down on the King's Musketeers and Cardinal's Guard.

Laughing at the QOC as they try to find the front end of their horses.

Waving goodbye to those going to the front while we stay nice and warm in Paris with their women and lots of wine. Ridiculing the Gascons because of their silly accent.

Some military duties which are to be defined at a future point.

Do not hesitate, join the best, make fun of the rest, the Royal Foot Guards is for you. All applicants are to contact Colonel Averell d'Alton RFG.

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.

I call on the Horse Guards Brigade to volunteer for winter exercises. † AV

*Call away.* † *Le Roi*

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

### Matters of Honour

Mutual seconds arrangement sought by Honourable Officer of the RFG.

† RdS

Gentleman of position seeking reliable second.

Address reply letter to the Cardinal Guard barracks.

† Colonel Jean Laissez Faire

Hang on, didn't duelling used to be illegal? Shouldn't the Minister of Justice be collecting the fines for the crime or the Cardinal for the sin?

† Anonymous

Does this mean we can have a duel after all?

† RdS

## Social

To all Gentlemen of Paris of SL7 or less I invite you all to join me in Blue Gables in Weeks 2 and 3 January 1661 to discuss the outrageous behaviour of footpads and vagabonds upon the streets of Paris in assaulting gentlemen in weakened states after bouts of vigorous action in the Bawdyhouses. I, myself, was subject to being waylaid by a gang of these ruffians, but managed to fend them off. I wish us to vote on two options: 1) we travel en-masse to the bawdyhouse with a gentleman per night taking the role of the 'designated driver' – he would not drink or partake in other pleasures and would be fighting fit to fend off these sewer-rats or 2) we hire a suitable carriage and travel by this 'Bawdybus' for a small fee. All drinks are on me but, due to the possible ribald and graphic nature of the conversation, Mistresses are not allowed. As this invitation is for Gentleman only, members of the Cardinal's Guard are obviously ineligible to attend and will be turned away by the Doormen. They would serve us all better if they took to the streets to spread the 'Thou shalt not Steal' message that Mother Church teaches us all.

† Gregory Lessore de Saviour

Once again it is time for the annual New Year's Ball, a fundraising event to support the Paris Orphanage. All Gentlemen of honour and their ladies are free to attend at their own cost. All attending are expected to donate to the orphanage's funds, but should only give what they can afford. Please come and give generously!

Week1 – The Fleur de Lys.

Yours Most Affectionately,

† Euriah (Ever so) Humble

Field Marshal Sean Sondamour invites all gentlemen SL15+ who are so inclined to join him at the Fleur for drinks to welcome in the New Year. All month. Female company welcome.

To celebrate my arrival in Paris and my new commission in the Dragoon Guards, I invite members of Parisian society above Social Level one to join me for a drink at Horse Guards next month in weeks one and two.

Please do remember to message me at my personal address if you would like to attend.

† Swender de Jewel

*Let me give you that address again: c/o the Dragoon Guards, somewhere in Alsace. † Le Roi*

To the members of the Royal Marines and anyone else (except the 69th) SL 5 or above:

I will be in my club week 4 next month please join me for a few drinks.

Yours in honour,

† Brevet Brigadier Gustav Ind,  
Royal Marines

## Personal

To those brave gentlemen who testified on my behalf at my show-trial, honour and greetings.

To those who turned up at my proposed celebration of Egon Madd's life, apologies and thank you, you now understand how the malice of little men can thwart and hinder even the most innocent and loyal. To both, should I survive my enforced sojourn at the front, I will invite you to dine with me at my expense, your mistresses too. Rest assured, your service and kind remembrance was noted and will not be forgotten.

† GENERAL REVAULVIN D'OR. NOT DEAD, JUST FIGHTING

TO Roget de Saurus and all those mumbling about the duelling tax.

READ MY LIPS ... NO TAXATION WITHOUT CONSULTATION .... NO CLICHÉ LEFT UNTURNED (...er is this all right, scribe...?). As new Chancellor I invited everyone from ALL social levels to drinks at my own household expense to discuss this tax which was introduced by my most noble predecessor. I heard NOTHING from most and my invitations were flung aside as you might a sour bottle of wine.

NOW you insist on complaining, but you only have yourselves to blame. As I did not get a strong reaction against it in the consultation period, I felt it was not in my gift to abolish such a newly-introduced tax. I did however greatly reduce its impact to cover only KILLING a fellow Son of France or multiple regimental GANGING UP on an individual – and made the payment system fairer.

Of course, if you like to Duel to Kill and Bully, be my guest – but pay the Tax. If you fight to only wound or on an individual basis, you do not have to pay Tax. Don't you think that's fair?

† Chancellor Orson de Combat

To Chancellor Orson de Combat

You assume that I have an income, but you assume wrong. I paid extra money up front because I knew the other duellist would die – after all, I am Armand dan Gerous – and I gave him fair warning. The money I used to pay the duelling tax was money that my father gave to me to support myself in Paris until I found a job. Now that I have had to pay the duelling tax what am I supposed to use to support myself?

† Armand dan Gerous

*How about a career in the military, my boy? That will toughen you up. † Le Roi*

Duelling taxes: There's never enough money coming in so the Chancellor imposes more stealth taxes rather than an impost on the peasants, where the money should be coming from.

General d'Or

You have proved beyond all doubt now that you are a complete fantasist. Your defence to the charge of tax evasion was based largely on a whingeing complaint that I had not turned up to our duel. In response, let me refer you to the Parisian Gazette for June 1660, which shows that I did indeed turn up to our duel and that I paid the duelling tax whilst you did not. Now accept your punishment like a gentleman and redeem yourself at the Front. I would hate to see you come before the Court a third time as the quality of mercy in your case is fast running out.

† Count Gaston de St Marque

Minister of State

Lord Percy Percy says, as fashion is tending towards the long sleeves, Jean Laissez Faire is getting pretty fashionable.

To: Gregory Lessore de Saviour

Thank you for your inquiry. Unfortunately you have been unsuccessful on this occasion, but I will keep your letter on file against future need.

Yours in honour,

B. Brigadier-General Ind

Beau de Cire doesn't know how to use a Cutlass? That puts him in with 48% of his Regiment, who despite more and better training are turning out to require on the job basic lessons in carving enemies up. Why oh why do we put up with this?

It seems my secretary had difficulty in understanding my dictation and caused some confusion with some of my correspondence last month. My letter to Jacques, about leaving the King's Musketeers, was meant to have been addressed to my Lt. Col, Walter Butts, and not Benedict d'Over, our regimental adjutant. Apologies for any confusion. I have sacked the fool and will have a more rigorous interview for the position next time.

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

Dear The Money Goes,  
I intend to remain within the King's Musketeers for as long as the regiment will have me. I am seeking an appointment as Brigade Major to increase my knowledge of military tactics and thereby increase my worth to the regiment.

Yours, † Major d'Over

Picardy Musketeers

Average IQ: 78

Lucky Colour: Scarlet

Lucky Stone: One with a hole

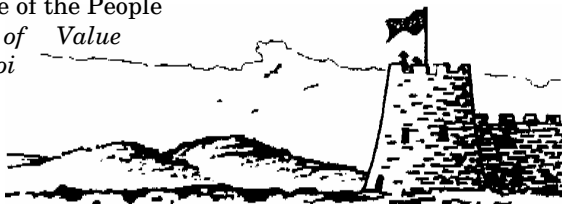
Quip: You're never alone with your horse.

From the Diary of Egon Mad  
They expect me to fight a Duel! This body isn't even run-in yet and I'm not getting it damaged. I dread to think what my insurance premium would be like if I did.

Dear Chancellor did everyone pay their tax in last month's auction?

† Voice of the People

*What, some sort of Value  
Auctioned Tax? † Le Roi*



To Parisian Headhunters Inc  
I wish for you to pass my details onto Sir Pierre de Mont Rail in consideration of the vacancy to be his Aide. I am a gentleman of good social standing, new to Paris and with very limited military experience, but plenty of style, eagerness, good handwriting, good at sums and a 'hard-work' ethic. I have just started my career in the King's Musketeers under the command of Count The Money Goes and am looking to improve myself.

Your client is obviously of high social standing and shows himself to be a character of great humility and charity as was so obvious in his recent thrilling duel, where the word in the barracks is that he would rather surrender a match he would surely have won in order to allow his opponent to save face.

I look forward to your reply.

Regards,

† Subaltern Gregory Lessore-de-Saviour, King's Musketeers

Cher Orson de Combat,  
Can you clarify the new rules on duelling, with particular attention to the bit "weakening a defender of la France"? I upheld my honour against a lout who has several times the Endurance of my somewhat frail frame and who bullied me to within 10% of my life. The only one "weakened" was myself! While I am a loyal subject and seek to serve his majesty, I cannot cope with too much of this bullying, and then being asked to pay for the privilege is a bit much.

† Aloysius Gnomeclencher

To de Marque and de Cart:

Your sudden easing of the Duelling Tax's provisions now that your aim of judicial murder has been put in motion shows it for what it is: a device to punish and rid yourselves of those you consider your rivals. I have accused you of malice. Now I know it was not malice but fear of one you think dead. Wrong about the death, right about the fear.

† GENERAL REVAULVIN D'OR. NOT  
DEAD, JUST FIGHTING

## Points Arising

First off, my apologies to Jerry Spencer for stripping RdO of his appointment as First Army commander last turn. As Jerry pointed out, there's nothing in the rules or my house rules that says this. So, RdO retains his command. He's still at the front for a year, though. Jerry will be playing a second character for the duration, to give him something to do while RdO serves his time.

Note that the rules allow NPC commanders of Regiments and Battalions/Squadrons to be influenced to voklunteer their commands, but not Brigadiers (or, indeed, any senior commander).

If you wish to pay a 'duelling tax', please specify in your orders how much you are paying and to whom.

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

CWAE Co W. Ard Extrême (Benedikt Löwe) has NMR'd. Total now 1  
OdC Orson de Combat (Francesca Weal) has NMR'd. Total now 1

## Poetry Corner

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

It must be hard to be Humble, when you're perfect in every way,  
He even looks good in plus-fours: his SL gets higher each day,  
Gentleman, General and generous, he sure is one heck of a man,  
It must be hard to be Humble, but he's doing the best that he can.

† ME

TIB Thierry la Belle (Timothy Hunt) has NMR'd. Total now 2 and is sent to a Frontier regiment

X3 The Man with no Name (Andrew Kendall) has NMR'd. Total now 1

X1 (Chris Martin) was floated at his own request.

X2 (Mark Booth) got the benefit of the doubt and was floated.

Ray Vahey has returned to the game after a few years' gap and his new character started this turn.

We have two new players this time: Aaron Sibley from Australia and Gina Teh from Singapore. A warm welcome to both: enjoy the game.

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 £7 (inc postage to 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 Brigadier of 3rd Foot Brigade to resign  
 Alain Hermès applies for Brigadier of 3rd Foot Brigade  
 Ferdinand Franz applies for Aide to Brigadier  
 Gustav Ind applies for Minister without Portfolio  
 Gustav Ind applies for Minister of Justice

Gregory Lessore de Saviour applies for Aide to Brigadier  
 Swender de Jewel asks NPC Major 1 of Dragoon Guards to resign  
 Swender de Jewel asks NPC Captain 2 of Dragoon Guards to resign  
 Swender de Jewel asks NPC Captain 3 of Dragoon Guards to resign  
 Zeus Aspillais applies for Regiment Adjutant of CPC

## Trials

General Count Co W Ard Extrême will be on trial at the beginning of next month (after duels have been fought, but before anything else happens). 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:

Bud d'Wiser (gains 1 Exp) beat his enemy Horatio d'Escargot (with LaT).  
 Jean Laissez Faire (gains 1 Exp) beat his enemy Walter Butts (ith ZTMG & SS).  
 Zachary The Money Goes (gains 1 Exp) beat his enemy Jean Laissez Faire.  
 Lucien d'Escaillehuitaillement (gains 1 Exp) beat his enemy Walter Butts (with ZTMG & SS).

Lucien d'Escaillehuitaillement (gains 1 Exp) beat his enemy Zachary The Money Goes.  
 Gar de Lieu (with SDL, gains 1 Exp) beat Beppe de Marko (with ZTMG).  
 Egon Mad 2 didn't turn up to fight Gar de Lieu and lost SPs.  
 Thierry la Belle didn't turn up to fight Ferdinand Franz and lost SPs.  
 Stewart Senquiry didn't fight Gregory Lessore de Saviour and lost SPs.

## Grudges to be settled next month:

Ferdinand Franz (Rapier, Seconds SDL, 1 rests) has cause with Alain Hermès (Rapier, adv.) as he tried to court Di.  
 Jean Laissez Faire (Rapier, 1 rests) has cause with Beppe de Marko (Sabre, Seconds ZTMG, adv.) for pinching Kathy.  
 Euria Humble (Cutlass, Seconds SDL, adv.) has cause with Gar de Lieu (Rapier, Seconds SDL, 2 rests) as he tried to court Edna.  
 Benedict d'Over (Rapier, Seconds WB & ZTMG, 1 rests) and Jean Laissez

Faire (Rapier, adv.) have mutual cause for being in enemy regiments.  
 Egon Mad 2 (Rapier, Seconds GLdS, 4 rests) 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

Ray Vahey gets the Second son of a well-to-do Baron: Init SL 7; Cash 250; MA 2; EC 1 (SdJ).  
 Jerry Spencer gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 4; EC 3 (ZA).  
 Charles Burrows gets the Second son of a very wealthy Earl: Init SL 9; Cash 750; MA 4; EC 1 (X3).  
 Timothy Hunt gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 1; EC 3 (X4).  
 Aaron Sibley gets the Second son of an Impoverished Baron: Init SL 7; Cash 40; MA 1; EC 6 (X5).  
 Gina Teh gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 2; EC 2 (X6).

## 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 EH	
Inspectors-General: of Cavalry N	of Infantry N	
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer OdC	Minister of Justice GI	
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	65	Comfy	General/State Min.	9 Bette	Flr	3	Nathan Richards
CIG	Earl Charlemagne le Gosse	26	60	Comfy	B.General/2nd Army Commdr	14 Lois	Flr	2	Neil Packer
ZTMG	Count Zachary The Money Goes	24	59	Rich	B.Bdr-General KM/CPS	11 Anna	Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	49	Rich	Lt-General/War Minister	11 Lotte	Flr	4	Guy Arnold
CVAE	Count Co W. Ard Extrême	24	33	Comfy	General	5 Ella	Flr	3	Benedikt Löwe
SS	Baron Sean Sondamour	21	56	Withy	Fld Marshal	6	Flr	2	Pete Holland
OdC	Marquis Orson de Combat	20	52	Withy	Bdr-General/Chancellor	3	Flr	5	Francesca Weal
JS	Baron Jacques Shitacks	20	46	Poor	B.General/3rd Army Commdr	4 Angelina	Flr	4	David Olliver
DC	Sir Devlin Carnate	19	55	Comfy	B.Bdr-General PLLD/1st Army QMG	8 Frances	Flr	2	Bruno Giordan
BR	Baron Beau Romir	19	47	Comfy	Captain RFG/C.Prince Aide	17 Kathy	Flr	3	Graeme Morris
BdM	Viscount Beppe de Marko	19	46	Fthy	Bdr-General	11 Maggie	Flr	2	Mark Moores
BdW	Baron Bud d'Wiser	19	36	Comfy	B.Bdr-General GDM	3	Flr	2	Francesca Huskinson
GdLi	Baron Gar de Lieu	19	31	Poor	Lt-General	10	Flr	4	Bill Hay
RdO	Marquis Revalvin d'Or	19	F	Withy	B.General/1st Army Commdr	15 Edna	Flr	4	Jerry Spencer
EH	Earl Euria Humble	18	52	OK	B.Lt-General/Adjutant Gen	1	Flr	5	Matthew Wale
AV	Sir Antoine Valois	16	F	Comfy	Colonel DG/1st Army Adjutant	6	Both	4	Simon Burling
TT	Sir Thomas Tudo	16	F	Comfy	Lt.Colonel ALC/FMshl's Aide	4	Both	5	Ben Brown
AdA	Averell d'Alton	15	35	Poor	Colonel RFG	1 Bess	Both	4	Martin Jennings
LaT	Lun a'Tic	15	32	Comfy	Lt.Colonel RFG/1st Div Adjutant	4	Both	2	Paul Wilson
HdE	Sir Horatio d'Escargot	15	26	Comfy	B.Bdr-General ALC/Hvy Brigadier	8 Polly	Both	3	Graeme Wilson
PdMR	Sir Pierre de Mont Réal	14	30	Comfy	Bdr-General	3	Both	5	Pam Udowiczenko
LdE	Lucien d'Escaillehuitaillement	14	28	Comfy	Major CG	7 Sue	Both	4	Nik Luker
RdS	Roget de Saurus	13	37	OK	Major RFG/Gds Brigade Maj.	2 Leia	BG	2	Gerry Sutcliff
JfS	Jean Laissez Faire	13	30	Poor	Colonel CG	5	Both	3	Filipe Silva
StSy	Stewart Senquiry	12	28	Comfy	Colonel CPC/3rd Army Adjutant	2 Katy	BG	2	Colin Parfitt
VWB	Sir Walter Butts	11-	9	Withy	Major 13F	2	BG	3	Richard Newby
EM2	Egon Mad 2	11	11	Poor	Major RFG	2	BG	2	Tym Norris

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
GI	Sir Gustav Ind	11+	49	OK	B.Bdr-General RM/Justice Min.	2 Jacky	Flr	5	Ashley Casey
BdO	Benedict d'Over	11+	40	Comfy	Major KM/KM Regt. Adj.	6 Ophelia	Hunt	4	Mark Stretch
RPdE	Roland Pollee d'Eaulee	9	24	OK	Colonel QOC	3	HGds	3	Pete Card
LB	Leffe Bier	9	F	Poor	Major CG	5	Hunt	1	Robert Carter
XI		9	0	OK		2		3	Chris Martin
AG	Aloysius Gnomeclencher	9+	37	Comfy	Major QOC/HGds Brigade Maj.	6 Deb	HGds	2	Mike Dommett
PdVR	Pierre de Vin Rouge	8	16	Poor	Colonel PM	4 Marie	BG	3	Keith Bristow
RBG	Renaul Baptiste Grenoble	7	16	Poor	Major CPC	2 Marie	BG	4	Olaf Schmidt
GLdS	Gregory Lessore de Saviour	7	15	Poor	Subaltern KM	1	BG	4	Mark Cowper
JdIB	Jacques de la Boite	7	15	Poor	Captain PM	1 Pet	BG	5	Justin Key
IS	Indie Soupe	7	RIP			2			Charles Burrows
SdJ	Swender de Jewel	7	F	Poor	B.Major DG	2		1	Ray Vahey
AH	Alain Hermès	6	17	OK	B.Bdr-General 27M	2 Ava	F&P	4	Rob Fuller
ZA	Zeus Aspillais	6+	19	Poor	Captain CPC	4 Sheila	F&P	3	Jerry Spencer
FF	Ferdinand Franz	5	16	Poor	Major GDM	4	RP	3	Mark Barrowcliffe
BdC	Beau de Cire	5	12	Poor	Major RM	6	F&P	5	Andrew Burgess
SdE	Singes d'Ecureuil	5	11	OK	Captain RM	2	F&P	2	Saje Dowling
AdG	Armand dan Gerous	4-	4	Poor		5	RP	3	Barry Townsend
X2		4	0	Poor		6		2	Mark Booth
TIB	Thierry la Belle	4	RIP			6		2	Timothy Hunt
ME	Michel Entère	4+	14	Poor	Subaltern PM/Bdr's Aide (GI)	6	RP	3	Tim Macaire
ILB	Ilk Lamore Bartat	2-	1	OK		6		6	Andrew Kendall
AaGA	Alan à Ganatcher Alie	1	F	Poor	Captain 69A	5		6	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 = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Fthy = 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+