

That would be enough

This has been issue 115 of *To Win Just Once*, published 8th May 2011. It incorporates *Les Petites Bêtes Soyeuses*, a postal/online game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2011

Deadlines

Orders for Cambourne and Icehenge to Mike Dommett by Friday, 20th May.
 Orders for Les Petites Bêtes Soyeuses and Great White Hunter and any other contributions to Pevans by Friday 27th May 2011.

(Remaining deadlines for 2011: 24th June/1st July, 29th July/5th Aug, 2nd/9th Sept, 7th/14th Oct, 11th/18th Nov, 16th/23rd Dec)

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Games only	
Per game turn	£0.65
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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 Gerald Udowiczenko and Jonathan Palfrey are interested in the next game; anyone else?

Star Trader game under way and nobody waiting yet. Rules provided.

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To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)



Pevans compares Key West...



...and Sun, Sea & Sand

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Chatter

This issue is a few days late as Mike and I have both been hampered by real life. As *LPBS* players already know (as it delayed me adjudicating the game), I came back from America with a stinking cold. I thought I'd beaten it with a couple of days in bed, but it keeps coming back and wasn't helped by the jet lag. Thank goodness for these long weekends (though that wedding thing was a bit irritating) as they've given me time to get things done.

My American trip was not without its hiccups either. After waiting a couple of hours in Chicago, my connecting flight was cancelled. Two hours' queuing later, I was re-scheduled for 9:15 the next day. Only when I got the ticket did I discover it was 9:15 **pm**. American Airlines booked me in to a hotel for the night, but without my luggage, which had been re-routed, apparently. The hotel was a good half an hour's drive outside the city, so I didn't even get to do any sightseeing.

Checking the internet showed lots of flights to Buffalo, so I headed back to the airport after breakfast. This time they could get me onto a flight a couple of hours later. However, I was also told that I should have collected my luggage the day before as they couldn't possibly have re-routed it. A trip to the baggage desk revealed that my bag was already at Buffalo airport. This time the flight went smoothly and I arrived only 21 hours after I expected to.

The bright side to all this was that I arrived at Buffalo at the same time as several others and was able to hitch a ride with them. After this I had a good time—meeting friends old and new and playing lots of games. Not to mention the restaurant visits and the beer drinking. It all seemed to go too quickly and then it was the journey home. Without any problems this time, which was quite a relief. Expect my notes on the games I played in next issue.

What I do have this time is my comparative review of *Key West* and *Sun, Sea & Sand*—two games that were being played at the Gathering.

Letters

My mention of Lindsey Davis's "Falco" books last issue prompted several responses, all along similar lines. First off, Mark Cowper.

I am pleased you are enjoying the Falco books. I got into them when they first started and have all 20ish. They count amongst my favourite reads.

Simon Burling adds:

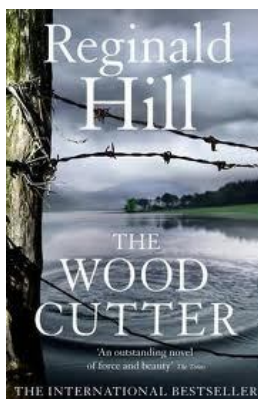
I hope you enjoy the Falco books. All 20 of them.

Mike Dommett has an offer.

Didn't know you hadn't met Falco—I have the books up to Alexandria if you want to borrow?

And that's without mentioning the reviews John Boardman published in his venerable 'zine, *Graustark*. Thanks, all. Clearly the Falco books have a wide appeal—or is it just us?! For the record, I'm up to book 10 (*Two for the Lions*) of the 20 published to date.

Maybe I should write about my other non-SF reading or is that opening a can of worms? Well, let me mention Reginald Hill. The Dalziel and Pascoe books, in particular (but **not** the TV series—Warren Clarke is a fine actor, but he ain't Fat Andy), but the Joe Sixsmith stories and his stand-alone novels as well. I mention this because one of the books I read on my flights to, from and across America was Reginald Hill's latest: *The Wood Cutter*. Brilliant. Despite the unsympathetic, extraordinary 'hero', it is utterly gripping.



A Tale of Two Resorts Comparing Key West and Sun, Sea & Sand

A couple of months ago I realised that I had two games in my bag with a similar theme. Both *Key West* and *Sun, Sea & Sand* were launched at Spiel last year and both are about developing tourist resorts. However, each approaches the subject differently and the result is two markedly different games. I thought I should review them together, allowing me to compare and contrast the two games' approaches and their styles.

Key West comes from designer Martin Schlegel, best known to me as the man behind clever card game *John Silver* and the ingenious *Aqua Romana* amongst many other games. Published by Spiele Idee, the game is about the development of the Florida Keys. *Sun, Sea & Sand* was designed by Corné van Moorsel and published by his imprint, Cwali Games, which has a lengthy pedigree too. The first contrast is that *Sun, Sea & Sand* has players developing their own resort on a single island.

Key West comes in a deep, square box. Its square board shows the chain of islands and the Florida coast. Also on the board are boxes for the actions players can take, a grid of squares for diving trips and a grid for the value of wrecks plus



tracks for victory points and cigar production. By contrast, the smaller, shallow box of *Sun, Sea & Sand* contains plenty of brightly-coloured cardboard pieces, but no board as such. Instead, each player has a board for their resort. There are a couple of small, shared boards, which go round the key element: the boats that bring tourists to the island.

Both games have plenty of other pieces in the box. *Key West* has lots of cardboard tiles. The smaller square ones are diving tiles. Shuffled, they are laid out on the board for players to turn over when they go diving. The larger square tiles, the 'Key West' tiles, show bonuses or actions for players and are the subject of an auction at the beginning of each turn. Round tokens show which crops can be harvested and the rectangular ones are money, in several denominations. Each player gets a set of wooden discs and cubes in their chosen colour to mark their actions and what they own on the board. They also have markers for the victory point and cigar production tracks.

Sun, Sea & Sand has a lot of cardboard tiles, too. Most of these are sets of the attractions that players can buy for their resort—colour-coded (red, blue, green and yellow) for the section of the resort board they go on. There are then the neutral 'chalet' pieces, 'beaches' that go between the players, hotel signs and the

all-important boats, divided into sections that show a number of tourists. The tourists themselves are wooden figures (meeples) in the four colours—each colour is also a different shape.

One of the small central boards is for the attractions, showing the escalating prices as players buy through the set of tiles. The other has a track to show players' money around a central space that is a time track. Players have five wooden markers in their colour for their 'family members' and a cardboard chit to mark their money. And, in a nice touch, the start player marker is a real seashell!

Both games are played over eight turns. At the end of this, players tot up their victory points and the player with the most points wins. In each turn, players carry out actions from those available to them. The actions are, of course, very different in the two games, as are the ways in which players' choices are limited.

In *Key West* there are eight possible actions. Players carry out two in their turn, marking what they choose with one of their cubes. Players have six of these and use them over three turns, unable to re-visit an action they have already taken (though a ninth option allows them to use both cubes in one turn to repeat an



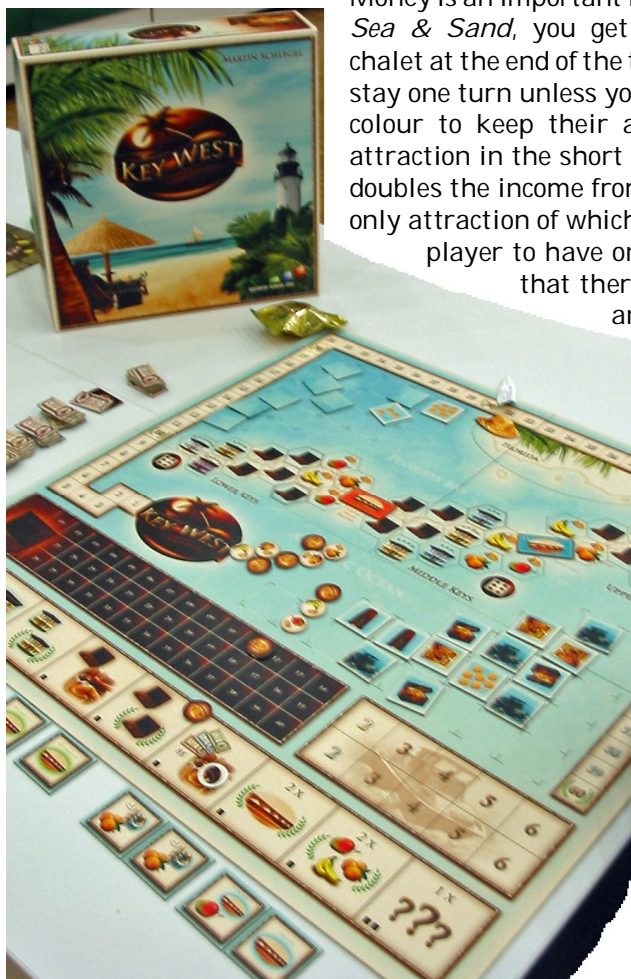
action). This puts a premium on planning. Not just for this turn, but for sets of three: which actions do you want to perform and in which order?

What can change this is the auction at the beginning of the turn. Six 'Key West' tiles are turned face up: these give players bonuses (such as turning over extra tiles when they go diving) or opportunities (buying a plantation, for example). This is a sealed bid auction: players put money in their closed hand, revealing their bid once everybody has bid. The highest bidder takes two of the tiles. Depending on the number of players, other player(s) will take a tile or two as well. The lowest bidder is first player for the rest of the turn.

Players keep the money they bid, except for the high bidder, who must pay the low bidder the value of the low bid. This is a neat mechanism. To get a benefit from being low bidder, you must bid something. However, you then run the risk of not being low bidder after all! Conversely, if you want to win the auction, you can bid all your money, secure in knowing that you will keep some of it. Though possibly not very much if everybody bids high!

In *Sun, Sea & Sand*, you take actions with your 'family member' pieces, buying signs, chalets or attractions for your resort. Depending on the action, you put the piece on the time track one, two or three weeks away. At the end of the turn, you get back the family members on the one-week space and the others move along. Hence, a minor challenge in the game is managing your pieces to make sure you can take the actions you want when you want.

The fourth action is to corral some tourists for your resort by placing a family member on a section of a boat. If you chose this week's boat, you get the tourist pieces immediately—as long as you have chalets for them—and your family member returns at the end of the turn. However, you can also take tourists from a future boat (they've booked in advance). These go on a track on your own board and move up each turn. In this case, you need to have chalets available when they arrive and you don't get your family member back until then. Again, planning is needed and this tends to be done later in the game rather than right at the start.



Money is an important factor in both games. In *Sun, Sea & Sand*, you get income for each occupied chalet at the end of the turn. However, tourists only stay one turn unless you have attraction(s) of their colour to keep their attention. The most useful attraction in the short term is thus the bar, which doubles the income from tourists in it. It's also the only attraction of which there are enough for every player to have one. The key thing to note is that there isn't much money around and you will need to save up to get the more valuable attractions.

There is a bit more money available in *Key West*. For a start, one of the actions simply brings in cash. The 'diving' action can bring players money, too. When diving, players turn over tiles at random and keep some: sponges are worth cash, wrecks score victory points (more points the later in the game the wreck is revealed) and treasures will be worth points at the end of the game. Shares in the bridges that connect the islands with each other



and the mainland bring in a little cash as well. Players take a share in a bridge (and the money) by taking the appropriate 'Key West' tile.

Players also get some change when running hotels, though this is more involved. First, you must use the 'buy hotels' action to buy a hotel. The 'buy and manage hotels' action lets you buy a hotel and produce income. However, only hotels on islands connected to the

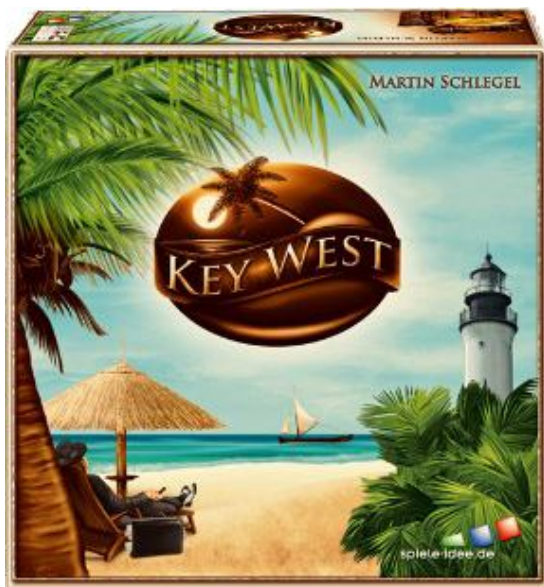
mainland (the bridges are completed when all the shares have been taken) provide an income. You roll one die for each island group in which you have a hotel and the highest die is the income from each of your connected hotels. Every five points of income scores a victory point and any balance is taken as cash.

Since I've mentioned some of the ways to score points in *Key West*, let me go through the others. Cigars bring in victory points: the 'buy factory' action lets you buy a factory, the 'cigar rolling' action produces cigars from factories (rolling dice in the same way as when managing hotels) and then 'cigar marketing' converts cigars to victory points. If you have shares in the bridges, you can take the 'score shares' action to get victory points from them. At the end of each turn, there are a couple of points for the player with the most pieces on each group of islands. This is a very useful bonus, especially if you can score it for several turns.

As well as hotels and factories, players may gain plantations. These come from the Key West tiles, rather than being bought, and other tiles make harvest tokens available. Players can use the 'harvest plantations' action to take tokens that match their types(s) of plantation. At the end of the game, they score victory points for each type of token, according to how many they have. Treasures taken when diving score the same way and each \$5 left is worth a victory point as well. Finally, players are ranked according to for the 'star rating' of their set of hotels and get points for their relative positions.

By contrast, money is worthless at the end of *Sun Sea & Sand*, so it makes sense to spend it all. Players' points come from the tourists, signs and attractions in their resort. There is a little bonus for the discrete empty spaces between attractions, adding a *Tetris* element to placing attractions on your board. However, most of the points scored will come from the attractions.

As it turns out, the themes of the two games are not as close as they appeared. *Key West* is about the development of the islands as a whole, including the tourist trade. *Sun, Sea & Sand* is on a smaller scale, concentrating on one island and the development of rival tourist resorts. Their approaches are different too. *Sun, Sea & Sand* has some randomness (which tourist boats are in the game in what order), but no chance factor in the game play. *Key West* on the other hand has plenty of luck: all those tiles and some die rolling.



Both games provide some interesting tension between specialising and generalising. *Key West* offers advantages for specialising: pick up some diving bonuses and diving will be a big part of your game. At the same time, it's expensive to use the same action twice in three turns (and there are only eight turns, remember), which pushes players towards doing a bit of everything. My experience so far is that some players will go diving, some will make cigars and some will grab plantations. Everybody will buy a few hotels and there is a big battle over these in the last couple of turns as players eye up the final bonuses.

In *Sun, Sea & Sand*, the question is about colours. Once you have an attraction, tourists in this colour become more valuable as they will stay longer in your resort. In turn, this provides an incentive to buy more attractions in the same colour. However, most tourist groups are a mixture of colours, so buying attractions in 2-3 colours will pay off. You also have to take into account that you have limited space for attractions and the number of each attraction is limited.

I have to say that I have enjoyed playing both games, though they 'feel' very different. *Key West* is more about tactics—taking advantage of the tiles that turn up—and luck, especially if you go diving. Planning is still an important part of the game, but so is chance. The auction provides some player interaction and, later in the game, players will take plantations, factories and, especially, hotels from each other (though this is balanced by having to pay for them).

In contrast, *Sun, Sea & Sand* is more strategic, with little left to chance. (I should mention the 'backpackers': one tourist on every boat that wanders round the island until it finds room. This can disrupt your plans, but is only a minor element in the game.) Players compete for tourists, but generally develop their resorts separately.

Putting the two games side by side, *Sun, Sea & Sand* is the more challenging of the two, while I find *Key West* more entertaining. Both get 7/10 on my highly subjective scale.

Key West was designed by Martin Schlegel and published by Spiele-Idee. It is a strategy board game for 3-5 players, aged 12+ and takes about 60 minutes to play.

Sun, Sea & Sand was designed by Corné van Moorsel and published by Cwali. It is a strategy board game for 2-5 players, aged 10+ and takes about 50 minutes to play.

Games Events

Next up is the 22nd Beer & Pretzels games weekend: 14th and 15th May at the Town Hall in Burton-on-Trent. Hosted by the nearby Spirit Games shop, this is two days of all sorts of games. There's a library of board games to borrow plus wargames, role-playing, CCGs and anything else people want to play. I've always had good reports of this event, but never managed to attend myself. For full details, see the website at www.spiritgames.co.uk/bnpdetails.php

Then it's time for the UK Games Expo: 3rd-5th June at the Clarendon Suites (just off the Hagley Road) in Birmingham. I'm looking forward to this as the Expo is always a good event and I enjoy my trips to Birmingham. Expect lots of new games, demos, competitions, traders and plenty of opportunities to play the games. There's plenty of accommodation in the area, if you want to make a weekend of it, and full details on the website: www.ukgamesexpo.co.uk

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 upstairs at the Angel in the Fields (37 Thayer Street, W1U 2QY). The pub lays on sandwiches, paid for by those who consume them. Otherwise we sit around, play games and drink beer (Sam Smith's). A perfect afternoon. ☺

UK Games Expo: the first weekend in June at the Clarendon Suites on the Hagley Road in Birmingham. This is a two-day public event that showcases

games of all sorts with traders, demos and participation games plus guests and events. For gamers there are lots of tournaments and free gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Manorcon: 15-18th July 2011 at Stamford Hall, University of Leicester. The biggest board game event in the UK and host to numerous tournaments. More information from the website: www.manorcon.org.uk

Spiel: *the* board games event of the year. 20th-23rd October 2011, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: 11th-13th November 2011 at the Hallmark Hotel in Derby. This is a long-running board games event moving to a new venue for 2011. **MidCon** is a friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 115 was written and edited by Pevans. The LPBS masthead (page 20) is by Lee Brimmicombe-Wood as are the illustrations on pages 22-24. Game artwork is reproduced by courtesy of the publishers. Pevans took the other photos and played with Photoshop. © Paul Evans, 2011

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Great White Hunter

Turn 3

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

Apologies to Al Tabor for missing his shots last turn. He went for R10 and T10, finishing off an Antelope for 4 points and taking his score to 9.

This turn we see a plethora of shots taking out the gorilla in the middle. The lion just above and to the left is finished off as well.

And we have our first bush! Andrew Burgess strips its leaves quite effectively.

What's this about?

This game is essentially a variation of Battleships and is open to all readers of TWJO. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies. I have tweaked the rules this time to provide a bigger reward for being the first to hit an animal.

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

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores

Key

Animals				
	Symbol	Size (Squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20

Other symbols	
X	Missed shot
Upper case = this turn, lower case = last turn, Strikeout = dead animal	

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

Scores			
Player	Shots	This turn	Total
Chris Baylis			0
Mike Bird			5
Andrew Burgess	L9,M9	0	0
Simon Burling			0
Charles Burrows	J11	1	2.67
Pete Card			0
Ash Casey			2.5
Mark Cowper	K4,D11	0	1.25
Mike Dommett			1.67
Mike Dyer	J11	1	1
Jerry Elsmore	F6	1.67	8.17
Alex Everard			5
Bruno Giordan			0
Russell Harris	C18,E19	2	7
Pete Holland	S11,J11	1	2.25
Emrys Hopkins	J11	1	9
Dom Howlett	I11	2	7
Andy Kendall	R10,S9	0	1.67
Rob Lee			0
Nik Luker	K4,N18	0	2.5
Tim Macaire	C18,F19	0	1.25
Bill Michell			0
Graeme Morris			0
Przemyslaw Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt			1.25
Matt Shepherd			7.5
Robert Skynner			4
Mark Stretch	J11	1	11
Al Tabor	F6	1.67	10.67
Gerald Udowiczenko	I11	2	2
Pam Udowiczenko	C11,O10	0	4
Matt Wale	F6	1.67	8.17
David Williams	K4,J11	1	6
Graeme Wilson	E19	2	2
Paul Wilson	D13,J11	1	9

15/3 = 5 points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum score of 1 point. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get 2½ each.

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

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, 27th May 2011.**

Cambourne* Railway Rivals game 8—Turn 6

Builds

LATGALE built a line to the West. JACOBahn built through to Russia, harvesting many points from later companies. THURB connected to more cities. BALTIC RAIL failed to send in orders. BLUE MOUNTAIN RAILWAYS built to the west of Riga as well.

A) Jonathan Palfrey—The Heavily Underfunded Railway Business (THURB), Green
Builds: (S62) – V60 – V59 – Karsava (2 to JACOBahn)
(Karasava) – Z57; (U61) – V61 (3 to JACOBahn)
(V61) – Rezekne: (F57) – Cesis (2 to JACOBahn, 1 to Latgale)
Score: 46 -8 = **38**

B) Emrys Hopkins—Locomotive Latgale, (LATGALE) Red
Builds: (Q61) – R61 – S61 – T61 – U61 – Rezekene (5 to JACOBahn, 1 to THURB)
(T21) – Q20
(Q20) – P19 – Tukums; (O24) – N24; (Valka) – M46
Score: 67 -6 +3 = **64**

C) **Mark Wright—Blue Mountain Railways, Blue**

Builds: (A58) – X19 – W19 (2 to LATGALE, 1 to JACOBahn)

(Karasava) – Z57; (Y54) – Z54 (2 to JACOBahn)

(W19) – V19 – U19 – S20; (U19) – Jurmala

Score: 54 -5 = **49**

D) **Mark Cowper—Jacobahn, Black Builds: (Rezethe) – W61 – W60 – W59 – Karasava – Y58 – Z57**

(N22) – N23 – N24; (J18) – K18

(K18) – L17 – M18 – N18 – O18 – Tukums

Score: 36 +15 = **51**

E) **Colin Parfitt—Ventspils, Brown**

Builds: No orders received

Score: **47**

Next turn's races

Race	From	To
1	11 Liepaja	S5 Lietuva (L71, N24, I25, E25)
2	13 Ventspils	41 Limbazi
3	22 Broceni	S3 Rossija (Z54, Z57, Zilupe)
4	25 Jelgava	34 Riga
5	32 Riga	62 Daugavpils
6	56 Zilupe	65 Maduna
7	45 Aluksne	54 Rezekne

GM Notes

Any orders that do not have at the top the player name, company name and company colour will have a point deducted for each omission.

My deadline is a week before the main magazine.

Races start this round. Players may enter up to 5 races.

After the races, players can build up to 12 points, including known payments to others.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 20th May 2011

* Trains do not stop at Cambourne on Wednesdays

Icehenge Star Trader game 5—Turn 10

"Right we have an announcement to make." The room went quiet, the solidos were aimed, the tapechecks in a line.

"We have developed a new artificial Spice in our laboratories on Delta Eridani VI." The silence was palpable.

"It's got a 97% accuracy over 50 parsecs." Already outside the room people were calculating how this would leave Spice prices.

At Gamma Leporis PERF bought 12 Alloys for 4 HTs each and gained a Dealership. CAESAR WHOLESale and MU HERCULIS DEVELOPMENT bought 5 each on Contracts

CAESAR WHOLESale sold 4 Petroleum for 9 HTs apiece at Epsilon Eridani. TRANSURANIC TRADE CORPORATION sold 12 Monopoles for 11 HTs each, gained a Dealership and then got a second one when they sold 9 Liquors for 13 HTs apiece. They failed to make the hat trick when selling 6 Isotopes at the price of 6 HTs.

SUNDOG didn't sell Isotopes at Delta Toucanis as the price fell, but PUM CORP sold 5 on Contracts. TEGWIN TRUCKERS bought 18 Isotopes for 8 HTs each and gained a Contractorship, shutting out PERF's bid of 4. The Isotopes were distributed between the group of liners after they had unloaded the colonists.

Tau Ceti had PUM CORP selling 14 Petroleum for 5 HTs each and gaining a Contractorship. PERF bought 9 Isotopes for 5 HTs as well.

CAESAR WHOLESale sold 5 Alloys on Contract. PERF sold 6 Isotopes for 10 HTs each and were made Dealers. They sold 3 Liquors at 11 HTs as well and then bought 1 Monopole for 6 HTs. PERF finally finished by buying 12 Petroleum for 6 HTs each, becoming Dealers, while SUNDOG sold 2 Petroleum at 5 HTs.

Sigma Draconis was busy. PERF bought 1 Alloy for 5 HTs, but were outbid, along with PUM CORP, by MU HERCULIS on Isotopes: they bought 12 for 5 HTs each and obtained a Dealership. SOLAR SPICE & LIQUORS sold 15 Monopoles for 11 HTs each, leaving MU HERCULIS's bid of 12 selling nothing. MU HERCULIS did sell 5 Petroleum on Contracts. TEGWIN made another big purchase – 19 Spice for 9 HTs each and a Dealership. PERF bid 6 and got nothing, but SOLAR SPICE & LIQUORS and MU HERCULIS both bought 5 more on Contract.

JANET sold 6 Isotopes for 8 HTs each, gaining a Dealership, and were also awarded a Dealership for buying 6 Liquor for 7 HTs apiece. After which, PERF

bought 2 more for 6 HTs each. LISPING TREE sold 11 Monopoles for 12 HTs each and collected a Dealership.

Beta Hydri had TEGWIN selling 8 Alloys for 9 HTs each and a Dealership. MU HERCULIS sold 9 Monopoles for 9 HTs each and LISPING TREE sold 3 on Contract. BULGAKOV's bid of 9 failed to find any takers. Finally, SSL sold 12 Spice for 13 HTs each and were made Contractors.

PUM CORP were repaying their loan – having to sell 4 Warehouses and a factory to raise the cash. They were back in through the doors at once for a 120 HT loan over 4 Quarters. Selling another factory, they bought back all their sold warehouses and 2 Monopole Factories as well.

TEGWIN TRUCKERS delivered the emigrants to Epsilon Eridani's outlying forest planet, increased their Reputation a little and bought a Passenger Pod for the Betrys.

CAESAR WHOLESALÉ bought a Warehouse at Sigma Draconis and 2 Liquor Factories at Alpha Centauri.

SOLAR SPICE & LIQUORS sold OP 3 on Planet at Gamma Leporis at a good price using agent Willy, and then repaid their Loan to the Fed.

TRANSURANIC embarked Passengers and bought a Warehouse at Epsilon Eridani.

SWISS MERCENARY FLEET sold OP 33 at Mu Herculis for an average haul on Weapons and laid down a new Corco Gamma hull at Alpha Centauri, the Guisarme, with LW pods and A class crew.

LISPING TREE also paid off their loan and took out a new one for 421 HTs. They bought 4 Monopole Factories at Mu Herculis and a Warehouse at Alpha Centauri and improved their Political Connections.

PERF improved their Reputation slightly and bought A crew for their ship, which was equipped with cargo pods and augmented jump. A new Corco Gamma Hull, the 'Alice', was laid down at Alpha Centauri.

MU HERCULIS DEVELOPMENT CORPORATION bought an Augmented Jump pod and 6 cargo pods for their new ship.

JANET loaded Passengers and bought a Petroleum Factory at Delta Toucanis.

SUNDOG took OP 36 and bought an Arsenal Pod. They then spent so that their Reputation was increased a bit.

Press

That's more like it, by damn! A good, honest, hard day's work: buy a little, sell a little and ... er ... smuggle a little.
Pevans van Rijn

Corporation Table

Corporation letter & name	Conn'n Levels			Init've Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Bulgakov Lines	5	1	3	0	9	18	24	Andrew Burgess
B Caesar Wholesale Inc	10	0	7	0	10	377	40	Simon Burling
C Just Another New Energy Trader	9	0	7	5	2	92	38	Mark Cowper
D Sundog	8	1	4	10+6	1	162	37	Mike Dyer
E Tegwin Truckers	10	0	9	0	11	263	39	Jerry Elsmore
F Solar Spice & Liquors	10	4	5	0	8	352	40	Paul Evans
G PERF	7	1	7	7	4	167	40	Witold Gertruda
H Cigarettes, Wine and Wild Women	8	2	0	N		415	20	
J Swiss Mercenary Fleet	3	6	5	5	5	199	40	Martin Jennings
K Astradyne Enterprises	1	0	7	N		70	27	
L Lipping Tree	6	7	5	0+4	6	273	40	Michael Martinkat
M Mu Herculis Dev't	10	1	7	10	3	92	40	Przemyslaw Orwat
N Pum Corp	10	0	4	0	12	60	40	Paul Holman
P Transuranic Trade Co	8	0	4	0	7	378	30	Bob Parkins

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

GM Notes

A ship that fails its Hyperjump cannot do anything else that turn.

SUNDOG took OP 36 from Turn 11 (B5) and bought an Arsenal Pod.

EV 8 took place – an artificial Spice has been developed and all S/D markers have been reduced by 2: -4 is now -2, -8 is now -6 and so forth.

There were no new News Chits this turn. Current News chits (new ones in bold) are:

Turn 11 P8

Turn 12 B4, C6, C8

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 20th May 2011**



Monsieur Carlo's applications are not going well: he's already been turned down by the Crown Prince Cuirassiers. Next, Armand de Luce turns down his application to the Grand Duke Max Dragoons. The Picardy Musketeers reject him, too, before Pierre LeFart signs him up for the 13th Fusiliers. He quickly becomes Captain Carlo of the 13th.

Dominiue Olivie Hugo, on the other hand, is accepted at his first attempt. He joins the Picardy Musketeers as a Subaltern.

It's a short stay in Paris for the Gascons as Lieutenant-Colonel Jean-Paul Goatier marches them straight back to duty on the frontier. Bdr-Gen Euria Humble also heads back into action.

Major Michel Marteau considers his prospects in Paris this month and promptly volunteers his squadron of the Queen's Own Carabiniers. This is bad news for Captain Arthur Sleep, who serves in that very squadron.

There's bad news, too, for Yves Eau. In this case, it takes the form of some heavies looking for him to repay his debts. As he is unable to do so, he heads for a Frontier regiment.

Parties and challenges

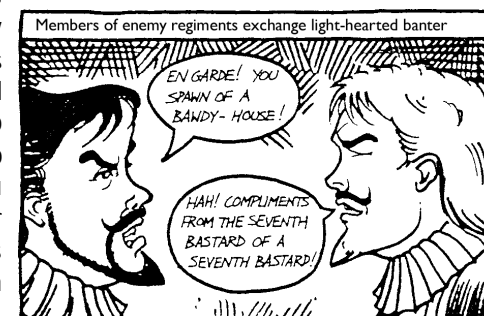
March's social whirl kicks off with the Inaugural Cavalry Ball. Having belatedly remembered to add his name to the invitations, Uther Xavier-Beauregard is able to welcome a selection of guests. To start with, Mary Juana joins him to handle the female side of the hosting. First through the door is his second in command in the PLLD, Charles Rabbit-Vacuum. Marie Antoinette accompanies Charles—a disappointment for the man who is on her doorstep hoping to court her. PLLD Regimental Adjutant Captain Pas de Tout is next to arrive, bringing Lois de Low with him. Jacky Tinne escorts Tomas le Matelot, who relies on his rank to gain him admittance to the party. They are joined by a token Infantryman, Warren Peece of the 27th Musketeers, and Ingrid la Suède.

This is as big a bash as Blue Gables has seen in a long time, but there's still room for some other visitors. These are Pierre le Sang and Pet Ulante, who stay well away from the cavalry celebrations. It's only for one week and then Pierre's off to practise rapier.

There is also some social activity in Red Phillips. Robbie Sais-Quoi is holding a two-week long "small soirée" for "Friends of the Lower Social Ranks." Violet Bott joins Robbie to welcome their guests, all of whom are unaccompanied. First through the door is Arnaud Surfinmaise. He is closely followed by the two Subalterns in the Picardy Musketeers, Binet de Bours and Dominiue Olivie Hugo. Then in strolls Royal Marine Jacques Blanc. As Robbie's in the 69th Arquebusiers, this immediately starts a ruckus. It doesn't go well for Jacques, as Robbie's colleague, Jacques Madik, is right behind him.

The second week is more peaceful, thankfully. Arnaud, Binet and Dominiue return to Toady to Robbie and Violet again. They are joined by Tomas le Matelot and Jacky Tinne. This is rather slumming it for Tomas and Robbie rolls out the red carpet for him. He insists on paying for Tomas's drinks, but Tomas is just as insistent that he picks up the tab for Jacky. Tomas is there to offer Robbie the job as his Aide. However, as Robbie points out, he doesn't have the social standing for the job. "Never mind," responds Tomas, "Speak to me next month ... provided you brush up well this month."

Warren Peece, dressed as the Easter Bunny, hits Hunter's with Ingrid for his Spring Bash in week 3. Sadly nobody else turns up, so the next party isn't until the last week of March. Charles Rabbit-Vacuum brings his new conquest, Lucy Fur, to the Blue Gables where they hold court. Robbie and Violet are first to arrive, eager not to be the hosts. Unfortunately, next to arrive is the new Royal Marine, Lou Smorrels. This means another duel for Robbie. Arnaud Surfinmaise sneaks past the altercation so that he can join the party without any fuss.



Bothwell's is the haunt of Benedict d'Over all month—though other people pop in—until the Boozers and Bellringers latest bash: the Three-Legged Easter Egg-nog race! Quasi Le Bossu and Guinevere d'Arthur are the hosts in Bothwell's at the end of the race. Amant d'Au and Bess Ottede join them to applaud the racers. Armand de Luce is tied to his mistress, Jenny Russe, and much appreciates the promised egg-nog. Ilk Lamore Bartat had intended to participate with Lucy, but she's now off with Charles Rabbit-Vacuum, leaving Ilk without any female company this month. New boy Monty Carlo joins the Bellringers.

Pas de Tout brings Lois to cheer on the race. Tomas le Matelot participates with his mistress, Jacky Tinne. The last racers are Warren Peece and Ingrid, whose fast finish is spoiled by Warren stopping to exchange insults with his regimental

enemy, Monty Carlo. Zachary The Money Goes rolls in later with Anna Rexique on his arm and glad-hands his host before settling in to the party.

Street party!

Keen followers of the social pages will have noticed that no mention has yet been made of Pierre Cardigan's all-month party at the Fleur de Lys. Surely it is the event of March? And surely it would have been, had it taken place! Of Sir Pierre there is no sign, leaving a large group of socialites stuck outside the Fleur. Ali Vouzon, Connor McKnight and Rick O'Shea are there all month. Armand de Luce, Ilk Lamore Bartat and Quasi Le Bossu are there for the three weeks before the latest Bellringers' bash. Willem de Biest also abandons the street for the Bellringers, but puts in a week practising with his two-handed sword as well. Other people popping in—or out—for one week or another are: Indie Spencible, Jacques Blanc, Tomas le Matelot and Warren Peece.

The shenanigans outside do not stop several people having a good time inside the Fleur de Lys. For a start, Devlin Carnate and Frances Forrin are there all month. They have Gustav Ind and Kathy Pacific as their Toadies. Devlin concludes his month by placing a substantial wager on the gaming tables and watching it disappear. Madelaine de Proust and Jacques Shitacks pass their month in the Fleur, too. Zack is in the Fleur before the Bellringers' bash with Anna. He starts his month making a single bet—worth more than Devlin's—and winning.



Herve d'Conde's month starts very publicly when he and Egon Mad 2 meet on Frances's doorstep. Neither man will give way to the other and a duel will be required. Herve discovers where Frances is when he rolls up to the Fleur the following week. He stops there for the rest of March. The club's final visitor is Revaulvin d'Or, who pops in for a week in between his two weeks of sabre practice. His final week is spent at the Louvre, attending upon His Majesty. Having cooled his heels for some time, Revaulvin is not pleased to find that the King has completely forgotten why he was summoned.

Pierre LeFart is to be found in Hunter's all month. He acquires a duel when his enemy, Warren Peece, stops by. Eric de Miabeille visits the Horse Guards club with Fred de Ath and then adjourns to the gyms with his sabre.

Frances Forrin is a popular girl this month. After Herve and Egon's encounter outside her apartments, Uther Xavier-Beauregard and Sender de Jewel turn up

the following week. Again, neither man will give way. Both go on trying their luck for the rest of the month. Swender eventually succeeds, but Uther gets nowhere. Escalade le Pole, Lou Smorrels and Richard Shapmes are out of luck this month, but Jacques Madik succeeds in his courting—as Gaz Moutarde knows all too well.

Jacques de Gain hits Bothwell's with Vera Cruz to start March. Then Jacques is off to the gyms for three weeks rapier practice. Monty Carlo works out with his rapier for the two weeks he's not partying. And Pas de Tout does the same with his sabre. Other two-weekers are Egon Mad 2 (rapier), Indie Spencible (rapier), Jacques Blanc (cutlass), Jacques Madik (rapier) and Richard Shapmes (rapier).



Spring and plunder

The Spring season isn't really conducive to active campaigning, so France's frontier troops are in defensive mode. The Gascons join them and have their own bit of border to patrol. It's a quiet month, but Lt-Colonel Jean-Paul Goatier manages to collect a bit of loot. 250 crowns worth, to be exact.

Frontier regiment 3 gets the bulk of the volunteers: Michel Marteau's squadron of the OOC, the financially challenged Yves Eau and Bdr-Gen Euria Humble. Despite volunteering, Humble really doesn't like serving with the Frontier troops and spends the month in his tent. He is disciplined as a result. Yves Eau uses his patrol assignments to indulge in a spot of plundering. This brings him 150 crowns, but is it enough to cover his debts?

After several uneventful patrols, Major Marteau takes his Carabiniers on a sortie into enemy territory. They surprise some Spanish cavalry and scatter them, capturing several horses to add to the regiment's stock. There is a brevet promotion for Marteau, making him Lt-Colonel, and he is Mentioned in Despatches. The bounty on the horses puts 150 crowns in his pocket, as it does for Captain Arthur Sleep. That's Sleep's only reward as he wasn't expecting to be in action. ❖

Press

Announcements

Lt-General Quasi Le Bossu requires a personal aide for the Summer Campaign season. Only those of stout heart and fortitude need apply.

An ounce of Military skill is an advantage, though not necessarily a prerequisite. The successful applicant will be expected to attend tactical briefings in April and May with QLB (followed by quaffing of fine wines at his club afterwards).

Apply to Frontier Division HQ, Rue de lams-2-deslaughter.

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

Colonel Pierre LeFart will be retiring at the start of next month, passing command of the 13th Fusiliers to Major Ali Vouzon.

Captain seeks gainful employment. No task too small, no problem too difficult. Please contact Captain Robbie Sais-Quoi

I am currently seeking a personal aide. Anyone of Captain rank may apply by letter for consideration. I am addition-

ally reviewing the Division Command structure and any suitable officer who feels they can do a better job than my current division aide should write to me accordingly.

† Brv Lt-General Tomas le Matelot,
1st Div Commander

To All members of the King's Musketeers, Apologies for the lack of communication these past few months, but I have been a tad busy sorting out some personal stuff.

As you know, we will be at the Front for the Summer Campaign. If you'd like to go a few months early, please let me know so that I can arrange the best time for the whole regiment go to. As it really won't do if only some of us were having all the fun fighting "Johnny Foreigner".

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

Matters of Honour

Dear Sir Warren Peece
I am at your disposal to second you on the fields of honour.

Yours,
† Captain Robbie Sais-Quoi

When certain 'men' are brave enough to come forward and face my steel, instead of hurling anon insults on our fine regiment, then I will be happy to meet and show you the error of your ways. I will be seeking you low lives out this month. Beware!!

Social

I am throwing a party at Bothwell's, in Week 1 of April, to celebrate my entry to the nobility. All Boozers & Bellringers welcome, and any others of SL 9 or above. However, anyone who thinks it amusing to refer to me as 'The Baron of Beef' will receive an impromptu carving lesson. † WdB

Sir Pierre LeFart invites all of Paris to his retirement party at Hunter's week 1 next month before he retires to the country.

As the newly appointed 1st Division Commander I wish to get to know my fellow officers better. As such, I am holding an informal gathering at my club in weeks 3 and 4. Anyone currently serving in the First Army is welcome to attend regardless of social level (i.e. RFG, CG, KM, 13F, 53F, 27M, 4A, 69A, Gascons and all associated Brigade, Division and Army staff). Costs will be paid.

† Brv Lt-General Tomas le Matelot

Personal

To Lt-Colonel N3, Frontier Division Adjutant,
Sir, I admire your resilience in staying glued in your post despite me sort of politely asking you (twice) to depart. OK, I admit I did throw a large pot at you last time we met, but I missed! Your continued absence within the building is noted, yet you continue to draw your pay. Busy with your regimental duties supposedly. This

suits me just fine. However, you being a Gascon gets my goat, so in interests of unity within the Division, bugger off!

Yours in irritation at your continued effrontery,

† Lt-General Quasi le Bossu

My Dear Quasi le Bossu,
The old fool still refuses to resign his commission despite the numerous sweeteners sent his way. It's almost as if someone is paying him more just to sit on his fat arse! However, the interview with the 1st Army went well and I have received a warm welcome from the 1st Div Command staff. It's difficult to know much is an attempt to curry favour and how much is genuine relief at having someone with field experience for the upcoming summer assault.

Please accept this bottle of port along with an invitation to join me at my club to continue our discussions regarding the summer campaign.

† Tomas le Matelot

To The Horse Guards Brigadier
Come on man, will you never take a hint? The time has come for you to be replaced in power by somebody who is well connected, well respected, generous and unbeaten on the duelling field. But where will His Majesty (Whom God Preserve) find such a paragon? † WdB

We understand your need, Baron, but regret that our Royal duties preclude us from taking the position.
† Le Roi

Seen on the duelling fields this month.
A spectre appears and points to a
bloodied spot on the grass.

My bank manager hopes that the B&B
event is catered, in spite of there being
no mention of this on the invitation—
at this rate of dwindling funds my
darling Lois may have to be politely let
go next month! † Pas de Tout

Private Amant d'Au

I think you owe me 500 crowns. My
gift was to help you join our illustrious
regiment not to whore yourself at the
RFG. Repay immediately or suffer the
consequences.

Idiot!! † Sir Jacques Blanc

To Count D'Or

Sir, you are quite correct in your
assertion that tradition must be
maintained. I promise to go easy on
my good friend Warren Peace when
my wounds allow, and think of it not
in terms of the pain it causes me to
squabble with him, but as a means of
maintaining the traditions on which
our culture is based. Thank you for
your sound advice in this matter.

† M. Quasi le Bossu

To Mme Nigella,

Madame, I fear your identification is a
little off. The brain you mention is
actually a human one. Although since
it came from a member of the 69A, I
can understand your mistake.

As for preparing said brain: M.
Lekter's suggestion is a good one, but I
prefer a salty electrolyte and a bolt of
electricity.

Yours, † Igor

To Viscount Spencible

Thank you for advancing my letter to
the Bonfire des Quangos. I await their
deliberations with eagerness (and a
lighted taper). More do and less do-do
from the Government is the best
solution for all our citizens.

† Quasi Le Bossu

Pierre le Sang,

Thank you for the warm welcome to
the Division. I agree with you that it
would be a fitting tribute to the
memory of Marquis Sais-Pas to lead
the 1st Div Assault in the campaign
season and let that doddering old fool
of a Cav Div Commander disgrace
himself by his own or another's hand.

I thank you for your offer of acting as
my second in my upcoming duel with
viscount Indie and would be honoured
to accept.

Finally, I trust that you will be
present at my little gathering next
month. I'm counting on all of the
divisional command staff to be present
to ensure that any regimental rivalry
is kept low key. Preferably outside the
club.

† Tomas le Matelot, 1st Div
Commander

Vive Le Roi!

~ nothing more need be said by any
true Frenchman! † RSQ

*Indeed! We feel France needs
more unadulterated syco-
phancy—please see to it.*

† Le Roi

Poetry Corner

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

Oh VIOLET you are the lass
Who I will always never pass
up the chance to woo and court
though many have your dear hand
sought.

Yours, † Robbie Sais-Quoi

The Musketeers of Picardy

were never as tardy
as the Arquebusiers of the 4th
Who, when the battle call comes
will be home at their mums
their britches billowing backwards
and forth

The proud Musketeers
with their shouts of good cheer
march off to face their fate

When the battle is done
with the setting of the sun
the 4th get here just a little too
late.

† Binet de Bours

Points Arising

**Next deadline is
Friday 27th May 2011**

Once again, let me remind you that
only the characters shown in the duel
listing as seconds can turn up to a duel
(apart from the duellists, of course).
Once a duel has been listed, it's too
late to nominate seconds for it.

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

GdLi Gar de Lieu (Bill Hay) has
NMR'd. Total now 1

PC Pierre Cardigan (Matt Shepherd)
has NMR'd. Total now 1

PdA Poisson d'Arbre (Mark Wright)
has NMR'd. Total now 2 and is sent
to a Frontier regiment

X2 (Mark Moores) has NMR'd. Total
now 2 and is sent to a Frontier
regiment

GM (Mike Dyer) has been floated as
Mike's come down with Dengue fever.
That must be the best excuse ever! Get
well soon, Mike.

NFI (Martin Jennings) has been
floated as Martin's busy with a show.

X1 (Colin Parfitt), X3 (Sean
Kavanagh) and X7 (Gerry Sutcliff) got
the benefit of the doubt and were
floated.

YVB (Chris Boote) has been floated
while he's on holiday.

We say farewell to Olaf Schmidt this
issue, though his character, Pierre
LeFart, has a final send-off next
month.

We also say goodbye to Rob Lee, who's
had enough of his characters dying at
the front.

Thanks to both for your contributions to the game and we hope to see you back at some point.

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 £7 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to swap stories and ideas. Sign up and get talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

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

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

Escalade le Pole asks these to volunteer: PM - 1 Sqn;
 Jacques Shitacks asks NPC Aide to General (JS) to resign
 Pas de Tout applies for Aide to General

Quasi Le Bossu asks NPC Division Adjutant of Frontier Division to resign
 Willem de Biest asks NPC Brigadier of Horse Guards Brigade to resign

Duels

Results of last month's duels:

Indie Spencible didn't turn up to fight Tomas le Matelot and lost SPs.
 Quasi Le Bossu declined to meet Warren Peece as he was under half Endurance.

Grudges to be settled next month:

Egon Mad 2 (Rapier) and Herve d'Conde (Sabre, adv.) have mutual

cause as neither stood down over Frances.
 Jacques Blanc (Cutlass, Seconds ILB) and Jacques Madik (Rapier, adv.) have mutual cause for being in enemy regiments.
 Jacques Blanc (Cutlass, Seconds ILB, adv.) and Robbie Sais-Quoi (Rapier, 1 rests) have mutual cause for being in enemy regiments.

Swender de Jewel (Sabre, Seconds RdO & PC, adv.) and Uther Xavier-Beauregard (Sabre, Seconds QLB, 3 rests) have mutual cause as neither stood down over Frances.
 Gaz Moutarde (Cutlass, Seconds JB, adv.) has cause with Jacques Madik (Rapier, 2 rests) for pinching Ada.
 Ilk Lamore Bartat (Cutlass, adv.) has cause with Charles Rabbit-Vacuum (Sabre, Seconds UXB & PdT, 1 rests) for pinching Lucy.
 Pierre LeFart (Rapier) and Warren Peece (Rapier, adv.) have mutual cause for being in enemy regiments.
 Lou Smorreels (Cutlass, Seconds JM, adv.) and Robbie Sais-Quoi

(Rapier, 1 rests) have mutual cause for being in enemy regiments.
 Monty Carlo (Rapier, 3 rests) and Warren Peece (Rapier, adv.) have mutual cause for being in enemy regiments.
 Warren Peece (Rapier) has cause with Quasi Le Bossu (Sabre, Seconds ZTMG & AdL, adv.) as he's not Noble but higher SL.

"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

Mark Wright gets the Bastard son of a well-to-do Baron: Init SL 6; Cash 225; MA 3; EC 3 (X2).
 Mark Moores gets the Bastard son of a very wealthy Merchant: Init SL 2; Cash 450; MA 6; EC 3 (X4).

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 N	to Field Marshal N	
Provincial Military Governors: N/N/N/N/N		
City Military Governor N	Adjutant-General N	
Inspectors-General: of Cavalry N	of Infantry N	
Commissioner of Public Safety UXB		
Chancellor of the Exchequer JS	Minister of Justice IS	
Minister of War EH	Minister of State RdO	

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
ZTMG	Count Zachary The Money Goes	26	67	Wlthy	B.Bdr-General KM	17 Anna	Flr	4	Gerald Udowiczenko
RdO	Count Revaulvin d'Or	25	63	Rich	General/State Min.	13 Katy	Flr	4	Jerry Spencer
GdLi	Earl Gar de Lieu	24	69	Comfy	Fid Marshal/Min w/o Port	4	Flr	4	Bill Hay
JS	Viscount Jacques Shitacks	23	55	Rich	General/Chancellor	3 Madelaine	Flr	4	David Olliver
DC	Marquis Devlin Carnate	23+	69	Wlthy	Major RFG	8 Frances	Flr	2	Bruno Giordan
Gi	Baron Gustav Ind	21	56	Comfy	B.General/1st Army Commndr	9 Kathy	Flr	6	Ashley Casey
EH	Viscount Euria Humble	20	F	Wlthy	Bdr-General/War Minister	15	Flr	5	Matthew Wale
EM2	Marquis Egon Mad 2	19	34	Wlthy	Bdr-General/Gds Brigadier	6	Flr	2	Tym Norris
IS	Viscount Indie Spencible	19	56	Rich	B.Bdr-General RFG/Justice Min.	9	Both	1	Charles Burrows
JdG	Marquis Jacques de Gain	18+	68	Wlthy	Major KM/Gen's Aide (1st Army)	12 Vera	Both	4	Ben Brown
BdO	Sir Benedict d'Over	17	28	Wlthy	Lt.Colonel KM	9	Both	4	Mark Stretch
HdC	Marquis Herve d'Conde	16	34	Wlthy	B.General	14	Flr	4	Simon Burling
SdJ	Sir Swender de Jewel	15	37	Wlthy	B.Lt-General/2nd Div Commandr	7	Both	1	Ray Vahey
QLB	Quasi Le Bossu	15	31	Poor	B.Lt-General/Fntr Div Commandr	7	Both	6	Mark Cowper
PC	Sir Pierre Cardigan	15	25	Comfy	B.General	9	Flr	4	Matt Shepherd
WdB	Baron Willem de Bliest	14	44	Comfy	B.Bdr-General DG	7	Both	6	Tim Macaire
TIM	Baron Tomas le Matelot	14	30	Wlthy	B.Lt-General/1st Div Commandr	8 Jacky	Both	4	Tim Skinner
ILB	Sir Ilk Lamore Bartat	13	32	Comfy	B.Bdr-General RM/1st Army Adjutnt	6	Both	6	Andrew Kendall
RS	Richard Shapmes	13	32	Comfy	Lt.Colonel RFG/Gds Brigade Maj.	7	Both	4	Charles Popp
YVB	Sir Yves Vrai Bretheauteque	13	4	Wlthy	Lt-General	4	Hunt	1	Chris Boote
CMK	Sir Connor McKnight	12	13	Comfy	Colonel QOC	3	Hunt	5	Graeme Wilson
PLF	Sir Pierre LeFart	12+	37	Rich	Colonel 13F	7	Hunt	3	Olaf Schmidt
JB	Sir Jacques Blanc	11	29	Comfy	Lt.Colonel RMI/2nd Div Adjutant	4	Hunt	4	Dominic Howlett
WP	Sir Warren Peece	11	17	Wlthy	Colonel 27M	6 Ingrid	Hunt	2	Pam Udowiczenko
AdL	Armand de Luce	10	14	Poor	Colonel GDMD	4 Jenny	Hunt	2	Francesca Weal
UXB	Uther Xavier-Beauregard	9	24	Poor	Colonel PLLD/CPS	5 Mary	BG	3	Pete Card
ROS	Rick O'Shea	9	15	Poor	Major RM/1 F Brigade Maj.	3	BG	6	Paul Wilson
AV	Ali Vouzon	9	10	Comfy	Major 13F	4	BG	1	Graeme Morris
PIS	Pierre le Sang	8+	34	Comfy	B.Bdr-General 53F/1st Div Adjutant	5 Pet	BG	4	Bill Howell

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CRV	Charles Rabbit-Vacuum	8+	25	OK	Lt.Colonel PLLD	3 Lucy	BG	5	Mike Dommett
AdA	Amant d'Au	8+	25	Comfy	Private RFG	3 Bess	BG	5	David Brister
PdT	Pas de Tout	7	21	Poor	Major PLLD/PLLD Regt. Adjt.	6 Lois	BG	3	Emrys Hopkins
EdM	Eric de Miabelle	7	13	Poor	Major QOC	5 Freda	HGds	3	Pete Holland
X1		7	0	Poor		1		5	Colin Parfitt
MM	Michel Marteau	7	F	OK	B.Lt.Colonel QOC	1	HGds	1	Neil Packer
NFI	Noel Fornam Idya	6	11	Poor	Captain 4A/LtGen's Aide (1st Div)	1	F&P	4	Martin Jennings
YE	Yves Eau	6	F	Poor		2	RP	4	Justin Key
ASlp	Arthur Sleep	6	F	Poor	Captain QOC	2	HGds	3	David Williams
GM	Gaz Moutarde	5	8	Poor	Major RM	3	F&P	2	Mike Dyer
LS	Lou Smorreis	5+	19	OK	Captain RM/RM Regt. Adjt.	1	RP	6	Mark Rogers
X3		4	0	Poor		5		4	Sean Kavanagh
JPG	Jean-Paul Goatier	4	F	Comfy	Lt.Colonel Gscn	4		2	Geoff Bowers
X5		4	RIP						Rob Lee
X7		4	0	OK		4		2	Gerry Sutcliff
RSQ	Robbie Sais-Quoi	4+	25	Poor	Captain 69A	3 Violet	RP	3	Mike Bird
MC	Monty Carlo	4+	17	Poor	Captain 13F	5	RP	4	Andrew Burgess
EIP	Escalade le Pole	3	6	Poor	Captain PM	2	RP	4	Dave Carter
PdA	Poisson d'Arbre	3	RIP						Mark Wright
JM	Jacques Madik	3+	16	Comfy	Captain 69A	4		5	Jason Fazackarley
BdB	Binet de Bours	3+	11	OK	Subaltern PM	2		2	Mark Booth
DOH	Dominique Olivie Hugo	3+	9	Poor	Subaltern PM	5		3	Colin Cowper
X2		2	RIP						Mark Moores
AS	Arnaud Surfinmaise	2+	13	OK		5		5	Nik Luker

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.
 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+

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Wlthy = 5000-10000, Rich = 10000-25000, F lthy = 25000+