

## That would be enough

This has been issue 134 of To Win Just Once, published 6th May 2013. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2013

### Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike Dommett by 17th May 2013.

Orders for *LPBS* and the *Bonking Game* and any other contributions to Pevans by Friday 24th May 2013.

(Next deadlines: 21st/28th June, 26th July/2nd August, 30th August/6th Sept)

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### Games played

**En Garde!** new players are always welcome in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: [www.engarde.co.uk](http://www.engarde.co.uk)

**Railway Rivals** Anyone for the next game? Working map and rules provided.

**Star Trader** Mateusz Ochman is waiting for the next one: anyone else? Rules provided.

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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## Chatter

No sooner had I written that John Boardman had stopped publishing *Graustark*, the first postal *Diplomacy* 'zine, than issue 792 dropped through my letter box. John resurrected *Graustark* for one issue to commemorate Allan B Calhamer. He also mentions that he started *Graustark* in 1962, so the 50-year anniversary was last year, not this year as I suggested last issue.

I had great fun on my annual visit to the USA for the Gathering of Friends, as always. I played a lot of interesting games and will report on them here in due course. There's no space left in this issue (and I've got more writing to do), but my highlights were tough co-operative game *Robinson Crusoe*, Peter Hawes's new game, *Francis Drake*, and *Heartland*, a neat pick-up-and-deliver game.

It was still winter in Niagara Falls – we had snow falling on a couple of days – with little sign that spring was approaching. Back in London, the trees are covered in blossom and the sun is shining. The warm days feel like we have suddenly leapt forward into mid-summer – I've even got the shorts out!

### TWJO online

The PDF edition of issue 133 was downloaded 137 times in April, which is a decent start. *TWJO* 132 had 65 downloads in April on top of 167 before that. And issue 131 has been downloaded 228 times since publication.

## Letters

Jonathan Palfrey has some thoughts on my website...

I'm puzzled by your download stats and wonder if they're accurate. According to the timestamps on the files, I downloaded issue 132 on the 24th of February and issue 131 on the 19th of January. I think these dates are correct: I just downloaded issue 133 a second time to check, and it got a timestamp showing the current date and time.

I'm flabbergasted: someone reads that paragraph! Yes, I thought there was something odd. I took another look at the figures and it seems the log entries for the last week in February weren't included in the analysis. They showed up when I re-did it this time. Go figure.

As usual, I wish I had a game-playing family to play some of the games you mention. But my son plays only computer games and my wife and her family don't play games at all (except *Trivial Pursuit* in Spanish, once in a blue moon). Years ago, I managed to persuade my wife to play *Lost Cities* sometimes, but I think she did it only to humour me.

On the subject of Lindsey Davis, you may not have noticed that she's starting a new series of books about Falco's adopted daughter, the first to be released in a few days. Frankly, I got Falco fatigue in the end and haven't read the last two books about him, but I may try the new series.

I spotted the new book. It will be interesting to see how Davis manages with a very different viewpoint character. Albia will not have the authority or toughness of Falco, but will have easier access to women. So we may see a whole different side of ancient Rome.

Mark Cowper has his say on topics from the last couple of issues.

### Top games of 2012

Finally managed *Terra Mystica* - very good, a sort of amalgam between *Elfenroads* and *Navegador*. It looks fearsome, but is actually quite easy to pick up. Worth a play!

Having got to play it at the Gathering, I concur. However, I can't see the similarities with *Elfenroads* or *Navegador*. In fact, the game defies easy summarisation.

### Favourite games designers

As three out of my all-time 10 games (*Ra*, *Tigris and Euphrates*, *Medici*) belong to Reiner Knizia, he has to be No 1 in my eyes.

I can't argue with that – and those are some fine games. However, as I said in last issue, Reiner only hits two of the three criteria I set myself.

## Rolling down the River!

### Pevans reviews *La Loire*

A new game from Emanuele Ornella and Mind the Move is something of an event. I still have fond memories of discovering *Oltre Mare* over pizza in central Essen a few Octobers ago. I was thus pleased to find Mind the Move back at Spiel in 2012 with a new game from Ornella, *La Loire*. The game is intended to reflect the rise of the merchant class and the postal service in 16th century France.

The eponymous river is a central feature of the four-piece board, running from the city of Orléans in central France (bottom right corner of the assembled board) to reach the Atlantic at Nantes (top left corner). The river itself is a scoring track. Players move their pieces along the two roads that wind their way from one city to the other – one on either side of the Loire. They use their merchant to buy and sell goods, generating money to buy things, notably messages for their messenger to deliver and score points. As you'd expect, the player with the most points at the end of the game wins.

The most striking thing about the board is that there are pieces to punch out of it! The land either side of the river is divided into regions, each with a village that produces one of the four goods and has a particular heraldic shield. The shields are removed and distributed at random at the beginning of each game. They link the villages with the price track at the top right of the board. The price track markers indicate the current price for buying goods at the village(s) with



*La Loire* on display at Spiel '12

the same shield. So, if the red shield is against the price '2', it costs two deniers to buy goods at any village with a red shield (there are four of these).

Goods are represented by cards with the selling price printed on them. Thus if that red village produces wood, this may not be a good buy as it only sells for two. However, a red village that produces wine looks a better bet as wine sells for six. Money is also cards and comes in several denominations – but mainly '1's. Whenever a good is bought, the appropriate marker is moved to the right-hand end of the price track, where the price is highest. Of course this affects the price at all the villages with the same shield and it's entertaining if you can do this to put up the price for the good another player was about to buy!

Players start the game with their merchant, a wooden pawn, in Nantes and their messenger, a wooden cube, in Orléans. They also have a wooden disc in their chosen colour, which goes on the zero space of the scoring track (the river) for points scored during the game. Two smaller cubes are apprentice messengers and are set aside for the time being. Finally, players have four wooden houses – farms that can be built in villages – and a church-shaped piece which upgrades a farm to a monastery.

In their turn, players move their merchant and their messenger in either order. They move one region plus one for each horse (white disc) they are stacked on top of. All pieces start on top of two horses with some spare horses distributed around the villages on the board. Before moving, players can add one horse to a piece, if there's a spare in that region and they don't already have two horses, or

leave behind any number of horses. Horses tend to get scattered about the board, but I recommend thinking hard before you take the last horse from one of your pieces. Moving without any horses is very slow!

The key rule about moving your pieces is that they must keep going in the same direction until they end a turn in one of the cities. Yes, you must maintain the same direction not just in each turn, but in every turn until you get to a city. To keep track of this, your pieces go on the appropriate side of the road, as indicated by little arrows – apparently they drive on the left. (One niggle about the game is that these arrows are rather small, making them hard to see – particularly when you're sat at the other end of the board.)

When a merchant ends its move in a village, the player may buy a good – if they have enough cash and don't already have that good (though they can have more than one wood). When a messenger ends its move in a village, the player may deliver a message. Messages are represented by cards and come in four sets, costing 1, 2, 3 or 4 deniers to buy. Level 1 messages just have to be delivered to a named village. They are worth two points (at the end of the game) and also provide some cash (the current market price for the village they're delivered to).

Level two messages show two shields and the messenger must visit one village with each shield – in either order. This requires the assistance of an apprentice (small cube) which is left at the first village visited and retrieved when the messenger arrives at the second one. Thus you can't deliver these until you've hired an apprentice. The points value of these messages varies, according to the rarity of the two shields on the card, but you don't get any cash for them. Get a card with a black shield on and it's worth more points because there's only one village with a black shield.

Level three messages have three shields on, requiring both apprentices. They are generally worth a point or two more than level two messages, but an easy level 3 scores fewer points than a hard level 2. Messages of levels 1-3 can be bought when your messenger ends its move in a city, but you're only allowed to hold two undelivered messages at a time. Level 4 messages are different: they can only be bought at your monastery, when you've built it, are delivered to a city and are worth a standard 8 points (the hardest level three scores 8, too, and the top score for a level 2 message is 7).

When a merchant arrives in one of the cities, the owner gets busy. First off, they sell any or all of their goods. Then they may buy one building, which I'll come back to in a moment. Finally, they may convert cash to victory points, scored by moving their disc along the river. One point to note is that players need to keep at least 5 cash or their merchant cannot leave the city! If you start a turn with your merchant in a city and less than 5 cash, you must draw one cash and pass. Conversely, if you have more than 10, you lose the excess when your merchant leaves town.

Now, back to buying buildings. There are two types of buildings. The first is represented by the players' wooden pieces. They cost wood and cash, are placed in a village and don't score any victory points. A farm goes into a village without a building. It gives any merchant who buys goods in that village a discount of one off the price (yes, goods can be free!). However, this scores the farm's owner a point (moving their boat along the river). The owner can buy a message (level 1-3) when his messenger lands there.

A player's monastery replaces one of their farms and provides the same discount and victory point as a farm. As already noted, it lets the owner buy a level 4 message. In addition, the owner's merchant can buy a barrel of beer. This costs the usual amount, but sells for a whopping ten deniers. A castle is an upgrade for a farm and is shown by adding a tower (white wooden cylinder) to the farm. This gives a bigger discount for merchants who buy there and I've yet to see anyone bother to build one!

Building a farm or two is generally a good idea. Players will use them and give you points – especially if you place them in villages that produce the more valuable goods and are handy for merchants leaving or approaching a city. Because of this, the earlier you buy farms, the better. Best of all, you can use them yourself, gaining both the discount and the point! They give some flexibility for your messenger, too, by providing an alternative source of messages, but the bonus points are the most useful thing.

The second type of building is represented by cards. These are the Palace buildings: four different buildings with two of each available in each of the cities. You can only buy a Palace building in the city where your merchant is and it just costs cash. It gives you a bonus (such as 3 deniers every time your merchant and/or messenger lands in the appropriate city) and is worth a couple of points at



And in play at Swiggers

the end of the game. How can you say no? Well, it's a hard decision whether to buy these or farms first – though if you don't have any spare wood, you won't be buying any farms. The other thing that stops you buying a building is the need to have cash in hand to buy goods and messages (there's a practical reason for that 5-denier minimum on leaving a city).

Okay, you can begin to see how the game goes. Your messenger scurries back and forth (being unable to turn round can be a real pain!) picking up and delivering messages to generate points. Your merchant trundles along, picking up goods and generating the cash to buy buildings and pay for those messages. Each player starts with a little cash and a message and will build up their holdings until they're awash with cash and delivering messages all over the place. Hopefully.

The game ends either when someone's boat reaches a specific score on the river (depending on the number of players) or someone's delivered a specific number of messages (ditto). Players get points for their Palace buildings, messages (undelivered ones get a point) and their score on the river – cash and goods are irrelevant. And whoever has the most money wins.

### Playing with characters

Except that I haven't told you about a major element of the game yet: the characters. There are 29 different characters available for players to hire, each providing some sort of discount or bonus during the game and points at the end. There are enough of some of them – such as the Apprentice, which players need to be able to deliver higher-level messages – for every player to have one. However, there are only two cards for most of the characters and a few are one-offs. Clearly, there is a lot to be gained over the course of the game by having the right characters. Equally, there's a lot to learn and your first few games are likely to be quite slow as people keep going back over the character cards to see what they do.

The characters come in five groups and are colour-coded. The red characters help with messages. They include the Apprentice, which I've already mentioned, and the Mayor, who lets you hold more than two undelivered messages at a time. Green characters help with movement. I have found the Blacksmith quite useful. He lets you pay a denier to take a spare horse from anywhere on the board. As there are two Blacksmiths, the player who doesn't have one in a three-player game is at a particular disadvantage. Not just because the other players can always grab a horse, but because they will pinch the one the third player wanted to pick up!

Brown characters give discounts. A good first character to take is the Witch as she provides a discount on all future characters. The yellow characters are about goods. They either let you carry more than one of the same good or add to the selling price (wine merchant, cheese merchant etc). A good option is to get both for the same good. This set also includes the Banker, who lifts the limit on cash



A selection of *La Loire* characters

held when leaving a city to 15 instead of 10. Finally, the blue characters each provide a bonus for a different type of message (shown by an icon on messages).

While characters are very useful, hiring them can be tricky. To do this, you must visit the circus. At the start of the game, the circus (a pink wooden 'big top') is placed on one of the villages. Players can hire one character by landing their merchant or messenger (or both) on the village with the circus. They have a free choice of character, assuming they can afford the one they want and haven't already hired one.

However, the thing about circuses is that they move around. At the start of the game, the price track marker that matches the shield in the village with the circus is flipped over to the side with the 'big top' icon. When this marker reaches the mid-point of the price track (also marked with the big top icon as a reminder), the circus moves. It goes to a village whose shield matches the marker at the head (most expensive) of the price track and both markers flip over. The current player chooses the village if there are several with this shield (usually the case), which can be a useful tactical bonus.

As you'll understand, getting to the circus is important. It's the only way to hire characters (though one of the palace buildings allows you to hire red characters in a city) and you need the bonuses characters provide if you're going to win the game. The circus always starts two moves away and it's perfectly possible that it will have moved before anyone reaches it! You need to keep an eye on the price track, since there's nothing more galling than manoeuvring to get to the circus only to have someone else sell something and shift the circus as a result – usually to a village just behind you!

Okay, that's the full complexity of the game. The rules suggest that you can play without the character cards, but I think this robs the game of a lot of its flavour and options. However, it might be worth doing as your first game, allowing players to get to grips with the mechanics of play without the delays of studying the character cards. With the characters in play, it will take a couple of games for people to get to grips with all the options available to them.

While it seems that the characters add a lot of complexity to the game, I would argue that they are relatively straightforward. The real complexity is in the tactical decisions each turn and weighing up the options: where to move to, what to buy, how the prices are moving, what that positions you for next turn and what the other players are going to do in the meantime. Having said that, there is a considerable luck element in the game while you are taking messages at random. Get a message to be delivered to the village behind you and it will take a while. Pick one for the village in front and it's easy. This makes the character and the Palace building that give you some choice of message really useful.

As one of the game end conditions is delivering so many messages, a strategy suggests itself. Deliver just the easy, level 1 messages and hope to end the game before anyone else has accumulated many points in characters and buildings. This is helped by gaining cash when delivering level 1 messages, so you don't need to rely on trading for the cash to buy more messages. However, I've yet to see this work. I think it's because, in practice, level 2 messages are just as quick to deliver as level 1 and they are worth at least double the points. At only 2 points/message, you need a lot of level 1 messages to match a few level 2s.

The obvious strategy of enhancing your position with characters and buildings and increasing the value of the messages you deliver seems to be the way to go. It's then down to tactical choices between the players. While farms are useful, I'm not convinced that the monastery is worth building and, as I've said, I've yet to see a castle in play. Which characters you choose will depend on what you're trying to do, but the Witch and the Blacksmith seem the obvious starting points. Oh, and you'll need the Apprentice and Helper to deliver level 2 and 3 messages.

*La Loire* has some very interesting mechanisms. In general, they mesh together nicely. However, I have found a few clunky bits – things that seem to have been bolted on to fix a problem (such as the fact that only level 1 messages provide income – I suspect this is in response to money being tight in the early stages of the game). Nevertheless, I've been having a lot of fun playing *La Loire*. It took a few games to get my head round it, but now I can concentrate on trying to win! I intend playing it quite a bit more. It gets 8/10 on my highly subjective scale.

*La Loire* was designed by Emanuele Ornella and published in a numbered, limited edition by Mind the Move in Italy. It is a board game for 1-4 players (yes, there's a solitaire option), aged 10+ and takes about 90 minutes to play (allow longer for your first few games). This review was first published in the Gamers Alliance Report for Spring 2013 – available to members at [www.gamersalliance.com](http://www.gamersalliance.com).

## Errata

A mistake in the rules suggests that a merchant may be able to do more than one thing in a turn. The designer has posted a clarification on BoardGameGeek: at a village, a merchant or messenger has one – and only one – action. Thus, a messenger can deliver a message, buy a message or hire a character (if at the circus).

There's also what appears to be a printing error on the board. Generally, the terrain in a region matches the good it produces. Except in one case (Vendôme) where cheese is shown in a wheat field. If this region in fact produces wheat, there would be fewer regions producing cheese than wheat, which fits with cheese being worth more than wheat. There is no confirmation of this from the designer, but this is the way I play the game now.

## Reading Matter

The second volume of *Ten Years Later*, Alexandre Dumas's second sequel to *The Three Musketeers*, is *Louise de la Vallière*. The eponymous Louise is the sweetheart of Raoul, Vicomte de Bragelonne, after the whom the first volume is titled. However, the main plot of this volume is Louis XIV's increasing infatuation with her. Oops! For this reason, Raoul spends much of the book in England as an ambassador for Louis.

The bulk of this volume is set at the court of the Sun King in Fontainebleau – Versailles not having been built at this point. Dumas seems to have a thing about court life under Louis, as he goes on about it at great length – nearly 700 pages in just this volume. He also seems to have a thing for the aristocracy in general, which I find intriguing in someone born after the Revolution. Though maybe I shouldn't – looking back to a Golden Age afflicts us all.

Anyway, I found the book rather hard going, as there's an awful lot of verbiage for very little plot. In particular, there is only the slightest hint of what is going to happen in the third volume, *The Man in the Iron Mask*. Instead there's a lot of telling and re-telling of events at court as people flirt and scheme.

On the other hand, Aramis does get a major promotion – it seems he's now leader of Dumas's equivalent of the Illuminati, manipulating countries and monarchs. This gives him the means to help his patron, Fouquet. There's also some interesting manoeuvring between Aramis and d'Artagnan, both of them using Porthos. However, that's about it. I do hope the final volume moves faster.

## Games Events

The first event in May is the 24th Beer & Pretzels, hosted by Spirit Games at the Town Hall in Burton-on-Trent on 18th and 19th. While it is mainly an informal board games convention – with a library of games provided by Spirit – there are also several organised events over the two days. For more information, see the website: [www.spiritgames.co.uk](http://www.spiritgames.co.uk)



The following weekend is the UK Games Expo, now at the Hilton Metropole at the NEC. Despite this being a bank holiday weekend, the Expo takes place Friday (24th) – Sunday (26th) with the trade show open on the latter two days. Friday is a day of open gaming at the hotel before the organised stuff starts. I'm booked in for Saturday's *Memoir '44* tournament again and am looking forward to a good few days. There's just time to book a place at [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

This box concentrates on events I expect to attend.

**Swiggers:** games club that meets every Wednesday evening, usually upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). Board games and very 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 most months at the Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station. An excellent afternoon.

**UK Games Expo:** 24th-26th May 2013 at the new venue of the Hilton Metropole at the NEC. This is a public event that showcases games of all sorts with traders, demos and participation games plus guests. For gamers there are lots of tournaments and open gaming on the Friday and on Saturday evening. For details see [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

**Spiel:** the board games event of the year. 24th-27th October 2013, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see [www.internationalespielte.de](http://www.internationalespielte.de).

**MidCon:** November 2013 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See [www.midcon.org.uk](http://www.midcon.org.uk) for more.

For more extensive information on UK board games events, try the following.

The Labyrinth: <http://homepage.ntlworld.com/the-labyrinth/games/>

The Queen's Lane Advertiser: <http://www.boardgamers.org.uk/qla.php>

## Credits

*To Win Just Once* issue 134 was written and edited by Pevans. The *LPBS* masthead (page 21) is by Lee Brimmicombe-Wood, as are the pictures on pages 26 and 30. The drawing on page 24 is by Bryan Lea and those on pages 22 and 32 by Nik Luker. Game and book artwork is reproduced by courtesy of the publisher. Except where noted, photographs were taken by Pevans, who also played with Photoshop. © Paul Evans, 2013

## The Bonking Game

### Turn 7

Let's start with Colin Bruce. "That wicked Nik Luker appears to be an anagram of Klr Nuke. Sounds dangerously North Korean to me. B\*nk him RIGHT NOW!" That seems to get to Nik: "Random panic bonk – Brad Martin!" Brad responds, "How can it be turn 6 and 'zine editor Howard Bishop hasn't yet been bonked? I'll correct that immediately."

This is a common theme. Martin Jennings nominates "Howard Bishop, because he is only one of two without a self-bonk, definitely suspicious." "Howard Bishop draws my fire for looking too damn comfortable with those two big zeros," says Graeme Morris. With nothing from Howard himself, that's just enough to knock him out.

Andrew Burgess pitches in: "This turn, I shall mostly be bonking Charles Burrows. Many years ago, he started a game of the Sport of Kings, which is still going. Thanks to him, I am becoming increasingly desperate for names for my horses, to the extent that I am considering buying a map of the Isle of Sheppey for further inspiration. (BTW – new players welcome!)" Mike Dyer agrees on the target: "Charles Burrows. With two self-bonks this is almost too easy. Bonk!" And out goes Charles. His parting shot is "Rohan Keane – one to go." Absolutely right – that's Rohan out as well.

Mark Cowper bonks "Mike Dommett for allowing the Magic Flute to be stolen by the AIA last turn." That's what we like – a game-related grudge! The Dommett himself picks "Matthew Wale, as he has a null score, and I wouldn't like him to feel left out."

Matt goes for "Martin Jennings: I used to read the Jennings and Derbyshire books as a child, how dare he remind me of them!" Paul Wilson has other reasons for picking on Martin: "I still haven't forgiven him for picking on my character when he was Marvin."

Mr Wilson is Matt Shepherd's target, "cos he's still the last Paul standing!" Andy Kendall has other reasons for going for Paul: "Nothing complicated, but for picking on me last time."

"Not content with renaming SEWARS to Games Gazette, he's turning it into a website? That deserves another bonk for Chris Baylis," reckons Bill Hay. Tim Macaire picks on "Andrew Kendall, for not putting enough sugar in his Mint Cake." Finally, Al Tabor goes for "Ray Vahey, coz he's the first name I see and I'm trying not to miss turning in a turn this time, so I feel I must act immediately." A self-bonk from Ray and he's out, too.

**This turn's scores**

Player	Self	Total
Chris Baylis	2	3
Howard Bishop	1	4
Colin Bruce	1	1
Andrew Burgess	1	1
Charles Burrows	2	4
Mark Cowper	1	1
Mike Dommett	0	1
Mike Dyer	0	0
William Hay	1	1
Martin Jennings	1	3
Rohan Keane	4	5
Andrew Kendall	0	1
Nik Luker	0	1

Player	Self	Total
Tim Macaire	0	0
Brad Martin	1	2
Graeme Morris	1	1
Matthew Shepherd	1	1
Alan Tabor	1	1
Ray Vahey	3	4
Matthew Wale	0	1
Paul Wilson	0	2

Self is the number of self-bonks (to date); Total is the number of bonks this turn.

**What's this about?**

The name of this game goes back to more innocent times and the game has also appeared under other titles. Each turn, each player bonks (= nominates) another recipient of this magazine who's still in the game. Those who are bonked enough times in a turn are out and can't bonk anyone else. Last man standing wins.

The game is open to anyone who receives *To Win Just Once*. Players just have to send me the name of another *TWJO* recipient (from the list above) and give a reason (it doesn't have to be significant). Players who don't bonk someone else bonk themselves (and self-bonks are cumulative from turn to turn). The nominations needed for ejection will reduce as the number of players goes down.

(If you read *TWJO* and I've left you out of the list, drop a line to [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk) and I'll add you in next time. If you don't want to be included, just wait and you'll be out next turn.)

Send your bonk to Pevans at  
180 Aylsham Drive, UXBRIDGE UB10 8UF or  
to [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk) by 24th May 2013

# Games from Pevans

Mail order board and card games in the UK

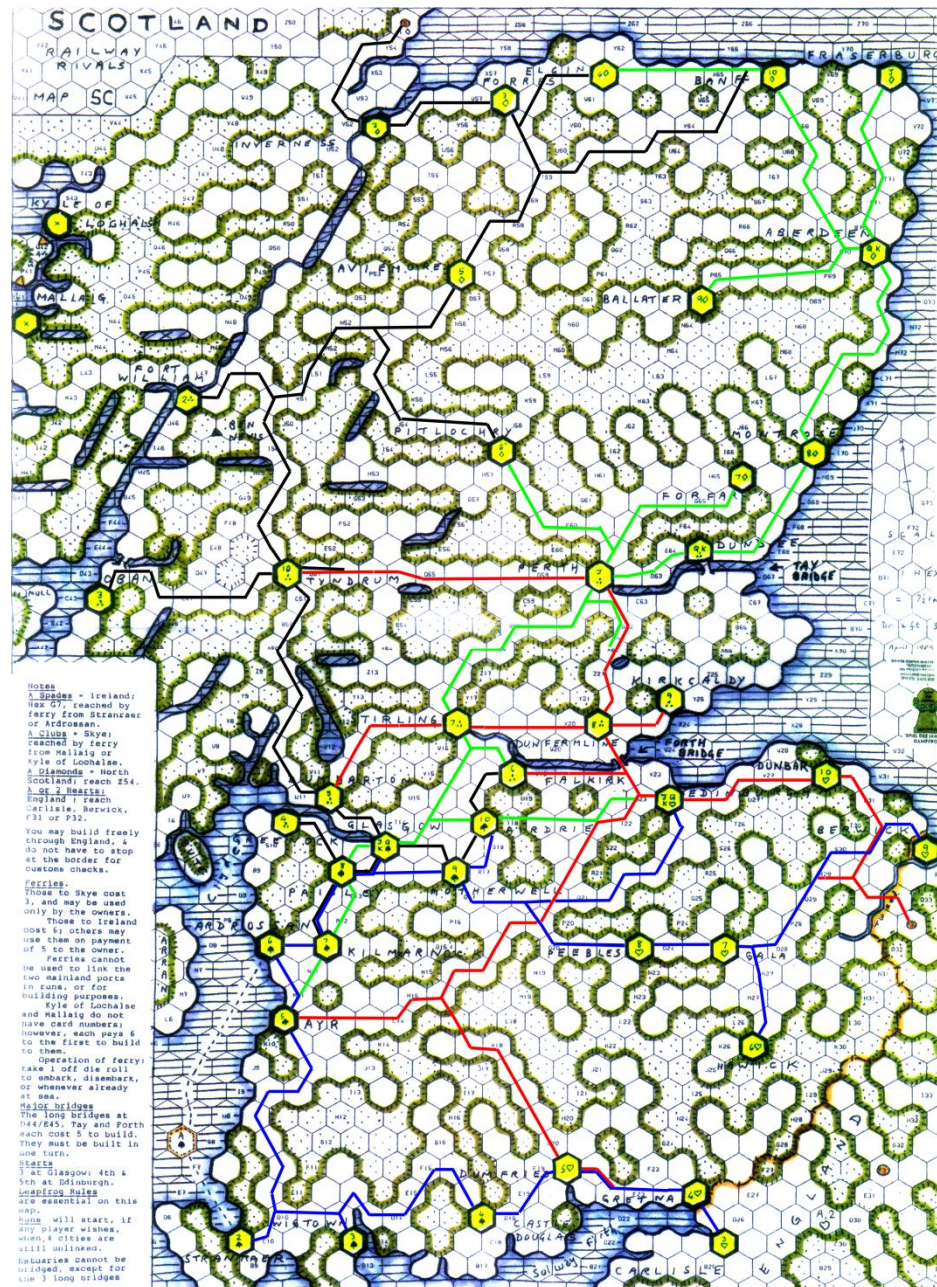


## Bora Bora

The latest from Stefan Feld and alea, A clever dice mechanism constrains players' actions and I look forward to playing a lot more.

For 2-4 players, aged 12+, playing time 25 minutes/player: £40.00

Online at [www.pevans.co.uk/Games/new.html](http://www.pevans.co.uk/Games/new.html)





## Kingsley Halt

### Railway Rivals game 9 – Turn 9

North British Railway Company edges further ahead, but many planned joint runs did not happen due to late communication between players. Wishie-Washie built towards the North of Scotland; now only Ireland and Skye are inaccessible. The ferries to Ireland and to Skye remain unconnected, Skye because no one has built to the terminals for starters.

#### Race results

Race	From	To	Jacob	Wishie	NBR	PFB
19	AH England	7S Kilmarnock	20+1		+2	10-3
20	3D Forres	5S Ayr	+1+1	20-3+5	10-6+2	
21	6C Falkirk	QS Glasgow	10-3	0+3	20	
22	4D Elgin	5H Dumfries			10	10
23	7C Stirling	4H Gretna	+3			20-3
<b>Total</b>			<b>33</b>	<b>25</b>	<b>38</b>	<b>34</b>

#### Builds

##### McJacobahn – Mark Cowper (Blue)

Builds: None  
POINTS: 184 +33 = 217

##### North British Railway Company – Jonathan Palfrey (Green)

Builds: None  
POINTS: 196 +38 = 234

##### Weeshie-Washie & Coldness Railway – Thomas Kok (Black)

Builds: (Inverness) – V52 – W52 – Y53 – Y54 – Z54 (North Scotland)  
POINTS: 144 -8 +25 = 161

##### Premiership Football is Best – Gerald Udowiczenko (Red)

Builds: None  
POINTS: 130 +34 = 164

#### Next turn's races

Race	From	To
11	AS Ireland	QD Aberdeen
17	JD Fraserburgh	3H Carlisle
24	AC Skye	2D Inverness
25	6S Ardrossan	AD N Scotland
26	7H Gala	2C Fort William
27	6H Hawick	5S Ayr
28	5D Aviemore	10S Airdrie
29	JD Fraserburgh	7H Gala
30	5C Dumbarton	KH Edinburgh
31	2C Fort William	6D Pitlochry
32	KS Glasgow	8D Montrose

33	8H Peebles	3C Oban
34	9S Motherwell	9H Berwick
35	8C Dunfermline	QS Glasgow

You may enter up to 6 races (plus any held over – shown in italics). After the races, you may build up to 6 points, including known payments to rivals.

#### GM Notes

Leapfrogs used: None.

Races continue this turn. The nature of the map means joint runs are likely. Please make sure that such races are listed in BOTH sets of orders – though the route only has to be in one set; the second set can say to use the route given by the first player.

Races that cannot be run because no one has connected to them remain available and do not count against the limit on the races you can enter each turn. There are now 5 of these.

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 17th May 2013

## The Light that Failed

### Star Trader game 6 – Turn 7

*“What was that?”*

*“Hull hit, sir.”*

*“Where does an old tub like that learn to fight like that?”*

*“They did start off running inter-system craft, Sir.”*

*“Yes, but even so. That Captain’s a brave man. Shame he has to die.”*

*The battle in the outskirts of Gamma Leporis System was fierce. Despite an initial degree of disorientation, the GATES-LEARJET ship was fought by a well-trained crew, who manoeuvred the Monarch Hull as though it was a stream-lined ship and knocked several lumps off their attacker from the ASSOCIATION OF INTERSTELLAR ANARCHISTS.*

*A hail of meteors in the night sky above Sigma Draconis followed an explosion above the planet, confirming that the ASSOCIATION OF INTERSTELLAR ANARCHISTS had blown up the captured QUASAR ship. Both sides put out press releases denouncing the other as the scum of the spaceways*

GATES-LEARJET bought 6 Alloys at Gamma Leporis to gain a Dealership. BELISAR POLITICAL picked up 5 on Contracts.

BELISAR sold 14 Alloys for 9 HTs each at Epsilon Eridani and were made Dealers. GATES-LEARJET’s bid of 10 was rejected. HOLYOKE ARBITRAGE

sold 12 Monopoles for 16 HTs each and were made Dealers too. They were made Contractors in Spice when they sold 9 for 14 HTs each. ARCHANGEL LINES tried to sell at 16, but were undercut!

Tau Ceti saw BELISAR buying 5 Isotopes on Contract.

Isotopes were on sale at 7 HTs at Mu Herculis, but it was BELISAR again who were first, selling 10 units and gaining a Contractorship to boot. QUASAR sold 1 unit, MONOGRAM sold none. MONOGRAM was more successful with Monopoles, selling 8 for 12 units each. HOLYOKE ARBITRAGE's representatives, scanning the cubage around the Spaceport, bought 1 Monopole for 16 HTs.

GATES-LEARJET sold one Spice for 12 HTs at Sigma Draconis, while HOLYOKE ARBITRAGE bought 5 on Contract.

At Beta Hydri, ARCHANGEL LINES sold 6 Monopoles for 19 HTs each to gain a Dealership and, finally, QUASAR sold 7 Alloys for 8 HTs to get a Dealership too.

GATES-LEARJET's loss of the Monarch Hull, Eve, was a bit of a downer for the Corporation whose expansionary plans included a Monopole Factory (at Mu Herculis of course) and a second Warehouse at Tau Ceti.

ARCHANGEL LINES' new ship was equipped with Passenger Pods. Their existing fleet loaded passengers for Beta Hydri, Epsilon Eridani, and Gamma Leporis.

HOLYOKE ARBITRAGE spent heavily to ensure OP 8 & the potential rewards.

QUASAR ENTERPRISES bought two Alloy Factories at Gamma Leporis. Their response to the AIA is best described as 'robust'. The AIA appear to have minimised the likelihood of any future payment.

MONOGRAM INDUSTRIES laid down a new Clarinet Hull in the Tau Ceti Shipyards. It's going to be called 'Brighton'.

BELISAR POLITICAL, keeping name recognition, despite rumours linking their iconic leader to women, bought a Warehouse at Epsilon Eridani and a Passenger pod for the Manstein, storing the cargo pod in the Epsilon Eridani Warehouse.

GAMLEPCO, true to their leader's tenet that why have 5 Factories if you can have more, bought their tenth Alloy-producing facility at Gamma Leporis, discounting rumours of local unrest.

**Press**

Fairtrade Spice now available from the AIA. Contact your local ... agent for details. Freedom for Sigma Draconis!

Concerned about Space Travel? Why not insure your life with Free Trader Enterprises? We will body-jack you before travel. Apply within for details.

Chill out, AIA, we just want to like be happy, man...

QUASAR OFFICES SIGMA DRACONIS  
MANAGING DIRECTORS OFFICE  
BORIS J SON

A FAX COMES THROUGH FROM  
ACCOUNTS DEPARTMENT

DEAR BORIS,  
WE HAVE RECEIVED THE  
FOLLOWING DEMAND.

"Dear Quasar Enterprises, Have you lost a ship? We seem to have found one! We will be happy to return it to you for a suitable finder's fee (say, 75 HTs) and an undertaking that it will cease trading with the bloated plutocrats of the current regime on Sigma

Draconis. Freedom for Sigma Draconis!"

PLEASE INFORM AIA THAT THE CHARGE OUT RATE FOR LOAN (OR POSSESSION) OF ANY OF OUR SHIPS IS 1 HT/DAY, PAYABLE WITHIN 30 DAYS. BEYOND THIS INTEREST IS ACCRUED AT 3% DAILY. THEY DON'T SEEM TO BE ON OUR SUPPLIER DATABASE. THEY WILL NEED TO FILL IN FORM P-101-NSD-03 ISSUE 19, RETURN WITH TWO REFERENCES, FULL BANK ACCOUNT DETAILS AND A 10 HT ADMINISTRATION FEE.  
ALGERNON B STARD  
ACCOUNTS

**Corporation Table**

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
A Archangel Lines	5 0 3	2	3rd	212 40	Howard Bishop
B Monogram Industries	9 0 4	0	8th	172 34	Andrew Burgess
C Quasar Enterprises	10 0 5	10	4th	139 36	Mark Cowper
D Belisar Political	10 0 9	+4	2nd	291 40	Mike Dyer
E GamLepCo	5 0 5	0	7th	102 28	Martin Jennings
F Holyoke Arbitrage	10 8 2	35	1st	302 40	Przemek Orwat
G Gates-Learjet	8 4 2	0	6th	68 28	Bob Parkins
H Association of Interstellar Anarchists	2 6 9	6	5th	1 N/A	Paul Evans

N under Initiative Bid means No move received, F indicates the Corp was floated

**News**

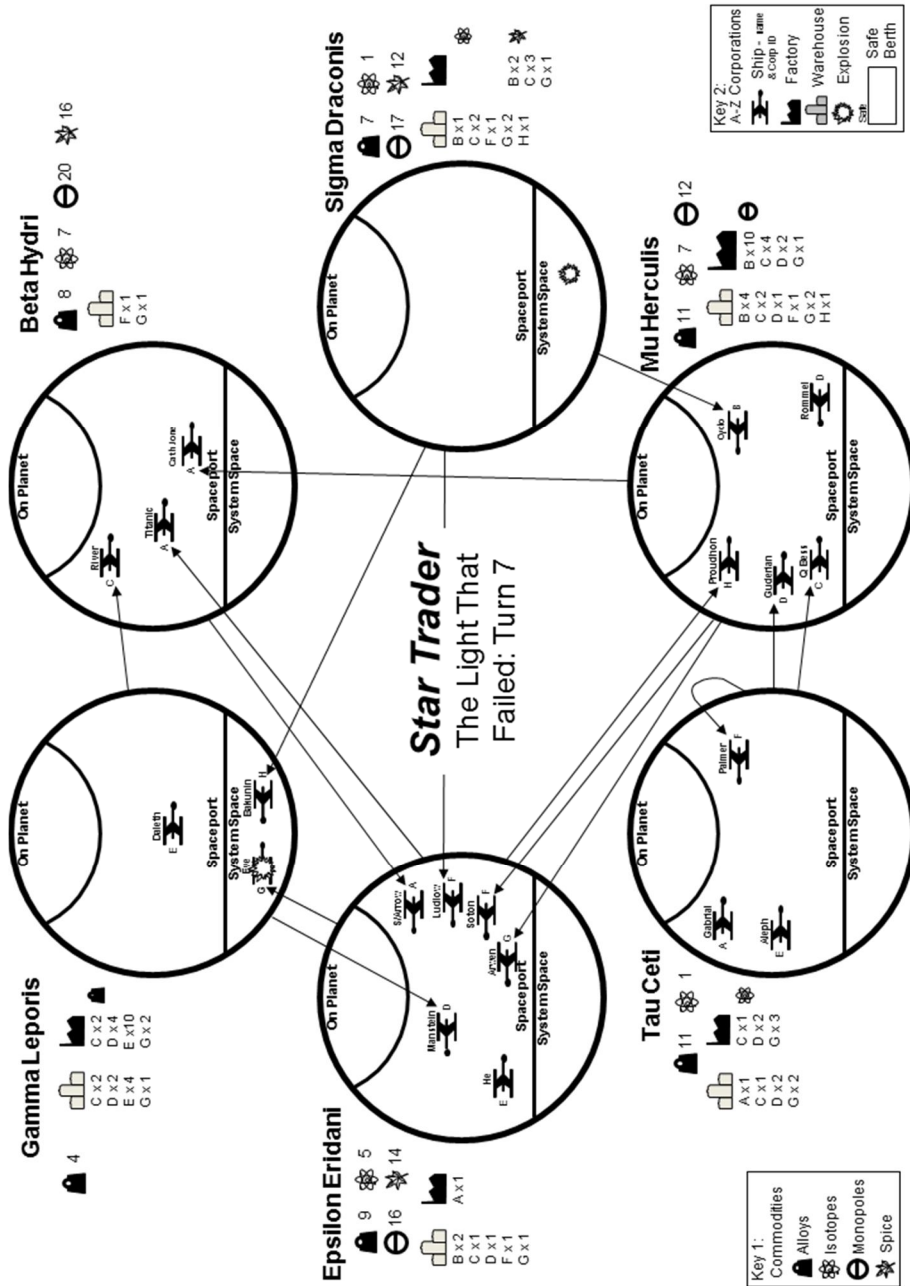
There was one new News chit this turn. Current chits are (new in bold):  
Turn 8 B6  
Turn 9 P3  
Turn 10 C4, B2

(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

**GM Notes**

Press is always welcome.

Orders to Mike Dommatt, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike\_dommatt@yahoo.co.uk by 17th May 2013

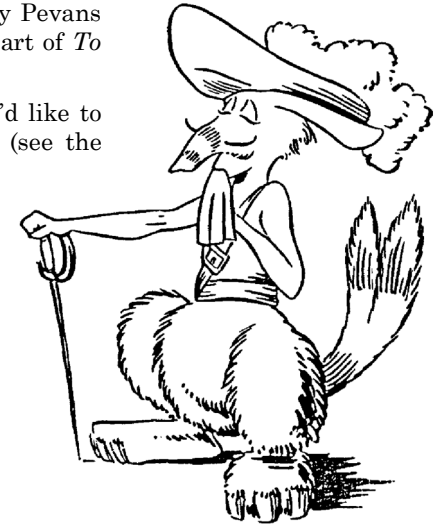


## Les Petites Bêtes Soyeuses 262

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 the 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 1666 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by 24th May 2013



## December 1665

The season of goodwill to all men is upon us! But not before Parisian socialites have resolved some matters of honour. An activity made more hazardous by sharp morning frosts that leave the cobbles of Paris's streets very slippery. First to brave the mogul field are Bill de Zmerchant and Jacques As in their dispute over Thomasina. Cavalryman Jacques brings his sabre and is supported by two regimental colleagues, Dexter Sinistre and Frele d'Acier. Brigadier de Zmerchant is supported by leaning on his two-handed sword. However, the size of the blade is nothing compared to the size of the man. Where de Zmerchant is, shall we say, willowy, As is more of a brickwork build. Both men adopt the same strategy: attack with a furious slash. The sabre moves faster, giving As first blood from his slash. De Zmerchant continues with his own attack, but As brushes it off to come back with the cut. That's more than enough for de Zmerchant and he throws in the towel. His injuries allow him to decline a meeting with Charles Rabbit-Vacuum, despite Paris voting that the double-barrelled one has cause.

Next up are Eric de Miabeille and his sabre, seeking satisfaction from Tourtière Mangetout, who is armed with a rapier and a flask of warm brandy. This should be a more even fight, but Mangetout gets off to a bad start. First he blocks needlessly (no sword could slash that quickly!) then he tries to parry a slash – first blood to de Miabeille. Mangetout jumps away to examine his injury only to be caught by de Miabeille's cut. As de Miabeille regains his balance, Mangetout strikes back, but only with a slash. Then there's a lunge, Mangetout finally doing significant damage to his opponent. However, de Miabeille's next slash prompts Mangetout to surrender. At least he got the girl.

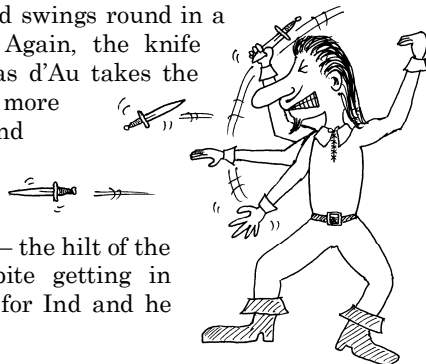
The turncoat Sheikh Yadik Al-Abowt has a couple of duels with his erstwhile colleagues in the King's Musketeers. Backed by Pierre Bezukhov II from his new regiment, Al-Abowt takes his rapier to meet Eglise de Sant-Suplice first. Awaiting his turn, Jean-Luc Beauchamp l'Rojik seconds de Sant-Suplice. An old injury to Al-Abowt makes this a very even contest. Though Al-Abowt's greater expertise may make the difference. De Sant-Suplice opens with a succession of parries, stopping Al-Abowt's lunge and riposting to draw the first blood (just not very much). The Sheikh's second lunge strikes home only for de Sant-Suplice to even the score with a lunge of his own. However, Al-Abowt's blow was just the start of a furious lunge and the cut forces a surrender from the Musketeer.

De Sant-Suplice hobbles off for medical assistance, declining to meet Al-Abowt's boss, Euria Humble. Instead it's l'Rojik's turn to cross swords with the Sheikh, once he's finished the refreshments provided by Pierre. As the bigger man, l'Rojik is expected to win this, especially as the Sheikh is still dripping blood from his first fight. Both men lunge and Al-Abowt concedes. l'Rojik ignores the waiting Humble in search of a bandage.

Another contretemps over a woman brings Jacques Shitacks to face Arsène Est. They are both big men, but Shitacks has the larger weapon (cutlass versus sabre) and far greater skill. Est just has Pierre Cardigan as his second. Both men attack: their slashes strike home together. But it takes the cutlass longer to recover, giving Est the opportunity to hit home with the cut element of his furious slash. Shitacks capitulates.

A scandal is averted as Georges Jush doesn't turn up to duel his regimental commander, Chopine Camus. However, Captain Jush doesn't turn up to fight Amant d'Au, either. Or Rick O'Shea. Or Armand Slice or Gaz Moutarde – though neither of these two puts in an appearance either.

This means d'Au is left with his fight against Gustav Ind. D'Au is not a small man, but Ind looks to have the reach and the girth on him. Plus he's using a rapier against d'Au's knife and has Devlin Carnate and Euria Humble as seconds. Ind parries initially and then lunges, neatly ducking under the knife that d'Au has braced himself to throw. Ind swings round in a slash as d'Au draws his second blade. Again, the knife whistles harmlessly past Ind's shoulder as d'Au takes the slash. The lunge that follows comes more quickly, offering d'Au a better target as Ind withdraws. The third knife takes him in the thigh and he staggers under the impact. Quickly, d'Au closes in and applies his boot where it will do most good – the hilt of the dagger protruding from Ind's leg. Despite getting in another slash, the injuries are too much for Ind and he concedes the duel.



Lastly, Uther Xavier-Beauregard takes on Gar de Lieu over his behaviour with Mlle Magnifiscent. De Lieu has a rapier and his skill. Xavier-Beauregard has a sabre and Quasi Le Bossu. Xavier-Beauregard slashes, then de Lieu lunges. Xavier-Beauregard concedes. That's all folks!

### Death or freedom?

The first order of business this month (now that honour is satisfied) is to convene the court for three trials. The Commissioner of Public Safety, Baron Sheikh Yadik Al-Abowt, is prosecuting and the Minister of State, Gustav Ind, presides. There are some who feel that the dignity of the court is somewhat diminished by the bloody bandages swathing the Minister's leg, but he's not having any of it.

As the eager spectators crowd into court, the black coach of the CPS draws up. Surrounded by a number of Public Safety officials, including Ali 'The Axe' Al-Headsoff, CPS Al-Abowt sweeps through the crowd and into the building. He is dressed in what he has now adopted as his official CPS uniform: black garments and cloak. Those closest to his passage insist that he is accompanied by strangely ominous music (Pom, pom, pom, pom po-pom, pom po-pom...). He carries a large black sack marked 'Exhibits' and two small covered cages from one of which emanates the occasional clucking sound.

The CPS takes his place on the prosecutor's bench, accompanied by Ali 'The Axe' and a strange wild-eyed fellow in a brown robe who constantly twitches and mumbles to himself. As the court quietens, Al-Abowt turns respectfully towards Minister of State Gustav Ind, bows and begins...

The first defendant is Lieutenant-Colonel Sir Etienne Brule of the Picardy Musketeers. Brule has used the time between his arrest and the trial constructively. First, he has set up the Judges' Lounge Improvement Fund (sole trustee Viscount Gustav Ind) to finance improvements to the judges' facilities at the court. Certainly, the Minister has a very comfortable – and apparently brand new – chair for this hearing. Not to mention the little footstool for his injured leg. Secondly, Sir Etienne has endowed the Patriotic Frenchman's Justice and Loyalty Fund, a charitable trust that finances appropriate, loyal and justice-related causes, as identified by Baron Al-Abowt. He looks surprisingly comfortable in the dock.

"Your Grace, I must start today's proceedings with an apology," begins Al-Abowt. "The prisoner standing before you is an innocent man! The charge levied against him has arisen due to the scurrilous actions of one of the other defendants, the arch villain Bartat. The prosecution withdraws the case against Sir Etienne Brule and instead seeks your permission to add the Libel charge to those other charges already facing Bartat."

"As will become clear to Your Grace and the court when I shortly commence the case against Bartat, the dark powers possessed by the Commanding Officer of the Royal Marines were utilised by him to mesmerise a

number of my officials. It is Bartat who is the notorious anarchist and libeller masquerading under the pseudonym Lord Percy Percy and he used his powers to divert blame upon the hapless Brule. The press items regularly issued around Paris being a part of his overall plan to undermine society and provoke decent gentlemen into duels.”



“In light of what I have detailed to the court, I ask your Grace to allow Sir Etienne Brule to walk from this court a free man.”

The pain from his injured leg appears to be making the Minister uncomfortable and he responds a tad tetchily. “I am not best pleased to see this matter come to court, but I am convinced this is a matter of dedication to duty and due diligence not to try an innocent man. Therefore I am happy to dismiss the case again Sir Etienne Brule.”

Brule wastes no time in exiting the dock, making obeisance to the court and taking a seat with the public.

“In stark contrast to Sir Etienne’s innocence stands the utter guilt of Bartat,” snarls Al-Abowt. “Your Grace, this loathsome wretch, this travesty of humanity, this... this... utterly contemptible, vile, corrupt, incomprehensible specimen of degradation is not fit to live a day longer”. Purple with rage and pointing his finger accusingly at Bartat, Al-Abowt bellows across the courtroom, “Standing before us all is none other than ‘The Great Grumble Seer’, warlock head of a coven of witches that derives from the pagan lands to the east. For many months have my agents kept a close watch upon him and his followers, observed as he integrated his way into the French military and furthered his dark practices and designs within Paris. I will prove, in total before this court, his indisputable guilt of all two, I mean now three, charges against him. I thus call the first of the prosecution’s witnesses ... Ali, the cages if you please.”

At this command, Ali ‘The Axe’ stands and lifts the covers off two wire cages, revealing a chicken in one and a frog in the other. “Your Grace, here you see two of my finest agents, the brothers Pierre and Andre Lasalle. The pair of them transformed into the creatures you see before you by the dark arts of Bartat during the course of their investigations. I also had a third agent, Monsieur Jacques Noir, who has mysteriously gone missing BUT not before he passed to my safe keeping his investigation notes and journal.”

Delving into his black sack of ‘exhibits’, Al-Abowt pulls out several papers. “I shall read the following report, dated July 1665 from Jacques Noir. ‘I Jacques Noir, being an agent of the Public Safety Ministry, did secure entrance to the barracks of the Royal Marines whilst said regiment was away on active service. Inside the quarters of the Commanding Officer, Colonel Bartat, I found evidence

of dark and unnatural practices, namely witchcraft. A large pentagram was etched onto the floor and a goat’s head surrounded by large black candles was fixed to the wall.”

The Sheikh continues, “And this, from October 1665. ‘I again managed to gain access to the Royal Marines barracks and was able to remove a number of items which I have subsequently passed onto Baron Al-Abowt. All of these items coming from a trunk inside Colonel Bartat’s office.’”

“These, your Grace, are the items.” Al-Abowt again delves into the black sack and pulls out a slightly crumpled black pointed hat with stars adorning it, a book with ‘Spells’ written on the front and an upside down crucifix. “The court will observe that inside of the hat’s brim are the three letters ILB, exactly the same corresponding letters as the prisoner’s initials!”

“Finally I call my last witness in respect of the witchcraft charge.” Al-Abowt turns to the wild-eyed man sitting alongside him. “This is Jean de Homme. He is the latest employee to join us at the Public Safety Ministry and occupies the position of Witch Smeller Pursuivant due to his uncanny ability to sniff out witches. Jean, can I ask you to tell His Grace and the court if you are aware of the presence of any witch, or their ilk, in this courtroom today?”

Shuffling to his feet, Jean de Homme begins a strange incantation; closing his eyes and slowly turning several times, he sniffs loudly for a minute or two. Then, crying out with a shrill voice, he points repeatedly at Ilk Lamore Bartat screaming, “There, I smell a witch there, the creature standing in the dock is a witch and gives me the strongest scent I have ever smelt since the time I was faced with the Grand Warlock of Constantinople. He is a witch”. He begins leaping up and down on the spot hollering out “Burn him, burn the witch” and has to be led from the court by Ali ‘The Axe’. The words ‘where’s my money then, I did it’ can just be heard from outside as the doors close.

“Now I turn to the charge of Sodomy of Junior Officers,” Al-Abowt continues, “And I have here the statements of two former Royal Marine Subalterns who are in protective keeping at the Bastille. It was my intention to call them before the court to give their evidence in person, however due to certain ‘mobility difficulties caused by the prisoner’ neither one was in a well enough state to undergo a coach ride across the cobbles, your Grace, if you get my drift!”

“We, the undersigned, were both Subalterns in the Royal Marines. We were recruited to this regiment by a man wearing the uniform of the RMs who called himself Major Moutarde. He told us that we were just the kind of fellows that the Colonel was looking for to fill a few holes in the regiment. Unfortunately being naive, trusting young men we did not realise, at the time, just exactly what that meant.’

‘Barely had we taken up our commissions when we were called to Colonel Bartat’s Office and offered a goblet of wine each to toast the regiment’s

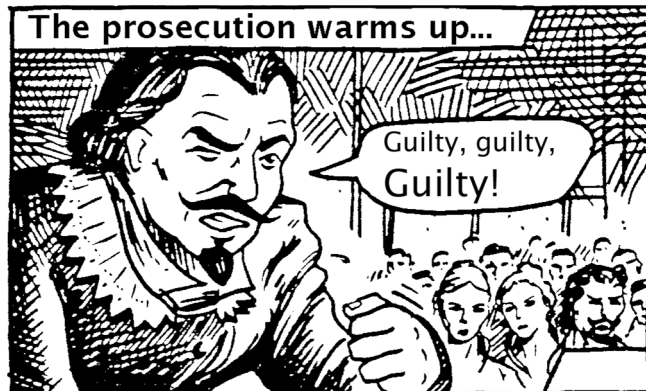
health. We recall that the wine tasted a little strange and made us feel dizzy. Colonel Bartat then said he needed to inspect us in our new uniforms and that we then had to take our tunics off and do press ups to see if we were fit enough for what he called 'the rigours of service'.

After that things became a little blurry and the next we knew the Colonel said there was an initiation ceremony for all new recruits which he called 'jolly rogering' – one of the regiment's nautical terms, we assumed – and involved us removing the remainder of our uniforms and garments except for our hats. At this point, we observed that the Colonel began to perspire rather heavily and he said it was 20 crowns for the man who managed to keep his hat on. Common decency deters us from detailing what followed aside to say that we were shocked and fled the barracks at the first opportunity we had, although it took us a good while to hobble to the CPS and relate our story.'

'In our opinion Colonel Bartat is not fit to command a regiment, or to remain in the army, and he should be shot for his crimes and the body then tied up to a tree and shot several more times just to make sure he's truly dead.' Signed by former Subalterns Ben Le Dover and Phil MonCavitee."

"This is clear testimony to the sordid activities carried out by Bartat upon vulnerable individuals and another reason why he must pay for his crimes with the ultimate penalty this court can deliver. I turn now to the additional charge of Libel". Removing an envelope from a cloak pocket Al-Abowt brandishes it around his head. "This here is a letter from the notorious anarchist and libellist who calls himself Lord Percy Percy and here," He pulls out another letter from his trouser pocket, "Here is a letter written by Bartat. The prisoner may protest that the writing is different in both letters BUT the court should not be fooled, as it is obvious that Bartat changed his style of writing in a feeble effort to avoid detection. His guilt is undeniable and compounds all of his other crimes."

"Your Grace, the prosecution has no choice in respect of this case. The crimes are too ghastly and the prisoner too dangerous for any other sentence than DEATH!" Al-Abowt looks towards Bartat with just the hint of a sardonic smile on his lips, "Furthermore, the method of execution needs to be specific, in order to prevent any of his coven seeking to recover the corpse and bringing the fiend back to unholy life. Firstly, the head needs to be removed and then the body



and severed head jumped up and down upon before then being burnt to ashes within a holy fire or, indeed, a large bonfire such as I happen to have already set up in the courtyard of the Bastille."

As the crowd bays for Bartat's execution, Quasi Le Bossu gets to his feet and makes a plea in his defence. "Dear Ministers, Lords, Ladies and all you other people, Sometimes people are overworked. Sometimes people are tired. Sometimes people make mistakes. This is excusable. Our CPS has been working diligently, but I fear that he has now eaten too many of his own hash cakes and sees enemies on every corner. To accuse Ilk Lamore Bartat of witchcraft and sodomy is so plainly wrong that it is laughable. Here stands a man," pointing at Bartat, "who is godly and pious to his very marrow; his numerous good deeds amongst the fallen women of Montmartre are legendary. It is he who leads these poor unfortunates to church weekly to pray for their poor souls. As for charges of sodomy, it beggars belief. I have never known a man more ramrod straight. You could never accuse him of putting the gay into gay Paris. Dour, Stout, true-hearted – Yes. But Gay – never! It's beer for him, never sparkling wine. No, I fear that our overworked CPS has been misinformed by scurrilous persons unknown, who seek to besmirch a true hero of France.

"My Lord," concludes Le Bossu looking directly at Ind, "I beg you to acquit Ilk Lamore Bartat to avoid a terrible injustice that will reflect badly on our poor CPS. Everyone makes mistakes," he continues, regarding Al-Abowt with a fatherly air, "acquitt Ilk Lamore Bartat to save a small error due to overwork turning into a major error of judgement that will haunt our previously unblemished CPS for years to come and ruin his record as a man of true justice."

If only it was audible across the courtroom. However, the crowd is quietened enough to hear Ilk Lamore Bartat's defence.

"Minister, I refute these charges utterly. No details of dates or places have been made available to me. As such, I cannot defend myself against specifics, a circumstance that places me at a disadvantage. Instead, I will therefore address some past events as one explanation of the true reason behind these accusations."

"The CPS has for some time abused and attacked the Royal Marines, and I have defended my officers against the repeated baseless slander. The CPS alleged to the officers of the RM that d'Or and the late The Money Goes were despots whom he crept around in fear of; this puzzles me, as I cannot conceive that 'a despot' would be granted a state funeral. This raises questions as to the reliability of the CPS' judgement."

"Furthermore," continues Bartat, "he wrote that the Ministry files on the RM had been destroyed, invoking his foreign god, writing of Count d'Or and Count The Money Goes that their souls, and I quote directly, 'have been cleansed from this earth and their black souls rot in the very darkest pits of hell' yet now

HE squeals of witchcraft! I have made the letter available to my lord judge the Minister of State rather than read the whole tedious thing out, but the Commissioner expressed part of this publically in October of 1665. In a more recent letter, he finishes with a threat on my life. Is one who at the time called upon a power other than the Lord in any position to know witchcraft? Maybe he caught us eating bacon?"

"Either he has lied directly to the officers of His Majesty's regiment," concludes Bartat, "or he has destroyed whatever proof he claims to have. It cannot be both. He asked for a Captaincy in the RM in the same month that he was arranging to leave the KM and join the CG. He claims membership of the 69A, and his presence in the RM would be awkward in the extreme, given the two regiments' history with each other. Given the move to the Cardinal's Guard – whom we have nothing against, may I add – his interest appears shallow at best and I was correct to refuse his request."

"This smacks of continuing personal spite and not justice, destabilising the RM. Now, that IS a threat to Public Safety."

Adjusting his injured leg, the Minister sighs heavily. "I have had the opportunity to consider the weight of these charges and I find the defendant guilty of some serious improprieties, but not to the full degree that the CPS suggests. I do not believe that there is smoke without fire, but I think, in this case, that circumstances have painted a fair grimmer picture than reality supports. However, there are certainly serious questions to be answered that emerge from this trial and, while I would like to offer some degree of leniency in this matter, the law simply does not allow it. I find the defendant guilty of all charges, but not all matters as they have been described by the CPS. Therefore I condemn Ilk Lamore Bartat to death by firing squad before the burning occurs and there will be no jumping up and down either."

To much cheering from the crowd, the hapless Bartat is dragged out to the CPS's black coach. This leaves a rather worried-looking Jean-Luc Beauchamp l'Rojik in the dock.

"This is a case that truly saddens me," begins CPS Al-Abowt. "Here before the court is a senior officer of His Majesty's Musketeers, a man who should be an example of military decorum and honour. Alas, the prisoner has proven to be nothing more than a common fraudster and a gross heretic committed to greedily grabbing any monies he can while defiling the Catholic faith."

"As your Grace knows I undertake my duties as Public Safety Commissioner with great diligence and, often, at personal cost. Alarmed at details of corruption emanating from the hierarchy of the King's Musketeers, I gained a commission within this regiment in order to observe at first-hand the nature of the alleged crimes. It didn't take me long to discover that the former CO, the late Count The Money Goes, was dipping his hands into the regimental

coffers, selling fake commissions and encouraging his underlings to do likewise. Any true officer and gentleman would have reported the fellow, but l'Rojik simply followed suit and has amassed a pretty fortune of what is the state's money."

"Furthermore, he was at the forefront of personal insults towards His Eminence as well as His Holiness the Pope to whom he referred as 'A Puppet of Papist Perfidy' and on one occasion I personally observed the prisoner bare his naked buttocks from a barrack window at a passing group of Holy Sisters of Saint Clare who were innocently making their way to mass. The final proof of his heresy came when I unearthed a copy of a Cathar bible under his bunk. Unfortunately the book was burnt by one of my staff who was unable to bear its heretical presence, but it is proof enough that I have seen the evidence and swear this before the court."

"So, your Grace, the prosecution feels it must call for the ultimate sentence to be delivered upon this rogue and heretic. It can only be hoped that the cleansing flames of a well stacked pyre will free his soul from eternal sin, but I suggest that we save the head and have it placed upon a spike at the city gates to act as a deterrent to others that may consider following the same depraved path that l'Rojik choose."

His mouth hanging open, l'Rojik stares at Al-Abowt, but can utter no sound.

"Very well, huffs Minister Ind, "This matter is a simpler one. I have, in my possession (due to my previous responsibility as Minister of War) many of The Money Goes's possessions. Among them are a number of collaborating pieces of evidence that fully support this charge. I am swayed by the CPS's argument and find the defendant guilty on all counts."

"Now, let's get this leg dealt with..." he mutters, getting to his feet and hobbling towards the door to the judge's rooms. He brushes aside the court officials who try to impede him, "No, no, get out of my way, man." No sentence having been explicitly given, the officials consult the ~~rulebook~~ law books to find the appropriate punishment for a man of l'Rojik's standing. There is only one answer: execution. The unfortunate Musketeer is dragged off after Bartat, to much cheering from the gallery. Strangely, neither man makes any appeal to His Majesty for clemency and sentence is duly carried out.

## Leaving and joining

After all this excitement, it's time for some banal business. Eglise de Sant-Suplice supplies some extra to influence to Euria Humble's request that the second Captain of the Cardinal's Guard should resign. Not that it's needed: the man goes with alacrity.

Etienne Brule then quits the Picardy Musketeers to sign up with the Dragoon Guards. He buys himself a Captaincy and starts to get familiar with his nice new regimental sabre.

New man Dick D'Asterdly has no luck, though: his application to the Archduke Leopold Cuirassiers is rejected and then the 27th Musketeers turn him down!

The Field Marshal, Earl Pierre Cardigan, appoints Lt-General Donald O'Grady as the new Adjutant-General instead of Fourth Foot Brigadier. Perhaps he'll last longer than the last one...

Various general officers decide not to appoint an Aide, while Heavy Brigadier Bill de Zmerchant can do without a Brigade Major for the time being. However, several junior Captains are able to take on the responsibilities of Adjutant of their respective regiments.

### It's Christmas!

The social whirl that is December in Paris begins with Armand de Luce's fancy dress party in Bothwell's. Armand and Jenny Russe have invited Paris's senior socialites to celebrate the feast of Saint Nicholas in appropriate fancy dress. Armand himself is dressed as the Bishop and Saint, while Jenny is in the uniform of a naval cadet – with suitable adjustments to the tailoring. The Grand Duke Max's Dragoons are also on the guest list and are led by their commander, Chopine Camus. The Colonel feels no need to wear anything other than his dress uniform and his arm is adorned with Mlle Sheila Kiwi. Dexter Sinistre, second-in command of the GDMD, arrives with Ava Crisp. They are both dressed in the light blue of the canoeing fraternity at Dexter's alma mater, the University of Paris. Etienne Brule annoys his host by also wearing a "St Nick" costume, while his companion, Frances Forrin, is dressed as an Elf.



Wearing his uniform as a King's Musketeer, Eglise de Sant-Suplice is not in the GDMD nor in fancy dress. Neither is Euria Humble. He proudly wears the uniform of the Cardinal's Guard and escorts Mlle Edna Bucquette. He is, of course, the enemy of Eglise, who promptly challenges him. Euria gives as good as he gets until the pair are prevailed on to

desist in the name of the season. Frele d'Acier, GDMD Subaltern, has specifically been excused his duties by Dexter so that he can attend. He is dressed as Swiss folk hero William Tell and accompanied by a damsel in distress, Freda de'Ath. This description causes several of the gentlemen present to offer to save her from Mr Tell, but the joke quickly wears thin. Gaz Moutarde feels the chosen theme is a little sombre for Christmas, so he and Anne Tique are dressed as a rather buxom reindeer (Anne is at the front), complete with sparkly red nose.

Jacques As brings Thomasina Tancenjin with him and both are dressed as pirates. The pigeons tied to their shoulders bear little resemblance to parrots despite the paintwork that's been applied. Jacques le Franc eschews such frivolity and is one of the few single men at the party. Pop Goes the Weasel brings Angelina di Griz with him. Guinevere d'Arthur accompanies Quasi Le Bossu, both dressed in prisoners' garb with a mock ball and chain attached to their ankles. Although appropriate, many consider this to be a dig at the CPS in the light of Quasi's robust defence of the late Ilk Lamore Bartat. Richard Shapmes brings Ella Fant and then Sheikh Yadik Al-Abowt arrives. His black outfit and air of menace dampen spirits despite the bright colours worn by his companion, Katy Did. Yadik appears amused by Quasi's costume, but not by Eglise's uniform – there is a further exchange of challenges.

As neither of the single men at the party has dressed up, neither gets a prize. Armand awards the purse for best costumed couple to Jacques As and Thomasina, with a note on the best way to remove pigeon poop. It is noted that, all around Paris, those less well off (and not attending this party) also receive a small gift from Armand.

Despite the party taking up much of the club, several other members spend the week there. Ali Vouzon brings Alison Wunderlandt, Connor McKnight visits with Emma Roides and Warren Peece is showing Ingrid la Suède a good time. There are several members in residence at the Fleur de Lys, too. Devlin Carnate is there with Lois de Lowe. Maggie Nifisent accompanies Gar de Lieu. Jacques Shitacks brings Madelaine de Proust. Fifi is with Pierre Cardigan and Pierre le Sang escorts Kathy Pacific. Their entertainment is provided by Pierre C, who blows several thousand crowns in a single wager on the gaming tables.

The Blue Gables is graced with the presence of Lothario Lovelace and Josephine Buonoparte, while the Frog & Peach has Pierre Bezukhov II and Belle Epoque within its walls. Elsewhere in Paris, Amant d'Au, Bill de Zmerchant, Rick O'Shea and Uther Xavier-Beauregard all fail in their attempts to win the heart of certain ladies. There's better luck for Eric de Miabeille and Gustav Ind, while the whereabouts of Arsène Est and Donald O'Grady is not in doubt. They are both on the doorstep of Jacky Tinne, arguing about who should have precedence. Marmotte d'Al, on the other hand, is at home with his lady, moaning about the lack of decent parties and his inability to swim (thus preventing him participating in the Dragon Boat race)... A sentence that can be repeated each week this month. As can, "Amant d'Au is unsuccessful courting". Donald O'Grady and Arsène Est also fail in their courting, but Jacques le Franc succeeds.

### Prayer and partying

The second week of December is enlivened by the second meeting of the Minor Saints' Society. Sir Monty Carlo and Charlotte de Gaulle host a small gathering in honour of St Eulalia of Merida. The unaccompanied Bill de Zmerchant and Sebastian Nuisance join them. Sebastian brings a bottle of vintage 'communion'



wine and offers to discourse on “what it must be like to have the plague”. Euria attends with Edna. Lothario brings Josephine. Quasi accompanies Guinevere. However, Chopine is refused entry. Sir Monty points out that his invitation was extended to gentlemen (and their ladies) and members of the GDMD are thus excluded. Much hilarity ensues. Pop Goes the Weasel is also in Hunter’s, continuing to show Angelina a good time.

Pierre and Belle are to be found in the Frog & Peach again. Bothwell’s sees the return of several members for a second week: Armand and Jenny (sans guests this time), Ali and Alison, Connor and Emma and Warren and Ingrid. They are joined by Eric de Miabeille showing off his conquest of the previous week, Anna Rexique. They are rudely interrupted by the arrival of Etienne and Frances. As Eric’s regimental enemy, Etienne is immediately in his face and the pair exchange challenges. Etienne then stalks off to the gaming tables and makes four substantial wagers: he loses one, wins one and cuts two, to end up out of pocket, but with his status slightly enhanced.

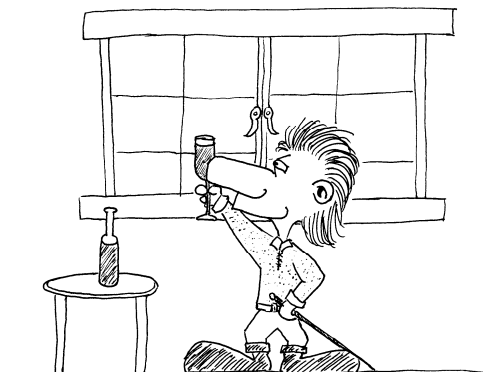
In the Fleur we find, for the second time, Jacques and Madelaine, Pierre Cardigan and Fifi and Pierre le Sang and Kathy. Arriving this week are the Sheikh and Katy. Jacques, Madelaine, Pierre, Fifi, Yadik and Katy return to the Fleur in the third week. Euria arrives with Edna and Gar with Maggie. Yadik and Katy welcome a few guests. Etienne Brule brings Frances while Pierre Bezukhov II brings Belle. Conclusions are drawn as to Etienne and Pierre’s connection with the CPS.

Bothwell’s sees a decent crowd come through its doors. Armand de Luce and Jenny Russe kick things off. Ali Vouzon brings Alison. Connor McKnight is there with Emma. Eglise de Sant-Suplice has a new lady on his arm: Leia Orgasma. Richard Shapmes escorts Ella. Finally, Warren Peece entertains Ingrid at Bothwell’s. Pop Goes the Weasel can’t get in, though, as he’s expecting Armand to be his host and Armand isn’t.

Lothario Lovelace and Josephine are in the Blue Gables, as are Tourtière Mangetout and Sue.

### Happy New Year!

To wrap up the year, Warren Peece holds a New Year’s party at Bothwell’s. He and Ingrid welcome several guests. Pop Goes The Weasel gets into this party and brings Angelina with him. Richard Shapmes accompanies Ella. Monty Carlo has Charlotte on his arm. And Eglise de Sant-Suplice escorts Leia to their first party together.



Hootenanny! Ali and Connor are also in Bothwell’s to see the year out, accompanied by Alison and Emma, respectively.

The big attraction for the end of 1665 is the inaugural Boozers and Bellringers’ Dragon Boat Race on the Seine hosted by Quasi Le Bossu. Though not all the entrants seem to be up to speed on what is involved. Chopine Camus has had a horse trough converted into a sort of boat by his regimental blacksmith. The result is heavy, clumsy and doesn’t have room for a full crew. Dick D’Asterdly has painted ‘his’ boat in garish colours and covered it with a tarpaulin. Only one paddle can be seen protruding from under the cover...

Quasi drops the flag to signal the start, the paddles dig in and the boats surge forward. Except for Dick Dasterdly’s contraption. Whoever’s manning it is paddling manfully, but the boat is making little headway against the current. Gaz Moutarde takes an early lead with his boatload of Marines, as you’d expect, but the RFG team of Devlin Carnate stays with them. Lothario Lovelace is just behind these two boats, followed by Armand de Luce and Pierre le Sang. Frele d’Acier and Sebastian Nuisance’s boats are next. Euria Humble, Jacques le Franc and Pierre Bezukhov II make up the next row. Just behind them are Arsène Est and Dexter Sinistre (dressed in his paddling blues again). The almost-back markers are Charles Rabbit-Vacuum, Etienne Brule and Jacques As. And Dick D’Asterdly is actually ahead of Chopine Camus’s homemade boat as Chopine’s team work out how to swing their paddles.

Devlin sets a demonic pace for his team and it’s no surprise that they’re well ahead at the halfway mark. Paddling just as furiously, Armand de Luce and Lothario’s teams move forward into joint second place. Sebastian is just behind them, his team also going like the clappers. Euria and Frele push hard to stay in touch and catch Gaz, whose Marines can’t find their rhythm and keep bumping into the all-black boat captained by Sheikh Yadik Al-Abowt. Or is it the other way round? Jacques le Franc is still just behind them and is followed by Dexter and Pierre le Sang’s boats. Charles Rabbit-Vacuum has got a good pace out of his team of Dragoons, but their poor start tells and they’re next. However, they have passed Pierre Bezukhov II and Arsène. Etienne is next, ahead of Chopine – whose Dragoons have finally got their boat moving – and Jacques As in the companion GDMD boat, who are too busy laughing at their colleagues’ tub. At the back, the inevitable has happened and Dick D’Asterdly’s one-paddle boat has turned 180° back towards the start line, despite Dick’s best efforts with his whip.

The front-runners have clearly put everything into the first half of the race and are too tired to give much more. It looks like Devlin can maintain just enough of a lead to reach the line first, but here come the 27th Musketeers! Barely slowing from the first half of the race, Sebastian’s team pounds past Armand and Lothario’s boats to catch Devlin on the line. It’s a dead heat!

Euria’s boat appears to be stuck to the back of Sebastian’s as it, too, powers past the faltering Armand and Lothario. He can’t quite catch Sebastian, though and

has to settle for third place. Armand and Lothario drift across the line in joint fourth. Which they have to share with Gaz and an improving Jacques le Franc. Frele drops back as well and is caught by Dexter and Pierre le Sang. Pierre Bezukhov II speeds up to come in just behind them (in 11th). Charles slows down, Etienne speeds up and they finish where they started, alongside each other. (Charles's little gift to Frele doesn't seem to have any effect on the race.) Jacques As remains just behind them. Chopine's boat maintains its speed to catch Arsène on the line. And Dick returns to the landing stage where he berates his 'team' – now revealed to be his groom – until he is himself harangued by a man who wants to know what Dick's done to his boat!

After their exertions, the teams retire for a rest while the Captains retire to the Fleur for a drink, courtesy of Quasi. Their progress is marked by fireworks, courtesy of Charles Rabbit-Vacuum. Most are joined by their mistresses: Guinevere joins Quasi, Freda Frele, Edna Euria, Thomasina Jacques As, Josephine Lothario, Jenny Armand, Kathy Pierre le Sang, Frances Etienne, Lucy Charles, Lois Devlin, Anne Gaz, Sheila Chopine, Ava Dexter and Belle joins Pierre Bezukhov II (making the most of having been excused his regimental duties by Arsène Est). Also to be found in the Fleur are Gar de Lieu and Maggie, Jacques Shitacks and Madelaine and Sheikh Yadik Al-Abowt and Katy.

There has been no sign of Armand Slice, Egon Mad 2 or Jacques de Gain this month. Armand and Jacques are in the gyms all month, practising sabre and rapier, respectively. Egon puts in three weeks with his rapier after a visit to the Bawdyhouses for some female company. Sebastian Nuisance is also in the Bawdyhouses for the first week and wins both his bets, giving him his choice of the young ladies present – they like a lucky man! The footpads strike ... a week late! They get Dexter Sinistre as he's returning from the Bawdyhouses, but he's spent his cash.

Other notable Parisians to be found in the gyms this month are Charles Rabbit-Vacuum (3 weeks with sabre) and Uther Xavier-Beauregard (ditto). Dick D'Asterdly, Gustav Ind and Tourtière Mangetout all practise for two weeks with their rapiers. It's a fortnight's sabre practice for Eric de Miabeille, Frele d'Acier and Jacques As. Rick O'Shea works out with his cutlass for two weeks and both Donald O'Grady and Monty Carlo practise their two-handed swords. Plenty of others practise for a week.

Affairs of State call Devlin Carnate, Gar de Lieu and Gustav Ind to the Louvre in week two for discussions with His Majesty. Devlin is keen to pour scorn on the proposal made in some quarters to erect a huge wall of ice across the Pyrenees to prevent a Spanish offensive during the winter. He gets no chance to expound on this, though. The King is not in a good mood and the three are subject to a long tirade about uppity Parisians getting above themselves and throwing parties more lavish than his...

## Crisis at Christmas

It's the start of a hard winter on the frontiers and Frontier regiment 3 suffers a rash of deaths due to hypothermia. Wrapped up in his nice, thick RFG cloak, Major Voulo Vault survives handily. He is Mentioned in Despatches ("What a fine cloak") and Knighted. Volunteer 'X3' is not so lucky. His regulation issue thin blanket is not enough to keep him warm overnight and he is one of the stiffes the following morning. RIP. ❖

## Press

### Announcements

Rumour has it that the Cardinal is increasing the size of his security detail. Suitable candidates should contact Capt. Lothario Lovelace.

The Royal Foot Guards will be heading to the Pyrenees to combat the attempted advances of the Spanish in the new year. All members of the Regiment should prepare accordingly.

† Count Devlin Carnate  
Colonel

### Social

The Minor Saints' Society is pleased to announce that we will be celebrating the feast of St. Hilary of Poitiers at Hunter's on the 13th January (week 2). All gentlemen and their ladies are welcome to attend.

† Sir Monty Carlo

I will be holding a gathering in Week 1 of January. All gentlemen of SL 18 and above are invited, along with their Mistresses. As an additional bonus, I will be showing off my new hangover cure for those who over-indulged at the New Year.

† Viscount Madd

The AGM of the Boozers and Bellringers is scheduled for Week 3, January 1666 in the Fleur. All members are invited with their ladies. We will discuss such weighty issues such as 'what was your favourite beer of the year' and 'Microbreweries – will they ever take off?' plus drink a final farewell to fallen comrades. All costs will be borne by the club. Nominations for the following posts are required:

Honorary Life President: JS + 1 vacancy

Chairman: QLB

Secretary: AdL

Entertainment Committee: ILB, TLM, WP, + 2 vacancies

Fallen Women of Montmartre Liaison Officer: ILB

Yard of Ale Custodian: Vacant

Applications by post via L'Editor

Cavalry Officers Luncheon

I have recently transferred to a Cavalry Regiment and want to do my part to improve operational readiness in this branch of the King's service.

To that end, I will be hosting, during Week 3, at my club, a gathering designed to help cavalry officers develop their leadership and technical skills. A comprehensive luncheon and refreshments shall be

served. A group of lectures and panel discussions regarding the role and future of cavalry will also be presented, including:

- Get the Point: New perspectives on using the tip of your Sabre in combat
- The Two-Handed Sword: A powerful melee weapon or just over-compensation?
- Which end gets the hay? A guide to basic horse maintenance.

A prize of 50 cr will be awarded to the guest who suggests the best seminar topic for a future Cavalry Luncheon.

All serving and retired cavalry officers and their mistresses are welcome. All serving and retired infantry officers above SL 7 and their mistresses welcome as well. Carousing costs sponsored.

† Sir Etienne Brule

To: JS, TLM, ILB, AdL and WP

There will be an emergency Board Meeting of the Boozers and Bellingers to discuss whether SYAA's membership should be renewed.

The B&B is a gentleman's club; we cannot have members accusing each other of heinous crimes such as witchcraft and sodomy – this is not a public school in England!! All of you are urged to attend to vote either Yes or No\* to whether the Sheikh is given the boot, blackballed for 3 months or forced to drink a yard of Devil's Scrote brew that the Declan brothers used to supply liberally (yet no-one ever knew how they got such copious amounts and why it was usually served warm?) as a lesson to behave in future. This meeting will take

place in Week 4 in the Fleur ZTMG Billiard room. Guinevere has offered to hold an embroidery class for your ladies during the meeting, after which they will join us in the ZTMG Grand Saloon.

† Chairman Quasi Le Bossu

\* [OOC] by e-mail to Pevans please

## Personal

Count D'Or has been passed fit for work by APOS.

Dear Diary,

A whole month incapacitated, parbleu! That's the last time I go to that brothel – no, not what you thought, you cheeky little diary you – the worst bout of food poisoning ever. Probably shouldn't have thrown up all over Red Philip either. And the broth wasn't exactly what I was expecting when I went in... † SN

To enlarge on my previous comments, which I appreciate may have suggested (falsely) some acquaintance with press publications, I have yet to see a printing press set up in a street of any description.

† Charles Rabbit-Vacuum

Dear Dex,

I am sorry I missed your 'networking', a term I don't know: does it involve fishing? Some of us prefer real soldiering, which offers the chance of promotion above Lieutenant-Colonel. And, since you are so interested in etiquette and protocol, it's 'Sir Bill' to you.

† Brigadier-General

Sir Bill de Zmerchant,  
Officer Commanding Heavy Brigade

Lord Percy Percy says that, as the false Lord Percy Percy has learned discretion, the Real Lord Percy Percy will continue his distribution of approving commendations.

It's certainly true that SYAA looks better in the Swiss Guard's (hard) codpiece than he would in his own hose.  
† La Bladder Vere

## Points Arising

**Next deadline is 24th May**

Shifting the deadline to a Monday when I'm away at deadline weekend seems to cause more confusion than it's worth. So the next one remains on a Friday, though I'll be at the UK Games Expo over that weekend.

Many thanks to Jason Fazackarley for his comprehensive write-up of this month's trials, much of which I have used in the report. I hope the rest of you laugh as much as I did.

### Absent friends

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

GJ Georges Jush (Dominic Howlett) has NMR'd. Total now 1

VV Voulo Vault (Mark Booth) has NMR'd. Total now 2 and is sent to a Frontier regiment

X1 (Colin Cowper) has NMR'd. Total now 1

YVB Yves Vrai Bretheauteque (Chris Boote) has NMR'd. Total now 1

AS (Nik Luker) has been floated as Nik thought the deadline was the Friday *after* the deadline.

This Rogue and Vagabond is off on his travels for a bit ... hope I return for more parties ... here's to battle and booty!  
† AdL

Lord Percy Percy says, as fashion is tending towards the tasteless, Connor McKnight has a very fashionable dress sense.

TLM (Tim Skinner) has been floated as Tim had a project deadline at the same time as *LPBS*.

### Welcome

Mark is the latest of the Farrell clan to join *LPBS*. Welcome, Mark, and enjoy the game.

### Notes

The *En Garde!* rules are available to *LPBS* players at a reduced rate: see any month's Points Arising web page at [www.pevans.co.uk/LPBS/](http://www.pevans.co.uk/LPBS/); or send a cheque (payable to Margam Evans Limited) for £8.40 (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.

Orders (and press) should be e-mailed to lpbsorders@pevans.co.uk – you'll get an automated reply when your message arrives in my mailbox. Please give your name and your

## Announcements

Dexter Sinistre applies for Aide to General

## Duels

### Results of last month's duels:

Jacques As (with FdA & DS, gains 1 Exp) beat Bill de Zmerchant.

Eric de Miabeille (gains 1 Exp) beat Tourtière Mangetout.

Yves Vrai Bretheauteque didn't turn up to fight Sheikh Yadik Al-Abowt and lost SPs.

Arsène Est (with PC, gains 1 Exp) beat Jacques Shitacks.

Georges Jush didn't turn up to fight Amant d'Au and lost SPs.

Georges Jush didn't turn up to fight Armand Slice and lost SPs.

Georges Jush didn't turn up to fight Chopine Camus and lost SPs.

Eglise de Sant-Suplice declined to meet Euria Humble as he was under half Endurance.

Sheikh Yadik Al-Abowt (with PB2, gains 1 Exp) beat his enemy Eglise de Sant-Suplice (with JLBR).

Jean-Luc Beauchamp l'Rojik didn't turn up to fight Euria Humble and lost SPs.

character's name and specify actions in full (since it's without your character sheet). If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk instead.

Etienne Brule applies for Regiment Adjutant of DG

Georges Jush didn't turn up to fight Gaz Moutarde and lost SPs.

Georges Jush didn't turn up to fight Rick O'Shea and lost SPs.

Jean-Luc Beauchamp l'Rojik (gains 1 Exp) beat his enemy Sheikh Yadik Al-Abowt (with PB2).

Amant d'Au (gains 1 Exp) beat Gustav Ind (with DC & EH).

Gar de Lieu (gains 1 Exp) beat Uther Xavier-Beauregard (with QLB).

Bill de Zmerchant declined to meet Charles Rabbit-Vacuum as he was under half Endurance - voted cause 7:3.

### Grudges to be settled next month:

Arsène Est (Sabre, Seconds TIM & PC) and Donald O'Grady (2-Hand, Seconds EB & UXB) have mutual cause as neither stood down over Jacky.

Eglise de Sant-Suplice (Cutlass, 5 rests) and Euria Humble (Cutlass, Seconds GI, adv.) have mutual cause for being in enemy regiments.

Eglise de Sant-Suplice (Rapier, 2 rests) and Sheikh Yadik Al-Abowt (Rapier, Seconds PB2, adv.) have mutual cause for being in enemy regiments.

Etienne Brule (Rapier, Seconds DOG) and Eric de Miabeille (Sabre, adv.) have mutual cause for being in enemy regiments.

Rick O'Shea (Cutlass, Seconds CMK, adv.) challenges Sheikh Yadik Al-Abowt (Rapier, Seconds PB2).

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

## New Characters

Andrew Kendall gets the First son of an Impoverished Earl: Init SL 10; Cash 44; MA 6; EC 3 (X2).

Rohan Keane gets the First son of a very wealthy Gentleman: Init SL 6; Cash 825; MA 2; EC 4 (X3).

Martin Jennings gets the Second son of a Peasant: Init SL 2; Cash 10; MA 3; EC 2 (X4).

Mark Farrell gets the First son of a very wealthy Merchant: Init SL 4; Cash 550; MA 5; EC 3 (X5).

## Tables

### Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain LL
Aides: to Crown Prince N	to Field Marshal AE
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General DOG
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety SYAA	
Chancellor of the Exchequer JS	Minister of Justice GdLi
Minister of War N	Minister of State GI

Shows who holds appointments outside military units:

ID for Characters, N for NPC, \_\_ for vacant,  
CPS for additional posts held by the CPS.

duelling sequence need only contain six Actions.

### Challenges to be voted on:

Rick O'Shea challenges Sheikh Yadik Al-Abowt for besmirching the good name of the Royal Marines.

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.

### Army Organisation and 1666's summer Deployment

First Army (Defence)	TIM/EdSS/N3/N
Guards Brigade (Defence) - RFG CG KM	
Second Army (Assault)	PIS/___/N5/CMK
First Division (Assault)	QLB/N/___
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
Second Division (Assault)	RS/N/CRV
3rd Foot Brigade (Assault) - 27M 4A	
4th Foot Brigade (Assault) - 69A Gscn	
Frontier Division (Assault)	N4/N/ROS
Frontier Regiments (Assault)	
Third Army (Field Ops)	N1/N/N5/JdG
Cavalry Division (Field Ops)	MC/N/TM
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Dragoon Brigade (Field Ops) - GDMD PLLD	

Organisation and Deployment for the Campaign Season  
with Army and Division posts (Commander/Aide/Adjutant/QMG)  
Entries are ID for player characters, N (+MA if needed) for NPC, \_\_\_ for vacant

### Brigade Positions

Guards Brigade	AV/N/VV	First Foot Brigade	___/___/JIF
Horse Guards Brigade	WP/N/N5	Second Foot Brigade	N2/N/N4
Heavy Brigade	BdZ/___/___	Third Foot Brigade	N6/N/N1
Dragoon Brigade	UXB/FdA/JA	Fourth Foot Brigade	___/___/N1

Current CO/Aide/Brigade Major of each Brigade; entries as Army table

### Frontier Regiments

	(Siege for Dec-Feb)				
Colonel	<u>F1</u> N6	<u>F2</u> N5	<u>F3</u> N4	<u>F4</u> N6	<u>RNHB</u> N4
Attached			VV		
Also at the Front					

This table shows the Colonels of the Frontier regiments (N+MA for NPCs), together with the volunteers assigned for the season.

### Battle Results

Frontier regiment 1 : 3  
Frontier regiment 2 : 4  
Frontier regiment 3 : 5

Frontier regiment 4 : 2  
RNHB regiment : 4

### Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	PIS
54	Madeleine de Proust	17		JS
35	Katy Did	16	I	SYAA
42	Maggie Nifisent	16	B	GdLi
No	Name	SL	Attr	Last

Regiments	RFG	CG	KM	DG	YVB	EdM	N4	N2	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn	
	DC	EH	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE
Col	EH	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE
LCol	AdA	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE	AE
Maj 1	N4	GI	EdSS	N3	N5+	N6*																
Maj 2	VV+	SYAA																				
Capt 1	N5	LL																				
Capt 2	N2																					
Capt 3	N4*																					
Capt 4																						
Capt 5																						
Capt 6																						

This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations, N (+MA) for NPCs, blank for vacant. \* shows the regiment adjutant; + shows ranks held by characters with a (senior) brevet rank or an appointment elsewhere.

55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	QLB
10	Frances Forrin	14	B	EB
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		AV
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	CRV
30	Leia Orgasma	13	B	EdSS
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	TM
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	EdM
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	PGTW
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	DS
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	AdL
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	PB2
13	Josephine Buonoparte	6	I/W	LL
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	DC

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GI	Viscount Gustav Ind	28	56	Rich	Major CG/State Min.	9		Flr	6	Ashley Casey
GdLi	Count Gar de Lieu	27	73	Withy	General/Justice Min.	8	Maggie	Flr	4	Bill Hay
DC	Count Devlin Carnate	27	75	Poor	Colonel RFG/Min w/o Port	10	Lois	Flr	2	Bruno Giordan
JS	Count Jacques Shitacks	24	60	Filty	General/Chancellor	3	Madelaine	Flr	4	David Olliver
EM2	Viscount Egon Mad 2	24	60	Withy	Bdr-General/Min w/o Port	9		Flr	3	Tym Norris
JdG	Viscount Jacques de Gain	23	49	Rich	B.Bdr-General KM/3rd Army QMG	17		Flr	4	Ben Brown
PC	Earl Pierre Cardigan	23+70	Comfy	Fld Marshal/Min w/o Port		9	Fifi	Flr	4	Matt Shepherd
EH	Count Euria Humble	22	54	Rich	B.Bdr-General CG/Min w/o Port	16	Edna	Flr	5	Matthew Wale
TIM	Marquis Tomas le Matelot	21	45	Rich	General/1st Army Commandr	8		Flr	4	Tim Skinner
QLB	Sir Quasi Le Bossu	18	40	Withy	Lt-General/1st Div Commandr	9	Guinevere	Flr	6	Mark Cowper
ILB	Baron Ilk Lamore Bartat	18	RIP							Andrew Kendall
UXB	Marquis Uther Xavier-Beaureg'd	17	36	Withy	B.Bdr-General PLLD/Drgn Brigadier	9		Both	3	Pete Card
AdL	Sir Armand de Luce	17	30	Withy	Bdr-General	5	Jenny	Both	2	Francesca Weal
PLS	Baron Pierre le Sang	16	48	Comfy	B.General/2nd Army Commndr	7	Kathy	Flr	4	Bill Howell
CRV	Sir Charles Rabbit-Vacuuum	16	34	Withy	Lt.Colonel PLLD/2nd Div Adjutant	3	Lucy	Both	5	Mike Dommett
SYAA	Baron Sheikh Yadiik Al-Abowt	15	44	OK	Major CG/CPS	5	Katy	Flr	3	Jason Fazackarley
RS	Sir Richard Shapmes	15	40	Comfy	B.Lt-General/2nd Div Commandr	8	Ella	Both	4	Charles Popp
AV	Baron Ali Vouzon	15+45	Rich		Bdr-General/Gds Brigadier	7	Alison	Both	1	Graeme Morris
WP	Baron Warren Peece	14	39	Rich	Bdr-General/HGds Brigadier	11	Ingrid	Both	2	Pam Udowiczzenko
EdM	Marquis Eric de Miabeille	14	38	Withy	Colonel QOC	13	Anna	Both	3	Pete Holland
AE	Arsène Est	14	33	Poor	Lt.Colonel CG/FMshl's Aide	6		Both	6	Ray Vahey
CMK	Baron Connor McKnight	14	30	Comfy	Bdr-General/2nd Army QM Gen.	3	Emma	Both	5	Graeme Wilson
JLBR	Sir Jean-Luc Beauchamp l'Rojik	14	RIP							Rohan Keane
EB	Sir Etienne Brule	13	34	Comfy	Captain DG	2	Frances	Both	4	James McReynolds
JIF	Sir Jacques le Franc	13	33	Withy	Major RM/1 F Brigade Maj.	12		Both	6	Charles Burrows
EdSS	Earl Eglise de Sant-Suplice	13	28	Comfy	Major KM/Gen's Aide (1st Army)	6	Leia	Both	2	Jerry Spencer
ROS	Rick O'Shea	13	25	Comfy	Lt.Colonel RM/Fntr Div Adjutant	3		Both	6	Paul Wilson

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
AdA	Amant d'Au	13	25	Comfy	Lt.Colonel RFG	4		Both	5	David Brister
GM	Gaz Moutarde	12	29	Withy	Major RM	3	Anne	Hunt	2	Mike Dyer
VV	Sir Voulo Vault	12	F	Comfy	Major RFG/Gds Brigade Maj.	2		Hunt	2	Mark Booth
DOG	Baron Donald O'Grady	12+78	Withy		B.Lt-General/Adjutant Gen	5		Hunt	3	Bob Bost
MC	Sir Monty Carlo	12+37	Withy		B.Lt-General/Cav Div Commandr	10	Charlotte	Hunt	4	Andrew Burgess
YVB	Sir Yves Vrai Bretheauteque	11-1	Withy		Colonel DG	5		Hunt	4	Andrew Burgess
PGTW	Pop Goes The Weasel	11	17	OK		3	Angelina	Hunt	4	Gerald Udowiczzenko
BdZ	Sir Bill de Zmerchant	11+44	OK		Bdr-General/Hvy Brigadier	5		Hunt	3	Tim Macaire
CC	Chopine Camus	10	29	Poor	Colonel GDMD	4	Sheila	BG	4	Stewart Macintyre
ASli	Armand Slice	10	15	Withy	B.Bdr-General 53F	5		BG	5	David Williams
DS	Dexter Siniestre	9	29	Poor	Lt.Colonel GDMD	1	Ava	BG	3	Martin Adamson
TM	Tourtierre Mangetout	9	20	Withy	Lt.Colonel 53F/Cav Div Adjutant	3	Sue	BG	4	Howard Bishop
LL	Lothario Lovelace	9+35	OK		Captain CG/Capt.C's Esc	5	Josephine	BG	4	Geoff Bowers
AS	Arnaud Surfinmaise	8	5	OK		5		BG	5	Nik Luker
JA	Jacques As	8+39	Poor		Major GDMD/Drgn Brigade Maj.	1	Thomasina	BG	4	Joe Farrell
PB2	Pierre Bezukhov II	7+38	Comfy	Private CG/Trpr.C's Esc		2	Belle	F&P	3	Carl Chambers
FdA	Frele d'Acier	6+36	Poor		Subaltern GDMD/Bdr's Aide (Drgn)	4	Freda	F&P	3	Peter Farrell
GJ	Georges Jush	5-30	OK		Captain GDMD	5		F&P	4	Dominic Howlett
MdA	Marmotte d'AI	5	8	OK		2		F&P	2	Neil Packer
DDA	Dick D'Asterdly	5+16	OK			1		F&P	4	Gerry Sutcliffe
X3		3	RIP							Martin Jennings
SN	Sebastian Nuisance	3+	46	Poor	Major 27M	4			4	Paul Appleby
X1		2-	2	Poor		4			3	Colin Cowper

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

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

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

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

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