

That would be enough

This has been issue 143 of To Win Just Once, published 21st March 2014. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2014

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 11th April 2014.

Orders for *LPBS*, Fictionary Dictionary votes and entries and any other contributions to Pevans by Friday 11th April 2014.

(Next deadlines: 16th/23rd May, 20th/27th June, 25th July/1st Aug)

Waiting lists

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

Railway Rivals – Martin Jennings is in the frame for the next game. Working map and rules provided.

Star Trader – the latest game has just started and has room for a couple more players. Rules provided.

Online games

I have set up games for *TWJO* readers to play at several websites that provide online implementations of board games. The games have “TWJO” as the start of their name and the password “pevans56” (“pevans” for *Puerto Rico* game 4). Sign up at the website and join in!

Brass at brass.orderofthehammer.com

Puerto Rico at www.pr-game.com

Through the Ages at www.boardgaming-online.com

We are also playing games (*Agricola* for one) at www.boiteajeux.net and www.yucata.de. These websites don't have a password system, so let me know what you want to play and I'll set up the games when we have enough players.

Credits

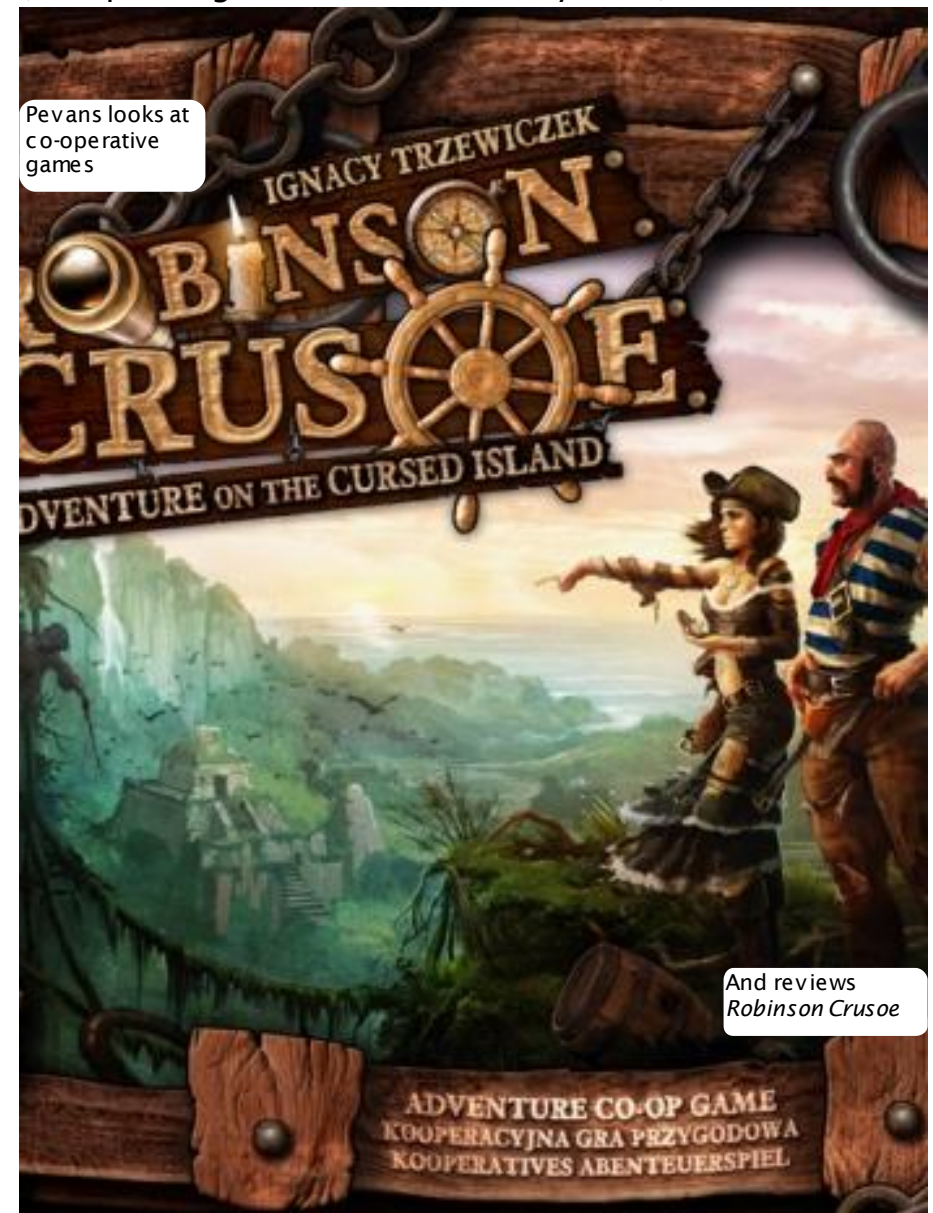
To Win Just Once issue 143 was written and edited by Pevans. The *LPBS* masthead (page 19) is by Lee Brimmicombe-Wood, as are most of the other drawings. The exceptions are: page 20, by Nik Luker; page 25, by Tim Wiseman; and page 30, from Olaf Schmidt. Game and book artwork is courtesy of the publisher. Pevans took the photographs and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Pevans looks at
co-operative
games

And reviews
Robinson Crusoe

Contents

Chatter	3
Letters	4
All for one and one for all	4
Pevans looks at co-operative games	4
Living on an island	8
Pevans reviews <i>Robinson Crusoe</i>	8
Games Events	11
Subscribing to TWJO	12
Close to Critical	13
<i>Star Trader</i> game 7 – Turn 2	13
Star System Map	15
Fictionary Dictionary	16
Round 4	16
Medstead and Four Marks	18
<i>Railway Rivals</i> game 10 – Turn 2	18
Les Petites Bêtes Soyeuses	19
October 1666 (272).....	19
Press.....	31
Points Arising.....	36
Announcements	37
Duels	37
New Characters.....	39
Tables	39
Other Appointments.....	39
Army Organisation and 1667's summer Deployment.....	40
Brigade Positions.....	40
Frontier Regiments	40
Battle Results.....	40
Regiments.....	41
Femmes Fatales.....	41
The Greasy Pole	42
That would be enough	44
Deadlines	44
Waiting lists.....	44
Credits.....	44

Chatter

It's a sign of an early spring – or a mild winter – that the daffodils are out in time for St David's Day. This year there was a profusion of nodding yellow heads down our street well before 1st March – except in our garden, where we had buds but no flowers. The only problem with this is that I'm still waiting for winter to start! The odd cold snap doesn't count and the miserable wet weather certainly isn't winter as I think of it.

Perhaps I need to be further north to recapture the winter weather I remember from my younger days? Let's say 40-50 years ago. How much warmer is it now in southern England and where do I need to be to get occasional snow? The Met Office website gives me some answers. Average top temperature in southern England (outside London and away from the coast) in Jan is 7-8° C for 1981-2000 but 6-7° in 1961-1990, while the minimum has gone from 0-1° to 1-2°, by and large. It looks like I need to get into the Midlands – away from the cities – or Lincolnshire, say, to get back to the old average.

My next move though, is over to the USA, for my annual trip to the Gathering of Friends in Niagara Falls. It'll be a happy few days playing games and meeting up with some old friends. If I get the chance, my notes on new games I've played – some of them, anyway – will be in next issue. After some dithering, I've left the deadline for *LPBS* as 11th April. However, I'll take an extra week in producing the magazine, so issue 144 won't be out until the beginning of May.

Online games

The sixth *TWJO* online game of *Brass* finished on 10th March with a win for Steve Jones (202 points) from me (187) and John Boocock (183). We've started another three-hander, but I'd welcome some fresh blood for the next game.

There was a bit of a problem with the third online game of *Puerto Rico* I set up, so I reduced it to a two-player game between me and Mark Cowper – we're playing a series of the two-player variant games again this year. Game 3a quickly gained four players and has now reached turn 10. Game 4 needs a couple more players to get started.

The fourth *Through the Ages* game ended in a win for Rick Shattuc, who racked up 142 points to my 99 and Al Tabor's 40. Simon Burling was on the receiving end of the military part of the game and resigned before the end. The fifth game is under way and up to round 6.

The latest game I've tried my hand at has been *Vinci* at yucata.de. This is a decent implementation of the game – an old favourite – and I've been enjoying it. Anybody fancy a game? Or *Roll Through the Ages* perhaps?

To join in, just sign up at the appropriate website and join a "TWJO..." game (they have the password "pevans" or "pevans56") or let me know which games

you'd like to play – there are more details on the back page. (Note the new password for more recent games.)

TWJO online

February saw the PDF editions of *TWJO* 142 accessed 155 times, issue 141 139 times and issue 140 a further 56 times. That means issue 141 has now been downloaded 408 times in two months or so. And issue 140 has been picked up 960 times since publication.

Interestingly, several of the searches that found my website were for “glass road Pevans”. I trust they found what they wanted in *TWJO* 142. I'm always fascinated by some of the odd connections that have referred visitors to my site. In February, one of them was from a website that evaluates websites. I was pleased to see that they assess pevans.co.uk as free from malware. Apparently it's worth \$496, too!

Letters

Tim Macaire joins my confusion at seasonal offerings in the shops.

Shrove Tuesday! Only another 40 days till Easter eggs. So how long will it be till the shops start selling them? Oh, they're already sold out.

Still plenty of Creme Eggs about, though.

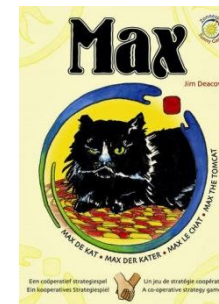
All for one and one for all

Pevans looks at co-operative games

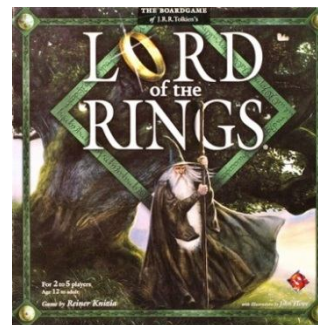
My current infatuation with *Robinson Crusoe* got me thinking about co-operative games in general. At first glance, it's a contradiction in terms. Surely the idea of a game is to compete – and win! – against the other players, isn't it? With a co-operative game, the players have to work as a team. Their opponent is the game system and the players win or lose as a group. For my money, this means the game has to have bags of atmosphere and must be a tough test – with a very real chance that the players can lose. It is a very different approach to gameplay, but one I enjoy – in moderation.

It must be some 25 years ago that I remember playing *Sauerbaum* (it was a nominee for the 1987 *Spiel des Jahres*). Designed by Johannes Tranelis and published by Herder Spiele, this is a delightfully simple game of trying to defend a tree from acid rain. The acid rain arrives in the form of drops – blue discs – which start at the top of the tree and work down. Players move their pawns according to the roll of the dice, aiming to remove the raindrops. The trick is for players to make the best use of their moves and clear the acid faster than it arrives. As I recall, this was a tricky job with no guarantee that the players would win. There wasn't too much atmosphere, but it was a delight to play.

However, *Sauerbaum* is far from being the first co-operative game, as a quick look on BoardGameGeek will show. In particular, Jim Deacove has been designing co-operative games for decades. His games are aimed at children and families and are published by Family Pastimes in Canada and Zonnespel (Sunny Games, whose trademark is their bright yellow boxes) in the Netherlands. I've played several of these, including *Max the Cat*, which is probably the best known. This is great fun, as the players try to get various small critters home without falling prey to the eponymous Max. A meta-game element is persuading small boys (and me!) not to walk creatures straight into Max's jaws.



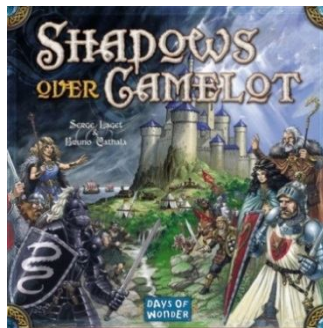
The catalyst for the more recent crop of co-operative games, aimed at gamers, has to be Reiner Knizia's *Lord of the Rings* (published by Sophisticated Games and others) in 2000. This game is a *tour de force*. When I first played it, I didn't really notice that it was co-operative rather than competitive. I was just bowled over by the brilliant way the game reproduces the plot and atmosphere of the book, puts some serious obstacles in the way of the players and keeps increasing the pressure as players are pulled into the thrall of the Dark Lord. It is brilliant.



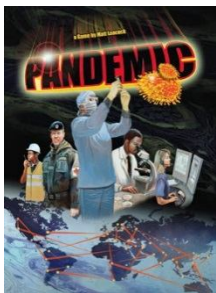
After playing it a few times, however, I began to feel constrained by the plot. There is no way of avoiding the set-pieces taken from the book. Players know which encounters they can take more of a risk with and where they can afford to take 'damage'. In other words, experienced players begin to play the system rather than the game. This is true of any game, of course, but I feel it particularly damages a game like this, which you play for the experience as much as anything else. What *Lord of the Rings* did was to show games designers and players that you could have a serious, challenging co-operative game. It remains a terrific game, though, and I was surprised to see that its rating on BGG is below 7.

What happened next – as far as I'm concerned – was *Shadows over Camelot*. Okay, it was a few years later (2005) that Bruno Cathala and Serge Laget's game appeared from Days of Wonder. Here there is no plot to constrain the players. Instead, there are several quests – get Excalibur, defeat the Black Knight, find the Holy Grail – and the knights choose when to deal with which quest. They also choose who will deal with each. This provides an individual element to the game. The players decide as a team who will do what, but each player gets to do their own thing. However, while the knights are dealing with some foes, other threats are getting more urgent. In particular, the constant Saxon attacks on Camelot put the players under real pressure in deciding which quest to deal with when.

The other feature of *Shadows over Camelot* is, of course, the traitor. It is entirely possible that one of the players is actually working for the downfall of Arthur. Thus, while players are discussing who does what each round, they are also eying each other suspiciously. Ignominiously failing in a quest may be the sign of a traitor, or it may just be incompetence (that's me!). This clever mechanism puts more pressure on the players – particularly the traitor. For me, this game isn't as atmospheric as *Lord of the Rings*. While it does a decent job of presenting Arthurian legend, I don't find it as immersive an experience. It's still a cracking game, though.



And then there was *Pandemic*. My feeling is that it was Matt Leacock's 2008 game from Z-Man Games (and others) that really kicked off the wave of co-operative games we've had in the last few years. As the name suggests, *Pandemic* is about fighting viruses that threaten mankind across the world. The game has deceptively simple mechanisms, one of which is the clever way in which outbreaks tend to be reinforced rather than diluted when re-cycling cards that have already been played. (Essentially, discards go on top of the deck rather than being shuffled in.)



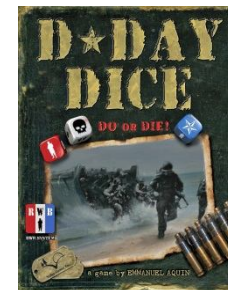
The sense of jeopardy is huge in *Pandemic*. Sudden outbreaks put the players under pressure and you can feel the tension as cards are drawn when the players are on the limit. The atmosphere is enhanced by each player having a different 'character', with particular abilities and strengths. This can make it obvious which player should do what, but often it's the nearest player who has to deal with an outbreak, not the character best-suited to the job.

Pandemic's success continues with several expansions and Matt has developed the mechanisms of the game into two family-orientated games: *Forbidden Island* (Gamewright et al, 2010) and *Forbidden Desert* (Gamewright et al, 2013). These are both terrific games for family play (I've got plenty of use out of my copy of *Forbidden Island*), but with gamers I'd go for *Pandemic* every time. For me, it stands out because of its simplicity and the pressure it puts the players under.

I should mention *Battlestar Galactica* here (designed by Corey Konieczka and published by Fantasy Flight Games and others), since it came out in 2008 as well. Never having seen the TV show (in either incarnation), the theme doesn't have the appeal for me that it has for many. The one time I've played the game, it suffered from having one player who'd played umpteen times and thus **knew** what was best and ordered everybody else about – an issue with any co-operative game. It's worth noting, its big feature, apart from setting, is the traitor again.

The next co-operative that caught my attention was *Flash Point: Fire Rescue* from Indie Boards and Cards in 2011. Strictly speaking, Kevin Lanzing's original game was *Flash Point* in 2010, re-developed for Indie. I was taken with this because I think the theme – fighting fires and rescuing people – is a good fit with co-operative play. The game does an excellent job of providing atmosphere and putting the players in jeopardy – you just never know where the next flashpoint will be. The mechanisms are not as clever as *Pandemic*, but again you have the different roles and the feel of a team working together. This is one game where I have my own private goal: rescuing the cat! My introduction to the game is in my report from the 2012 Gathering of Friends in *TWJO* 124, May 2012.

The production version of Emmanuel Aquin's *D-Day Dice* came out in 2012, from Valley Games. This is another game I've only played once, but I was hugely impressed with it. As the name suggests, it's about the 1944 D-Day landings in Normandy with the players as a team of soldiers fighting their way up a beach under fire. The game system pulls no punches – having only just managed to get halfway up the beach, aware that things were going to get worse, I knew we were dead! It delivers bags of atmosphere and huge pressure in a small box with a few dice.



Then last year, I was introduced to *Robinson Crusoe: Adventure on Cursed Island* (see my report from the 2013 gathering in *TWJO* 135, June 2013). Designed by Ignacy Trzewiczek and published by Portal Games (and others, including Z-Man Games for the English language edition), this is in some ways the antithesis of *Pandemic*. *Pandemic* has simple mechanisms and a global stage. *Robinson Crusoe* has complex rules and is about a small group on (part of) an island. What they both have is a strong theme, bags of atmosphere and a very demanding challenge.

Robinson Crusoe continues the mechanism of each player taking a character with different strengths and abilities – I'm surprised none of the expansions has added more characters as the game only comes with four. It puts the players under pressure right from the start: you need a shelter or you'll lose life points overnight. You need food or you'll all lose life points overnight. But where do you get them? Which should be first priority? The strength of the game is that it feels like a team effort: deciding what to do and then doing it. It is a terrific game that I am really enjoying playing – and losing!

That's my quick trip through the rise of co-operative games. I'm aware that I missed out a lot – particularly the crop of zombie games. The theme of the surviving humans fighting off the zombie hordes is an obvious match for co-operative play, but I'm not a fan of the zombie genre (or wasn't, until *The Walking Dead* appeared on a TV channel I can see!). So let me know what games I've missed and which are your favourite co-operative games.

Living on an island

Pevans reviews *Robinson Crusoe*

To give the game its full title, it's *Robinson Crusoe: Adventure on the Cursed Island*. As if being shipwrecked wasn't bad enough! It is a co-operative game about surviving on an island. Having said that, the game comes with six different scenarios. The first (simplest?) is indeed all about surviving long enough to be rescued. Another is, in effect, Swiss Family Robinson, where the players set up home on the island. Other scenarios feature treasure-hunting in the jungle, tribes of cannibals and an erupting volcano! There's never a dull moment on this island.

The game comes in a sizeable box that weighs in at over 2 kgs. There's a lot of stuff inside. To begin with, there's a large, mounted board. Only a small part of this is space for the hexagonal tiles that make up the island. The rest is for laying out the cards that are the heart of the game. There are a lot of cards. For example, there are two decks of Event cards, only a few of which will be used in any one game. Thus, once you've played the game a few times, you may come across the occasional event that you've seen before, but it's very unlikely that you'll get a whole sequence of events the same. This is why there is so much inside the box: it makes the game different each time you play.



It's a big board! But there's a place for everything...

I was surprised that the game only caters for (up to) four players. Each takes a character card that shows their character's special abilities and a track of 'Life Points' that indicates how healthy they are. The cards show the character as female on one side and male on the other. This has no effect on the game, but is a nice detail. Each player also has two wooden markers with which to take actions. A basic rule in the game is that an action with two markers assigned to it will succeed, while players must roll dice if only one marker is on an action.

I've already mentioned the deck of Events cards. As well as this, there are decks of 'Adventure' cards for what may happen to characters as they do things like explore the island. There is a deck of 'Beasts' which they will be able to hunt for food and hides. And there is a deck of 'Inventions' – things the characters will find useful if they have the resources needed to make them: a knife, rope, a map and so on. At the start of the game, a number of these are available and more may be added later on.

The precise set-up depends on the scenario being played. I'll stick to the basic one: getting rescued. In this case, the game lasts twelve rounds. Players must build a large signal fire (gathering enough wood and having the means to light it) before the end of the twelfth round. Do this and they win. Fail and they lose and, if a character dies, they lose immediately. Still, it doesn't sound too difficult...

Each round starts with the players in camp, deciding what to do for the day. They agree who's going to do what – high fives all round! – and assign their markers appropriately. Actions are carried out in a specific order and players deal with success or failure. I like the fact that individual players are doing things despite this being a co-operative game. It also feels right: the shipwreck survivors gathered round their camp fire, deciding who will do what, but then doing things as individuals or pairs.

Once the actions have been completed, we get the effects of weather. In this scenario, winter is coming (to coin a phrase), so the weather gets worse as the scenario goes on. Players need extra wood (for the fire) and food (against the cold and wet) when this happens. Finally each round, it's night. If the characters don't have shelter, they lose a Life point each. If there isn't enough food to go round, anyone who doesn't eat loses two Life points. What seemed like very healthy people at the start of the game deteriorate very quickly!

This gives you an idea of the pressure players are under. They need shelter and they need food. But which first? And should they rush out to get wood and food or stop to make some tools first? The players start with one island tile, the beach, in play. On here they place their camp fire marker. From this they can get one piece of food and one piece of wood each round.

Hence the first thing to do is explore more of the island. Markers placed on blank spaces – next to the beach initially – allow players to place new tiles. These will show different terrain and may introduce other things. Just discovering things is

great as they're generally useful and tiles usually provide food and/or wood to gather in later turns. They may also introduce a beast. This gives players something to hunt later on, but it's drawn at random so it could be anything from a wild pig to a tiger! (No polar bears, though.) Once there are explored tiles, players can put markers on these to gather a resource as an action.



Lots of island... Note the different types of terrain and the icons for what's available with the tile

The third main action is to build something. The obvious thing is to build a shelter, for overnight protection, then add a roof, against the rain, and

build a palisade, to keep out wild creatures and storms. All of these require wood, which can be gathered or found, or hides, which come from successfully hunting beasts. Players can also build weapons, which use up more wood and are needed to succeed in hunting, and they can build any of the inventions available. These often have specific requirements – grassland to be able to make rope, for example – and may use up other resources. However, they usually make life better: once you have rope, you can make a snare which brings in food each round.

What these three actions have in common is that there is a deck of 'Adventure' cards for each one. If a player takes one of these actions with only one marker, they roll the three dice for this action. One tells them whether they succeeded or not. The second whether they lose a Life point and the third whether they draw an Adventure card. There is a neat mechanism with these. The Adventure card describes something happening ("a spider bites your arm") and is then shuffled into the Event deck. It will eventually re-appear when drawing an Event card at the start of a round and the rest of the card takes effect: "your arm swells up; you can only place one marker this round."

Actually, there's a neat mechanism for the Event cards, too. The top half takes effect when drawn. Then the card goes onto a (short) track and is pushed along by the next Event card. If players take an action to resolve the card, they usually get some reward. If they don't, the second half of the card takes effect and it's almost always bad. This just adds to the pressure on the players. They only have so many actions each round: what is the best use of them?

This is a thread that runs all the way through the game. In particular, do players commit two markers to a few actions to make sure of succeeding in these? Or do they spread their markers more widely and run the risk of not succeeding in some – or all – of them? There are different dice for each action and the odds are different. Generally, the players are likely to succeed, but they can't guarantee this and the more dice they roll, the more often they will fail at some of them.

Apart from the three actions already mentioned, players can go hunting. The beasts cause injuries, use up weapons and provide food and hides. Hunting is very useful, but uses up players' Life points and weapons. Players can also 'arrange' the camp, which lets them improve morale or gain 'Determination' points, which they need to use their character's special abilities. Or they can rest completely and regain a Life point. But that's an action wasted...



Some inventions – only fire has been discovered

Okay, that's how the game is played, but it is much more than the sum of these mechanisms. The mechanisms give the players a lot of decisions to make, particularly how best to use their limited actions each round and the balance between short-term and long-term goals. This contributes to the terrific atmosphere of the game and puts real pressure on the players. This is what is best about the game: the tension of the situation is real and each setback just increases the pressure. I have had huge fun playing this game – and this is only scenario one! It gets 9/10 on my highly subjective scale.

Robinson Crusoe: Adventure on the Cursed Island was designed by Ignacy Trzewiczek and is published (originally) by Portal Games and (in English) by Z-Man Games. It is a co-operative board games for 1-4 players, aged 14+, and takes around two hours to play (depending on scenario – and how long you survive!).

Games Events

April sees the 28th Tringcon on the first Saturday of the month: 5th April. It is in its long-running venue, Marsworth Village Hall, but the hall's capacity limits the numbers and the event is booked up (I note several *TWJO* readers on the list). There's still space in number 29, in September, though. Find out more at the website: www.fwtwr.com/tringcon

Baycon is then at the end of the month: 24th-27th April at the Exeter Court Hotel in Kennford (just south of Exeter). I've only attended a couple of times (because of my other commitments in April), but it's a fun event with a lot of games to play – there's a substantial games library as well as what participants bring. The convention's website should be www.baycon.org.uk, but I've had trouble reaching it, so try sites google.com/site/baycon2007

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). No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of 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: 30th May-1st June 2014 at 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 evenings. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 16th-19th October 2014, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: November 2014 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

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>

Subscribing to TWJO

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a PDF document). You can buy or subscribe online or as below.

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

Paper edition	UK	Europe	World
Single issue	£2.85	£4.25	£5.30
1-year subscription (11 issues)	£28.50	£42.50	£53.00

The second table on the right shows the games only subscription (including VAT).

Games only	
Per game turn	£0.65
1-year subscription (11 turns)	£6.50

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Close to Critical Star Trader game 7 – Turn 2

"Ok, so now we're down." His fresh face now smiling after the awkwardness of last Quarter's embarrassment, the commander looked towards the communication equipment.

"Anything yet, Lieutenant?"

"No, captain. And Mu Herculis didn't spot us either."

"Keep monitoring the channels." He turned to his number One.

"Anyone wanting shore leave on this Humid Planet can go ashore."

At Beta Hydri, THE 7 CORPORATION sold 10 Monopoles for 17 HTs each and took a Dealership. COSTA NOSTRA PIZZA sold 4 Alloys for 6 HTs apiece.

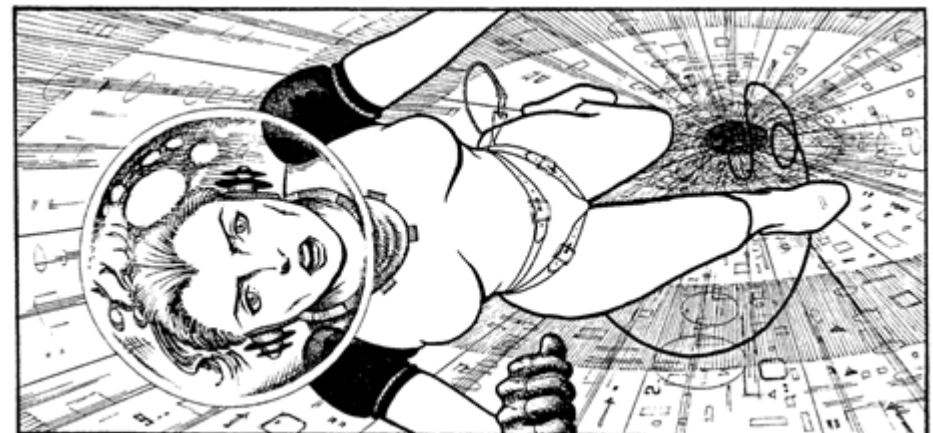
SWISS MERCENARY FLEET bid 10 to buy Spice at Sigma Draconis, but THE 7 CORPORATION bid 12 and bought 6 to gain a Contractorship.

THE 7 CORPORATION used Crip to buy 5 Monopoles on Contract at Mu Herculis.

At Tau Ceti SAILCAT sold 3 Alloys for 6 HTs each and bought 6 Isotopes at a price of 6 HTs to get a Dealership.

Several Corporations went to the Federal Bankers. THE 7 CORPORATION took out a 250HT loan over 8 Quarters, improved their Reputation and bought a Warehouse at Beta Hydri.

SAILCAT improved their Reputation quite spectacularly and also increased their Business Connections.



COSTA NOSTRA PIZZA loaded passengers for Epsilon Eridani and equipped the L Bob Rife with a mixture of Passenger, Light Weapon and Cargo pods, funded in part by a 280 HT loan for the next 8 Quarters.

AVERY & SONS hired Agent Amy. With the Flute hull, Falmouth, and the Phoenix hull, Penzance launched this Quarter, their assembled fleet swapped and sold pods, leaving the Manwen a Cargo-podded B ship, the Penzance a Cargo and Passenger A ship and the Falmouth with the Battle Comm pod, Cargo pods and an A crew.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init ^v Bid	Turn order	Cash	Rep'n	Player
A Marathon Maniacs	8 0 0	0	1st	0	22	Andrew Burgess
B Costa Nostra Pizza	3 5 1	0	4th	189	23	Mark Cowper
C Sailcat	3 0 7	0	2nd	89	35	Mike Dyer
D The 7 Corporation	5 4 3	0	6th	301	35	Paul Evans
E Swiss Mercenary Fleet	2 7 0	0	3rd	470	26	Martin Jennings
F Avery & Sons	0 7 0	5	5th	132	20	Prezemek Orwat

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

News

There were three new News chit this turn. The current chits (new ones in **bold**) are as follows.

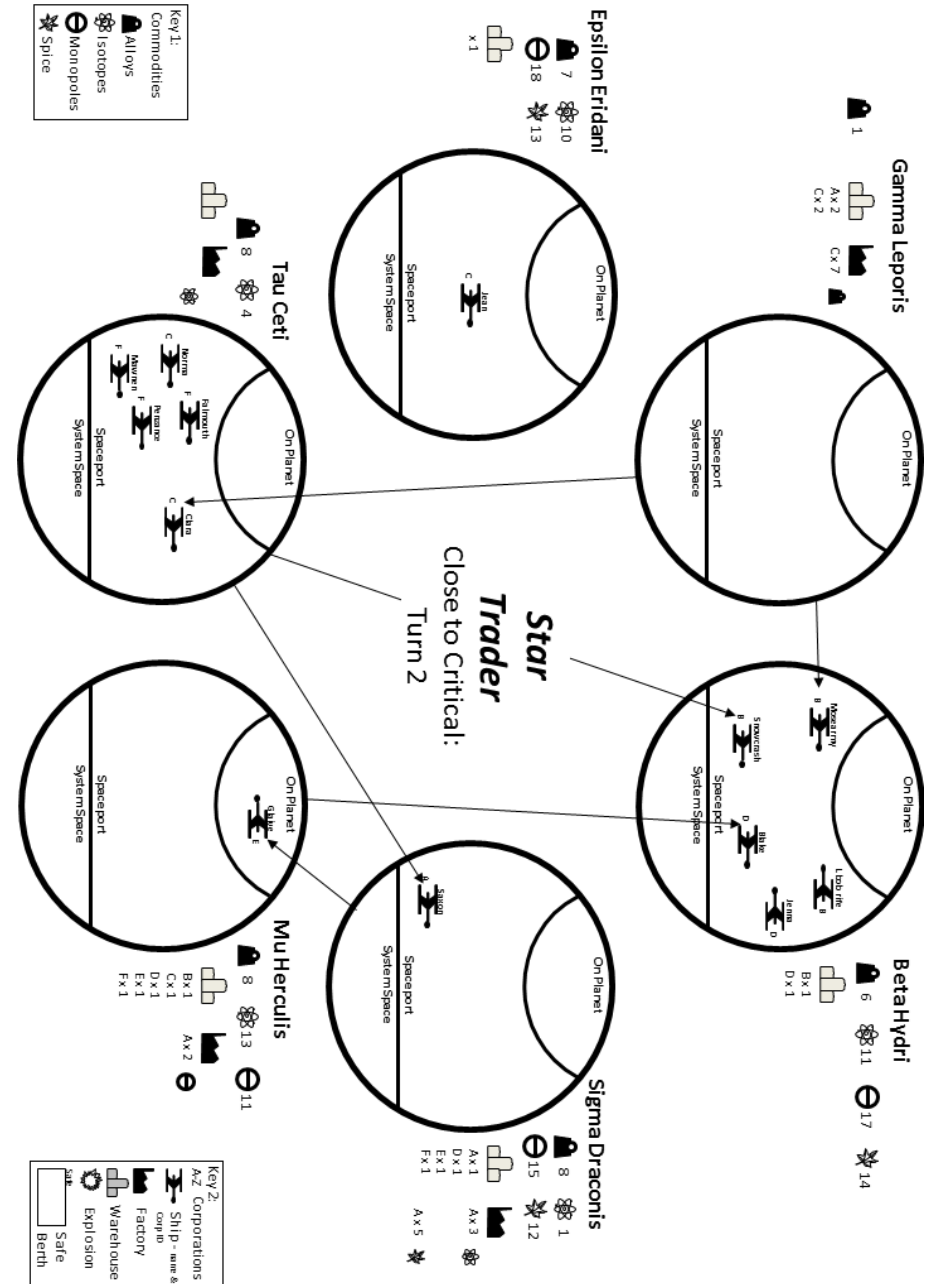
- Turn 3: C4
- Turn 4: **B4**
- Turn 5: **B6**
- Turn 6: **P7**

GM Notes

If your ship has a hull capacity of 5 pods, don't forget that the Augmented Jump pod (if you buy one) does NOT count against the capacity. You can have 5 more pods as well.

SAILCAT and MARATHON MANIACS, I deprived you of your

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 11th April 2014



Fictionary Dictionary Round 4

Scores from round 3

Alex Everard is top scorer this round, but not by much. There's a good spread of points scoring across the entrants. No points for Mr Kendall this round, though, but he retains a healthy lead.

Round 4 definitions

The proposals are below. All you have to do is let me know your favourites.

Joinder

1 (Jo Inder) This is the group name given to small furry creatures that are indigenous to Jo(hannesburg).

2 The person who applies the glue on Blue Peter.

3 Siamese twin.

4 A carpenter working exclusively with wood from the black forest.

5 Term used by Glaswegian men that relates to meeting a female: e.g. Joinder in the pub.

6 (three syllables): A Scottish term for the wife (cf. 'her indoors'). Believed to be affectionate.

7 Scandinavian term called out in games of hide-and-seek. Translates as "Are you in there?"

8 A smart retort – but only if you're the first to think of it. After that it's a rejoinder.

9 Archaic term from a straight man/funny man comedians' act. The

Player	This round	Total
Paul Appleby	0	1
Chris Baylis	3	6
Howard Bishop	0	2
Bob Bost	0	3
Colin Bruce	2	2
Andrew Burgess	2	12
Mike Dommett	2	4
Alex Everard	5	7
Mark Farrell	3	3
William Hay	3	8
Pete Holland	4	9
Andrew Kendall	0	18
Nik Luker	0	0
Tim Macaire	4	6
Brad Martin	0	10
Graeme Morris	3	4
Jonathan Palfrey	0	2
Chris Rudram	0	0
Matthew Shepherd	0	0
Pam Udowiczzenko	1	2
Ray Vahey	0	1

usual form is that it is the straight man's set-up line for the funny man's 'hilarious' and 'spontaneous' reply (cf rejoinder).

10 (noun) Someone who is perpetually joining every game/club going but never getting around to attending more than one or two sessions. (Shortened from a joining bounder.)

11 Syrup-based tart popular in Kent and other parts of the Home Counties.

12 A perfect knight – derived from the Norman phrase 'Joi, Honneur, Dieu'.

13 A trainee or apprentice carpenter.

Kiddle

1 E-reader for children and the illiterate.

2 (verb) The act of convincing someone into believing a completely unbelievable story or scenario and then justifying it by saying "I was only kidding...."

3 This is the Judges Guild version of the Kindle. Like all JG products it comes complete with smelling pistakes built in.

4 A cheap Chinese copy of a Kindle Fire, that can only be used by users under the age of 15 (i.e. a Kid).

5 A small branch of the Lidl supermarket chain.

The next words are: Lactescent and Mesognathous

Send your votes (just two numbers) and/or made-up definitions to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 11th April 2014

What's this about?

This game is open to all readers and I guess most of you will have come across it. Each issue I will put up a couple of obscure words. Anybody who wants to participate writes in with fictional definitions of the words. (For example: "Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.") I publish these, anonymously. All

6 First urination by a baby goat post partum.

7 The hugging between small children, often photographed at weddings.

8 Among three siblings, the one who's neither the youngest nor the eldest.

9 A hug from one of your children. (Warning: a hug from somebody else's children will earn you a long prison sentence).

10 Goat Urine.

11 An Amazon E-reader with built in parental controls.

12 To warm a young goat with a blanket and contact, thus preparing it inappropriately for the hardships it will face later in life.

readers (not just those who contributed) vote for their favourite definition (a vote for your own definition will be ignored).

Players score points for the number of people who choose their definition. We'll run this for 10 issues and the winner will be whoever has the most points at the end.

Medstead and Four Marks

Railway Rivals game 10 – Turn 2

The Houston starter TXR finds competition from SNS in the south east. CoWS also heads west to follow Jacobahn and ARB, but knows the way to Amarillo. HAT connects up cities in the NE and builds into Kansas.

Jacobahn (JAB)

Mark Cowper (Black)

Builds: (Lubbeck) – W22 – W21 – W20 – X19

(X19) – Y19 – Z18 – Clovis; (Y19) – Y18 (+3)

(Y18) – Y17 – Y16 – X15 – Roswell; (Y16) – Z15 (+6)

Points: 32 +9 = 41

Andrew's Railway Business (ARB)

Andrew Burgess (Blue)

Builds: (Y24) – Y22 – A71

(A71) – Clovis – A67 (+3)

(A67) – A66 – E64

Points: 18 +3 = 21

Carriages or Wagon Systems (CoWS)

Paul Evans (Red)

Builds: (Lawton) – B81 – (Altus) – C79 (+6)

(C79) – D78 – D75

(D75) – (Amarillo); (Dallas) – R37 (+6)

Points: 26 +12 = 38

GM Notes

Correction: Jacobahn, Black's last build was Abilene – R27, and not Lubbock – R27. He put the correct hex and the wrong city name. My fault.

Die rolls for the next round are: 4, 3, 6

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 11th April 2014

Texas Rock Crusher Railway (TXR)

Jonathan Palfrey (Green)

Builds: (Waco) – Q35 – R35 – S35

(S35) – Fort Worth; (R35) – Dallas; (O38) – O39

(O39) – Lufkin

Points: 32 +0 = 32

Stars N Stripes (SNS)

Gerald Udowiczenko (Brown)

Builds: (W38) – V38 – U39 – T39 – S40

(S40) – Lufkin (+6)

(Lufkin) – (Beaumont); (V37) – V38 (+6)

Points: 26 +12 = 38

Hauling Across Texas (HAT)

Bill McKinley (Orange)

Builds: (Oklahoma City) – F84 – F87

(F87) – Tulsa – H88 (+6)

(H88) – Bartlesville – K87; (F87) – Muskogee (+12)

Points: 40 +18 = 58

Les Petites Bêtes Soyeuses

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).

Orders for November 1666 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 11th April 2014



October 1666 (272)

It's October and Paris is getting chilly in the early mornings. Hence the men sneaking through the back streets just after dawn are well muffled: keeping warm, disguising their identity and hiding the lengths of cold steel they carry. The last doesn't apply to Amant d'Au as he just has four daggers tucked into his belt. His duelling opponent is Euria Humble, who has the help of Gustav Ind in concealing the chunky thing he's carrying: his cutlass. Ind and Au are similar in size – both well-built men – so the difference in the size of their weapons is rather noticeable. The difference in their skill isn't as obvious, but equally large, putting Au on the back foot from the start. He tries to dodge out of the way of the expected slash, but Ind waits a beat before attacking. Ind is thus able to follow his adversary and thump him good and hard. However, the advantage goes the other way when Au hurls his first blade and hits. The only reason Ind is still upright is that the dagger has pinned him to a tree. He surrenders and Au accepts the victory with good grace.

There's no sort of grace to René de Gaviscon's decision to fight those he has a grudge with first. However, his first choice, Lothario Lovelace, doesn't appear, leaving Gaviscon swishing his sabre in annoyance. This is the sight that greets Rick O'Shea when he arrives, second on Gaviscon's list. In O'Shea's favour is his build: Gaviscon is on a par with our previous duellists, but O'Shea is beefier. What's more, he has a cutlass (well, he is Colonel of the Royal Marines), but no second. Where is Coeur De Lion when you want him?

The duellists square up and attack. This is where we see the difference between a sabre and a cutlass. Gaviscon's slash, with the sabre, inflicts a wound. O'Shea's cutlass slash does some serious damage. Now, he may be Colonel of the Royal Marines, but O'Shea doesn't seem to have twigged yet that there's no point in cutting with a cutlass. His slash is the start of a furious slash and the cut does no more than bruise Gaviscon, while Gaviscon's second slash causes another injury. The second difference between a sabre and a cutlass is that a cut with a sabre does hurt. Yes, Gaviscon's gone for a furious slash and his cut smacks O'Shea while he's still recovering his guard. Despite his wounds, O'Shea tries again, hitting Gaviscon with another slash. Gaviscon comes back with a slash of his own. In terms of damage, things are pretty even, but it is the bigger man who's had enough: O'Shea surrenders, just as his opponent is closing in with a gleam in his eye.

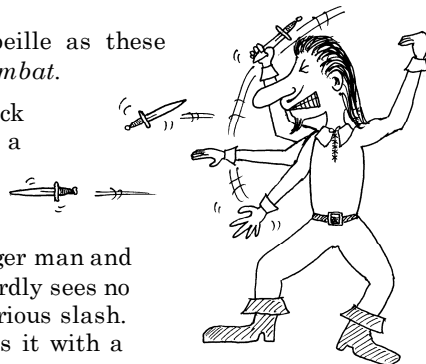
He may have won the fight, but Gaviscon is seriously injured. On doctor's advice, he calls off his fights with Chopine Camus, Dexter Sinistre and Jacques As.

With the cutlasses out of the way, it's time for a sabre fight: Eric de Miabeille versus Yves Vrai Bretheauteque. Miabeille is not a big guy. In fact he's pretty much an average guy. He dwarfs Bretheauteque. He also has better Expertise and a second, Eglise de Sant-Suplice. The only thing in Bretheauteque's favour is that Miabeille is not at full strength. It's not really an advantage. Bretheauteque takes his opponent by surprise by starting with a lunge, scratching Miabeille with the blunt end of his sword. Miabeille simply smacks him with a slash and Bretheauteque concedes.

Miabeille's second duel is with Frele d'Acier. This is where his injuries may well count against him, as Miabeille and Acier are much of a muchness in terms of build and skill. Acier brings two seconds – Dexter Sinistre and Jacques As – while Sant-Suplice is still with Miabeille. There's not much subtlety to the duel: both men go for a furious slash. However, Miabeille throws in a pointless block to start with, which means that his blows land just after his opponent's. Acier's cut does the job and Miabeille throws in the towel rather than complete his own routine.

Etienne Brule doesn't get to fight Miabeille as these additional injuries have put him *hors de combat*.

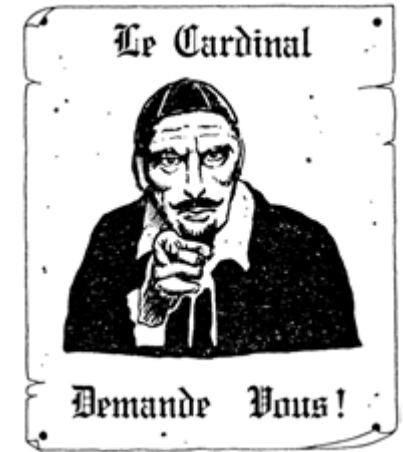
This brings us to the duel between Dick D'Asterdly and Maurice Essai Deux. As a Cuirassier, D'Asterdly wields a sabre. Not expecting to be fighting a duel and not a member of any regiment, Deux has only a foil. D'Asterdly is the bigger man and he has Was Nae Me as his second. D'Asterdly sees no reason for subtlety and launches into a furious slash. Deux sees him coming, though, and avoids it with a



block and a jump. Then he lunges to take first blood. Deux follows this with a furious lunge, but he's now up against D'Asterdly's second furious slash. The slash deflects the lunge and the sabre does more damage in a cut than the foil. The two men trade lunge for slash again and Deux gives up. D'Asterdly accepts his surrender.

Who's on trial?

Our attention now turns to the courtroom, where Count Gar de Lieu is accused of being a doppelganger and having murdered his original. The Commissioner of Public Safety, Sheikh Yadik Al-Abowt, is prosecuting in front of the new Minister of State, Count Devlin Carnate, for the first time. There is surprise amongst the crowd gathered outside – and inside – when it appears the late Quasi Le Bossu is attending the court. However, it is quickly clear – from his build and gait and the fact that he goes into the dock – that this is actually the Count de Lieu wearing a mask of Al-Abowt's deceased *bête noire*. A number of onlookers jeer the accused and wave surprisingly well-written placards demanding his death.



Sheikh Yadik Al-Abowt just has to make an entrance. He arrives at court in his new CPS uniform: black is out and a white toga, purple sash and golden laurel wreath headgear is most definitely in! It's all part of the Sheikh's new Romanesque fashion. His Ministerial staff are in nice new white uniforms, "to reflect the respective Ministries' recognition of a fresh era in government and the liberation of the City from Le Bossu and his evil minions."

Only after he has milked the crowd, thanked Henri Bastar'd and taken his seat does Al-Abowt turn to sneer at the dock. He is visibly taken aback when he sees 'Le Bossu' behind the bars, his face almost achieving the same shade as his clothes. He recovers quickly – it's not that good a mask – and Lieu removes the mask with a sneer of his own. Unused to being the man in charge, Devlin Carnate has to be shown to his position of eminence, where he gets things started. Al Abowt rises to his feet and addresses Carnate, "Your Grace, may I begin today's proceedings by formally congratulating you upon your recent appointment as Minister of State. I trust that your period of Office is a most rewarding one, both for you and for France alike". There is a ripple of applause around the court as many are here to take a look at the new Minister of State.

Turning to face the prisoner, the CPS gives an almost benevolent smile and it is clear he is in a jovial mood. "Today we have before us a most unfortunate individual in the person of Count de Lieu. I have to admit to your Grace, at one juncture I was under the strong belief that Count de Lieu was no longer the same

man, that his identity had been assumed by a doppelganger, but this has subsequently transpired to be a simple misunderstanding. There are many things that one can say about the accused – his eccentricities, his lack of etiquette, the hopeless dress sense, a noticeably low level of intelligence, poor personal hygiene and dubious, how shall I say, bedchamber interests – BUT such things are also true of Royal Marine Officers or, indeed, certain other supposed gentlemen, Uther Xavier-Beauregard and Pierre Le Sang being two names that readily spring to mind.

“Count de Lieu is a man who has held senior office within government. He has been elevated to the height of social nobility but, for all of this, he remains fairly non-descript. I guess the best one can say of the Count is that he has now retired from government. Yes, this is a man whose star, if it ever shone, was never really noticed.

“Your Grace I cannot justly ask for a conviction upon the doppelganger and murder charges. The recent threats and attacks upon public safety that so threatened this City for many months before I and my agents stamped it out, caused a number of confusions and it is easy to see the necessity of arresting those whose perceived actions added to the unrest. Subsequent investigations have revealed no more than has already been stated concerning the prisoner’s activities, a number of minor misdemeanours for which a token penalty should suffice. I therefore respectfully ask your Grace to find the accused guilty of ‘conduct un-befitting a gentleman’ and charge his purse 1 crown as a fine”.

Al-Abowt bows to Count Carnate and then to the prisoner before re-taking his seat. Only to leap up again, “Oh, I almost forgot: I see in this Courtroom several ‘gentlemen’ who have come to speak in defence of the prisoner. All in keeping with court procedures and these ‘gentlemen’ shall have their say, but I wish to make it clear that in addition to the Ministry of State officials who are transcribing the matters of this case I have several of my own Public Safety scribes who are taking notes too. You see I always like to have a debrief after a trial just to ensure lessons are learnt and improvements can be made for any future trial(s)”. He points to the back of the court where a group of CPS agents is brandishing scrolls on which the words “future priority investigation” can be clearly seen.

Once the CPS has finally taken his seat, Lieu gets up to have his say. “Your Honour, I plead not guilty by reason of insanity... The insanity of M Al-Abowt, that is! He would have us believe that werewolves, vampires and now doppelgangers present a grave danger to France and le Roi. Where is he getting these ideas, I wonder? Does he have some sort of monster manual in which he finds these creatures? Will we be threatened with the boogeyman next month?”

“Still we should not be too harsh on the man. He has had to endure such insults as ‘the fake sheikh’ and ‘the mosselman apostate’ when all along he has been a loyal servant of the Turk and a devout Mahometan. Why, only last month

he and his harlot were planning to spend a week defiling nuns’ habits when they were rudely interrupted by a good Christian and loyal servant of the crown. The attempts to raise his status to that of our dead heroes by statue building are but the latest sign of his insanity – delusions of grandeur. While the charges against me are clearly nonsense, I ask you not to judge the commissioner too harshly. The nature of his insanity has rendered his plots obvious and himself harmless.”

Despite the radical change in the charges and in the face of Al-Abowt’s crew of CPS scribes, Lieu’s supporters have their say. Eglise de Sant-Suplice is first, “I hope that the bonds of loyalty to the government of His Majesty will not be strained by my speaking on behalf of the defendant. It seems to me that Count de Lieu has always acted in the best interests of King and Country and is the victim of an over-zealous officer of the Crown, always seeking conspiracies where none exist and inflating peccadilloes and minor derelictions into offences well beyond his competence to understand or the state to judge. It is well past time to restore sanity and probity to the halls of justice and cleanse the Augean Stables that the Hotel de Ville has become and – perhaps – time that Marquis Al-Abowt practiced his peculiar tyrannies and ill-seeking elsewhere. I pray mercy upon this court.”

He is followed by Uther Xavier-Beauregard, “It sickens me that such an honourable man should be brought before the court under these circumstances. I trust that the court will dismiss this farrago of superstitious codswallop with the contempt it deserves and look forward to the day that the perpetrator of this farce is brought before the court in chains to answer for his actions. Yes, Sir! You Sir! The Marquis al-Abowt! Your days are numbered!!”

After this last, impassioned testimony, silence falls on the court as everyone looks to the bench and the imposing figure of Count Carnate in his wig and gown. The silence drags on for several minutes until one of the staff nudges Carnate. “What?” he cries. “Oh yes, my turn... well... um, not guilty!”



To the accompaniment of cheering from the public, Gar de Lieu throws his QLB mask into the air and gives Al-Abowt his best sneer before heading for the exit, trailing a growing entourage behind him. The Sheikh is beside himself. His face quickly assumes much the same shade as his sash and he leaps to his feet. Pointing his finger accusingly at the departing Count Carnate, he shouts “You sir, are a fraud. A disgrace to public office and someone who is unfit to hold such a position of responsibility. I gave you the chance to do what was right, I helped you into the State Ministry and

this is how you repay me?! I can see that only I am the man suited to wield cohesive power within the justice system so I shall be both prosecutor and judge in future”.

As Carnate is ushered out at the back of the court, Al-Abowt scabbles to find an arrest warrant and scribbles Devlin Carnate’s name on it. He screams to his guards, “Arrest that man, now. Straight to the Bastille with him and prepare the Pear of Anguish, I will be undertaking this interrogation personally!” This is to no avail, as the Minister of State is not to be found. Instead, Al-Abowt and his men must struggle through the departing crowd to get out of the court.

New Ministers

The Minister of State has some other matters to attend to. He appoints Armand de Luce as the new Chancellor of the Exchequer, bringing Sir Armand elevation in the nobility as the Baron de Luce. Carnate adds Donald O’Grady to his Government, too, making him a non-specific Minister. He may not have a portfolio, but O’Grady gets a Marquisate.

In contrast, CPS and Minister of War Al-Abowt grumpily rejects Ali Vouzon’s application to be Inspector-General of Cavalry.

The City Military Governor, Uther Xavier-Beauregard, offers Henri Bastar’d the chance to become Captain of the Cardinal’s Escort. Captain Bastar’d asks for more time to think it over, which is not likely to go down well in high places.

DG commander Yves Vrai Bretheauteque would like to get rid of the less senior officers in his regiment. However, he only has one favour. He calls it in to persuade the Lt-Colonel to quit, but to no avail. His regiment is as full as it was.

New boy (Hooray) Henri Hardup applies to the King’s Musketeers (see Press). Colonel Jacques de Gain is pleased to admit him to the ranks, whereupon M



Hardup spends much of the money he’s borrowed to buy himself a Captaincy. This allows Colonel Gain to make him Regimental Adjutant. Not bad for a man who’s just arrived in Paris. He receives a gift from Euria Humble, too.

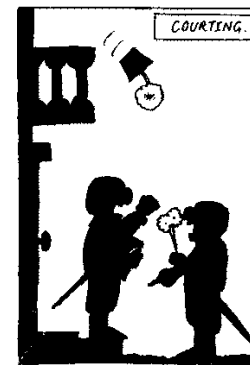
Coeur De Lion gets a loan from Rock O’Shea which he uses to buy himself the rank of Major in his regiment, the Picardy Musketeers. This makes him second in command.

DG Captain Frele d’Acier gets a job: Aide to Lieutenant-General Bill de Zmerchant. This will put Captain Acier in the Frontier Division come the summer campaign.

The former Chancellor, Jacques Shitacks, is put out at not receiving a post in the new Government. He volunteers for frontier duty. Quite what the frontier troops will make of a General slumming it is anybody’s guess.

Of swords and ladies

There are no social events to kick off October, which leads to a bumper crop of socialites in the gyms. Egon Mad 2, Jacques de Gain and Pierre le Sang stay there all month, practising with their rapiers. Terence Cuckpowder keeps it to three weeks with his sabre. Jacques le Franc puts in three weeks with his cutlass. And new Marquis Donald O’Grady waves a two-handed sword around for three weeks. New Baron Armand de Luce does a two-week stint with his sabre, as does Eglise de Sant-Suplice. Was Nae Me appears for the first of his two weeks practising sabre and various other characters are there for a week before the parties start.



Another good way to start the month is with some female company. Bill de Zmerchant, René de Gaviscon and Rick O’Shea find theirs at the Bawdyhouses. New boy Gruaud LaRose visits a Bawdyhouse, too, but just for a drink. For the gentlemen trying their luck at wooing the ladies, there is much more failure than success. Most publicly, disappointment comes to Bonne Chance de Tres and Maurice Essai Deux, who meet on Mary Huana’s doorstep. Neither will allow the other to pass and a duel will be required.

Red Phillips gets several visitors in this first week of the month. Coeur De Lion brings Ada Andabettoir for a drink or three. Deb Estaround is there, too, accompanying Allan Fa-Dân. He is, however, a member. Arnaud Surfinmaise inspects his club, the Blue Gables. Hunter’s sees a feast of alliteration with Jean Jeanie and Lothario Lovelace both visiting their club. To continue this theme, they should really swap mistresses as Josephine (de Buonoparte) is with Lothario while Lotte (Bottle) accompanies Jean.

There’s quite a crowd in Bothwell’s, despite the lack of Toadies, and nobody sets off any regimental rivalries. Ali Vouzon has Angelina di Griz on his arm. Eric de Miabeille accompanies Anna Rexique. Jacques As brings Thomasina Tancenjin. Richard Shapmes escorts Ella Fant. Uther Xavier-Beauregard squires Henrietta Carrotte. Voulo Vault brings Ophelia Derriere. Warren Peece has Ingrid la Suède with him.

The Fleur de Lys is more exclusive. That is, fewer people visit it. Arsène Est attends with Lois de Low. Gar de Lieu celebrates with Maggie Nifisent. Pierre Cardigan lifts a glass with Edna Bucquette. In his nice, new, brilliant white uniform, CPS Sheikh Yadik Al-Abowt occupies a table with Kathy Pacific. His

glowering in Gar's direction is interrupted whenever someone enters the club. Each time he leaps to his feet, grabbing the warrant on the table in front of him, but the arrival is never who he's waiting for. Nor is it Henri Bastar'd, who insists that he should be Toadying to the Sheikh. However, Yadik has left no instructions and Henri can't get past the doorman.

The Louvre gets a visit from the former Minister of State, Gustav Ind. He has been summoned to attend on the King, who is not happy. The arrival of a substantial donation to the exchequer from the new Minister of State improves His Majesty's mood. Until the money is counted... Devlin is a couple of thousand short, which does not go down well. Still, it provides a distraction that allows Gustav to slip away...

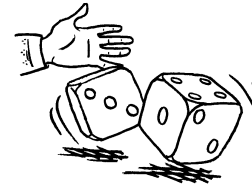
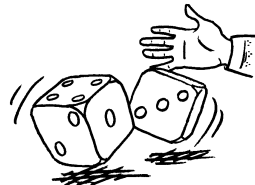
Saints and sinners

A week in their clubs is enough for Arsène Est, Eric de Miabeille and Voulo Vault: they head off to the gyms for the rest of the month. Arsène and Eric practise sabre, while Voulo takes up his rapier. Richard Shapmes and Uther Xavier-Beaugard go for a work-out, too, but only for two weeks of the remaining three. It's rapier for Richard and sabre for Uther.

In the courting stakes, there's a bit more success, but Gruaud LaRose and Devlin Carnate find they're on the same doorstep. The lady in question is Belle Epoque, who Devlin has already paid court to once this month. This time, Gruaud is in his way and neither will stand down. That'll be another duel.

There is a choice of social engagements this week. The minor saints gather in Hunter's while the cavalry luncheon takes place in Bothwell's. However, Coeur De Lion remains in Red Phillips with Ada. The Sheikh (and Kathy) and Pierre (plus Edna) are still in the Fleur. The Sheikh offers roast chicken to all and sundry. "Someone stuffed about a hundred of the creatures into my house last week," he explains. "Made a bit of a mess, but I do like a roast chicken! Now, where's Bastar'd? He's supposed to join us this week..."

Jean Jeanie and Lotte are back in Hunter's, but stay away from the Minor Saints Society. Host Monty Carlo has Charlotte de Gaulle on his arm as he welcomes those who've come to celebrate the feast of Our Lady of the Pillar. First (in alphabetical order) is Arnaud Surfinmaise, who has Betty Kant in tow. A dishevelled Gustav Ind arrives next, clutching a bag of cash and demanding wine. He is supported by his junior colleague in the Cardinal's Guard, Henri Bastar'd. Sniping at the pair of them is the newest King's Musketeer, (Hooray) Henri Hardup. Maurice Essai Deux sidles past the argument to drown his sorrows at still being without a mistress. Was Nae Me escorts Marie Antoinette to the gathering and Allan Fa-Dân tries to hide behind Deb as he enters. The two Henris continue arguing, despite the best efforts of the other guests to shush them, while



Gustav trots off to the gaming tables. The house limits him to 200 crowns per bet, but Gustav makes a lot of them: he wins six and loses three to finish the week well ahead.

Things are quite similar in Bothwell's, but more rambunctious. The non-partygoers are Ali Vouzon and Angelina, in their club for the second time this month. Etienne Brule hosts the cavalry luncheon on his own. His guests start with Bonne Chance de Tres, the first of several members of the Grand Duke Max Dragoons to attend. Bill de Zmerchant is close behind him, but not of the GDMD. GDMD commander Chopine Camus brings Sheila Kiwi. Dick D'Asterdly is on his own and not a Dragoon. Dexter Sinistre is, and escorts Ava Crisp. He has dressed in a pastiche of the ALC's uniform (in lobster pink with attached lobster claws) and presents a short treatise on how to ride down infantrymen who get in the way of the Archduke's troopers! Freda de Ath accompanies Frele d'Acier, but the last of the Grand Duke Max Dragoons is Jacques As, who has Thomasina on his arm. Lothario Lovelace brings Josephine. Pepé Nicole is on his own.

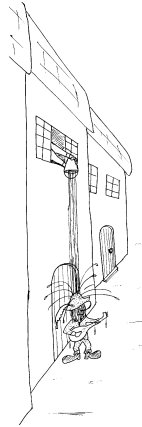
Then René de Gaviscon arrives and it all kicks off. To start with, René wears the uniform of the Archduke Leopold Cuirassiers. Guess who their enemy regiment is! The GDMD members surround René and the insults – and furnishings – fly in all directions. It only ends when challenges have been exchanged. Then René spots Lothario, a man without noble blood or status! His blood up, René challenges Lothario, too. Once things have settled down, René concurs with Dexter's thesis. "Infantry are marvellous," he expounds. "Excellent opportunities to practise horsemanship and swordsmanship jumpin' over 'em and stickin' 'em with your sabre. Plus they can hold your bridle when you need to dismount. Priceless." Stepping carefully around the debris, Warren Peece arrives with Ingrid. Last through the door is Yves Vrai Bretheauteque, proudly showing off his new conquest, Mlle Leia Orgasma, to all and sundry. Their host has pretty much deserted his party to frequent the gaming tables. He lays four substantial wagers, cutting two when the house rolls high, and winning the others. This leaves him better off and with increased status.

This week's visitor to the Louvre is Gar de Lieu. The King harangues him about Devlin Carnate's behaviour. His sympathetic grovelling assuages His Majesty sufficiently to make him forget that they're meant to be discussing Count de Lieu's retirement.

In fancy dress

Week three sees Armand de Luce's highly popular Rogues and Vagabonds party take place in Bothwell's. Not Gar de Lieu though: he's had enough of society and disappears into the gym with his sabre for the rest of October. The quest for female company takes the two Henris, Bastar'd and Hardup, and Pepé Nicole to the Bawdyhouses. All three find what they're looking for. The footpads find Henri

B on his way home, but are disappointed that he has no cash left on him. Bill de Zmerchant, Dick D'Asterdly and Maurice Essai Deux are on the hunt for female company, too. Unfortunately, they've all chosen Mary Huana's doorstep. Maurice excuses himself, but Bill and Dick face off and will need a duel. And, outside Belle's place, Devlin Carnate and Gruaud LaRose bump chests for the second week running.



Allan Fa-Dân returns to the obscurity of Red Phillips with Deb. Arnaud Surfinmaise is back in the Blue Gables, which is also the location preferred by Tourtière Mangetout and Sue Briquet. Every now and then Tourtière leaves a chicken feather in his wake, but Sue is trying to extract the remaining ones from his clothes. Pierre Cardigan and Edna hold the fort in the Fleur, ignoring reports of an increasingly angry gentleman on Sue's doorstep. As usual, there are some outsiders at Bothwell's alongside Monty's bash. Ali Vouzon and Angelina are there again. So is Rick O'Shea, who has a Toady in the form of Coeur De Lion, escorting Ada.

Armand has decreed that the theme of this party is "Les Revenants", in honour of the troops recently returned from the summer campaign. He welcomes his guests with Jenny Russe at his side, dressed as "M and Mme Martin Guerre." Keen to be

first through the door is Amant d'Au, who just **has** to show off his new lady, Katy Did. Being dressed as a jester probably doesn't help. Next (alphabetically at least) is Chopine Camus, still accompanied by Sheila. Donald O'Grady is on the hunt for Amant, as he's the reason Donald has nobody on his arm! A duel will be required. Dexter Sinistre brings Ava while the solo Etienne Brule is dressed in "smart nautical attire" and heads for the gaming tables. Gustav Ind is hot on his heels. Gaz Moutarde surfaces after a week with his mistress and brings her with him: Mlle Anne Tique is dressed as Cleopatra. Gaz is wrapped in bandages as her mummy. Jacques As, dressed in brightly polished Ancient Greek armour as Paris, escorts Thomasina, in flowing robes as Helen, ready to launch, well, several ships. Jean Jeanie is dressed in a tattered Spanish uniform, representing the defeated foe, and is accompanied by Lotte sporting a torn Spanish flag topped by a pristine French one. Jacques le Franc brings Laura de Land and they are dressed as Anthony and Cleopatra. Lothario Lovelace squires Josephine and Monty Carlo, dressed as a ghost, brings Charlotte.

Terence Cuckpowder arrives with Lucy Fur on his arm and marches over to the gaming tables. Not to place any bets, but to take issue with Etienne's uniform. Warren Peece slips in with Ingrid, dressed as ancient Romans. Warren proudly tells people that he's come as "that famous Roman General, Hannibal." Yves Vrai Bretheauteque arrives wearing a Fleur-de-Lys waistcoat and a cloak made from a captured enemy flag. He brings Leia with him and takes Terence from the rear (so to speak!). Yes, he's Etienne's colleague in the Dragoon Guards. Flustered by

being surrounded by DGs, Terence retires, only to catch sight of Rick O'Shea elsewhere in the club. Damn, the man has no noble blood and here he is lording it about: Terence challenges him. Once all the guests have arrived and the party is in full swing, the real Armand de Luce arrives to give out the prizes! In keeping with the "Martin Guerre" costume, Armand hired a double to represent him until he ~~was sure the CPS and his ferrets weren't in evidence and~~ could make a triumphant entrance. The prizes for best costume go to Jacques As and Thomasina, for their fine Paris and Helen, and to Etienne Brule as the only singleton in costume! Meanwhile, Etienne's four bets end in two wins, a loss and a cut to leave him slightly in profit. Gustav's bets are constrained not by the house limit, but by his available cash. He gambles within his means, winning four and losing five, so he still has some cash on him. He also gains kudos for his determined recklessness.

The Commissioner of Public Safety is not in evidence this week. He's consulting his lawyers. However, it seems Sue, Grabbit and Runne do not have good news for him, judging by his demeanour when he leaves.

Pumpkin lanterns

No sooner have the staff in Bothwell's cleared up than it's time for is Warren Peece's Halloween party – even more popular than Luce's bash. However, there are still plenty of people in the gyms and four in the red light district. Hitting the bawdyhouses this week are Bonne Chance de Tres, Dexter Sinistre, Etienne Brule and Eglise de Sant-Suplice. Bonne, Etienne and Eglise all opt for female company. Dexter doesn't. Bill de Zmerchant and Devlin Carnate find female company at their final attempt, but it's been a bad, bad month for Euria Humble. Four weeks on the same doorstep, but no-one's at home!

Arnaud Surfinmaise is in the Blue Gables again, while Pierre Cardigan and Edna remain in the Fleur. The Sheikh and Kathy re-appear in the Fleur as well. And in Bothwell's we find Ali Vouzon and Angelina, not attending the party, and Richard Shapmes and Ella, ditto.

Warren and Ingrid start the week looking serene. Amant d'Au is at the top of the guest list and arrives, costumed as an undertaker, with Katy. Armand de Luce arrives next, with Jenny on his arm. Chopine Camus is the first of the Grand Duke Max's Dragoons, both in terms of his rank and his place on the guest list.



Sheila is with him. Coeur De Lion escorts Ada, while Dick D'Asterdly is alone. Frele d'Acier brings Freda, while Gustav Ind and Gruaud LaRose are on their own. Royal Marine Gaz Moutarde is unaccompanied, too – clearly he's had enough of Anne this month. He has thrown a sheet over his head, cut two eye-holes in it and tells everyone

that he's a Sheik. Henri Bastar'd and (Hooray) Henri Hardup arrive in quick succession, spot each other – despite the pumpkin around M Bastar'd's head – and exchange petulant challenges. This is interrupted by the arrival of a second GDMD, Jacques As (and Thomasina). They are wearing the same costumes as last week, but this time it's Jacques dressed as Helen and Thomasina as Paris. Never mind regimental rivalry, Henri B is enraged by Jacques' lack of nobility and challenges him.

Jean Jeanie and Lotte slip in attired as well-dressed skeletons. A detail of each costume is the rat skeleton tucked into a corner. Lothario Lovelace makes more of an entrance. His un-noble status unites the Henris long enough to issue him with a challenge apiece. Monty Carlo, still dressed as a ghost, brings Charlotte, while Maurice Essai Deux is unaccompanied. Probably because of his costume as some sort of mad man (or “scientist” as he calls it – see illustration) with wild hair, ragged clothes and a succession of coloured liquids in glass bottles – from Absinthe green to Burgundy red. When Pepé Nicole of the 69th Arquebusiers shows up, he runs into Gaz and exchanges insults with him. Pepé has tried to be his own female companion: from one side he is dressed in female attire, from the other in male clothing. The effect is rather spoiled by his bushy moustache. René de Gaviscon's arrival isn't as big a deal this week. For one, there are already several arguments going on, and, two, the only GDMDs present are Chopine and Jacques. They exchange challenges and René then rushes off to fire another challenge at Lothario.



Rick O'Shea arrives to a barrage from René and both Henris as he's another man without nobility but with good social standing. Tourtière Mangetout walks in with Sue at his side. She would be on his arm, but he's dressed as a pumpkin and she can't get close enough. Dick spots him and another regimental argument ensues. Uther Xavier-Beauregard and Henrietta ignore the fracas. Was Nae Me escorts Marie, but abandons her to join his colleague, Dick, against Tourtière. Allan Fa-Dân manages to go unnoticed in the hubbub as he arrives with Deb. So do Yves Vrai Bretheauteque and Leia, despite being dressed as “Jack Skellington and Sally the rag doll.” Warren and Ingrid finish the week looking frazzled. Warren awards the prize for scariest costume to Maurice Essai Deux, but Ingrid stops him presenting a prize for the most seductive costume.

Gustav has kept out of the fray by heading for the gaming tables. His cash is down to a few hundred, so his bets are only (!) 350 crowns a time. He wins one, he loses one, he wins one, he wins another, he wins a third. A small crowd gathers around as Gustav places his next bet: another win! There is a pause as Gustav tries to think. Eventually he gives up, divides his money into three piles and bets one of them. It's 900 crowns and a win. He's now more than two grand up this week and allowed two more bets. “Make it a thousand,” he cries around the rim of

his quickly emptying wine glass. As soon as he places his bet there is a flurry of arms reaching through the crowd to make the same bet. The house rolls a six. The money is lost, but Gustav's standing just rises higher. Another thousand goes down for his last bet. The number of followers has decreased, but they are still there. The house rolls ... six! Another thousand lost, but Gustav is still ahead on cash and basking in the sort of adulation reserved for Kings.

General orders

Out on the frontiers of France the Frontier regiments have a roving brief to defend the borders. Bolstered by the acumen of General Jacques Shitacks, Frontier Regiment 4 sees off a Spanish expedition from the direction of Savoy. The General receives two Mentions in Despatches (“He's a General and he's here!”) and adds some 800 crowns worth of loot to his treasury. However, you can't make an omelette... Private 'X5' is one of the eggs. RIP. ❖

Press

Announcements

It was with some surprise that I found myself elevated to the post of Inspector General for Infantry. Unprepared as I was, I regret that I failed to prevent several nameless 'chaps' from resting their lardy a***s on the Brigade commanders' chairs. Aware as I am that many of the 'right kind' have thereby been excluded from achieving their deserved status, I shall be exerting all my influence to 'sweep with a clean broom' next month to clear away some 'dead wood' and so create opportunities for the deserving. Anybody out there feel 'deserving' – please get in touch.

† Earl Ali Vouzon
Inspector General (Inf)

Situation Vacant: Aide to Brigadier-General. Apply to Bdr-Gen. Madd. Having a lisp will be an advantage.

Dear DG chaps

We're going to be off to the front next month, so put your affairs in order accordin'ly.

I'm still lookin' for a decent Aide and a Regimental Adjutant, anyone int'rested, get in touch.

† Bdr-Gen. Bretheauteque

Official statement (No.3)

The Public Safety Ministry wishes it to be known that certain distasteful rumours which are currently in circulation regarding the matter of the Commissioner and Mlle Kathy Pacific wearing nun habits are to cease with immediate effect. It was simply the case that the Commissioner was engaged in a training session with Mlle Pacific, demonstrating to her the skills of disguise, and thus it was that she was wearing a Mother Superior's outfit, and the Commissioner that of a novice, for none other than educational purposes. Anyone who seeks to persist in spreading these rumours will be arrested.

Social

The funeral of my late compatriot and loyal servant to the Public Safety Ministry, Ali 'The Axe' Al-Headsoff, is to be held in the 1st Week of November at the Church of the Sacred Heart followed by a wake at my club, the Fleur de Lys. All of Ali's friends are most welcome to attend along with anyone* wishing to pay their respects to this brave man. Mistresses are welcome and all carousing costs to be covered for guests by my personal funds. In addition, a memorial statuette of Ali will be presented to every mourner/attendee.

† Marquis Al-Abowt
Commissioner of Public Safety
Minister of War
Captain, His Majesty's Royal
Regiment of Foot Guards

* Of course anyone should not be taken literally if such a person is:-

- a member of the Royal Marines,
- an individual who has issued press under the guises of La Parapluie Vert, Plume de la Marie or The Hokey Cokey,
- Uther Xavier-Beauregard and Pierre Le Sang (as undesirable) plus
- Armand de Luce,
- Tomas le Matelot and Warren Peece (arsonists),
- a supporter of the late Quasi Le Bossu or
- anybody else who has been disrespectful to the CPS and his staff.

The Minor Saints' Society will be celebrating the feast of St. Martin of Tours – week 2 at Hunter's. All gentlemen and their ladies are most welcome. Please come prepared to share your memories of St Martin or Tours – or both!

Ladies and gentlemen,
To celebrate my re-appointment to the position of Guards Brigade Major and our successful summer campaign, Ophelia and I have the pleasure of announcing our Autumn Ball.

I would like to invite all those with suitable mistresses of SL 10 or higher to come and dance the polish from the floors of Bothwell's in Week 4 of November 1666. All costs will be paid for those SL 13 or higher.

On Sunday evening, Ophelia will judge all on the floor, giving scores for posture, timing, line, hold, poise, togetherness, musicality and expression, presentation, power, lead and follow, shape and floorcraft.

Ophelia has offered a prize of 100 crowns to the couple who demonstrate the finest proficiency on the floor.

† Sir Voulo Vault,
Major RFG/Gds Brigade Maj.

Personal

Last Reported words for Baron Quasi Le Bossu

[hic] ... [crash, bang] "Merde! It is as dark as a dark thing in here..."
[Crash] "where is that blasted gunpowder?" [hic] Ahh, praise the lord, my flint... [KABOOM]

I am pleased to announce the release of my latest illustrated novel. 'Q for Quarrel' is the story of a royalist revolutionary struggling against a corrupt future republican government. He does so whilst wearing a mask depicting a great hero from our own time. Which hero? Buy the book to find out – only 5 crowns from all good book stores.

† Alain de la More

Baron Yves Vrai Bretheauteque
I would like to thank you for allowing me to apply to join the Dragoon Guards. It is a great honour to serve in such a glorious regiment.

Kind regards,

† Captain Frele d' Acier

La Parapluie Vert: One has to wonder, with his almost skin and bone appearance, whether he would benefit from an anti-worming tablet.

† La Parapluie Jaune

Lord Percy Percy says, as fashion is tending towards the discreet, Warren Piece is unfashionable.

B. Bdr-General Chopine Camus

It was with deep regret and after much soul searching, that I had to resign from the Grand Duke Max Dragoons.

After serving as Aide to the Brigadier of the Dragoon Brigade, it was time to join the Horse Guards Brigade to develop my military career.

I wish all my colleagues success and will still serve as seconds to all my friends.

Kind regards,

† Captain Frele d' Acier

M. Humble,

I come alone with only a cheese and knives to cut you a generous portion. I understand you bring an entourage. I cannot abide greed, but will bring them something or other that I might be able to scrounge from the pantry. Do give Edna my love... and remember the wine.

† Amant

To Sheikh Yadik Al-Abowt

Once again, you resort to open threats and violence. It is most unwise to do this, as any normal man in the role of CPS would view this disregard of the King's peace as treason. This would result in your head being like the camel's. If, however, the CPS does strike at you with such righteous vengeance, then he is either incompetent in his job or a depraved creature with a lust for the blood of truth and innocence – aka "werewolf". So, Sheikh, what is it to be: behead yourself, admit to Paris that you are incompetent or admit that you are a werewolf?

"No-one opposes you without coming to regret it." Suppose you are right there. Since you run away from duels and regiments going to the front, nobody has the chance to oppose you. Since you do not seem to have a Sunni disposition, one must assume that you come from the other side of the sectarian divide. That makes you a Shi'a, commonly referred to as Shite (my bad spelling, meant to say Shiite). † The Hokey Cokey

One is not the only person to receive strange missives bearing threats from our revered CPS.

Dear Father

I am sorry to hear that the peasants in Alsace took offence at your portrayal of Baron Hardup – I'm sure it was only mud and not cow manure. I'm sure the next audience will be better.

Turnip soup sounds lovely; a real treat after bread and water. I mean, how were you to know that those vegetables were not thrown out? A night in the stocks seems harsh for a simple mistake.

I have some good news; I am in Paris. And I may have a job – I am applying to be a King's Musketeer!

I vow, dear papa, to raise our name back from the mud. Curse those storms that sank your Inca Gold shipment that you mortgaged our house for.

I must go, a certain Lady in black needs cheering up

Hoorah, Huzzah, Hooo-rahhhh

† Triple H

Seen in the slightly disreputable inn, 'The Hoighty Toighty', Rue des Virgins, Paris.

Lt Col Sinistre spots his correspondent.

"Douche!!!! My dear chap – I had no idea you would be so successful!!!"

Mssr le Douche replied, "Sir, neither did I. That firebrand Flam is VERY efficient. We had rioting in the streets as the plebs thought the Dutch were invading! The devastation was truly shattering. I don't think the English will be thinking of continuing the war for some time yet. Their insurance premiums must be at least trebled."

Vive le Roi!!!

To Captain De Acier

Sir, It really isn't my place to excuse Captains of the Dragoon Guards of their rightful duty. I'm surprised that Col. Bretheauteque would take on someone that hadn't realised he had changed Regiment so readily. However, I'd like to congratulate you on transferring without informing your Commanding Officer as to your intentions. Good Luck in your new regiment.

Yours,

† Lt Col Sinistre GDMD.

Lt Col Sinister Dexter

I apologise for the confusion caused by my foolish servant Plodson for delivering that note requesting excusal of duties as not only am I no longer a Subaltern but I have left the GDMD. The stupid man delivered letters from my archives from September 1665 and not the current year. Please be assured I have sacked him so he can cause no further embarrassment.

Kind regards,

† Captain Frele d' Acier

Primus (looking at the model for the equestrian statue of SYAA): "It's very lifelike, but which is the horse and which the rider?"

Secundus: "Doesn't matter much, you're looking at the wrong end."

† BdZ

B.Bdr-General Eric de Miabeille

I have heard of your trouble in finding men of a certain quality for your regiment. I could not possibly recommend a gentleman to join your ranks. However, I can recommend to

you a groom, my former servant, Plodson. I am sure he has the qualities required to serve your men.

Kind regards,

† Captain Frele d' Acier

To the Ministry of War:

Does the sculpture of our beloved Minister need to include his camels? Is it to be painted in the modern style, or should he be shown warts, leaking sores, and effects of third degree syphilis or not?

† A potential entrant

Surely statues should be erected to his Majesty and his family, and not to third rate animal handlers?

† La parapluie Orange et Noir

Regimental Letters

Dear Colonel de Gain,

Please allow me to introduce myself. I am Henry Hardup, known to my friends and colleagues as Hooray Henry Hardup or Triple H. My father, a Viscount of the realm, has made poor investments recently and our family has fallen on difficult times; my proud father has had to resort to playing pantomimes in regional theatres; he was highly acclaimed for his Baron Hardup in the Comedie d'Art's production of Aladdin in Avignon last year.

Anyway, enough of these matters – I wish to restore our family name to former glories and what could be more appropriate than a career in the dashing King's Musketeers?

I understand you to have vacancies at Major and Captain. Sadly, a Majority is beyond my meagre funds but a

Captain... that would be something. Testimonies from my Father and Teachers are attached. I hope you can look beyond my current pauper state and give a bright young man a chance at redeeming his family name.

Yours (very hopefully),

† Henry Hardup

PS I notice there are vacancies in the Foot Guards and Cardinal's Guard but I have set my heart on becoming a King's Musketeer.

Dear Henry,

The King's Musketeers are always looking for additional recruits. I'm sure that we have space for a new Captain.

There is also a vacancy for a regimental adjutant, if this level of responsibility is something that you are looking for. The duties may initially seem fairly arduous, but get easier once you have learnt how the senior officers like their coffee or tea. Let me know if this is of interest.

† Colonel de Gain

Dear Colonel,

I would be very honoured if you could appoint me as Regimental Adjutant. My Tea is legendary.

Yours gratefully,

† Henri Hardup

Poetry Corner

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

Remember, remember the fifth of September:

Gunpowder, treason and plot.

I see no reason why gunpowder treason

Should ever be forgot.

The Sheikh and the camel went out to play;
Frolicking about they went at it all day.

The afternoon came, it was hot and bright,
Relieved when at last came the cool of night,
Then out of sight they fornicated away.

†The Hokey Cokey

Found scratched on a privvy door behind Blue Gables.

You put your whole head in,
You put your whole head out,
In, out... In, out...

Points Arising

Next deadline is 11th April

I was going to put my deadline back a week while I'm in the USA (for the Gathering). However, I'm here for the weekend of 12th-13th and still in the States for the weekend of 19th-20th, so I've decided that it makes more sense to leave the deadline where it should be and take an extra week producing the magazine. This means that next issue won't be out until the beginning of May.

My apologies for a couple of errors last time: players were advised by e-mail and corrections made on the website. The notable ones are that the positions of Field Army commander and Adjutant-General remain empty.

There is plenty of room in the game for more players, so please feel free to recruit anyone you think will enjoy it.

Along comes Sheikh Yadik Al-Bowt,
He curses Hokey Cokey
And you turn around
And your whole head rolls away.

CPS al Abowt
Seems to be a bit of a lout
Somethin' odd without doubt
Offerin' jobs in return for no duel
Leaves him lookin' a bit of a fool
Not easy to survive that, as a rule
Hard to believe he's gone to the bad
I'd always thought of him as a good lad
Maybe power has turned him quite mad?

It was almost a clean sweep of orders this turn – just one person missing.

I had no orders from the following and they suffered the consequences:
TIM Tomas le Matelot (Tim Skinner)
has NMR'd. Total now 1

Farewell

This turn we say goodbye to Paul Appleby (Sebastian Nuisance), who's had fun, but decided enough is enough. Thanks for your contribution to the game, Paul.

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; 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.

Announcements

Ali Vouzon asks NPC Brigadier of 1st Foot Brigade to resign

Ali Vouzon asks NPC Brigadier of 2nd Foot Brigade to resign

Ali Vouzon asks NPC Brigadier of 3rd Foot Brigade to resign

Ali Vouzon asks NPC Brigadier of 4th Foot Brigade to resign

Euria Humble applies for Minister of War

Frele d'Acier applies for Aide to Lt. General

Duels

Results of October's duels

Amant d'Au (gains 1 Exp) beat Euria Humble (with GJ).

René de Gaviscon declined to meet Chopine Camus as he was under half Endurance.

René de Gaviscon declined to meet Dexter Sinistre as he was under half Endurance.

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 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.

Sheikh Yadik Al-Abowt asks NPC Captain 1 of Royal Foot Guards to resign

Sheikh Yadik Al-Abowt asks NPC Captain 2 of Royal Foot Guards to resign

Sheikh Yadik Al-Abowt asks NPC Captain 3 of Royal Foot Guards to resign

Sheikh Yadik Al-Abowt asks NPC Captain 4 of Royal Foot Guards to resign

Frele d'Acier (with JA & DS, gains 1 Exp) beat his enemy Eric de Miabeille (with EdSS).

Eric de Miabeille (with EdSS, gains 1 Exp) beat his enemy Yves Vrai Bretheauteque.

René de Gaviscon declined to meet Jacques As as he was under half Endurance.

Lothario Lovelace didn't turn up to fight René de Gaviscon and lost SPs.

René de Gaviscon (gains 1 Exp) beat his friend Rick O'Shea (with CDL).

Dick D'Asterdly (with WNM, gains 1 Exp) beat Maurice Essai Deux.

Eric de Miabeille declined to meet Etienne Brule as he was under half Endurance.

Grudges to be settled next month:

Bonne Chance de Tres (Sabre, adv.) and Maurice Essai Deux (Rapier, 1 rests) have mutual cause as neither stood down over Mary.

Devlin Carnate (Rapier, Seconds GL, adv.) and Gruaud LaRose (Foil, 3 rests) have mutual cause as neither stood down over Belle.

Donald O'Grady (2-Hand, Seconds EB & UXB) has cause with Amant d'Au (Dagger, adv.) for pinching Katy.

Bonne Chance de Tres (Sabre) and René de Gaviscon (Sabre, adv.) have mutual cause for being in enemy regiments.

Chopine Camus (Sabre, Seconds DS, adv.) and René de Gaviscon (Sabre) have mutual cause as enemies.

Dexter Sinistre (Sabre, Seconds CC, adv.) and René de Gaviscon (Sabre, 1 rests) have mutual cause for being in enemy regiments.

Gustav Ind (Rapier, Seconds DC & EH, adv.) and (Hooray) Henri Hardup (Rapier, 4 rests) have mutual cause for being in enemy regiments.

Henri Bastar'd (Rapier, Seconds SYAA) and (Hooray) Henri Hardup (Rapier, adv.) have mutual cause for being in enemy regiments.

Jacques As (Sabre, Seconds FdA & DS, adv.) and René de Gaviscon (Sabre, 1 rests) have mutual cause for being in enemy regiments.

René de Gaviscon (Sabre, 1 rests) has cause with Lothario Lovelace (Rapier, adv.) as he's not Noble but higher SL.

Bill de Zmerchant (2-Hand, Seconds MC) and Dick D'Asterdly (Sabre, Seconds WNM) have mutual cause as neither stood down over Mary.

Etienne Brule (Rapier, Seconds DOG, 2 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause for being in enemy regiments.

Terence Cuckpowder (Sabre) has cause with Rick O'Shea (Cutlass, Seconds CDL, adv.) as he's not Noble but higher SL.

Terence Cuckpowder (Sabre, adv.) and Yves Vrai Bretheauteque (Sabre, 2 rests) have mutual cause for being in enemy regiments.

Dick D'Asterdly (Sabre, Seconds WNM) and Tourtière Mangetout (Rapier, Seconds AS, adv.) have mutual cause for enemy regiments.

Gaz Moutarde (Cutlass, adv.) and Pepé Nicole (Rapier, 4 rests) have mutual cause for enemy regiments.

Henri Bastar'd (Rapier, Seconds SYAA, 4 rests) has cause with Jacques As (Sabre, Seconds FdA & DS, adv.) as he's not Noble but higher SL.

Henri Bastar'd (Rapier, Seconds SYAA, 4 rests) has cause with Lothario Lovelace (Rapier, adv.) as he's not Noble but higher SL.

Henri Bastar'd (Rapier, Seconds SYAA, 4 rests) has cause with Rick O'Shea (Cutlass, Seconds CDL, adv.) as he's not Noble but higher SL.

(Hooray) Henri Hardup (Rapier, 3 rests) and Lothario Lovelace (Rapier, adv.) have mutual cause for being in enemy regiments.

(Hooray) Henri Hardup (Rapier, 3 rests) has cause with Rick O'Shea (Cutlass, Seconds CDL, adv.) as he's not Noble but higher SL.

Pepé Nicole (Rapier, 3 rests) and Rick O'Shea (Cutlass, Seconds CDL, adv.) have mutual cause as enemies.

René de Gaviscon (Sabre, 1 rests) has cause with Rick O'Shea (Cutlass, Seconds CDL, adv.) as he's not Noble but higher SL.

Tourtière Mangetout (Rapier, Seconds AS, adv.) and Was Nae Me

(Sabre, Seconds DS & FdA, 2 rests) have mutual cause as enemies.

Bill de Zmerchant (2-Hand, Seconds MC, 2 rests) challenges Sheikh Yadik Al-Abowt (Rapier, adv.).

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

Challenges to be voted on:

Bill de Zmerchant challenges Sheikh Yadik Al-Abowt for corruption and conduct unbecoming a gentleman.

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

New Characters

Martin Jennings gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 5; EC 3 (X1).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain __
Aides: to Crown Prince N	to Field Marshal AE
Provincial Military Governors: N/N/N/N/N	
City Military Governor UXB	Adjutant-General __
Inspectors-General: of Cavalry __	of Infantry AV
Commissioner of Public Safety SYAA	
Chancellor of the Exchequer AdL	Minister of Justice __
Minister of War CPS	Minister of State DC

Shows who holds appointments outside military units:
 ID for Characters, N for NPC, __ for vacant,
 CPS for additional posts held by the CPS.

Army Organisation and 1667's summer Deployment

Field Army (Field Ops)	__/_/_/N6/N
First Division (Field Ops)	N3/N/JIF
Guards Brigade (Field Ops) - RFG CG KM	
RNHB Regiment (Field Ops)	
Second Division (Field Ops)	N6/N/N3
1st Foot Brigade (Field Ops) - RM PM	
2nd Foot Brigade (Field Ops) - 13F 53F	
Third Division (Field Ops)	N3/N/N3
3rd Foot Brigade (Field Ops) - 27M 4A	
4th Foot Brigade (Field Ops) - 69A Gscn	
Cavalry Division (Field Ops)	N5/N/TC
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Frontier Division (Field Ops)	BdZ/FdA/_
Frontier Regiments (Field Ops)	
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	N5/N/VV	First Foot Brigade	N3/N/GM
Horse Guards Brigade	EM2/_/_/_	Second Foot Brigade	N5/N/N1
Heavy Brigade	N1/N/DDA	Third Foot Brigade	N1/N/_
Dragoon Brigade	N4/N/N2	Fourth Foot Brigade	N5/N/PN

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

Frontier Regiments

				(Field Ops for Sept-Nov)	
	<u>F1</u>	<u>F2</u>	<u>F3</u>	<u>F4</u>	<u>RNHB</u>
Colonel	N3	N5	N4	N4	N4
Attached				JS	
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 : 4
 Frontier regiment 2 : 2
 Frontier regiment 3 : 3
 Frontier regiment 4 : 2
 RNHB regiment : 3

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	SYAA
54	Madelaine de Proust	17		
35	Katy Did	16	I	AdA
42	Maggie Nifisent	16	B	GdLi
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		JIF
16	Ophelia Derriere	13		VV
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	TC
30	Leia Orgasma	13	B	YVB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	JJ
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	UXB
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	X1
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	EdM
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	AV
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	DS
59	May Banquet l'Idee	9		
2	Betty Kant	8	I	AS
19	Jenny Russe	8	W	AdL
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	WNM
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	
13	Josephine Buonoparte	6	I/W	LL
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Low	5	B	AE

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

Regiments

CoI	REG	CC	KM	DG	OO	CALC	CPC	RM	GDMD	PM	13F	PLD	53F	27M	4A	69A	Gscn
DC	EH	JdG	YVB	EDM	N7	N3	ROS	CC									
LCol	Ada	AE	N5	N3	TC	RdG	EdSS	JIF	DS								
Maj	V+	GI	N5	N3	N4	N6	WNM	GM+N3									
Maj	JJ	LL		EB	N2		DDA+										
Capt	N4	HB	N2	N4	N5	N5	N6	N3	N3								
Capt	N2	N3	N4	N5	N5	N5	N5	N2	N3								
Capt	N2	N4	N6	N5	N5	N2	N2	N3	N4*								
Capt	N4*	N4*	N4	N2*	N6*	N1*	N6*	N5*	BCdT								
Capt	SYAA		HHH*	FdA													
CDL																	
PN+																	
N6																	

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.

The Greasy Pole

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
GI	Count Gustav Ind	30+92	OK	Major	CG/Min w/o Port	9		Flr	6	Ashley Casey
DC	Count Devlin Carnate	28+90	Poor	B.Bdr-General	RFG/State Min.	11		Flr	2	Bruno Giordan
GdLi	Count Gar de Lieu	26 58	OK	General		8	Maggie	Flr	4	Bill Hay
EM2	Viscount Egon Mad 2	24 52	Rich	Bdr-General	HGds Brigadier	9		Flr	3	Tym Norris
JS	Count Jacques Shitacks	24 F	Flthy	General		3		Flr	4	David Olliver
JdG	Count Jacques de Gain	23 45	Flthy	Colonel	KM	17		Flr	5	Ben Brown
PC	Earl Pierre Cardigan	23 37	Comfy	General		9	Edna	Flr	4	Matt Shepherd
TIM	Earl Tomas le Matelot	22 52	Rich	Fld Marshal		8		Flr	4	Tim Skinner
EH	Count Euria Humble	21 49	Withy	B.Bdr-General	CG	18		Flr	5	Matthew Wale
PI5	Marquis Pierre le Sang	20+69	Comfy	General/Min w/o Port		7		Flr	4	Bill Howell
UXB	Earl Uther Xavier-Beauregard	19+59	OK	B.Lt-General/City Mil.Gov		12	Henrietta	Both	3	Pete Card
AE	Sir Arsène Est	18 41	OK	Lt.Colonel	CG/FMshl's Aide	10	Ella	Flr	6	Ray Vahey
RS	Marquis Richard Shapmes	18+69	Withy	B.General/Min w/o Port		8	Angelina	Both	4	Charles Popp
AV	Earl Ali Vouzon	18+65	Rich	B.Lt-General/Insp.Gen.Inf		5	Kathy	Flr	1	Graeme Morris
SYAA	Marquis Sheikh Yadik Al-Abowt	18+57	Comfy	Captain	RFG/CPS	5	Jenny	Both	2	Jason Fazackarley
AdL	Baron Armand de Luce	17 52	OK	Bdr-General	Chancellor	2	Ophelia	Both	2	Francesca Weal
VV	Sir Voulo Vault	17+52	Comfy	Major	RFG/Gds Brigade Maj.	13	Anna	Both	2	Mark Booth
EdM	Marquis Eric de Miabeille	16 41	Withy	B.Bdr-General	QOC	6		Both	3	Pete Holland
EdSS	Viscount Eglise de Sant-Suplice	16+57	Comfy	Lt.Colonel	CPC/Min w/o Port	5		Both	2	Jerry Spencer
DOG	Marquis Donald O'Grady	16+55	Withy	General/Min w/o Port		3		Flr	3	Bob Bost
JIF	Sir Jacques le Franc	16+50	Rich	Lt.Colonel	RM/1st Div Adjutant	12	Laura	Both	6	Charles Burrows
EB	Sir Etienne Brule	15 44	Withy	Major	DG/Gen's Aide (3rd Army)	2		Both	4	James McReynolds
WP	Marquis Warren Peece	15 24	Withy	B.Lt-General		13	Ingrid	Both	2	Pam Udowiczenko
BdZ	Baron Bill de Zmerchant	15+47	Comfy	B.Lt-General/Fntr Div Commandr		5		Both	3	Tim Macaire
ROS	Rick O'Shea	14 23	Comfy	Colonel	RM	3		Both	6	Paul Wilson
GM	Sir Gaz Moutarde	14+54	Withy	Major	RM/1 F Brigade Maj.	3	Anne	Both	2	Mike Dyer
AdA	Baron Amant d'Au	13 41	Withy	Lt.Colonel	RFG	6	Katy	Both	5	David Brister
MC	Baron Monty Carlo	13 31	Withy	B.General		12	Charlotte	Hunt	4	Andrew Burgess

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
YVB	Baron Yves Vrai Bretheautequel	3+56	Withy	B.Bdr-General	DG	6	Leia	Both	1	Chris Boote
JA	Jacques AS	13+40	Comfy	Major	GDMD	1	Thomasina	Both	4	Joe Farrell
LL	Lothario Lovelace	12 18	Comfy	Major	CG	5	Josephine	Hunt	4	Geoff Bowers
DS	Dexter Sinistre	12+39	Poor	Lt.Colonel	GDMD	4	Ava	Hunt	3	Martin Adamson
CC	Chopine Camus	12+38	OK	B.Bdr-General	GDMD	4	Sheila	Hunt	4	Stewart Macintyre
JJ	Sir Jean Jeanie	12+37	Comfy	Major	RFG	8	Lotte	Hunt	3	Andrew Kendall
TM	Sir Tourtière Mangetout	11 27	Withy	B.Bdr-General	53F	3	Sue	BG	4	Howard Bishop
FdA	Frele d'Acier	11+35	Comfy	Captain	DG/LtGen's Aide (Fntr Div)	4	Freda	Hunt	3	Peter Farrell
TC	Terence Cuckpowder	11+34	OK	Lt.Colonel	QOC/Cav Div Adjutant	3	Lucy	Hunt	4	Mike Dommett
HHH	(Hooray) Henri Hardup	10 25	Poor	Captain	KM/KM Regt. Adjt.	3		Hunt	3	Mark Cowper
RdG	René de Gaviscon	9+ 32	OK	Lt.Colonel	ALC	4		BG	5	David Williams
HB	Henri Bastard	8 26	Comfy	Captain	CG	6		BG	3	Carl Chambers
AS	Arnaud Surfinmaise	8 13	Poor			5	Betty	BG	5	Nik Luker
WNM	Was Nae Me	8+ 28	OK	Major	CPC	5	Marie	BG	3	Mark Farrell
DDA	Dick D'Asterdly	7+ 36	OK	Major	CPC/Hvy Brigade Maj.	2		BG	4	Gerry Sutcliffe
BGdT	Bonne Chance de Tres	6+ 18	Poor	Captain	GDMD	6	Ada	RP	1	Cameron Wood
CDL	Coeur De Lion	5+ 34	Poor	Major	PM	4	Ada	RP	3	Graeme Wilson
X1		5+ 30	Poor			6	Deb	RP	4	G Udowiczenko
MED	Maurice Essai Deux	5+ 23	Poor			4		RP	3	Olaf Schmidt
PN	Pepé Nicole	4+ 32	OK	Major	69A/4 F Brigade Maj.	5		RP	3	Colin Cowper
SN	Sebastian Nuisance	3	RIP							Paul Appleby
GLR	Gruaud LaRose	3+ 13	Poor			3			4	Neil Packer
X5		2	RIP							Martin Jennings

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+