

## That would be enough

This has been issue 187 of *To Win Just Once*, published 7th September 2018. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2018

## Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 21st September 2018.

Orders for *LPBS* and all other contributions to Pevans by Friday, 28th Sept 2018.

(Remaining 2018 deadlines are: 26th Oct/2nd Nov, 30th Nov/7th Dec)

## 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](http://www.engarde.co.uk)

*Railway Rivals* – the latest game is under way, Martin Jennings, Rob Pinkerton and Anthony Gilbert are up for the next one, who else? (working copy and rules provided).

*Star Trader* – new players are welcome to join the current game (to gain experience, if nothing else, and there is an existing Corporation to take over). Anthony Gilbert is waiting for the next game. Rules provided.

## Online games

*Agricola* (at [www.boiteajeux.net](http://www.boiteajeux.net)): Pevans

*Brass* (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)): Pevans, Mike Tobias, Steve Jones – 1 more needed

*Innovation* (at [www.boardgamearena.com](http://www.boardgamearena.com)): Pevans, Martin Abrahams

*Keyflower* (at [www.boardgamearena.com](http://www.boardgamearena.com)): Pevans, Brad Martin

*Lemming* (at [www.yucata.de](http://www.yucata.de)): Pevans

*Pax Porfiriana* (at [www.yucata.de](http://www.yucata.de)): Pevans

*Through the Ages* (at [www.boardgaming-online.com](http://www.boardgaming-online.com)): Brad Martin, Pevans

## Credits

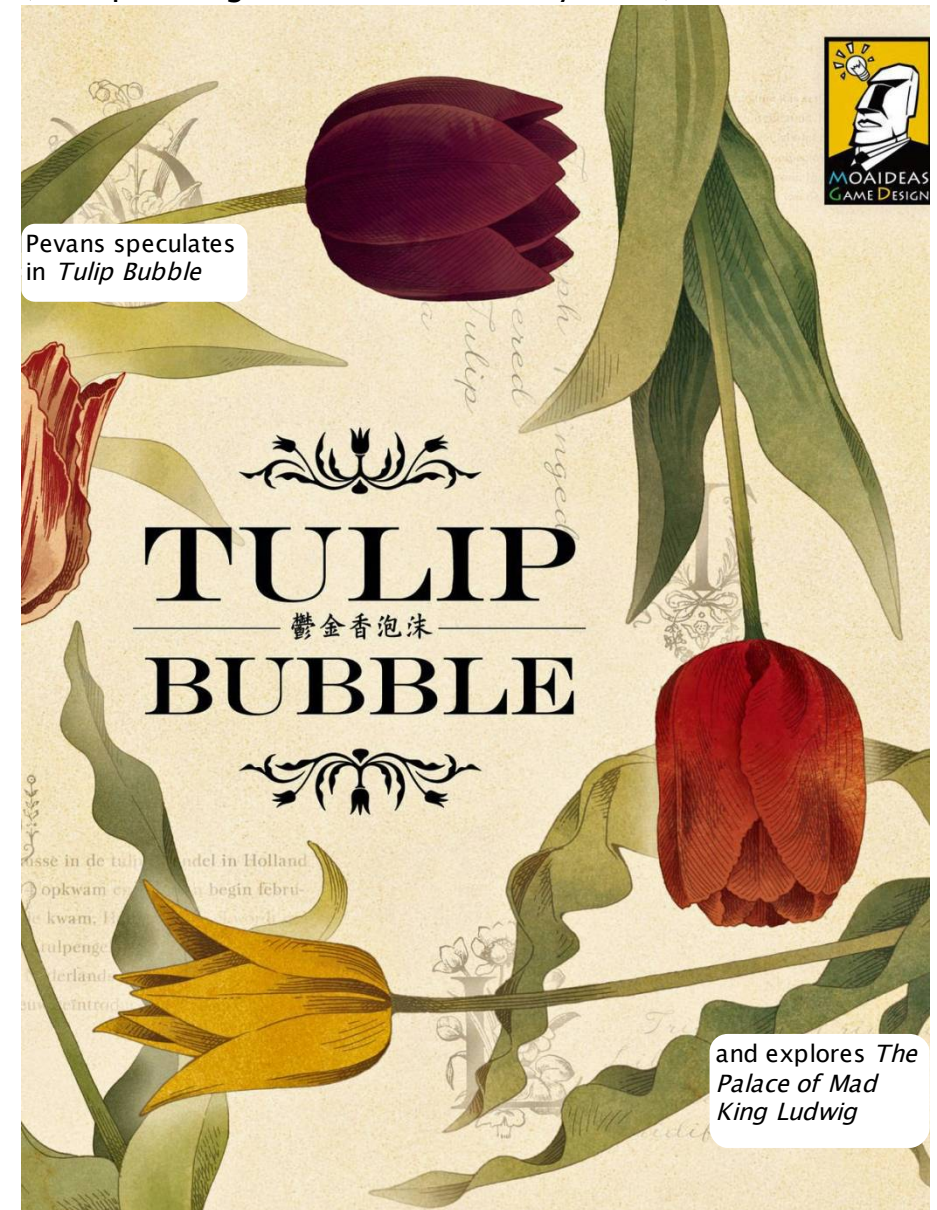
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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Pevans speculates  
in *Tulip Bubble*

and explores *The  
Palace of Mad  
King Ludwig*

Issue 187: September 2018  
(LPBS 320: October 1670)

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## Chatter

I'm struggling to find anything to put here, so let me mention that I'm reporting my games playing on BoardGameGeek: [www.boardgamegeek.com/blog/8392](http://www.boardgamegeek.com/blog/8392). I've called the blog "Pevans's Perspective", which was the title of my regular board games column in *Flagship* back in the day. I'm posting once a week or so, recording what I've played on Wednesday nights at Swiggers and any other gaming I get up to. It'll probably get a bit more random as I get the hang of this blogging lark (I know, I know, kicking and screaming into the 1990s...).

### All-reader game

I've had a few suggestions for other games that could be run through these pages for all readers to play. There's a couple I want to investigate further to see if they'd work, plus an idea of my own that needs a bit of development. Hopefully, there'll be something starting in next issue...

### Great British Beer Festival

No tasting notes this year as I didn't make it to Olympia. Despite not having arranged to meet anyone, I thought I'd trot along and sample a couple of beers. But then I realised a 15-minute walk will take me to my local Wetherspoon's and some interesting beers. They had a nice IPA on last time I was there. Mind you, at 5.7% alcohol by volume, it's more of a sipping beer.

### TWJO online

Issue 186 came out early in August and the PDF editions were downloaded 203 times during the month. There were 62 downloads for *TWJO* 185, taking it to 360 over two months. The PDFs of issue 184 were downloaded just 20 times more, which means 279 since publication.

The stats also show that my report from Spiel '15 was very popular in August – accessed over a thousand times – as were my reports of the 2012 Gathering of Friends and 2014 UK Games Expo. It's good, too, to see duckduckgo appearing in the list of search engines – though with only a fraction of the throughput of Google's various incarnations.

## Games 'Zine Poll 2018

Back in the heyday of postal games 'zines, there was an annual poll for readers/players to vote for their favourite 'zine. Alex Richardson (editor of the venerable *Obsidian*) has decided to resurrect the Poll for 2018, aiming to promote the community as a whole. The eligible 'zines are "Any 'zine published in the British Isles which has produced an issue in 2018 (including up to the Poll deadline), is distributed by post, as an e-mail, as an attachment to an e-mail or as a download from a website, and runs games that we would recognise as

'postal' ones (e.g. *Diplomacy*, *Railway Rivals*, 18xx, *En Garde!* or *By Popular Demand*, among many others). I shall also accept votes for *Outbreak of Heresy* and *Where Is My Mind?*. Anyone who reads at least two of these can vote.

To vote, "list all eligible 'zines and give each a mark between 1.0 (low) and 10.0 (high), to one decimal place if you wish. Editors are allowed to vote for their own 'zines. Votes should be sent by e-mail from the voter's own account to alex.bokmal@googlemail.com. The Poll deadline will be midnight on 31st October 2018. Results will be sent by e-mail to each voter, or (I hope) published by your 'zine editor."

I don't know if you read any other games 'zines, but I strongly urge anyone who's eligible to vote – regardless of how you rate *To Win Just Once*.

## Letters

Alex Bardy has some (edited) thoughts on my report UK Games Expo.

Always like reading con reports, mainly because I'm just nosey and would like to know what games other people have been playing... it's akin to rubbernecking: I can't change or influence any of it, but can't help staring, either... ;-)

I am also thoroughly impressed with just how many games you managed to play over the UKGE weekend. The theme of *Black Orchestra* doesn't appeal at all, but your explanation of the game has at least made me curious, so we'll see if I get a chance to play this somewhere along the line.

I was very interested to read about *Destination: Neptune*. I've recently bought an import copy of *Leaving Earth* (Lumenaris) which has a similar theme (but sounds a bit more complicated than *Neptune*), and ironically just received an email that it's on the way, so am looking forward to that arriving early next month.

*Athens*, *Immortality* and *Scrumpy* are all new to me, although *Scrumpy* sounds quite fun (and quick)... *Magnificent Flying Machines* sounds like it could be an interesting diversion from more strategic gaming choices...

Both *New Corp Order* and *Mini Rails* seem like clever little games, so I'll keep an eye out for both of them in due course, I think. The variety of games and mechanics around the core theme of Rails and Railway Companies continues to astound me: there's "Done to death" and then there's "Done to death and been to heaven, hell and all planes betwixt before being reborn with a massive choice of t-shirts, hats and other regalia..." – that's probably where Rails and Railway-themed games are just now, imho.

Alex moves on to Reading Matter.

Ahhh... I'm from that generation that found Julian May's [Saga of the Exiles] series stood alongside David Edding's *Belgariad*, Terry Brooks' *Shannara Chronicles* and Raymond Feist's *Magician* books on my creaking, over-stacked book shelves (and ironically, Robert Silverberg's *Lord Valentine's Castle*/ *Majipoor Chronicles* too) –

Forbidden Planet in Denmark Street and the Virgin Megastore on Oxford Street were like a mecca for me and my nerdy school pals back then... it was our destination of choice every weekend!

Interesting: I'm clearly of a different generation. I've never read *Shannara*, nor any of Feist's stuff. The *Belgariad* I found derivative, but I still read them all. The *Majipoor* books were in the stuff I got rid of last month, so I've definitely read them, but I can remember nothing about them! As for bookshops, my haunt in London was Dark They Were, and Golden-Eyed, but my favourite SF bookshop of all time was Andromeda in Birmingham.

## Swans, swans and more swans

### Pevans reviews *The Palace of Mad King Ludwig*

As the title gives away, this is a thematic sequel to designer Ted Alspach's *Castles of Mad King Ludwig* – itself a follow-up to his earlier game, *Suburbia*. In all the games, the idea is developing something (a suburb, a castle...) by playing tiles. One difference in *The Palace of Mad King Ludwig* is that the players are all adding rooms (tiles) to the same edifice: the Palace. The types of room and how



they score well be familiar to those who've played *Castles of Mad King Ludwig*, but this game's mechanisms are very different.

To start at the beginning, the box contains square cardboard tiles: lots and lots of tiles. Most of these are the various rooms that players will add to the Palace. However, a lot of tiles are the moat, which will gradually build up along the edges of the Palace. The most common way the game ends is when the moat completely surrounds the palace.

The game's currency is swans (cardboard tokens in five colours), which are also worth points at the end of the game (for sets of different colours). Swans are spent to pick up room, 'Bonus' or 'Favor' tiles. Bonuses give players things like a discount when buying tiles, while Favours provide extra scoring opportunities, such as points for the most rooms of a particular type. Some Favours are made public at the start of the game and can be scored at the end by any player. Players' own Favours can only be scored by them.

The obvious thing to do in a turn is to place a room, taking the tile from the row of available rooms (which may cost swans). There are several types of room,



indicated by the tile's colour and small icon, and each type has one or more doorways, shown by a coloured swan icon on the edge. Rooms must be placed with at least one doorway connecting into the palace (this starts as a long hallway) and the player puts one of their markers on the room. If the colour on the connecting doorways matches, the players who own the connected rooms get a swan token in that colour.

A room is complete when all its doorways are connected and it then scores, providing the room's owner an immediate bonus (extra swans or a Favor, for example) or points at the end of the game, depending on the type of room. How a room scores is indicated on the tile with another small icon. However, a room can never be completed if any of its doorways has been blocked. This gives players the tactical opportunity of blocking the doorways of other players' rooms to prevent them scoring. Hence, rooms with few doorways are both easier to complete and more likely to complete. The problem with this is that playing only these rooms will limit your opportunities for expanding the palace. What's more, you may have Favors that reward you for types of rooms with many doorways.

Completing a room also triggers the addition of moat tiles to the palace – by the player who completed the room. Initially, this will actually be no moats, but the number increases, accelerating as more room tiles are used. Of course, this hastens the end of the game. There are rules about how moat tiles are used, but essentially they wrap round the outside of the palace, potentially blocking



The Palace under construction, mainly to the left of the three hallway tiles, and the first moat tiles have been placed.

doorways and limiting players' opportunities.

Once I started playing the game I realised that the players can influence the length of the game by how they place and complete rooms. If they play rooms with lots of doorways and chain these out from the centre, leaving plenty of incomplete rooms, then the game will go on for longer. First, they are not triggering the placement of moat tiles. Second, it will take longer for the moat to surround the palace. On the other hand, if players add rooms with few doors and are quick to complete or

close off rooms, the game will be shorter – for the opposite reasons. My experience so far has been that players are loath to leave opportunities for their opponents, so they close the game down.

Other actions available to players in their turn are to buy (with swans) a Favor or a bonus or to place one of the special types of room tile. There are two special rooms: hallways, which provide lots of doorways, and stairs, which connect downstairs (one type of room) with upstairs (all the other types of room). These count as rooms in all respects and are always available to players.

The final element of the game is players' individual boards. These have slots for the player's Bonuses and Favors, which neatly limits how many a player can have. They also show tracks for each type of room. Players move a marker along the appropriate track for each room they add to the palace. There are bonuses during the game as they move along each track and bonus points at the end for complete rows and columns.

Phew! There is an awful lot going on in this game. It's hard to take all this in when you play for the first time – and I haven't covered every detail. However, I reckon the key element to concentrate on is the Favors. First off, make sure you understand what each one scores for. Most of them are simply for having the



My personal board and markers, showing I've placed a few different rooms and have two 'Favors'

most or least of something, but do check. Second, aim to score as many of the public Favours as you can and keep an eye on what other players are doing in terms of qualifying for them. Though be careful of denying yourself other scoring opportunities in order to get a Favour: which is worth more?

Thirdly, do pick up some private Favours – either by spending swans or by completing rooms that give a Favour as their reward. Choose them with care, though – taking conflicting Favours is really shooting yourself in the foot. A final point on Favours: the rule is that nobody scores a Favour if more than one player achieves it. This makes the Bonus that lets you score tied Favours very useful and I recommend taking this.

All in all, *The Palace of Mad King Ludwig* is good fun and has gone down well at Swiggers games club. Yes, there is a bit of a learning curve in getting to grips with the game and it has an element of luck, but we've all enjoyed playing it. Personally, I still prefer *Castles of Mad King Ludwig* for the ingenious pricing mechanism, which gives players some really hard decisions to make, and for the look of it. However, some of my gaming buddies prefer *Palace* for precisely the same reasons. The only quibble is that the colours and small icons are not always clear – particularly when middle-aged gamers are playing in a less-than-brightly-lit pub.

*The Palace of Mad King Ludwig* was designed by Ted Alspach and is published by his imprint, Bézier Games. It is a complex strategy game for 2–4 players, aged 14+, and takes a good 90 minutes to play. I give it 8/10 on my highly subjective scale. This review was first published in the Gamers Alliance Report (gamersalliance.com) for Winter 2018.

## In Old Amsterdam

### *Tulip Bubble* reviewed by Pevans

I understand that there is some debate whether the early 17th-century tulip mania in the Dutch Republic was actually a bubble. It was demand for an actual product and had no wider economic repercussions. Be that as it may, the prices of tulip bulbs certainly escalated to crazy levels and then crashed (in February 1637). Which is where the game *Tulip Bubble* comes in. This is essentially a card game as it is centred around the deck of large format cards. Each of these is nicely illustrated with a particular tulip in the style of contemporary catalogues.

In this game, tulips come in three colours (red, white and yellow) and three ranks (A, B and C) – with some ranks sub-divided into specify varieties. The colour and rank of a tulip lets players find its current market value, as shown on the price matrix on the game's small board. Markers in the three colours show which column to look at and the tulip's rank gives the row to find its price on. When players buy a tulip card, they'll be paying at least the market rate. When they

sell a card, they'll generally get the current value. Prices can go down as well as up! It will come as no surprise that players' aim is to buy low and sell high.

How players buy tulips is the heart of the game. Each round there will be a row of available tulip cards – plus any sold to the market earlier in the round. There's also a second row – the next shipment – which can't be bought, but allows players to see what's coming and plan for next round. Players have three bidding chips in their colour. First, going round from the start player, they can place up to two chips. Then, from the start player again, they can place up to one more chip.

Once chips have been placed, the tulip cards are auctioned off, working along the rows. Where just one player has bid, they get the card at market value for that colour and rank. Otherwise there's an auction. The starting bid must be above Market price and bidding continues round the involved players until there's just one bidder left. They pay their bid (from the cash – cardboard coins – hidden behind their shield) and get the card. However, the difference between what they bid and the market value is shared between the unsuccessful bidders. This gives players an incentive to get involved in auctions just to pick up a bit of cash. Especially if it's an auction that happens before a tulip they do want to buy.



The display of Tulip Bubble at Spiel '17 – note the collectors to the left of the board



The second clever bit about the auctions is that players don't need to have the cash. They can borrow from the bank. A tulip financed this way stays in front of the player's shield and has coins on it – to show the amount borrowed – along with one of the player's bidding markers. A loan can be redeemed at any time by paying the amount shown (from the player's own money, of course). This is the only way to get their bidding marker back, which may be vital at a later stage.

Selling tulips takes place at the start of the round, before buying. Players only have one chance to sell, so there's no waiting to see what other players are up to. The owner gets market value for the tulip and the card is placed on the "sold" row, where it may be bid for. If there's a loan on the tulip, the seller effectively gets – or loses – the difference. Making a profit thus depends on how the market has moved.

However, there are also "collectors" who want tulips and they will pay over the market price for the right ones. In game terms, these are a set of cards, several of which are available. Each shows the tulips the collector wants (say, a C1, C2 and C3 in the same colour) and the bonus they will pay over the market value. When a player can meet the requirements of a collector (and they won't take financed tulips), the tulips and collector card go out of the game. These bonuses are well worth having, but bear in mind other players may be collecting the same set and turn order can be crucial when it's time to sell.

After selling and buying, the remaining tulip cards (unsold and the next shipment) affect the market prices. The colour/s with the most cards on the table goes down in price, those with the fewest go up. As only one colour marker can be on each column of the price matrix, this may result in substantial changes. However, players can plan for this, based on what cards are visible and what is likely to be bought.

What can't be planned for is the event card drawn at the start of each round, which also affects the market. Players do know what's in the complete set of event cards, but one is removed at random at the start of the game. There is also a "bubble bursts" card. This is shuffled with two random events and the three cards go at the bottom of the deck. Thus, the game will last 8-10 rounds. At which point all remaining tulips are worthless (!), loans must be repaid and the player with the most cash wins.

The game can finish early if one player had enough money to buy the legendary black tulip – a special card. If so, the round is played out and, if more than one player has the requisite amount, whoever has the most money wins.

I have found *Tulip Bubble* fascinating to play – especially as I've introduced different groups to it. Players have enough information to make informed decisions, but must also play the odds. Selling to collectors is clearly something to aim for (especially if you can achieve the one card that offers a 20-guilder bonus). However, you will have to outbid your opponents to get the right cards. What's



Playing *Tulip Bubble*

more, you will need to build up funds by buying and selling other tulips – remember, collectors won't buy tulips with loans on them (they're held by the bank as collateral!).

It's a tricky game that requires keeping a careful eye on what other players are up to as well as planning your own moves. Despite this, it moves along at a good pace and a four-player game should not take more than 90 minutes. I must also mention one neat part of the physical game. There is a plastic insert in the box with spaces to hold the cases and markers. Okay, nothing special about that. However, this game also has a clear plastic lid that slots over the insert and keeps things in place while the game is carried around. Brilliant!

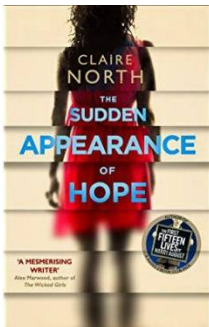
*Tulip Bubble* was designed by Kouyou and is published by Moaideas Game Design (in Taiwan). It is a strategy board/card game for 3-5 players, aged 15+, and takes 50-70 minutes to play (officially). It gets a solid 8/10 on my highly subjective scale. My thanks to Moaideas Game Design and David Liu for letting me have a review copy. This review was originally published in the Gamers Alliance Report (gamersalliance.com) for Spring 2018.

## Reading Matter

A little while ago I reached the end of my e-book omnibus of the first eight volumes of Bernard Cornwell's *The Last Kingdom* series. Our main man, Uhtred Uhtredson, is no nearer his ultimate goal of regaining his usurped land of Bebbanburg (Bamburgh to us). He still serves the Saxon kings of Wessex, though it's now Edward (Alfred's son) on the throne. Uhtred's main allegiance is to Alfred's daughter, Aethelflaed, de facto ruler of Mercia. On the plus side, he's managed to kill a lot of people along the way – including the odd Christian priest, which doesn't go down well.

Reading the books in close succession, there does seem to be a bit of a formula. A new Danish/Norse/Viking warlord arises and threatens the Saxon lands. Uhtred falls out with Alfred/Edward, but comes round and, finally, saves the day. Each time, the creation of "Englaland" comes a little closer. Having said that, the books remain good fun. In particular, Cornwell seems to enjoy Uhtred's pagan ridicule of Christianity even as that religion begins to dominate on all sides.

There are two books to go in the series, but I thought I'd take a bit of a pause before moving on to the next one.



And into that pause neatly fell Claire North's third novel, *The Sudden Appearance of Hope*. Hope is, in fact, the viewpoint character of the novel: Hope Arden (ardent hope?). Her sudden appearance is down to her 'super-power'. Just like North's previous novels, there is something very odd about our hero. Hope is forgettable. Not while she's in front of you, but 30 seconds after she's gone, you can't remember her. You don't know what she looks like and your memories are of spending that time alone.

Through the book we get flashbacks to Hope as a teenage girl, struggling to be noticed as her condition kicks in. Eventually, even her parents don't know her (though, interestingly, her mentally handicapped sister still does) and that's when Hope leaves home. Her problem now is how to live. And, given her 'power', there's an obvious career open to her: thief. After all, she can pick up your most prized possession right in front of you and, 30 seconds later, you won't know who took it.

This is where the book's plot kicks in as Hope discovers 'Perfection' – a self-improvement app that aims to make its users perfect. That is, perfect as embodied in the pages of *Hello* et al. Good thing or bad thing? This is the conflict that Hope is drawn into as she makes a personal connection with those involved. What follows is, like North's previous books, a kind of techno-thriller as Hope tries to stay ahead of all the plots (she may be forgettable, but her image is still on CCTV).

*The Sudden Appearance of Hope* is good fun, but it didn't have the impact on me of either *The First Fifteen Lives of Harry August* or *Touch*. Hope is an interesting, flawed character who's more normal, despite her condition, than the protagonists of either other book. And I enjoyed the inherent warning of the potential excesses of social media. Definitely worth reading.

## Games Events

Let me see, what's happening in September? The latest Raiders of the Game Cupboard, number XLIV, is on Saturday 22nd September in Burton-on-Trent (at the Waterside Community Centre). Given they've reached 44 events, the organisers are clearly doing something right. There's more information at [www.raidersofthegamecupboard.co.uk](http://www.raidersofthegamecupboard.co.uk)

The following weekend is Tringcon, held at the Millennium Hall in Marsworth (near Tring). The new organisers promise the event will be run just as it was in previous years (by Keith Thomasson and, before that, Alan Parr). There's a new website, with just a little information, at [www.tringcon.org](http://www.tringcon.org)

This box concentrates on events I expect to attend.

**Swiggers:** games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (next to London Bridge station). For more info, see [www.pevans.co.uk/Swiggers](http://www.pevans.co.uk/Swiggers)

**Games Games Games Days:** from noon(-ish) on the second Saturday each month – now at the Leon in Spitalfields Market (London E1 6DW). It's brightly lit, has big tables and they don't mind us stopping all afternoon. Closest stations are Liverpool Street (Tube and rail) and Shoreditch High Street (Overground).

**UK Games Expo:** 31st May – 2nd June 2019 at the NEC (Halls and Hilton Metropole). This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

**Spiel:** *the* board games event of the year. 25th-28th October 2018, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see [www.merz-verlag-en.com](http://www.merz-verlag-en.com)

**MidCon:** 2nd-4th November 2018 at the Hallmark Hotel in Derby. **MidCon** is a friendly board games convention in a decent hotel. Expect mostly open gaming plus a few organised events, including a bring 'n' buy and quiz. See [www.midcon.org.uk](http://www.midcon.org.uk).

For more extensive information on UK board games events, try The Queen's Lane Advertiser at [www.boardgamers.org.uk/qla.php](http://www.boardgamers.org.uk/qla.php)

## Voyager (Star Trader game 9)

### Turn 8

Beta Hydri saw RED STAR LINES selling its two remaining Petroleum for 10 HTs each, but otherwise trading here was slack.

SWISS MERCENARY FLEET sold 9 Spice for 11 HTs each at Alpha Centauri and gained a Contractorship. RED STAR LINES bought 4 Liquor for 12 HTs apiece, though they would have liked more, and SOLAR SPICE & LIQUORS bought 5 on Contract. FATCATS sold 14 Alloys for 12 HTs each and were awarded, not surprisingly, a Dealership.

Sigma Draconis had a modest boost to prices which soon dropped down again, though only RED STAR LINES took advantage, selling 10 Petroleum for 8 HTs each and then being ignored by the Market. SOLAR SPICE & LIQUORS were active, selling 8 Monopoles for 16 HTs to take a Contractor's position and using their Market Managers privileges to buy 11 Spice for 10 HTs each before TRANSURANIC TRADING used Percent to buy 6 more at the same price.

FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS sold 9 Alloys at Mu Herculis for 12 HTs each and gained a Dealer's position. INTERSIDEREAL NOVICES sold 3 Isotopes for 9 HTs each and then 2 Liquors for 16 HTs apiece, though here SOLAR SPICE & LIQUORS sold 5 on Contract. It was RED STAR LINES that bought Monopoles, 7 for 13 HTs each and the Market Managership, outbidding INTERSIDEREAL's bid of 12 and pushing the price up for SSL. Undaunted, INTERSIDEREAL NOVICES bought 6 Petroleum for 6 HTs each to fill their ship and RED STAR LINES sold 4 units at 5 HTs apiece to leave the price where it started.

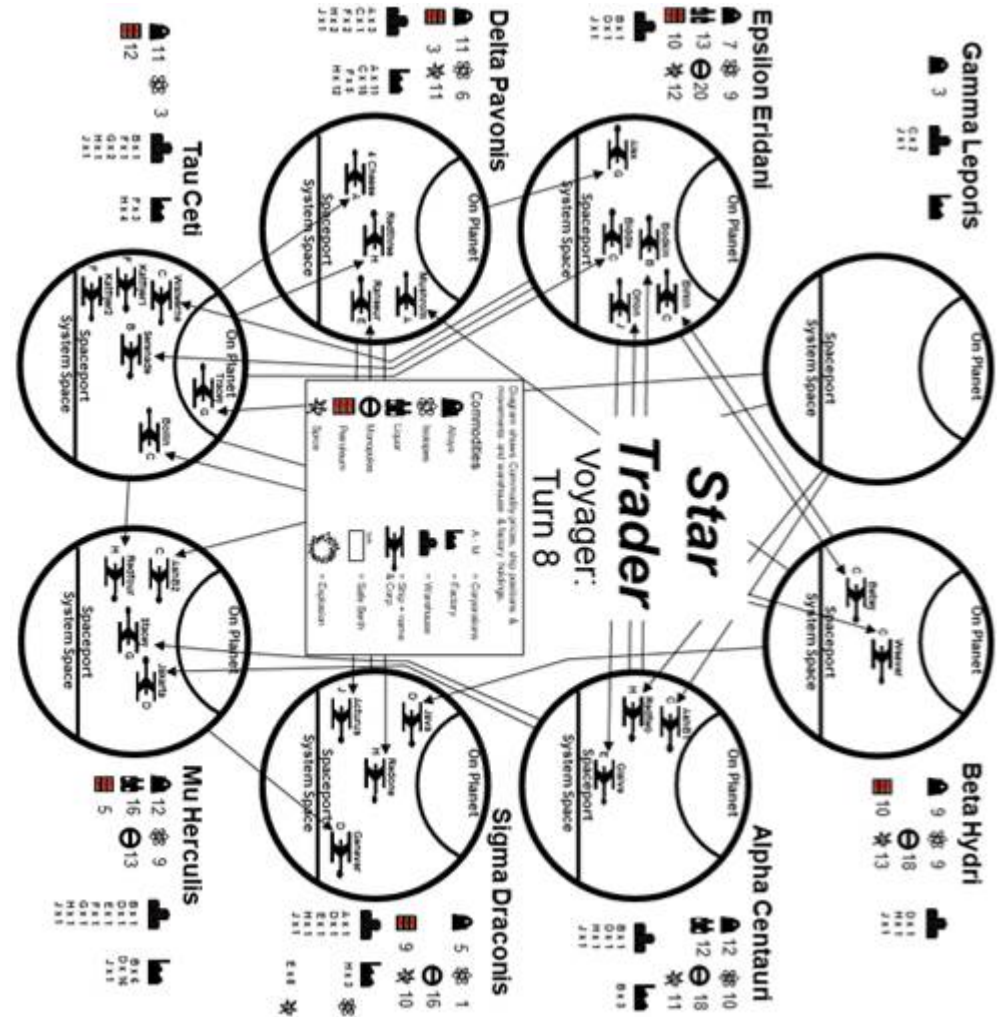
OXFORDS NOT BROGUES enjoyed Tau Ceti, first selling 6 Alloys for 11 HTs each and gaining a Contractor's Position, and then buying 6 Isotopes at 4 HTs and taking a Dealer's position.

COSTRA NOSTRA PIZZA wanted to sell Petroleum at Delta Pavonis, but without success. They did sell 9 Isotopes for 6 HTs each and took a Dealership, while RED STAR LINES unloaded 5 on Contract. And SWISS MERCENARY FLEET sold 7 Spice for 11 HTs each and became a Dealer here too.

INTERSIDEREAL NOVICES bought 8 Alloys for 7 HTs each and got a Contractorship. They outbid TRANSURANIC's 5, though TRANSURANIC TRADING did sell 2 Isotopes for 8 HTs each before selling 6 Spice for 11 HTs apiece and gaining a Dealer's position. Finally, INTERSIDEREAL NOVICES sold 12 Petroleum for 10 HTs each and took a Contractorship.

The FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS loaded their usual 200 HTs worth of Passengers and repaid their loan

to the Federal Banks. This was, of course, mis-reported last Quarter and the reporter responsible has been quartered to avoid repetitions. No one knows who did it. The banks were then tapped for a quite precise 432 HT Loan, on which interest was promptly paid, and 15 Petroleum Factories and an accompanying Warehouse were bought at Delta Pavonis.





INTERSIDEREAL NOVICES bought an increase in Political Connections this Quarter.

SOLAR SPICE & LIQUORS took out a 520 HT loan over 4 Quarters and used this to buy a further 7 Monopole Factories at Mu Herculis, boosting their production facilities.

TRANSURANIC TRADING laid down a Piccolo Hull with A Crew and Augmented Jump at the Tau Ceti Shipyards, and it has been provisionally named 'Polaris'.

OXFORDS NOT BROGUES bought 2 Petroleum Factories at Mu Herculis and sold the Serenade's Passenger pod before upgrading the crew class to A and buying a new Cargo Pod.

COSTA NOSTRA PIZZA INC bought a Warehouse at Delta Toucanis to cater for its growing Petroleum production.

### Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep	Player
A Costra Nostra Pizza Inc	10 0 2	0	7th	106	33	Mark Cowper
B Oxfords not Brogues	6 0 7	0	6th	168	40	Mike Clibborn-Dyer
C FATCAT	8 0 7	7	5th	343	36	Jerry Elsmore
D Solar Spice & Liquors	10 0 6	0+4	3rd	101	40	Paul Evans
E Swiss Mercenary Fleet	8 0 5	0	8th	550	40	Martin Jennings
F Smitten Kitten	4 0 7	N	9th	66	22	
G Intersidereal Novices	10 7 5	12	1st	176	40	Mateusz Ochman
H Red Star Lines	10 7 3	5	2nd	251	40	Przemek Orwat
J Transuranic Trading	10 0 7	0	4th	232	40	Bob Parkins

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

### News

Event 25 took place this turn, increasing prices at Sigma Draconis.

There were four new News chits this turn. The current list (new chits in **bold**) is:

Turn 9 P6, P3

Turn 10 C4, P5, B6, C5

Turn 11 **B8, C3**

Turn 12 **B6, P5**

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

### GM Notes

Market Managers: IF you intend to bid to buy in the Market you control, you must say how many and at what price. This may be qualified as exemplified "Bid one more than anyone with initiative in front of me has bid to buy Alloys, otherwise bid 11 HTs to buy up to 9 units". If you intend to use the Market Manager's buying on contracts option, then "Use MM contracts option to buy/sell XYZ".

Orders such as "Use MM to buy Alloys" will count as a null order in future. You all know who you are.

INTERSIDEREAL NOVICES are Corporation G.

SMITTEN KITTEN is available for anyone to take over and play, even just to get some experience of the game system.

**Orders for next turn to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by Friday, 21st September 2018**

### Online Games

TWJO readers are welcome to join in the various online board games we're playing. Let me know what games you'd like to play and I'll add you in.

*Brass* game 67 (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)) continued my recent decline: I finished third. The winner was our ringer, 'KevinB', with Steve second and Mike just behind me. Game 68 is reaching the halfway point and looking fairly even at the moment. We could do with a regular fourth player – volunteer now!

We're still having fun with *Through the Ages: a New Story of Civilization* (at [boardgaming-online.com](http://boardgaming-online.com)). Game 15 was our second 'pacifist' game (no Wars or Aggressions) and was again won by Al was fairly close in second, but Mike and I were well adrift. We've gone back to the standard game for the sixteenth, but new players are welcome in either format.

Mark Benson won the latest *Pax Porfiriana* game (at [yucata.de](http://yucata.de)) on the first Topple – it's been a while since a game has gone the distance. A new game is pending and more players are welcome.

Who'd like to join me for *Innovation* (at [BoardGameArena.com](http://BoardGameArena.com))?

And can I persuade anyone into a game of *Keyflower*? Let me have your ID at [BoardGameArena.com](http://BoardGameArena.com) and I'll invite you into a game.

*Agricola* game 4 (at [www.BoiteAJeux.net](http://www.BoiteAJeux.net)) went to Mark C, making it two-all between him and me. Our fifth game has started. Who'd like to join in?

I've also started playing *Lemming* (Sebastian Bleasdale's cunning race game) at [www.yucata.de](http://www.yucata.de) – any TWJO readers care to join me?

## Watercress (*Railway Rivals* game 13 - RR2344LH)

### Turn 5

#### Builds

Some Railways again built behind another company as they went for the same gap in the hills. SLOW LOCOMOTIVES ONLY USED GENTLY ON HILLS built up the Test valley to Stockbridge and connected to Fareham.

TIGER IN SMOKE built along the coast into Brighton following SWIFT. They then built branches to Virginia Water and Woking.

GRAND RAIL EAST ATLANTIC TRUNKLINE built along the west edge of Hampshire down the Test Valley, approaching Southampton from the North.

MISSED, DELAYED AND CANCELLED RAILS built north from Alton along the alignment of the Alton to Basingstoke Railway (which I was walking part of on Sunday last) and connected to Reading.

BASINGSTOKE ASSOCIATED STEEL HIGHWAY were built branches and connected to towns.

SLOW WAGON IN FAST TRAFFIC built east into Brighton and connected to Petersfield and Haywards Heath.

**BASINGSTOKE ASSOCIATED STEEL HIGHWAY** (BASH), Bob Blanchett - Black

a)(Whitchurch) - E43 - Andover; (+3)  
(K60) - L59 - Windsor

b)(C60) - B60

c)(B60) - Cranleigh:  
(G51) - H50

**Points:** 23.5 -3 +8 = **34.5**

**MISSED, DELAYED AND CANCELLED RAILS** (MDCR),

Mike Dyer - Blue

a)(C54) - B53 - Bordon; (+3)

(Alton) - B50 - C50 - D50 - E50

b)(E50) - Basingstoke - G50 - H49

c)(H49) - I50 - J50 - K51 - Reading  
(3 to SLOUGH)

**Points:** 66.5 +3 -3 +2 = **68.5**

**SLOW LOCOMOTIVES ONLY USED GENTLY ON HILLS**

(SLOUGH), Brad Martin - Orange

a)(Eastleigh) - F6 - Fareham - E8;  
(J3) - K3 (1 to MDCR, 1 to TIS)

b)(K3) - M2 - Stockbridge (+1.5)

c)(F67) - E68 - Redhill (1 to MDCR)

**Points:** 54.5 +1.5 -3 +9 = **62**

**TIGER IN SMOKE** (TIS), Jonathan Palfrey - Green

a)(F23) - Shoreham - Brighton;  
(F60) - Woking (6 to SWIFT)

b)(Woking) - H59 - I60 - Virginia Water

c)(H4) - H3 - Romsey;

(H6) - Bishop's Waltham (+3)

**Points:** 67.5 +3 -6 +1 = **66.5**

**GRAND RAIL EAST ATLANTIC TRUNKLINE** (GREAT), Rob

Pinkerton - Red

a)(G46) - F45 - E45 - E44 - E43 -  
Andover - C42 (5 to SLOUGH, 8 to  
BASH)

b)(C42) - B42 - A43 - Stockbridge  
(+1.5)

c)(Stockbridge) - M3 - L2 - K2 -  
Romsey (1 to SLOUGH)

**Points:** -14.5 +1.5 -14 -2 = **-29**

**SLOW WAGON IN FAST TRAFFIC** (SWIFT), Gerald

Udowiczenko - Yellow

a)(D23) - Shoreham - Brighton (+9):  
(K27) - Haywards Heath (+3)

b)(M26) - Three Bridges (+3);  
(K15) - K13

c)(K13) - Petersfield;

(C15) - D15;

(Leatherhead) - G63 - G62

**Points:** 60.5 +15 +6 = **81.5**

#### GM Notes

I've never had a minus score before. 10% interest is added each turn.

Last turn of building before the races start: die rolls are: 3, 5, 4

**Orders to Mike Dommatt, 119 Victoria Road,  
Alton GU34 2DD or by e-mail to mike\_dommatt@yahoo.co.uk  
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# Games from Pevans

Mail order board and card games in the UK



## Carson City – The Card Game

Neat adaptation of the original to a card game format. It's still about building a city in the Wild West. Key to the game is using your bid cards wisely to get the cards that will have the best effect for you. It's neat and not too taxing.

For 1-6 players, aged 12+, playing time 45 minutes: **£17.00**



## Darien Apocalypse

The Ragnars' second 'Quantum' game is again about colonising the New World. This time there are four versions of the Scottish colony in Darien, all of them menaced by the Four Horsemen of the Apocalypse. Played competitively or co-operatively, it's a tough challenge.

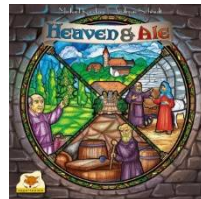
For 1-4 players, aged 14+, playing time 2+ hours: **£36.00**



## Heaven & Ale

This is about monks brewing beer. Players place tiles to build up their monastery, producing the ingredients (and cash) they need. It's getting the tiles in the first place that is tricky. This is a seriously complex game that really gives players something to think about. (German ed with English rules.)

For 2-4 players, aged 12+, playing time 60-90 mins: **£35.00**



## Spring Meadow

The third of Uwe Rosenberg's plant-themed puzzle games. The theme is a hike across an Alpine meadow as the first plants are poking through the snow. It's a neat little game that exercises the little grey cells without melting any of them – my preferred level of difficulty.

For 1-4 players, aged 10+, playing time 15 minutes/player: **£36.00**



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

## Les Petites Bêtes Soyeuses

Being a correspondence 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 page ). You will also need (access to) a copy of the published rules to *En Garde!* (see [www.engarde.co.uk](http://www.engarde.co.uk)).

**Orders for November 1670 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 28th September 2018**



## October 1670 (320)

The feeling in Paris is that things are back to normal after the summer campaign. There are a lot of people scurrying about in the early hours with cold steel concealed beneath their cloaks. Our first meeting this month is the battle of the Georges: average-sized Georges Dueppre versus titchy Georges Hommence. Lieutenant-Colonel Hommence has his CO, the equally diminutive Colonel Arthur 'Dekka' Dent, as second and brings his sabre. Lt-Col Dueppre wields a rapier as he's an infantryman. He starts with a lunge which meets a slash coming the other way. There's not much damage from either blow, but it's too much for Hommence – he surrenders and goes in search of Charles Louis Desapear for his next duel.

Brigadier-General Desapear has a few other scores to settle first. However, his meeting with L'Inconnu is postponed, Chris Knight doesn't appear and then Padamus Da Grim is a no-show. His first duel to take place is against Colonel Dent. Hommence is supposed to second him, but is clearly too busy applying bandages. The difference in stature between Dent and the beefy Desapear is starkly obvious. Desapear is far more skilled with his rapier than Dent is with his sabre, yet starts the duel with a parry. He then jumps out of the way of Desapear's slash, but is hit by a cut (Desapear is making a furious slash). Despite his palpable wound, Desapear continues with a slash, inflicting a bit of a scratch. Dent surrenders.

Quickly patched up, Desapear is disappointed to learn that his meeting with Florent Sans de Machine must be postponed. Next up is Alain SansSous, whose





own first duel, against Xavier Money, has been bumped to next month. SansSous is of the same physique as his opponent and Desapear's injury gives him an advantage. He is less skilled with the rapier, though. Both men parry (SansSous does so twice) and then jump back. Desapear is first to regain his balance and attacks with a slash and a lunge as SansSous struggles. A cut follows the lunge, striking home just as SansSous lunges himself. The duellists need a minute to recover from this exchange. Then SansSous dodges Desapear's slash, only to be hit by the following lunge. The

fourth injury causes his surrender, particularly as he's only hit Desapear once.

Hommemince now reappears, supported by Dent, as Desapear's next opponent. This duel starts the same as the previous one: both men parry and dodge. Then Desapear hits his man with a slash and Hommemince surrenders.

Desapear's final adversary is Balzac Slapdash, whose big advantage is that he's uninjured. This duel is rapier versus rapier. Desapear's standard parry and jump opening lets him avoid Slapdash's lunge. He then slashes, deflecting Slapdash's second lunge. Both blows take effect, however. A decent lunge from Desapear is followed by a slash from Slapdash. Desapear's cut deflects the lunge coming the other way, but his injuries tell and it's Desapear who concedes. Slapdash knows he's been in a fight, though.

The Cardinal's Guard commander, Alan de Frocked, chooses to meet the King's Musketeers commander, Duncan d'Eauneurts, first. Only one of his seconds turns up: Felix Anton Gauchepied'er (Leonard de Hofstadt must have better things to do). Was Nae Me seconds d'Eauneurts, who brings a sabre ("What a large weapon! He must be compensating for something," sniggers Gauchepied'er) against Frocked's rapier. Eauneurts is brawnier and has greater expertise, neither of which bodes well for the Cardinal's man. An initial lunge from Frocked is stopped by Eauneurts's parry. Eauneurts chooses to riposte, negating the furious slash he had planned and allowing Frocked to hit him with a cut – that was a furious lunge from him. However, a slash from Eauneurts settles the matter in his favour.

Frocked is no state to meet Florent Sans de Machine, but this duel has been postponed to next month anyway. Swindelle d'Masses doesn't turn up to his fight with Jean Ettonique, nor his bout with Percy Urbain Fanci-Free. Mind you,

Fanci-Free doesn't show up, either: for this duel or the one he has scheduled with Terence Cuckpowder.

### Oh, Ladeez!

Formalities out of the way, the crucial question this month is whether Minister of State Pierre le Sang will re-appoint Duncan d'Eauneurts as Commissioner of Public Safety. There is a collective gasp from Paris as the Minister announces the new holder of the post: Felix Anton Gauchepied'er!

As a consolation, le Sang offers Eauneurts a Ministerial position (without Portfolio), which he is quick to accept. Frele d'Acier also becomes a Minister without Portfolio, courtesy of le Sang, and a Lt-Colonel, courtesy of some money. However, Minister of Justice remains unfilled.

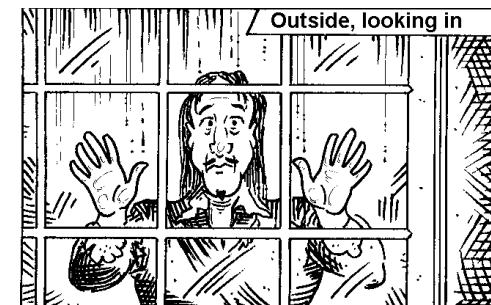
Bastian de LaGarde calls in some favours to pressure the junior Major of the Royal Foot Guards into resigning. Greg de Bécqueur supports his efforts with his own influence, which brings him a financial reward. The object of their attentions quickly resigns his commission, which also frees up the appointment of Guards Brigade Major. However, LaGarde makes no move to buy the rank or apply for the appointment.

The RFG welcomes a new recruit: Luc Azzat makes his application to Brigadier-General Amant d'Au, the regiment's commander, who not only accepts him but pays a large signing-on bonus. Azzat buys the rank of Captain and sets off to join the regiment in action.

New arrival Jean Argent Perroquet is determined on death or glory: he volunteers to serve as a private in a Frontier regiment, despite receiving an anonymous cash gift. General Bernard de Lur-Saluces takes the (slightly) safer option of volunteering to command a battalion in the Royal North Highlanders.

### One a week

The early weeks of October are overshadowed by the planned celebration of Field Marshal Bill de Zmerchant's life at the end of the month. First, however, is Swindelle d'Masses party at Bothwell's. The only problem with this is that Swindelle himself is nowhere to be found. This leaves Arthur Dent, Chris Knight, Charles Louis Desapear, Georges Hommemince, Padamus Da Grim and Was Nae Me kicking their heels outside the club. Inside, sniggering, are Alan de Frocked (with Madelaine de Proust) and Leonard de Hofstadt (plus Frances Forrin). Once he's



stopped laughing, Alan heads over to the gaming tables where he places a single wager of 500 crowns and wins the bet.



The following week it is Charles Louis Desapear's turn as host, greting his guests with Emma Roides. First to arrive in Bothwell's is Frederick von Bismarch, who is at once struck by his host's lack of nobility. Or rather, Frederick strikes Charles for this, challenging him to a duel in time-honoured fashion. New Lt-Col Jean Ettonique nods his

greetings as he and Katy Did sidestep the argument. Robert d'Lancier and Ava Crisp arrive next, followed by Was Nae Me and Vera Cruz. Charles is amused when one of the other members in the club, Alan (visiting again with Madelaine), challenges Frederick in turn as a member of an enemy regiment. Alan returns to the gaming tables and again wins his single bet. Leonard de Hofstadt and Frances are the last occupants of the club.

For the third week, attention shifts to Blue Gables where Robert d'Lancier has invited a few gentlemen to join him. Only Hercule D'Engin turns up to Toady to Robert and Ava, however. He has a ringside seat as Robert goes gambling. Plonking down a hundred crowns a time, Robert loses his first two bets, but wins the next two to even things up. The house rolls high on the next two, prompting Robert to cut. This leaves him 100 crowns out of pocket on the week.

Back in Bothwell's, Alan (with Madelaine) and Leonard (with Frances) are back again for the third week. Was and Vera roll up as well. This time, Alan's 500-crown wager is a loss, but he's still ahead over the month.

This leaves us with the Fleur de Lys, which is busy all month. In fact, both Richard Shapmes and Uther Xavier-Beauregard are in the club the whole time, ignoring the wake in the last week (well, trying to). They are accompanied by their respective ladies, Kathy Pacific and Henrietta Carrotte. Frele d'Acier and Pierre le Sang are in the club all month, too, but do attend the wake at the end. Their companions are Freda de Ath and Guinevere d'Arthur, respectively. A gift arrives for Pierre in week 1: a big bunch of flowers and champagne from Felix as a thank-you for making him CPS. (Felix is busy re-decorating her new office.) Pierre has a Toady, too: Sebastian de la Creme joins him in weeks 2 and 3, bringing Maggie Nifisent with him. (Sebastian took advantage of Beau Reese Jean Seine's absence to woo Maggie at the start of the month.)

Pierre Cardigan brings Edna Bucquette to the Fleur in week 1. Etienne Brule arrives with his new conquest, Ella Fant, in week 2 and passes his regular

donation to le Sang. He and Ella return in week 3. Etienne is the gambler here: he places several substantial bets each week. He doesn't like the house's first two rolls in week 2 and cuts these. He loses the next one, wins the fourth, but loses the fifth. This leaves him well out of pocket. The following week the house is on a roll: Etienne cuts his first four bets. He fancies his chances on the fifth, but loses. He is now several thousand crowns out of pocket and it's not done his social standing any good either.

### By royal command

This brings us to the royal memorial for the late Field Marshal, Bill de Zmerchant. It's hosted in the Fleur by the Crown Prince, so it's very much a wake rather than anything more sombre and most of Paris is there. Frele d'Acier escorts Freda as usual. Arthur 'Dekka' Dent has Ulla Leight on his arm. Alan de Frocked is unaccompanied. Mary Huana arrives on the arm of Balzac Slapdash. Terence Cuckpowder has no-one with him after running into a little problem (aka Percy) the week before. Jean d'Ice is another singleton, while Georges Dueppre has won the affections of Di Lemmere (as well as buying his way to Colonel of the Picardy Musketeers).



The honour of initiating the first spat between regimental enemies goes to Padamus Da Grim. He's the first member of the Grand Duke Max's Dragoons to arrive and Frele is the only man from Archduke Leopold's Cuirassiers, so they exchange words. Henri Dubois avoids all this and any company. Chris Knight escorts Marie Huana, another recent conquest. Frederick von Bismarch, unable to court his intended companion, is the first King's Musketeer to arrive. Alan and Jean descend on him as he enters and there is a full exchange of views. ("You're rubbish!" "No, you're rubbish!")

Charles Louis Desapear brings Emma and prompts a deluge of challenges. Frederick, Chris, Padamus, Balzac and Arthur all regard him as *hoi polloi* and take exception to his effrontery in appearing in their company. Alain SansSous is right behind Charles and adds his challenge. There is a pause in the pandemonium as the Minister of State arrives: Pierre le Sang sweeps in with Guinevere, acknowledging his many friends and acquaintances. A small figure hurtles past: it's Georges Hommence (whose courting was unsuccessful), eager to add his challenge against Charles – the last for the hapless fellow.

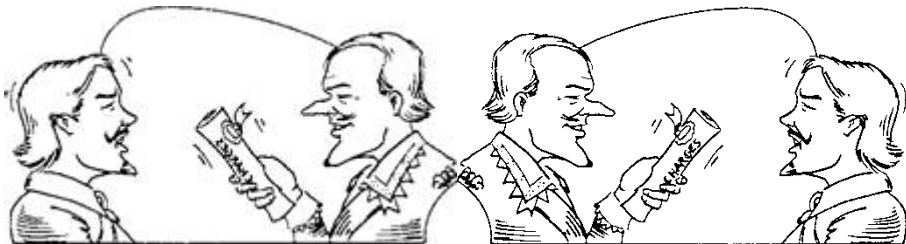
Robert d'Lancier is another who has not been able to find a female companion this month and arrives on his tod. Augustin Fourier is the second of the Grand

Duke Max's men to arrive and adds his insults against Frele to those of Padamus. Leonard de Hofstadt and Frances are almost unnoticed as they stroll in until Leonard proposes the first of many toasts to the departed. Hercule D'Engin's arrival starts up the arguments again as he (of the 53rd) swaps challenges with Chris (a Crown Prince Cuirassier). Ella and Etienne Brule head straight for the gaming tables, where Etienne enhances his reputation by winning two bets, cutting two and losing his last. He has just as much cash as he started with. Jenny Russe is on Greg de Bécqueur's arm. He's the last of the GDMD, so that's another challenge to and from Frele.

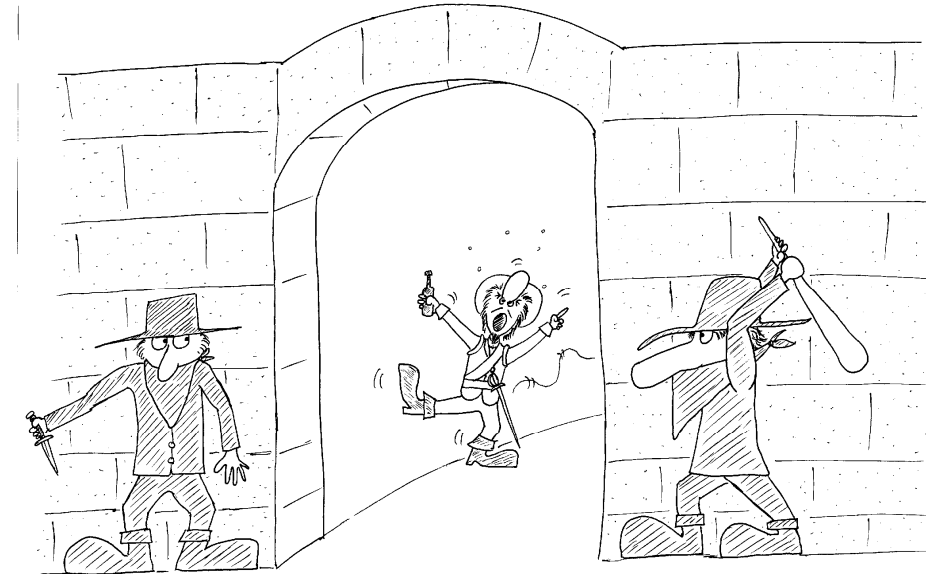
Gaz Moutarde has a mistress, but doesn't bring her to the party. Chopine Camus has Sheila Kiwi and does bring her. Was Nae Me escorts Vera, Sebastian de la Creme accompanies Maggie. Duncan d'Eauneurts arrives with just his gambling face and is the second man onto the gaming tables. Having liquidated some of his investments, he is able to put a heavy purse on the table. He rolls the dice and wins. "Leave it," he growls and rolls again: he wins. "And again," produces a third win. He should be able to reinstate his investment now. And there's an Earldom coming his way.

Then the new Commissioner makes his entrance. It's actually quite low-key for Felix: just him and Trissy in "sumptuous red and gold dresses". Plus half a dozen guards. "Hello, dahlings," he hollers, "Let's get this party started!" Realising that the Dauphin is present, Felix blushes fetchingly and drops a well-executed curtsey. "Sorry, Your Highness," he simpers.

As the laughing Crown Prince is helped back into his chair, Felix spots Duncan, trying to keep out of sight at the back of the room. "Coo-ee, Dunkie-poops!" shrieks Felix, waving frantically, "This is how it's done!" He holds out both hands. Quick as a flash, Trissy produces two sealed parchments and slaps one into each outstretched palm. Felix dives into the crowd and delivers the warrants to his prey: Frederick von Bismarch (charged with spying for Holy Roman Emperor Leopold) and Charles Louis Desappear ("Conduct Unbecoming an Officer of His Majesty's Army"). And it will be the Baron Gauchepied'er from next month.



While all this is going on in the clubs, some Parisians are spending their time elsewhere. Jacques de Gain, for example, is in the gym. Yes, it's his usual four weeks of rapier practice. Balzac Slapdash spends three weeks practising with his



rapier, stopping only to attend the wake. Chopine Camus does the same, except that his weapon is a sabre. Jean Ettonique's three weeks with sabre are only interrupted by Charles's party. And Pierre Cardigan practises with his sabre after his visit to the Fleur. Those who manage two weeks' practice are: Arthur 'Dekka' Dent (sabre), Augustin Fourier (sabre), Georges Dueppre (rapier), Greg de Bécqueur (sabre), Gaz Moutarde (cutlass), Jean d'Ice (rapier) and Terence Cuckpowder (sabre). Several others visit the gym for the odd week.

The Bawdyhouses are popular this month, not least with Henri Dubois. He visits three times, but only enjoys female company the one time. By the third week, the footpads have worked out his routine and pounce. Cautious Henri has spent all his cash. The appearance of Duncan d'Eauneurts in the red light district prompts an immediate mugging, but he's spent his money, too. He's back for a further two weeks, seeking out specific establishments: "The Mare's Meadow" (only for "Stallions"); "The Frankfurter's Rest" (for big sausages); and "The Cucumber Patch" (the bigger, the better). What they have in common is that they cater only to those having members of prodigious size.

Hercule D'Engin is also the victim of crime on his first trip to a Bawdyhouse. Another one with empty pockets and he's back the following week, too. Percy Urbain Fanci-Free provides the footpads with a few crowns, left over from his first week visit for wine and women. Augustin Fourier makes it all worthwhile, though, when he's mugged in week 1. Jean d'Ice is unmolested.



Another large group visit the Bawdyhouses before heading to the wake. Surprisingly, Alain SansSous is the man donating crowns to the footpads. Georges Hommemince and Padamus Da Grim are targeted as well, but have no spare cash. Felix Anton Gauchepied'er visits an establishment that caters to his tastes. Chris Knight enjoys some female company on his visit, but Frederick von Bismarch does not.

### Dodge (cannon)ball

Defence of the realm is the order of the day on the frontiers where the Frontier regiments continue to be bolstered by the Royal Foot Guards. The Guards emphatically defeat another incursion from Franche-Comté, picking up bags of loot. Bdr-General Amant d'Au receives a Mention in Despatches ("Jolly good stuff") and picks up just 400 crowns worth of goodies. Lt-Colonel Jean Jeanie finds 700 crowns for himself. Major Beau Reese Jean Seine does best: over a thousand crowns worth for him – he's invested twice that much in Commerce this month. There's a Mention for Captain Bastian de LaGarde, who charges into the thick of the fray ("Excellent stuff") and plunders 400 crowns for himself. The new boy's name goes into the Despatches, too ("Look at that!" "No, Luc Azzat") after he enriches himself by a thousand crowns.

Serving in the Frontier regiments, Jean Argent Perroquet discovers that he can't run faster than a cannonball. No glory, just death: RIP. General Bernard de Lur-Saluces takes command of a battalion in the RNHB, who are just as successful as the Guards. There's a Mention in Despatches for him ("Looks good in a kilt") and a few hundred crowns worth of booty. He receives a Barony as well. ❖

## Press

### Announcements

Do you have what it takes to wear the coveted green tunic?

The Dragoon Guards offer a life of action and adventure! Positions are available for the best and bravest. Wield your sword in the service of France! Win glory! Apply to join the Dragoon Guards today!\*

**LEGAL DISCLAIMER:** Before signing any enlistment form, read it carefully and consult with your lawyer. Your glory may vary. Sword not to be taken internally.

When my current term as Minister of State expires, I do not intend to petition His Majesty for reappointment. It has been an honour to serve His Majesty and France as Minister of State these last two years, but I believe it is now time that I returned to active service against the enemies of our beloved country on the field of battle. I am confident that His Majesty shall appoint a worthy individual to take my place.

Long live the King!

† Viscount Pierre le Sang  
Minister of State

### VACANCY

The post of Regimental Adjutant of the Princess Louisa's Light Dragoons lies vacant. Applications to the Colonel, please. Tea-making skills an advantage. Please be brief as I am having to handle all my regimental paperwork at present.

† Col A. D. Dent

From: Lt-Gen Leonard de Hofstadt, Commander, First Division

First division seeks a suitably qualified Lt-Col to take a position as the Divisional Adjutant. The successful candidate will be expected to attend planning meetings throughout the year before the campaign begins.

Applications through usual means, or directly to the First Division address.

To: All Cavalry commanders

From: Brevet Lt-General Marquis Chopine Camus Inspector-General of Cavalry  
Sirs,

Please supply details of your command, number of sabres and its overall status after the rigours of the summer campaign. I will do all in my power to ensure you are brought up to strength as quickly as possible.

I intend using this information to ensure commands are fit for field duty, so it behoves you to submit it in good time.

Note that spot inspections may be carried out to verify report accuracy.

Also, keep in mind any frontier 'excursions' need to be approved through my office (a month in advance of departure). † Camus

To: All aspiring Majors holding cavalry commands

From: Brevet Lt-General Marquis Chopine Camus Inspector-General of Cavalry

Sirs,

I find myself in need of an Aide to help with the rigours of administration. Please apply, with CV, to the office of the Inspector-General of Cavalry. † Camus

## Social

Gentlemen of Paris, I invite you to a celebration to be held at the Fleur on Week 1 in November. Everyone welcome. Bring your significant others. All expenses paid. The party is a celebration of the anniversary of the founding of the Dragoon Guards. Voluntary donations to the Coveted Green Tunic Association are welcome. I will host the individual offering the most generous donation, and his significant other, at my club in Week 2 of December.

Gentlemen of the Dragoon Guards and other Parisians of note I have joined the ALC, another fine regiment sadly lacking in senior officers, and to further my career I moved last month.

I would like to invite you to a party at my club in week 2 in November to celebrate my new appointment: drinks are on me.

Kind regards,

† Lt Col D'Acier

[OOO Dragoon Guards and ALC and other SL 17+]

Count Was Nae Me will be hosting a party at Bothwell's in Week 3 of November. All gentlemen in Paris – SL 13+ – are invited, along with their ladies. (Costs covered.)

Count Was Nae Me intends to hold a Pre-Christmas Dinner at Bothwell's week 2 of December for all gentlemen in Paris – SL 13+ – along with their ladies. (Costs covered.)

An invitation to the elite socialites of Paris

The esteemed General the Marquis Sebastian de la Crème, Minister without Portfolio, is throwing another of his famous month-long celebrations at the Fleur de Lys throughout November.

The summer campaign is now over: those that died need to be remembered; those that survived need to be celebrated and toasted. A perfect opportunity to mingle with the high and mighty in Parisian society – not to be missed!

For King, for Country, for life and for the good times ahead.

[OOO SL 16+ are invited along with mistresses – every week throughout November at the Fleur de Lys.]

As Christmas is a time of good will Count Was Nae Me is looking for a gentleman to host a party in December for all characters in Paris whose SL is less than 13. Count Was Nae Me will provide funds to cover the gentleman's time and costs incurred. Any gentleman interested in hosting such a party can contact myself.

Officers of Paris, I invite you to the annual Cavalry/Infantry seminar to be held at the Fleur on Week 2 in November. All officers in an infantry or cavalry regiment are welcome. Bring your significant others. All expenses paid. Every year, I host a working/social seminar with the purpose of improving combined arms operations in the army. Attendees are encouraged to make suggestions for speeches on their own cavalry/infantry topic. I will host the officer providing the most intriguing speech topic at my club in Week 3 of December. Past topics of note have included:

- Which end gets the hay? A guide to horse maintenance
- When long distance is not the next best thing to being there: Sabre vs. Lance as a primary cavalry arm
- Just what is your horse stepping on? Why inviting the infantry to dressage practice may cause PTSD and
- Try pointing your muskets at the enemy next time, and other improved weapon skills training tips.

## Personal

To Lt Col. Lancier.

Sir, your kindness and generosity towards the less advantaged of Paris is greatly appreciated and will not be forgotten. † Hercule

Applicants for Inspector General of Infantry please contact Myself C/o the Ministry.

† Cuckpowder

To: Minister of War, Brevet Lt-General Marquis Terence Cuckpowder

From: Brevet Lt-General Marquis Chopine Camus Inspector-General of Cavalry  
Sir,

My thanks on your faith in my ability to hold the position of Inspector-General of Cavalry. Under my tenure, I will do my utmost to ensure this vital arm of our nation's forces is in supreme fighting condition, ready to carry out your orders as directed by His Majesty.

† Camus

A sedan chair, carried by 4 strapping privates from the CG, draws up outside the gates to the Bastille. Behind the sedan are several carts filled full of flowers, rugs, chandeliers, dresses and other assorted paraphernalia, plus a host of workmen armed with paints, brushes and brooms.

“Who goes there”? challenges the duty sentry.

“Cooooee darlings it's me, your new boss,” comes a shrill voice from inside the chair, swiftly followed by the bearded blonde-wigged head of new CPS Felix Anton Gauchepied'er appearing from the curtains. “Let me in sweetie, we've so much to get sorted and a whole new wardrobe to install”. With that the sedan and its entourage sweep past the dumbfounded sentry and into the grounds of the Bastille.

A few hours later...

“Felix darling, what an awfully drab place this is. Thank goodness we

bought all these new things to decorate with – you can see how much Dunkie has let the place go.”

“You're so right, Trissy, but what gets me is all these jars and ointments that Dunkie has scattered around his office. Look at this one for example: ‘Super growth’. And this other one here: ‘Big Boy’. What on earth are they for?”

“I've found a pamphlet in this drawer... something about double up in just 14 days... only 25 crowns for a small set of weights, a truss and a measuring ruler! Are you thinking what I am, sweetheart?!”

“Put them all away in the safe, dearie, I have a feeling we may need those as evidence some day. Anyway, enough of this: let's get down to the dungeons. I met a simply delightful fellow the last time I stayed here and I just have to see if he's still around... bring a bottle of champagne and some glasses, it's time to get reacquainted!”

Monsieur D'Acier, I wish you well of your new command. I trust you will continue to display that competence that has accompanied your military career to date.

† Lt General Cuckpowder

To Viscount Pierre le Sang, Minister of State,

Your Excellency,

May I take a moment to thank you publicly for conferring on me the singular honour of a role as Minister without Portfolio to His Majesty. I promise to faithfully serve the King and look to you for advice on performing my duties to the highest

standards, as you would expect of a Guards cavalry officer.

I will begin looking into the provision of mounts for the cavalry arm: I have heard of a charming little town in the Limousin, where, besides growing excellent beef cattle and apples, they are quite skilled in the raising of fine horses. The town is Pompadour, a little town 60 miles from Limoges, in the Correze.

Yours faithfully,

† Earl Jean Ettonique  
Major, Dragoon Guards

The continuing journal of Percy Urban Fanci-Free

Well, I buffed myself up and toddled off to the Dragoon Guards and straight in, what a result for me. All I had to do was ride around on a horse looking fine (easy peasy) and answer a few questions about what I would have done differently at Agincourt (“hang around at the back,” says I. How we all laughed, but I was being serious). To celebrate, a quick trip to see the Red Lights then join Major Earl Jean and Captain Greg to a party held by some Scottish chap. We narrowly avoided those two ghastly Harridans wheeling a hand cart and shrieking “Impeach Dunkie-poos”. I mean, honestly, what WERE they wearing? I shudder even now – that yellow dress was SO 1668!! Anyway, we were enjoying the drinks when a lowly fellow came up and started to berate Major Jean; so I stepped in (holding my handkerchief to my nose to try and mask his smell of wee, body odour and silage) and he said, “Huh, another one – I’ll see you in

The Park at first light on October 1st as well”. “Humpf, in your dreams,” thought I. “I would have to be totally desperate to be seen with a manky old Queen like you in a park.” But Major Jean said he wanted a duel and it would be a poor show not to beat his little bottom black and blue after Major Jean had thrashed him. So I accepted. Talking of which, a fine lady slipped me a note inviting me to tea the very next week. So, off I popped and sat sipping away discussing the latest fashions and hair styles and wigs and which shade of ochre powder to use in the Autumn and whether a horsehair brush was best and then she said she liked leather and I said leather is OK but nothing beats silk, when she said “wait a minute Mon Cheri”, popped off into a boudoir and returned dressed only in a pair of leather boots and a large whip, which she then proceeded to wallop me with across the buttocks with gusto. I enjoyed the whole thing so much I returned the next week for more. Lo and behold, the next thing I know as I am lying in my billet trying to recover, the Minister of War sends me a letter demanding satisfaction on the 1st October at dawn in the same park as that whiffy old Queen. Well, who am I to refuse a Minister, so wish me luck...

Lord Percy Percy says, as fashion is tending to the incompetent, Duncan Deaunauts is extremely fashionable.

Mutual second sought by new Parisian. † Hercule d’Engin

To Field Marshall Count Uther Xavier-Beauregard,

I intend to visit to the Front in October to see how well our troops are faring as the cold weather begins to take effect. I will give you a full report on my return.

Your Aide, † Sir Jean d’Ice

To: Major Anonyme, 3rd Battalion, Royal Foot Guards

Sir,

In my short time as regimental adjutant of the Grand Duke Max Dragoon, I have studied records of the battlefield performance of officers in all units of our fine army. It is clear that you have served your regiment, and our country, proudly and successfully over the years. You clearly have a sound grasp of military matters, but I believe the wisdom of your advancing years could be put to better use in a more theoretical role in the rear echelons. I suggest, therefore, that you move on from your current position to an opportunity in general headquarters. I am sure a worthy captain in your regiment, full of youthful vigour and enthusiasm, will step up to lead 3rd battalion to even more glory.

Kind Regards,

† Captain Greg de Bécquer,  
Regimental Adjutant,  
Grand Duke Max Dragoons

Viscount Pierre le Sang

I would like to apply to serve in the Government as Minister of Portfolio.

Kind regards, † Count d’Acier

Aide required for Lt General, apply my personal Office.

† Cuckpowder

Greetings to all fellow officers in the glorious armies of King Pevans! I, Luz Azzat, have arrived in Paris, fired by the example of my late cousin, Bill de Zmerchant. I look forward to following his illustrious example and to joining the brotherhood of arms where favours are freely given and repaid over a glass of champagne. Indeed, I look forward to hosting a soirée when the Guards return from campaigning under the inspiring leadership of Count d’Au, who has kindly advanced me a sum sufficient to please even the thirstiest swashbuckler. † LA

General Gain has a favourite in Gauchepied’er. One has to feel concern. † La parapluie Orange

Dunkie,

What a catastrophe for you honey... all that power, those prestigious jobs of State, the ignominy of being kicked out of office, what a come down for you, darling, and whatever is mother going to think?! I mean, I feel for you, darling, I really do, and so does Trissy.

Such a shame we never got to meet in Court, I can’t help but wonder who that ‘gentleman’ was that you spent last month fruitlessly searching for with that warranty thing grasped in your sweaty mitts. Still, on reflection, perhaps all this was for the best as it will allow you some time out to seek the medical assistance for that ‘little’



problem you have. If it helps, I know this wonderful apothecary and would be happy to pass on your details. Alternatively, Trissy has studied a little in the art of medicine and would certainly be cheaper. In fact, she assures me she'd help sort you out for nothing other than a few glasses of champagne in the back room of our club.

At the end of the day don't be downhearted, love. Despite our differences I'm happy to 'forgive and forget' and use my contacts to try and help get you back on your feet again. No doubt you may well find yourself the target of one of those warrants – is that what they call them? – once a new Commissioner is appointed. You did have such a dreadful reputation for being a despot that I know many are calling for your head so you need all the friends you can get. Perhaps a little missive posted around the City apologizing for your past misdemeanours and saying how you are seeking treatment, resigning from the Musketeers – I can speak up for you to secure a Subaltern's post within the Cardinal's Guard – and showing true contrition by serving a few spells at the Front and, of course, meeting up with Trissy and me for drinkies will all go towards a public demonstration of sincerity.

Oh, and one final thing, sweetheart: that mother of yours. Yes, I know she's your mother, but you have to admit she's a 'right old harridan' and people only put up with her while you were in Office. Quite frankly, it was impossible most of the time to comprehend her gibberish, all those

och's and aye's plus keeping harping on about money and mortgages etc. Best if you look into putting her into a 'home for the elderly and deranged'. They look after those types there I'm informed, keep her quiet and all that. As to your sister, I know she is currently a spinster, so maybe a suitable marriage can be arranged. There happens to be this darling young thing in the CG, Subaltern De Simple, not the most intellectually gifted, but a fine figure of a lad, lovely arse (!) and we know, alas, he's a 'straight', so have a think about him.

Best regards,

† Dame Felix (and Trissy)

Major Gauchpieder,

My tenure of the Commissioner's post was brought to a premature end due to a minor technicality of which I was unaware – a mistake which will not be repeated. I see, however, that you have wasted no time to gloat, demand and threaten – all of which I'll treat with the contempt they deserve.

When it comes to publicly insulting and denigrating my mother and sister, however, you go too far, Major. I suggest you answer for it at the end of my sword – a sabre, of a size I'm used to regularly handling. (I understand your weapon of choice is a small dagger?).

Not that I expect you turn up to a duel – do you ever? But it will at least remind Paris once again of what a timorous Tinkerbelle you are.

I make no apology for maintaining the safety of His Majesty and France – and punishing those guilty of putting their own personal interests

before those of the state. Despot? I think not. Unlike my predecessor, I have never seen the office of Commissioner as means of pursuing my own petty vendettas. There have been no arbitrary arrests or prosecutions on my watch. Should France ever suffer the misfortune of having you as Commissioner, however, I have no doubt that the bad old days preceding my tenure will quickly return.

† Brigadier-General le Marquis  
Duncan d'Eauneurts.

## Matters of Honour

To General Sir Swindelle d'Masses  
Sir,

You have the misfortune to serve in the second best cavalry regiment in the King's army. I therefore happily accept your invitation to share with you a couple of sabre tips (or is that the edge?) this October.

I assume you know the Eglise de St Martin Maldisant, near that quiet spot on the Seine?

I think it will suffice wonderfully for our affair of honour. The view at dawn is breath-taking ... but do be careful I don't take yours.

Regards,

† Earl Jean Ettonique  
Major, Dragoon Guards

## Points Arising

**Next deadline is 28th September**

As CLD and FvB were arrested in the last week of October, they will spend the first week of November in gaol and will be on trial at the start of December.

To General the Marquis Terence Cuckpowder

General, despite our regimental differences, I have observed you to be an able commander and a dashing sabreur. I therefore happily accept the opportunity to second you in your coming duel and observe your technique once more. May I be so bold as to request that you stand ready to perform the same duty for myself in the future?

Yours faithfully,

† Earl Jean Ettonique  
Major, Dragoon Guards

## Poetry Corner

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

- 1 At the front you won't be hurt  
Thought you may end up muerte
- 2 Let me warn you once again  
If you want to avoid pain
- 3 Your life may be bounded  
But you won't be wounded
- 4 At the front you won't be hurt  
Even if you end up under dirt

Swindelle, where is Swindelle?  
Has he gone to hunt the thimbelle?  
We must find him  
Or the party won't start!  
(apologies to TS Eliot)

Pierre le Sang's appointment as Minister of State finishes at the end of November. Anyone wishing to apply for the job must do so with their November orders. Applications will be resolved at the start of

December, which is when Influence (on the King) can be used.

### Absent friends

I had no orders (“No Move Received”) from the following and they suffered the consequences:

GlJ Gauvin le Juste (Gavin Wright) has NMR'd. Total now 1

SdM Swindelle d'Masses (Craig Pearson) has NMR'd. Total now 1

X1 (Francesca Weal) has NMR'd. Total now 1

LI (Gerald Udowiczenko) has been floated as Gerald was busy with Shadowcon

X2 (Ray Vahey) has been floated as Ray's “bitten off more than I can chew with my current project”

XM (Pam Udowiczenko) has been floated as Pam was busy with Shadowcon

FSdM (Nik Luker) has been floated as Nik's “world's got crazily busy of late”

### Welcome

First off, returning to us after a four-year hiatus is Ash Casey.

Then we have John Wright – who played *En Garde!* back in the 1980s and was recruited for *LPBS* by Mr Fazackarley.

## Announcements

Duncan d'Eauneurts asks NPC Brigadier of Guards Brigade to resign

Luc Azzat asks NPC Captain, King's Escort to resign

Finally, also rejoining us after a four-year break is Bruno Giordan.

Welcome (back) to the game, gents – enjoy yourselves.

### Notes

The *En Garde!* rules are available to *LPBS* players at a reduced rate: see any month's Points Arising page at [www.pevans.co.uk/LPBS](http://www.pevans.co.uk/LPBS).

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 that you're still there.

Orders (and press) should be e-mailed to [lpbsorders@pevans.co.uk](mailto: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](mailto:LPBS@pevans.co.uk) instead.

Luc Azzat applies for Captain, King's Escort

## Duels

### Results of October's duels

Georges Dueppre (gains 1 Exp) beat Georges Hommemince (with ADD).

Charles Louis Desapear (gains 1 Exp) beat Arthur 'Dekka' Dent.

Duncan d'Eauneurts (with WNM, gains 1 Exp) beat his enemy Alan de Frocked (with FAG).

Charles Louis Desapear (gains 1 Exp) beat Alain SansSous.

Balzac Slapdash (gains 1 Exp) beat Charles Louis Desapear.

Chris Knight didn't turn up to fight Charles Louis Desapear and lost SPs.

Charles Louis Desapear (gains 1 Exp) beat Georges Hommemince (with ADD).

Padamus Da Grim didn't turn up to fight Charles Louis Desapear and lost SPs.

Swindelle d'Masses didn't turn up to fight Jean Ettonique and lost SPs.

Neither Percy Urbain Fanci-Free nor Swindelle d'Masses turned up for their duel and both lost SPs.

Percy Urbain Fanci-Free didn't turn up to fight Terence Cuckpowder and lost SPs.

### Grudges to settle next month:

Alan de Frocked (Rapier, Seconds LdH & FAG) and Florent Sans de Machine (Rapier, adv.) have mutual cause for being in enemy regiments.

Alain SansSous (Rapier, adv.) has cause with Xavier Money (Sabre, 2

rests) as he's not Noble but higher SL.

Florent Sans de Machine (Rapier, 1 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

L'Inconnu (Sabre, 5 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Alan de Frocked (Rapier, Seconds LdH & FAG, adv.) and Frederick von Bismarch (Rapier, 2 rests) have mutual cause for being in enemy regiments.

Frederick von Bismarch (Rapier, 4 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Percy Urbain Fanci-Free (Sabre, 5 rests) has cause with Terence Cuckpowder (Sabre, Seconds JE & UXB, adv.) as he tried to court Fifi.

Arthur 'Dekka' Dent (Sabre, Seconds GH, 5 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Alan de Frocked (Rapier, Seconds LdH & FAG, 3 rests) and Duncan d'Eauneurts (Sabre, Seconds WNM & FSdM, adv.) have mutual cause for being in enemy regiments.

Augustin Fourier (Sabre, 5 rests) and Frele d'Acier (Sabre, Seconds EB, adv.) have mutual cause for being in enemy regiments.

Alain SansSous (Rapier, 3 rests) has cause with Charles Louis Desapear

(Rapier, adv.) as he's not Noble but higher SL.

Balzac Slapdash (Rapier, adv.) has cause with Charles Louis Desapear (Rapier) as he's not Noble but higher SL.

Chris Knight (Sabre, Seconds PDG, 4 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Chris Knight (Sabre, Seconds PDG) and Hercule D'Engin (Rapier, adv.) have mutual cause for being in enemy regiments.

Georges Hommemince (Sabre, Seconds ADD, 4 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Padamus Da Grim (Sabre, Seconds CK, 4 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Duncan d'Eauneurts (Sabre, Seconds WNM & FSdM, adv.) and Felix Anton Gauchepied'er (Dagger, 4 rests) have mutual cause for being in enemy regiments.

Duncan d'Eauneurts (Sabre, Seconds WNM & FSdM, adv.) and Jean d'Ice (Rapier, Seconds LdH, 3 rests) have

mutual cause for being in enemy regiments.

Felix Anton Gauchepied'er (Dagger) and Frederick von Bismarch (Rapier, adv.) have mutual cause for being in enemy regiments.

Frele d'Acier (Sabre, Seconds EB, adv.) and Greg de Becqueur (Sabre, 4 rests) have mutual cause for being in enemy regiments.

Frele d'Acier (Sabre, Seconds EB, adv.) and Padamus Da Grim (Sabre, Seconds CK, 4 rests) have mutual cause for being in enemy regiments.

Frederick von Bismarch (Rapier, 1 rests) and Jean d'Ice (Rapier, Seconds LdH, adv.) have mutual cause for being in enemy regiments.

“adv.” shows who (if anyone) has the advantage of higher Expertise: his first duelling sequence need only contain six actions.

All duels listed above (including any to be voted on) must be fought next month. Orders conditional on a challenge being voted cause are acceptable.

**Duels held over to December**

Beau Reese Jean Seine versus Sebastian de la Creme.

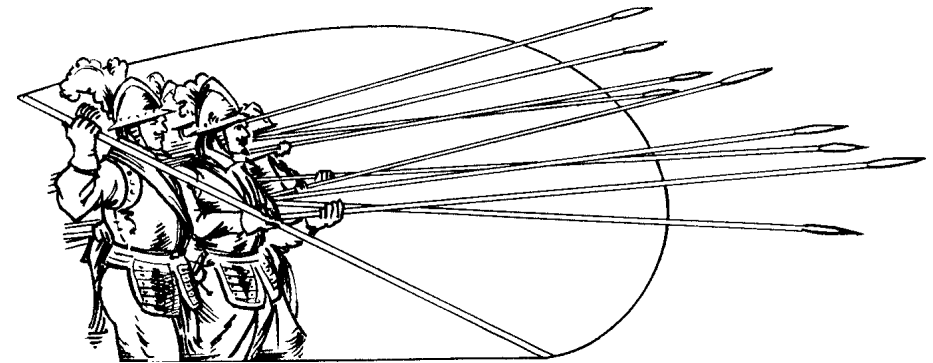
**New Characters**

Bob Blanchett gets the Bastard son of a small Merchant: Init SL 2; Cash 23; MA 5; EC 2 (X3).

Ash Casey gets the Bastard son of a wealthy Merchant: Init SL 2; Cash 225; MA 5; EC 3 (BeV Ben e'Volence).

John Wright gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 3; EC 2 (X4).

Bruno Giordan gets the Second son of a very wealthy Marquis: Init SL 8; Cash 750; MA 3; EC 3 (PdU Paul d'Udderjuan).



**Tables**

**Army Organisation and 1671's Summer Deployment**

First Army (Defence)	JdG/__/ADD/AdF
Cavalry Division (Defence)	N5/N/N3
Heavy Brigade (Defence) – ALC CPC	
Dragoon Brigade (Defence) – GDMD PLLD	
Frontier Division (Defence)	N4/N/N5
Frontier Regiments (Defence)	
Second Army (Siege)	__/_/_/N5/N
First Division (Assault)	LdH/BdLG/__
Guards Brigade (Assault) – RFG CG KM	
1st Foot Brigade (Assault) – RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	N5/N/RdL
2nd Foot Brigade (Siege) – 13F 53F	
3rd Foot Brigade (Siege) – 27M 4A	
4th Foot Brigade (Siege) – 69A Gsc n	
Horse Guards Brigade (Field Ops) – DG QOC	

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





# The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PIS	Viscount Pierre le Sang	25	62	Filty	General/State Min.	7	Guinevere	Flr	4	Bill Howell
UXB	Count Uther Xavier-Beaureg'	25	+84	Rich	Fld Marshal/Min w/o Port	16	Henrietta	Flr	4	Pete Card
EB	Marquis Etienne Brule	25	+81	Rich	B.Bdr-General DG/Chancellor	3	Ella	Flr	4	James McReynolds
PC	Count Pierre Cardigan	24	55	Rich	General/Min w/o Port	9	Edna	Flr	5	Matt Shepherd
FdA	Count Frele d'Acier	24	+74	Comfy	Lt.Colonel ALC/Min w/o Port	18	Freda	Flr	3	Peter Farrell
JdG	Count Jacques de Gain	23	55	Filty	B.General/1st Army Commdr	24		Flr	6	Ben Brown
DdE	Earl Duncan d'Eauneurts	23	+77	Rich	B.Bdr-General KM/Min w/o Port	8		Flr	5	Paul Lydiate
AdA	Count Amant d'Au	22	F	Rich	B.Bdr-General RFG/Min w/o Port	11		Flr	5	David Brister
SdC	Marquis Sebastian de la Creme	22	+85	Comfy	General/Min w/o Port	4	Maggie	Flr	5	Alan Percival
RS	Count Richard Shapmes	21	58	Rich	Lt-General	18	Kathy	Flr	4	Charles Popp
JJ	Count Jean Jeanie	20	F	Rich	Lt.Colonel RFG	25		Flr	3	Andrew Kendall
BRJS	Marquis Beau Reese Jean Seine	19	F	Comfy	Major RFG/Min w/o Port	4		Flr	3	Bill Hay
TC	Marquis Terence Cuckpowder	19	+67	Rich	B.Lt-General/War Minister	6		Flr	4	Mike Dormmett
WNM	Count Was Nae Me	18	43	Rich	B.General	14	Vera	Both	3	Mark Farrell
CC	Marquis Chopine Camus	18	+69	Withy	B.Lt-General/Insp.Gen.Cav	9	Sheila	Both	4	Stewart Macintyre
LdH	Sir Leonard de Hofstadt	17	+54	Comfy	B.Lt-General/1st Div Commandr	5	Frances	Both	5	Neil Packer
GM	Sir Gaz Moutarde	16	38	Rich	Bdr-General	4		Both	2	Mike Clibborn-Dyer
JE	Earl Jean Ettonique	16	+83	Withy	Lt.Colonel DG/Min w/o Port	13	Katy	Both	5	Tony Hinton-West
AdF	Sir Alan de Frocked	16	+53	Withy	B.Bdr-General CG/1st Army QMG	3	Madeline	Both	2	Charles Burrows
Jdl	Sir Jean d'Ice	15	+47	Comfy	Lt.Colonel CG/FM-shi's Aide	6		Both	3	Tym Norris
SdM	Sir Swindelle d'Masses	14	31	Comfy	B.Bdr-General QOC/Min w/o Port	6		Both	4	Craig Pearson
BdLS	Baron Bernard de Lur-Saluces	14	F	Withy	B.General	8		Both	3	Rob Pinkerton
FAG	Baron Felix A Gauchepped'er	14	+53	Comfy	Major CG/CPS	9		Flr	4	Jason Fazackarley
CLD	Charles Louis Desappear	13	40	Withy	Bdr-General	3	Emma	Both	4	Martin Jennings
HD	Baron Henri Dubois	12	37	Comfy	Major DG	3		Both	3	Wayne Little
BdLG	Bastian de LaGarde	11	F	Comfy	Captain RFG/LtGen's Aide (1st Div)	4			1	Jerry Spencer

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PUFF	Percy Urbain Fanci-Free	10	-2	OK	Captain DG	6	Fifi	Hunt	2	Mark Cowper
LA	Luc Azzat	10	F	Comfy	Captain RFG	3			2	Tim Macaire
GH	Georges Hommence	10	+32	Comfy	Lt.Colonel PLLD	5		Hunt	1	Cameron Wood
FvB	Frederick von Bismarch	9	25	OK	Captain KM	4		Hunt	4	Dave Marsden
FSDM	Florent Sans de Machine	9	22	Comfy	Major KM	3		BG	4	Nik Luker
XM	Xavier Money	9	15	Comfy	B.Bdr-General GDM	5		Hunt	3	Pam Udowiczenko
RdL	Robert d'Lancier	9	+53	OK	Lt.Colonel RM/2nd Div Adjutant	7	Ava	BG	4	Steven Malecek
ADD	Arthur 'Dekka' Dent	9	+34	OK	Colonel PLLD/1st Army Adjutnt	8	Ulla	BG	1	Graeme Morris
CK	Chris Knight	8	25	OK	Lt.Colonel CPC	7	Marie	BG	2	Paul Wilson
LI	L'Inconnu	8	11	OK	Captain GDM	5		BG	1	Gerald Udowiczenko
PDG	Padamus Da Grim	7	17	OK	Lt.Colonel GDM	6		F&P	2	Graeme Wilson
GD	Georges Dueppre	7	+32	Poor	Colonel PM	6	Di	F&P	3	Mark Nightingale
BS	Balzac Slapdash	7	+25	Comfy		9	Mary	F&P	4	Matthew Wale
GdB	Greg de Bequeur	6	+27	Poor	Captain GDM/GDM Regt. Adjnt.	6	Jenny		5	Anthony Gilbert
ASS	Alain SansSous	6	+19	Poor	Subaltern PM	6			4	Olaf Schmidt
AF	Augustin Fourier	4	+26	OK	Captain GDM	2		RP	3	Brick Amundsen
X1		3	-2	OK		6			2	Francesca Weal
X2		3	0	Poor		3			3	Ray Vahey
HDE	Hercule D'Engin	3	+31	Poor	Major 53F	2			2	Gerry Sutcliff
GIJ	Gauvin le Juste	2	-2	Poor	Subaltern 27M	4			2	Gavin Wright
JAP	Jean Argent Perroquet	2	RIP							Bob Blanchett

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+